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