

# Beginning Costume

## TPA 2232C

### Fall 2019

Lab Days: Monday, Tuesday, Wednesday, Thursday  
1:55pm-4:55pm

Lab location: Costume Shop  
McGuire Pavilion Room 238

Instructor: Allison White  
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Office hours: by appointment

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Supervising Instructor:

Costume Design Professor: Jenn Dasher  
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Costume Technology Professor: Deanna Rowe  
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Costume Shop Manager: Megan Szloboda

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, their roles, and the planning which costume creation requires.
4. The student will participate in the process of running wardrobe for a 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%
Dye Project	5%
Sewing Sampler	20%
Final Costume Design Project	15%

**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. Every unexcused absence, past the first, will result in a loss of 1 point in your participation and attendance grade.** 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 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 (<https://sccr.dso.ufl.edu/policies/student-honor-code-student-conduct-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, <https://disability.ufl.edu/>) 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  
<http://lss.at.ufl.edu/help.shtml>

### UNIVERSITY POLICE:

352-392-1111 or 911 for emergencies

### REQUIRED TEXTS:

- Basic Sewing for Costume Construction (2<sup>nd</sup> Edition)

### COURSE SUPPLIES:

- Rendering supplies in preferred medium (i.e. colored pencil, watercolor etc.) will be required for the final Design Project.
- Bag of Polyfil (can be purchased in conjunction with other students)

### WARDROBE CREW:

There are 3 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 2019 season Fall productions:**

*We are*

*Proud...:* September 19-September 29

*Pippin:* October 18- October 27

Agbedidi: November 22-November 24

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 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).**

#### 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. Often, lab is happening at the same time as others are working on show assignments. Please be mindful of your volume and the content of your conversations. Others may not be actively listening to your conversations, but that does not mean that they do not hear what you are saying. Conversations should be focused on the task you are working on. **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. There are many hot items at midriff level in the costume shop that could cause damage. **Anyone wearing a crop top or a top that exposes the midriff will be asked to cover up or be sent home, resulting in an unexcused absence for the day. Strong fragrances are not allowed in the shop. Please be aware of your perfume/body spray/cologne.** Strong smells can affect others in a number of ways and when you are working in a space like this with many others you want to be mindful.

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.

#### 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 safety procedures.

**\*\*You can find step-by-step instructions for this project on canvas. Please read them before you come to class the first week\*\***

### Buddy (Sewing Project):

Buddy is assigned to help you learn and understand the most commonly used basic hand and machine sewing techniques that we use in the shop and where you would see them used. **\*\*you can find step-by-step instructions for this on canvas. Please read and print out the Handbook and bring it to the first Buddy workday\*\***

### FINAL DESIGN PROJECT:

For your final you will read William Shakespeare's *A Midsummer Night's Dream*, choose a moment from the play and design two characters from that moment. You will need to include a design concept, visual research, colored renderings, and fabric swatches, and works cited. 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 canvas\*\***

## TPA 2232C Beginning Costume Fall 2019 Schedule

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

**Classes begin Tuesday, August 20, 2019**  
**Lab attendance begins Monday, August 26, 2019**

WEEK ONE: August 20<sup>th</sup> -August 25<sup>th</sup>

#### CLASS ASSIGNMENT:

- ~Read the welcome on the course home page, and view the welcome video.
- ~Complete the syllabus/handbook survey

#### LAB:

~**NO LAB THIS WEEK!** Lab sessions will start during week two; use this time to work ahead in the online portion!

WEEK TWO: August 26<sup>th</sup> - September 1<sup>st</sup>

CLASS ASSIGNMENT:

- ~View the lectures on Fabrics and Dye.
- ~Complete Fabrics and Dye Quiz by Sunday September 1<sup>st</sup> at 11:59pm

LAB:

- ~Introductions, tour of Costume Shop, discussion of syllabus and wardrobe responsibilities.
- ~Dye Project

WEEK THREE: September 2<sup>nd</sup> -8<sup>th</sup>

**No Lab on Labor Day. No Monday Lab**

CLASS ASSIGNMENT:

- ~ View the lectures in Sewing Module.
- ~Complete Sewing quiz by Sunday September 8<sup>th</sup> at 11:59pm

LAB:

