San José State University
Department of Art & Art History
Art 140, Section 1, Topics in Glass: Blowing and Investment Casting

Spring 2020

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
Wednesday 3-3:40

Class Days/Time: M/W 9-11:50

Classroom: IS 235

Course Format

Technology contents:

Course materials such as syllabus, handouts, notes, assignment instructions, etc. will be posted *on Canvas Leaning 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 140 is an introduction to glass working techniques, history and concept. Basic glass blowing, glass casting, and cold working will be taught through a series of hands-on projects. 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 Fabricate a cast glass object, utilizing the investment mold process.
CLO2 Design and blow a glass vessel that responds to the cast glass object.
CLO3 Cut and polish glass using traditional cold glass techniques to accommodate the contemporary aspects of finishing glasswork.
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 and or non-functional vessel
2. Make an investment mold for glass casting
3. Assemble and present a contemporary glass sculpture
4. 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- *Beginning Glass Blowing* by Edward T. Schmid ISBN # 0-9638728-2-6.

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 will also equally suffice.
3. Permanent marker
4. Duct-tape
5. Exacto blade
6. Hand towel
7. Tupperware container or large zip lock bag
8. Sketchbook
9. 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.
10. Casting glass will be sold for $6 a pound. Glass blowing color will be sold for 5$ a baggy.
11. 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- 2-3
- Vocab Test- 2-17 (10%)
- Cold working Test- 3-9 (10%)
- Studio production and participation- Due 5-11. (20%)
- Casting assignment- Due 4-8. (10%)
- Blowing assignment- Due 3-25 (10%)
- Project- Borderlands. Research what this word means to you and how it is relevant in this current global climate. By combining cast components and blown components, create your final project based on this Borderlands narrative. Due 5-11. (40%)

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:

Final critiques and clean-up will be held on the last day of class. Your scheduled final examination day will be used for individual meetings when noted.

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 casting and blowing process and techniques
2. Design execution and creativity
3. Craftsmanship
4. Participation, dedication, and effort

Each category will have different 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 the valued grade percentage.

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 grade 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 cleanups. 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. Participation is based on the number 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, gaming or any social media. You are, however, allowed to use it for photo documenting and research, when permitted.
5. Recording of the 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 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 you are taking by 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 therefor 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 140, Section 1/Topics in Glass: Blowing and Investment Casting

Course Schedule

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

Week	Date	Topics, Readings, Assignments, Deadlines
1	Mon Jan 27	Orientation Demo: an overview of hot glass
1	W Jan 29	Safety Lecture Assign cubbies and lockers to each student Video: An introduction to glass Vocabulary: Take notes for the Hot Shop Vocab test on Sep. 4th Demo: blowing a bubble- take notes Demo: make a newspaper- take notes Lab monitoring/ blowslot/ charging discussion for those students who have previous blowing experience Homework: study for the test
2	M 2-3	Safety test. All required class materials must be gathered by the start of class. Demo: another overview of glass blowing- take notes Demo: how to properly clean up at the end of class and your blow slot- take notes. Homework: study for the Vocab test
2	W 2-5	Demo and practice: Gathering, marvering and placing neck lines in hot glass
3	M 2-10	Demo and practice: Gathering, blocking and blowing glass spheres
3	W 2-12	Work on blowing glass spheres **Assignment: The concept bubble Installation-** blow a round bubble, transfer, anneal and coldwork a bottom onto the bubble. Utilize the flex shaft for an intentional design feature and to sign and date the bottom with. Fill it with a challenge. Prepare for a Class Exhibition.

Week	Date	Topics, Readings, Assignments, Deadlines
		Study for Vocab Test
4	M 2-17	**Vocab Test** Pick blowslots Work on blowing glass spheres
4	W 2-19	Demo and practice- Punty School! Learn how to transfer projects onto a punty.
5	M 2-24	Demo day: Blown glass shapes
5	W 2-26	Introduction to the cold shop: video and vocab sheet Split into two teams Demo- belt sander, flex shaft, grit wheel and hand lapping.
6	M 3-2	Work on blowing and coldworking Homework: study for the test
6	W 3-4	Work on blowing and coldworking Homework: study for the test
7	M 3-9	**Cold shop test** Work on transferring bubbles and coldworking Homework: Finish cold working Practice: taking molds with clay of objects and textures from around campus
7	W 3-11	**Bubble Assignment due.** **Project introduction: Borderlands.** Research what this word means to you and how it is relevant in this current global climate. By combining cast components and blown components, create your final project based on this Borderlands narrative. **Homework:** Write a two-page paper on what this word means to you and how it is relevant in this current global climate.
8	M 3-16	**Assignment**: Cast a simple textured object in glass. **Sample casting.** Campus walk-about: Take molds with clay of objects and textures from around campus. Wax working day.
8	W 3-18	Wax working day. Mold prep. Homework: Waxes with reservoirs must be ready to invest by the beginning of class on Monday. Anyone not ready will have points deducted from final grade.
9	M 3-23	**I**nvestment mold making day. This will take the FULL 2:50 hours so be ready to work your butts off! Wear clothes you don't care much about. Homework: Finalize Borderlands paper.
9	W 3-25	**Borderlands paper and sketches due.** Steam out the wax in the molds, prepare the glass measurements for casting and properly label your glass molds for firing. Homework: Finalize Borderlands paper and sketches.
	M3-31- F4-3	Spring Break! Molds firing!
10	M 4-6	Divest molds, and clean up studio
10	W 4-8	**Display sketches** **Casting sample due.** Work on blowing, mold-making and coldworking Prepare your schedule for the next month in the glass studios to make the most of your time.
11	M 4-13	Field trip- BAGI? Work on Borderlands. Half in the hot shop and half in the mold making studio/coldworking
11	W 4-15	Work on Borderlands. Half in the hot shop and half in the mold making studio/coldworking
12	M 4-20	Work on Borderlands. Work on blowing, mold-making and coldworking

Week	Date	Topics, Readings, Assignments, Deadlines
12	W 4-22	Work on Borderlands. Work on blowing, mold-making and coldworking Demo: Adhesives
13	M 4-27	Final day to load molds. Work on Borderlands. Work on blowing, mold-making and coldworking
13	W 4-29	Work on Borderlands. Work on blowing, mold-making and coldworking
14	M 5-4	Work on Borderlands.
14	W 5-6	Work on Borderlands.
15	M 5-11	**Final Critique: Glass sculpture due** Final Mandatory Studio Clean up
Finals	**5-18** **7:15-9:30**	Please pick up final projects and grades All Cubbies and lockers must be cleaned out.