

THEA 3290 Costume Design
Fall 2017
TR 3:30 – 4:45
Old Auditorium Costume Shop

Instructor: Alan Yeong
Office Room: Old Auditorium 207
Office Hours: MWF 11:30 – 4:00pm @Costume Shop
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Course Description:

This class is designed for advance theatre students and or film minors who are interested in the field of costume design or those who would like to enhance their theatrical skills. In this course the student will be introduced to the role of costume designer in the design process in which includes play analysis, researching skills, costume period style, designing problems, rendering and construction skills, organization skills, and an understanding in the principles and elements of design. The course involves class lectures and studio/lab projects. It is hope that by the end of the course the student will achieve greater understanding in costume design for personal growth in this area or as supporting knowledge to other theatrical areas.

Required Text:

Cunningham, Rebecca, *The Magic Garment: Principles of Costume Design*, Waveland Press, Inc., 2nd edition, 2009.

Required Scripts:

Mitchell, John Cameron/ Stephen Trask	<i>Hedwig and The Angry Inch</i>
Hamilton, Patrick	<i>Angel Street</i>
Weiss, Peter	<i>Marat/Sade</i>
Cleage, Pearl	<i>Flyin' West</i>

Recommended Texts:

Ingram, Rosemary	<i>Costume Designer's Handbook</i>
Ingram, Rosemary	<i>Costume Technician's Handbook</i>
Jaen, Rafael	<i>Developing and Maintaining a Design-Tech Portfolio</i>

Course Learning Outcome:

1. To understand the role of costume designer
2. To understand and investigate various costume/garment terms and period styles
3. To explore and develop personal artistic skills/styles and conceptual thinking
4. To understand basic construction skills
5. To understand the relationship between the costume designer and costume shop
6. To establish a foundation for advance costume design courses

7. To establish an overall appreciation for the design and production of theatrical costumes

Learning Degree Outcomes:

1. Students will demonstrate that they are familiar with a representative selection of plays, indicated by a demonstrable knowledge of selected plays, theatrical conventions, and theatrical movements important in formation of the modern theatre.
2. Students will be able to critically understand basic knowledge of theatre history, theory, and criticism, as well as sources and methodology.
3. Students will develop skill in analyzing plays, using theatre technology, and conducting research.
4. Students will express through performance, writing, speaking, and other modes of communication the results of research and critical judgment, indicated by a demonstrable ability to reach an audience effectively through at least one of the components of theatrical arts (acting, directing, designing, playwriting, etc).
5. Students will be prepared to work and/or continue study in both the technical and performance areas of theatre upon graduation.
6. Students will have the ability to apply skills they learned in courses to a variety of work and social environments.

Course Requirements:

1. The student is graded upon personal growth throughout the course.
2. Attendance and class participation will be graded. You are not encouraged to skip any lectures and lab hours.
3. You are allowed ONE free absences. You are required to support your second or future unexcused absences with valid documentation or with the consent of the instructor. However, the second or future absences will result in grade reduction, 5% of the attendance points per absences.
4. The student is encouraged to observe all individual class project deadlines. Late projects will be penalized one letter grade per day after the deadline unless you have the consent of the instructor.
5. You must supply all class project materials unless otherwise noted.
6. You are responsible to read all course materials before the day of the lecture. Additional supplements will be handed out to you as deemed necessary.
7. The class is divided into two sections: Design lectures and rendering/drawing lab. Please check course schedule religiously to avoid confusion.
8. You are required to attend all departmental productions for Fall semester.
9. You are to write two critiques of the production based on conceptual approach, principles and elements of costume design in relation to other design areas. The paper is limited to no longer than 3 pages.
10. There will be various projects – take home and in-class projects, one pop quiz, portfolio and resume review, midterm and final examination. The midterm and final examination is a take home examination.

11. (a) Theatre major: Your portfolio review will be comprised of mainly all your class projects and any projects realized or unrealized from other design courses or UWG productions.

(b) Non-Theatre major: You will have an additional costume design assignment.

12. The student is encouraged to challenge his or herself and not be intimidated by unfamiliar skills.

*** Note: Syllabus schedule is subject to change. It is the student's responsibility to get the changes.

Students, please carefully review the following information at this link, <https://www.westga.edu/UWGSyllabusPolicies/>. It contains important material pertaining to your rights and responsibilities in this class. Because these statements are updated as federal, state, university, and accreditation standards change, you should review the information each semester.

