FACILITIES (CONT.)
In addition, a separate forge with trip hammers, a number of hoists, lifts and the support equipment associated with welding and casting fill out the metalworking equipment inventory. The foundry also includes a separate wood shop with a 12 in. table saw, sliding miter saw, 20 in. band saw and a disc/belt sander.

REQUIREMENTS
A minimum of 60 semester credit hours is required for the Master of Fine Arts degree. Primary Studio Emphasis: 26 credit hours Graduate Art History: 12 credit hours Studio Electives (may be within specialization): 9 credit hours Thesis or Terminal Project Work: 6 credit hours Other Electives: The remaining 7 credit hours may be selected from any area within the School of Art and Design or from the University at large.

FACULTY
Jerry Monteith - Program Head
Alex Lopez
Kristy Summers

Lucas Greco, “Rolling Hills”

Trey Gossett, “Untitled”

Matt Schultz
“Still Condensing the 12 Archetypes”

Everett Beidler
“Messages from the Middle of Nowhere”

SIUC School of ART & DESIGN MFA SCULPTURE
SCULPTURE GRADUATE PROGRAM

The SIUC sculpture program is defined by the assumption that object making, while not the sole limiting condition of sculptural practice, is still at the core of our discipline. Material, process, and meaning are equally important to artists who are driven to make ideas concrete and vision real. While knowledge of tradition is essential to the understanding of any discipline, the field of sculpture is informed by the intersection of countless genres and hybrid forms. Explorations with the latter enlarge the context of inquiry through a process that is diverse and never-ending.

The graduate experience provides regularly scheduled sessions that focus on critical input by student peers and a faculty with varied sensibilities and approaches. A balance is sought between strong unit identity and the challenge of formal and conceptual inquiry. The sculpture program provides students with generous studio spaces and access to a wide range of facilities in order that they may define their approach to art making. The program also offers students wishing to build a career in education with essential direct teaching opportunities. Additional assistantships are available and include foundry and woodshop technical positions.

FACILITIES

The Glove Factory Studio Arts Facility houses 8 sculpture studio spaces, 2 sculpture faculty studios, a 30x60 lab, a wood working area, and a large metal fabrication space. Facilities for wood include a table saw, panel saw, a compound miter saw, 14 in and 20 in. band saws, a 8in. jointer, stationary sanders, a 24 in planer and a lathe. The metal fabrication area includes an acetylene rig, 2 MIG welders, a plasma cutter, a lubricated horizontal band saw, a chop saw, a Hossfeld pipe bender, a 6ft. 12 ga. box and pan brake and a 6ft. 12 ga. slip roll. All spaces have compressed air regulators. A rendering lab includes two 24 in. Pro Macs with Rhino, Maya, Google Sketchup Pro, Final Cut Pro, CS3 and other assorted software as well as two Wacom drawing tables.

Two 3,600-square foot metal buildings house six studios and the Foundry complex, which includes 3 furnaces for bronze and aluminum, as well as cupolas for iron casting. Also housed at the Foundry is a wax room, ceramic shell facility, two burn-out kilns, two 500-pound capacity mullers for making bonded sand molds, a cabinet sand blaster and large pot blaster for oversized work. Welding and fabrication equipment includes standard arc, TIG, MIG and oxy-acetylene rigs, and a plasma cutter.