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ARTZ 351.01: Sculpture II - Digital Fabric

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ARTZ 351.1 A (3credits), 34972

sculpture two: DIGITAL FABRICATION

Instructor: Brad Allen, Associate Professor in Art

Class hours are 4-6 pm on Monday/Wednesdays. My email is: bradley.allen@umontana.edu or leave a message in my box in the Art Office. Office Hours are 1-2 PM on Tuesdays, and by appointment in AA 126

Course will meet in Art Annex 123 and FA 211 on occasion, noted in schedule to follow.

Course Description:

Studio-based course that offers students the opportunity to work together in a studio art environment while engaging diverse media and themes. Digital Fabrication refers to the use of machines, information, and software to make physical things. In our course, we will expand the term Digital Fabrication to include electronics, information systems, apps, video/photo, ispaces, and communications. We will adapt from the terms “fablab” and “makerspace” the sense of community, localized manufacturing, and scientific play.

Course work:

Expanded Studio Practice will meet weekly for 4 hours; during this time the students will discuss readings, receive lectures or demonstrations, and play/make art. We will begin the semester by generating research teams. You will be working in these research teams until midterm. Demonstrations will ensue for each team at 3-5 separate tech stations. You will be asked to meet a clear objective at each station to exhibit an entry-level knowledge of the processes/machines at hand. After you have an understanding of the stations, you will then generate a project goal for your research team, and begin prototyping and testing various solutions. New artwork/social projects will be generated by your group and presented at midterm. If your project team passes an evaluation by your peers and the instructor, you can splinter off and make individual projects or remain as groups. If you do not pass this evaluation, you will be asked to amend and carry on our research as a project team. Your research in the second half of the class will be graded two weeks before finals. We will seek to expand your individual studio practices by including the instruction of a specific technical process in the faculty’s particular media of expertise and by engaging readings on what Neil Gerschenfeld qualifies as a “New Digital Revolution” . Please read the handout by Wednesday and be prepared to discuss in class.

We will engage (2) projects germane to the course content. The method in which you choose to address these concepts is your choice, and should be considered “your work” . Why, when forced to work in a group, do you consider the resulting artwork less “yours” ? How is group research different than personal research? What space can they share? What systems of order need be applied to group collaboration? All of these questions are for you and your project team to engage. Readings will be part of the weekly routine and will be assigned as the course progresses.

Course Objectives:

- Provide the opportunity to complete studio coursework in a class with peers working in diverse media.
- Learn to apply critical theory and artist' s writings to student' s artistic research.
- Gain appreciation for, and experience with, digital manufacturing techniques and makerspace communities.
- Professional Portfolio development.
- Gain skills needed to solve problems related to thematic or topic-based research as it applies to individual' s studio work –and/or— Gain technical and process-based skills related to one specific media or method of art making.

Attendance:

Attendance at all classes is mandatory. After three absences your grade will drop by one letter grade per absence, up to six absences when a failing grade is issued automatically.

Texts/Field Trips:

The course will be supplemented with field trips to talk to local curators, directors and artists and supplied with articles from contemporary journals. We will also seek individual critiques from available Visiting Artists in the School of Art.

Grading Policy:

Evaluation will include the development of individual goals within each project team, establishment of progress indicators, and a mixture of instructor evaluation and self-evaluation. Feedback will include group critique and written criticism of peer work.

The course grade awarded at the end of the term will reflect the student' s overall attendance and performance both in and out of class. Save for a Midterm check-in, it is your responsibility to consult with the Instructor throughout the term to insure that your progress is satisfactory. Grading will be based on individual engagement with the thematic concepts outlined above, attendance, progress, and work ethic. Projects will be graded according to the instructor' s and individual student' s shared goals within each theme/process. Development of significant content in the work in regard to communication with viewer and historical precedents is mandatory. Moodle will house info and grades for our course.

A traditional studio art letter-grade scale will be employed:

A = Excellence in all assignments, highly motivated, extremely innovative solutions to projects, thorough research

Ability to work as a team, solve problems, and generate solutions

B = Above average in all work, demonstrated technical growth and maturity

C = Completion of all projects, satisfactory class participation

D = Below average quality in work and/or Incompletes on some projects, inadequate class participation

F = Poor quality of work and/or Incompletes on many projects, poor class participation, several absences.

Assignment Deadlines:

All responses to the themes discussed must be presented at group-determined deadlines for critique. No late work considered for evaluation.

Access/Special Needs:

If there are any students with disabilities that may have special needs please see the professor after class, or immediately should a need arise during the course of the semester.

Academic Misconduct:

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or a disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at <http://www.umt.edu/SA/VPSA/index.cfm/page/1321>.

Sculpture Studio

Safety Rules

- No open-toed shoes allowed in the studio. (vans, cons, keds, boots, etc. okay)
- Safety glasses must be worn at all times in the studio. (only exceptions during lectures, etc.)
- Use "buddy system" if working late, find someone in class that has similar schedule
- Any materials that generate vapors/fumes require ventilation (spray booth, wax room)
- To operate equipment, Long hair must be pulled back, dangling jewelry removed, baggy clothes secured.
- Anyone suspected of entering the studio while under the influence of a substance, will be asked to leave, may lose studio privileges. The University has a strict policy on this matter.

Studio Philosophy

- During business hours, the studio will serve classes.

- In the Open Shop hours, the studio can be used for manufacturing (equipment time)
 - After Open Shop hours, the studio can be used for finishing (hand tools, assembly, surfaces)
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Studio Access

- Students enrolled in a course which meets regularly in the sculpture studio have griz card access to the studio
 - Classes meet during the day in the studio, M-Th, and the studio is closed to outside use.
 - In the regular open studio hours, (likely 6-10 pm, door schedule posted soon) students may use all equipment/processes that they have obtained permissions and demonstrations for.
 - At the end of the open studio time, all woodshop equipment, welders, and the tool room will be locked. The door will lock, but those with access can swipe in.
 - Students may continue to work with hand tools, paints, finishes, drawing, assembly, etc. Students may swipe into studio during this time.
 - At 12 midnight each night, the door will lock electronically and disallow swiping in, but those who get in prior to that may stay and work, as long as they can work safely.
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Stewardship

- Engaging and taking part in a studio is a responsibility. It requires that everyone who uses the space be thoughtful, considerate, patient, and aware of his or her peers.
- Be aware of your detritus. Clean up after yourself and help your classmates with their messes. Following critique please take your work and extra materials home; storage is limited.
- A studio is a community. Your instructors, the staff, and your classmates are all part of this community. It is a group effort to maintain a safe, clean, and active environment that is conducive to learning, making, and exploring.
- Maintain dialogue. If you don't know how to use a material or tool ask your classmates, instructor, or staff. If you're formally or conceptually stuck don't hesitate to ask for a nudge, you'll be surprised how willing and excited everyone is to help.
- Trust your studio mates. It's important that you keep your work and materials labeled with your name and class, however it's important to maintain a level of trust with everyone in the studio. Please refrain from labeling with statements like "Don't Touch," or "Mine."
- We are all here for the same reason: to make Art.