

ART (ART)

ART-100

Art Appreciation

3 UNITS

3.0 hours lecture

This course provides a general introduction to art through the analysis of art theory, terminology, themes, design principles, media, and techniques. This course also introduces the visual arts across time and through diverse cultures with an emphasis on function, meaning, and style. This course includes topics such as: Defining Art: Functions; Visual Elements of Art; Principles of Design, Media and Techniques; Methodologies of Art History and Art Criticism; museum and gallery visits; and an overview of art history from a local and global perspective. (CSU/UC) (AA/AS-C, CSU-C1, IGETC-3A)

ART-104

Artists and Designers Today

3 UNITS

3.0 hours lecture

This course examines the wide variety of formats that contemporary artists work in today. It is an overview of current practice and enables students to gain insight into art, design, craft and new genre disciplines, including but not limited to painting, sculpture, graphic design, interior design, industrial design, furniture design, photography, fibers, ceramics, metalwork, installation, performance, street art and multimedia. Students will be introduced to ways in which visual culture is contextualized, theorized, and displayed through curatorial studies as well as social media. Students will be exposed to course content through lecture, visiting artists talks, readings, and visits to local galleries and museums. This course is designed for students beginning the study of art and/or related disciplines. (CSU)

ART-106

Introduction to Mural Painting and Design

3 UNITS

Recommended Preparation: "C" grade or higher or "Pass" in ART 120 or ART 124.

2.0 hours lecture, 4.0 hours laboratory

This course explores the cultural history of mural painting as well as the social and political issues related to the creation and public reception of mural paintings. Several aspects and methods used in the production of public art works will be covered. Issues examined will include proposal, design, budget, procuring materials, safety concerns, and installation. Students will implement artistic skills, techniques and concepts to design and produce works collaboratively and consider the importance of the community in the mural-making process. (CSU/UC)

ART-119

Color Theory

3 UNITS

2.0 hours lecture, 4.0 hours laboratory

A star of visual expression, color is both physical and psychological. This course will explore the principles, theories, and applications of additive and subtractive color in two dimensions. Topics will include major historical and contemporary color systems, production of projects in applied color, and the elements of design as they apply to the optical perception of color. (C-ID ARTS 270) (CSU/UC)

ART-120

Two-Dimensional Design

3 UNITS

2.0 hours lecture, 4.0 hours laboratory

Introduction to two-dimensional arts through the study of historical, theoretical and cultural works of the human imagination. Examine form and content through the application of the art elements and the principles of organization to elicit unity in visual communication. Development of the fundamentals needed for creative expression in visual composition and design. (C-ID ARTS 100) (CSU/UC) (AA/AS-C, CSU-C1, IGETC-3A)

ART-121

Painting I

3 UNITS

Prerequisite: "C" grade or higher or "Pass" in ART 120 or ART 124 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

Introduction to principles, elements, and practices of painting. Emphasizes painting tools, materials, techniques and color theory as well as creative responses to subject matter. Students will develop skill in handling form, space, and plastic aspects of acrylic and/or oil paints as well as examine painting as a vehicle for social, political, and cultural expression. (C-ID ARTS 210) (CSU/UC)

ART-124

Drawing I

3 UNITS

2.0 hours lecture, 4.0 hours laboratory

Introduction to drawing through the study of historical, theoretical, and cultural works of the human imagination. Examine form and content through conceptual and stylistic developments of drawing as a vehicle for social and cultural expression. Focus on perceptually based drawing, observational skills, technical abilities, and creative responses to materials and subject matter. (C-ID ARTS 110) (CSU/UC)(AA/AS-C)

ART-125

Drawing II

3 UNITS

Prerequisite: "C" grade or higher or "Pass" in ART 124 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

Drawing II stresses the media techniques and craftsmanship of both traditional and contemporary drawing. There will be a greater analysis and emphasis on the expressive possibilities of drawing as well as its aesthetic component. Exploration of conceptual and stylistic developments of drawing as a vehicle for social and cultural expression. (C-ID ARTS 205) (CSU/UC)

