Special Topics in Theatre Production: Advanced Costume Design TPA 4930 Fall 2018 Tuesday/Thursday 1:55- 3:50 CON 0218

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<u>Syllabus</u>

Objectives:

1. To demonstrate an understanding and appreciation of the fundamentals of design as integrated into costume design.

2. To deepen understanding of character analysis and its impact on design choice.

3. To take principals of theatrical design and apply them to other areas of entertainment.

4. To analyze and investigate the production needs related to costumes.

5. To broaden understanding of cultural expression through clothing.

Outcomes:

- 1. Students will gain a broad understanding of the many ways in which their skills in theatrical costume design can be applied to other areas of the broader entertainment industry.
- 2. Students will learn in-depth research skills and how research impacts their ability to achieve design goals.
- 3. Students will understand the i

Recommended Texts:

The Magic Garment: Rebecca Cunningham Costume Character Figure Drawing: Tan Huaixiang Drawing and Rendering for The Theatre: Clare P. Rowe

Required Supplies:

11x14" Sketch Book Kneaded Eraser Set of Graphite Drawing Pencils Set of Translucent Watercolors OR Gouche Prismacolor Pencils - Set of 24 minimum Watercolor Paper Canson Art Paper - Color Pink Matte Board Additional supplies will be needed based on selected medium.

GRADING:

The grading scale will be as follows:

А	94-100 %
A-	90-93%
B+	87-89%
В	83-86%
B-	80-82%
C+	77-79%
С	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 %	
Research Project	20 %	
In Class Portfolio	15 %	
Participation/Communication 10%		

Late work will be reduced by one letter grade per class meeting.

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. You are permitted 2 absences through the course of the semester for ANY reason. Instructor does not require documentation or explanation. Once you have used these 2 absences you will be penalized for missing class. Absences will affect your final grade, which will be lowered one-half of a letter grade per additional absence. Two tardy arrivals will equal one absence.

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 theater courses, attendance at all main stage Department of Theater 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 in class.

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. 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. 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 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 (<u>http://www.dso.ufl.edu/sccr/process/student-conduct-honorcode/</u>) 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 UNIVERSITY POLICE: 392-1111 or 911 for emergencies

PROJECT DESCRIPTIONS - Specific requirements to be handed out at beginning of project.

Project 1: POP ICON

Each student will select and have approved a pop-icon to design for. We will follow the standard design process of analysis, research, sketching, swatching, and rendering. The challenge of this assignment is the lack of script specificity: the music and performer's public life is the script. Students will design 3 costumes for their chosen icon taking into account the practical concerns of stage-wear. Each step of the process will receive feedback from both classmates and the instructor. Grades will be assigned based on students ability to develop and communicate design concepts for selected performer, incorporate design detail, plan for the practicality of each costume, and respond to design critiques.

Project 2: CHORUS DESIGN

Students will select a dance piece or circus performance piece with no fewer than 8 performers. We will follow the standard design process of analysis, research, sketching, swatching and rendering. The challenge of this project is to create a cohesive but individualized look. Students will take into account the practical movement needs of the performer and the ways in which fabric choice can enhance or detract from these needs. Each step of the process will receive feedback from both classmates and the instructor. Grades will be assigned based on the students ability to develop and communicate design concepts, take into consideration budgetary and time constraints, and respond to design critiques.

Project 3: OPERA DESIGN

Students will design 5 selected Opera Characters. We will follow the standard design process of analysis, research, sketching, swatching and rendering. Opera will be designed in historical period. The challenge of this design is to make detailed, mature choices across the elements of design. Each step of the process will receive feedback from both classmates and the instructor. Grades will be assigned based on the students ability to develop and communicate design concepts, incorporate design detail, and respond to design critiques.

