THEA 4314: Advanced Costume Design II
Spring 2016
Fox Fine Arts Center room 271D
MW 10:30 -11:50

Contact Information
Instructor: Crystal G. Herman
Email: gherman2@utep.edu
Office: FOXD 271
Office Phone: (915)-747-7853
Office Hours: TR 10:30 am -11:30 am and by appointment
  Email is the best way to get a hold of me. I check my email very frequently and will get back to you as soon as I can. During the
  week I will try to respond to all questions within 24 hours. However, if you email me on the weekend or over a school holiday don't be
  surprised if I don't get back to you until Monday morning. I am in my office most afternoons from 1:00pm to 4:30pm in addition to my
  office hours.

Course Objectives
• Independent time management
• Large project completion
• Conceptual design
• Independent budgeting and sourcing
• Independent display design
• Reserving display space

Required Text and Materials
• “The Costume Designer’s Handbook” by Rosemary Ingham & Liz Covey
• Students will need watercolor paints, paint brushes, palette, pencils, transfer paper, drafting tape, acid free glue sticks, white
  Bristol board or watercolor paper (no smaller than 11”x14”), Drawing paper (no smaller than 9”x12”), a ruler, a portfolio.
• Students will need $50 to buy fabric and materials for their Realized Found Object Design Project.

Recommended Text
• “Costume Design: Techniques of Modern Masters” by Lynn Pecktal
• “Character Costume Figure Drawing” By Tan Huaixiang
• “A Handbook of Costume Drawing” by Georgia O’Danniel Baker Illustrated by Helen Redel Pullen

Scripts
Most of these scripts can easily be found in the library, online, at any bookstore and are often included in text books for other theatre
classes you may have taken. If you have any trouble finding a copy let me know and I will provide you with a script.
• 2 plays of your choice by William Shakespeare

Grading and Assignments

Project #1: Realized Found Object Design
  Research 50pts
  Materials & Sketch 50pts
  Rendering 50pts
  Full Project 150pts
  Display 100pts

Project #2: Shakespeare Design Project
  Research 50pts
  Color Palette 50pts
  Costume Plot 50pts
  10 Sketches 50pts
  20 Sketches 50pts
  All Sketches 50pts
  10 Color Renderings 50pts
  Full Project 250pts

Total 1,000pts
Policies

- It is the responsibility of the student to fulfill all the requirements to the best of her/his abilities. If a student is unclear about anything on the syllabus, s/he should seek clarification from the instructor.
- Students are not allowed to turn in work created in previous courses. Project that are resubmitted from other courses will receive a grade of 0
- No late work is accepted! All assignments must be completed and are due as stated in the syllabus.
- If you turn in an assignment late you will receive 0 pts for that project. This means that if you get sick and you have a doctor's note you still have to find a way to turn in your work.
- On presentation days the classroom door will be closed when presentations are to begin. If you arrive late you will not be allowed to enter and interrupt another student's presentation. You will be counted absent from class. You will be allowed to turn in your project latter that day and will be docked 1 letter grade on that project for not participating in presentations.
- Make-up presentations will only be given if the student has an acceptable reason for rescheduling and makes prior arrangements with the professor.
- Retain all class projects and assignments until grades are posted at the end of the semester.
- Students must behave in accordance with all rules put forth by the Handbook of Operating Procedures of the University of Texas at El Paso.
- Any student who, because of a disabling condition, requires special arrangements to meet course requirements should contact the instructor in person as soon as possible. Students should contact UTEP Disabled Student Services and acquire verification at http://www.utep.edu/dsso. Any request for special accommodations must be presented by the second week of class.

Academic Dishonesty Statement

Academic dishonesty is prohibited and is considered a violation, according to the UTEP Handbook of Operating Procedures. It includes, but is not limited to cheating, plagiarism, and collusion. Any act of academic dishonesty attempted by a UTEP student is unacceptable and will not be tolerated. Violations will be referred to the Dean of Students Office for possible disciplinary action. Students may be suspended or expelled from UTEP for such actions.

