FALL 2018

Sculpture Foundation: 3-D Design
Monday and Wednesday 11:00am-12:50pm
Antonio Adriano Puleo 3774 FA 4A 3
office hours: Monday and Wednesday
10:30am-11:00am and by appointment
antoniopuleo@brandeis.edu

This is an introduction to the visual language and process of sculpture fabrication. No prior experience is necessary, as we all have an inherent capacity to build and transform materials. Together we will examine and manipulate a variety of materials through experimentation and the execution of multiple projects. This course is designed for those students who are fulfilling university requirements as well as those students who plan on going further to minor or major in the Fine Arts Department.

“The artist must create a spark before he can make a fire and before art is born, the artist must be ready to be consumed by the fire of his own creation.”

Auguste Rodin

In the studio we will examine what it is to be an artist by fabricating sculptures with a variety of materials and processes. Materials will include: cardboard, wire, paper, wood, plaster, metal, and found objects (from nature and our environment). We will study and learn the different qualities of each material in an attempt to manipulate and transform them to articulate specific projects and develop a personal visual language.

Students will be expected to be ready to work in a studio atmosphere, utilizing a visual vocabulary. Students will also be encouraged to take on formal and conceptual challenges. This is
a hands on studio class where we will continually experiment and challenge the way we approach and think about art. Students will be expected to participate in classroom critique and will be encouraged to articulate what they see.

**Learning goals**

**Literacy**: Create and critique works of art based on the fundamental elements of art and design; form, space, texture, value, line, color, and shape

**Visual Rhetoric**: Develop and understand how works of art are designed and fabricated to express formal and conceptual concerns

**Foundational Skills**: Develop skills to safely fabricate sculpture in the shop with a variety of materials and tools. Create, edit and document a personal portfolio.

(Encourage attendance of museums and art events on and off campus, to inspire and expand visual vocabulary)

**Requirements:**

- Performance in class and being prepared to work for the full two hour studio time twice a week.
- After three unexcused absences, your grade will be affected. Please try and be on time.
- Completion of projects that will require several hours outside of class time. **For this 4-credit course you are required to spend 8 hours a week outside of class working on your projects.**
- Willingness to take risks and participate in class critiques and field trips if required.

**In the Studio and Shops:**

Rebecca Strauss is the Shop Technician. She is available on Thursday afternoons for shop demonstrations and questions. Please contact her directly at rstrauss@brandeis.edu to make an appointment.

There are **monitored shop hours** to work in the evenings. Please check the calendar that is posted on the shop bulletin board for this semester’s schedule. You may work in the studio at any time there is not another class being held. **For welding, table saw, and advanced tools, you must receive clearance from myself or**
Rebecca directly, on an individual basis*

Please use the buddy system when working. You are responsible for keeping the studio and shops clean. Put your work on the shelves allocated to this class when you are finished for the day. Clean any mess you have made. Always follow shop safety rules. Do not use tools you have not received instruction on. Be aware of the people around you. Do not use toxic materials in the shop.

Grades:

Grades are based on the above requirements. No experience is necessary! Each project will be graded individually with added consideration to the ongoing qualities you bring to the studio such as: effort, ambition, willingness to experiment with materials and learn techniques, completion of projects on time, participation in group discussions. You are expected to work outside of class time during monitored shop hours.

Shape into Form: Ratio and Scale 20%
Line: Defining Volume and Space 20%
Surface and Texture:
The Integrity and Strength of Materials 20%
Found Object: Exploring Color and Value 20%
Free Form: Define the Elements of Art 20%

If you are a student with a documented disability on record at Brandeis University and wish to have a reasonable accommodation made for you in this class, please see me immediately.

Academic Integrity:

You are expected to be familiar with and to follow the University’s policies on academic integrity (see http://www.brandeis.edu/studentlife/sdc/ai). Faculty may refer any suspected instances of alleged dishonesty to the Office of Student Development and Conduct. Instances of academic dishonesty may result in sanctions including but not limited to, failing grades being issues, educational programs, and other consequences.
CALENDAR subject to change

** You are required to attend one artist lecture on campus at the Rose Art Museum or one that is sponsored by the Fine Arts Department. Several will be posted and announced in class. After you attend, email me a short response paragraph. Include what you liked or didn’t like about the talk, and how it might relate to your own experience in the studio.

www.pleaseelaborate.com is a great resource for art and design lectures around the city.

Wednesday August 29  Introduction to shops and schedule, visual lecture / discussion on sculpture.