ART-126

Ceramics I

3 UNITS

2.0 hours lecture, 4.0 hours laboratory

Ceramics I is the examination of historical and contemporary ceramic art. Ceramic artwork from differing cultures, time periods, and artists will be analyzed and critiqued while investigating how societal and technological beliefs and developments have influenced the evolution of the ceramic arts. Fundamental, essential historic and intellectual approaches of ceramic art creation will be explored, as well as both functional and conceptual applications. Assignments and projects for this course require no prior knowledge of tools, equipment or ceramic materials. This is a comprehensive introductory ceramics course that will aid in gaining knowledge of historical and contemporary works of ceramic art and could lead to further study of ceramics or 3-D and 2-D based art courses and professions. (CSU/UC) (AA/AS-C, CSU-C1)

ART-127**Ceramics II****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 126 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

A course for those who wish to understand the principles of ceramic material, technologies related to the field of ceramics, and design within a problem-solving environment. Specific aesthetic and technical criteria will be examined and individual development will be emphasized. Health and safety concerns are stressed. (CSU/UC)

ART-128**Ceramics III****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 127 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

A course for those who wish to develop more advanced skills of clay technique and glaze formulation and increase their knowledge of ceramics as an art form. Historical and contemporary works will be emphasized. Health and safety concerns are stressed. (CSU/UC)

ART-129**Three-Dimensional Design****3 UNITS**

2.0 hours lecture, 4.0 hours laboratory

Three-Dimensional Design is an introduction to the fundamental principles of three-dimensional composition emphasizing the formal elements and language of design. Basic visual, tactile and conceptual methods of defining space are examined in a series of compositional exercises. A variety of materials are used to explore the Elements of line, shape, mass, texture and volume through the application of design Principles such as balance, emphasis, rhythm, harmony, contrast, repetition, proportion, scale and unity. The historical development of design and aesthetics is studied along with how social, political and cultural beliefs have influenced artists and design professionals. Assignments in this course are non-technical and do not require prior knowledge of tools and equipment. Three-dimensional design is a comprehensive introductory course that could lead to future study in a diverse range of art and design professions. (C-ID ARTS 101) (CSU/UC) (AA/AS-C)

ART-130**Sculpture I****3 UNITS**

2.0 hours lecture, 4.0 hours laboratory

An examination of the history, theories, methods, and materials of modern sculpture. The focus of this course will be on the conceptual and technological developments of sculpture including an exploration of sculpture from a diversity of cultures and an investigation into sculpture's role as a vehicle for social, political, cultural, and personal expression. An emphasis is placed on skill development, the ability to control media, and the exploration of communication and personal expression through the aesthetic object. (CSU/UC)(CSU-C1, IGETC-3A)

ART-131**Jewelry Design I****3 UNITS**

2.0 hours lecture, 4.0 hours laboratory

A beginning course that introduces fundamentals of design and execution of jewelry forms. A variety of materials and processes will be used to explore jewelry as a vehicle of aesthetic expression. The historical development of Metal Casting, Metal Smithing, Precious Stones and Found Objects as body adornment will be introduced along with an examination of cultural influence on the small-scale metal and jewelry designer. (CSU)

ART-132**Jewelry Design II****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 131 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

An intermediate course continuing the development of skills introduced in Jewelry Design I. This course will introduce the design and technical skills required for the execution of more complex jewelry forms. A variety of materials and processes will be explored through a series of design problems. Historical development of metal-smithing and advanced casting processes will be examined across diverse cultures and groups. (CSU)

ART-133**Metalsmithing & Casting****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 131 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

