SCULPTURE 1

Course: Sculpture 1, AVT 262-002
Time: Mondays and Wednesdays from 1:30 to 4:10pm
Location: Art and Design Building, Room L005
Spring Semester:
Instructor: Andy Yoder
Email: ayoder@gmu.edu
Office hours: Mondays from 4:15 to 5:15pm, or by appointment
Phone: (917) 370-9923

“When we are in the groove, we are not thinking about liking or not liking what is taking shape, and it isn’t thinking about us either. Yet something shows up. My experience is that this something can be found by any student -regardless of technical ability- who takes each assignment seriously and works hard.” – Lynda Barry

Course description and objectives
Welcome to Spring Semester! The focus here is on developing ideas, working out techniques and bringing critical thinking to bear on three-dimensional work. This class is about coming up with new ideas, problem solving and having fun while working hard. Our activity in the studio will explore form, composition and the expressive possibilities of materials. We will also look at past and contemporary artists’ work to provide context, inspire, and suggest new approaches. This class also has to do with setting your own agenda, overcoming self-doubt and avoiding perfectionism.

We will meet 28 times, for 160 minutes each session. That sounds like a lot, but it goes VERY fast.
During our time together, here are the 5 basic expectations to remember:
- Attendance and full participation
- Showing up on time
- No electronics (personal devices, laptops, headphones, etc.)
- Gather materials BEFORE class so that you are prepared
- Work hard

Attendance/Participation
This is an extremely important aspect of the class. Arrive on time, as I will take attendance, and only two excused absences are allowed during the semester. During critiques, active participation is a requirement, but you will discover that these are enormously helpful in sharpening our thinking and leading to insights that might otherwise get missed.

At the beginning of each class, we will do a 2-minute drawing on an index card. This can be either drawing of what you’re planning to work on, or a self-portrait. The cards will serve as a record of your attendance. If you come in after attendance has been taken, you are late to class.
Three late arrivals = 1 absence. After 3 unexcused absences, your grade drops by a letter. After that, grades drop an additional letter for each additional absence.

Sketchbooks
Use these at least once a day, and soon an obligation will become an extremely useful habit! Even the smallest doodle or observed sketch can lead to a new idea. It becomes a tool to help you work out problems, becoming an extension of your brain while saving you valuable studio time. Most importantly, sketchbooks help connect your eyes to your hands.
Grading
Your grade will be based on the instructor’s evaluation of the following:

- the effort and imagination you apply to your work
- your individual progress gaining skills and developing work
- active participation in class and during crits
- sketchbook
- attendance
- meeting deadlines

Letter grading is especially hard to apply to visual art, but here is the framework:

A: over the top, far exceeding the requirements, with extraordinary, sustained effort & imagination
B: above average, and exceeding the requirements
C: average effort while meeting the requirements
D: below average effort, reflected in the work, i.e. “mailing it in.”
F: did not meet requirements, and work is clearly unsatisfactory.

Studio Maintenance and Civility Rules

- If you don’t know, ask.
- Wear proper safety gear.
- No food or drink on machinery.
- No cell phones, headphones in wood or metal studio.
- PLEASE! Report broken machinery to faculty or technician immediately.
- Never use a tool before receiving proper instruction.
- Clean and return studio tools to proper storage area after each use.
- Put your work in storage areas and clearly label at end of every class.
- ID required for all non-class time tool use.
- Clean up after yourself.
- Treat people with respect.

During the Semester:

- Wear old clothes & closed toe shoes to class. Getting dirty is part of the fun.
- Sketch your ideas
- Expect to spend at least 6 hours working outside of class

During Critiques:

- These will start promptly at the beginning of class
- Work should be set up beforehand, with all surfaces clear except for artwork
- Use the entire studio and SoA building to present your work
- Each student will have 5-12 minutes for discussion and crit
- Articulate your process and idea development honestly
- Make notes of your thoughts, ways to improve, or questions
- Most importantly, SPEAK UP! There is no such thing as stupid questions or bad ideas. This is not a competition, and the more everyone contributes the more we’ll get out of the discussion.

