The characteristics the *Sculpture Area* seeks in a successful undergraduate major is the willingness to explore and research what sculpture is (as obvious as this may sound). This is done in a matter-of-fact, hands-on way by using any and all dimensions. Sculpture at UGA is invested in the making of objects and the transformation of space. Courses in Sculpture examine the history of the medium, while also looking to its future. The Program provides resources in order to explore process and material as a way to think critically about the production and reception of contemporary sculpture. For material investigation, students work in metal, wood and casting, while considering the expanded field, including site specificity, video, performance, and computing. This exploration is further supported by a discussion of skill application, and current professional practices. The Sculpture Department creates an environment of sustained investigation for students, faculty, and staff.

BFA students focus on fabrication skills, problem-solving, and the study of contemporary sculptural practices. They examine formal and conceptual issues in three-dimensional art, with training that includes processes of wood and metal construction, modeling, CAD (Computer Aided Design), physical computing, moldmaking, and casting. Undergraduates work toward self-directed studio practices. BFA sculpture majors can apply for a personal studio space in the Thomas Street Art Complex.

As many things around us, Sculpture is a mentally and physically demanding area of emphasis. For it to be fulfilling and successful it requires dedication. The Sculpture area has not devised a portfolio review that can predict these trades, therefore to become a Sculpture major contact Martijn van Wagendonk at martijn@uga.edu to set up an entrance meeting to change into a member of our Sculpture clan.