

Department	International College of Liberal Arts		
Semester	Fall 2024	Year Offered (Odd/Even/Every Year)	Every Year
Course Number	ARTS288		
Course Title	Workshop: Painting and Sculpting 2		
Prerequisites	None		
Course Instructor	STOCKER Sam	Year Available (Grade Level)	2
Subject Area	Interdisciplinary Arts: Arts	Number of Credits	1
Class Style	Workshop	Language of instruction	English

(NOTE 1) Depending on the class size and the capacity of the facility, we may not be able to accommodate all students who wish to register for the course

Course Description	<p>In Painting and Sculpting 2, students will explore the art form of sculpture, both traditional and modern ways of working. The course will introduce the elements and principles of sculpture and how it differs from painting, while also exploring how the two forms can complement each other in creating art in a two and three-dimensional space. Through practical exercises and workshops, students will learn various techniques and methods of sculpting, including working with different materials such as clay, wood, and metal. The course will also cover the history and evolution of sculpture as an art form, providing students with a solid foundation for developing their own unique creative practices.</p>
Class plan based on course evaluation from previous academic year	<p>After looking at the evaluation for the course, I have chose to focus a little more on the idea development part of the work. For instance a student mentioned they did not feel making maquettes was necessary. A problem with that is that maquettes are a fundamental part of the sculpture process what ever materials you are working in. so we will work on this.</p>

Course related to the instructor's practical experience (Summary of experience)	The instructor has been a practicing visual artist since 2005, with expertise in creating paints, sculptures, and performance art, as well as graphic design and video work. Additionally, they have over 15 years of experience teaching art.
Learning Goals	<p>Students will be expected to actively participate in class discussions and critiques, as well as to reflect on their learning and progress throughout the workshop. The use of technology, such as online resources and digital tools, may also be incorporated as a means of enhancing the learning experience. By the end of the workshop, students should be able to demonstrate their ability to conceptualize and create their own original sculptures, and to effectively communicate the ideas and concepts behind their work to others.</p> <p>Hands-on experimentation with a range of materials and techniques, including clay, carving, and intervention art.</p> <p>Group critiques and peer-to-peer feedback to develop skills and creativity in a supportive and collaborative environment.</p> <p>Guidance and instruction from the instructor to explore and experiment with ideas.</p> <p>Strong foundation in the principles and techniques of three-dimensional art.</p> <p>Ability to apply learned skills to future creative endeavors.</p> <p>Brainstorming, exploring drawings, visual research, thumbnail sketches, and maquettes as part of the creative process.</p>

iCLA Diploma Policy	DP1/DP2/DP4
---------------------	-------------

## iCLA Diploma Policy

(DP1) To Value Knowledge – Having high oral and written communication skills to be able to both comprehend and transfer knowledge

(DP2) To Be Able to Adapt to a Changing World – Having critical, creative, problem-solving, intercultural skills, global and independent mindset to adapt to a changing world

(DP3) To Believe in Collaboration – Having a disposition to work effectively and inclusively in teams

(DP4) To Act from a Sense of Personal and Social Responsibility – Having good ethical and moral values to make positive impacts in the world

Active Learning Methods	Problem-Based Learning/Group Work/Presentation/Workshop, Fieldwork
More details/supplemental information on Active Learning Methods	The active learning methods employed in this workshop include hands-on experimentation, group critiques, and peer-to-peer feedback. Students will work with a range of materials and techniques, including clay, carving, and intervention art, to develop their skills and creativity. The instructor will provide guidance and instruction, and students will have opportunities to explore and experiment with their ideas in a supportive and collaborative environment. By the end of the workshop, students will have a strong foundation in the principles and techniques of three-dimensional art and will be able to apply these skills to their future creative endeavors. This workshop will also require the student to make brainstorm, exploring drawings, visual research, thumbnail sketches and maquettes.
Use of ICT	Students will need to use computers for research and to put together a presentation of all of the work they do during class time.

Contents of class preparation and review	Students will need to use computers for research and to put together a presentation of all of the work they do during class time.	Hours expected to be spent preparing for class (hours per week)	2 hours	Hours expected to be spent on class review (hours per week)	2 hours
Feedback Methods	Students can contact the instructor at Stocker.sam@c2c.ac.jp or visit the office in F202.				

