

SOS/3D Shaping

Fall 2012

Faculty: **Bob Leverich** 3253 Lab II 360 867 6760 leverich@evergreen.edu

Application

Completed applications will be accepted until the program fills, or the second day of class, whichever comes first. This program assumes that you already have the solid technical skills and shop proficiencies to begin your work in the studio, along with solid drawing, research, writing, and presentation skills to support intermediate/advanced work. Instruction will consist of individual mentoring, group advising, and some technical workshops. If you have concerns about your readiness for the program, consult with a faculty member who knows your work well before submitting a proposal.

Your Name: _____ **Date:** _____

You're A#: _____ **Phone:** _____

Your Evergreen e-mail: _____

Year in School: _____ **Transfer/From?** _____

Work Proposal

This program provides you with the opportunity to do *focused* 3D work addressing a theme, material set, and technique(s) that you identify. Briefly and clearly outline the theme or question you intend to explore, the works (medium, technique, scale...etc.) you envision making, and the contexts in which you will research and frame your work (historical, cultural, philosophical, environmental...etc.). Explain why this work merits doing, for yourself, and for others. Why is it important?

Materials/Processes

Studio and shops resources and access are always limited; focusing our efforts in a few areas each quarter makes sense and will allow us to explore more deeply. To help us identify student subgroups, shop usage, materials needs, and workshop topics, indicate your top materials/processes work area for fall quarter with a #1, and your second and third choices with a #2, and #3:

- | | |
|---|---|
| _____ Wood / Subtractive Processes, Carving | _____ Clay / Functional Ware |
| _____ Wood / Furniture Design & Construction | _____ Clay / Sculpture |
| _____ Wood / Additive Processes, Sculpture | _____ Stone / Carving |
| _____ Metal / Cold Forming & Joining Processes | _____ Plastics, Fiberglass / Molding, Forming |
| _____ Metals / Welding, TIG, MIG, Oxy-Acetylene | _____ Mixed Media / Construction (Specify) |
| _____ Bronze, Aluminum / Casting | _____ Mixed Media / Installation (Specify) |
| _____ Plaster / Casting, Carving | _____ Other Material/Process (Specify) |

Add any clarifications here:

Prior Preparation

This program calls for at least one year of Evergreen programs with substantive drawing and 3D art or design components, or at least three college-level courses in foundational drawing and 3D art, plus liberal arts studies outside visual art. List the program/course titles and class time spent for each of the following (e.g. basic drawing in *Drawing from the Sea*, 2 hrs/week for 2 quarters).

Your proposed material/process:

Drawing:

Art or Design History/Theory; Visual Cultural Studies:

Non-Art programs/courses-representative examples:

Work Samples/References

Include six examples of your best work, most relevant to your proposal (Digital photos in .jpg format, or printouts).

List two faculty referees who know your work well and are willing to speak for you:
