

Graduate Costume Design 2

TPA 6048

Tues/Thurs 9:35-11:30

Spring 2019

Instructor: Jennifer Dasher

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Office: TBA; Hours by Appointment

**COURSE OBJECTIVES:** This course is designed to prepare Costume Design Graduates to enter their professional careers. It builds upon processes and skills obtained in prior course and professional work furthering their understanding of the industry, ability to conceptualize, and manage time, relationships, and their personal brand.

**LEARNING OUTCOMES:**

1. Students will create and hone a brand and marketing package for their professional career.
2. Students will further their understanding of the theatrical design process.
3. Students will gain a better understanding of professional contracts.
4. Students will build skills in rendering, sketching, conceptualizing, and project management.
5. Students will further their skills in networking.

**REQUIRED TEXTS:** Script for assigned production: Individualized per student (See end of syllabus)

**RECOMMENDED TEXTS:**

The Magic Garment: Rebecca Cunningham

Costume Character Figure Drawing: Tan Huaixiang

Drawing and Rendering for The Theatre: Clare P. Rowe

**REQUIRED SUPPLIES:**

Supplies vary based on project.-0jk

**GRADING:**

The grading scale will be as follows:

A 94-100 %1`

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:

Design Package: 50%

Professional Materials: 20%

Website: 10%

Re-Render: 10%

Networking: 5%

Participation: 5%

**OPEN DAYS:**

This course takes into account what is happening in the Department Production Schedule and has "Open Days" scheduled during dress rehearsal weeks. We will have class on these days and attendance is expected. As a team, we will assist the Costume Shop and our fellow Designers in preparing for Dress Rehearsals as needed. In the case that there is no work to be done, these class periods will be used as workdays for website/design package work.

**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 1 absence through the course of the semester for ANY reason. Instructor does not require documentation or explanation. Once you have used this 1 absence 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. 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 (<http://www.dso.ufl.edu/sccr/process/student-conduct-honorcode/>) 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/](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:**

<http://www.counseling.ufl.edu/cwc/Default.aspx>, 392-1575

**UNIVERSITY POLICE: 392-1111 or 911 for emergencies**

GRADED PROJECTS

**DESIGN PACKAGE:**

Each student is assigned a script to take through the design process. Complete design process includes: Design Contract, Design Schedule, Written Design Concept and Character Analysis, Paperwork (scene breakdown, costume plot, pieces list, detailed proposed budget, detailed sourcing), Research, Sketches, Swatches, Renderings, Draper Packet. Project will begin first day of class and be final project. Details for each designer based on script will be handed out separately. Grades will be based on designer's final design package. See end of syllabus for script assignments.

**PROFESSIONAL MATERIALS:**

The following written documents are important for your success upon graduation. We will be discussing in class how to create each document. Students will then work on their own versions of each document. Regardless of your intent upon graduation, each document must be completed utilizing your own opinions, words, experience, and branding. Please see schedule for due date. Documents to be uploaded to Canvas for grading are:

1. Resume
2. Curriculum Vitae
3. General Cover Letter
4. Teaching Philosophy

**WEBSITE:**

During the course of the semester we will work on creating/updating business websites. We will discuss standards and explore other design/theatrical/entertainment sites as examples. Websites should utilize your branding and be improved upon through the semester. Grading will be based upon improvement. It is expected that you will have a website that you could send a prospective employer to, but still a “work in progress”. Please see schedule for due date.

### **THE RE-RENDER**

Each student should select 2 projects they have completed in the past they would like to “re-render”. Hopefully these can be realized projects from earlier in your career. The goal is to create a more complete or improved design package for your portfolio. The renderings will be re-done using whatever medium and techniques you choose. Grade will be on satisfactory/unsatisfactory scale. Please see schedule for due dates.

### **DRAWING PACKAGE**

Weekly drawings will be completed in medium of student’s choice. Students will select another Costume Designer’s renderings to replicate. Grade will be based satisfactory/unsatisfactory scale with a focus on improvement from Drawing 1 to Drawing 10. A critique of each drawing will happen on the due date- please see schedule for these dates. The package should be uploaded to Canvas for grading on April 16, 2019.