Grading Criteria		
Grading Methods	Grading Weights	Grading Content
Graded throughout the course	30%	Criteria 1 Sketching, research, and idea development 30%
Graded week class 6 and class 12	30%	Criteria 2 – Creative Assignments 1 Micro-projects
Graded week at the Gala Exhibition	25%	Graded 3 – Final projects
Graded throughout the course	5%	Criteria 4 Studentship
Graded week at the Gala Exhibition	10%	exhibition and presentation

Required Textbook(s)	No textbooks are required for this workshop, but students should budget up to 10000 yen for materials needed to complete their projects.
Other Reading Materials/URL	The instructor will provide a list of readings and viewings during class time for students to supplement their learning in the workshop.
Plagiarism Policy	Plagiarism is presenting others' work as your own, which is a dishonest act. Duplicate submissions are also considered as plagiarism. Depending on the nature of plagiarism, students may fail an assignment or the course. Repeated acts of plagiarism will be reported to the University, which may apply additional penalties. Please note that the citation method varies when citing a book, article, or website. Although language models are allowed, students must acknowledge when they have used them and should not submit an entire paper or discussion answer solely based on them. It is important to consult reliable sources and include a bibliography in your work. Additionally, practicing writing, reading, and visualizing on your own is crucial for personal development and future career prospects. Therefore, students must make citations for everything they have used from another source.

Other Additional Notes (Outline crucial policies and info not mentioned above)	<p>The materials and equipment list will be provided in the first week of the workshop. Students should budget up to 10000 yen for materials needed to complete their projects. Additionally, there is a general materials fee of 2000 yen and a field trip fee of approximately 3000 yen (subject to change due to COVID-19). Students are responsible for purchasing their own tools and materials prior to the workshop, and must also plan to pay the studio materials fee. Failure to pay the studio fee may result in a grade reduction.</p> <p>ATTENDANCE: 4 absences no penalty, no explanation needed. After this: 5-7 absences, -1 letter grade; 8-9 absences -2 letter grades; 10 absences -3 letter grades; more than 10 absences - Fail.</p> <p>Being more than 20 minutes late will be considered absent. Exceptions to participation rule are documented evidence of illness from a clinic or hospital; these must be presented within one week of the missed class. Documented official family emergencies, requiring leaving campus; notify before or just after missed class session.</p>
---	---

(NOTE 2) Class schedule is subject to change

Class Schedule	
Class Number	Content
Class 1	<p>1 Working in 3d dimensions Stations Working with Clay different materials. Basic techniques, Week 1 will focus on playing with ideas and materials in a three-dimensional space, specifically through additive sculpture and working with modelling clay. the first 2 weeks will be a collaborative project student will be responsible for finishing this in their own time.</p>
Class 2	<p>1 Working in 3d dimensions Stations Working with Clay different materials. Basic techniques, Week 1 will focus on playing with ideas and materials in a three-dimensional space, specifically through additive sculpture and working with modelling clay. the first 2 weeks will be a collaborative project student will be responsible for finishing this in their own time.</p>
Class 3	<p>making maquettes. Exploring different materials and techniques, such as wire, paper mache, and found objects. Introduction to the principles of form and space in sculpture. Basic techniques and safety procedures for working with materials. Additive sculpture is a method of sculpting where the artist adds material to create the artwork. This can be done with various materials such as clay, wax, or foam. Making maquettes is a technique of creating a small-scale model of the artwork before creating the final piece. This allows the artist to experiment with ideas and make adjustments before committing to the final sculpture.</p>
Class 4	<p>making maquettes. Exploring different materials and techniques, such as wire, paper mache, and found objects. Introduction to the principles of form and space in sculpture. Basic techniques and safety procedures for working with materials. Additive sculpture is a method of sculpting where the artist adds material to create the artwork. This can be done with various materials such as clay, wax, or foam. Making maquettes is a technique of creating a small-scale model of the artwork before creating the final piece. This allows the artist to experiment with ideas and make adjustments before committing to the final sculpture.</p>
Class 5	<p>making maquettes. Exploring different materials and techniques, such as wire, paper mache, and found objects. Introduction to the principles of form and space in sculpture. Basic techniques and safety procedures for working with materials. Additive sculpture is a method of sculpting where the artist adds material to create the artwork. This can be done with various materials such as clay, wax, or foam. Making maquettes is a technique of creating a small-scale model of the artwork before creating the final piece. This allows the artist to experiment with ideas and make adjustments before committing to the final sculpture.</p>
Class 6	<p>Armature 1 In this lesson, students will learn about additive sculpture, which involves building up material (in this case, modeling clay) to create a three-dimensional form. They will also learn about creating a basic armature, which is a structure used as a framework to support the sculpture. By the end of the lesson, students should have a basic understanding of these concepts and be able to apply them to their own sculptural work.</p>

