

Beginning Costume**TPA 2232c****Fall, 2015**

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.

Lab Days are:

Monday, Tuesday, Wednesday and Thursday from 2 p.m. until 5 p.m.

Building: McGuire Pavilion

Room: Costume Studio 238

Instructor: Lisa Eash- LisaMEash@ufl.edu

Office Hours: Monday- Thursday 12:50- 2:00 Or by appointment

Teaching Assistant: Danielle Devaux - dcdeveaux@ufl.edu

Supervising Instructor:

Steven Steins

Office: 352-273-0507

Costume Studio Manager:

Stacey Galloway

Office: 352-273-0508

Costume Studio 352-273-0525

Required Reading:

William Shakespeare's "*The Tempest*" which is provided on Canvas and various reading assignments taken from costume design texts.

Course Supplies:

-One 3 ring binder and clear page protectors (these will be issued to students). You will accumulate several handouts during the semester and you will be graded, partially, on the compilation of an end-of-semester manual (see last page of syllabus for specific manual requirements).

-Specific supplies for completion of some projects will be self-determined, for example, supplies needed for *rendering* your Mask Design Project and Final Costume Design Project. Although, the completed final project will be submitted online using the elearning site and do not have to be included in the end-of-semester binder you will still need the supplies to complete the project.

Course Description:

The Beginning Costume Class is designed to introduce the non-costume student 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.

Course Objectives:

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.

The student will learn the basic costume design processes from conceptualization to realization.

The student will come to understand the scope of the costume process including the various people involved and their roles and the planning which costume creation requires.

The student will discover and execute the process of running wardrobe for a theatrical production.

Attendance:

The lab section of this course is **mandatory. The student must complete all 33 hours of his/her lab hours to receive a decent lab grade.** Missing a scheduled lab time or arriving late without advanced notification is frowned upon and considered negligent. If circumstances beyond your control keep you from attending your scheduled lab time, please call the costume shop to explain. You are responsible for making up the time. You may **ONLY** make up missed lab hours during another lab session or on specific days set aside as “catch- up” days. You also may **NOT** attend other lab sessions at your choosing – you must contact both of the lab leaders of that session and obtain their permission before making up your hours. Likewise, if you find you need to take advantage of any of the “catch-up” days you need to contact your lab leader in advance to let them know you are coming in. Make-up lab hours are tabulated in order to bring you to the total hours needed, however, extra lab hours used to complete projects are **NOT** tabulated.

Other factors that affect the grading: This course has two elements in which the student can excel. The online projects are designed to allow the student to develop his/her skills in communication, discussion, art, and research. The lab is designed to develop the students’ technical costume skills. It is understood that some, if not all, of these skills are new to the student and that the student may excel at one and not the other. Therefore attendance, attitude, efficiency and personal improvement will become key elements in the overall evaluation of the students’ final grade for this course.

Grading:

Lab Attendance* and Participation

Online quizzes (5 modules, 6 points each)

Wardrobe Crew 30

Sewing Sampler 25

Mask Project 10

Final Costume Design Project (2 online posts @1 point each+8 points final project)

10 points

Dye Project 5 points

Portfolio 5 points

***Attendance includes being present, on time for lab and actively contributing to the progress of your samples and costume shop tasks. A positive attitude, directed focus and a willingness to be taught are hallmarks of a good student.**

A 100-94

A- 93-90

B+ 89-87

B 86-83

B- 82-80

C+ 79-77

C 76-73

C- 72-70

D 69-68

E Below 68

Information on UF grading policies for assigning grade points can be found at <http://www.registrar.ufl.edu/catalog/policies/regulationgrades.html>

Wardrobe Crew:

There are four productions to be mounted this semester. Each will require a wardrobe running crew. All of these have a “crew watch” and three dress rehearsals and most have 9 performances. It is the hope that we will be able to create wardrobe “teams” for each production so that no single person has to be present every night for all performances. A wardrobe crew sign-up sheet has been made available on the e-learning site. **Click on the Sign-in tool to sign up for your crew – the Sign-up tool will become available on Thursday September 3, 2015 at 6:00pm AND CLOSES ON Sunday, September 6, 2015 11:59pm.** The online sign-up sheet is handled on a first-come, first-served basis. These are the fall season productions: *The Golden Dragon* (3 dress rehearsals; plus performances), *The Drowsy Chaperone* (3 dress rehearsals; plus performances), *Agbedidi* (3 dress rehearsals; plus performances). Wardrobe and the running of the actual show is a significant aspect of what we do and it will play a major part in your semester grade; your attention while running wardrobe crew is of utmost importance. Therefore, work on any Beginning Costume projects (sewing sampler, mask, etc.) during an evening of running wardrobe crew will not be allowed.

