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.

Student learning outcomes

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

- Students will demonstrate technical proficiency in the use of tools and materials.
- Students will understand the scope of practice of historic and contemporary sculpture.
- Students will apply critical thinking and conceptual problem-solving in their studio work.
- Students will demonstrate professional presentation of creative work visually and verbally.

Special requirements

Successful completion
of ARTF 131, ARTF 132, ARTF 133 and ARTF 134 is required for current art foundation students to continue in the Department of Sculpture and Extended Media.

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

Course	Title	Hours
General education (https://bulletin.vcu.edu/undergraduate/undergraduate-study/general-education-curriculum/)		
Select 30 credits of general education courses in consultation with an adviser.		30
Major requirements		
• Major core requirements		
SCPT 211	Materials and Techniques	4
SCPT 215	Sophomore Seminar	3
SCPT 301	Speculative Futures	4
SCPT 311	Process and Practice	4
SCPT 411	Advanced Practice in Sculpture (Must be taken twice)	8
SCPT 415	Senior Seminar	3
• Additional major requirements		
Sculpture electives		16
Ancillary requirements		
Art Foundation Program		
ARTF 131	Drawing Studio: ____	3
ARTF 132	Surface Research: ____	3
ARTF 133	Space Research: ____	3
ARTF 134	Time Studio: ____	3
ARTF 139	Project Studio	2
or ARTF 138	Project Seminar	
ARTH 103 & ARTH 104	Survey of Art I and Survey of Art II	6
Additional requirements		
Art history (six credits must be 300 level or higher)		9
Non-SCPT studio art electives (six credits must be 300 level or higher) [1]		8
Open electives		
Select any course.		11
Total Hours		**120**

[1] Non-SCPT studio art electives may be chosen from COAR, CRAF, DANC, FASH, GDES, IDES, KINE, APPM/MHIS, PAPR, PHTO or THEA.

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

Electives

Course	Title	Hours
Sculpture electives		
SCPT 321	Figure Modeling	3
SCPT 322	Flexible Molds	3
SCPT 323	Foundry	4
SCPT 330	Digital Fabrication	4
SCPT 331	Plastics: ____	2
SCPT 332	Homes: ____	2
SCPT 333	Metals	3
SCPT 334	Wood: ____	2
SCPT 335	Found Objects: ____	2
SCPT 336	Extended Media: ____	2
SCPT 337	Ceramics for Sculpture: ____	2
SCPT 338	Documenting Your Work	2
SCPT 339	Bodies: ____	2
SCPT 340	Liquidity: ____	2
SCPT 341	Surfaces: ____	2
SCPT 342	Heat: ____	2
SCPT 343	Vibes: ____	2
SCPT 411	Advanced Practice in Sculpture	4
SCPT 491	Advanced Topics in Sculpture	1-4
SCPT 492	Independent Study in Sculpture	1-4

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.

Course sequence/plan of study

Freshman year

Fall semester		**Hours**
ARTF 131	Drawing Studio: ____	3
ARTF 133	Space Research: ____	3
ARTF 139 or ARTF 138	Project Studio or Project Seminar	1
ARTH 103	Survey of Art I	3
UNIV 111 Play course video for Introduction to Focused Inquiry: Investigation and Communication	Introduction to Focused Inquiry: Investigation and Communication (satisfies general education UNIV foundations)	3
General education course		3
	Term Hours:	**16**
Spring semester		
ARTF 132	Surface Research: ____	3
ARTF 134	Time Studio: ____	3
ARTF 139 or ARTF 138	Project Studio or Project Seminar	1
ARTH 104	Survey of Art II	3
UNIV 200	Advanced Focused Inquiry: Literacies, Research and Communication (satisfies general education UNIV foundations)	3
General education course		3
	Term Hours:	**16**

Sophomore year

Fall semester		
SCPT 211	Materials and Techniques	4
SCPT 215	Sophomore Seminar	3
Art history (200 level or higher)		3
General education course		3
Open electives		3
	Term Hours:	**16**
Spring semester		
SCPT 301	Speculative Futures	4
Art history (300 or 400 level)		3
General education course		3
Sculpture elective		2
Open electives		3
	Term Hours:	**15**

Junior year

Fall semester		
SCPT 311	Process and Practice	4
General education course		3
Non-SCPT studio elective [1]		4
Sculpture elective		4
	Term Hours:	**15**
Spring semester		
SCPT 411	Advanced Practice in Sculpture	4
General education courses		3
Non-SCPT studio elective [1]		4
Open electives		2
Sculpture elective		2
	Term Hours:	**15**

Senior year

Fall semester		
SCPT 411	Advanced Practice in Sculpture	4
General education courses		6
Sculpture elective		4
	Term Hours:	**14**
Spring semester		
SCPT 415	Senior Seminar	3
Art history (300-400 level)		3
Open elective		3
Sculpture elective		4
	Term Hours:	**13**
	Total Hours:	**120**

[1] 200-level or higher from COAR, CRAF, DANC, FASH, GDES, IDES, KINE, APPM/MHIS/MUSC, PAPR, PHTO, THEA

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