# **COSTUME CRAFTS**

Spring 2019

<b>Course Title</b>	TPA 5236COSTUME TECHNOLOGY WORKSHOP		
Meeting Room	McGuire Pavilion Costume Craft Room		
Meeting Time	Mon & Fri 8:30 am – 10:25 am		
Instructor	Associate Professor Stacey Galloway Nadine McGuire Pavilion Room 205 Office Hours – Tue & Thur 9:30 -11:00 am or by appointment Office Phone: 273-0508 Costume Studio Phone: 273-0525 E-mail: <u>sgallowa@ufl.edu</u>		
Suggested Texts	ryden, Deborah, Fabric Painting and Dyeing for the Theatre, einemann		
	Dreher, Denise, From the Neck Up, An Illustrated Guide to Hatmaking, Madhatter Press		

### **Course Description**

The course is designed to teach students dyeing, distressing and millinery skills through both lecture/demonstration and hands- on participation. Students will complete projects both inclass and outside of class time to acquire crucial costume craft skills and to demonstrate their mastery of those skills.

#### **Course Objectives**

- The student will learn the proper methods for dyeing fabric.

- The student will learn to color match when dyeing fabric.

- The student will learn the various products and techniques available for dyeing and painting fabric.

- The student will learn techniques for distressing costumes.

- The student will learn the basic principles of millinery.

- The student will apply the techniques learned in class to realize projects from 2 dimensional designs to 3 dimensional forms.

### Attendance

### Absences :

Due to the laboratory style and cumulative nature of the knowledge and skill acquired in this class, attendance is mandatory. Students will be graded on individual projects as well as class participation. If a student must be absent due to illness, please e-mail me or phone me at my office or the costume studio. Students are responsible for making up any missed information or in- class projects that were covered during each absence. Arrangements must be made with the instructor for the making up of missed in-class projects and are subject to availability of the craft room based upon the needs of other courses and the production schedule.

### Tardiness:

All classes start at the specified time. Students are expected to be ready for instruction or class work at the beginning of each class period.

### **Due Dates**

Projects are due as stated on the course schedule and should be ready at the start of class. Critique and discussion of projects will occur within class time for that day. Failure to have a project ready reduces the effectiveness of the student's class participation and demonstrates the student's inability to meet deadlines. If a student foresees being unable to have a project ready, please contact me and a possible extension can be considered. As deadlines are extremely important in a professional setting and we are striving to prepare you to be working professionals, the need for extensions should be avoided.

## Grading

The course is designed to allow the student to gain basic costume craft skills that are useful as a designer and technologist. The ability to modify clothing or fabric to suit the needs of a design is highly advantageous. To do so within a scheduled timeframe is crucial. Therefore, grading is based on attendance and class participation, as well as the accuracy and timeliness of individual projects.

Attendance and Class participation	20 pts
Dye Quiz	5 pts
Projects 1 @ 10 pts	10 pts
Project 2 @ 5 pts	5 pts
Projects $3 - 6$ @ 15 pts each	60 pts
Total	100 pts

 $\begin{array}{l} A &= 93 - 100 \text{ pts} \\ B+ &= 88 - 92 \text{ pts} \\ B &= 83 - 87 \text{ pts} \\ C+ &= 78 - 82 \text{ pts} \\ C &= 73 - 77 \text{ pts} \\ D &= 68 - 72 \text{ pts} \\ E &= \text{Below 68 pts} \end{array}$ 

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

### **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.

## **Counseling and Mental Health**

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.

Counseling and Wellness Center 3190 Radio Rd. 352-392-1575 https://counseling.ufl.edu/

The course schedule is subject to change at the instructor's discretion.

# **Course Schedule**

# In Class

Mon 1/7	Introduction Fiber content & types of dyes Color Theory	Introduction pgs 1-8 Ch 1 Safety
Fri 1/11	Dyeing technique Project 1 – Fabric Color Chart	Ch 2 Types of Dyes
Mon 1/14	Further Discussion of Types of Dyes Work on Project 1- Fabric Color Chart	
Fri 1/18	Work on Project 1	
Mon 1/21	NO CLASSES – MLK Jr. Day	
Fri 1/25	Work on Project 1	
Mon 1/28	Demo for Test Fabric samples Work on Project 1	
Fri 2/1	Project 2 – Test fabric samples	
Mon 2/4	Critique Project 1 Assemble Project 2 Propose Project 3 – Color Matching	
Fri 2/8	Work on Project 3 - Color Matching	
Mon 2/11	Dye Quiz Theory of Distressing Distressing Exploration	Ch 5 Ageing & Distressing Ch 4 Printing the Fabric
Fri 2/15	Work on Project 3 – Color Matching	pgs 183-187
Mon 2/18	Critique Project 3 – Color Matching Propose Project 4 – Distressing Select items & techniques	
Fri 2/22	Work on Project 4 - Distressing	