### **NETWORKING RESPONSES**

Through the course of the semester you will be required to network with 3 professionals outside of the University. None of these professionals should be contacts you have had prior. A written response of your experience/conversation will be uploaded to Canvas. Please see schedule for due date.

1. UF SoTD Alum: gather information about their career post-graduation; make contact/introduce yourself.
2. Rental Source/House: gather information about their process for rental, rental rates, etc.
3. Working Costume Designer/Technician

## Graduate Costume Design 2

### Course Schedule

Day	Date	Production Schedule Note	In Class Work	Work Due
Tuesday	1/8/19		Syllabus	
Thursday	1/10/19		Professional Materials	Drawing 1
Tuesday	1/15/19		Design Contract Review	Design Contract V. 1 Due
Thursday	1/17/19		Professional Matrials	Drawing 2
Tuesday	1/22/19	Red Velvet 1st Dress	Open Day	Design Contract Finalized
Thursday	1/24/19	Red Velvet Final Dress	INSTRUCTOR OUT OF TOWN -URTA	
Tuesday	1/29/19		The Re-Render	Design Schedule Due
Thursday	1/31/19		The Re-Render	Drawing 3
Tuesday	2/5/19		Professional Materials	
Thursday	2/7/19		Menswear	Drawing 4
Tuesday	2/12/19		Project Check-In	Professional Materials Packet Due
Thursday	2/14/19		Website Workday	Drawing 5
Tuesday	2/19/19		Networking	Re-Render 1 Due
Thursday	2/21/19	Dance 2019 Final Dress	Open Day	Drawing 6
Tuesday	2/26/19		Website Workday	
Thursday	2/28/19			Drawing 7
SPRING BREAK				
Tuesday	3/12/19		Womenswear	
Thursday	3/14/19		Project Check-In	Drawing 8
Tuesday	3/19/19	White Guy Dress 2	Open-Day	
Thursday	3/21/19	White Guy Opening	INSTRUCTOR OUT OF TOWN-USITT	
Tuesday	3/26/19		The Re-Render	Networking Responses Due
Thursday	3/28/19		The Re-Render	Drawing 9

Tuesday	4/2/19		Website Workday	
Thursday	4/4/19		Project Check-In	Drawing 10
Tuesday	4/9/19	Rough Magic 1st Dress	Open Day	Re-Render 2 Due
Thursday	4/11/19	Rough Magic Final Dress	Open Day	
Tuesday	4/16/19		Work Day	Drawings 1-10 Due
Thursday	4/18/19		Work Day	
Tuesday	4/23/19		Presentations	Design Packet Due
Tuesday	4/30/19			Website Improvement Due

Lauren Smith

Script: Into The Woods by Stephen Sondheim

The following Documents should be uploaded to Canvas to complete this design package:

1. Design Contract
2. Design Timeline
3. Written Production Concept
4. Written Character Analysis
5. Paperwork: scene breakdown, costume plot, pieces list, detailed proposed budget, detailed sourcing
6. Research
7. Sketches
8. Swatches
9. Renderings
10. Draper Packet

Characters to Design (One Look):

1. Milky White
2. The Witch
3. The Narrator
4. Red Riding Hood
5. The Wolf
6. Cinderella
7. Lucinda
8. Florinda



Coral Bowron

Script: Equus by Stephen Shaffer

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Characters to Design (One Look):

1. Alan
2. Martin
3. Dora
4. Frank
5. Jill
6. Harry
7. Nugget
8. Stable Horses

Matthew Limerick

Script: The Philadelphia Story by Phillip Barry

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4. Written Character Analysis
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6. Research
7. Sketches
8. Swatches
9. Renderings
10. Draper Packet

Characters to Design:

1. Tracy Lord (2 Looks)
2. C.K. Dexter Haven (1 Look)
3. George Kittredge (1 Look)
4. Margaret Lord (2 Looks)
5. Mike Connor (1 Look)
6. Elizabeth Imbrie (1 Look)

Allison White

Script: Pericles by William Shakespeare

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6. Research
7. Sketches
8. Swatches
9. Renderings
10. Draper Packet

Characters to Design (One Look):

1. Pericles
2. Thaisa
3. Marina
4. Antiochus
5. Dionyza
6. Simonides
7. Cerimon
8. "Chorus"