

# Beginning Costume

## TPA 2232C

### Spring 2018

Lab Days: Monday, Tuesday, Thursday 2pm-5pm  
Wednesday 3pm-6pm

McGuire Pavilion Costume Shop 238

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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	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%

### ATTENDANCE REQUIREMENTS:

The lab portion of this class consists of instructional material that is crucial for completion of projects; attendance is required. You are allowed 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/](http://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:**

<https://counseling.ufl.edu/>, 352-392-1575

**E-LEARNING TECHNICAL SUPPORT:**

352-392-4357 (select option 2) or email to [Learning-support@ufl.edu](mailto: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. colored 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. Crews will be assigned so that every student has to be present for a similar amount of 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 Spring 2018 season productions:**

<i>Red Velvet:</i>	One crew watch, 2-3 dress rehearsals (depends on assigned crew), runs January 25 <sup>th</sup> - February 10 <sup>th</sup>
<i>Dance 2019</i>	One crew watch, 4 dress rehearsals, runs February 22 <sup>nd</sup> -24 <sup>th</sup>
<i>White Guy on the Bus</i>	One crew watch, 3 dress rehearsals, runs March 21 <sup>st</sup> -31 <sup>st</sup>
<i>Rough Magic</i>	One Crew watch, 3 dress rehearsals, runs April 12 <sup>th</sup> -22 <sup>nd</sup>

Wardrobe and the running of the actual show is a significant aspect of what we do and is worth 25 % of your overall 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. **Failure to show up for a required crew date will result in a 10-point loss (one letter grade).**

**\*\* 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, storytelling (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 things 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 Spring 2019 Schedule

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

**Classes begin Monday January 7, 2019**

**Lab attendance begins Monday January 14, 2019**

WEEK ONE: January 7<sup>th</sup>-13<sup>th</sup>

### 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* (you will need to bring these to class next week.
- ~**Sign up for wardrobe crew! Sign-up opens at 12:00am Tuesday and closes at 11:59 pm Wednesday!**

### 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 14<sup>th</sup> -20<sup>th</sup>

CLASS ASSIGNMENT:

- ~ View the first three lectures in Module one.
- ~Complete Module one quiz by Sunday January 20<sup>th</sup> at 11:59pm

LAB:

- ~Introductions, tour of Costume Shop, discussion of syllabus.
- ~Start your Sewing Sampler; **bring your printed copy of the step-by-step directions for this project.**
- ~ **bring your printed copy of the Wardrobe Requirements handout.**

WEEK THREE: January 21<sup>st</sup>- 27<sup>th</sup>

**No Lab on MLK day. No Monday Lab**

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 27<sup>th</sup> at 11:59pm
- ~ Acquire colored research and inspiration for mask project.

LAB:

- ~Sewing Sampler

WEEK FOUR: January 28<sup>th</sup>- February 3<sup>rd</sup>

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.

LAB:

- ~Continue working on Sewing Sampler
- ~ **Bring mask research printed in color to present in class.**

WEEK FIVE: February 4<sup>th</sup> -10<sup>th</sup>

CLASS ASSIGNMENT:

- ~Read the Mask project overview and print out the step-by-step instructions. Bring these to next week's lab.



~Complete colored rendering for mask project

**LAB: MAKEUP WEEK**

~We will not meet unless you are behind on projects or hours; if you are not in Monday lab you **must** e-mail your lab leader to schedule hours.

~Monday lab will need to come in to make up for MLK Day

WEEK SIX: February 11<sup>th</sup> -17<sup>th</sup>

**CLASS ASSIGNMENT:**

~Complete the Module Three quiz by Sunday February 17<sup>th</sup> at 11:59pm

**LAB:**

~ Work in shop on *Dance 2019*

WEEK SEVEN: February 18<sup>th</sup> -24<sup>th</sup>

**CLASS ASSIGNMENT:**

~View the Module 4 lectures.

~Find something of yours you would like to fix and bring it in to class! (Examples include: pants with buttons popped off, skirts/pants with hems that have come undone, jeans that need patching, etc.)

**LAB**

~Fix it workshop! Bring in an item from home you wish to alter or repair and we'll show you how to do it.

WEEK EIGHT: February 25<sup>th</sup> -March 3<sup>rd</sup>

**CLASS ASSIGNMENT:**

~View the Module 4 lectures.

**LAB:**

~Dye Project- bring white cotton item from home (optional)

WEEK NINE: March 4<sup>th</sup> -10<sup>th</sup>

CLASS ASSIGNMENT:

~Complete Module Four Quiz by Sunday March 10th at 11:59pm

LAB:

~**NO LAB: SPRING BREAK**

WEEK TEN: March 11<sup>th</sup> -17<sup>th</sup>

CLASS ASSIGNMENT:

~View the lecture on Script Analysis, Getting the Idea, and Research in Module five.

~Complete Module five quiz by Sunday March 17th at 11:59pm

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 ELEVEN: March 19<sup>th</sup>- 25<sup>th</sup>

CLASS ASSIGNMENT:

~ Read *The Tempest* for final Design Project.

~ Discussion one post: post your thoughts on *The Tempest* by- March 25th at 11:59pm

LAB:

~ Continue mask project

WEEK TWELVE: March 25<sup>th</sup>- March 31<sup>st</sup>

CLASS ASSIGNMENT:

~Discussion one post: respond to at least two other students' postings by- March 31st at 11:59pm

LAB:

~Complete Mask Project

WEEK THIRTEEN: April 1<sup>st</sup> -7<sup>th</sup>

CLASS ASSIGNMENT:

~Discussion two post: post your design approach by- April 7th at 11:59pm

~Work on final Design Project

LAB:

~ Work in shop on *Rough Magic*

WEEK FOURTEEN: April 8<sup>th</sup> -14<sup>th</sup>

CLASS ASSIGNMENT:

~Discussion two post: respond to two other students' approaches by- April 14th at 11:59pm

~Work on final Design Project

~Compile Portfolio (your binder) which is **due at the end of your next lab day!**

LAB:

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

WEEK FIFTEEN: April 15<sup>th</sup>-21<sup>st</sup>

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:

~Compile Portfolio (your binder)- **Bring all printed materials listed earlier in syllabus**

~**Bring research and designs for final Design Project to discuss and to swatch fabrics.**

~Organize Costume Shop and Craft room areas

WEEK SIXTEEN: April 22<sup>nd</sup> -28<sup>th</sup>

**CLASS ASSIGNMENT:**

**~Final Design Project due online Wednesday May 1st by 11:59pm**

**LAB:**

**~NO LAB THIS WEEK!**

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