

San José State University
Department of Art & Art History
Art 141, Topics in Glass: Blowing and Glass Casting

Section 1, spring 2017

Course and Contact Information

Instructor:	Cassandra Straubing
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Office Hours:	Tuesday 10-11:30
Class Days/Time:	Section 1 T/TH 3-5:50
Classroom:	IS 235

For information about majors and minors in Art & Art History, for change of major/minor forms and a list of advisors: <http://www.sjsu.edu/art/> or the Art & Art History department office in ART 116, 408-924-4320, art@sjsu.edu

Course Format

Technology contents:

Course materials such as syllabus, handouts, notes, assignment instructions, etc. will be posted on [Canvas Learning Management System course login website](http://www.sjsu.edu/art/) at <http://sjsu.instructure.com>. There will also be reading and written assignments submitted through Canvas. You are responsible for regularly checking Canvas, your email and attending class from the beginning of the period to learn of any updates.

Course Description:

Art 141 is a glass class exploring the technical and aesthetic aspects of glass, acquiring knowledge on how to use it as a material for sculpture and design. Intermediate and advanced blowing and casting will be taught through a series of hands on exercises and projects to develop you as a well-rounded contemporary glass artist. 3 Units.

This course is repeatable up to 9 units.

Course Learning Outcomes (CLO)

The assessment is based on an analysis of student behaviors and products in which they demonstrate how well they have mastered learning outcomes. Upon completion of this course, students will be able to:

- CLO1** Blow two centered intermediate shapes- the hemisphere and cone.
- CLO2** Cast glass using three different rapid wax investment processes
- CLO3** Design and fabricate a vessel, consisting of multiple blown and cast components.
- CLO4** Discuss contemporary and historical topics of glass and glass art

Upon successful completion of this course, students will be able to:

1. Blow and assemble a three part vessel
2. Cast a wax investment in glass
3. Navigate the fundamentals of a glass studio, using proper terminology and efficiency with advanced glass equipment

Required Texts, Readings and Materials

Textbook: There is no required textbook for this course, however a very helpful glass blowing manual can be ordered online- *Advanced Glassworking Techniques* by Edward T. Schmid **ISBN 0-9638728-1-8**

Readings: There will also be glass articles posted on Canvas at various points throughout the semester. A written assignment will follow, to be submitted through Canvas.

Materials:

1. Please arrive each day with the following- wearing closed toed shoes, cotton or natural material clothing. It is extremely important not to wear shorts above the knees, skirts, or synthetic materials when you are working with hot glass. If you do, you will not be allowed to participate, therefore affecting your participation grade.
2. Eye protection- An initial pair of safety glasses will be provided to you at the beginning of the semester. Additional pairs can be purchased from any hardware store. Prescription and regular (UVA and UVB protected) sunglasses will also suffice.
3. Permanent marker
4. Sketchbook
5. Respirator (optional). Dust masks will be provided for your safety; however, a respirator for silica particles is recommended, marked with your name and stored in a container.
6. Glass color for glass blowing. Student color packets will be available for purchase through the guild.
7. Casting glass will be sold for \$6.00 a pound.
8. Any additional materials for projects (that the school does not provide) will be the responsibility of the student. MSDS sheets are required for all foreign material brought into this studio.

Course Requirements and Assignments

According to University policy, each week students should expect to spend 2 hours of outside work for every hour spent in class. Grade checks will be available upon request throughout the semester.

- Safety Test- Jan. 27th
- History test (10%)
- Studio Production Assignment (10%)
- Canvas readings (5%)
- **Project Assignment #1- Technical Blowing (25%)**
 - o Make a two-part blown cone vessel

- o Make a two-part blown hemisphere vessel
- **Project Assignment #2- Technical Casting (25%)**
 - o Cast two small rapid prototypes of pliable material and texture
 - o Cast two rapid prototypes from an object or body part using the Alginate mold process
- **Project Assignment # 3- Historical container for modern containment-**
 - o Assemble a three part blown and cast vessel using a minimum of one cast piece and one blown piece. (25%)- Due May 16th

All glass assignments and projects must have proper engraving on bottom in order to receive credit.

