

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
- <u>Arts Management</u>
- <u>Ceramic Arts and Ceramics</u>
- Drawing
- Fine Arts and Art Studies, Other
- Painting
- Printmaking
- <u>Sculpture</u>

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