

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](#)

