

IL 2850 Figurative Sculpture

In this sophomore level course students will learn the basic tools, materials and process for sculpting the human head. From armature to finish, students learn to measure proportions and utilize gesture, volume, and planes, and gain anatomical understanding as they hone their observational skills to create lifelike sculptures in W.E.D. clay. Students study classical sculpting techniques and develop their own style. Students master structure, volume and plane, as well as the subtleties of the human head and figure.

Prerequisites: FD 1380 Life Drawing II

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not Meeting	Corresponding Program Learning Outcomes	Institutional Outcomes
Demonstrate the basic sculptural practices of three-dimensional structure, plane, anatomical proportion, volume, lighting and gesture.	Implements an enhanced, assured application of basic sculptural practice.	Ably implements a competent and consistent application of basic sculptural practice.	Implements a fair, beginning application of basic sculptural practice. The work needs improvement.	Fails to demonstrate an understanding of basic sculptural practice.	Drawing, Value, Media Skills, Compositional Theory	Design Competence
Develop an accurate portrait bust based on the model.	Surpasses basic accuracy as an accomplished and persuasive sculptural likeness.	Proficient - a competent representation of the model.	Improvement. While some resemblance to the posed model is present, the sculpture is inconsistent and unconfident.	Deficient in developing an accurate sculpted representation of the model. The sculpture is awkward and unacceptable.	Personal Style, Critical Thinking	Design Competence, Critical Thinking, Cultural Competence