## Ancient Clay Techniques

FINE ARTS 229.502: Ancient Clay Techniques <u>Summer 2021: Friday 10:30-11:30</u> <u>CRN: 29300</u> Instructor: Janice Pacifico E-mail: jpacific@unm.edu Office: 106B (Shared) Office Hours: Tu/Th, 4:00-4:30 P.M or by appointment The best ways to contact me are through office hours or email.

## Course Content

FINE ARTS 229: Ancient Clay Techniques is a Topics class with no prerequisites. It explores the traditional coil, scrape and polish method of making pottery used by many primitive civilizations, in particular, the indigenous peoples of the Americas. Students will expand critical awareness of the cultural importance of pottery as it has developed through the ages. Lectures, group discussions, assigned projects and critiques will assist the student's growth and critical understanding of the impact of primitive clay methodology on contemporary cultures

## Student Learning Objectives

- Demonstrate working knowledge of processing raw materials, forming processes, polishing and decorating, and pit-firing methods in the production of coil and scrape pottery.
- Exhibit patience, persistence and creative problem skills.
- Develop ability to think visually and communicate ideas.
- Identify and discuss major developments in the evolution of primitive pottery
- Demonstrate ability to discuss and defend work in relation to concepts, ideas, techniques, processes, and experiences.
- Understand and relate primitive pottery techniques in the context of contemporary cultural pottery expressions

#### <u>Materials</u>

Students will need the following materials: Drywall screen, sandpaper or sandstone, polishing rocks, Brushes, Small Bucket, Plastic, Masking Tape, Spray Bottle, Clean up sponge, small sponges, Notebook, Towel, Lock. No glazes are used in this class

#### Suggested Text

Primitive Pottery: Hal Reigger Talking With the Clay: Stephen Trimble Finding One's Way With Clay: Paulus Berensohn Message From The High Desert: Clint Swink Student Responsibilities Students are required to complete all assignments on time, participate in scheduled critiques, class discussions and maintain a safe, respectable, positive studio environment.

#### Student Responsibilities (Continued)

Art studio classes are very different than other classes. The majority of work is done in the studio due to equipment and material needs. Students are expected to work in the studio several hours each week in addition to scheduled class times. Open studio hours will be announced.

Neither dishonesty nor unruly behavior will be tolerated in the classroom; such actions will lead to being dropped from the course. According to our Student Code of Conduct found on page 121 of the 2014 – 2016 UNM-Valencia Catalog:

"Appropriate disciplinary procedures and sanctions shall be applied to any student who commits, or attempts to commit, any of the following acts of misconduct: 22.4. Academic dishonesty, including, but not limited to, dishonesty in quizzes, tests, or assignments: claiming credit for work not done or done by others; hindering the academic work of other students; misrepresenting academic or professional qualifications within or without the University; and nondisclosure or misrepresentation in filling out applications or other University records."

Students are expected to attend every class on time, fully prepared for each day's work and clean the studio before the end of each class. More than three absences without prior consultation may result in a failing grade or a drop from the class. Leaving excessively early or arriving late three times results in one absence.

Students are responsible for lecture and demo information missed if absent. No repeats of lectures or demos will be given due to lack of attendance.

Cell phones need to be put on mute during class times. If you must receive a call during class time leave the studio before you answer. No phone conversations, text messaging, web surfing, movie watching etc. in studios.

If you have any issue that may need special attention or accommodation, please see me after class. All personal information is kept strictly confidential. Likewise, I keep all grades, personal information, etc confidential. Please understand that I will not give out such information on the phone or through email or to anyone other than you.

#### Grading

Grading is based on completion of course assignments (no full credit will be given for late work), quality of individual technical and critical development, personal commitment and ability to work in a community studio setting. Personal commitment involves regular attendance, consistent effort, completion of work and participation in group critiques and the general willingness to try. **Green ware is not finished work**.

There are two required group critiques, midterm and final. The midterm critique measures progress made on assignments up to that time and final critique is where all work is evaluated for grade.

	<u>A+, A, A- (100% - 90%)</u>
<u>Ancient Clay Techniques</u> PROJECT & CRITIQUE RUBRIC	Demonstrates outstanding skill, discernment, and working knowledge of hand building, throwing, combined processes and surfaces development.
	Quality of work is excellent, and is integrated with exceptional creativity
	Outstanding patience and persistence with outstanding problem solving skills demonstrated
	Demonstrates an outstanding ability to discuss and assess work in critique and class discussions.
	Demonstrates extensive use and understanding of concepts and terminology used in the discipline

Assignments	65%
Critiques	25%
Attendance/Participation	10%

<u>B+, B, B- (89% - 80%)</u>	<u>C+, C, C- (79% - 70%)</u>
Demonstrates moderate skill, discernment, and working knowledge of hand building, throwing, combined processes and surfaces development.	Demonstrates average skill, discernment, and working knowledge of hand building, throwing, combined processes and surfaces development.
Quality of work is good, and is integrated with some creativity	Quality of work is modest, and is moderately integrated with creativity
Moderate patience and persistence with medium problem solving skills demonstrated	Average patience and persistence with average problem solving skills demonstrated
Demonstrates a solid ability to discuss and assess work in critique and class discussions.	Demonstrates an average ability to discuss and assess work in critique and class discussions.
Demonstrates competent use and understanding of concepts and terminology used in this discipline	Demonstrates an average use and understanding of concepts and terminology used in this discipline
<u>D+, D, D- (69% - 60%)</u>	<u>F (59% and below)</u>
Demonstrates a lack of skill, discernment, and working knowledge of hand building, throwing, combined processes and surfaces development.	Fails to demonstrate skill, discernment, and working knowledge of hand building, throwing, combined processes and surfaces development.
Quality of work is borderline acceptable, and is poorly integrated with creativity	Quality of work is unacceptable, and is not integrated with creativity
Limited patience and persistence with limited problem	No patience and persistence with no problem solving skills
solving skills demonstrated	demonstrated
solving skills demonstrated Demonstrates a limited ability to discuss and assess work in critique and class discussions.	

# <u>Schedule</u>

(subject to changes)

Wk 1: June 11: Friday: Introduction and Syllabus. Lecture/Demo on finding, digging and processing clay. Coiling demo. Assignment 1				
Wk 2: June18::	Friday: Der	nonstration of scrape and sand Work day		
Wk 3: June 25:	Friday: De	monstration of Slipping and Polishing. Workday.		
Wk 4: July 2: Wk 5: July 9:	Friday: Demonstration of decorating techniques. Workday. Assignment 2 Friday: Demonstration of handles. Workday			
Wk 6: July16:	Friday:	Workday		
Wk 7: July 23:	Friday:	Workday		

Wk 8: July 30: Friday: Pit Firing. Final Critique.

# **Assignments**

<u>Assignment 1:</u> 2 small coil, scrape and polish pots

# Assignment 2:

<u>25 points</u>

40 points

2 larger coil and scrape pots, one including decoration, the other incorporating at least one handle