SCULPTURE, BACHELOR OF FINE ARTS (B.F.A.)

The Department of Sculpture and Extended Media is a heterogeneous group of students and artists/teachers. Together, we examine the fundamental, philosophical, critical, technical, and historical components of art. We do so with an eye toward developing and advancing the discipline of sculpture in its broadest and most inclusive terms within an atmosphere of mutual respect.

Our charge is to create an environment of speculation and high expectation regarding self-motivation, intellectual capacity, and responsibility in order to establish conditions that promote student's ability to construct a thinking self. It is to explore and grow with technology's parameters in the process of discovering applications to new modes of expression. It is to stress the links between art, science, the humanities, emerging philosophies and the conditions of an ever-changing world. And it is to provide students with tools of discernment, vocabulary, and the skills of analysis and synthesis to become participants in the critical dialogues of our age.

Within this context, students strive to measure up to the best performances modeled for them by history, by their peers and by faculty engaged in vital research.

Learning outcomes
Upon completing this program, students will know and know how to do the following:

- Students will be proficient in the use of equipment, techniques and resources.
- Students will be able to participate in dialogue of contemporary art.
- Students will be able to utilize professional practices in the field of the arts.

Special requirements
Successful completion of the Art Foundation curriculum is required before continuing in the Department of Sculpture and Extended Media.

Degree requirements for Sculpture, Bachelor of Fine Arts (B.F.A.)

General Education requirements

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>UNIV 111</td>
<td>Play course video for Focused Inquiry I</td>
<td>3</td>
</tr>
<tr>
<td>UNIV 112</td>
<td>Play course video for Focused Inquiry II</td>
<td>3</td>
</tr>
<tr>
<td>UNIV 200</td>
<td>Inquiry and the Craft of Argument</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>Approved humanities/fine arts</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>Approved natural/physical sciences</td>
<td>3-4</td>
</tr>
<tr>
<td></td>
<td>Approved quantitative literacy</td>
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Approved social/behavioral sciences 3-4
Total Hours 21-24

Additional School of the Arts requirements

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL 215</td>
<td>Reading Literature</td>
<td>3</td>
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<tr>
<td></td>
<td>General education electives (Select from approved University Core courses)</td>
<td>6</td>
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<td></td>
<td>Total Hours</td>
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Collateral requirements

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<tr>
<th>Course</th>
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<tbody>
<tr>
<td></td>
<td>Art Foundation Program</td>
<td></td>
</tr>
<tr>
<td>ARTF 131</td>
<td>Drawing Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 132</td>
<td>Surface Research</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 133</td>
<td>Space Research</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 134</td>
<td>Time Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 139</td>
<td>Project</td>
<td>2</td>
</tr>
<tr>
<td>ARTH 103</td>
<td>Survey of Art I</td>
<td>3</td>
</tr>
<tr>
<td>ARTH 104</td>
<td>Survey of Art II</td>
<td>3</td>
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<td></td>
<td>Art history (200-level)</td>
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<tr>
<td></td>
<td>Art history (300-level or above)</td>
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<tr>
<td></td>
<td>Non-SCPT studio electives (200-level or higher)</td>
<td>8</td>
</tr>
<tr>
<td></td>
<td>Non-SCPT studio electives (300-level or higher)</td>
<td>6</td>
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<td>Total Hours</td>
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Major requirements

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<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
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<tbody>
<tr>
<td>SCPT 211</td>
<td>Basic Sculpture I</td>
<td>4</td>
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<tr>
<td>SCPT 212</td>
<td>Basic Sculpture II</td>
<td>4</td>
</tr>
<tr>
<td>SCPT 215</td>
<td>Sophomore Seminar</td>
<td>2</td>
</tr>
<tr>
<td>SCPT 311</td>
<td>Intermediate Sculpture &amp; SCPT 312</td>
<td>8</td>
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<tr>
<td>SCPT 411</td>
<td>Advanced Sculpture</td>
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<tr>
<td>SCPT 415</td>
<td>Senior Seminar</td>
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<td></td>
<td>Directed sculpture elective</td>
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<td></td>
<td>Directed upper-level SCPT course</td>
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<td>Total Hours</td>
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<table>
<thead>
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<th>Course</th>
<th>Title</th>
<th>Hours</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>Open electives</td>
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</table>

The minimum total of credit hours required for this degree is 120.
Electives
Course | Title | Hours
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Directed sculpture electives
SCPT 290 | Concepts and Issues | 2
SCPT 321 | Figure Modeling | 3
SCPT 322 | Flexible Molds | 3
SCPT 323 | Foundry | 4
SCPT 324 | Robotics for Sculpture | 4
SCPT 480 | Critical Issues | 4
SCPT 491 | Topics in Sculpture | 1-4
SCPT 591 | Topics in Sculpture | 1-4
Directed upper-level sculpture courses
SCPT 323 | Foundry | 4
SCPT 324 | Robotics for Sculpture | 4
SCPT 411 | Advanced Sculpture | 4
SCPT 412 | Advanced Sculpture | 4
SCPT 417 | Seminar in Contemporary Sculpture | 4
SCPT 480 | Critical Issues | 4

What follows is a sample plan that meets the prescribed requirements within a four-year course of study at VCU. Please contact your adviser before beginning course work toward a degree.

