

Beginning Costume

TPA 2232C

Spring 2017

Lab Days: Monday, Tuesday, Thursday 2pm-5pm
Wednesday 3pm- 6pm
McGuire Pavilion
Costume Shop 238

Instructor: Amanda Moore
Office hours: Monday and Wednesday 1-2pm (Costume Shop) or by
appointment.

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Costume Shop: 352-273-0525

Syllabus

The lecture portion of this course will be administered through e-learning at Canvas. The Lab portion of the course is a face-to-face meeting held once a week as determined by your registration.

Course Description:

The Beginning Costume class is designed to introduce students to the elements of costume design and technology through both online lecture and hands on participation. The online lecture section of the class will expose the student to the elements and procedures that are utilized in the costume design and execution process. The lab section of this course will give the student the opportunity to participate in the construction and overall production of the wardrobe for each of the shows this semester as well as individual skill-building projects.

Objectives and Outcomes:

1. The student will learn the basic skills and safe practices of costume technology. These skills will include but will not be limited to: hand sewing, machine sewing, and costume crafts.
2. The student will learn the basic costume design processes from conceptualization to realization
3. The student will come to understand the scope of the costume process including the various people involved and their roles and the planning which costume creation requires.
4. The student will discover and execute the process of running wardrobe for theatrical production.

Grading:

The grading scale will be as follows:

A 94-100%	A- 90-93%	B+ 87-89%	B 83-86%
B- 80-82%	C+ 77-79%	C 73-76%	C- 70-72%
D 68-69%	E 0-67%		

The university grading policies for assigning grade points may be found at <https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

The final grade for the semester will be weighted as follows:

Online quizzes (5 modules, 5 points each)	25%
Wardrobe Crew (*Divine crew will receive 5 extra points*)	25%
Sewing Sampler	20%
Final Costume Design Project (2 online posts @1 point each + 8 points final project)	10%
Dye Project	5%
Mask Project	5%
Portfolio	5%
Participation	5%

ATTENDANCE REQUIRMENTS:

The lab portion of this class consists of instructional material that is crucial for completion of projects; attendance is required. You are aloud one unexcused absence, however all projects must be completed and this is very difficult to do without attending all labs. Three tardy arrivals will equal one absence. An excused absence requires documentation of circumstances defined as excuse by the university, or instructor approval. Requirements for class attendance and make-up assignments for this course are consistent

with university policies that can be found at:

<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

USE OF ELECTRONIC DEVICES:

The use of cell phones or other mobile devices is disruptive, and therefore is prohibited during class; you may use them on your break. Please talk to the lab teacher if there is an emergency in which you need the use of a cell phone.

ONLINE COURSE EVALUATIONS:

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl/results/>

HONESTY POLICY:

UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by student at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code (<http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any question or concerns, please consult with the instructor.

STUDENTS WITH DISABILITIES:

Students with disabilities requesting accommodation should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered, students will receive an accommodation letter, which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

COUNSELING AND WELLNESS CENTER:

<http://www.counseling.ufl.edu/cwc/default.aspx> , 352-392-1575

E-LEARNING TECHNICAL SUPPORT:

352-392-4357 (select option 2) or email to Learning-support@ufl.edu
<http://lss.at.ufl.edu/help.shtml>

UNIVERSITY POLICE:

352-392-1111 or 911 for emergencies

REQUIRED TEXTS:

The script for the final design project, which will be provided on the e-learning site; and various reading assignments taken from costume design texts included in the modules.

COURSE SUPPLIES:

~One 3 ring binder and clear page protectors (these will be issued to students on the first day of lab) You will accumulate several handouts during the semester and you will be graded, partially, on the compilation of an end-of-semester portfolio (see last page of syllabus for specific portfolio requirements)

~Optional: A white cotton t-shirt for the dye project (pieces of fabric will be provided for those not wishing to provided shirt)

~Rendering supplies in preferred medium (i.e. color pencil, watercolor etc.) will be required for the final Design Project.

WARDROBE CREW:

There are four productions to be mounted this semester. Each will require a wardrobe run crew. All of these have a crew watch, three dress rehearsals, and most have 9 performances. It is the hope that we will be able to create wardrobe teams for each production so that no single person has to be present every night for all performances. A wardrobe crew sign up sheet has been made available on the e-learning site. The online sign up sheet is handled on a first come first served basis. These are the Fall season productions:

<i>The Divine: A Play For Sarah Bernhardt</i>	One crew watch, 2-3 dress rehearsals (depends on assigned crew), show runs Jan. 20 th – Feb. 5 th
<i>Dance 2017</i>	Crew watch, 3 dress rehearsals, runs Feb. 23 rd – March 2 nd
<i>Tennessee Williams One Acts</i>	Crew watch, 3 dress rehearsals, runs March 17 th – March 26 th
<i>King Lear</i>	One crew watch, 3 dress rehearsals, runs April 7 th – April 15 th

Wardrobe and the running of the actual show is a significant aspect of what we do and it will play and major part in your semester grade; your attention while running wardrobe crew is of utmost importance. Therefore, work on any Beginning Costume projects (sewing sampler, mask, etc.) during an evening of running wardrobe crew will not be allowed.