Materials and Supplies:

One of the great skills sculptors develop is scrounging materials. Besides saving you money, this can lead to new ideas and unexpected results. Good sources for these include dollar and discount stores, thrift shops, dumpsters and approaching businesses for donations; you will be amazed how often they are glad to help when asked in the right way. Your studio fee covers some basic materials, but beyond a modest amount you will need to provide your own. Make sure you have whatever materials you choose to work with before class, rather than taking class time to gather them. We will discuss materials before each project to help you with this.
**Required supplies:** please purchase the following basic supplies and have them with you at class. You may already have some of these, but they are all worth owning, as they are all extremely useful:

- Index cards
- Sketchbook
- Pack of pencils or pens
- Tape measure
- Hot glue gun + glue sticks
- Xacto or utility knife and blades
- Assorted drill bit set 1/16” – 1/4"
- Masking + Duct tape
- Screwdrivers, slotted and phillips head (a 4-in-1 is a good choice)
- Glue (yellow wood glue)
- Sandpaper (assorted pack of medium, fine & coarse)
- Needle nose pliers w/ wire cutter

**Course Content and Projects:**

**Assignment 1 (mini project) – Chasing Paper with Texture and Shape** (10 points)
Using white paper from a roll, create a piece with at least 6 different textures or shapes. For example, folds, fringe, punctures, pleats, pop-ups, cones, curls, cutouts, slits, springs, strips, stacks, slots & tabs, tubes, wrinkles, and weaving.

*Shop Demos, Wood and Metal*

**Assignment 2 – Bio Box** (20 points)
Starting with a wooden cigar box (provided to each student), create a piece using materials of your choice, from found objects to raw materials. Leave the box intact, break it apart, cover it up, or send it through a chipper, but it needs to be incorporated in a complete and meaningful way in the final piece. This artwork should also incorporate some part of your own personal history in some way. We will discuss different approaches to this in class.

*Field Trip to the Renwick Gallery to view “Wonder”* (10 points)

**Assignment 3 – A Whole of Many Parts** (20 points)
With the “Wonder” exhibit as inspiration, collect a vast quantity of the same object or material, then use them to build a finished piece. Part of the challenge here is finding a material that not only is interesting to you, but which is affordable. It can be off the shelf (for example pencils, pennies or pasta) or you can create your own components. Size will vary, but the goal is sustained, concentrated effort and results that transcend their materials.

**Assignment 4 – Have a Seat** (20 points)
Create a chair or seat using a material of your choice. Whether it’s welded steel, wood, soda bottles, plaster, bamboo, foam or mud, the challenge is the same: combining form and function and getting them to play nice. The end result has to not only be interesting as a sculpture, but also usable as a chair.

**Assignment 5 – Wild Card** (20 points)
Make a piece or follow an idea that you’ve always wanted to pursue. Try a new material, or use a favorite one, to make a piece that speaks to you personally. Before getting started, come up with preliminary sketches and meet with me to talk about what your plans are.
University and School of Art Policies
In accordance with George Mason University policy, turn off all beepers, cellular telephones and other wireless communication devices at the start of class. The instructor of the class will keep his/her cell phone active to assure receipt of any Mason Alerts in a timely fashion; or in the event that the instructor does not have a cell phone, he/she will designate one student to keep a cell phone active to receive such alerts.

Commitment to Diversity
This class will be conducted as an intentionally inclusive community that celebrates diversity and welcomes the participation in the life of the university of faculty, staff and students who reflect the diversity of our plural society. All may feel free to speak and to be heard without fear that the content of the opinions they express will bias the evaluation of their academic performance or hinder their opportunities for participation in class activities. In turn, all are expected to be respectful of each other without regard to race, class, linguistic background, religion, political beliefs, gender identity, sex, sexual orientation, ethnicity, age, veteran’s status, or physical ability.

