

Beginning Costume TPA 2232c Spring, 2016

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.

Lab Days are:

Monday, Tuesday, and Thursday from 2 p.m. until 5 p.m.

Wednesday from 3 p.m. until 6 p.m.

Building: McGuire Pavilion

Room: Costume Studio 238

Instructor: Lisa Eash- LisaMEash@ufl.edu

Office Hours: Monday, Tuesday and Thursday 1-2 p.m., Wednesday 2 -3 p.m. - OR by appointment.

Teaching Assistant: Amanda Moore- amanda.moore@ufl.edu

Supervising Instructor:

Steven Steins

Office: 352-273-0507

Costume Studio Manager:

Stacey Galloway

Office: 352-273-0508

Assistant Costume Shop Manager:

TBD

Costume Studio 352-273-0525

Required Reading:

The Script for final design project Rodgers and Hammerstein's "Cinderella" and various reading assignments taken from costume design texts. The script is provided on the e-learning site.

Course Supplies:

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

-Optional: A white cotton T-shirt for the dye project, this can be for you or someone else!

-Specific supplies for completion of some projects will be self-determined, for example, supplies needed for rendering your Mask Design Project and Final Costume Design Project. Although, the completed final project will be submitted online using the e-learning site and do not have to be included in the end-of-semester binder you will still need the supplies to complete the project.

Course Description:

The Beginning Costume Class is designed to introduce the non-costume student 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.

Course Objectives:

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.

The student will learn the basic costume design processes from conceptualization to realization.

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. The student will discover and execute the process of running wardrobe for a theatrical production.

Attendance:

The lab section of this course is mandatory. The student must complete all 33 hours of his/her lab hours to receive a decent lab grade. Missing a scheduled lab time or arriving late without advanced notification is frowned upon and considered negligent. If circumstances beyond your control keep you from attending your scheduled lab time, please call the costume shop to explain. You are responsible for making up the time. You may ONLY make up missed lab hours during another lab session or on specific days set aside as “catch-up” days. You also may NOT attend other lab sessions at your choosing – you must contact both of the lab leaders of that session and obtain their permission before making up your hours. Likewise, if you find you need to take advantage of any of the “catch-up” days you need to contact your lab leader in advance to let them know you are coming in. Make-up lab hours are tabulated in order to bring you to the total hours needed, however, extra lab hours used to complete projects are NOT tabulated.

Other factors that affect the grading: This course has two elements in which the student can excel. The online projects are designed to allow the student to develop his/her skills in communication, discussion, art, and research. The lab is designed to develop the students’ technical costume skills. It is understood that some, if not all, of these skills are new to the student and that the student may excel at one and not the other. Therefore attendance, attitude, efficiency and personal improvement will become key elements in the overall evaluation of the students’ final grade for this course.

Grading:

Lab Attendance* and Participation

Online quizzes (5 modules, 6 points each)

Wardrobe Crew 30

Sewing Sampler 25

Mask Project 10

Final Costume Design Project (2 online posts @ 1 point each+8 points final project) 10 points

Dye Project 5 points

Portfolio 5 points

*Attendance includes being present, on time for lab and actively contributing to the progress of your samples and costume shop tasks. A positive attitude, directed focus and a willingness to be taught are hallmarks of a good student.

A 100-94

A- 93-90

B+ 89-87

B 86-83

B- 82-80

C+ 79-77

C 76-73

C- 72-70

D 69-68

E Below 68

Information on UF grading policies for assigning grade points can be found at <http://www.registrar.ufl.edu/catalog/policies/regulationgrades.html>

Wardrobe Crew:

There are four productions to be mounted this semester. Each will require a wardrobe running crew. All of these have a “crew watch” and 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. Click on the Sign-in tool to sign up for your crew – the Sign-up tool will become available on **Friday January 8, 2015 at 12:00am AND CLOSES ON Saturday January 9, 2016 at 11:59pm**. The online sign-up sheet is handled on a first-come, first-served basis.

These are the Spring season productions: *Spill* (3 dress rehearsals; plus performances), *Dance 2016* (3 dress rehearsals; plus performances), *Honky* (3 dress rehearsals; plus performances), and *The House of Atreus* (3 dress rehearsals; plus performances).

