

# 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 \$target.descriptions.MinimumGrade\$
- <u>Art 331: Beginning Sculpture</u> \$target.descriptions.MinimumGrade\$
- Pre-Requisite: 24 Earned Hours

## Instruction Type(s)

Studio: Studio for Art 432

## Course Fee(s)

- Art Supplies (CRH)
- \$35.00 per 1 Semester Credit Hours

## Subject Areas

Fine/Studio Arts, General

## **Related Areas**

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

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