



COURSE DESCRIPTION - SYLLABUS

Course name

Drawing, painting, sculpture 3

Course

Field of studies

ARCHITECTURE

Studies in (speciality)

-

Level of studies

first degree

Form of studies

stationary

Year/semester

II/3

Profile of studies

general academic

Language of the course

Polish/English

Requirements

obligatory

Number of hours

Lecture

0

Laboratory

30

Other (e.g. online)

Exercises

0

Projects/seminars

0

Number of ECTS credits

2

Lecturers

Responsible for the course/lecturer:

prof. dr hab. Andrzej Maciej Łubowski

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dr hab. inż. arch. Katarzyna Słuchocka

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Responsible for the course/lecturer:

dr hab. sztuki Tomasz Matuszewicz

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dr Klaudia Grygorowicz - Kosakowska

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Initial requirements

- student has systematic, well-grounded general knowledge covering:
- art, architecture and urban planning history
- psychophysiology and perception of a piece of art
- student has sufficient knowledge to understand the meaning of a piece of art in public space



- student has drawing abilities allowing for transposition of space to a drawing surface
- student demonstrates sensibility to form
- student can transform a drawing concept into a sculpture form
- student can use and combine different materials (stone, wood, glass, ceramics) in models and spatial structures
- can create own drawing, painting, sculpture compositions based on an authorial interpretation of the surrounding reality
- student is able to get information from literature, databases and other, properly adjusted sources, also in English; is able to integrate information, interpret it and draw conclusions, and form and justify opinions
- student understands the need to learn for the entire life, can inspire and arrange learning process of other people,
- can cooperate and work in a group, taking up different roles
- is aware of the social role of a creator and designer

Purpose of the course

1. Learning the tools and sculpturing techniques used in creation of minor sculpture forms, architectural detail, and monumental sculpture
2. Use of sculpting abilities and composition principles supporting the design of landscape structures, façades and architectural interiors
3. Achieving the skills within shaping space in the context of urban planning and architecture
4. Use of modern technology in the execution of unique forms
5. Ability to use various sculpting techniques in the design process
6. Learning the tools and sculpturing techniques used in creation of minor sculpture forms, architectural detail, and monumental sculpture
7. Achieving the skills within shaping space in the context of urban planning and architecture

Use of modern technology in the execution of unique sculpture forms. Ability to use various sculpting techniques in the architectural design process

Learning effects

Knowledge

B.W7. ways of communicating the idea of architectural, urban and planning projects and their development;



B.W8. the role and application of graphics, drawing and painting as well as information technologies in the process of architectural and urban design;

Skills

Social competence

B.S1. formulating opinions on the achievements of architecture and town planning, their determinants and other aspects of the architect's activity, as well as providing information and opinions;

Learning effects verification methods and evaluation criteria

Learning effects described above are verified in the following manner:

1. Forming grade:

2 to 3 partial reviews during the semester to check the engagement and the advance progress of the student's work - conclusions, common discussion with the group.

Adopted grading scale: 2.0; 3.0; 3.5; 4.0; 4.5; 5.0

2. Summary grade

Final review of all works executed during the semester in the last class. Adopted grading scale: 3.0; 3.5; 4.0; 4.5; 5.0

Obtaining positive grade from this module is made conditional upon achieving all learning effects described in the syllabus

Curriculum contents

The purpose of the course Sculpture, is to develop manual skills and to learn sculpture techniques and new media. Searching for the authorial language of intellectual and emotional auto expression record based on the experience of being present in the space, and its creation. Defining one's own dialogue with the surroundings and architecture through creation of new unique and interactive forms (relief, spatial and modular structure, architectonic detail, obiekton) resulting from the analysis of nature, artefacts, and cultural codes.

Subject 1: Cube as an internal and external form.

Subject 2: Interior design of an interactive installation for EXPO.

Teaching methods

1. Laboratory/ observation/ analysis/ interpretation/ series of repetitions/ analysis of nature, artefacts and cultural codes.

eLearning Moodle (the system for supporting teaching process and distance learning).

Literature



Basic

1. Kotula , Piotr krakowski, Rzeźba współczesna, Wydawnictwa Artystyczne i filmowe,1985,
2. Nouveau dictionnaire de la sculpture moderne, fernand hazan editeur, 1970,
3. Aleksander Wallis, Socjologia i Kształtowanie przestrzeni, PIW 1971
4. Die StraBe der Skulpturen, Vom Biidhauersymposion St.Wendel zur StraBe des Friends in Europa, Rena Karaoulis, Institut fur aktuel Kunst im Saarland, Saarbrucken 2005
5. Roczniki Rzeźby Polskiej, CRP, Orońsko.
6. E-script for the course "Drawing, painting, sculpture 3".

Supplementary

1. Orońsko, kwartalnik rzeźby, publisher: CRP w Orońsku.
2. A.Bańka, Społeczna Psychologia Środowiska, Wydawnictwo Naukowe Scholar, 2002

Average student workload balance

	Hours	ECTS
Total workload	56	2,0
Classes requiring direct contact with the teacher	33	1,0
Student's own work (literature studies, preparation for laboratory classes/ practical classes, preparation for colloquia/ exams, execution of a project) ¹		1,0

¹ delete as appropriate or add other activities