- o **Name, initials, symbol or signature and date/year**

Final Evaluation:

Final Critiques of your two projects will be held on the last day of class. Your scheduled final examination day will consist of a mandatory end of the semester studio clean up. These dates are as follows:

Thursday, May 18th 2:45-5PM

Determination of Grades:

Rubrics: When presented, each project description has a detailed list of what and how the project will be evaluated for a grade. Categories include:

1. Mastery of the glass blowing/casting process and techniques
2. Design execution and creativity
3. Craftsmanship
4. Participation, dedication, and effort

Each category will have a grade weight percentage points associated with it. You will be awarded points for the level of completion your project demonstrates in that category. The points are totaled up and a grade is given based on a 100-point scale.

Late assignments and projects: For every day the assignment is late, the grade for that assignment is dropped by one letter grade. If the project is not installed by the date and time stated for critique, it is considered late and the grade will be docked accordingly.

Make-up policy: There are no make-up's given for missed tests, critiques or class cleanups. This results in a zero as the recorded grade for the missed assignment or participation.

Your semester grade is based on a 1000-point grading scale: You must show progress throughout the semester in order to receive the highest grade possible.

A+ = 100-97%	A = 96-93%	A- = 92-90%
B+ = 89-87%	B = 86-83%	B- = 82-80%
C+ = 79-77%	C = 76-73%	C- = 72-70%
D+ = 69-67%	D = 66-63%	D- = 62-60%
F = 59-0% Unsatisfactory		

In general, it is recommended that students begin by seeking clarification or discussing concerns with their instructor sooner rather than later. This opens up a dialogue to discuss ways of improving the work and/or behavior to enable the highest achievement possible.

Classroom Protocol:

1. This studio is a community that takes everyone to make it run in order for you to make your work.
2. Class participation is based on arriving each day **at the start of class**, as we begin covering materials immediately. You must also stay till the end of class to receive full credit. Full credit includes participation in daily demonstrations, group discussions, in-class assignments and projects, tests, critiques, and studio cleanup's. I expect you to be fully dedicated to your projects throughout the semester. Daily class participation will be recorded at the beginning and/or at the end of each class period based on the effort put into the scheduled class and individual activities. Missing more than five of the participation days within the semester will make it difficult to pass the course. Your participation efforts will be reflected in your project grade weight and the final evaluation of total points accumulated at the end of the semester. But participation is based on # of classes attended Again, attendance per se shall not be used as a criterion for grading according to Academic Policy F-69-24. "Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class." Complete daily class participation is crucial, due to this course being taught through hands-on experiences. Missed material will be retaught at the discretion of the instructor, due to the time it takes to re-teach the material missed.
3. Safety will be discussed on the first day of class and practiced in the Glass Area at all times throughout the semester. For safety reasons, no one is allowed to work in the glass facilities without a partner, unless the instructor gives permission. Use the buddy system. There is no studio access on school holidays.
4. Cell phone use is not permitted during class. This includes texting, Pokemon Go, and any gaming or social media. You are, however, allowed to use it for photo documenting and research, when permitted.
5. Recording of Class and Public Sharing of Instructor Material requires students to obtain instructor's permission to record the course. Course material developed by the instructor is the intellectual property of the instructor and cannot be shared publicly without his/her approval. You may not publicly share or upload instructor generated material for this course such as exam questions, lecture notes, or homework solutions without instructor consent.
6. Students are expected to be good citizens and to engage in responsible behaviors that reflect well upon their university, to be civil to one another and to others in the campus community, and to contribute positively to student and university life. California Code of Regulations 41301. Standards for Student Conduct (a) Student Responsibilities. The conduct in this program and especially in this class is held with (and requires!) mutual respect. It is a climate free of arrogance and intimidation. Accountability is to you as the student, each other, and the instructor.

