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  

**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