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 Rooms are “work” areas. Excessive personal conversations and/or loud talking is disruptive and cannot be tolerated. During your lab session if you are asked ONCE to quiet your voice and/or redirect your focus from personal conversation to your work, this is considered a WARNING. If you are asked A SECOND TIME AT ANY TIME DURING THE REMAINDER OF THE SEMESTER, then your Lab and Participation points will be deducted by two (2) points per infraction.

Bad language, inappropriate language, story- telling (including and especially malicious gossip) will not be permitted and are considered such infractions.

Additionally, text messaging and use of cell phones, in general, is prohibited.

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-toe shoes, and a tardy/absence will be counted.

As history will show, the art and craft of Sewing has been a very social activity. We want you to enjoy it and use the time to get to know one another but never lose sight of the goal of finishing your work.

Special Needs:

Students requesting classroom accommodations must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the Instructor when requesting accommodations.

Please be aware that there are people on campus to assist you if you feel that the pressures of a semester are too great for you to handle. Call any of the services listed below for assistance: Disability Resource Center Counseling and Wellness Center Dean of Students Office 3190 Radio Rd.

0001 Building 0020 (Reid Hall) Phone-(352) 392-1575 Phone-(352) 392-8565

This syllabus and the accompanying schedule are subject to change at the instructor’s discretion.

TPA 2232c Beginning Costume

Fall 2015 Schedule

ATTENTION: ALL STUDENTS you will need to complete each class assignment **PRIOR TO** your scheduled lab session.

Classes begin Monday, January 5, 2015

LAB attendance begins Monday January 12, 2015

Week #1- Week of January 5, 2015

CLASS ASSIGNMENT:

- ~Read the Welcome on course home page, go to Course Materials and View the Introduction and Course Handbook Modules.
- ~Complete the Syllabus/Handbook Quiz.
- ~Read and print out the handout Wardrobe Responsibilities and Requirements
- ~Print out the handout Sewing Sample Step-by-Step Directions (found at the end of Module 1) and bring them with you to your lab session. You will keep the handout in your binder for use in the Costume studio, which is due at the end of the semester

LAB :

Week #1- Week of August 24, 2015

NO LAB THIS WEEK; lab sessions will start during week #2.

Use this time to work ahead in the online portion!

Week #2- week of August 31, 2015

CLASS ASSIGNMENT:

Sign up for wardrobe crew! Opens Thursday September 3rd at 6pm and closes Sunday September 6th at 11:59pm.

LAB-

- ~Monday- Thursday (3 hours)-Introduction and start your Sewing Sampler
- Download and Bring the Sewing Sample Step by Step Directions and Wardrobe Requirements Handout with you to your lab session this week (found at the of Module 1).

Introduction, tour of Costume Studio and equipment, discussion of syllabus, requirements /responsibilities, and wardrobe crew, commence sewing sampler.

Week # 3- Week of September 7, 2015

CLASS ASSIGNMENT:

- ~View the first three lectures in Module One and complete the Module 1 quiz ~Start working on Mask Research and Design

LAB-

- ~ Monday- Labor Day- No Class
- ~Tuesday, Wednesday, and Thursday- (6 hours accumulated)- continue your sewing sampler

Week #4- Week of September 14, 2015

CLASS ASSIGNMENT:

- ~ View the videos: Wardrobe Tips and Information from Students in Module 2.
- ~View the lectures on Wardrobe (Do and Don'ts, Plotting and Check-in and Cleaning and Caring)

LAB-

- ~Continue working on sewing sampler
- ~Monday- 6 hours accumulated
- ~Tuesday, Wednesday, and Thursday- 9 hours accumulated

Week #5 – Week of September 21, 2015

CLASS ASSIGNMENT:

- ~View the lectures on craft items, costume props and wigs in Module 3
 - ~View the lectures on Masks, Design and Draw a Mask, and Making a Mask in Module 3
- and begin the project by researching ideas on the mask you want to make.

LAB

- ~Monday- 9 hours accumulated- Continue working on sewing sampler
- ~Tuesday, Wednesday, and Thursday- 12 hours accumulated- finish sewing sampler.

Week #6- Week of September 28, 2015

CLASS ASSIGNMENT:

- ~Take the Module 2 quiz.