An advanced course that introduces both the fundamentals of metalsmithing and casting processes. Through a lens of inclusion, the design and fabrication of hollowware and metal objects as well as the historical development of metalsmithing will be introduced. Considering cultural diversity, different methods of casting will be explored including lost wax casting and casting organic materials. Mold making processes will also be introduced and students will be able to express their personal aesthetic through a series of individual projects. (CSU)

ART-136**Glaze Formulation****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 126 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

A course for those who wish to develop skills in glaze formulation, calculation, and response to defects for cone 6 glazes. The course will also discuss issues of health and safety. The class will not include construction of any objects to be glazed other than test tiles. (CSU)

ART-140**Survey of Western Art I: Prehistory Through Middle Ages****3 UNITS**

3.0 hours lecture

This course provides an overview of western artworks and architecture from prehistory through the Middle Ages with an emphasis on content, context, and style. This course covers subject matter, function, iconography, patronage, artistic methods and influences, and social and cultural contexts of artworks and monuments. This course includes art from: the Paleolithic and Neolithic periods: Mesopotamia, Ancient Egypt, the Aegean, Ancient Greece, Etruscan, and Roman times; Early Christian, Byzantine, Islamic, and Early Medieval periods; Romanesque; and Gothic. (C-ID ARTH 110) (CSU/UC) (AA/AS-C, CSU-C1, IGETC-3A)

ART-141**Survey of Western Art II: Renaissance Through Modern****3 UNITS**

3.0 hours lecture

This course provides an overview of art and architecture, from the Renaissance to the modern era with an emphasis on content, context, and style. This course covers subject matter, function, iconography, patronage, artistic methods and influences, and social and cultural contexts of artworks and monuments. This course includes art from: the Italian Renaissance, Mannerism, Fifteenth- and Sixteenth-Century Flemish art, Baroque, Rococo, Neo-Classicism, Romanticism, Realism, Impressionism, Post-Impressionism, and art of the major movements of the twentieth century. (C-ID ARTH 120) (CSU/UC) (AA/AS-C, CSU-C1, IGETC-3A)

ART-142
Art of Africa, Oceania and the Americas
3 UNITS

3.0 hours lecture

This course provides an overview of visual culture within select regions in Africa, Oceania, and the Americas with an emphasis on content, context, and style. This course covers subject matter, function, iconography, patronage, artistic methods and influences, and social and cultural contexts of artworks and monuments. This course includes art from: Africa, Oceania, Indigenous North America, Mesoamerica, and South America. (CSU/UC) (AA/AS-C, CSU-C1, IGETC-3A)

ART-143
Modern Art
3 UNITS

3.0 hours lecture

This course provides an overview of art and architecture from the Western modern period of the nineteenth and the twentieth centuries with an emphasis on content, context, and style. This course covers subject matter, function, iconography, patronage, artistic methods and influences, and social and cultural contexts of artworks and monuments. This course includes art from: Impressionism, Post-Impressionism, Symbolism, Art Nouveau, Fauvism, Cubism, Non-Objectivity, Expressionism, Dada, Surrealism, Post WWII art forms in Europe and America through Pop Art and Conceptual Art. (CSU/UC) (AA/AS-C, CSU-C1, IGETC-3A)

ART-145
Contemporary Art
3 UNITS

3.0 hours lecture

This course provides a survey of periods, artworks, and architecture in Contemporary Art with an emphasis on content, context, and style. This course covers subject matter, iconography, patronage, artistic methods and influences, and social and cultural contexts of artworks and monuments within local and global cultures. This course explores themes of: personal and group identity; gender and sexual identity; national identity; political and social commentary; public funding of controversial art; representation, abstraction, and site-specific art and architecture, Appropriation and New Media, and global and local art movements collectively called Contemporary Art. (CSU/UC) (AA/AS-C, CSU-C1, IGETC-3A)

