Undergraduate classes focus on the basic sculptural issues relevant to object making. Core processes include mold making, welding, wood fabrication, casting and mixed media. More complicated and advanced forms of sculptural investigation, such as installation, cross-disciplinary and new genre investigations, are encouraged throughout the curriculum when appropriate. Project assignments are keyed to critical issues of contemporary sculpture so that students may gain a working understanding through experience.

Through all stages of study, the critique process is central. Individual meetings with instructors and class critiques are the primary means by which critical assessment is made, and they serve not only to gauge progress, but also to encourage information exchange. Individual research into current approaches and concerns relevant to the discipline of sculpture provide a means by which students may contextualize their efforts and understand that they are part of a larger cultural endeavor.

FACILITIES

The sculpture area is located at two sites on the SIU Carbondale campus. The Studio Arts Building, in the former Good Luck Glove Factory, is just across “The Strip” from main campus, and the Foundry Complex is beyond Campus Lake at the edge of adjacent woodlands. The Studio Arts Facility houses seven sculpture studios, two sculpture faculty studios, an 1,800-square-foot lab, woodworking area and a large metal fabrication space. Facilities for wood include a table saw, panel saw, compound miter saw, 14-inch and 20-inch band saws, an 8-inch jointer, stationary sanders, a 25-inch planer, a lathe and two drill presses. The metal fabrication area includes an oxy-acetylene rig, two MIG welders, a plasma cutter, a lubricated horizontal band saw, a chop saw, a Hossfeld pipe bender, a 6-foot 12-gauge box and pan brake, and a 6-foot 12-gauge slip roller, as well as an enclosed CNC room equipped with a 96-by-48-by-6-inch three-axis Shopbot. All working areas and studios are equipped with compressed air regulators.

This facility also houses a 3D rendering lab that includes two 30-inch monitors, two 9-by-12-inch Wacom drawing tablets and two Mac Pro towers running Rhino, Maya, Final Cut Pro X, Sketchup Pro, CS5 and other assorted software.

The foundry complex consists of two 3,600-square-foot metal buildings that house four studio spaces, one sculpture faculty studio, and the foundry area that includes three furnaces for bronze and aluminum, as well as multiple cupolas for iron casting. This complex is also home to a wood shop, metal fabrication area, wax room, ceramic shell room, two burn-out kilns, two 400-pound capacity millers for bonded sand molds, a cabinet sand blaster and a large pot blaster for oversized work.

Welding and fabrication equipment includes standard arc, TIG, MIG and oxy-acetylene rigs, and two plasma cutters. The wood shop is outfitted with a 12-inch table saw, 12-inch sliding miter saw, two 20-inch band saws and a 15-inch disc/belt sander. A separate forge unit with three trip hammers, a number of hoists, lifts and the support equipment associated with welding and casting fill out the metalworking equipment inventory.

VISITING ARTISTS

Recent visiting artists include: Theaster Gates and the Black Monks, Janine Antoni, James Yood (critic), Lucy Lippard, Alan Rath, Maud Lavin (critic), Arthur Danto, Jock Reynolds (director, Yale University Art Gallery), Ken Little, Dario Robleto, James Surls, Dave Hickey, Terry Adkins, William Pope.L, Mary Beth Edelson, Peter Plagens (critic-artist), David Ireland, and Terry Allen.

SCHOLARSHIPS AND AWARDS

Rickert-Ziebold Trust Award Competition
Talent Scholarship
Minority Award
Windgate Charitable Foundation Talent Scholarship
Windgate Charitable Foundation Educational Enrichment Scholarship
Windgate Charitable Foundation Educational Opportunity Scholarship
Mitchell Scholarship
Academic scholarships
### SCULPTURE

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**FOUR-YEAR COURSE PLAN FOR A BFA IN ART WITH A SCULPTURE EMPHASIS**

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### YEAR ONE

#### FALL (15 CREDITS)
- Foundation Studio A 3
- Intro. to Drawing I 3
- English Composition I 3
- Core Mathematics 3
- UCOL 101 1
- Core Health 2

#### SPRING (15 CREDITS)
- Foundation Studio B 3
- Intro. to Drawing II 3
- English Composition II 3
- Speech 101 3
- Core Social Science 3

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### YEAR TWO

#### FALL (15 CREDITS)
- Intro. to Art History A, B or C 3
- Beginning Sculpture 3
- Drawing III, Painting or Printmaking 3
- Core Science 3
- Core Social Science 3

#### SPRING (15 CREDITS)
- Intro. to Art History A, B or C 3
- Intermediate Sculpture 3
- Beg. Ceramics 3
- Core Science 3
- Core Multicultural 3

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### YEAR THREE

#### FALL (15 CREDITS)
- Beginning Digital Art & Design 3
- Intermediate Sculpture 3
- Studio Elective 3
- Glass Survey 3
- BFA Seminar 3

#### SPRING (15 CREDITS)
- Intermediate Sculpture 3
- Art History Elective 3
- Intermediate Ceramics 3
- Intermediate Metalsmithing 3
- Studio Elective 3

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### YEAR FOUR

#### FALL (15 CREDITS)
- Advanced Sculpture 6
- Art History Elective 3
- Studio Electives 3
- Kiln- Formed Glass 3

#### SPRING (15 CREDITS)
- Advanced Sculpture 6
- Senior Thesis 3
- Studio Electives 6

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For complete course titles and descriptions, please visit: registrar.siu.edu/pdf/ugradcatalog1415.pdf