Art 432: Advanced Head Modeling

Modeling the human head from life in clay on an armature, stressing basic construction, proportion, anatomy, volume, light and shadow, gesture, and rhythm.

3 Credits

**Prerequisites**
- Art 311: Figure Drawing I
- Art 331: Beginning Sculpture
- Pre-Requisite: 24 Earned Hours

**Instruction Type(s)**
- Studio: Studio for Art 432

**Course Fee(s)**
Art Supplies (CRH)
- $60.00 per 1 Semester Credit Hours

**Subject Areas**
- Fine/Studio Arts, General

**Related Areas**
- Art History, Criticism and Conservation
- Arts Management
- Ceramic Arts and Ceramics
- Drawing
- Fine Arts and Art Studies, Other
- Painting
- Printmaking
- Sculpture