Statement on Ethics in Teaching and Practicing Art and Design
As professionals responsible for the education of undergraduate and graduate art and design students, the faculty of the School of Art adheres to the ethical standards and practices incorporated in the professional Code of Ethics of our national accreditation organization, The National Association of Schools of Art and Design (NASAD).

Open Studio Hours
SOA teaching studios are open to students for extended periods of time mornings, evenings and weekends whenever classes are not in progress. Policies, procedures and schedules for studio use are established by the SOA studio faculty and are posted in the studios.

Field Trips
Visits to DC museums and art galleries, along with attending Art Department special events and openings, are a requirement of the course that you will get huge benefits from. Bring your sketchbook to shows to make written & visual notes.

Studio art majors are required to make Saturday ArtsBus trips to NYC (see below) but non-art majors should try as well; seeing current shows in New York’s galleries and museums is enormously energizing!

ArtsBus - Dates for Spring 2016
February 20
March 19
April 9

ArtsBus Credit
* Each student must have up to 5 AVT 300/Artsbus credits before graduation. For credit to appear on your transcript you must enroll in AVT 300. This also applies to anyone who intends to travel to New York independently, or do the DC Alternate Assignment.
* If you plan/need to go on multiple ArtsBus trips during a semester and need them towards your total requirement, you must enroll in multiple sections of AVT 300. Please go to the ArtsBus website: http://artsbus.gmu.edu "Student Information" for additional, very important information regarding ArtsBus policy.
* Non-AVT majors taking art classes do not need Artsbus credit BUT may need to go on the Artsbus for a class assignment. You can either sign up for AVT 300 or buy a ticket for the bus trip at the Center of the Arts. Alternate trips must be approved by the instructor of the course that is requiring an ArtsBus trip.

Visual Voices Lecture Series Spring 2016
Visual Voices is a year-long series of lectures by artists, art historians and others about contemporary art and art practice. Visual Voices lectures are held on Thursday evenings from 7:20-9:00 p.m. in Harris Theater: http://soa.gmu.edu/visualvoices/

Important Deadlines:

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<tr>
<th>January 1 Day of Week</th>
<th>Friday</th>
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<tr>
<td>Martin Luther King Day (no classes)</td>
<td>Mon Jan 18</td>
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<tr>
<td>First day of classes; last day to submit Domicile Reclassification Application; Payment Due Date; full semester waitlists removed</td>
<td>Tue Jan 19</td>
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<td>Summer 2016 Graduation Intent Available via Patriot Web</td>
<td>Mon Jan 25</td>
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<td>Last day to add classes—all individualized section forms due</td>
<td>Tues Jan 26</td>
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<td>Last day to drop with a 33% tuition penalty</td>
<td>Tues Feb 2</td>
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<td>Final Drop Deadline (67% tuition penalty)</td>
<td>Fri Feb 19</td>
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<tr>
<td>Last day to file your Spring 2016 Graduation Intent</td>
<td>Fri Feb 19</td>
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<td>Immunization Record Deadline</td>
<td>Tue Mar 1</td>
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<tr>
<td>Midterm progress reporting period (100-200 level classes)—grades available via Patriot Web</td>
<td>Mon Feb 15 – Fri Mar 18</td>
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<td>Selective Withdrawal Period (undergraduate students only)</td>
<td>Mon Feb 22 – Fri Mar 25</td>
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<td>Spring Break</td>
<td>Mon Mar 7 – Sun Mar 13</td>
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<td>Incomplete work from Fall 2015 due to Instructor</td>
<td>Fri Mar 25</td>
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<td>Incomplete grade changes from Fall 2015 due to Registrar</td>
<td>Fri Apr 1</td>
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<td>Dissertation/Thesis Deadline</td>
<td>Fri Apr 29</td>
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<td>Last day of classes</td>
<td>Mon May 2</td>
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<td>Reading Days</td>
<td>Tue May 3</td>
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<td>Reading days provide students with additional study time for final examinations. Faculty may schedule optional study sessions, but regular classes or exams may not be held.</td>
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<tr>
<td>Exam Period (beginning at 7:30 a.m.)</td>
<td>Wed May 4 – Wed May 11</td>
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<td>Commencement and Degree Conferral Date</td>
<td>May 14</td>
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Once the add and drop deadlines have passed, instructors do not have the authority to approve requests from students to add or drop/withdraw late. Requests for late adds (up until the last day of classes) must be made by the student in the SOA office (or the office of the department offering the course), and generally are only approved in the case of a documented university error (such as a problem with financial aid being processed), LATE ADD fee will apply. Requests for non-selective withdrawals and retroactive adds (adds after the last day of classes) must be approved by the academic dean of the college in which the student’s major is located. For AVT majors, that is the CVPA Office of Academic Affairs, Performing Arts Building A407.
Students with Disabilities and Learning Differences
If you have a diagnosed disability or learning difference and you need academic accommodations, please inform me at the beginning of the semester and contact the Disabilities Resource Center (SUB I room 234, 703-993-2474). You must provide me with a faculty contact sheet from that office outlining the accommodations needed for your disability or learning difference. All academic accommodations must be arranged in advance through the DRC.

