Art 432: Advanced Head Modeling

Art & Art History

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

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