THEA 3344: Costume Design
Spring 2015
Fox Fine Arts Center room 271D
MW 9:00-10:20

Contact Information
Instructor: Crystal G. Herman
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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 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
- To sharpen your skills as an artist by using pencil and watercolor to depict the human figure
- To gain more experience in designing costumes for a variety of characters and plays
- To incorporate a multimedia approach to costume renderings and allow the student to find the rendering style that best suits the student’s needs and skills
- To gain an understanding of the preparation, paperwork and organization that is required of a costume designer.
- To create an interview quality costume design portfolio

Required Text and Materials
- “Drawing the Head & Figure” by Jack Hamm
- “The Costume Designer’s Handbook” by Rosemary Ingham & Liz Covey
- Sketch Journal Assignments are available through Blackboard
- 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.

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

Scripts
These scripts can be easily 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.
- “Oedipus Rex” by Sophocles
- “A Midsummer Night’s Dream” by William Shakespeare
- “Romeo And Juliet” by William Shakespeare
- “A Doll’s House” by Henrik Ibsen

Grading and Assignments
6 Projects (100 pts each) 600pts
Sketch Journal Assignments (10 point each) 200pts
Final Portfolio 200pts
Total 1,000pts

Extra Credit
Get 10 points extra credit by showing me the original copy of your syllabus on the last day of class
Attendance and Participation

Attendance in this course mandatory. This is a hands-on lab based class in which you are not only graded for the final product but also your process. I cannot teach students hands on techniques if they do not show up to class. If you are regularly tardy to class you will miss important explanations of projects. I will not repeat explanations for students who do not show up on time.

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.
- No late work is accepted. If you turn in an assignment late you will receive 0pts 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.
- Students are expected to attend all class meetings. Absences and tardiness will affect your grade. Each absence beyond three reduces a student’s overall course grade by 5 points. If you are late twice for class it counts as an absence.
- Students are not allowed to talk on their cell phones, text message, use their computer, or do work for another course during class. Each infraction will count as one absence. If you need to take notes please use a piece of paper.
- If a student has an emergency situation where they need to answer their phone during class they are expected to notify the instructor before the start of class.
- If you are being disruptive or disrespectful during class you will be counted absent.
- 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 later that day and will be docked 1 letter grade on that project for not participating in presentations.
- Make-up tests/presentations will only be given if the student has an acceptable reason for rescheduling and makes prior arrangements with the professor.
- If you arrive late for an exam or quiz you will not be allowed to begin that exam or quiz after the first person to finish leaves the room.
- 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. If you have a disability and need classroom accommodations, please contact The Center for Accommodations and Support Services (CASS) at 747-5148, or by email to cass@utep.edu, or visit their office located in UTEP Union East, Room 106. For additional information, please visit the CASS website at www.sa.utep.edu/cass. 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 copy rights 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.
Sketch Journal Assignments

20 sketch assignments are posted on Blackboard. These assignments are designed to help you improve your rendering skills. Complete each assignment on drawing paper no smaller than 9”x12”. Each assignment has unique instructions that are included in the posting. Each assignment is due at the beginning of the class period specified in your syllabus.

Project #1: Redrawing

Pick one of the provided images and reproduce it as closely as possible. You must reproduce the image on a larger scale than the provided image. Your redrawing should be large enough to fill an 11”x14” piece of paper. Think about the type of paper and the media which was used to create the original and use the same materials to create your redrawing. You must replicate the entire image including any written text. You must also replicate as closely as possible the color, textures, and patterns. On the back of the image put your name, the date, and the word “redrawing”.

Project #2: “Oedipus Rex”

You must pick two male and two female named characters from “Oedipus Rex” to render. Paint the renderings in a grey scale using watercolor on watercolor or Bristol board that is no smaller than 11” X 14”. Attach all research images to the final rendering along with a title block and signature.

For this project you are required to create a Costume Plot. The requirements for a Costume Plot are described in your text book and templates and examples are posted on black board. This must be turned in with the final renderings.

This project is worth 100 points. 70 points come from the final presentation. The remaining 30 points are based on your ability to turn in the Script Summary, Research, and Sketches on time. These are due at the beginning of class as listed in your syllabus. No late work is accepted!

Project #3: “A Midsummer Night's Dream”

Pick two contrasting pairs (four characters), to render from “A Midsummer Night's Dream”. At least one character should be a mortal character and one an immortal character.

Examples of acceptable sets of contrasting pairs:

- Oberon/Titania
- Puck/Cobweb
- Hippolyta/Titania
- Helena/Hermia
- Lysander/Demetruis
- Bottom/Bottom Transformed
- Oberon/Puck
- Flute/Thisbe

For this project you are required to create a Costume Plot and a Color Palette. The requirements for a Costume Plot are described in your text book. Templates and examples are posted on black board. These must be turned in with the final renderings.

This project is worth 100 points. 70 points come from the final presentation. The remaining 30 points are based on your ability to turn in the Script Summary, Research, and Sketches on time. These are due at the beginning of class as listed in your syllabus. No late work is accepted!

Project #4: “Romeo and Juliet”

Your assignment is to create 4 modern collage renderings for “Romeo & Juliet”. You must render Romeo and Juliet along with two of the following characters: Lord Capulet, Lady Capulet, Lord Montague, and Lady Montague.

Each collage rendering should be on a separate piece of paper that is 11”x14” or larger (for this project you may use white or colored paper). Each rendering must be complete with its own title block. You must find images for all costume items, accessories, hair, and make-up and include them in your collage. A large portion of your grade for this project will be determined by how visually appealing your collage along with how well you have communicated what the costume will look like.