Freshman year
Fall semester | Hours
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ARTF 131 | Drawing Studio | 3
ARTF 133 | Space Research | 3
ARTF 139 | Project | 1
ARTH 103 | Survey of Art I | 3
UNIV 111 | Focused Inquiry I | 3
Play course video for Focused Inquiry I | 3
University Core Curriculum Tier II | 3
Term Hours: | 16
Spring semester
ARTF 132 | Surface Research | 3
ARTF 134 | Time Studio | 3
ARTF 139 | Project | 1
ARTH 104 | Survey of Art II | 3
UNIV 112 | Focused Inquiry II | 3
Play course video for Focused Inquiry II | 3
University Core Curriculum Tier II | 3
Term Hours: | 16

Sophomore year
Fall semester
SCPT 211 | Basic Sculpture I | 4
SCPT 215 | Sophomore Seminar | 2
UNIV 200 | Inquiry and the Craft of Argument | 3
Art history (200 level) | 3

University Core Curriculum Tier II | 3
Term Hours: | 15
Spring semester
ENGL 215 | Reading Literature | 3
SCPT 212 | Basic Sculpture II | 4
Directed sculpture elective | 4
Non-SCPT studio elective | 4
Term Hours: | 15

Junior year
Fall semester
SCPT 311 | Intermediate Sculpture | 4
Art history (300 or 400 level) | 3
Non-SCPT studio elective | 4
University Core Curriculum Tier II | 3
Term Hours: | 14
Spring semester
SCPT 312 | Intermediate Sculpture | 4
Art history (300 or 400 level) | 3
General education electives | 6
Non-SCPT studio elective | 3
Term Hours: | 16

Senior year
Fall semester
SCPT 411 | Advanced Sculpture | 4
SCPT 415 | Senior Seminar | 2
Non-SCPT studio elective | 3
Open electives | 7
Term Hours: | 16
Spring semester
SCPT 412 | Advanced Sculpture | 4
Directed upper-level SCPT course | 4
Open elective | 4
Term Hours: | 12
Total Hours: | 120

1. 200-level or higher from COAR, CRAF, DANC, FASH, GDES, IDES, KINE, APPM/MHIS/MUSC, PAPR, PHTO, THEA.
2. 300-level or higher from: COAR, CRAF, DANC, FASH, GDES, IDES, KINE, APPM/MHIS/MUSC, PAPR, PHTO, THEA

The minimum total of credit hours required for this degree is 120.

SCPT 209. Introduction to Sculpture. 3 Hours.
Semester courses; 2 lecture and 3 studio hours. 3, 3 credits. Open to non-art majors only. The course will offer an opportunity for students to work with some of the ideas and materials of sculpture through slides, lecture and studio involvement.
SCPT 211. Basic Sculpture I. 4 Hours.
Semester course; 2 lecture and 6 studio hours. 4 credits. The primary goal of this course is the effective expression of ideas. The student is introduced to the basic tools, materials and techniques with attention given to problem-solving.

SCPT 212. Basic Sculpture II. 4 Hours.
Semester course; 2 lecture and 6 studio hours. 4 credits. Prerequisite: SCPT 211. The primary goal of this course is the effective expression of ideas. The student uses advanced techniques that build upon the basic skills taught in Basic Sculpture I with attention given to problem-solving.

SCPT 215. Sophomore Seminar. 2 Hours.
Semester course; 2 lecture hours. 2 credits. Open only to sculpture majors. Designed for sophomore sculpture majors as a supplement to studio courses in the department. Emphasis is placed on articulating and expanding upon individual interests in relation to studio practices.

SCPT 290. Concepts and Issues. 2 Hours.
Semester course; 2 lecture hours. 2 credits. Prerequisite: completion of Art Foundation. A lecture course that familiarizes students with contemporary artworks, as well as modern and postmodern concepts. This class presents contemporary issues in art through the presentation of media and visiting speakers. Visits to outside events and lectures will be required.

SCPT 311. Intermediate Sculpture. 4 Hours.
Semester courses; 3 lecture and 6 studio hours. 4, 4 credits. May be repeated for a maximum of 8 credits. Prerequisite: SCPT 212. The emphasis in this course is on creative independence. The student is encouraged to utilize a variety of materials in order to express his ideas.

SCPT 312. Intermediate Sculpture. 4 Hours.
Semester courses; 3 lecture and 6 studio hours. 4, 4 credits. May be repeated for a maximum of 8 credits. Prerequisite: SCPT 212. The emphasis in this course is on creative independence. The student is encouraged to utilize a variety of materials in order to express his ideas.

SCPT 321. Figure Modeling. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: completion of Art Foundation. This course provides instruction in fundamental figure modeling skills working with clay and from live models.

SCPT 322. Flexible Molds. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: completion of Art Foundation. This course provides instruction on a variety of moldmaking techniques, including plaster and flexible moldmaking materials.

SCPT 323. Foundry. 4 Hours.
Semester course; 2 lecture and 6 studio hours. 4 credits. Prerequisite: SCPT 322. This course provides instruction in bronze and aluminum metal casting using the lost wax process, ceramic shell.

SCPT 324. Robotics for Sculpture. 4 Hours.
Semester course; 2 lecture and 6 studio hours. 4 credits. Prerequisite: completion of Art Foundation. This course provides instruction in the construction, programming and integration of microcontrollers in conjunction with the use of switches, motors and other devices.

SCPT 411. Advanced Sculpture. 4 Hours.
Semester course; 2 lecture and 6 studio hours. 4 credits. May be repeated for a maximum of 16 credits. Prerequisite: SCPT 311 or SCPT 312. The majority of the student’s activities occur in the studio with emphasis on the development of a personal style.