**** you can find step by step directions on how to sign up for a wardrobe crew on the bottom of the Canvas home page****

COSTUME SHOP AND CRAFT ROOM ETIQUETTE:

While teamwork among students and shop staff is encouraged, please be mindful that both the Costume Shop and Craft Room are work areas. Excessive personal conversations and/or loud talking is disruptive and cannot be tolerated. During your lab session if you are asked once to quiet your voice and/or redirect your focus from personal conversation to your work, this is considered a WARNING. If you are asked a second time at any time during the remainder of the class session your lab and participation grade will be deducted by two points per infraction. Inappropriate language, story telling (including and especially malicious gossip) will not be permitted and are considered such infractions. **Closed-toed shoes are required** while in the costume shop and craft room. If the student arrives without closed-toed shoes, he or she may be asked to go home to retrieve his/her closed-toed shoes, and a tardy/absence will be counted.

The following calendar and the projects/assignments are subject to revision at the discretion of the instructor. Students are responsible for reviewing and recoding all due dates included.

BEGINNING COSTUME BINDER/MANUAL:

During the semester you will be asked to print documents and complete projects, which are to be compiled into a binder. This binder will serve as your Beginning Costume Manual. On our last day of lab you are to submit this binder containing all of the necessary paperwork and projects. If you would like us to take a look at it prior to the last day of lab to see what is missing, we will be happy to do so. Below is a list of the order in which thing should be filed into the binder.

1. Cover page including your name (typed and neat)
2. Course Syllabus
3. Sewing Sampler step by step instructions
4. Sewing Sampler
5. Wardrobe Responsibilities Document
6. Paper Mache Mask Making Project instructions
7. Mask colored rendering
8. Mask research in full color
9. Photo of you wearing your completed mask
10. Dye Project instructions
11. Three Dye Project Samples

You may include any other handouts/assignments/info that you wish, for example the wardrobe rotation sheets, but please place them in the back of the binder.

SEWING SAMPLER:

The sewing sampler is assigned to help you learn and understand some of the basic hand and machine sewing techniques that we use in the shop on a daily basis and where you would see these used. ****you can find step-by-step instructions for this on the bottom of the home page on canvas, please print them out and bring them to your first class****

DYE PROJECT:

In the costume field we are constantly working with dye to customize pieces, with this project you will learn how to safely mix and work with dye. You will practice several shibori and tie dying techniques before creating your own unique masterpiece.

What is shibori? Shibori is a Japanese dyeing technique that typically involves folding, twisting, or bunching cloth that is then bound with ties or bands. The areas that are bound will resist the dye, resulting in a unique pattern of color. While traditional shibori uses blue dye, we will be using several colors.

Dyes are chemical compounds, so it is important to follow some safety procedures. Whenever you are around dye, especially open containers, you MUST wear a facemask and rubber or latex gloves.

****You can find step-by-step instructions for this project on the bottom of the home page on canvas, please print them out and bring them to class when we will be doing the dye project****

MASK PROJECT:

For this project you will be designing and making your own mask. You will need to do research and a full color rendering of what you would like your mask to look like when it is complete.

****You can find a blank face for you to render on under the file tab on canvas. Please print out the instructions and bring them to class when we will be doing the mask project you can find them on the bottom of the home page on Canvas****

FINAL DESIGN PROJECT:

For your final you will read William Shakespeare's *The Tempest*, choose a moment from the play and design two characters from that moment. You will need to include a design statement, research, colored renderings, and fabric swatches. All of this should be put into an organized presentation either jpeg or PDF format and uploaded to the assignments folder on canvas. You will also need to propose discussion questions on the script and comment on others post on canvas. ****You can find instructions for this project on the bottom of the home page on canvas****

TPA 2232C Beginning Costume Fall 2016 Schedule

ATTENTION: You will need to complete each class assignment PRIOR to your scheduled lab session.

Classes begin Wednesday, January 4th 2017

Lab attendance begins Monday, January 9th 2017

WEEK ONE:

January 4th- 7th

CLASS ASSIGNMENT:

- ~Read the welcome on the course home page, and view the welcome video.
- ~Complete the syllabus/handbook survey
- ~Read and print out the handout Wardrobe Responsibilities and Requirements
- ~ Print out the handout Sewing Sampler Step-by-step Directions and bring them with you to your lab session next week. You will keep the handout in you binder for use in the Costume shop, which is due at the end of the semester.
- ~Sign up for wardrobe crew! (Opens Friday January 6th at 9am and closes Saturday January 7th at 11:59pm.)**

LAB:

- ~NO LAB THIS WEEK! Lab sessions will start during week two; use this time to work ahead in the online portion!
- ~ PLEASE MAKE SURE TO SIGN UP FOR WARDROBE CREW!**

WEEK TWO:

January 8th-14th

CLASS ASSIGNMENT:

- ~ View the first three lectures in Module one.
- ~Complete Module one quiz by Sunday January 15th at 11:59pm

LAB:

Monday-Thursday

- ~Introductions, tour of Costume Shop, discussion of syllabus.
- ~Start your Sewing Sampler; please make sure to print and bring a copy of the step-by-step directions for this project.
- ~Please make sure to print and bring a copy of the Wardrobe Requirements handout.