ART-146
Asian Art
3 UNITS

3.0 hours lecture

This course provides a select overview of art and architecture from Asia from prehistory to modern times with an emphasis on content, context, and style. This course covers subject matter, function, iconography, patronage, artistic methods and influences, and social and cultural contexts of artworks and monuments. This course includes art from: the Indus Valley, Early Buddhist and Hindu Art in Ancient India, later Indian art including Mughal, Neolithic through early Imperial China, Northern Wei through Tang dynasties, later China through contemporary era, Korea, archeological Japan through Heian, and later Japan through contemporary era. (C-ID ARTH 130) (CSU/UC) (AA/AS-C, CSU-C1, IGETC-3A)

ART-147
American Art
3 UNITS

3.0 hours lecture

This course provides a survey of periods, artwork, and architecture of the United States with an emphasis on content, context, and style. This course covers subject matter, function, iconography, patronage, artistic methods and influences, and social and cultural contexts of artworks and monuments. This course includes art from the following topics: Colonial art before and after the American Revolution; painting, sculpture, and architecture as emblems for national identity and class; themes of race, freedom, and war in art; images of the working class and domestic culture; industrialization and its influence on modernism in art. (CSU/UC) (AA/AS-C, CSU-C1, IGETC-3A)

ART-171
Introduction to Digital Art
3 UNITS

2.0 hours lecture, 4.0 hours laboratory

Introductory studio course into the fundamental theories, concepts and practices of digital art production. The course provides for an in-depth study and experimentation in various digital visualization theories, processes, and used in the visual arts. Topics include integration of traditional design, color, and compositional principles with contemporary digital tools and emerging technologies. Lectures, demonstrations, and practice with digital illustration and painting, digital photography and image manipulation, typography and page layout, digital animation and/or time-based media. (CSU/UC)(AA/AS-C)

ART-172
Web and Portfolio Design
3 UNITS

2.0 hours lecture, 4.0 hours laboratory

Introductory course that focuses on the aesthetics of digital media and emerging technology elements and issues surrounding usability in interactive environments. Through the integration of historical studies, theory and practice, students will address issues central to interactivity in art making and interactive responsive design. Students will engage in projects that incorporate a variety of digital media and emerging technology strategies, including lens-based, time-based, on-screen, sound and physical computing and interactive environments within the contexts of art, business and marketing, design, and interactivity for the web. Students are introduced to authoring techniques and technologies as they learn how to create and develop a portfolio of projects in which interactivity and web design are the focus. (CSU/UC)

ART-175
Digital Imaging and Art
3 UNITS

2.0 hours lecture, 4.0 hours laboratory

In introduction to the principles of digital imaging for artists, using computers as a primary image manipulation tool. Course content will include fundamentals of the computer imaging environment, digital scanning, image enhancement through current raster-based software applications and optimized printing strategies for both photographs, graphics and drawings. Image restoration, experimental manipulations, merging of visual files and digital sequential presentations will provide students with an elementary understanding of the scope and range the computer provides for today's digital imaging artists. (CSU)

ART-177**Digital Drawing and Painting****3 UNITS**

2.0 hours lecture, 4.0 hours laboratory

This introductory course will survey traditional drawing and painting strategies using the simulated tools and textures of current computer technologies such as painting software, drawing tablets, scanners and still video for input and the final image output will utilize color printers for optimum results. These digital technologies will allow for immediate investigation of the fundamental pictorial elements of line, shape, space, color, and texture, as well as the formal relationship of these elements to image composition, harmony, contrast and balance. Various image formats and presentation modes will be explored including description, narrative, illustration, collage, and image sequencing. (CSU/UC)

ART-184**Introduction to Animation****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 120 or ART 124 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

Drawing and visual design are required skills to be successful in the field of animation. The principles of motion, story telling and conceptual development, as well as the application of these disciplines to current technology, will develop for the student an understanding of animation. By examining these essential steps and skills involved for visual artists, this course will emphasize such classical drawing topics as perspective, composition and color theory as well as develop life-drawing skills through the study of proportion, line of action, structure and basic anatomy. The rudiments of animation such as layout and character design are introduced, as are clean-up, inbetweening and assisting. Students will develop an understanding of animation through the exploration of timing and movement via digital vector graphics, digital ink and paint software and digital editing software to complete an animated sequence. (CSU)