LAB

- ~Monday- 12 hours accumulated- finish sewing sampler
- ~Tuesday, Wednesday, and Thursday- 12 hours accumulated you will not meet unless you are behind on projects or hours, you must schedule a time to come in a catch-up

Week #7 Week October 5, 2015 **CLASS ASSIGNMENT:**

- ~View the lectures on Surface Quality, Trim and Adornment, and Painting and Dyeing in Module 4
- ~View the Threads video on Types of Fabrics and read Choosing Fabrics taken from *The Magic Garment* in Module 4.

- ~Module 3 Quiz

LAB- 15 hours accumulated

- ~Bring Printed mask research and face design for mask project
- ~Work on “The Drowsy Chaperone”

Week #8- Week of October 12, 2015

CLASS ASSIGNMENT:

- ~View the Lecture on Script Analysis, Getting an Idea and Research
- ~Take the Module #4 quiz.
- ~Module 4 Quiz

LAB- 18 hours accumulated

- ~Bring completed front and side views of your mask renderings as well as colored research.
- ~Work on “The Drowsy Chaperone”

Week #9- Week of October 19, 2015

CLASS ASSIGNMENT:

- ~Read the script for the play that we will be designing this semester, “*The Tempest*”

LAB:

- ~Mask Project Day One: Sculpting

Week #10- Week of October 26, 2015

CLASS ASSIGNMENT:

~Discussion 1 post, post your thoughts on *Cinderella*- by Wednesday October 28, at 11:59 pm

~ Discussion 1 post, respond to at least two other students postings- by Sunday November 1, at 11:59 pm

LAB- 21 hours accumulated

~Mask Project Day Two: All layers of Papier Mache

Week #11- Week of November 9, 2015

CLASS ASSIGNMENT:

~ Read the Design Project handout and reading Assignment "Costume Design: What It Is and What It Does" taken from *Costume Design* by Barbara & Cletus Anderson all in Module 5.

~View the lecture on Design Approach and Designing a Costume in Module 5.

~Module 5 Quiz

~ Read the Dye Project Overview and **Print out** the Dye Project Step-by-Step Instructions at the end of Module 4 and bring them to lab next week

LAB- 24 hours accumulated

~Mask Project Day Three: Decorate and complete your mask

Week #12- Week of November 16, 2015

CLASS ASSIGNMENT:

~2nd Discussion Post, post your design approach- by Wednesday November 18, at 11:59pm

LAB

27 hours accumulated-

~Bring any Final Project research to share with the class

~Dye Project: Bring a T-shirt if you would like to dye one.

Week #13- Week of November 23, 2015

CLASS ASSIGNMENT:

~Work on Final Design Project

~2nd Discussion, respond to two other students approaches, by Wednesday November 25, at 11:59 pm

LAB- 30 hours accumulated

Makeup Week for Monday and Tuesday, you will not meet unless you are behind on projects or hours, you must schedule a time to come in a catch-up.

Wednesday and Thursday: Thanksgiving Break, no class.

Week #14- Week of November 30, 2015

CLASS ASSIGNMENT:

- ~Work on Final Design Project.
- ~Compile Portfolio (your binder), which is due at the beginning of your next lab.

LAB- 33 hours accumulated

~If you have not done so already, print all materials needed to complete and turn in end of-semester binder. Binder is due at the beginning of your lab session this week. This is due within the first 10 minutes of class.

~Organize costume studio and craft room areas at end of semester.

~Bring research and designs or sketches for final project to lab to discuss and to swatch fabrics.

LAB- 33 hours due at the end of your lab day

***Final week of Lab!**

Week #15- Week of December 7, 2015

CLASS ASSIGNMENT:

- ~No Lab this week!
- ~Classes end Wednesday, December 9, 2015.
- ~Final Design Project due December 9, 2015 by 11:59pm.

This syllabus and the accompanying schedule are subject to change at the instructor's discretion

Beginning Costume Binder/Manual

During the semester you will be asked to print documents and complete some projects, which are to be compiled into a binder. This binder will serve as your Beginning Costume Manual. On our last day of lab you are to submit this binder containing all of the necessary paperwork and projects. If you would like us to take a look at it prior to the last day of lab to see what is missing, we will be happy to do so. Here is what the binder should have and this is the order in which it should be filed.

1. Cover page including your name (typed and neat!)
2. Course Syllabus
3. Course Due Dates
4. Sewing Samples, step-by-step instructions
5. Sewing Sampler
6. Wardrobe Responsibilities document
7. Paper Maché Mask-making project instructions
8. Mask colored rendering
9. Mask research in full color
10. Photo of you wearing your completed mask
11. Dye project instructions
12. Photo of Dye project

You may include any other handouts/assignments/info that you wish, for example, the wardrobe rotation sheets but please place them in the back of the binder.

Be neat! Be orderly! This is important!