Collage Renderings and Fair Use

Collage is a controversial subject when it comes to copyrights and fair use. Here are my guidelines for the parameters of this class:

What I will accept as a collage:
1. Modern clothing intended for purchase.
2. Research images used for inspiration.
3. Renderings which include collaged accessories.
4. Renderings which use collaged patterns or fabrics
5. Renderings in which one research image was used in the main portion of the work but was changed in at least 3 major ways.

What I will NOT accept as a collage:
1. A rendering in which one research image was used in the main portion of the work unchanged or with minimal changes.
2. A rendering in which one research image has been used in its entirety.
3. A rendering in which a research image has been changed in color only.
Shakespeare Design Project

Pick a Shakespearian play and design & render all costumes for all characters in that play. Include all costume changes for all named and unnamed characters. You may do these renderings in the style of your choice. Minor characters may be rendered as thumbnails. Renderings must be at least 9” tall (thumbnails can be 4” tall) and include a title block, and a signature. In addition to your renderings you will be required to turn in a color palette for the entire show, supporting research, and a costume plot as part of the completed project.

The majority of your course work for this class is the timely completion of check point projects which are designed to help you complete the full project on time. These check point projects will be graded based on the percentage that is complete and submitted by the deadline. This means that if you submit 8 sketches on the day that 10 sketches are due you will receive an 80% as your grade in that section. This also means that if you submit 10 sketches that are half complete (such as missing hair, feet, or other important details) on the day 10 sketches are due you will receive a 50% for that check point. You are being allowed to set your own deadlines for the check point projects for this assignment. You may turn them in in the method of your choosing any date before the full project is due.

The completed full project will be graded on the merit of the design, and the artistic quality of the renderings as well as the completion of all elements. Before the final due date for the project you will be asked to grade your own project using the grading rubric and explain why you believe that you deserve that grade. You will receive feedback and be allowed to make changes to your project before turning it in. You are required to present your full project in class on the date indicated.

Realized Found Object Design

Design, render, and build a costume for a fantasy character from The Shakespeare play of your choice. You must find 1 single research image to base your design on. I'm looking for one piece of inspirational research that evokes the feeling of the character, not literal research. Additional research is great! You must due a color rendering of this costume. You may find that your design will change when using found objects so feel free to change your rendering to match your final design. You must build the costume that you designed using found objects. You are allowed to buy fabric and other materials but you cannot spend more than $50 for this Project. You are required to turn in all of your receipts when the project is due. You are not allowed to "pull" from stock or “find” objects in costume stock. You are only allowed using basic materials from the Costume Shop such as thread, needles, dye, and the use of the sewing machines. You must use at least one piece of plant material in the costume. You must also create at least 1 piece of jewelry to be worn with the costume. You are being allowed to set your own deadlines for the check point projects for this assignment. You may turn them in in the method of your choosing any date before the full project is due.

The rendering, the research image, and the costume itself will be displayed in the lobby. The display must include your research, the final rendering, and a concept statement which addresses your take on the character. You must talk to Dr. Dominguez about the location and timing of your setup. I advise that you do so as soon as possible so that you can get approval and work out any problems that may arise. This is a public display that will be seen by the department and our theatre patrons. It is important that the display be well thought out and professional looking.

Before the final due date for the project you will be asked to grade your own project using the grading rubric and explain why you believe that you deserve that grade. You will receive feedback and be allowed to make changes to your project before turning it in. You are required to present your full project in class on the date indicated.
## Course Schedule

### Project #1: Realized Found Object Design

<table>
<thead>
<tr>
<th>Date Due</th>
<th>Project</th>
<th>Method</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Research</td>
<td></td>
<td></td>
<td>50</td>
</tr>
<tr>
<td>Materials &amp; Sketch</td>
<td></td>
<td></td>
<td>50</td>
</tr>
<tr>
<td>Rendering</td>
<td></td>
<td></td>
<td>50</td>
</tr>
<tr>
<td>Monday, February 1st</td>
<td>Full Project</td>
<td>Individual appointment</td>
<td>+25 extra credit</td>
</tr>
<tr>
<td>Wednesday, February 3rd</td>
<td>Full Project + Revisions</td>
<td>Present during class time</td>
<td>150</td>
</tr>
<tr>
<td>Wednesday, February 3rd</td>
<td>Display</td>
<td>Setup in lobby for opening</td>
<td>100</td>
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Total: 400