WEEK THREE:

January 15th- 21st

CLASS ASSIGNMENT:

- ~View the videos Wardrobe Tips and Information From Students in Module two.
- ~ View the lectures on Wardrobe (Dos and Don'ts, Plotting and Check-in and Cleaning and Caring)
- ~Complete the Module two quiz by Sunday January 22nd at 11:59pm

LAB:

- ~**MONDAY ONLY:** Martin Luther King Jr. Day- NO LAB
- ~ Tuesday-Thursday-continue your sewing sampler.

WEEK FOUR:

January 22nd -28th

CLASS ASSIGNMENT:

- ~View the lectures on Masks, Design and Draw a Mask, Creating a Mask, Craft Items and Costume Props, and Wigs in Module Three.
- ~ Bring in colored research for your mask project to your lab session.

LAB:

- ~Present your colored research for you mask project
- ~Continue working on Sewing Sampler

WEEK FIVE:

January 29th – February 4th

CLASS ASSIGNMENT:

- ~Complete the Module Three quiz by Sunday February 5th at 11:59pm
- ~ Work on colored rendering for your Mask Project, bring research and rendering to class next week.

LAB:

- ~Make up week – We will not meet unless you are behind on projects or hours; you must email your lab leader to schedule hours.

WEEK SIX:

February 5th – 11th

CLASS ASSIGNMENT:

~Bring completed front and side views of your mask renderings as well as colored research, and step by step direction to your lab session this week.

LAB:

~Mask Project: day one sculpting, start Paper Mache
~Bring completed front and side views of your mask renderings as well as colored research, and step by step direction to your lab session.

WEEK SEVEN:

February 12th – 18th

CLASS ASSIGNMENT:

LAB:

~Mask Project: day two finish all layers of Paper Mache

WEEK EIGHT:

February 19^t – 25th

CLASS ASSIGNMENT:

~View the lectures on Types of Fabric, Surface Quality, Trim and Adornment, and Painting and Dyeing in Module Four.

LAB:

~Mask Project day three: decorate and complete your mask

WEEK NINE:

February 26th – March 4th

CLASS ASSIGNMENT:

~Complete Module Four Quiz by Sunday March 5th at 11:59pm
~ Read the Dye Project overview and print out the step-by-step instructions at the end of Module Four and bring them to lab after break.

LAB:

~Make up week – We will not meet unless you are behind on projects or hours; you must email your lab leader to schedule hours.

WEEK TEN:

March 5th – 11th

CLASS ASSIGNMENT:

- ~View the lecture on Script Analysis, Getting The Idea, and Research in Module five.
- ~Complete Module five quiz by Sunday March 12th at 11:59pm
- ~Bring a white cotton shirt to be dyed on your next lab day! (optional)

LAB:

- ~ NO LAB – SPRING BREAK

WEEK ELEVEN:

March 12th – 18th

CLASS ASSIGNMENT:

- ~Read *The Tempest* for final Design Project
- ~Discussion one post: post your thoughts on *The Tempest* by- March 18th at 11:59pm

LAB:

- ~Dye Project: please bring printed Dye project instructions to class
- ~ Bring a white cotton shirt to be dyed in class (optional)

WEEK TWELVE:

March 19th – 25th

CLASS ASSIGNMENT:

- ~Discussion one post: respond to at least two other students' postings by- March 25th at 11:59pm

LAB:

- ~Make up week – We will not meet unless you are behind on projects or hours; you must email your lab leader to schedule hours.

WEEK THIRTEEN:

March 26th – April 1st

CLASS ASSIGNMENT:

- ~Discussion two post: post your design approach by- April 1st at 11:59pm
- ~Work on final Design Project

LAB:

- ~Work in costume shop for King Lear

WEEK FOURTEEN:

April 2nd – 8th

CLASS ASSIGNMENT:

- ~Discussion two post: respond to two other students' approaches by-
April 8th at 11:59pm
- ~Work on final Design Project
- ~Compile Portfolio (your binder) which is **due at the end of your next lab day!**

LAB:

- ~ Work in costume shop for King Lear

WEEK FIFTEEN:

April 9th – 15th

CLASS ASSIGNMENT:

- ~Print all materials needed to complete and turn in your Portfolio (your binder) **this is due at the end of your Lab session this week!**

LAB:

- ~Organize Costume Shop and Craft room areas
- ~Bring research and designs for final Design Project to discuss and to swatch fabrics.

WEEK SIXTEEN:

April 16th – 22nd

CLASS ASSIGNMENT:

- ~**Final Design Project due online Wednesday April 19th by 11:59pm**

LAB:

- ~**NO LAB THIS WEEK!**

****This Syllabus and the accompanying schedule are subject to change at the instructor's discretion****