ART-210**Introduction to Printmaking****3 UNITS**

Recommended Preparation: "C" grade or higher or "Pass" in ART 120 or ART 124 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

This course is an introduction to the basic materials, equipment, and processes of printmaking, including relief (linocut and woodcut), intaglio (drypoint and collagraph), planography (monotype), and stencil (screen print). Topics will include major historical and contemporary cultural movements in printmaking, color and design applications, as well as creative responses to materials and subject matter. (CSU/UC)

ART-211**Intermediate Printmaking****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 210 - Introduction to Printmaking.

2.0 hours lecture, 4.0 hours laboratory

This intermediate printmaking course explores color printing and approaches at a deeper level. It includes the integration of digital imagery and technologies to generate and alter images in preparation for traditional, physical, and hybrid printing processes. Topics will include current cultural movements in printmaking, complex color and design applications, as well as individualized approaches to materials and subject matter. (CSU/UC)

ART-220**Painting II****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 121 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

Continuation of Painting I with emphasis on stylistic analysis and development of personal expression. (CSU/UC)

ART-221**Painting III****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 220 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

This advanced painting course offers a wider selection of painting mediums to include acrylic, oil, and encaustic. Topics will include major historical and contemporary cultural movements in painting, as well as creative responses to materials and subject matter. Students will continue developing a personal style of expression. (CSU/UC)

ART-222**Painting IV****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 221 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

This advanced painting course focuses on a series of paintings that develop a personal theme or statement. Advanced painting techniques will be combined with complex compositional devices. Students will create an extensive art portfolio. (CSU/UC)

ART-226**Ceramics IV****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 128 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

A course for those who wish to develop a specific body of ceramic works with an emphasis on the aesthetic development of a personal style. The fundamentals of exhibiting and professionalism will be discussed as well as portfolio development. (CSU/UC)

ART-227**Ceramics Exhibition and Portfolio****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 226 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

A course for those who wish to focus on creating a cohesive and individual body of handbuilt or thrown ceramic works with the goal of presenting it as an exhibition or portfolio for advanced education or exhibition purposes. This would include photographing of the work for archival purposes and creating an artist statement and resume. (CSU)

ART-229**Sculpture II****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 130 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

An expansion of the concepts covered in Art 130. This course is for those who wish to develop a more advanced conceptual and technological knowledge of contemporary sculpture. The history, theories and techniques used in contemporary sculpture will be emphasized. An examination of personal direction and communication skills through mixed media will be explored. (CSU/UC)

ART-230**Figure Drawing I****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 124 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

Introduction to the theory, practice, and history of drawing the human figure from life. Study surface anatomy related to the skeletal and muscular systems of the human form. Examine issues pertaining to larger cultural views of the body and seek to create individual meaning in the act of drawing the figure. (C-ID ARTS 200) (CSU/UC)

ART-231**Figure Drawing II****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 230 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

Builds on concepts and skills developed in Art 230. Study surface anatomy related to the skeletal and muscular systems of the human form. Emphasize stylistic analysis and interpretation as well as development of individual expression working from the nude model. Examine issues pertaining to larger cultural views of the body in art. Explore working on a larger scale and using an assortment of dry and wet media in contemporary styles. (CSU/UC)

ART-240**Portraiture and Character Design****3 UNITS**

Recommended Preparation: "C" grade or higher or "Pass" in ART 124 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