Wardrobe and the running of the actual show is a significant aspect of what we do and it will play a 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.

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 Rooms 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 SEMESTER, then your Lab and Participation points will be deducted by two (2) points per infraction. Bad language, inappropriate language, story- telling (including and especially malicious gossip) will not be permitted and are considered such infractions. Additionally, text messaging and use of cell phones, in general, is prohibited.

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-toe shoes, and a tardy/absence will be counted.

As history will show, the art and craft of Sewing has been a very social activity. We want you to enjoy it and use the time to get to know one another but never lose sight of the goal of finishing your work.

Special Needs:

Students requesting classroom accommodations must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the Instructor when requesting accommodations.

Please be aware that there are people on campus to assist you if you feel that the pressures of a semester are too great for you to handle. Call any of the services listed below for assistance: Disability Resource Center Counseling and Wellness Center Dean of Students Office 3190 Radio Rd.

0001 Building 0020 (Reid Hall) Phone-(352) 392-1575 Phone-(352) 392-8565

This syllabus and the accompanying schedule are subject to change at the instructor’s discretion.

**TPA 2232 Beginning Costume
Spring 2016 Schedule**

**ATTENTION: ALL STUDENTS you will need to complete each class assignment
PRIOR TO your scheduled lab session.**

Classes begin Tuesday, January 5, 2015
LAB attendance begins Monday January 11, 2015

Week #1- Week of January 4, 2016

CLASS ASSIGNMENT:

- ~Read the Welcome on course home page, go to Course Materials and View the Introduction and Course Handbook Modules.
- ~Complete the Syllabus/Handbook Quiz.
- ~Read and print out the handout Wardrobe Responsibilities and Requirements
- ~Print out the handout Sewing Sample Step-by-Step Directions (found at the end of Module 1) and bring them with you to your lab session. You will keep the handout in your binder for use in the Costume studio, which is due at the end of the semester
- ~ **Sign up for wardrobe crew! Sign-up opens Friday January 8, 2015 at 12:00am AND CLOSES ON Saturday January 9, 2016 at 11:59pm.**

LAB :

NO LAB THIS WEEK; lab sessions will start during week #2. Use this time to work ahead in the online portion!

- ~ **Sign up for wardrobe crew! Sign-up opens Friday January 8, 2015 at 12:00am AND CLOSES ON Saturday January 9, 2016 at 11:59pm.**

Week #2- week of January 11, 2016

LAB-

- ~Monday- Thursday (3 hours)-Introduction and start your Sewing Sampler
- ~ Bring the Sewing Sample Step by Step Directions and Wardrobe Requirements

Week # 3- Week of January 18, 2016

CLASS ASSIGNMENT:

- ~View the first three lectures in Module One and complete the Module 1 quiz ~Start working on Mask Research and Design
- ~ View the videos: Wardrobe Tips and Information from Students in Module 2. ~View the lectures on Wardrobe (Do and Don'ts, Plotting and Check-in and Cleaning and Caring)
- View the lectures on Masks, Design and Draw a Mask, and Making a Mask in Module 3 and begin the project by researching ideas on the mask you want to make.

LAB-

- ~ Monday- Martin Luther King Day- No Class
- ~Tuesday, Wednesday, and Thursday- (6 hours accumulated)- continue your sewing sampler

Week #4- Week of January 25, 2016

LAB-

~Bring Printed mask research and face design for mask project

~Continue working on sewing sampler

~Monday- 6 hours accumulated

~Tuesday, Wednesday, and Thursday- 9 hours accumulated

Week #5 – Week of February 1, 2016

CLASS ASSIGNMENT:

~View the lectures on craft items, costume props and wigs in Module 3

LAB

~~Bring completed front and side views of your mask renderings as well as colored research.

~Monday- 9 hours accumulated- Continue working on sewing sampler

~Tuesday, Wednesday, and Thursday- 12 hours accumulated- finish sewing sampler.

Week #6- Week of February 8, 2016

CLASS ASSIGNMENT:

~Take the Module 2 quiz.

LAB

~Monday- 12 hours accumulated- finish sewing sampler

~Tuesday, Wednesday, and Thursday- 12 hours accumulated. You will not meet unless you are behind on projects or hours, you must email your professor if you intend to come in a catch-up.