First Sculpture: Shape into Form/ Ratio and Scale  
(Sept.5,6,12,17, due Sept.24)

In this project we will discuss shape, form, ratio and scale. We will begin by manipulating paper to create sculptural forms, and eventually design (draw) a 2-D geometric shape. Adding dimension we will turn the 2-D geometric shape into a 3D maquette using cardboard, tape and hot glue. With the maquette as a reference, we will discuss ratio and scale in order to create a larger version of our forms utilizing the same materials and techniques.

Materials: paper, cardboard, tape, hot glue, and paint

Skills: Drawing, fabricating, and understanding shape, form, and planes. Seeing shape and scaling objects to size.

Artists Introduced: Adolph Gottlieb, Tony Smith

“To us art is an adventure into an unknown world, which can be explored only by those willing to take the risks.”

Adolph Gottlieb
Second Sculpture: Line/Defining Volume and Space
(Sept.25,26 Oct.3,8, due Oct.10)

In this project we will discuss line and how it can define volume and space. We will begin by doing contour drawings of everyday objects. (you will be asked to choose and bring an object to class, or I will provide you with an object) We will create a 3D wire sculpture of the same object. Referencing our cardboard forms from our First Sculpture, we will use wire to first create a maquette and then a to scale armature of the same form. We will then stretch and sew fabric over the two armatures (beginning with the maquette) to create a solid form.

*Matte medium can also be used to coat, stretch and stiffen the fabric.

Materials: paper, wire, fabric *matte medium

Skills: Line drawing from observation, spatial recognition, fabrication with wire, and sewing techniques.

Artists Introduced: Alexander Calder and Liz Larner

“To an engineer, good enough means perfect. With an artist, there’s no such thing as perfect.”

Alexander Calder

Third Sculpture: Surface and Texture: The Integrity and Strength of Materials (Oct.15,17,22,24, due Oct.29)

In this project we will explore and discuss different surfaces and textures and the integrity/strength of a variety of sculptural materials. We will also introduce wood and plaster as additional sculptural materials to work with.

*We will begin by comparing and contrasting our forms and their
surfaces from our **First and Second Sculptures**, discussing process, stability, and the quality of materials compared to one another.

**Demo/Shop talk and tool demonstrations.** Introduction to power tools, techniques and safety. Including saws, nail gun, screw gun, carving, and sanding.

We will make a third maquette out of wood. We will demo and experiment with several surface and texture finishes including; plaster (strips and poured/applied), paint, resin, and bondo. We will also bring each surface to a variety of finishes. Repeating the process using ratio and scale we will make a finished version of our **forms** out of wood. Students are free to choose the surface, texture, and finish of this form.

Materials: wood, plaster, paint, resin, and bondo

**Skills:** cutting wood, sanding wood, attaching wood, plaster forming, surface modeling with a variety of materials in coordination with wood

**Artists Introduced:** Linda Benglis, Louise Nevelson and Pablo Picasso

**“True strength is delicate.”**

_Louise Nevelson_

**Fourth Sculpture: Found Object: Exploring Color and Value**
(Oct.31, Nov.5,7,12, due Nov.14)

In this project we will discuss color and value and the effects they have on sculpture. Using paint we will experiment with a variety of materials already introduced in class to see how color and value affect texture, line, space, shape, and form. We will then make a fourth and final version of our **forms**. Students are free to make an armature out of cardboard, wire, wood, or found objects. We will then mine our surroundings for found objects to apply value and color to the surface of our armature in order to emphasis or diminish one of the following; form,
space, texture, line, or shape.

Materials: paint, found objects, wood, cardboard, plaster, pigment

Skills: color and value relationships, combining and affixing a variety of materials.

Artists Introduced: Eva Hessa, Robert Rauchenberg, John Outterbridge, and Kishio Suga

“Color is whatever comes out of the material and keeps it what it is.”

Eva Hesse

FIFTH SCULPTURE: Free Form: Define the Elements of Art
( Nov.19, 26, 28, Dec.3, 5, due Dec.10)

In this project we are asked to reflect on past concepts and processes. Focusing on the fundamental elements of art you are asked to make a sculpture that represents you and what you have learned in some way. Using materials and methods we have worked on during the semester and incorporating a material that expresses something about you personally. You are asked to develop a form and a finish that reflects you and your progress this semester.

Materials: your choice (bring from the outside), past materials covered will be provided

Skills: your choice (please reflect on past projects)

Artists Introduced: Carol Bove, Rosemarie Trockel, Lygia Pape, David Smith, Constantin Brancusi

“The minute something works, it ceases to be interesting. As soon as you have spelled something out, you should set it aside.”
Rosemarie Trockel