Art 142 Sculpture Course Outline

Course objectives

This course will be a further investigation of the possibilities of 3D image making which were introduced in ART 140 (3D Visual Foundations). Students will continue to explore the bases and sources of 3D imagery and will make a more direct approach to "sculptural" statements using both traditional and contemporary mediums. Elements explored will include materials, formal issues, conceptual issues and presentation.

Evaluation (included learning activities, assignments and evaluation methods/system)

Students will be expected to complete all projects and display (or show evidence) of this at the end of class. The instructor in conjunction with the student will evaluate the work both in terms of success of failure to solve individual problems and as an indication of growth and development in achieving the objectives outlined above. 75%

Students participation and involvement in respect of discussion, attendance and assistance in maintaining a clear and efficient studio. 15%

The maintenance of a sketchbook/notebook during the course of study. 10%

Text and references

Students will be shown videos/or slides and are expected to attend visiting artists' lectures and gallery exhibitions and to write about their experiences and responses.

Course Schedule

Subject to changes Week Introduction to course and first project and metal shop 1. January 7 demo, discuss with students ideas 2. Work week and video January 16 3. January 23 Work week, gallery assignment 4. Introduction to second project, slides January 30 5. February 6 Critique first project 6. February 13 Discuss with students second project, video 7. February 20 Work week, gallery assignment 8. February 27 Introduction to third project, work week 9. March 4 Critique second project 10. March 13 Discuss with students third project, video Work week, gallery assignment 11. March 20 12. March 27 Work week 13. April 3 Critique third project Submission of sketchbooks and final interviews April 10 14.

The Chair Project

Preamble

Chairs are often used in visual imagery as metaphor or substitute for a human being.

Functionally, chairs are designed to support the human body in a sitting or resting position, and aesthetically often reflect not only the sensibility of the designer and the necessities of the manufacturing process but also human society or culture within which each chair is located.

Chairs can be functional and/or sculptural furniture.

Objective

Create a chair like sculptural object which interacts with the human body in an unlikely or unexpected way or not at all—a chair that has character, personality—a life of its own.

Process

Consider materials, shape, structure, proportion and scale, texture, colour and location as formal elements, and also elements that carry meaning and content.

See the works of Joseph Kosuth, Alice Aycock, Vito Acconci, Scott Burton, Siah Armajani, Gary Hill, etc.

Due:

The Art of the Real: the Minimalist Project

Preamble

In 1968 at the Museum of Modern Art, an exhibit mystified the general public with the title *The Art of the Real*. It did not refer to representational art. One could search in vain among the non-objective works for the slightest trace of Realism-a steel cube by Tony Smith, a white circle on a black background by Alexander Liebermann, a composition of parallel lines by Frank Stella, and so forth.

What, then, is one supposed to understand by *The Art of the Real*? The organizer of the exhibit, E. E. Goosen, explains that "it represents the viewer with facts rather than symbols. What was formerly disguised in the field of art-the technical means employed by the artist-is now openly shown." The point is not to indulge any longer the inclination to make things "that seem real," but to produce objects as "real as reality itself." It explains the importance given to material, to structure, to technical methods used in finishing, to simple geometric forms.

A 1966 article headlined *Specific Objects*, Donald Judd, the theoretician and leader of the so called Minimalist school, explained why he left painting and had taken up sculpture: The surface of the painting, regardless of how abstract, cold, and void of depth it is, always carried an irresistible illusionism; hence, the idea of creating a more radical art, based on the simplicity of geometric volumes in their most extreme formal rigour.

A work of art is thus defined by its visible material qualities and by nothing else. There are no metaphysical innuendoes. For the Minimalist artist, sculpture is nothing but a certain number of volumes in space, rendering the space dynamic. His/her ambition is to define, through the most rudimentary materials such as plywood, galvanized iron, aluminium, plastic, and wood, a new order of the space. The environment is just as important as the object itself.