Department Performance Dates:

Godspell

Sept. 26 – Oct. 30, 7:30pm/ Oct. 1, 2:30pm

The Scarlet Letter

Nov.7 – 11 & 14 -- 17, 7:30pm/ Nov. 12, 2:30pm

Grading:

2 critiques (50 points each)	100	<u>Grading Scale:</u> 1525 – 1426 A 1425 – 1326 B 1325 – 1226 C 1225 – 1126 D 1125 – 0000 F 15% Extra Credit: Completed traditional portfolio
Pop Quiz	25	
Digital Portfolio and Resume (Theatre major) OR <i>Flyin' West</i> (Non-Theatre major)	350	
Class Participation/in-class projects	120	
Take home Midterm – <i>Angel Street</i> Paper	100	
Project #A Hedwig	50	
Project #B Superhero	100	
Project #C Color	50	
Project #D Angel Street 1. Research (30 points) 2. Historical Fashion Facts (30 points) 3. Roughs (10 points) 4. Layouts (10 points) 5. Concept Collage Board (30 points) 6. Swatches (10 points) 7. Plates (80 points)	200	

Project #E -- Finals 1. Research (40 points) 2. Historical Fashion Facts (30 points) 3. Roughts (10 points) 4. Layouts (10 points) 5. Concept Collage Board (30 points) 6. Swatches (10 points) 7. Plates (100 points) 8. Paperwork (100 points) 9. Written Statement/Paper (100 points)	430	
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***** All Theatre Majors are required to attend all strikes and load-ins PLUS usher for one production. Consequences to missing these requirements will be: ONE LETTER GRADE REDUCTION**

Class Project Guidelines

Project A Character Analysis

1. Read *Hedwig and The Angry Inch*.
2. Character: Hedwig.
3. Research clothing style/period and design the character's garment based on analysis and research material.
4. Research the clothing styles/fashion by taking images from the "streets" and create a pictorial collage.
5. Sketch a costume design for the selected character based on information gathered/researched.
6. Due: 8/22

Project B Inspirational Project/Composition 1 -- Superhero

1. Create a design concept based on selected inspirational sources.
2. Design a costume for a superhero
3. You are to present all rough sketches, from preliminary to revisions to final renderings and all research material.
4. Preliminary due: 8/29
5. Due: 9/5

Project C Color/Composition 2

1. Information will be available in class.
2. Due: 9/12

Project D *Angel Street*

1. Read, analyze, and research
2. Investigate the historical fads and facts of the play's time period.
3. Create a design concept.

4. Design costumes for Act 1.
5. The project must include: research, historical fashion facts, rough sketches, color layout, collage board, swatches, final plates
6. Rendering medium: watercolor
7. Due: 9/26 (collage board)/ 10/10 show and tell

Take home Midterm – *Angel Street*

1. Information will be available in class.
2. Due: 10/3

Project E *Marat/Sade*

1. Read, analyze, and research
2. Investigate the historical facts of the play's time period.
3. Create a design concept.
4. Characters:
 - Marquis De Sade
 - Coulmier
 - Jean-Paul Marat
 - Simone Evrard
 - Charlotte Corday
 - Duperret
 - Jacques Roux
 - Herald
 - Cucurucu
 - Polpoch
 - Kokol
 - Rossignol
5. The project must include: research, historical fashion facts, rough sketches, color layout, swatches, final plates, paperwork, collage board, written statement.
6. You have a choice of using any media for the final renderings.
7. Due: 12/7

Digital Portfolio and Resume (Theatre majors only)

1. Due: 12/7
2. Please observe other preliminary deadlines for this section in order to ensure you to complete this important section on time and presentable quality.

***Flyin' West* by Jean Anouilh (Non-Theatre majors only)**

- *** See Project D for project requirements.
*** Design Act 1.

Class Supply List

Rendering supplies

Note: most rendering supplies will be provided by the course. Additional supplies MUST be obtained by you as needed.