### Project #2: Shakespeare Design Project

<table>
<thead>
<tr>
<th>Date Due</th>
<th>Project</th>
<th>Method</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Research</td>
<td></td>
<td></td>
<td>50</td>
</tr>
<tr>
<td>Color Palette</td>
<td></td>
<td></td>
<td>50</td>
</tr>
<tr>
<td>Costume Plot</td>
<td></td>
<td></td>
<td>50</td>
</tr>
<tr>
<td>10 Sketches</td>
<td></td>
<td></td>
<td>50</td>
</tr>
<tr>
<td>20 Sketches</td>
<td></td>
<td></td>
<td>50</td>
</tr>
<tr>
<td>All Sketches</td>
<td></td>
<td></td>
<td>50</td>
</tr>
<tr>
<td>10 Color Renderings</td>
<td></td>
<td></td>
<td>50</td>
</tr>
<tr>
<td>Monday, May 2nd</td>
<td>Full Project</td>
<td>Individual appointment</td>
<td>+25 extra credit</td>
</tr>
<tr>
<td>Wednesday, May 4th</td>
<td>Full Project + Revisions</td>
<td>Present during class time</td>
<td>250</td>
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Total: 600

Professor's Signature: ________________________________ Date ________________

Student’s Signature: ________________________________ Date ________________
### Shakespeare Design Project Grading Rubrics:

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Fulfilled Requirement Completely and Beyond Expectation</th>
<th>Fulfilled Requirement Well</th>
<th>Fulfilled Requirement</th>
<th>Partially Fulfilled Requirement</th>
<th>Requirements Not Adequately Met</th>
<th>Failed to Fulfill Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Characterization</td>
<td>40</td>
<td>35</td>
<td>30</td>
<td>20</td>
<td>10</td>
<td>0</td>
</tr>
<tr>
<td>Artistic Quality of Renderings</td>
<td>40</td>
<td>35</td>
<td>30</td>
<td>20</td>
<td>10</td>
<td>0</td>
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<tr>
<td>Detail</td>
<td>40</td>
<td>35</td>
<td>30</td>
<td>20</td>
<td>10</td>
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<tr>
<td>Proper Labeling</td>
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<td>35</td>
<td>30</td>
<td>20</td>
<td>10</td>
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<tr>
<td>Paper Work</td>
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<td>35</td>
<td>30</td>
<td>20</td>
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<tr>
<td>Specific Project Requirements</td>
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<td>35</td>
<td>30</td>
<td>20</td>
<td>10</td>
<td>0</td>
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</table>

**Total:** _____ out of 250  
_____%

**Notes:**

### Realized Found Object Design

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Fulfilled Requirement Completely and Beyond Expectation</th>
<th>Fulfilled Requirement Well</th>
<th>Fulfilled Requirement</th>
<th>Partially Fulfilled Requirement</th>
<th>Requirements Not Adequately Met</th>
<th>Failed to Fulfill Requirement</th>
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</thead>
<tbody>
<tr>
<td>Use of found objects</td>
<td>20</td>
<td>17.5</td>
<td>15</td>
<td>10</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>Use of plant material</td>
<td>20</td>
<td>17.5</td>
<td>15</td>
<td>10</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>Jewelry</td>
<td>20</td>
<td>17.5</td>
<td>15</td>
<td>10</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>Characterization</td>
<td>30</td>
<td>26.25</td>
<td>22.5</td>
<td>15</td>
<td>7.5</td>
<td>0</td>
</tr>
<tr>
<td>Quality of workmanship</td>
<td>30</td>
<td>26.25</td>
<td>22.5</td>
<td>15</td>
<td>7.5</td>
<td>0</td>
</tr>
<tr>
<td>Overall success of final product</td>
<td>30</td>
<td>26.25</td>
<td>22.5</td>
<td>15</td>
<td>7.5</td>
<td>0</td>
</tr>
</tbody>
</table>

**Total:** _____ out of 250  
_____%