

1. What are the two basic processes used in creating sculpture? Give an example of each, with links or an image to support your answers.

The two basic processes used in creating sculpture are additive and subtractive. In the additive process, material is built up to create form, while in the subtractive process, material is removed from an existing mass, such as chunk of stone, wood or clay. Modeling and assemblage are additive processes, and carving is a subtractive process. Robert Rauschenberg's "Monogram", an assemblage, is a good example of an additive process (link provided below). A good example of subtractive process is wood sculptures made by Wildlife sculpture artist, Randall D. Boni (link provided below).

[http://www.artnet.com/magazineus/features/saltz/saltz1-11-06\\_detail.asp?picnum=4](http://www.artnet.com/magazineus/features/saltz/saltz1-11-06_detail.asp?picnum=4)

<http://www.golberz.com/2010/06/wood-carving-art.html>

2. What is the difference between free standing and relief sculpture?

Freestanding or self-supported sculpture is one where the viewer can walk completely around the work to see it from all sides. Relief sculpture is one in which the primary form's surface is raised above the surrounding material, such as the image on a coin.

3. Define the four methods used in sculpture. Give examples of each one, with a link or image to support your answers.

The four methods used in sculpture are Carving, Casting, Modeling, and Construction or Assemblage. Carving uses the subtractive process to cut away areas from a larger mass, and is the oldest method used for three-dimensional work. Traditionally, stone and wood were the most common materials because they were readily available and extremely durable. Contemporary materials include foam, plastics and glass. Using chisels and other sharp tools, artists carve away material until the ultimate form of the work is achieved. An example of the carving process is the seated Buddha, Xiangtangshan, China (<http://isaw.nyu.edu/exhibitions/echoes>).

The second method is Casting, which is an additive method. Casting has been in use for over five thousand years. It is a manufacturing process by which a liquid material is usually poured into a mold, which contains a hollow cavity of the desired shape, and then allowed to solidify. One traditional method of bronze casting frequently used today is the lost wax process. Casting materials are usually metals but can be various cold setting materials that cure after

mixing two or more components together; examples are epoxy, concrete, plaster and clay. Casting is most often used for making complex shapes that would be otherwise difficult or uneconomical to make by other methods. A good example of casting method is the “La Grande Musicienne” by Henri Laurens

(<http://www.sculptureinternationalrotterdam.nl/collectie/permanent/LaGrandeMusicienne.php?lang=en&tab=beeld>).

The third method used in sculpture is Modeling, which can be both additive and subtractive. The artist uses modeling to build up form with clay, plaster or other soft material that can be pushed, pulled, pinched or poured into place. The material then hardens into the finished work. Larger sculptures created with this method make use of an armature, an underlying structure of wire that sets the physical shape of the work. Although modeling is primarily an additive process, artists do remove material in the process. Modeling a form is often a preliminary step in the casting method. Example of modeling is Alberto Giacometti’s “Walking Man”

([http://arthistory.about.com/od/from\\_exhibitions/ig/aim\\_maeght\\_and\\_his\\_artists/mcgb\\_1208\\_04.htm](http://arthistory.about.com/od/from_exhibitions/ig/aim_maeght_and_his_artists/mcgb_1208_04.htm)).

The fourth and last method used in sculpture is Construction or Assemblage, which uses found, manufactured or altered objects to build form. Artists weld, glue, bolt and wire individual pieces together. A good example of Assemblage is Alex Calder’s “Finny Fish”

([http://dcist.com/2010/08/permanent\\_collection\\_alexander\\_cald.php](http://dcist.com/2010/08/permanent_collection_alexander_cald.php)).

#### 4. What is installation? How does it change the context of sculpture?

Installation art utilizes multiple objects, often from various mediums, and takes up entire spaces. It can be generic or site specific. Because of their relative complexity, installations can address aesthetic and narrative ideas on a larger scale than traditional sculpture. With installation art the viewer is surrounded by and can become part of the work itself.

#### 5. How does performance art change the context of three-dimensional media?

Performance art changes the context of three-dimensional media as it goes a step further, involving the artist as part of the work itself. Some performance artworks are interactive, involving the viewer too. The nature of the medium is in its ability to use live performance in the same context as static works of art; to enhance our understanding of artistic experience. Performance art, like installation, challenges the viewer to reexamine the artistic experience from a new level.

#### 6. We see evidence of the invention of new technologies in the art historical record of three-dimensional artworks. Give four examples of this evidence and an image or link to an image in support of your answers

Installation art, craft, performance art, and product design are four examples that establish the invention of new technologies in the art historical record of three-dimensional artworks. Installation art utilizes multiple objects, often from various mediums, and takes up entire spaces. Because of their relative complexity, installations can address aesthetic and narrative ideas on a larger scale than traditional sculpture. With installation art the viewer is surrounded by and can become part of the work itself. A good example of installation art is artist Doris Salcedo's "Chair Building" (<http://www.gwarlingo.com/2012/artist-doris-salcedo-i-began-to-conceive-of-works-based-on-nothing/>).

Performance art involves the artist as part of the work itself. Some performance artworks are interactive, involving the viewer too. The nature of the medium is in its ability to use live performance in the same context as static works of art; to enhance our understanding of artistic experience. Example of performance art is the "Blue Man Group" (<http://www.bluman.com/>).

Craft requires the specific skilled use of tools in creating works of art. These tools can take many forms: words, construction tools, a camera, a paintbrush or even a voice. Traditional studio crafts include ceramics, metal and woodworking, weaving and the glass arts. Crafts are distinguished by a high degree of workmanship and finish.

Product design represents an organic approach to three-dimensional design. The products and devices we use every day continue to serve the same functions but change in styles. This constant realignment in basic form reflects modern aesthetic considerations and, on a larger scale, become artifacts of the popular culture of a given time period. Good example of product design would be the "Bergmonch Folding Bike" (<http://theawesomer.com/bergmonch-folding-bike/8887/>).