

Syllabus
THEA 117 – Design Studio: Costume
Session I – Summer 2014
Tuesday & Thursday - 10:00am - 1:15pm
Theater Arts Center, C-102

Instructor: Brent Foland

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Office Hours:

Tuesday & Thursday – 1:30pm – 3:00pm & by appointment

CATALOG DESCRIPTION:

Advanced principles and theory of costume design for theatrical productions.

COURSE OBJECTIVE:

Students will develop the skills to understand the elements of good design. The craft of applying these elements to theatrical costume design, to create strong characterization that assists in the communication of the script, will be acquired. A critical basis for analyzing costume design and the skills to express these thoughts and ideas to others will be achieved through in-class presentations and constructive criticism.

REQUIRED TEXTS: (* Suggested Texts)

* *The Costume Designer's Handbook* (2nd Ed.) Ingham, Rosemary & Covey, Liz ISBN: 0435086073

REQUIRED SCRIPTS:

Light up the Sky Hart, Moss ISBN: 0822206641
Hedda Gabler Ibsen, Henrik ISBN: 0451524063
Bent Sherman, Martin ISBN: 1557833362

REQUIRED MATERIALS: (* Suggested Materials)

Notebook	1" Three-ring Binder
Drawing Pencils – HB, 2B, 4B, & 6B	Sketch Paper Jumbo Pad – 8 ½" x 11"
Watercolor Paper Jumbo Pad – 11" x 14" (minimum size)	Watercolor Paints or Paint Set
Paint Brushes (a variety of sizes suggested)	Paper Scissors
Pencil Sharpener	Eraser (Mars Plastic &/or Kneaded)
Glue Stick(s) or Rubber Cement	* Gouache Paints or Paint Set
Collage Materials – magazines, colored paper, etc.	* Cotton, Rice or Other Specialty Paper
	* Sketch Paper Pad – 11" x 14" (minimum size)

ATTENDANCE:

Attendance is required and will be taken promptly at 10:00am each class session. Much of the information in this course is acquired through hands-on learning and class participation, absence drastically impedes this process.

Lectures will **not** be repeated because of absence.

COURSE REQUIREMENTS:

Readings: All reading assignments are very important in this class. Students should be prepared to discuss the information within each reading on the assigned class meeting.

Projects: Each project &/or stage of a project must be prepared and ready for presentation to the class or submission for grading at the designated time on the assigned day.

*** Projects not presented to the class on the assigned day will receive the grade of zero (0) for the presentation portion of that project.**

*** All process work (thumbnail sketches, rough sketches, 'studies', etc.) must be saved and handed in with each project. A project without 'process work' is considered incomplete and graded accordingly.**

Examinations: There will be two (2) exams of relatively conventional design. Study sheets will be passed out in advance. **No make-up examinations will be given.**

CELLULAR EQUIPMENT:

The use of pagers and cellular telephones are not allowed in this class. Such devices **must** be turned off before the start of each class session. **If any cellular item 'goes off', the receiving student may be asked to leave for the remainder of that class.**

ACADEMIC MISCONDUCT:

The official University of California, Santa Cruz policy governing Academic Integrity is available at http://www.ucsc.edu/academics/academic_integrity/. Suspected cases of plagiarism or other cheating will be handled strictly according to those policies. If you have any questions about what exactly constitutes plagiarism, please read the Library guide on Citing Sources and Plagiarism: <http://library.ucsc.edu/science/instruction/CitingSources.pdf>.

DISABILITY POLICY:

Students who require special physical or cognitive accommodations must contact the office handling special needs with the first two weeks of the beginning of classes or the date of the academic requirement for which accommodation is sought. Religious beliefs will be accommodated according to University policy as long as sufficient notification is given to the instructor.

GRADING:

		Final Grade Earned	Point Total
Examination #1	40 points		
Examination #2	40 points	A	400 - 360
Project #1 (total)	40 points	B	359 - 320
Project #2 (total)	50 points	C	319 - 280
Project #3 (total)	80 points	D	279 - 240
Project #4 (total)	110 points	F	239 - 0
Project #5 (total)	40 points		

TOTAL	400 points		

This syllabus and the attached class meeting schedule are subject to change at the Instructor's discretion.

Date:	Day:	Topic:	Due:	To be Read:
6/24	Tues	Introduction, Syllabus, Script & Character Analysis		
6/26	Thurs	Principles & Elements of Design		READ: Chapter #1
7/1	Tues	Present Project #1 & Drawing Laboratory	DUE: Project #1	READ: Chapter #2
7/3	Thurs	Pencil Grayscale Laboratory	DUE: Project #2	READ: Chapter #3
7/8	Tues	Present Project #3 Stage 2 & Painting Laboratory	DUE: Project #3-1	READ: Chapter #4
7/10	Thurs	Examination #1 & Work Session	DUE: Project #3-2	READ: Chapter #5
7/15	Tues	Present Project #3 Stage & Work Session	DUE: Project #3-3	READ: Chapter #6
7/17	Thurs	Work Session for Projects 4 & 5	DUE: Project #4-1	READ: Chapter #7
7/22	Tues	Present Project #4 Stage 2 & Work Session	DUE: Project #4-2	READ: Chapter #8
7/24	Thurs	Examination #2	DUE: Project #4-3 & Project #5	

Project #1 – Design Project – Elements of Design

This design project is not based on a published script, it will be submitted for grading in one (1) stage.