"My works," explains Robert Morris, "are not always appropriate for all places, because the building surrounding them has a decisive role in the life of the object." Huge dimensions, coldness, and absolute aesthetic neutrality characterize minimalist works. Look no further than Tony Smith's black cubes, Carl Andre's metal plates lying on the floor, Dan Flavin's coloured neon tubes, and Donald Judd's three-dimensional structures...

Certain artists, such as Sol Lewitt, with his combinations of geometric element-the cube is paramountpush the purge even further. Matter with its weight, density and energy, is superfluous. The only thing is the logical mental operations leading to the placement of the object. Lewitt appeals more to the spirit than the eye. His favourite sentence is, "Only ideas can be works of art."

Objective

To create a minimalist piece in the broadest sense. Your approach would be essentially conceptual like Judd who was reductive, starting from a "pure" idea, or like Haake who subverted the Minimalist conventions. This, however, does not diminish the material as the material ultimately holds the idea together.

Process

When working on this project, you need to consider: the essence of form(s), the compositional juxtapositions of its parts, the impact of the choice of material(s), the finish of the surface(s), and the *raison d'être*. You may also consider starting from a materialist position, using the choice of materials and composition to exemplify a vision.

See works by Donald Judd, Sol Lewitt, Tony Smith, Dan Flavin, Carl Andre, early Hans Haake, Michael Heizer, Robert Morris, Richard Serra, Robert Smithson, Ronald Bladen, Maya Lin, etc.

Due:

The Utopia Project

Preamble

You may recall from your art history course the call for change in society among intellectuals at the turn of the 20th century. The impetus came from many fronts. There was a rejection of older conventions due to their association with corrupt or ineffectual regimes towards a "pure" art like Mondrian, the architects of the "International Style" and the later Minimalists. From another group of thinkers came the call to the absurd and the nonsense as an antidote to the rational and its brutal offspring: the mechanization of war.

While the Dada movement made manifest a personal "ideal" highly idiosyncratic, there were many who believed that a new structural idiom devoid of petty regionalism and transcending political borders led by architecture could bring a new social Utopia.

Objective

To create Utopia, whether a space or moment in time. It may be physically concrete or it may be a process.

Means of Expression: choose one

- 1. Exterior an outdoor piece, landscape, environment
- 2. Interior a mind space, state of mind

Physical Manifestation: choose any or all Constructed object Found object Constructed space Found space

This project must include a sound element. This sound could be constructed or found, live or taped. Tape players may be signed out for this purpose.

Process

Your impetus may be a desire for Utopia, or a process that leads to Utopia. It may also recognize the futility in that desire, or that the very same desire is the very soul of humanity. It is the grist that drives us forward.

See works by Vito Acconci, Dennis Oppenheim, David Hockney, Josef Beuys, Jannis Kounellis, Edward and Nancy Kienholz, Jonathan Borofsky, Susan Hiller, Rachel Whiteread, Fred Douglas, etc.

Due:

Arte Povera Late 60s, early 70s, Italy.

Choose a set of found "everyday" materials and metaphorical imagery culled from nature, history or contemporary life, create a sculpture or environment.

Concept

- Coined in 1967 by the Italian art critic Germano Celant.
- Metaphoric message referring to both nature and contemporary life by using natural, daily materials.
- In keeping with a process of political claims, of unexpected confrontations in order to provoke the onlooker's sensitivity.

Representative artists

Pino Pascali Jannis Kounellis Michelangelo Pistoletto Giulo Paolini Giovanni Anselmo Alighiero e Boetti Luciano Fabro Mario and Marisa Merz Gilberto Zorio Pier Paolo Calzolari Giuseppe Penone.

