BFAS-204

Formal Sculpture-II

3 credit hours

Practical

Introduction:

In this course students will start with extensive exercises in molding and casting. They will advance their skills beyond clay modeling. Gradually students will take complex forms to improve their observation. They will learn to make armature and cast with complex permanent molds.

Assignments

- Representational work using a soft medium. Students will use soft material like paper, fabric, wool, jute etc. to make an object. They will try to make it as realistic as possible. In this process they will learn the concept of mass, gravity and tensile strength. They will also demonstrate their ability to make a stable form.
- Solving a consumer's problem. Students will identify a design problem in objects of their daily day life. Design a solution for that and make a prototype product which resolves that problem.
- Relief work and casting in fiberglass. They will learn the idea of locking and how to prevent it.
- Bust in clay with live model. In this assignment students will learn to adjust armature. Then they will spend time perfecting their skills of clay modeling.
- Molding and casting of the Bust in *POP.*

Learning Outcomes:

By the end of this course students must have basic understanding about casting of three dimensional objects in plaster of paris

They will also have a slight idea about design needs with eye of a product designer

Teaching strategy

This studio course will be conducted in close supervision of faculty. Teacher will be allowed to tailor assignments based upon collective level of skill of the cohort. Teacher will also be responsible to guide one on one basis to the students about their skill in modeling and casting