Week #7 Week February 15, 2016

CLASS ASSIGNMENT:

~View the lectures on Surface Quality, Trim and Adornment, and Painting and Dyeing in Module 4

~View the Threads video on Types of Fabrics and read Choosing Fabrics taken from The Magic Garment in Module 4.

~Module 3 Quiz

LAB- 15 hours accumulated

~Mask Project Day One: Sculpting

~~Bring completed front and side views of your mask renderings as well as colored research.

Week #8- Week of February 22, 2016

CLASS ASSIGNMENT:

~View the Lecture on Script Analysis, Getting an Idea and Research ~Take the Module #4 quiz.

~Module 4 Quiz

LAB- 18 hours accumulated

~Mask Project Day Two: All layers of Papier Mache

Week #9- Week of February 29, 2016

CLASS ASSIGNMENT:

~Read the script for the play that we will be designing this semester, “Cinderella”

LAB:

Spring Break NO CLASS!

Week #10- Week of March 7, 2016

CLASS ASSIGNMENT:

~Discussion 1 post, post your thoughts on Cinderella- by March 9, at 11:59 pm

~ Discussion 1 post, respond to at least two other students postings- by Sunday March 13, at 11:59 pm

~ Read the Dye Project Overview and Print out the Dye Project Step-by-Step Instructions at the end of Module 4 and bring them to lab next week

LAB- 21 hours accumulated

~Mask Project Day Three: Decorate and Complete your mask

Week #11- Week of March 14, 2016

CLASS ASSIGNMENT:

~ Read the Design Project handout and reading Assignment “Costume Design: What It Is and What It Does” taken from Costume Design by Barbara & Cletus Anderson all in Module 5.

~View the lecture on Design Approach and Designing a Costume in Module 5.

~Module 5 Quiz

LAB- 24 hours accumulated

~Dye Project – Please bring in the dye project instructions and a white cotton T- shirt (optional).

Week #12- Week of March 21, 2016

CLASS ASSIGNMENT:

~2nd Discussion Post, post your design approach- by Wednesday March 23, at 11:59 pm

LAB

27 hours accumulated-

~Bring any Final Project research to share with the class.

~ Work in the shop on “The House of Atreus”

Week #13- Week of March 28 , 2015

CLASS ASSIGNMENT:

~Work on Final Design Project

~2nd Discussion, respond to two other students approaches, by Wednesday March 30, at 11:59 pm

LAB-

30 hours accumulated

~Bring any Final Project research to share with the class.

~ Work in the shop on “The House of Atreus”

Week #14- Week of April 4, 2016

CLASS ASSIGNMENT:

~Work on Final Design Project.

~Compile Portfolio (your binder), which is due at the beginning of your next lab. LAB-
LAB-

You will not meet unless you are behind on projects or hours, you must email your professor if you intend to come in a catch-up.

Week #15- Week of April 11, 2016

CLASS ASSIGNMENT:

33 hours accumulated

~If you have not done so already, print all materials needed to complete and turn in end-of-semester binder. Binder is due at the beginning of your lab session this week. **This is due within the first 10 minutes of class.**

LAB-

33 hours due at the end of your lab day

~Organize costume studio and craft room areas at end of semester.

~Bring research and designs or sketches for final project to lab to discuss and to swatch fabrics.

*Final week of Lab!

Week #16- Week of April 18, 2016

CLASS ASSIGNMENT:

~No Lab this week!

~Classes end Wednesday April 20, 2016.

~Final Design Project due Wednesday April 20, 2016 by 11:59pm.

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

Beginning Costume Binder/Manual

During the semester you will be asked to print documents and complete some 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. Here is what the binder should have and this is the order in which it should be filed.

1. Cover page including your name (typed and neat!)
2. Course Syllabus
3. Course Due Dates
4. Sewing Samples, step-by-step instructions
5. Sewing Sampler
6. Wardrobe Responsibilities document
7. Paper Maché Mask-making project instructions
8. Mask colored rendering
9. Mask research in full color
10. Photo of you wearing your completed mask
11. Dye project instructions
12. 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.

Be neat! Be orderly! This is important!