

Sculpture / New Genres Minor



The Sculpture/New Genres minor provides students the opportunity to explore the technical, formal, historical, and theoretical concerns of creating meaningful objects, installations and time-based art (including video, sound and performance) in a fine arts context. Students will explore a range of techniques and methods while developing individual artistic practices in three and four dimensions.

Eligibility

Open to all BFA majors, except Fine Arts. Students must be on track in their major and in good academic standing, with no more than 6 credits behind and a cumulative GPA of 2.0. Sculpture/New Genres minors will only participate in the Annual Exhibition of their home department, however depending on space availability, they may utilize Fine Arts Senior Studios on a case-by-case basis with approval from the Department Chair.

Requirements

15 credits of Sculpture/New Genres courses (5 studio courses or 4 studio courses + 1 LAS course) Students select courses based on guidance from the Chair of Interdisciplinary Studies, Minor Area Heads, and Academic Advisors and must follow prerequisites when applicable. For the full list of courses that will count for this minor, along with recommended courses to take first, see the Minors Course Lists on the Registration page of the Dashboard (my.otis.edu). Students are advised to take minor classes in place of studio electives (or in place of one LAS elective), or for majors without electives by taking one extra class in each of 5 semesters spread out between sophomore and senior year.

See Fine Arts & Liberal Arts and Sciences Departments for Course Descriptions.

Each enrolled student will receive an individual Academic Plan that outlines how this minor fits into their major.

For more information about the Sculpture/New Genres minor contact:

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Program Learning Outcomes

Sculpture / New Genres Minor student work will demonstrate:

Grow

Disciplinary knowledge and skills • Audience-focused research, historical context, and field-specific discourse • Proficiency in industry-standard skills, technologies, and processes

Competent knowledge and skills in the historical, technical, formal, and conceptual approaches to sculpture and new genres including woodworking, metal working, mold making, performance, ceremony, installation, 3D digital technologies, audio and video production and editing.

Cross-disciplinary awareness and practice

Developed practice grounded in two or more disciplines.

Capacity to identify and solve creative problems

Ability to define issues and to use their artistic skills to give those issues a form that others can engage and interact with.

Dare

Innovation • Experimentation and play • Challenge to the status quo •

Bravery in their work and their interactions with others

Capacity to combine aspects of sculpture and new genres with work in one's major and/or push the boundaries between each field.

Reflect

Capacity to communicate (orally, written, and/or visually) about their practice

Ability to clearly articulate the relationship between their work in sculpture /new genres and their major and how these studies will help them achieve personal and professional goals.

Analysis of both ethical and aesthetic impacts of art and design

Analysis of the ethical and aesthetic impacts their work has on their fields of study as well as society, culture, and the environment.

Connect

Awareness of positionality – in the world, their field, their communities. •

Integration of skills and concepts:

Successful integration of skills, information and concepts between their majors and Sculpture / New Genres minor, while understanding and articulating their positionality in their chosen fields.

Shine

Ability to define aspirations, future goals and their role within the creative economy

Defined aspirations, future goals and their role as an interdisciplinary creative within the creative economy.

Awareness of audience • Compelling presentation and exhibition skills, through Annual Exhibition, Capstone, and portfolios.

Successful completion and presentation of original work in sculpture and new genres, with or without other media, that resonates with intended audiences.