# **Assigned Reading**

Mon 2/25	Airbrushing Work on Project 4 - Distressing	
Fri 3/1	Work on Project 4 – Distressing	
Mon 3/4	NO CLASSES – Spring Break	
Fri 3/8	NO CLASSES – Spring Break	
Mon 3/11	Critique Project 4 – Distressing Resists & Fabric Painting	Ch 3 Painting Mediums Ch 4 Printing the Fabric Pgs 93-112
Fri 3/15	Propose Project 5 – Resist Work on Project 5	1 g3 73 112
Mon 3/18	Millinery Techniques – Buckram & Felt	
Fri 3/22	Work on Project 5 – Resist	
Mon 3/25	Propose Project 6 – Hat Work on Project 5 – Resist	
Fri 3/28	Work on Project 5 - Resist	
Mon 4/1	Critique Project 5 – Resist Millinery techniques – Finishing details	
Fri 4/5	Work on Project 6 – Hat	
Mon 4/8	Work on Project 6 - Hat	
Fri 4/12	Work on Project 6 – Hat	
Mon 4/15	Work on Project 6 - Hat	
Fri 4/19	Work on Project 6 - Hat	
Mon 4/22	Work on Project 6 - Hat	
Wed 4/24	Critique Project 6 *	

\*If the class agrees to meet on Wed 4/19 to present Project 6. Otherwise the critique for Project 6 will be during the scheduled Final Exam on Fri 4/28 at 10:00 am.

## <u> Project 1 – Fabric Color Chart</u>

Swatches (3"x 3" with pinked edges) will be dyed using 3 primary and 3 secondary colors of Rit dye for a total of 6 colors for each fabric type. The following 8 fabric types will be used –

100% cotton 100% silk 100% wool Polyester/Cotton blend 100 % Nylon Milliskin (80% Nylon/20% Spandex) Cotton/Lycra blend

The 42 swatches are to be arranged and labeled in chart form. Your presentation should be neat and logical. You will be graded on the quality of the layout as well as the on the dyeing.

### **Project 2 – Test Fabrics**

Swatches of #49 Multi-fiber Test Fabric will be dyed using Rit dye in the following colors:

Wine Cherry Red Scarlet Fuchsia Petal Pink Tangerine Sunshine Orange Golden Yellow LemonYellow Kelly Green Dark Green Teal Royal Blue **Evening Blue** Navy Blue Denim Blue Aubergine Purple Violet Pearl Grey Black Cocoa Brown Dark Brown Tan Taupe Ecru

# Project 3 – Color Matching

Part 1 – Choose 3 colored fabrics from stock and dye swatches (3" x 3" with pinked edges) of 100% cotton to match. Mount the 3 original and 3 dyed swatches in a neat and logical way.

Part 2 – Choose a color reproduction of a painting from the 16th century. Dye swatches (3" x 3" with pinked edges) to match 3 fabrics found in the painting. The swatches should approximate the color and texture of the fabrics depicted in the painting. Mount the swatches and an 8" x 10" color copy of the painting in a neat and logical way.

You will be graded on the quality of the layout as well as on the dyeing.

# Project 4 – Distressing

Design and render a modern character that has experienced distressing on his/her clothing in some way. She/he could have been in an accident, stranded on an island, homeless in a city, etc. There must be a clear story of this person, incorporating details of occupation, social/economic status, location, personal hygiene, etc. Using clothes from the designated items from stock, a thrift store or another source, create the clothing for the person rendered. You must be able to justify the type and extent of the distressing that you do. Think about varied use of distressing techniques: grating, shredding, dyeing, painting, bleaching and shaping.

## For Monday 2/18: Propose Project 4

- Written story of character/situation
- Some research or inspiration images
- At least a rough sketch of the costume

\*You will have the opportunity to modify these things based upon discussion of your proposal.

For Monday 3/11: Critique Project 4

- Printed story of character/situation
- Research/inspiration images
- Color rendering of costume
- Distressed outfit

#### Project 5 – Resist

Research Japanese kimonos and textile decoration. Design a kimono from which to pull one particular motif or portion of the decoration. You will re-create this using a gutta resist technique on silk.

For Monday 3/13: Propose Project 5 -Research on kimonos -An idea of what design you want to create on silk

For Monday 4/1: Critique Project 5

-Rendering of the whole kimono-Research-Silk painted portion of kimono design

#### <u> Project 6 – Millinery</u>

Research a particular period of women's headwear. Render a color working drawing of the period style hat that you will be creating. The rendering should include the basic shape of the hat and details on surface decoration and trim. Build the hat using either buckram or felt as a base and the appropriate fabric and trims as specified by the design.

For Mon 3/25: Propose Project 6 -Research pertaining to period & design of hat -At least a sketch of the hat

For Fri 4/5: Project 6 Plan -Research pertaining to period & design of hat -Technical drawings of hat

For Wed 4/24\*: Critique Project 6

-Rendering of hat

-Research pertaining to period & design of hat

-Completed hat (including trim and lining)