

**RARITAN VALLEY COMMUNITY COLLEGE
ACADEMIC COURSE OUTLINE**

ARTS 230 Mold Making, Casting and Replication

I. Basic Course Information

- A. Course Number and Title: ARTS 230 Mold Making, Casting and Replication
- B. New or Modified Course: New
- C. Date of Proposal: Semester: Spring Year: 2014
- D. Sponsoring Department: Visual and Performing Arts
- E. Semester Credit Hours: 3
- F. Weekly Contact Hours: 4 Lecture: 2
 Laboratory: 2
- G. Prerequisites/Corequisites: ARTS 218 Sculpture 1
- H. Laboratory Fees: Yes
- I. Name and Telephone Number or E-Mail Address of Department Chair:
Ann Tsubota, 908-218-8876; email: atsubota@raritanval.edu

II. Catalog Description

Prerequisite: ARTS 218: Sculpture 1

Mold Making, Casting and Replication is an investigation of the materials and duplication processes that three-dimensional artists have employed throughout history. Students will utilize three-dimensional design software and three-dimensional printing to create artistic forms that will be used for mold making techniques that range from simple to complex. Castings from the molds will be produced in a variety of materials such as plaster, clay, wax, urethane, and metal. Students must purchase some art supplies.

III. Statement of Course Need

- A. This course serves to expand the existing sculpture program and provide students the opportunity to explore advanced, specialized processes. It is significant that this course will offer students the opportunity to work with cutting-edge, emerging technologies in art making as well as traditional processes. Additionally, this

course includes concepts and working methodologies that can augment creative practices across disciplines.

- B. This course generally transfers as an Art program elective.

IV. Place of Course in College Curriculum

- A. Free Elective
- B. This course meets an Advanced Studio Art elective in the AFA Visual Arts, AFA Graphic Design.
- C. To see course transferability: for New Jersey schools, go to the NJ Transfer website, www.njtransfer.org; for all other colleges and universities, go to the individual websites.

V. Outline of Course Content

- A. Safety in the sculpture studio
- B. Ethical issues in replication
- C. Technical demonstrations and creation of forms utilizing
 1. Computer-based 3-D modeling
 2. 3-D Prints
 3. Woodworking power tools
 4. Metal forming tools
 5. Mold making
 6. Castings
- D. Students will critique each others work from an historical perspective

VI. General Education and Course Learning Outcomes:

A. General Education Learning Outcomes

Students will:

1. Identify, analyze and critique from an humanistic perspective the formal elements and their bearing on the meaning of sculptural artwork both orally and in writing (GE-NJ 1, 6, *)
2. Critique and constructively evaluate fellow students' work in classroom discussions. (GE-NJ 1, *)
3. Apply digital technologies and media in the processes of producing sculptural artwork. (GE-NJ 4)

B. Course Learning Outcomes:

At the completion of the course, students will be able to:

1. Apply both formal and conceptual design elements and principles in a variety of materials in developing sculptural projects.
2. Operate all tools and machinery in the studio safely.

* Embedded critical thinking

VII. Modes of Teaching and Learning

- A. Lecture/discussion
- B. Technical Demonstrations
- C. Studio work time

- D. Studio and homework projects
- E. Student oral presentations and critiques
- F. Museum/gallery visit(s)

VIII. Papers, Examinations, and other Assessment Instruments

- A. Oral discussions and critiques
- B. Assigned projects
- C. Written work
- D. Quizzes
- E. Sketchbook

IX. Grade Determinants

- A. Completed art works/projects
- B. Craftsmanship
- C. Employing safety protocols
- D. Preparedness
- E. Classroom participation
- F. Critiques/oral discussions/presentations
- G. Written work
- H. Quizzes

X. Texts and Materials

(Please Note: The course outline is intended only as a guide to course content and resources. Do not purchase textbooks based on this outline. The RVCC Bookstore is the sole resource for the most up-to-date information about textbooks.)

- A. Suggested textbooks
 1. Pettis, Bre, Getting Started with MakerBot, O'Reilly Media, Inc, 2013.
 2. Fennell, Robert A., Methods For Modern Sculptors, Sculpt Nouveau Publishing, 1981.
 3. Archer, Michael, Art Since 1960, Thames and Hudson, 1997.
 4. Wood, Paul, Conceptual Art, Movements In Modern Art, Delano Greenidge Editions, 2002.

XI. Resources

- A. Studio/classroom space
- B. Machines and tools such as:
 1. Table saw
 2. Band saw
 3. Chop saw
 4. Beverly shear
 5. Bender/roller/breaker unit
 6. Drill press
 7. Belt/disk sander
 8. Grinders

9. Arc welder
10. MIG welder
11. Hand-held power tools
12. 3-D Printer and related software