

# thea 441 COSTUME DESIGN—SYLLABUS

SPRING 2007

Tues and Thurs 9:35-10:55

Professor: Shura Pollatsek

Office—FAC 116 745-2306

Costume Shop—FAC 306

office hours-

formal—M&W 10-11:15am FAC 116

informal—M-F afternoons in the costume shop

## **Course Objectives:**

In this course, students will learn to design costumes for theatrical productions. We will work on meshing visual expression with ideas about character. Students will learn to analyze a script for costume and character information, develop costume plots and breakdowns, do clothing and design research, costume sketches, and swatch them with fabric ideas.

## **Required Supplies and Texts:**

*The Costume Designer's Handbook*, 2<sup>nd</sup> Edition, Rosemary Ingham and Liz Covey

*Antigone* by Sophocles, translated by David Grene

*Antigone* by Anouilh, translated by Barbara Bray

*Twelfth Night* by Shakespeare

Watercolor paint and brushes

Drawing Pencils—HB plus a few softer ones and a few harder ones

Kneadable eraser

sketch/drawing paper (but not newsprint ) 11x15 or larger

watercolor paper or Bristol Vellum (what I use) 9x12 or larger

water container

plastic palate

good quality paper towels

masking tape

## **Suggested Supplies:**

colored pencils

Gouache

Half-tone paper

other types of media you would like to try

## Attendance Policy

This is a hands-on class. ATTENDANCE IS EXTREMELY IMPORTANT!

Missing class, arriving late, or being physically present but mentally absent will affect your grade. CEL PHONES, PAGERS, ETC—MUST BE OFF

Class participation is a major component of your grade, and missing class will result in missed points for the day. Whatever the reason for missing class, you will still be penalized for late work and responsible for making up work you miss, at my convenience, not yours.

### EXCUSED ABSENCES:

I will excuse absences in the case of serious illness, emergency, or death in the family. You may be required to furnish written proof, such as a doctor's note, obituary, etc. Approved university activities will be excused if you notify me in advance, and make arrangements to cover the work you will miss.

TARDINESS: (not being present at the very start of class, ready to work)

Tardiness will affect your participation points for the day

## Grade Components

	approximate values	
Class Participation—3 per class	78 points	20%
Homework Assignments	80	20%
Projects:		
Antigone I	20	5%
Antigone II	40	10%
Seasons	40	10%
Twelfth Night	120	30%

A=90-100%, B=80-89%, C=70-79%, D=60-69, F=59 or below

## Homework and assignments

All written work **must be typed**, in font size 12

Late assignments will lose 10% of value (a letter grade) for each day they are late. The assignments in this class are very cumulative, so do not get behind! It will snowball! Our in-class work will help you do the assignments, and if you are not prepared for class, you will wind up even further behind.

**Other Policies****INCOMPLETES**

Incompletes will be granted only under very extreme circumstances.

**ACADEMIC DISHONESTY**

Any cheating or plagiarizing on assignments or quizzes will cause zero points for said assignment, and possibly failure of the course for grave offenses.

**DISABILITIES**

Students with disabilities who require accommodations (academic adjustments and /or auxiliary aids or services) for this course must contact the Office for Student Disability Services, Garrett Conference Center 101. The OFSDS telephone number is (270) 745-5004 V/TDD.

Per university policy, please do not request accommodations directly from the professor or instructor without a letter of accommodation from the Office for Student Disability Services.

**CHANGES**

I reserve the right to make reasonable changes to the syllabus, including schedule, due dates, or points at any time. Changes will be announced with sufficient warning for you to plan ahead.

## COURSE SCHEDULE—COSTUME DESIGN SPRING 07

<u>DATE</u>	<u>TOPICS/CLASSWORK</u>	<u>DUE</u>
1/23	intro to course, discuss supplies and etc	
1/25	discuss costume design process overall discuss Antigone, Antigone I assignment	read handbook p. 5-11 read Sophocles' Antigone
1/30	discuss Antigone, critique initial ideas	re-read Antigone, read rest of handbook ch 1 basic analysis due
2/1	work on color mixing	bring painting supplies read handbook p 77-84 Antigone I research due
2/6	critique Antigone I project Discuss Antigone by Anouilh	Antigone I project due Read Anouilh's Antigone
2/8	drawing the human skeleton discuss human proportion discuss how to develop play idea and do idea research	read handbook ch 2
2/13	begin design concept for Antigone II rough scribble sketch ideas and color splashes	Basic Analysis action chart first inspiration images
	due	
2/15	drawing the human figure	bring drawing supplies read handbook ch 4
2/20	discuss initial Antigone II design ideas work on Antigone II rough sketches	more research due rough costume plot bring drawing supplies
2/22	demo how to paint a sketch work on Antigone II-final sketches	revised costume plot due rough sketches due bring draw/paint supplies
2/27	critique Antigone II discuss Seasons assignment	Antigone II due

3/1	Seasons assignment-discuss ideas	preliminary research ideas
3/6	work-Seasons roughs--drawing	complete research due
3/8	work on Seasons? No class? (SETC)	

COURSE SCHEDULE—COSTUME DESIGN SPRING 07

<u>DATE</u>	<u>TOPICS/CLASSWORK</u>	<u>DUE</u>
3/13, 15	—NO CLASS SPRING BREAK	
3/20	work on Seasons--painting	read handbook ch 5 finished drawings due swatches due
3/22	critique Seasons introduce 12 <sup>th</sup> Night Project	finished Seasons due
4/3	discuss 12 <sup>th</sup> Night	read 12 <sup>th</sup> Night, review handbook ch 1&2 basic analysis
4/5	—discuss research, choose time periods (library trip?) basic costume history overview	read handbook ch 3 detailed analysis due
4/10	work on color inspiration, characters	first research due
4/12-	draw historical silhouettes in your period	full research
4/17	—work on 12 <sup>th</sup> Night	scene plot and rough costume plot
4/19	discuss fabrics, fabric rendering	color splashes, very rough sketches
4/24	work on 12 <sup>th</sup> Night	rough sketches
4/26	work on 12 <sup>th</sup> Night drawing	read (skim) handbook ch 6 full costume plot due
5/1	work on 12 <sup>th</sup> Night	read (skim) handbook ch 7 final sketches drawn swatches due
5/3	work on 12 <sup>th</sup> Night painting	

Final—no exam, but final project (finished 12<sup>th</sup> Night—finished sketches, costume bible of research and paperwork, including all aspects of process—roughs, etc)  
due Tuesday May 8, 10:00am