

Graduate Costume Design I  
TPA 5047  
Fall 2018  
Tuesday/Thursday 9:30-11:20  
CON 0218

Instructor:  
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Office Hours:by Appointment

## **Syllabus**

### **Objectives:**

1. To demonstrate an understanding and appreciation of the fundamentals of design as integrated into costume design.
2. To deepen understanding of character and script analysis and its impact on design choice.
3. To fully and clearly express design ideas through visual and verbal communication.
4. To begin to understand the design process as the rendering moves to stage.
5. To gain an understanding of the intricacies of sculpting an artistic career.

### **Outcomes:**

1. Student will understand the processes by which a Costume Designer works from page to stage.
2. Student will have begun to make potentially career-lasting connections and develop an understanding of the network around them.
3. Student will gain drawing, rendering, and organizational skills.
4. Student will expand knowledge of textiles, garment design through construction and the fitting process.

### **Required Texts:**

*La Llorona* by Jules Tasca  
*The 39 Steps* by Richard Brinsley Sheridan

### **Recommended Texts:**

The Magic Garment: Rebecca Cunningham  
Costume Character Figure Drawing: Tan Huaixiang  
Drawing and Rendering for The Theatre: Clare P. Rowe

### **Required Supplies:**

11x14" Sketch Book  
Kneaded Eraser  
Set of Graphite Drawing Pencils  
Set of Translucent Watercolors OR Gouche  
Prismacolor Pencils - Set of 24 minimum

Watercolor Paper  
Canson Art Paper  
Matte Board

Additional supplies will be needed based on selected medium.

### **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:

Design Project	30 %
Weekly Drawing & Research	25 %
Networking Project	15 %
Fitting Project	10 %
In Class Portfolio	20 %

**Late work will be reduced by one letter grade per class meeting.**

### **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. Students are not permitted to use computers during class without specific permission from the instructor, and in that case, students using the computer for work not related to the class 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

## **PROJECT DESCRIPTIONS -**

DESIGN PROJECT: *The 39 Steps* by Patrick Barlow

Complete design process includes: Design Contract, Design Schedule, Written Design Concept and Character Analysis, Paperwork (scene breakdown, costume plot, pieces list, proposed budget, detailed sourcing), Research, Sketches, Swatches, Renderings, Draper Packet. Project will begin first day of class and be the final project. Grades will be based on designer's final design package.

### **WEEKLY DRAWING:**

Weekly sketching will utilize the character psychology and apply costume choices from the time period being addressed that week. Character analysis will come from repeated in-class discussion of characters in *LaLlorona*. The same characters will be designed in each period. Student will choose 2 characters to analyze, design, and sketch. One character must be designed within the context of male historic clothing and one female with the exception of any periods where this representation of gender is not always true. Research which ideas have been drawn from should also be presented.

### **NETWORKING PROJECT:**

Building a network is fundamental to your success in school and upon graduation. Over the course of the semester, you are required to have conversations with 15 directors, designers, technicians, artists, professors, administrators you otherwise might not get to know. At least half of these should be in SoTD. People who cannot qualify are listed below. This does not have to be a formal interview, but should result in you having contact information and information on their career that can be compiled in a simple bullet-point list and turned in.

#### **Cannot Network with:**

Any staff or faculty member of Design/Production

Kami - Colleen Rua

Jordan - Charlie Mitchell, Trent D. Williams, Jr., Augusto Soledade, Jason Aryeh

Myka - Ryan Hope Travis, Malcolm Gets

### **FITTING PROJECT:**

Fittings are vital to the Costume Design process as it is the primary place we turn concept into reality. You are required to attend fittings in an effort to learn from your fellow designers and drapers. Professor will attend with you whenever possible and this will be scheduled weekly as fitting schedules are announced. This will require appointment time outside of class.

### **IN CLASS PORTFOLIO:**

During class periods, student will produce a portfolio of sketches, renderings, written responses, and digital work that will be evaluated on a rolling basis.

Weekly Schedule

<b>Day</b>	<b>Date</b>	<b>In Class Activity</b>	<b>Due</b>
Tuesday	1/7/2020	Syllabus Review; Design Contracts/Elements of Design	
Thursday	1/9/2020	Project Work - Elements of Design	
Tuesday	1/14/2020	Project Work - Elements of Design	39 Steps, Character Analysis
Thursday	1/16/2020	Project Work - Contracts	Elements of Design Project
Tuesday	1/21/2020	Discussion: Project Management and Design Calendar	
Thursday	1/23/2020	Project Work - Design Calendar	
Tuesday	1/28/2020	Discussion: LaLlaron	Design Calendar
Thursday	1/30/2020	Discussion: Research Methods	
Tuesday	2/4/2020	In Class Design Exercise and Discussion: Dance	Drawing 1
Thursday	2/6/2020	Discussion: Costume Paperwork and Software	
Tuesday	2/11/2020	Project Work - Resume	Drawing 2
Thursday	2/13/2020	Drawing Day	
Tuesday	2/18/2020	Drawing Day	Drawing 3
Thursday	2/20/2020	39 Steps Design Check -In	
Tuesday	2/25/2020	Project Work - Cover Letter	Drawing 4
Thursday	2/27/2020	Rendering Techniques	
Tuesday	3/3/2020	SPRING BREAK	
Thursday	3/5/2020	SPRING BREAK	
Tuesday	3/10/2020	Rendering Techniques	Drawing 5
Thursday	3/12/2020	Project Work - Portfolios	Networking Responses
Tuesday	3/17/2020	Project Work - Portfolios	Drawing 6
Thursday	3/19/2020	39 Steps Design Check -In	
Tuesday	3/24/2020	Rendering Techniques	Drawing 7
Thursday	3/26/2020	Rendering Techniques	
Tuesday	3/31/2020	Project Work - 39 Steps	Drawing 8
Thursday	4/2/2020	39 Steps Design Check -In	Fitting Responses

Tuesday	4/7/2020	Project Work - 39 Steps	Drawing 9
Thursday	4/9/2020	Project Work - 39 Steps	
Tuesday	4/14/2020	Project Work - 39 Steps	Drawing 10
Thursday	4/16/2020	Project Work - 39 Steps	
Tuesday	4/21/2020	PRESENTATIONS	The 39 Steps and La Llorona