

Learning Outcomes: ARTS 308 – Sculpture

Relevant Careers:

- Modeler

Level 1 – Knowledge

- Identify visual forms and aesthetic functions with attention to such areas as design, color, lighting and movement.

Level 2 - Comprehension

- Describe basic sculptural principles with an emphasis on three-dimensional space.

Level 3 - Application

- Use a variety of three-dimensional materials, techniques, processes and concepts to make sculptural objects.
- Use hand tools and power machinery, learn their proper application and safety procedures, and maintain the cleanliness and order of the work space.

Level 4 - Analysis

- Compare sculptures using possible range of techniques and concepts.
- Understanding of the possibilities and limitations of various materials.

Level 5 - Synthesis

- Create a sculpture using the cast and manipulative methods of construction.
- Create a public sculpture that works in a specific site.
- Present a completed work in an artistic setting.

Level 6 - Evaluation

- Critique one's own work and the work of others in art exhibition.