

Course Unit	Modelling and Moulding	Field of study	Visual Arts/Design
Bachelor in	Art and Design - Minor in Design	School	School of Education
Academic Year	2022/2023	Year of study	3
Type	Semestral	Semester	1
Level	1-3	ECTS credits	5.0
Code	9898-662-3103-00-22		
Workload (hours)	135	Contact hours	T - TP 18 PL 20 TC - S - E - OT 16 O -

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Ana Alexandra Pascoal Carreira, Jacinta Helena Alves Lourenço Casimiro da Costa

#### Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Know the different materials, their properties, physical characteristics and their functions, relating it to plastic expressiveness.
2. To discover the structure of visual forms, relating the parts to the whole.
3. To deepen the knowledge, experimenting with new ones in the execution of the projects, with concern for rigor, autonomy and rationale of their options.
4. Properly use tools, tools, equipment, and specific vocabulary.
5. Understand historical, social, economic and cultural aspects, relating them to scientific knowledge.
6. Design projects in an autonomous, creative and informed way.

#### Prerequisites

Before the course unit the learner is expected to be able to:  
Not applicable.

#### Course contents

1- Modeling; 2- Molding; 3- Workshop work

#### Course contents (extended version)

1. MODELING:
  - Relation between modeling and molding.
  - Modeling materials. Types, Uses and Classification of Modeling materials.
  - Origin and characteristics of the modeling materials (clay, waxes, paper, polystyrene, plasticine).
  - Structure and form. Modeling methods and techniques.
2. MOLDING:
  - Moldable materials: origin, types, characteristics, properties and applications;
  - Basic molds. Main types of molds. Modeling methods and techniques;
  - Plaster: composition, types and characteristics. Molds in plaster, silicones and rubber;
  - Mold release. Types of release agents and their suitability and application.
3. OFFICE WORK:
  - Organization of three-dimensional shapes in space;
  - Three dimensional plastic creations using moldable materials (waxes, paper, plasticine, plastics);
  - Production of molds in plaster for repetition.

#### Recommended reading

1. Brooks, N (2011). Advanced Mouldmaking and Casting. The Crowood Press Ltd.
2. Brown, R. (2009). 500 Ceramic Sculptures: Contemporary Practice, Singular Works, A Lark Ceramics Book
3. Chavarria, J. (2013). La céramique : Modelage & moulage. Editions Vial
4. Delpech, J. P. & Figueres, M. A. (2007). Le guide du moulage. Eyrolles
5. Martin, A. (2007). The Essential Guide to Mold Making & Slip Casting. Lark Ceramics Books

#### Teaching and learning methods

The Course Unit will be developed throughout the year, using the following methodologies: expositive-interrogative approach, observation of real situations in everyday life; technical demonstrations; experimentation / exploitation of materials and techniques; resolution of problems; individual and group work; presentation and discussion of papers.

#### Assessment methods

1. CONTINUOUS EVALUATION - (Regular, Student Worker) (Final)
  - Practical Work - 70% (Includes two practical works.)
  - Reports and Guides - 30% (Carrying out the respective reports of the practical work.)
2. EXAM EVALUATION - (Regular, Student Worker) (Final, Supplementary, Special)
  - Projects - 60% (n 4 art. 7th Frequency and Evaluation Regulation - Classification obtained in continuous evaluation.)
  - Practical Work - 40% (Preparation of practical work and respective descriptive memory)

#### Language of instruction

Portuguese, with additional English support for foreign students.

#### Electronic validation

Ana Alexandra Pascoal Carreira, Jacinta Helena Alves Lourenço Casimiro da Costa	Helena Maria Lopes Pires Génésio	António José Santos Meireles	Carlos Manuel Costa Teixeira
12-01-2023	13-01-2023	23-01-2023	28-01-2023