

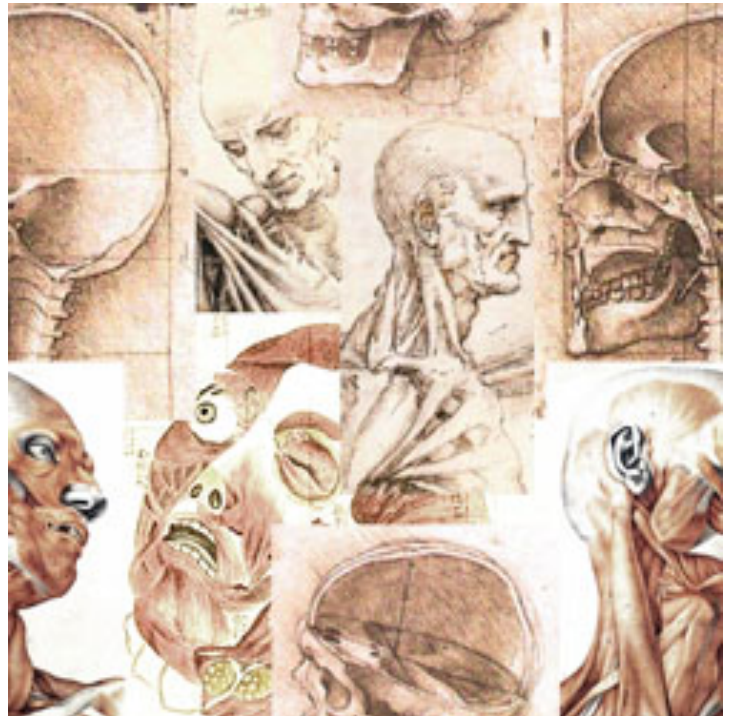
Anatomy of Expression ONLINE

Fall 2010 Art 297c
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Why take this course?

This course is great if you are interested in:

- Drawing faces.
- Sculpting faces.
- Reconstructing faces from skulls.
- Facial anatomy that is applicable to mammals.
- Digital meshes of heads for animation.
- Using anatomy in your conceptual art.



Online? How?

The course consists of two sets of lessons. The first 6 weeks take you through the nuts and bolts of facial anatomy. This project is a hands-on forensic reconstruction. The rest of the class you will choose a project option that suits your interests. Most options can be completed in a dorm or apartment.

During each lesson you will submit digital images of your work to the instructor. The Instructor will then provide feedback on your work through the course interface. You may also email and call the instructor to discuss and questions that you have. University Park students can set up a meeting with the instructor on campus.

Course Goals:

- Provide a anatomical exploration of the human head through the Manchester Method of Forensic Facial Reconstruction.
- Provide avenues to explore applications of craniofacial anatomy including: comparative anatomy, traditional portraiture, digital model construction, and conceptual artistic applications.

Course Structure

Weeks 1—6 Forensic Reconstruction

Students will complete a reconstruction of a face on a cast of a human skull using the rigorous Manchester method of reconstruction. Lessons are supported by a text book, photos, videos and online tutorials by Blake.

Weeks 7-15 Anatomic Applications

Students will complete **one** of four options of their choosing.

D=dorm friendly, **S**=studio strongly suggested.

Option 1: Comparative Anatomy

Complete a reconstruction of another species from a skull cast using rigorous anatomical methods. Students of zoology or physical anthropology might be interested in this track. Suggested species are early hominids, cats, dogs, and livestock. **D**

Option 2: Digital Heads

You will learn how to use reliable mesh-modeling techniques to create digital models of the human head that are designed and ready for animation. The class will rely on a well-supported free software called "Blender." The principles that will be taught are applicable to all commercial digital animation software. This option could also be successfully completed using other software. This option is designed for students of digital media. **D**

Option 3: Conceptual Anatomy

You will apply anatomy, proportion, and gesture to express specific ideas. You will learn to use concepts and forms from anatomy of the head to contribute to the expressiveness and accessibility of your ideas. This track will attract students of conceptual art. **D**

Option 4: Traditional Portraiture

Students will complete a traditional portrait using measurements modeling and casting techniques. Students of figurative art and forensic science will be interested in this track. **S**

Textbook

The required text is Forensic Facial Reconstruction by Carolone Wilkinson, Cambridge press.