

Costume Design I

TPA 4049

Spring 2016

Tuesday & Thursday
Periods 3 & 4 (9:35-11:30)
Room 218 McGuire Pavillion

Instructor: Steven Stines
Office: 204 McGuire Pavillion
Office hours: By appointment
Office phone: 352-273-0507
Email: sstines@arts.ufl.edu

SYLLABUS

OBJECTIVES: The purpose of this course is to introduce students to the artistic and practical aspects of designing costumes. The class also prepares students to present and discuss their work, as they will do in a professional situation.

PROGRAM OUTCOMES: This course addresses the following program outcomes:

1. Giving students background and developing skills necessary to address project work in the departmental curriculum.
2. Providing students with training and information required to complete work in the practical production program.
3. Teaching students how to compile and apply research during the design process as an essential component of assignments and production work

LEARNING OUTCOMES: After completing this course, students will be able to:

1. Conceive and research design projects.
2. Organize and translate conceptual work into practical applications.
3. Communicate ideas through renderings and graphics.
4. Collaborate and communicate with artisans who realize design work in a professional venue.
5. Present their preliminary and finished work in a clear, professional manner

GRADING: The projects will be evaluated and critiqued in stages, with the project grade based on these stages of work, including research, artistic and conceptual work; application of feedback; presentation; and **adherence to deadlines**. In theatre, time is money, and opening night is unlikely to be delayed until a designer manages to complete work.

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:

Project One	20 %
Project Two	20 %
Project Three	20 %
Project Four	30 %
Class Participation	10 %

Late work will be reduced by one letter grade per day.

NOTE: Any project for which no work is submitted, or a quiz which is skipped with an unexcused absence, will be deducted from the final grade at a rate of four times the assigned percentage value above, e.g., a project weighted as 10% of the grade will result in a deduction of 40% of the final grade, 15% at 60%, 20% at 80%.

It is not possible to pass this class without submitting work for each assignment.

ATTENDANCE REQUIREMENTS: This class consists of material presented during lectures and presentations; students will also present project work at various stages of completion for discussion and review, which will include the entire class. Attendance is required. Absences will affect your final grade, which will be lowered one-half of a letter grade per unexcused absence. Three tardy arrivals will equal one absence. An excused absence requires documentation of circumstances defined as excused by the university, or instructor approval.

Four unexcused absences will result in a failing grade in this class.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: <https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

ATTENDANCE AT PERFORMANCES: Since production is the laboratory for all theatre courses, attendance at all mainstage Department of Theatre and Dance productions is required of students enrolled in classes with the following prefix designations: THE, TPA, TPP, ORI. Critiques of and/or responses to these productions may be required.

USE OF ELECTRONIC DEVICES: The use of cell phones or other mobile devices is disruptive, and therefore is prohibited during class. Except in emergencies, those using such devices must leave the classroom for the remainder of the class period and will be marked absent.

Students are not permitted to use computers during class without specific permission from the instructor, and in that case, students using the computer for work not related to the class must leave the classroom for the remainder of the class period and will be marked absent.

Classes may not be recorded without express permission from the instructor.

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.edu/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 students 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 questions or concerns, please consult with the instructor.

STUDENTS WITH DISABILITIES: Students with disabilities requesting accommodations 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>, 392-1575, or 911 for emergencies

UNIVERSITY POLICE: 392-1111 or 911 for emergencies

REQUIRED TEXT:

The Magic Garment by Rosemary Cunningham

RECOMMENDED TEXT:

Character Costume Figure Drawing by Tan Huaixiang

SUPPLIES: Students will need a variety of art supplies; many of these will vary according to individual preference. Rough sketches may be done on sketch paper or large copy paper; final renderings should be completed on a respectable quality of art paper or, if computer generated, good-quality printer paper, and mounted if need be. Other supplies would likely include drawing pencils, a good quality eraser, pens, and some variety of color medium (paint, markers, pencils, pastels). A metal ruler and X-Acto knife will be useful. For painting, you should have a LARGE container for water and a range of brush sizes. Please check that the brush(es) you use are appropriate for the kind of paint used.

