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
- Arts Management
- Ceramic Arts and Ceramics
- Drawing
- Fine Arts and Art Studies, Other
- Painting
- Printmaking
- Sculpture