RESEARCH PROJECT

In an effort to expand our knowledge of lesser-known cultures and practice in-depth, effective research, each student will select a country from the following areas:

South America Central America Asia Australia Africa

Once approved, student will do in-depth research into their specific area, presented in the format of Pinterest. Pinterest is a widely used visual research storage space. Research should include periods from throughout history: classic to modern , address a range of socio-economic backgrounds and traditional dress, highlight cultural/historical characters of impact (artists, designers, leaders). There will be 3 Check-In response periods (see class schedule) to receive feedback and direction from instructor.

IN CLASS PORTFOLIO

During class periods, student will produce a portfolio of sketches, renderings, written responses, and digital work that will be evaluated on a rolling basis.

General guidelines for Rendering assignments:

PAPER

1.Use a good grade of heavy tracing paper or sketch paper to work out the rough presentation of your designs. A hard lead (3H) pencil and kneaded eraser will benefit your process.

2. Matte board, heavy water color paper, or designer paper mounted on matte board for the final rendering; Watercolor pads, if used for final renderings, should be trimmed of all "embroidery" and cut to a standard size.

3. Size: 11 x 14 to 16 x 24 is the recommended paper.

4. Color: neutral colors such as cream, beige, gray, should b e chosen with some

regard to the mood, style or historical era of the production. White backgrounds are often too harsh and distort color values.

5. Continuity: All plates for a single show should be on the same size, type and color of board or paper.

RENDERING

1. Labeling. Identify the plate neatly with the following information:

a. The title of the play,

b. The character,

c. The act and scene for which the plate is designated

d. The date of production

e. The signature of the designer should be placed at the foot of the figure. f. The swatches of fabric to be used in the construction of the clothing should also be integrated into the labeling composition. It should be aesthetically pleasing to the entire composition.

2. The figure in each plate should be

a. 12" tall or taller

b. Standing, full front, or side-front opening out. Allow the era of the costume to influence the type of stance. If the back view is important sketch it lightly beside the front view.

c. Large enough to fit the paper with margins; a 12" figure should bit nicely on a sheet of 12x16" paper. A 14" figure on 12 x 18" and so on. Leave a slightly wider margin at the bottom of the picture than at the top. Leave attractive margins around the figure and settle the figure into some appropriate environment.

d. Be consistent in the size of the figures throughout the production's presentation.

e. Well-proportioned; an 8 head figure is recommended.

	Lecture	Project Due
8/23/18	Introduction to Course	
8/28/18	Design Basics/ Presentation Day	Student Portfolio Presentations (ungraded)
8/30/18	Designing for a Pop Icon	
9/4/18	Design Detail	Pop Icon Project Pitch
9/6/18	Textiles	
9/11/18	Textiles	
9/13/18	Presentation Day	Pop Icon Research Uploaded to Canvas
9/18/18	Effective Research	
9/20/18	Effective Research	Textile Project Due
9/25/18	Chorus Project Discussion	
9/27/18	Presentation Day	Pop Icon Project Sketches Uploaded to Canvas
10/2/18	Skills Day : TBD based on Class Needs	Research Project Pitch
10/4/18	In Class Work Day	
10/9/18	Presentation Day	Chorus Design Research Uploaded to Canvas
10/11/18	The Business of Theatrical Design	
10/16/18	In Class Work Day	
10/18/18	Presentation Day	Pop Icon Final Design Uploaded to Canvas
10/23/18	Presentation Day	Chorus Design Sketches
10/25/18	Lecture: The Business of Theatrical Design	
10/30/18	Skills Day : TBD based on Class Needs	Research Check In 1
11/1/18	Designing for Opera	
11/6/18	Presentation Day	Chorus Final Design Uploaded to Canvas
11/8/18	Opera Discussion	Have Read/Listened to: La Boheme
11/13/18	In Class Work Day	
11/15/18	Presentation Day	Opera Research Due Uploaded to Canvas
11/20/18	Skills Day : TBD based on Class Needs	Research Check in 2
11/22/18	THANKSGIVING	
11/27/18	In Class Work Day	
11/29/18	Presentation Day	Opera Sketches Due Uploaded to Canvas
12/4/18	In Class Work Day	Research Project Check In 3
12/11/18	Opera Project Due by End of Day- Uploaded to Canvas	