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

Section 1 Spring 2019

Course and Contact Information
Instructor: Cassandra Straubing
Office Location: IS 208, IS 235 (classroom)
Email: Cassandra.straubing@sjsu.edu
Office Hours: Monday 3-3:40 PM
Wednesday 3-3:40 PM
Class Days/Time: Section 1 M/W 12-2:50
Classroom: IS 235, 237

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 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 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. Design and blow a glass vessel
CLO2. Design and blow a vessel, using murrini
CLO3. Design and blow a vessel using cane
CLO4 Discuss contemporary and historical topics of glass and glass art

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

1. Blow a functional vessel
2. Pull and make a murrini and cane pattern.
3. Navigate the fundamentals of a glass studio, using proper terminology and efficiency with basic 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 Glass Blowing* by Edward T. Schmid

Readings: There will also be glass articles posted on Canvas at various points throughout the semester. A written assignment or test 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. Color for blowing when needed
4. Permanent marker
5. Electrical and ductape
6. Sketchbook
7. 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.
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 Quiz January -
- History test- (10%)
- Canvas online, studio production (guild work) and studio participation- (30%)
- Assignments:
  - Two-part cone vessel (10%)
  - Two-part hemisphere with lip wrap- (10%)
  - Murrini vessel (20%)
  - Cane Vessel (20%)

All glass assignments and projects must have proper engraving on bottom in order to receive credit.
  - Name, initials, symbol or signature and date/year

Final Evaluation:

Mandatory final clean-up will be held on the scheduled final exam date and time.

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 assigned glass process and techniques
2. Design execution, concept 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.

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>A+</td>
<td>100-97%</td>
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<tr>
<td>A</td>
<td>96-93%</td>
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<tr>
<td>A-</td>
<td>92-90%</td>
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<tr>
<td>B+</td>
<td>89-87%</td>
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<tr>
<td>B</td>
<td>86-83%</td>
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<tr>
<td>B-</td>
<td>82-80%</td>
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<tr>
<td>C+</td>
<td>79-77%</td>
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<tr>
<td>C</td>
<td>76-73%</td>
</tr>
<tr>
<td>C-</td>
<td>72-70%</td>
</tr>
<tr>
<td>D+</td>
<td>69-67%</td>
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<tr>
<td>D</td>
<td>66-63%</td>
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<tr>
<td>D-</td>
<td>62-60%</td>
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<tr>
<td>F</td>
<td>59-0%</td>
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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 clean-up'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 re-taught at the discretion of the instructor, due to the time it takes to re-teach the material missed.
3. Safety will be discussed in the beginning of the semester 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, gaming or any 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 at http://www.sjsu.edu/gup/syllabusinfo/

ART 141 Advanced Glass SP19

Course Schedule

The schedule is subject to change with fair notice on the Canvas web page or announced at the beginning of class.

<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Topics, Readings, Assignments, Deadlines</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Mon Jan 28</td>
<td>Introduction, safety lecture and hot shop demos. Assign cubbies and lockers</td>
</tr>
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</table>
| 1    | W Jan 30  | Blowslot discussion  
Demo: Frit pick ups  
Exercise: Make Your Own one-part drinking vessel with a frit pattern referencing a food ingredient |
| 2    | M 2-4     | Safety Test  
Work on drinking vessels                                                                                   |
| 2    | W 2-6     | Demo: Blown Cone  
Assignment: make a two-part cone vessel. The cone part must be clear. The second part must have interior color  
Homework: Sketch your design  
Homework: read and study Glass Innovations article posted on Canvas. |
| 3    | M 2-11    | Post your sketches  
Work on blown cones and two-part vessels                                                                        |
| 3    | W 2-13    | Work on blown cones and two-part vessels                                                                |
| 4    | M 2-18    | Work on blown cones and two-part vessels                                                                |
| 4    | W 2-20    | Glass Innovations Test!  
Demo: Blown Hemisphere and color lip raps  
Assignment: Make a two-part clear hemisphere vessel with a color matching foot and lip  
Homework: Sketch your design |
| 5    | M 2-25    | Post your sketches  
Work on blown hemispheres and two-part vessels                                                             |
<table>
<thead>
<tr>
<th>Date</th>
<th>Day</th>
<th>Activity</th>
</tr>
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<tbody>
<tr>
<td>5</td>
<td>W 2-27</td>
<td>Field trip- Bullseye Glass Gallery, Emeryville</td>
</tr>
<tr>
<td>6</td>
<td>M 3-4</td>
<td>Work on blown hemispheres and two-part vessels</td>
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</table>
| 6     | W 3-6  | Slide presentation and demo: Murrini  
  *Assignment: Design and make a murrini pattern that references a raw food. Apply it to a vessel that references that food in shape or function.*  
  *Homework: sketch out your pattern and vessel*  

| 7     | M 3-11 | **Two-part cone vessels and hemisphere vessels due**  
  *Post sketches and reference images*  
  *Work on murrini pulls*  

| 7     | W 3-13 | Work on murrini pulls |
| 8     | M 3-18 | Work on murrini pulls and pick-ups |
| 8     | W 3-20 | Work on murrini pulls and pick-ups |
| 9     | M 3-25 | Work on murrini pick-ups |
| 9     | W 3-27 | Work on murrini pick-ups  
  *Homework: finish murrini vessels. Due right after Spring Break!* |

| M 4-1-F4-5 | Spring Break! |
| 10    | M 4-8  | **Murrini Vessels Due**  
  *Slide presentation and demo: Cane*  
  *Assignment: Design and make a cane pattern that references a pattern found in nature. Apply it to a vessel that references a form found in nature.*  
  *Homework: sketch out your pattern and vessel*  

| W 4-10 | Post sketches and reference images  
  *Work on cane pulls* |
| 10    | M 4-15 | Work on cane pulls |
| 11    | W 4-17 | Work on cane pulls |
| 11    | M 4-22 | Work on cane pulls and pickups |
| 12    | W 4-24 | Work on cane pulls and pickups |
| 12    | M 4-29 | Work on cane pickups |
| 13    | W 5-1  | Work on cane pick-ups |
| 13    | M 5-6  | Work on cane pick-ups |
| 14    | W 5-8  | Finalize cane vessels. |
| 14    | M 5-14 | Critique! |

| “Final” | Art 141 5-17 9:45-12PM | Final Mandatory Studio Clean up. All Cubbies and lockers must be cleaned out. |