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Guidelines for Sculpture and Extended Media

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1. Purpose.

Collections in Sculpture and Extended Media support teaching, research, and practice consistent with the curriculum at a Doctoral University: Highest Research Activity, under Carnegie Classification of Institutions of Higher Education with bachelor's and master's degree programs in the field.

The primary goal of the program is to provide students with technical and critical abilities which allow them to engage in creative dialogue. Students explore a wide range of media including not only traditional processes such as woodworking, metalworking, and casting, but also more modern processes like 3-dimensional printing, video, and robotics.

Students are encouraged to synthesize various media and to engage their creative process with other departments in the School of the Arts and the University, as well as their surrounding community and environments.

2. General Collection Guidelines.

A. Language.

English is the preferred language unless images and illustrations are the primary value of the resource.



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B. Chronology.

There is no chronological restriction, though an emphasis is placed on contemporary sculpture and collecting is centered on 20th and 21st-century sculpture. Most resources on sculpture prior to the 20th century are acquired through the collection efforts for the Department of Art History.

C. Geography.

No restrictions.

D. Publication Date.

Collecting centers on current imprints, though retrospective and out-of-print titles of significance are acquired.

E. Treatment of Subject.

Technical resources geared towards the general population and hobby-oriented titles are not collected.

F. Types of Materials and Formats.

Monographic and reference materials are acquired, as are core serial titles. Physical copies are the preferred format for monographs, reference works, and serials due to the importance of images and illustrations. Technical manuals are purchased on a selective basis. Video art has become a significant medium for sculpture and works concerning video art are actively collected including individual examples.

Electronic and online resources to support the Department of Sculpture and Extended Media are actively sought and evaluated for acquisition.

Streaming media programs are actively sought and evaluated for content relevant to the arts. The development of streaming platforms and the negotiations of copyright is closely monitored. To assure uninterrupted access, DVD is the currently preferred format for core titles and remains the only available option for many titles. Legacy formats are retained for unique and important content and where a particular medium is preferred.

3. Area Resources.

The library at the Virginia Museum of Fine Arts is a complementary resource in the Richmond metropolitan area for the study and analysis of art disciplines.

4. Subjects and Collecting Levels.

Resources on Contemporary and Modern Sculpture, as well as critical and theoretical works on sculpture are collected at the research level (4). Titles relating to historical sculptures and non-western sculpture are also collected at a research level (4) in conjunction with the efforts supporting Art History. Resources of a technical nature are collected at an Instructional support level (3).