For this project you are required to create a Costume Plot, a Color Palette, and Speck Sheets. In order to complete your speck sheets you must have exact prices for all costume items and accessories. The requirements for a Costume Plot are described in your text book. Templates and examples are posted on black board. These must be turned in with the final renderings.

This project is worth 100 points. 70 points come from the final presentation. The remaining 30 points are based on your ability to turn in the Script Summary, Research, and Sketches on time. These are due at the beginning of class as listed in your syllabus. No late work is accepted!
**Project #5: “A Doll’s House”**

Render all costumes for Nora. You may do these renderings in the style of your choice. Renderings must be at least 9” tall and include, attached research, swatches for all fabrics used, a title block, and a signature.

For this project you are required to create a Costume Plot, a Color Palette, and a Quick Change Chart. In order to complete your spec sheets you must have exact prices for all costume items and accessories. The requirements for a Costume Plot are described in your textbook. Templates and examples are posted on blackboard. These must be turned in with the final renderings.

This project is worth 100 points. 70 points come from the final presentation. The remaining 30 points are based on your ability to turn in the Script Summary, Research, and Sketches on time. These are due at the beginning of class as listed in your syllabus. No late work is accepted!

**Project #6: Resume & Cover letter**

Create a resume and cover letter for the job posting provided for you. Remember to address the cover letter to the correct person and sign the bottom. The cover letter and resume should be printed on resume paper.
<table>
<thead>
<tr>
<th>Week #1</th>
<th>What We are Doing in Class</th>
<th>What is Due at the Beginning of Class</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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</tr>
<tr>
<td>M 1/19</td>
<td></td>
<td>Holiday/ No Class</td>
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<tr>
<td>W 1/21</td>
<td>Intro/ Syllabus Quiz</td>
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</tbody>
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**Week#2**

| M 1/26     | What is costume design?    | Sketch journal assignment #1         |
| W 1/28     | Figure drawing             | Read “Drawing the Head and Figure” pages 39-49 |

**Week#3**

| M 2/2      | Faces and hands            | Sketch journal assignment #2         |
| W 2/4      | Figures with clothes       | Read “Drawing the Head and Figure” pages 1-33 & 82-90 |

**Week#4**

| M 2/9      | Intro to painting/ Color theory/ Redrawing assigned | Sketch journal assignment #4         |
| W 2/11     | Draped cloth               | Sketch journal assignment #5         |

**Week#5**

| M 2/16     | Present redrawing/The Principles of Design | Project #1: Redrawing               |
| W 2/18     | Chapter 1: The Play Script “Oedipus Rex”   | Sketch journal assignment #6         |

**Week#6**

| M 2/23     | Chapter 3: Costume Research/ Research books and collages/ Designing period costume | Sketch journal assignment #7         |
| W 2/25     | Characterization with line and volume      | Research for “Oedipus Rex”           |

**Week#7**

| M 3/2      | Value Contrast               | Sketch journal assignment #9         |
| W 3/4      | Chapter 2: The Production/Costume Plots | Sketch journal assignment #10        |

**Spring Break**

**Week #8**

| M 3/16     | Present “Oedipus Rex”       | Project #2 “Oedipus Rex”             |
| W 3/18     | Realism vs. high concept/ “A Midsummer Night’s Dream” | Sketch journal assignment #11        |

**Week #9**

| M 3/23     | Chapter 4: Preliminary Sketching and Color Layout Characterization with color and texture | Sketch journal assignment #12        |
| W 3/25     | Chapter 5: Final Sketches    | Read Chapter 4: Preliminary Sketching and Color Layout |

**Week#10**

| M 3/30     | Chapter 6: The Pre-Production Period | Sketch journal assignment #14       |
| W 4/1      | Present “Midsummer”              | Project #3 “Midsummer”              |

**Week #11**

| M 4/6      | “Romeo & Juliet”/ Modern character research | Sketch journal assignment #15       |
| W 4/8      | Collage rendering techniques        | Sketch journal assignment #16       |

**Week #12**
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<thead>
<tr>
<th>Day</th>
<th>Date</th>
<th>Assignment/Activity</th>
<th>Notes</th>
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</thead>
<tbody>
<tr>
<td>M</td>
<td>4/13</td>
<td>Present “Romeo &amp; Juliet”</td>
<td>Project #4 “Romeo &amp; Juliet”</td>
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<tr>
<td>W</td>
<td>4/15</td>
<td>“A Doll’s House”/ Character Development/ Rendering Style</td>
<td>Sketch journal assignment #17</td>
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<td>Script summary for “A Doll’s House”</td>
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<td><strong>Week #13</strong></td>
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<tr>
<td>M</td>
<td>4/20</td>
<td>Chapter 7: The Production Period/ Paperwork</td>
<td>Sketch journal assignment #18</td>
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<td>Research for “A Doll’s House”</td>
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<td>Read Chapter 7: The Production Period</td>
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<td>W</td>
<td>4/22</td>
<td>Chapter 8: The Costume Design Business</td>
<td>Sketch journal assignment #19</td>
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<td>Read Chapter 8: The Costume Design Business</td>
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<td>M</td>
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<td>Present “A Doll’s House”</td>
<td>Project #5 “A Doll’s House”</td>
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<td>W</td>
<td>4/29</td>
<td>Resumes and cover letters</td>
<td>Sketch journal assignment #20</td>
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<td><strong>Week #15</strong></td>
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<td>M</td>
<td>5/4</td>
<td>Portfolio’s</td>
<td>Project #6 Resume and cover letter due</td>
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<tr>
<td>W</td>
<td>5/6</td>
<td>Final Project presentations</td>
<td>Final Project: compile an interview quality portfolio of your work from this class, along with a resume and cover letter.</td>
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</tbody>
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