

Sculpture

Bachelor of Fine Arts in Sculpture

The sculpture curriculum provides a thorough grounding in many different materials and processes and is structured to enhance the student's ability to solve structural, spatial, formal, and conceptual problems. Initially, students concentrate on basic construction techniques and craftsmanship and then explore various tools and techniques used in the wood and metal shops. Large-scale works are encouraged and may be exhibited on the grounds of the Creative Arts Center.

The sculpture program encourages experimental approaches to art making including mixed media, mold making, installation, community-based, and environmental work. Students have the opportunity to participate each year in group metal pours, learning the technical and safety requirements to successfully cast in bronze and aluminum.

Click here to view the Suggested Plan of Study (p. 2)

General Education Foundations

Please use this link to view a list of courses that meet each GEF requirement. (<http://registrar.wvu.edu/gef>)

NOTE: Some major requirements will fulfill specific GEF requirements. Please see the curriculum requirements listed below for details on which GEFs you will need to select.

General Education Foundations

F1 - Composition & Rhetoric		3-6
ENGL 101 & ENGL 102 or ENGL 103	Introduction to Composition and Rhetoric and Composition, Rhetoric, and Research Accelerated Academic Writing	
F2A/F2B - Science & Technology		4-6
F3 - Math & Quantitative Skills		3-4
F4 - Society & Connections		3
F5 - Human Inquiry & the Past		3
F6 - The Arts & Creativity		3
F7 - Global Studies & Diversity		3
F8 - Focus (may be satisfied by completion of a minor, double major, or dual degree)		9
Total Hours		31-37

Please note that not all of the GEF courses are offered at all campuses. Students should consult with their advisor or academic department regarding the GEF course offerings available at their campus.

Degree Requirements

A grade of C- or higher must be earned in all ART and ARHS courses.

GEF 1, 2, 3, 4, 5, 7, and 8		28
ART 191	First-Year Seminar	2
ART 111	Drawing 1	3
ART 112	Drawing 2	3
ART 121	Visual Foundations 1	3
ART 122	Visual Foundations 2	3
ARHS 120	Survey of Art History 1 (may fulfill GEF 6)	3
ARHS 160	Survey of Art History 2 (may fulfill GEF 8)	3
ART 211	Figure Drawing	3
ART 212	Multi Media	3
ARHS 200/300/400 level		6
ART 226	Introduction to Sculpture	3
ART 227	Sculpture	3

Studio Non-Emphasis Courses 6

Choose two of the following ART 200-level Electives:

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ART 240	Ceramics	
or ART 241	Ceramics	
or ART 242	Life Modeling	
ART 223	Introduction to Graphic Design	
or ART 224	Graphic Design 2	
ART 270	Introduction to Electronic Media 1	
or ART 271	Introduction to Electronic Media 2	
ART 213	Painting 1	
or ART 214	Painting 2	
ART 232	Photography	
or ART 234	Digital Photography	
ART 230	Printmaking - Intaglio and Relief	
or ART 231	Printmaking - Lithography	
Sculpture		18
ART 326	Sculpture (Repeated)	
ART 426	Senior Projects in Sculpture	6
ART or ARHS 200/300/400 level		18
Writing Portfolio Requirement *		
Electives		6
Total Hours		120

* The School of Art and Design values and supports written communication abilities and critical thinking skills developed through iterative writing experiences across the curriculum and within the discipline. To meet this goal students must pass with a C- or better a writing portfolio requirement that includes examples of academic, professional, and reflective writing they have produced in their regular courses. The writing portfolio replaces the Writing Intensive "W" credit for all incoming students beginning Fall 2016. Students graduating Spring or Summer 2016 must complete a "W" course. Please contact the School of Art and Design undergraduate major advisor, Professor Kristina Olson, for more information.

Suggested Plan of Study

First Year

Fall	Hours Spring	Hours
ART 111	3 ART 112	3
ART 121	3 ART 122	3
ARHS 120 (GEF 6)	3 ARHS 160 (GEF 8)	3
ART 191 (University Requirement)	2 GEF 2	4
ENGL 101 (GEF 1)	3 GEF 5	3
GEF 4	3	
	17	16

Second Year

Fall	Hours Spring	Hours
ART 211	3 ART 212	3
ART 226	3 ART 227	3
ART 200-level Elective	3 ART 200-level Elective	3
ENGL 102 (GEF 1)	3 GEF 3	3
ARHS 200/300/400 level	3 ARHS 200/300/400 level	3
	15	15

Third Year

Fall	Hours Spring	Hours
ART 326	6 ART 326	6
GEF 7	3 ART or ARHS 200/300/400 level	6
Elective	3 Elective	3
	12	15

Fourth Year

Fall	Hours Spring	Hours
ART 326	6 ART 426	6
ART or ARHS 200/300/400 level	6 ART or ARHS 200/300/400 level	6
GEF 8	3 GEF 8	3
	15	15

Total credit hours: 120

Major Learning Outcomes**SCULPTURE**

The Bachelor of Fine Arts (B.F.A.) is a professional degree with an intensive focus on an area of the Arts supported by a program in general studies. The intent of the B.F.A. is to prepare for professional practice in the area of the degree.

- The ability to think, speak, and write clearly and effectively, and to communicate with precision, cogency and rhetorical force.
- An informed acquaintance with the mathematical and experimental methods of the physical and biological sciences, and with the main forms of analysis of the historical and quantitative techniques needed for investigating the workings and developments of modern society.
- An ability to address culture and history from a variety of perspectives.
- Understanding of, and experience in thinking about, moral and ethical problems.
- The ability to respect, understand and evaluate work in a variety of disciplines.
- The capacity to explain and defend views effectively and rationally.

Additional specific goals related to the sculpture degree:

- Understanding of basic design principles with an emphasis on three-dimensional design, and the ability to apply these principles to a specific aesthetic intent. This includes functional knowledge of the traditions, conceptual modes, and evolution of the discipline.
- Advanced abilities in drawing sufficient to support work in sculpture.
- Understanding of the possibilities and limitations of various materials.
- Knowledge and skills in the use of basic tools, techniques, and processes to work from concept to finished product.
- Mastery in one or more sculptural media.
- Functional knowledge of the history and theory of sculpture.
- The preparation of sculpture using the broadest possible range of techniques and concepts.