TPA 5047
Spring 2021
Monday: 12:50-2:45
Wednesday: 12:50 - 1:40
CON 0218
WE PRACTICE PRECAUTIONS
Caring Classroom
HELP KEEP OUR CAMPUS COMMUNITY SAFER.

WEAR A MASK.
OPEN DOOR WITH CLEAN PAPER TOWEL. DISCARD.
SANITIZE SURFACES.
KEEP PHYSICAL DISTANCE.
SANITIZE OFTEN.
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OBJECTIVES:
1. To demonstrate an understanding and appreciation of the elements and principals of design as integrated into costume design.
2. To deepen understanding of character and audience psychology and the 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.

LEARNING 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.

REQUIRED TEXTS:

Rachel by Angelina Weld Grimke (available via Canvas)
The 39 Steps by Richard Brinsley Sheridan (available via Canvas)

RECOMMENDED TEXTS:
The Magic Garment: Rebecca Cunningham
Costume Character Figure Drawing: Tan Huaixiang
Drawing and Rendering for The Theatre: Clare P. Rowe
SUPPLIES:  
Students will need a variety of art supplies for rough and final work on the design projects; these will vary according to individual preference. Some art supplies will be available for in-class experimentation before students invest in their own supplies.

COMPUTERS/TABLETS/SOFTWARE:  
Students have access to SoTD Computer Lab via their student ID. Please contact Todd Bedell (tbedell@arts.ufl.edu) if you have any questions about access. You will be expected to produce paperwork via Excel or Numbers and modify renderings via Photoshop which are all available in the computer lab.

A tablet (IPad or Surface preferred) is highly useful in your future career. The industry standard app for digital rendering is ProCreate and is only available for use on apple products however similar apps are available for the Surface. You are not required to purchase a tablet but it is suggested during your time at UF.

GRADING:  
The projects will be evaluated and critiqued in stages, with the project grade based on these stages of work, including artistic/conceptual work application of feedback, presentation, and adherence to deadlines. In theatre, time is money, and opening night is unlikely to be delayed until a designer manages to complete work.

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%

ALL PROJECTS MUST BE SUBMITTED TO CANVAS FOR GRADING

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 40 %
Weekly Drawing Series 25 %
Elements of Design Project 25 %
Paperwork Package 10 %

LATE WORK WILL BE REDUCED ONE LETTER GRADE PER CLASS MEETING.
ATTENDANCE REQUIREMENTS:

The success of this course is based on discussion and class participation. Attendance is vital. Only one (1) unexcused absences from class will be permitted without penalty. Each additional 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.

Excused absences are consistent with university policies in the undergraduate catalog (https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/) and require appropriate documentation.

*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.

PROJECT DESCRIPTIONS

PAPERWORK PACKAGE:

Utilizing design work completed in Design Studio for Jesus Christ Superstar, you will produce a complete paperwork package as if the show is moving into production. This project will be completed following guidelines discussed in class lecture on effective paperwork. It is expected that you will complete paperwork in Excel/Numbers utilizing functions taught in class. See Canvas for more assignment details.

ELEMENTS OF DESIGN PROJECT: Rachel by Angelina Weld Grimke

Assigned characters from will be designed accentuating a specific design element: line, shape/form, color, texture. Each completed character will be a complete rendering plate (4 Renderings total). See Canvas more assignment details.

DESIGN PROJECT: The 39 Steps by Patrick Barlow

Complete design process includes: Design Contract, Design Calendar, Written Design Concept and Character Analysis, Paperwork Package, Research, Sketches, Swatches, Renderings, and Draper Packet. Project will follow the All-Designer’s Document and Paperwork Package per Paperwork Package project. See Canvas for more assignment details.

WEEKLY DRAWING SERIES:

Each week you will select a rendering by a working costume designer and replicate it. Replication includes any background, labeling, etc. You should choose the medium you feel the original designer used to render. Critiques of the Weekly Drawings will be every Wednesday.
COVID-19 GUIDELINES:

We will have face-to-face instructional sessions to accomplish the student learning objectives of this course. In response to COVID-19, the following policies and requirements are in place to maintain your learning environment and to enhance the safety of our in-classroom interactions.

1. You are required to wear approved face coverings at all times during class and within buildings. Following and enforcing these policies and requirements are all of our responsibility. Failure to do so will lead to a report to the Office of Student Conduct and Conflict Resolution.

2. This course has been assigned a physical classroom with enough capacity to maintain physical distancing (6 feet between individuals) requirements. Please utilize designated seats and maintain appropriate spacing between students. Please do not move desks or stations.

3. Sanitizing supplies are available in the classroom if you wish to wipe down your desks prior to sitting down and at the end of the class.

4. Follow your instructor’s guidance on how to enter and exit the classroom. Practice physical distancing to the extent possible when entering and exiting the classroom.

https://coronavirus.ufhealth.org/
https://coronavirus.ufl.edu/forward-students-families/forward-students-families-health-safety/

ZOOM ETIQUETTE:

You are required to use video in all zoom based class sessions. Classes are not recorded and participation is required.

Please keep audio muted when not speaking.

We will utilize reactions and breakout rooms. If you are unfamiliar with these functions, please familiarize yourself at ufl.zoom.us.