7. Emergency Phone Numbers

Campus police: (408) 924-2222 Dial this first.

Emergency (Police, Fire, Ambulance): 911

Studio technician: Tim Straubing- (408) 930-3957

Understand that there is a potential risk in participating in this class. Understand that the school will do what it can to prevent any health issue or emergency from happening and understand that the school and Glass areas are not reliable for any health and safety issue you might have or acquire. We will learn each piece of machinery as the semester progresses therefore you are not allowed to operate any piece of equipment until the instructor has checked you off on that piece of equipment. The Glass studio and SJSU rules must be followed at all times.

University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/>"

ART141, Advanced Glass, spring 2015

Course Schedule

The schedule is subject to change with fair notice during class and/or on the faculty webpage syllabus.

Course Schedule

Wee k	Date	Topics, Readings, Assignments, Deadlines
1	TH 1-26	Introduction, safety lecture and hot shop demos. Assign cubbies and lockers
2	T 1-31	Safety Test Assignment: Make Your Own one-part drinking vessel
2	TH 2-2	Work on drinking vessels Pick Blow Slots
3	T 2-7	Demo: Blown Cone Assignment: make a two-part cone vessel Homework: Sketch your design
3	TH 2-9	Work on blown cones and two-part vessels Individual discussions on design sketches
4	T 2-14	Work on blown cones and two-part vessels
4	TH 2-16	Work on blown cones and two-part vessels
5	T 2-21	Demo: Blown Hemisphere Make a two-part hemisphere vessel Homework: Sketch your design
5	TH 2-23	Work on blown hemispheres and two-part vessels Individual discussions on design sketches
6	T 2-28	Work on blown hemispheres and two-part vessels
6	TH 3-2	Work on blown hemispheres and two-part vessels Project introduction: Rapid Prototype Glass Casting Homework: bring in a pliable material texture you are interested in seeing in glass
7	T 3-7	Demo: Infusing and impregnating wax into material for casting. Work on wax and reservoirs Assignment: complete 2 cast glass prototypes from a pliable material
7	TH 3-9	Demo: investment mold making and steaming out Homework: bring in a variety of simple prototype objects or body parts for alginate mold making. They must be between 1 inch and 2 inches (no more, no less!). Also bring in accompanying containers, slightly larger than your object or body part.

8	T 3-14	Demo: Alginate mold making and wax working Assignment: complete 2 cast glass prototypes from an object or body part using the Alginate mold process
8	TH 3-16	Work on wax and reservoirs Divest your first cast assignment and turn it in. Work on making a mold of the wax from your alginate
9	T 3-21	Work on waxes, molds and coldworking your cast prototypes
9	TH 3-23	Work on waxes, molds and coldworking your cast prototypes Assignment: Design and cast 1 or 2 parts for a three part blown vessel (to be attached hot or cold) Homework: design and sketch your three part vessel
10	3-27 – 3-31	Spring Break!
10		
11	T 4-4	Turn in your design sketches Work on coldworking your four castings Work on waxes, moldmaking, and blowing
11	TH 4-6	Work on waxes, moldmaking, and blowing Work on coldworking your four castings Four coldworked castings due at end of class.
12	T 4-11	Work on waxes, moldmaking, blowing and coldworking
12	TH 4-13	Work on waxes, moldmaking, blowing and coldworking
13	T 4-18	Work on waxes, moldmaking, blowing and coldworking
13	TH 4-20	Molds should be complete and in the kiln
14	T 4-25	Work on blowing and coldworking
14	TH 4-27	Work on blowing and coldworking
15	T 5-2	Work on blowing and coldworking
15	TH 5-4	Work on blowing and coldworking
16	T 5-9	Work on blowing and coldworking
16	TH 5-11	Critique! Turn in your three part cast/blown vessel
17	T 5-16	HOT GLASS COOK OFF!
Finals	TH 5-18	2:45-5PM Final Mandatory Studio Clean up. All Cubbies and lockers must be cleaned out.