The investigation of the human face and body through portraiture and character design is the basis for drawings of both representational and expressive styles, using both analog and digital media. The student will study the human face by means of fundamental shapes, axes, and formal devices as guides for correct proportions and structured compositions. The student will learn the names of the various bones that make up the skull and the musculature of the human head. The students study facial expressions and caricature. Students will design their own characters based on unique scenarios and environments. The history of portraiture and character design will be examined as well as its aesthetic and cultural implications as a genre in society. The course examines how portraiture and character design may express ideas about power, status, stages of life, gender, and identity and considers the many functions of portraiture as work of art, design, biography, document, commemoration and memorial. (CSU/UC)

ART-280**Sculpture III: The Structure of Sculpture****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 229 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

This course concentrates on the role of structure in sculpture of all media. Basic principles of balance and structural stability; fabrication of shapes and elements; and the design of frameworks, membranes, plates, shells and connection elements will be examined. Students will demonstrate their understanding of the course curriculum by producing individual sculptures. The course offers students the opportunity to learn how medium to large scale sculpture is conceived, planned, constructed and installed. (CSU/UC)

ART-281**Studio Workshop in Public Sculpture****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 229 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

This course is designed for students that have an interest in public art theory as applied to planning and applying for commissions in a public context. The course will examine issues of planning and public art design, as well as examining public art theory through case studies and planning models. Issues examined will include funding models, issues of community context, collaboration with public and private agencies, contracts, liability issues, and strategies for planning and implementation. Students will design a public art proposal, a detailed budget, and prepare a presentation within a lab context. In most cases, students and the department will attempt to secure an actual commission in conjunction with the course. (CSU)

ART-282**Public Art Fabrication and Installation****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 229 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

This course is designed for students that have an interest in fabricating sculpture for a public context and/or Public Art through a commissioning process. The course will cover several aspects and methods used in the physical production of commissioned works. Issues examined will include sub-contractor negotiation, design and budget issues with the procurement of materials, fabrication techniques, and installation methodology. Students will implement skills, techniques and concepts learned in sculpture courses to design and produce sculpture for a public context. In most cases, the department will attempt to secure an actual commission during the course. (CSU)

ART-283A**Foundry I****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 130 or equivalent.

2.0 hours lecture, 4.0 hours laboratory

An examination of introductory foundry practices for sculpture, including an investigation into the global history of metal casting. An emphasis is placed on skill development, the ability to control media, and the exploration of metal casting as a geographically and culturally diverse artistic practice. Students will learn introductory sand casting, wax working, and ceramic shell mold-making processes to create their own cast metal sculptures that will reference styles, motifs, themes, and symbols of diverse cultures and perspectives. The course will offer students insight into the history and operation of sculpture foundry equipment and casting production tools. (CSU) A required fee of \$35 will be charged for materials.

ART-283B**Foundry II****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 283A or equivalent.

2.0 hours lecture, 4.0 hours laboratory

An examination of intermediate foundry practices for sculpture includes a more focused look into specific globally significant techniques. Students will continue to advance their skills in sand casting, wax working, and ceramic shell mold-making processes used in lost wax casting to create their own cast metal sculptures. Metal finishing techniques and patinas will be introduced. The course continues to grow the student's knowledge of metal casting as a geographically and culturally diverse artistic practice. Students will be asked to research and develop designs to create work that explores communication through personal and cultural expression. The course will expand students' knowledge of the operation of sculpture foundry equipment and casting production tools. (CSU) A required fee of \$35 will be charged for materials.

ART-283C**Foundry III****3 UNITS**

Prerequisite: "C" grade or higher or "Pass" in ART 283B or equivalent.

2.0 hours lecture, 4.0 hours laboratory

An examination of advanced foundry practices and techniques for sculpture. Students will continue to advance their skills in all processes involved in lost wax casting to design and create cast metal sculptures in a series. Students will be asked to research and develop their designs to create a body of work devoted to personal, social, political, or cultural expression. The course will continue to grow the student's knowledge of the operation of the sculpture foundry equipment and casting production tools, with the introduction of metal fabrication, and welding. (CSU) A required fee of \$35 will be charged for materials.