Class 7	<p>Armature 1</p> <p>In this lesson, students will learn about additive sculpture, which involves building up material (in this case, modeling clay) to create a three-dimensional form. They will also learn about creating a basic armature, which is a structure used as a framework to support the sculpture. By the end of the lesson, students should have a basic understanding of these concepts and be able to apply them to their own sculptural work.</p>
Class 8	<p>Armature 2 and reference images</p> <p>In this lesson, students will continue to work in 3D dimensions and focus on Additive sculpture, specifically Assemblage using cardboard. They will create a more advanced Armature 2 and use reference images to guide their work.</p>
Class 9	<p>Armature 2 and reference images</p> <p>In this lesson, students will continue to work in 3D dimensions and focus on Additive sculpture, specifically Assemblage using cardboard. They will create a more advanced Armature 2 and use reference images to guide their work.</p>
Class 10	<p>Armature 2 and reference image</p> <p>In this lesson, students will continue to work in 3D dimensions and focus on Additive sculpture, specifically Assemblage using cardboard. They will create a more advanced Armature 2 and use reference images to guide their work.</p>
Class 11	<p>This lesson will be a continuation of the previous week's lesson, which focused on working in 3D dimensions and additive sculpture</p>
Class 12	<p>Brainstorming and visual - visual research.</p> <p>In this lesson, students will continue working in 3D dimensions and focus on brainstorming and visual research. They will be asked to conduct research on a chosen theme or topic and gather visual references, including images of artists working in a similar field. This research will help inform and inspire their future projects in the workshop.</p>
Class 13	<p>Brainstorming and visual - visual research.</p> <p>In this lesson, students will continue working in 3D dimensions and focus on brainstorming and visual research. They will be asked to conduct research on a chosen theme or topic and gather visual references, including images</p>
Class 14	<p>Idea development and self-project maquettes in this lesson, students will focus on idea development and creating self-project maquettes in 3D dimensions. They will use the brainstorming and visual research they did in the previous lesson to develop their own concepts and create small-scale models of their ideas. The instructor will provide guidance and feedback on the development and execution of the students' projects. By the end of the lesson, students will have a clearer idea of their project direction and have made significant progress towards their final work.</p> <p>Week</p>
Class 15	<p>Idea development and self-project maquettes in this lesson, students will focus on idea development and creating self-project maquettes in 3D dimensions. They will use the brainstorming and visual research they did in the previous lesson to develop their own concepts and create small-scale models of their ideas. The instructor will provide guidance and feedback on the development and execution of the students' projects. By the end of the lesson, students will have a clearer idea of their project direction and have made significant progress towards their final work.</p> <p>Week</p>

Class 16	<p>Self-project</p> <p>In this session, students will focus on developing their own project in the studio. The instructor will be advising students on their projects, and students will have the opportunity to apply the skills and techniques they have learned throughout the workshop to their individual ideas.</p>
Class 17	<p>Self-project</p> <p>In this session, students will focus on developing their own project in the studio. The instructor will be advising students on their projects, and students will have the opportunity to apply the skills and techniques they have learned throughout the workshop to their individual ideas.</p>
Class 18	Tutorial for the final projects and assistance
Class 19	Tutorial for the final projects and assistance
Class 20	<p>Preparation for exhibition and presentations</p> <p>In this final week of the workshop, students will prepare for the exhibition and presentations of their projects. They will finalize their pieces, prepare documentation, and work on the presentation of their work. The instructor will provide guidance and feedback on the students' projects and presentation skills. By the end of this week, students will be ready to showcase their work to the public and discuss their creative process and ideas with confidence.</p>