Official Communications via GMU E-Mail
Mason uses electronic mail to provide official information to students. Examples include communications from course instructors, notices from the library, notices about academic standing, financial aid information, class materials, assignments, questions, and instructor feedback. Students are responsible for the content of university communication sent to their Mason e-mail account, and are required to activate that account and check it regularly.

Attendance Policies
Students are expected to attend the class periods of the courses for which they register. In-class participation is important not only to the individual student, but also to the class as a whole. Because class participation may be a factor in grading, instructors may use absence, tardiness, or early departure as de facto evidence of nonparticipation. Students who miss an exam with an acceptable excuse may be penalized according to the individual instructor's grading policy, as stated in the course syllabus.

Honor Code
Students in this class are bound by the Honor Code, as stated in the George Mason University Catalog. The honor code requires that the work you do as an individual be the product of your own individual synthesis or integration of ideas. (This does not prohibit collaborative work when it is approved by your instructor.) As a faculty member, I have an obligation to refer the names of students who may have violated the Honor Code to the Student Honor Council, which treats such cases very seriously. No grade is important enough to justify cheating, for which there are serious consequences that will follow you for the rest of your life. If you feel unusual pressure about your grade in this or any other course, please talk to me or to a member of the GMU Counseling Center staff.

Using someone else’s words or ideas without giving them credit is plagiarism, a very serious Honor Code offense. It is very important to understand how to prevent committing plagiarism when using material from a source. If you wish to quote verbatim, you must use the exact words and punctuation just as the passage appears in the original and must use quotation marks and page numbers in your citation. If you want to paraphrase or summarize ideas from a source, you must put the ideas into your own words, and you must cite the source, using the APA or MLA format. (For assistance with documentation, I recommend Diana Hacker, A Writer’s Reference.) The exception to this rule is information termed general knowledge—information that is widely known and stated in a number of sources. Determining what is general knowledge can be complicated, so the wise course is, “When in doubt, cite.”

Be especially careful when using the Internet for research. Not all Internet sources are equally reliable; some are just plain wrong. Also, since you can download text, it becomes very easy to inadvertently plagiarize. If you use an Internet source, you must cite the exact URL in your paper and include with it the last date that you successfully accessed the site.
**Writing Center**

Students who are in need of intensive help with grammar, structure or mechanics in their writing should make use of the services of Writing Center, located in Robinson A116 (703-993-1200). The services of the Writing Center are available by appointment, online and, occasionally, on a walk-in basis.

The Collaborative Learning Hub Located in Johnson Center 311 (703-993-3141), the lab offers in-person one-on-one support for the Adobe Creative Suite, Microsoft Office, Blackboard, and a variety of other software. Dual monitor PCs make the lab ideal for collaborating on group projects, Macs are also available; as well as a digital recording space, collaborative tables, and a SMART Board. Free workshops are also available (Adobe and Microsoft) through Training and Certification; visit ittraining.gmu.edu to see the schedule of workshops and to sign up.