A. COURSE DESCRIPTION
   Credits: 2
   Lecture Hours/Week: 0
   Lab Hours/Week: 0
   OJT Hours/Week: *.*
   Prerequisites: None
   Corequisites: None

   MnTC Goals: Goal 06 - Humanities/Fine Arts

   This course introduces students to a variety of traditional materials and processes common to sculpture. Hands-on projects expand 3D design concepts and encourage students to develop their creative ideas through additive, subtractive and casting methods. Students will explore contemporary trends and applications, as well as research cultures throughout history. Students will discuss, analyze, and critique their original drawings and 2D design work with a group of their peers using standard critique procedures. [**Core Curriculum Goal Area(s) 6, BSU Focus: Performance and Participation] 

B. COURSE EFFECTIVE DATES:  08/20/2022 - Present

C. OUTLINE OF MAJOR CONTENT AREAS
   1. Glues and adhesives
   2. Joinery and hardware
   3. Concept, motivation, and expression

D. LEARNING OUTCOMES (General)
   1. apply the creative process and concept development to make sculpture. (G6D)
   2. utilize additive and subtractive methods and tools to combine traditional materials. (G6D)
   3. create sketches and Model/Marquettes of their projects to create successful results. (G6A)
   4. critique projects using terms and criteria common to art. (G6E)
   5. demonstrate awareness of the scope and variety of works in the arts and humanities.
   6. engage in the creative process or interpretive performance.
   7. articulate an informed personal reaction to works in the arts and humanities.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies
   Goal 06 - Humanities/Fine Arts
   1. Demonstrate awareness of the scope and variety of works in the arts and humanities.
   2. Engage in the creative process or interpretive performance.
   3. Articulate an informed personal reaction to works in the arts and humanities.

F. LEARNER OUTCOMES ASSESSMENT
   As noted on course syllabus

G. SPECIAL INFORMATION
   None noted