



University of Derna - Libya
Faculty of Art & Architecture



Sculpture program

Overview: The Sculpture Department develops skilled, innovative artists through technical training, creative research, and critical thinking. Students create sculptural works for cultural, social, and institutional spaces, participate in exhibitions, and engage with modern technologies.

Vision: To advance sculptural practice through material innovation, technical excellence, and artistic growth, enriching Libya's cultural landscape.

Mission: To graduate sculptors who combine traditional craftsmanship with contemporary techniques.

Objectives:

1. Train professional sculptors for careers in Libya's public and private sectors.
2. Foster creativity by blending heritage and modern approaches.
3. Develop technical mastery of materials, tools, and sculptural methods.
4. Strengthen aesthetic perception and execution of sculptural works.
5. Promote engagement with local and global artistic practices.

○ **First year general studies at the department of Art**

This department functions as a foundational preparatory phase for art students. It provides a comprehensive curriculum of core courses that cover the fundamental principles across all art disciplines. This enables students to make an informed choice of specialization based on their skills and interests. The program also includes complementary art courses and general education requirements.

The first year (General year for all other specialist)

1st Semester	2^{ed} Semester
Drawing foundation	Basic of water painting
Arabic calligraphy art	Islamic decoration
Introduction to technical works 1	Introduction to technical works 2
Basic computer	English language
Arabic language	Introduction to Pottery
Introduction to Sculpture	Art history in ancient civilizations
The history of primitive art	The basic of perspective
Basic design 1	Basic design 2
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The second year

3rd Semester	4th Semester
Philosophy of Aesthetic	History of Medieval Arts
History of Arts in the Ancient far east	Artistic Anatomy 2
Artistic Anatomy	Computer applications in Arts
Perspective and Shadows	Drawing 2
Artistic Terminology	3D sculptural 1
Drawing 1	Fundamentals of Sculptural Design
Sculpting techniques 1	Sculpting techniques 2
Sculpting composition 1	Sculpting composition 2
Raised and Recessed Carving 1	Raised and Recessed Carving 2

The third year

5 th Semester	6 th Semester
Research Methodology	History of Baroque and Rococo Arts
History of Renaissance Arts	3D Sculpture 3
3D sculpture 2	Multi-Material Sculpting
Medallic Art / Medal Sculpture	Sculptural Mold Techniques
Direct Carving	Ancient Intaglio Sculpture
Contemporary Relief Sculpture	Environmental Sculpture / Land Sculpture

The fourth year

9 th Semester	10 th Semester
Art Criticism 1	Art Criticism 2
History of Modern Art	Hhistory of contemporary art
History of Sculptural Arts	Sculpture Conservation Studies
Ceramic Sculpture	Site-Specific Murals
Portrait Sculpture	Contemporary Sculpture
Research Studio/ seminar	Project Design

The fifth year

9 th Semester	10 th Semester
Selective studies	Graduation project 2
Graduation project 1	\\\\