Zoom Classes should be thought of as attending a public meeting. Appropriate attire and setting should be considered.

Zoom Fatigue is REAL. We have designed this course to vary the class meeting. If a break is needed, please ASK - your colleagues may feel the same way!
Seek Medical Help for COVID-19 Symptoms*

- Fever: 100.4+ New Loss of Taste or Smell
- Persistent Cough
- Muscle Pain/Headaches
- Shortness of Breath
- Sore Throat

*Other symptoms may include chills, diarrhea or feeling ill in any other way.

UF Health Screen, Test & Protect.
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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/) 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.

HEALTH AND WELLNESS:

U Matter, We Care: If you or someone you know is in distress, please contact umatter@ufl.edu, 352-392-1575, or visit umatter.ufl.edu to refer or report a concern and a team member will reach out to the student in distress.

Counseling and Wellness Center: Visit counseling.ufl.edu or call 352-392-1575 for information on crisis services as well as non-crisis services.

Student Health Care Center: Call 352-392-1161 for 24/7 information to help you find the care you need, or visit shcc.ufl.edu/

University Police Department: Visit police.ufl.edu or call 352-392-1111 (or 9-1-1 for emergencies).

UF Health Shands Emergency Room / Trauma Center: For immediate medical care call 352-733-0111 or go to the emergency room at 1515 SW Archer Road, Gainesville, FL 32608; ufhealth.org/emergency-room-trauma-center.
ACADEMIC RESOURCES

E-learning technical support: Contact the UF Computing Help Desk at 352-392-4357 or via e-mail at helpdesk@ufl.edu.

Career Connections Center: Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services career.ufl.edu/.

Library Support: cms.uflib.ufl.edu/ask various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center: Broward Hall, 352-392-2010 or to make an appointment 352-392-6420. General study skills and tutoring, teachingcenter.ufl.edu/

Writing Studio: 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers. writing.ufl.edu/writing-studio/

COURSE CALENDAR

Monday January 11
In Class Via Zoom: Syllabus Review
Intro to Contracts and Calendars

Wednesday January 13
In Class Via Zoom: Intro to Paperwork: Excel/Numbers Functions and Calculations

Monday January 18
In Class: The Elements of Design Lecture and Exercise
The Principals of Design Lecture and Exercise

Wednesday January 20
Weekly Drawing 1 Due
In Class Via Zoom: Critique and Drawing/Rendering Lessons
Q&A

Monday January 25
Jesus Christ Superstar Paperwork Package Due
In Class: Discussion: Rachel

Wednesday January 27:
Elements of Design: Shape/Form Character Design Due
No Class: URTA

Monday February 1
The 39 Steps Contract and Calendar Due
In Class discussion: The 39 Steps

Wednesday February 3
Weekly Drawing 2 Due
In Class Via Zoom: Critique and Drawing/Rendering Lessons
Q&A

Monday February 8
Elements of Design: Line Character Design Due
The 39 Steps Design Meeting 1
Wednesday February 10
Weekly Drawing 4 Due
In Class Via Zoom: Critique and Drawing/Rendering Lessons
Q&A

Monday February 15
Elements of Design: Color Character Design Due
In Class: Learning to See Proportion

Wednesday February 17
Weekly Drawing 5 Due
In Class Via Zoom: Critique and Drawing/Rendering Lessons
Q&A

Monday February 22
The 39 Steps Design Meeting 2

Wednesday February 24
Weekly Drawing 6 Due
In Class Via Zoom: Critique and Drawing/Rendering Lessons
Q&A

Monday March 1
Elements of Design: Proportion Character Design Due
In Class: Learning to See Proportion

Wednesday March 3
Weekly Drawing 7 Due
In Class Via Zoom: Critique and Drawing/Rendering Lessons
Q&A

Monday March 8
In Class: Tactile Fabric

Wednesday March 10
Weekly Drawing 8 Due
Elements of Design: Texture Character Design Due
In Class Via Zoom: Critique and Drawing/Rendering Lessons
Q&A

Monday March 15
In Class: The 39 Steps Design Meeting 3
Wednesday March 17
Weekly Drawing 9 Due
In Class Via Zoom: Critique and Drawing/Rendering Lessons
Q&A

Monday March 22
In Class: Website Tips and Tools

Wednesday March 24
Weekly Drawing 10 Due
In Class Via Zoom: Critique and Drawing/Rendering Lessons
Q&A

Monday March 29
In Class: The 39 Steps Design Meeting 4
The 39 Steps Casting Info/Build Info

Wednesday March 31
Weekly Drawing 11 Due
In Class Via Zoom: Critique and Drawing/Rendering Lessons
Q&A

Monday April 5
In Class: The 39 Steps Cast Design Adjustments

Wednesday April 7
Weekly Drawing 12 Due
In Class Via Zoom: Critique and Drawing/Rendering Lessons
Q&A

Monday April 12
In Class: The 39 Steps Cast Design Adjustments

Wednesday April 14
Weekly Drawing 13 Due
In Class Via Zoom: Critique and Drawing/Rendering Lessons
Q&A

Monday April 19
In Class: The 39 Steps Moves Into The Shop: Megan Szloboda