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 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.)

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>General education (<a href="http://bulletin.vcu.edu/undergraduate/undergraduate-study/general-education-curriculum/">http://bulletin.vcu.edu/undergraduate/undergraduate-study/general-education-curriculum/</a>)</td>
<td>30</td>
<td></td>
</tr>
</tbody>
</table>

Select 30 credits of general education courses in consultation with an adviser.

Major requirements

- Major core requirements

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>SCPT 211</td>
<td>Basic Sculpture I</td>
<td>4</td>
</tr>
<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</td>
<td>8</td>
</tr>
</tbody>
</table>
  & SCPT 312 | and Intermediate Sculpture         |       |
  | SCPT 411 | Advanced Sculpture                  | 8     |
  & SCPT 412 | and Advanced Sculpture             |       |
  | SCPT 415 | Senior Seminar                      | 2     |

- Additional major requirements

  | Directed sculpture elective | 4 |
  | Directed upper-level sculpture elective | 4 |

Ancillary requirements

Art Foundation Program

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<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 Studio</td>
<td>2</td>
</tr>
<tr>
<td>or ARTF 138</td>
<td>Project Seminar</td>
<td></td>
</tr>
<tr>
<td>ARTH 103</td>
<td>Survey of Art I</td>
<td>6</td>
</tr>
<tr>
<td>&amp; ARTH 104</td>
<td>and Survey of Art II</td>
<td></td>
</tr>
</tbody>
</table>

Additional requirements

- Art history (200 level or higher) | 3 |
- Art history (300 to 400 level) | 6 |
- Non-SCPT studio art electives (200 level or higher) | 8 |
- Non-SCPT studio art electives (300 level or higher) | 6 |

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

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
</table>
| Directed sculpture electives
| SCPT 290 | Concepts and Issues                | 2     |
| SCPT 321 | Figure Modeling                    | 3     |
| SCPT 322 | Flexible Molds                     | 3     |
| SCPT 323 | Foundry                             | 4     |
| SCPT 491 | Advanced Topics in Sculpture       | 1-4   |
| SCPT 591 | Topics in Sculpture                | 1-4   |

Directed upper-level sculpture courses

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>SCPT 323</td>
<td>Foundry</td>
<td>4</td>
</tr>
<tr>
<td>SCPT 411</td>
<td>Advanced Sculpture</td>
<td>4</td>
</tr>
<tr>
<td>SCPT 412</td>
<td>Advanced Sculpture</td>
<td>4</td>
</tr>
<tr>
<td>SCPT 417</td>
<td>Seminar in Contemporary Sculpture</td>
<td>4</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Course</th>
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<tr>
<td>ARTF 131</td>
<td>Drawing Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 133</td>
<td>Space Research</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 139</td>
<td>Project Studio</td>
<td>1</td>
</tr>
<tr>
<td>or ARTF 138</td>
<td>Project Seminar</td>
<td></td>
</tr>
<tr>
<td>ARTH 103</td>
<td>Survey of Art I</td>
<td>3</td>
</tr>
</tbody>
</table>
UNIV 111  Focused Inquiry I (satisfies general education UNIV foundations) 3  
Focused Inquiry I  
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  
UNIV 112  Focused Inquiry II (satisfies general education UNIV foundations) 3  
General education course 3  
**Term Hours:** 12  

**Sophomore year**  
**Fall semester**  
SCPT 211  Basic Sculpture I 4  
SCPT 215  Sophomore Seminar 2  
UNIV 200  Advanced Focused Inquiry: Literacies, Research and Communication (satisfies general education UNIV foundations) 3  
Art history (200 level or higher) 3  
General education course 3  
**Term Hours:** 15  

**Spring semester**  
SCPT 212  Basic Sculpture II 4  
Directed sculpture elective 4  
General education course 3  
Non-SCPT studio elective 1 4  
**Term Hours:** 15  

**Junior year**  
**Fall semester**  
SCPT 311  Intermediate Sculpture 4  
Art history (300 or 400 level) 3  
General education course 3  
Non-SCPT studio elective 1 4  
**Term Hours:** 14  

**Spring semester**  
SCPT 312  Intermediate Sculpture 4  
Art history (300 or 400 level) 3  
General education courses 6  
Non-SCPT studio elective 2 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  
**Total Hours:** 120  

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

SCPT 412. 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.

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; 3 lecture and 2 studio hours. 4 credits. Prerequisites: ARTF 131, 132, 133 and 134. Enrollment is restricted to students with junior or senior standing in the School of the Arts. This advanced course comprises two parts. The first examines diverse critical and aesthetic issues through the study of a select group of highly innovative international artists. In the second part, students will participate in studio visits. Crosslisted as: PAPR 480.

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.