

Monday and Wednesday 8:30 – 10:25 am

McGuire Pavilion Costume Studio room 238 and The Costume Craft Room

DeAnna Rowe – Adjunct Assistant Professor Costume Technology

Nadine McGuire Pavilion Room 205A

Office Hours: TR 10:00-11:30 and by appointment

Office Phone: 352-273-0508

E-mail: drowe@arts.ufl.edu

Course description

An overview of some of the techniques used in creating costume pieces that are crafted rather than sewn. We will use a variety of materials and techniques to create specific costume pieces while at the same time exploring alternative applications possible for each material/technique.

Course Learning Goals, Outcomes & Objectives

Students will do projects developed to engage with typical challenges presented by Costume Designers to Costume Craft Artisans. Projects included:

- | | |
|---|------------------------------|
| -millinery | -thermoplastics |
| -mask making | -leatherworking and hardware |
| -jewelry repair & construction alternatives | -3D printing |
| -fabric dyeing and painting | -shoe manipulation |

- proficiency with basic equipment, materials, skills, personnel and procedures found in costume craft work rooms
- command a fundamental production vocabulary in regard to costume crafts
- have several physical projects documented in “portfolio-ready” presentation
- have exercised communication, graphic and spatial abilities
- developed constructive critique skills
- refined research skills, organization, and “development”

Required materials

Many of the necessary materials will be available in the costume crafts shop, however according to your designs you may choose to purchase different materials. It is important to always ask to make sure consumable materials are not intended for some other purpose. Please be conservative with all materials. All costume shops and productions must work within a budget so it is always a good practice to be conservative in using supplies.

Textbooks

There is no required text book for you to purchase. Below is a list of recommended books that you may consider adding to your costume reference library. Excerpts from these may be used as required reading.

The Costume Technician’s Handbook by Rosemary Ingham and Liz Covey
Heinemann Drama; ISBN-13: 978-0435086107

Fabric Painting and Dyeing for the Theatre by Deborah Dryden
Heinemann Drama; ISBN-13: 978-0435086244

From the Neck Up: An Illustrated Guide to Hatmaking by Denise Dreher
Madhatter Press; ISBN- 0-941082-00-8

The Prop Builders Mask-Making Handbook by Thurston James
Betterway Books; ISBN – 1-55870-166-4

Foam Patterning and Construction Techniques by Mary McClung
Focal Press; ISBN – 978-1-138-016439

Personal tools

This class will employ a wide variety of tools and materials. They will be provided for your use. During the course you may discover which of these tools you wish to purchase for your own toolbox. I'm happy to share my sources and recommendations for these purchases.

Students should come to class prepared to be painted, dyed, gilded, dusted and dirtied. ***In other words, bring a cover-up that can be left in the shop.***

Projects require a sketch and/or schematic of the design you will be building. Color printing of inspirational images and research is required. Sketches are in color unless otherwise specified. Having a completed sketch to work from is essential and is figured into the grade for each project.

LEARNING ENVIRONMENT

This course is a studio course. Much of the instruction will be given verbally and by demonstration during the class time. Canvas will be used to provide additional resources, videos, websites as well as maintain attendance and gradebook functions.

Attendance Because the learning environment for this course is so hands-on, it is imperative that students attend regularly. This syllabus is a tentative schedule- activities and assignments are subject to change without prior notice. As this class meets 2 days per week, 2 absences will be allowed before it begins to affect the final grade. 2 times being late counts as 1 absence. The 2 absences can be used as you choose- so skip twice, come late 4 times or have the flu for a week- it is up to you. Each additional absence will result in the lowering of the final grade by 1/3. Students are responsible for any content missed during an absence or tardy. Please speak to me if you have exceptional circumstances, but they will be excused only at the instructor's discretion.

Missed Assignments

Missed assignments are a burden to the student and to the professor, so make every effort to turn your work in on time. If you know you are going to be absent, please submit it in advance or send it with a classmate, rather than letting the work snowball with the next assignment. Late assignments will be docked 10%.

Evaluation & Grading

Grades are based on design, problem solving and execution. I am interested in creativity as well as elegance of execution and design. In general I am more interested in a committed process that is full of discovery and challenge than in a perfect product; although the quality of the end product is also important. You are expected to document your process through photos.

Projects will be graded on a weighted points system. The +/- system will be implemented for your final grade in the class. Information on current UF grading policies for assigning grade points can be found here: <https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

Components of Final grade:

- Smaller assignments, readings and quizzes 15%
- Larger project assignments 75%
- Attendance and participation 10%

Grading Scale Percentages

A = 100-94	C = 76-74
A- = 93-90	C- = 73-70
B+ = 89-87	D+ = 69-67
B = 86-84	D = 66-64
B- = 83-80	D- = 63-60
C+ = 79-77	E = 59- 0 pts

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.

Academic Conduct

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-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 questions or concerns, please consult with the instructor or TAs in this class.

Any attempt to appropriate or submit work of another person as though it were your own constitutes plagiarism, and plagiarism in any form constitutes academic misconduct. Teamwork and collaboration are NOT in conflict with this policy. Students are encouraged to share their

ideas but expected to produce their own work. It is important to acknowledge the ideas and contributions of others and source material, especially the internet- with proper citation. ALWAYS CITE YOUR SOURCES. When you use the work of another designer as a reference or inspiration you MUST include in your discussion how you used the original work in your work. Originality is part of the task.

Online Course Evaluation

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.ua.ufl.edu/students/>. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluera.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.ua.ufl.edu/public-results/>.

Campus Resources

Health and Wellness

U Matter, We Care: If you or a friend is in distress, please contact umatter@ufl.edu or 352-392-1575 so that a team member can reach out to the student.

Counseling and Wellness Center: <https://counseling.ufl.edu/>, 392-1575;

Sexual Assault Recovery Services (SARS): Student Health Care Center, 392-1161.

University Police Department: 392-1111 (or 9-1-1 for emergencies).

<http://www.police.ufl.edu/>

Academic Resources

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learningsupport@ufl.edu. <https://lss.at.ufl.edu/help.shtml>.

Career Connections Center, Reitz Union, 392-1601. Career assistance and counseling. <https://career.ufl.edu/>

Library Support, <http://cms.uflib.ufl.edu/ask>. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. <http://teachingcenter.ufl.edu/>

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers. <http://writing.ufl.edu/writing-studio/>

Student Complaints On-Campus: <https://sccr.dso.ufl.edu/policies/student-honorcode-student-conduct-code/>