For rendering exercises in class, please have the following:

- Sketch pad (14 x 17 or larger)
- Drawing Pencils
- Black Sharpie or similar felt-tip marker with wider point
- Pink Pearl Eraser
- Watercolors (pan or tube)
- Paper towel
- LARGE container for water
- Brushes in various sizes.

CALENDAR

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

WEEK ONE

January 5

Review syllabus
Lecture/discussion: Introduction to Costume Design

January 7

Read for today: *Magic Garment* Chapter 1 and Chapter 4
Lecture/discussion: Introduction to Costume Design,
cont'd
Lecture/discussion: Elements of Design

WEEK TWO

January 12

Read for today: *Magic Garment* Chapter 3
Assignment Due: Images for PROJECT ONE
Lecture/discussion: Research
Lecture/discussion: Costume Renderings

January 14

Read for today: *Magic Garment* Chapter 6
Assignment Due: Collages for PROJECT ONE
Lecture/discussion: Costume Renderings

WEEK THREE

January 18 MLK Day: No Classes

January 19

Assignment Due: Research for PROJECT ONE
Lecture/discussion: Charts
In Class: Rendering exercises #1

January 21

Assignment Due: Roughts for PROJECT ONE
In Class: Rendering exercises #2

WEEK FOUR

January 26

Read for today: *Magic Garment* Chapter 2
Assignment Due: Drawings for PROJECT ONE
Lecture/discussion: Makeup & Hair

January 28

Assignment Due: Costume Designs for PROJECT ONE

WEEK FIVE

February 2

Read for today: *Magic Garment* Chapter 7
Assignment Due: Read and chart PROJECT TWO
Lecture/discussion: Fabric

February 4

Read for today: *Magic Garment* Chapter 5
Assignment Due: Character Analysis & Dramaturgy for PROJECT TWO

WEEK SIX

February 9

Assignment Due: Research for PROJECT TWO
Quiz: Fabric

February 11

Assignment Due: Roughs for PROJECT TWO
In Class: Rendering exercises #3

WEEK SEVEN

February 16

Assignment Due: Drawings for PROJECT TWO

February 18

Assignment Due: Color Renderings for PROJECT TWO

WEEK EIGHT

February 23

Read for today: *Magic Garment* Chapter 8
Assignment Due: Read and chart PROJECT THREE
Lecture/discussion: Costume pieces breakdown
In Class: Rendering exercises #4

February 25

Assignment Due: Character Analysis & Dramaturgy for PROJECT THREE
In Class: Rendering exercises #5

WEEK NINE

SPRING BREAK February 29-March 5

WEEK TEN

March 8

Assignment Due: Research for PROJECT THREE
Lecture/discussion: Realizing the costume

March 10

Assignment Due: Roughs for PROJECT THREE

WEEK ELEVEN

March 15

Assignment Due: Drawings for PROJECT THREE
Lecture/discussion: Realizing the Costume #2

March 17

Assignment Due: Color Renderings for PROJECT THREE

WEEK TWELVE

March 22

Assignment Due: Read and chart PROJECT FOUR
In Class: Rendering exercises #6

March 24

Assignment Due: Emotional Response for PROJECT FOUR

WEEK THIRTEEN

March 29

Assignment Due: Character Analysis, Dramaturgy & Concept for PROJECT FOUR

In Class: Work on PROJECT FOUR

March 31

Assignment Due: Roughs for PROJECT FOUR

WEEK FOURTEEN

April 5

Assignment Due: Progress for PROJECT FOUR

In Class: Work on PROJECT FOUR

April 7

Assignment Due: Drawings for PROJECT FOUR

WEEK FIFTEEN

April 12

Assignment Due: Swatches for PROJECT FOUR

April 14

Assignment Due: Progress for PROJECT FOUR

WEEK SIXTEEN

April 19

Assignment Due: Final Presentation for PROJECT FOUR