

# 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.)

Course	Title	Hours
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> )		
Select 12-13 credits from general education foundations and 17-18 credits from areas of inquiry.		30
<b>Major requirements</b>		
• Major core requirements		
SCPT 211	Basic Sculpture I	4
SCPT 212	Basic Sculpture II	4
SCPT 215	Sophomore Seminar	2
SCPT 311 & SCPT 312	Intermediate Sculpture and Intermediate Sculpture	8
SCPT 411 & SCPT 412	Advanced Sculpture and Advanced Sculpture	8
SCPT 415	Senior Seminar	2

• Additional major requirements

Directed sculpture elective	4	
Directed upper-level sculpture elective	4	
<b>Ancillary requirements</b>		
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 or ARTF 138	Project Studio or Project Seminar	2
ARTH 103 & ARTH 104	Survey of Art I and Survey of Art II	6
<b>Additional requirements</b>		
Art history (200 level or higher)	3	
Art history (300 to 400 level)	6	
Non-SCPT studio art electives (200 level or higher) <sup>1</sup>	8	
Non-SCPT studio art electives (300 level or higher) <sup>1</sup>	6	
<b>Open electives</b>		
Select any course.	11	
<b>Total Hours</b>	<b>120</b>	

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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
<b>Directed sculpture electives</b>		
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
<b>Directed upper-level sculpture courses</b>		
SCPT 323	Foundry	4
SCPT 411	Advanced Sculpture	4
SCPT 412	Advanced Sculpture	4
SCPT 417	Seminar in Contemporary Sculpture	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
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	Focused Inquiry I (satisfies general education UNIV foundations)	3
Play course video for Focused Inquiry I		
General education course		3
Term Hours:		16
<b>Spring semester</b>		
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 112	Focused Inquiry II (satisfies general education UNIV foundations)	3
Play course video for Focused Inquiry II		
General education course		3
Term Hours:		16
<b>Sophomore year</b>		
<b>Fall semester</b>		
SCPT 211	Basic Sculpture I	4
SCPT 215	Sophomore Seminar	2
UNIV 200	Inquiry and the Craft of Argument (satisfies general education UNIV foundations)	3
Art history (200 level or higher)		3
General education course		3
Term Hours:		15
<b>Spring semester</b>		
SCPT 212	Basic Sculpture II	4
Directed sculpture elective		4
General education course		3
Non-SCPT studio elective <sup>1</sup>		4
Term Hours:		15
<b>Junior year</b>		
<b>Fall semester</b>		
SCPT 311	Intermediate Sculpture	4
Art history (300 or 400 level)		3
General education course		3
Non-SCPT studio elective <sup>1</sup>		4
Term Hours:		14
<b>Spring semester</b>		
SCPT 312	Intermediate Sculpture	4
Art history (300 or 400 level)		3
General education courses		6
Non-SCPT studio elective <sup>2</sup>		3
Term Hours:		16
<b>Senior year</b>		
<b>Fall semester</b>		
SCPT 411	Advanced Sculpture	4
SCPT 415	Senior Seminar	2
Non-SCPT studio elective <sup>2</sup>		3

Open electives	7	
Term Hours:	16	
<b>Spring semester</b>		
SCPT 412	Advanced Sculpture	4
Directed upper-level SCPT course		4
Open elective		4
Term Hours:		12
Total Hours:		120

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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 number 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 292. Concepts and Issues II. 2 Hours.**

Semester course; 2 lecture hours. 2 credits. Prerequisite: PAPR 290 or SCPT 290. A lecture course that builds on the prerequisite and covers contemporary art from recent decades. Students will be introduced to issues in contemporary art, including recent debates in the field. Crosslisted as: PAPR 292.

**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: PAPER 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.