Design costumes for four (4) circus clowns. Each design will represent one of the four elements of design discussed in class: color, line, mass, and texture. These designs will be executed using collage as the medium. Obviously one can not design using only one element of design, each final plate should be dominated by that particular element of design. Develop and design clowns of great character, not boring or wimpy. Specific details will be discussed and presented during in-class lecture/demonstrations.

* Renderings/final plates **must** be presented/submitted on minimum 8 ½” x 11” backing (paper or board), properly labeled and utilize a minimum 8” human figure.

DUE: Four (4) Renderings/Final Plates

Tuesday – July 1st

Project #2 – Character Analysis & Costume Plot Project

A paperwork project based on *Light up the Sky* by Moss Hart, it will be submitted for grading in one (1) stage.

Create a complete character analysis and costume plot for all characters that appear in on-stage action within the script. Follow the guidelines listed in the textbook and only interpret what is given within the script. Do not do the director’s &/or actors’ work for them. Specific details will be discussed and presented during in-class lecture/demonstrations.

* This paperwork project **must** be typed, neatly formatted and presented in an orderly manner.

DUE: Character Analysis & Costume Plot (typed)

Thursday – July 3rd

Project #3 – Design Project – Research as the Basis for the Renderings/Final Plates

A design project based on *Hedda Gabler* by Henrik Ibsen, it will be submitted for grading in three (3) stages.

The following characters at their first entrance will be utilized for this project: George Tesman, Hedda Tesman, Mrs. Elvsted, Judge Brack, and Berta.

Stage #1 – Complete a character analysis for the above list of characters. Follow the guidelines listed in the handbook and only interpret what is given within the script. This paperwork **must** be typed, neatly formatted and presented in an orderly manner. Collect research appropriate for the play as described by the playwright &/or script as written.

Stage #2 – Develop and present a minimum of two rough ideas/options for each of the above characters.

Stage #3 – Develop and present one full or partial color rendering/final plate for each of the above characters. Research images **must** be the basis for each of these final plates. Specific details will be discussed and presented during in-class lecture/demonstrations.

* Renderings/final plates **must** be presented/submitted on minimum 8 ½” x 11” backing (paper or board), properly labeled and utilize a minimum 8” human figure.

DUE: Stage #1 – Research & Character Analysis (typed)

Tuesday – July 8th

DUE: Stage #2 – Ten (10+) Rough Sketches/Ideas & process work

Thursday – July 10th

DUE: Stage #3 – Five (5) Renderings/Final Plates & process work

Tuesday – July 15th

Project #4 – Design Project – Full Painted Renderings/Final Plates

A design project based on *Bent* by Martin Sherman, it will be submitted for grading in three (3) stages.

The following characters and Act, scene will be utilized for this project: Captain I, 1; Greta I, 2/3; Rudy I, 2; Freddie I, 3; Max II, 1 and Horst II, 1.

Stage #1 – Complete a character analysis for the above list of characters. Follow the guidelines listed in the handbook and only interpret what is given within the script. This paperwork **must** be typed, neatly formatted and presented in an orderly manner. Collect research appropriate for the play as described by the playwright &/or script as written.

Stage #2 – Develop and present a minimum of two rough (hand drawn pencil sketches) ideas/options for each of the above characters.

Stage #3 – Develop and present one hand-drawn, full watercolor rendering/final plate for each of the above characters. Specific details will be discussed and presented during in-class lecture/demonstrations.

* Renderings/final plates **must** be presented/submitted on minimum 8 ½” x 11” backing (paper or board), properly labeled and utilize a minimum 8” human figure.

DUE: Stage #1 – Research & Character Analysis (typed)

Thursday – July 17th

DUE: Stage #2 – Twelve (12+) Rough Sketches/Ideas & process work

Tuesday – July 22nd

DUE: Stage #3 – Six (6) Renderings/Final Plates & process work

Thursday – July 24th

Project #5 – Figure Sketchbook

A drawing project designed to improve figure drawing skills, it will be submitted for grading in one (1) stage.

A hand-drawn pencil sketch of a female & a male human figure **must** be completed each week of the session. The instructor may ask to see this sketchbook to discuss progress/improvement throughout the session. A minimum of ten (10) female and ten (10) male hand-drawn sketches **must** be included in the submitted Figure Sketchbook.

* Completed Figure Sketchbook **must** be submitted for grading in a 1” three-ring binder.

DUE: Figure Sketchbook

Thursday – July 24th