

Sculpture Unit Vocabulary

3D Design

Sculpture: the art of using materials to transform ideas into a real object; artwork that is three-dimensional and has form

Three-dimensional: a form that has height, width, and depth

Transform: to change shape or form

Medium: the materials we use such as clay, paper, wax, stone, plaster, wire, metal

Representational: realistic, easily recognizable subject

Abstract: less realistic, stylized, but slightly recognizable

Void: the empty space between the masses of sculpture

Dynamic: relating to energy or to objects in motion; characterized by action

Functional vs. Non-functional: Does it have a function or purpose? Is it decorative?

Fundamentals of Sculpture:

-Form: the total mass or configuration that subject takes; the final physical sculpture

-Content: the emotion or message that is conveyed

-Technique: the materials and tools used that show an understanding of the elements and principles of design

Elements of Sculpture (the building blocks or symbols used to create artworks)

-Line: contour, weight, movement

-Form: the shape of an object

-Geometric: cubes, cones, pyramids, cylinders

-Organic: forms that are usually found in nature, like plants and animals

-Space: positive (the actual material of the sculpture) or negative area around and through the artwork

-Volume: the size or amount of material that is used

-Texture: the feeling of the sculpture (rough, smooth, soft, etc)

-Mass: weight, compared to volume

-Light: the reflection of light, how the piece casts shadows

Principles of Sculpture (ways in which the elements are organized)

-Balance: symmetrical or asymmetrical, defies gravity

-Movement: how your eye moves around the artwork in space; is there direction in your work?

-Tension: the control of the pull or strain of an object. Affects the level of comfort of the viewer.

-Gesture: movement of parts can be frozen or actual movement.

-Function: the use or purpose

-Abstraction: the degree to which form is broken down. Non-representational.

-Proportion/Scale: the amount of mass compared to another part of the sculpture

Methods of creating Sculpture

1. Assemblage: anything using different, found items that are collected and adhered together
2. Casting: pouring liquid into a mold to harden (it assumes the shape of the mold), can be reproduced to make copies
3. Carving: the method of taking away from the primary material
4. Modeling: creating a form from a soft material, like clay, that is pliable
5. Fabrication: bringing together of different parts to make a whole (like welding metal together or building with pieces of wood)
6. Additive: building up or adding to in order to create a form
7. Subtractive: taking away or carving from in order to create a form
8. Site-specific: sculpture that is created to exist in certain place or location (this can be outdoors or inside a building); often combined with landscaping
9. Armature: a base made of wire, cardboard, or sticks for supporting a sculpture
10. Maquette: a small scale, preliminary rough sculpture

Types of Sculpture:

1. Relief: a sculpture where the forms project from a flat background; usually attached to the wall
2. Bas-relief: low-relief sculpture that projects slightly from a background; seen from only one side (like a coin)
3. In the round: sculpture that is made to be seen from all angles (imagine walking around it) (360 degrees, like a car or chair)
4. Free-standing: it can stand on its own without any support
5. Light: the illusion of volume using light
6. Environmental Sculpture: sculpture that is created outside and meant to be displayed outside, usually made of materials from nature
7. Kinetic: sculpture that moves, either using electricity or the natural environment
8. Model: a three-dimensional plan for the sculpture
9. Mixed media: sculpture that uses various materials, such as paper, wood, and clay
10. Construction: a sculpture made of combining materials often obtained from building stores
11. Non-objective: the style or type of work that is designed with no recognizable idea or object in mind
12. Mobile: a balanced arrangement of thin rods or stiff wires with objects suspended from them
13. Ceramics: the art of making objects with clay and firing them in a kiln
14. Installation: sculpture made of materials that are meant to fill a room or space
15. Symbolic: sculpture that tells a story or symbolizes an idea
16. Representational: sculpture that visually represents the object; it is recognizable
17. Functional: sculpture that has a utilitarian purpose