1. Pencils-- H, HB, 2B....6B
2. Eraser
3. Gridded paper pad/sketch pad
4. set of basic transparent/opaque watercolor
5. Prismacolor pencils or other brands
6. Watercolor brushes- sable brush, PLEASE AVOD CHEAP BRUSHES!
7. Watercolor paper, at least 80 to 140 pound-- Arches or any brands. Minimum size: 15"x20"
8. Plastic/metal paint mixing palette
9. Water container
10. Sponges, rags, paper towels for cleaning
11. Optional: watercolor pencils, markers, ink pens, craft paints, gouache, crescent paper, Bristol board, etc.

Supply Vendors:

Local

1. Hobby Lobby- Carrollton, GA
2. Michael's -- Douglasville, GA

Atlanta

1. Blick Art Materials
2. Sam Flax
3. Binders Art Supplies and Frames

Online

1. Art supply warehouse
2. Dick Blick Art materials

Portfolio:

1. Digital portfolio. You must create a webpage with any free website builders, <http://top5-websitebuilders.com/create-a-website-for-free>
2. You will have a choice of building a traditional portfolio or non-traditional book/pdf portfolio.
3. Non-traditional portfolio book/pdf option MUST use this online site, <http://www.blurb.com> .

Date	Lecture	Assign	Due
R 8/10	Introduction Understanding stage costumes	#1 & #2	
T 8/15	Role of costume designer Understanding the play	(A) & (B) , # 6	
R 8/17	Lab: bring drawing supplies --Basic figure drawing	#3	
T 8/22	Doing research	#4 & #10	(A)Hedwig
R 8/24	The designer's tool: elements of design Lab: bring drawing supplies -- costume plates/Hedwig		
T 8/29	The Portfolio & Resume The designer's tool: elements of design		(B) preliminary Inspirational Superhero
R 8/31	The designer's tool: principles of design		
T 9/5	Presentation: Project B	(C)	(B)Inspirational Superhero
R 9/7	The designer's tool: principles of design Lab: bring drawing supplies -- Color Composition	#5	Preliminary Resume
T 9/12	Developing the costume -- conceptual approach	(D) Take home Midterm	(C)Color/Composition
R 9/14	Lab: bring drawing supplies	#7	
T 9/19	Choosing Fabrics		Preliminary Resume
R 9/21	Lab: bring drawing supplies		Prelim. Portfolio
T 9/26	Presentation: <i>Angel Street</i> collage board	<i>Godspell</i>	(D) Collage board
R 9/28	Collaboration Process: Director/Designer Understanding your costume shop -- designer/costumer collaboration	#8	
T 10/3	DISCUSS <i>Godspell</i> Understanding costume construction -- construction terminology		<i>Godspell</i> Take home Midterm
R 10/5	FALL BREAK		

T 10/10	<i>Lab: bring drawing supplies</i> -- interpreting the sketch PRESENTATION: <i>Angel Street</i>		(D) <i>Angel Street</i>
R 10/12	NO CLASS—GEORGIA THEATRE CONFERENCE		
T 10/17	Understanding costume construction -- how to measure actors Portfolio progress report		Prelim. Portfolio
R 10/19	Understanding costume construction -- commercial patterns		
T 10/24	Understanding costume construction -- basic patterning	(E)	Preliminary Resume
R 10/26	Understanding costume construction --draping		Prelim Portfolio
T 10/31	<i>Lab: bring drawing supplies</i> TEXTURE		POP QUIZ
R 11/2	<i>Lab: bring drawing supplies</i> TEXTURE		
T 11/7	<i>Lab: bring drawing supplies</i> --work on portfolio	<i>The Scarlett Letter</i>	Prelim portfolio
R 11/9	<i>Lab: bring drawing supplies</i> TEXTURE		
T 11/14	<i>Lab: bring drawing supplies</i> Work on <i>Marat/Sade</i>		
R 11/16	<i>Lab: bring drawing supplies</i> --work on portfolio/ <i>Marat/Sade</i>		
T 11/21	THANKSGIVING BREAK		
R 11/23			
T 11/28	DISCUSS <i>The Scarlet Letter</i>		<i>The Scarlett Letter</i>
R 11/30	Last day of class Bring Portfolio for review		RESUME
FINALS 12/07 Thursday 2 – 4 PM Project E <i>Marat/Sade</i> Digital Portfolio & Resume/ <i>Flyin' West</i>			