DEPARTMENT OF SCULPTURE AND EXTENDED MEDIA

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arts.vcu.edu/sculpture (http://arts.vcu.edu/sculpture)

The Department of Sculpture and Extended Media’s eight full-time faculty members and various part-time and technical faculty represent a spectrum of directions and philosophical attitudes. Faculty interests range from formal to conceptual, from the concrete to the evanescent. This breadth of interests is presented to students and contributes to the comprehensive nature of the department. Students are not only exposed to traditional sculpture media, but encouraged to explore technology’s parameters and to pursue interdisciplinary activity.

The department encourages sculpture students to broaden their experience in other areas. By promoting a curriculum that encourages students to take a wide range of courses throughout the university, faculty stress links between art, science, the humanities and the world. As a consequence, sculpture students have rich, productive associations with professors in many fields.

Sculpture students are challenged to exploit their full potential by questioning notions of contemporary art. The goal is to provide students with the vocabulary, the seeds of discernment and the skills of both analysis and synthesis in order to become participants in the dialogue of our time. All of this takes place in an environment of high expectation regarding self-motivation, intellectual capacity and responsibility.

The sculpture program is housed in a state-of-the-art facility. Sculpture majors are provided with semi-private, locked studio spaces and are given time, support and encouragement to pursue their independently determined goals.

• Sculpture, Bachelor of Fine Arts (B.F.A.) (http://bulletin.vcu.edu/undergraduate/arts/sculpture-extended-media/sculpture-bfa)
• Sculpture, minor in (http://bulletin.vcu.edu/undergraduate/arts/sculpture-extended-media/sculpture-minor)

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 210. 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 217. Sculptural Concepts. 4 Hours.
Semester courses; 3 lecture and 3 studio hours. 4, 4 credits. Prerequisite: permission of instructor. A study of contemporary technology, philosophy, criticism and their relation to material resources and technical practices.

SCPT 218. Sculptural Concepts. 4 Hours.
Semester courses; 3 lecture and 3 studio hours. 4, 4 credits. Prerequisite: permission of instructor. A study of contemporary technology, philosophy, criticism and their relation to material resources and technical 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 313. Dimensional Concepts. 4 Hours.
Semester courses; 2 lecture and 6 studio hours. 4, 4 credits. An opportunity for the sculpture student to extend and expand upon traditional methods of expression and to explore new areas.

SCPT 314. Dimensional Concepts. 4 Hours.
Semester courses; 2 lecture and 6 studio hours. 4, 4 credits. An opportunity for the sculpture student to extend and expand upon traditional methods of expression and to explore new areas.

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 courses; 2 lecture and 6 studio hours. 4, 4 credits. May be repeated for a maximum of 16 credits. Prerequisite: SCPT 212. The majority of the student’s activities occur in the studio with emphasis on the development of a personal style.

SCPT 412. Advanced Sculpture. 4 Hours.  
Semester courses; 2 lecture and 6 studio hours. 4, 4 credits. May be repeated for a maximum of 16 credits. Prerequisite: SCPT 212. The majority of the student’s activities occur in the studio with emphasis on the development of a personal style.

SCPT 413. Dimensional Concepts. 4 Hours.  
Semester courses; 2 lecture and 6 studio hours. 4, 4 credits. An opportunity for the sculpture student to extend and expand upon traditional methods of expression and to explore new areas.

SCPT 414. Dimensional Concepts. 4 Hours.  
Semester courses; 2 lecture and 6 studio hours. 4, 4 credits. An opportunity for the sculpture student to extend and expand upon traditional methods of expression and to explore new areas.

SCPT 415. Senior Seminar. 2 Hours.  
Semester course; 2 lecture hours. 2 credits. Open only to sculpture majors. Designed for graduating sculpture students. Focus is on professional development and preparation for the possibility of graduate school.

SCPT 417. Seminar in Contemporary Sculpture. 4 Hours.  
Semester course; 4 lecture hours. 4 credits. May be repeated for a maximum of 12 credits. Prerequisite: SCPT 212. A forum for consideration and discussion of recent developments.

SCPT 419. Professional Studio Practicum. 3 Hours.  
Semester course; 9 studio hours. 3 credits. May be repeated for a total of 6 credits. Enrollment requires permission of departmental chair. A studio class that provides a continuation of the student’s work in sculpture. This course will be recorded as an elective for a sculpture major.

SCPT 480. Critical Issues. 4 Hours.  
Semester course; 4 lecture hours. 4 credits. Prerequisite: completion of Art Foundation. This advanced course examines diverse critical and aesthetic issues through the study of a select group of highly innovative international artists.

SCPT 491. Topics in Sculpture. 1-4 Hours.  
Semester course; 1-4 credits. May be repeated for a maximum of 16 credits. Prerequisite: permission of instructor. A seminar or workshop on a selected issue or topic in the field of sculpture. See the Schedule of Classes for specific topics to be offered each semester.

SCPT 492. Independent Study in Sculpture. 1-4 Hours.  
Semester course; variable hours. 1-4 credits. May be repeated for a maximum total of 8 credits. Prerequisites: senior standing as a major in sculpture and approval of department chair and instructor. Individual instruction and supervision of a special project. Learning experiences should be designed with the supervising faculty member in the form of a contract between student and instructor. This course is limited to those students who have demonstrated an exceptional level of ability and intense commitment to their discipline.

SCPT 493. Sculpture Internship. 1-6 Hours.  
Semester course; 40 contact hours per credit. 1-6 credits. May be repeated for a maximum of 12 credits. Prerequisite: SCPT 311 or SCPT 312. Open to junior- and senior-level sculpture majors only. A practicum in which students work with professionals in the field.