- ~Intro to Costume Construction

WEEK FOUR: September 9<sup>th</sup> -15<sup>th</sup>

CLASS ASSIGNMENT:

- ~View the videos Wardrobe Tips and Information from Students.
- ~Read the handout *Wardrobe Responsibilities and Requirements*
- ~Read the “Buddy” Handbook

LAB:

- ~Start Buddy

WEEK FIVE: September 16<sup>th</sup> -22<sup>nd</sup>

CLASS ASSIGNMENT:

- ~ View the lectures on Wardrobe (Dos and Don'ts, Plotting and Check-in and Cleaning and Caring)
- ~Complete the Wardrobe quiz by Sunday September 22<sup>nd</sup> at 11:59pm

LAB:

~Work on Buddy

WEEK SIX: September 23<sup>rd</sup> - 29<sup>th</sup>

CLASS ASSIGNMENT:

- ~View the lectures on Crafts: Design and Draw a Mask, Creating a Mask, Craft Items and Costume Props, and Wigs
- ~Complete the Crafts quiz by Sunday September 29<sup>th</sup> at 11:59 pm

LAB:

- ~ Work on Buddy

WEEK SEVEN: September 30<sup>th</sup> - October 6<sup>th</sup>

CLASS ASSIGNMENT:

- ~Write Character analysis for your “Buddy”

LAB

- ~Finish Buddy (First half of Class)
- ~ Present and turn in Buddy (Second half of Class)

WEEK EIGHT: October 7<sup>th</sup> -13<sup>th</sup>

CLASS ASSIGNMENT:

- ~View the lectures on Script Analysis, Getting the Idea, and Research in Design Module.
- ~Complete Design quiz by Sunday October 13<sup>th</sup> at 11:59pm

LAB:

- ~ Work on *Pippin*

WEEK NINE: October 14<sup>th</sup>- 20<sup>th</sup>

CLASS ASSIGNMENT:

- ~Read *A Midsummer Night's Dream* for final Design Project.
- ~ Discussion one post: post your thoughts on *Midsummer* by Oct. 20<sup>th</sup> at 11:59pm



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 Labor Day

WEEK TEN: October 21<sup>st</sup> -27<sup>th</sup>

CLASS ASSIGNMENT:

~Discussion one response: respond to at least two (2) other students' (not in your Lab) postings by- October 27<sup>th</sup> at 11:59pm

LAB:

~Discuss *A Midsummer Night's Dream*

~Discuss expectations of Design Project (Lab leader will provide examples)

WEEK ELEVEN: October 28<sup>th</sup> -November 3<sup>rd</sup>

CLASS ASSIGNMENT:

~Write design concept

~Begin research for design project

LAB:

~Intro to research at library ([Subject to change](#))

WEEK TWELVE: November 4<sup>th</sup> -10<sup>th</sup>

CLASS ASSIGNMENT:

~Work on final design project

~Discussion two post: post your design concept by- Nov. 10<sup>th</sup> at 11:59pm

LAB:

~Discussion of Design Project-Bring Research and concept to class to discuss (Can be on Computer in an organized manner)

WEEK THIRTEEN: November 11<sup>th</sup>-17<sup>th</sup>

**No Lab on Veterans Day. No Monday Lab**

**CLASS ASSIGNMENT:**

~Discussion two response: respond to two other students' (not in your lab) approaches by- Nov. 17<sup>th</sup> at 11:59pm

~Work on final Design Project

**LAB:**

~ **TBD**

WEEK FOURTEEN: November 18<sup>th</sup> -24<sup>th</sup>

**CLASS ASSIGNMENT:**

~Work on final Design Project

**LAB:**

~Present and Swatch Renderings for Design Project

~Clean and Organize the Costume Shop

WEEK FIFTEEN: November 25<sup>th</sup> - December 1st

**Thanksgiving Break. No Class Wednesday -Friday**

**CLASS ASSIGNMENT:**

~Work on final design 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 Veterans Day**

WEEK SIXTEEN: December 2<sup>nd</sup>- 8<sup>th</sup>

**CLASS ASSIGNMENT:**

~Final Design Project due online by December 11<sup>th</sup> at 11:59pm

LAB:  
~**NO LAB THIS WEEK!**

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