Course Information Form (CIF)

Course Code: ART 182
Course Title: Sculpture II

Department: Arts, Media, and Social Sciences
PCS Code: 1.1 - Baccalaureate/Transfer
CIP Code: 50.0709
Repeatability: 3

Effective Date: Summer 2026

Credit Hours

Catalog Notation: 1-5-3
Credit Hour Distribution:

Lecture: 1	Lab: 5	Clinical: 0	**Total: 3**

General Course Information

Catalog Description

Continued exploration and development of sculpture media and materials as means of expression. Emphasis on depth of conceptual development, professional presentation, documentation. Repeatable for a maximum of 12 credit hours.

General Course Objectives

Through a concentration in advanced traditional and/or contemporary sculpture techniques, as well as conceptual experimentation, students will expand their skills and develop a voice as sculptors.

Minimum Placement Levels

English	Reading	Math
None	Placement into CCS 098	None

Prerequisites

Credit in ART 181

Methods of Evaluation

Ongoing evaluation of individual work via 3-4 group and individual critiques, exhibition review (1-2 pages), and final sculpture project.

Instructional Materials and Additional Supplies

None.

Course Content

General Learning Outcomes (GLOs)

- Creativity and Innovative Thinking: Students will design, present, and interpret materials, information, and ideas in innovative ways.

Course Segments and Student Learning Outcomes

Course Segment	Learning Outcomes	Lecture Hours	Lab Hours	Clinical Hours
Methods: Subtractive, Additive, Construction, Mixed Media, Modeling Using Plastic Materials, and Academic Rendering	1. Design and develop sculptural form through sketching. 2. Use maquettes effectively to conceptualize a sculpture.	2	15	0
Materials: Stone, Clay, Wood, Steel and Mixed Media; Safe Use of Materials, Tools, and Equipment	1. Demonstrate confidence and competency in working with wood and/or steel. 2. Demonstrate techniques and safety associated with hand and power tools (e.g. saws, sanders, joinery).	3	15	0
Biomorphic Form: reacting to natural or organic forms by using design and visual economy	1. Examine abstraction through visual economy, and show expression in abstract terms.	2	10	0
Exploration and Use of Appropriate Surfaces for Expressing Form (textured vs. smooth)	1. Recognize the expressive potential of additive and subtractive mediums.	2	10	0
Design and Fabrication of Dynamic Sculpture with Linear and Planar Elements	1. Create a three-dimensional form from two-dimensional parts.	1	10	0
Creative Interpretation of Content	1. Examine content and meaning in contemporary culture through the use of found objects or traditional materials.	1	10	0
Overview of Historic and Contemporary References	1. Apply design elements and principles with any potential sculptural materials.	1	0	0
Continued Advanced Exploration and Pursuit of Independent Direction	1. Develop original and quality artworks that reflects one's unique experiences and perspectives.	0	5	0
Objective Criticism and Group Discussion	1. Demonstrate confidence in articulating issues in sculpture.	3	0	0

Total Contact Hours

Lecture Hours	Lab Hours	Clinical Hours
15	75	0