# Beginning Costume
## TPA 2232C
## Fall 2020

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| **Lab Days:** | Monday, Tuesday, Wednesday, Thursday 1:55pm- 4:55pm via Zoom |
| **Lab location** | Zoom |
| **Instructor:** | Kambrea Lagrosa |
| **Email:** | klagrosa@ufl.edu |
| **Office hours:** | by appointment (Email to schedule) |
| **Lab Assistants:** | Jordan Watson |
| **Email:** | jordanwatson@ufl.edu |
| | Angie Zaytseva a.zaytseva@ufl.edu |
| | Amanda Jones jones.amanda@ufl.edu |
| **Costume Design Professor:** | Jen Dasher jdasher@arts.ufl.edu |
| **Costume Technology Professor:** | Sarah smoench@arts.ufl.edu |
| **Costume Shop Manager:** | Megan Szloboda mszloboda@arts.ufl.edu |
| **Costume Shop:** | 352-273-0525 |

# Syllabus

**The lecture portion of this course will be administered through Canvas asynchronous . The Lab portion of the course is via Zoom meetings held synchronous 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:

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| 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:

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| Online quizzes (5 modules, 5 points each) | 25% |
| Wardrobe Crew | 25% |
| Dye Project | 5% |
| Buddy | 20% |
| Final Costume Design Project | 15% |
| Participation and Attendance | 10% |

## Attendance Policy:

Students who elect to enroll in a hybrid course are expected to participate in in-person instruction. If a student feels unsafe attending in-person, the student must make arrangements with the instructor to "attend" all class meetings synchronously.

The success of this course is based on class participation. Attendance is vital. Due to the nature of the hybrid format of this course, there are NO unexcused absences permitted.*

Each unexcused absence will lower your final grade by 5%. Two (2) late arrivals and/or early departures to/from class will count as one (1) absence. Three unexcused absences will result in a failing grade in this class.

*COVID-19 Accommodation: Students who are medically required to quarantine will have documentation from a medical provider. Students who self-quarantine must communicate with the instructor and "attend" courses remotely synchronously,when available, or asynchronously if approved by the instructor.

Excused absences are consistent with university policies in the undergraduate catalog

(https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/) and require appropriate documentation.

## 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://helpdesk.ufl.edu/

## UNIVERSITY POLICE:
352-392-1111 or 911 for emergencies

## RECOMMENDED TEXTS:
- Basic Sewing for Costume Construction (2nd Edition)

## COURSE SUPPLIES:
- Rendering supplies in preferred medium (i.e. colored pencil, watercolor etc.) will be required for the final Design Project.
- Craft Kits will be provided, to enable you to complete class assignments. Students will be required to PICK UP KITS FROM COSTUME SHOP AT A SPECIFIED TIME. (Failure to do so will result in the student's responsibility to provide their own supplies)

## 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: *You can find instructions for this project on canvas*

# TPA 2232C
# Beginning Costume
# Fall 2020 Schedule

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

# Classes begin Monday, August 31st, 2020
# Lab attendance begins Monday, August 31st, 2020

| DATES | Class Assignments | LAB |
|---|---|---|
| **Week 1**: August 31st - September 4th | ■ Read the welcome on the course home page, and view the welcome video.<br>■ Complete the syllabus/handbook survey<br>■ View the lectures on Fabrics and Dye.<br>■ Complete the Fabric and Dye quiz by Sunday September 6th at 11:59pm | ■ Introductions<br>■ syllabus |
| **Week 2**: September 7th - September 11th<br><br>**NO LAB MONDAY SEPTEMBER 7TH** | ■ View the videos Wardrobe Tips and Information from Students.<br>■ Read the handout *Wardrobe Responsibilities and Requirements*<br>■ View the lectures on Wardrobe (Dos and Don'ts, Plotting and Check-in and Cleaning and Caring)<br>■ Complete Wardrobe Quiz by Sunday September 13th at 11:59pm | ■ Intro to Costume Construction |
| **Week 3**: September 14th - September 18th | ■ View the lectures in Sewing Module.<br>■ Complete Sewing quiz by Sunday September 20th at 11:59pm | ■ Sewing Basics<br>■ Practice Sample & Refine Skills |
| **Week 4**: September 21st - September 25th | ■ Read and Print the "Buddy" Handbook | ■ Sewing Basics<br>■ Practice Sample & Refine Skills |
| **Week 5**: September 28th - October 2nd | ■ View the lectures on Crafts: Design and Draw a Mask, Creating a Mask, Craft Items and Costume Props, and Wigs<br>■ Complete the Crafts quiz by Sunday October 4th at 11:59 pm | ■ Sewing Basics<br>■ Practice Sample & Refine Skills |
| **Week 6**: October 5th - October 9th | ■ Write Character analysis for your "Buddy"<br>■ Discussion Post #1: Buddy Character Analysis due by Sunday October 11th at 11:59pm | ■ Start Work on Buddy<br>■ Sewing Basics<br>■ Practice Sample & Refine Skills |
| **Week 7**: October 12th - October 16th | ■ CULTURAL APPROPRIATION<br>■ ETHICS OF FASHION MODULE . | ■ Work on Buddy<br>■ Sewing Basics<br>■ Practice Sample & Refine Skills |
| **Week 8**: October 19th - October 23rd | ■ THE PERFORMER"S RELATIONSHIP WITH THE COSTUME | ■ Work on Buddy<br>■ Sewing Basics<br>■ Practice Sample & Refine Skills |

| Week 9: October 26th - October 30th | ■ View the lectures on Script Analysis, Getting the Idea, and Research in Design Module.<br>■ Complete Design quiz by Sunday November 1st at 11:59pm | ■ Work on Buddy<br>■ Sewing Basics<br>■ Practice Sample & Refine Skills |
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| Week 10: November 2nd - November 6th | Review Module on *The Nutcracker* for the final Design Project | ■ Work on Buddy<br>■ Sewing Basics<br>■ Practice Sample & Refine Skills |
| Week 11: November 9th - November 13th<br><br>**NO LAB WEDNESDAY NOVEMBER 11TH** | ■ Discussion Post #2: Your informal analysis on *Nutcracker* by Sunday November 15st at 11:59 pm | ■ In Lab Discussion: *The Nutcracker* |
| Week 12: November 16th - November 20th | ■ Discussion Post #2  Response: respond to two other students' (not in your lab) approaches by Sunday November 22nd at 11:59pm | ■ Buddy Presentations |
| Week 13: November 23rd - November 27th | **THANKSGIVING BREAK** | |
| Week 14: November 30th - December 4th | ■ Discussion Post #3: The Nutcracker design concept by Sunday December 6th at 11:59pm | ■ Design process: tips and tricks |
| Week 15: December 7th - December 11th | ● Discussion Post #3 response: respond to two other students' (not in your lab) approaches by December 10nd at 11:59pm<br><br>● **Final Design Project due online by Sunday December 13th at 11:59pm** | ■ Present Final Renderings |
| Week 16: December 14th - December 18th | **NO CLASS** | **NO LAB** |

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