Related movements

Land art Spatialism

Opposite movements

Op art Pop art

Due

Preparations for Your Final Interview

The date and time of your interview

Bring

- □ Your sketchbook
- **D** Bring the slides of your sculptures labeled with your name.
- □ Your assigned reviews

Chair Slides

Spelling not checked

- 1. Allen Jones, 'Love Seat' 1986
- 2. Allesando Mendini, 'Kandissi' 1978
- 3. Allesando Mendini, 'Proust's Armchair' 1978
- Allesando Mendini, 'Redesigned Thonat Chair' 1979
- 5. Allesando Mendini, 'Redesigned Wassily' 1978
- 6. Allesando Mendini, 'Zabro' 1984
- 7. Andrea Branzi, 'Animali Domestici' 1985
- 8. Borek Sipek, 'Bambi' 1983
- 9. Carlo Bugati, 'Cobra chair for the Turin Exhibition' 1902
- 10. Cesare Leonardi and Franca Stagi, 'Donddo' 1967
- 11. Danny Lane, 'Etruscan' 1984
- 12. Eduardo Luigi Paolozzi, 'Sculptor's Chair' 1986
- 13. Eero Aini, 'Ponies' 1970
- Elisabeth Garouste & Mattia Bonett, 'Prince Imperiale' 1985
- 15. Frank O. Gehry, 'Easy Edges Rocking Chair' 1972
- 16. Frank O. Gehry, 'Little Beaver' 1980
- 17. Gaetano Pesce, 'I Feltri' 1987
- 18. Gaetano Pesce, 'Pratt' 1983
- 19. Gaetano Pesce, 'Sit down' 1975-1976
- Geoffrey Harcourt, 'Cleopatra, Model No. 248' 1973
- 21. Grupo A.R.D.I.T.I. 'Memoria' 1972
- 22. Grupo Strum, 'Pratone'1966-1970
- 23. Günther Beltzig, 'Floris' 1967
- 24. Hans Hollein, 'Mitzi Model No.D90' 1981
- 25. Hironen, 'Unichair' 1993
- 26. Julienne Dolphin-Wilding, 'Gulliver's Chair' 1987
- 27. Mark Brazier-Jones, 'Whaletail' 1989
- 28. Masanori Umeda, 'Rose" 1990
- 29. Nani Prina, 'Sess Longue' 1968
- 30. Nathalie du Pasquier, 'Royal' 1983
- 31. Peter Raacke, 'Papp' 1967
- 32. Phillipe Starck, 'W.W. Stool" 1990

- 33. Piero Gilardi, 'Massolo (Porfido)' 1974
- 34. Riccardo Dalisi, 'Pavone' 1986
- 35. Richard Artschwager, 'Chair/chair' 1986-87
- 36. Robert Venturi, 'Art Deco and Sheraton' 1984
- 37. Robert Wettstein and Stanislaw Kutac, 'Airos' 1993
- 38. Robert Wettstein, 'Lukretia' 1993
- 39. Roberto Sebastian Matta, ' '19
- 40. Roberto Sebastian Matta, 'Magritta' 1970
- Ron Arad, 'Double Take, No Duckling, No Swan, Soft in the Head' 1992
- 42. Ross Lovegrove, 'Bone' 1996
- 43. Stilleto (Frank Schreiner), 'Consumer's Rest' 1983
- 44. Studio 65, 'Capitello' 1971
- 45. Sue Godden, 'Boomerang' 1989
- 46. Tom Dixon, 'Kitchen' 1987
- 47. Tom Dixon, 'Pylon' 1991
- 48. Verner Pantos, 'Sisters Emmenthaler' 1979
- Verner Pantos, Room installation for 'Visiona 2' 1970
- 50. Wendell Castle, 'Chair with Sports Coat' 1978

Discussion/brainstorming with instructor 1. 09:00 am		22.	11:10
2.	09:05	23.	11:15
3.	09:10	24.	11:20
4.	09:15	25.	11:25
5.	09:20	26.	11:30
6.	09:25	27.	11:35
7.	09:30	28.	11:40
8.	09:35	29.	11:45
9.	09:40	30.	11:50
10.	09:45	31.	11:55
11.	09:50	32.	12:00 pm
12.	09:55	33.	12:05
13.	10:00	34.	12:10
14.	10:05	35.	12:15
15.	10:10	36.	12:20
16.	10:15	37.	12:25
17.	10:20	38.	12:30
18.	10:25	39.	12:35
19.	10:30	40.	12:40
Bre	eak	41.	12:45
20.	11:00	42.	12:50
21.	11:05	43.	12:55