



THEA 1043-COSTUME 1



COURSE DESCRIPTION

Class Type: Face-to-face

Course Code: THEA 1043

Department: Dance and Theatre

College: College of Visual Arts and Design (CVAD)

Instructor: Alex Heder

Semester: Fall 2025

Class Schedule: TR 1pm-2:20pm

Location: RTFP 251

Office Hours: RTFP 252 MW 1pm-3:30pm or by appointment

Contact Information: alex.heder@unt.edu

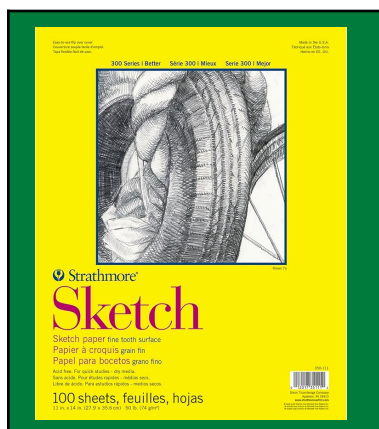
(Email is the best and fastest way to get ahold of me. Canvas is next to useless in this regard.)

This course is an introduction to the practice of theatrical design and technology as it pertains to the costume portion of production. This class is intended to introduce students to the colorful world of theatre, learn the fundamentals of costume design, production, and technology, and explore the variety of roles within the costume industry. Course content will include in-class lectures, discussions and projects focused on helping students prepare for careers and practices in the costume/theatre industry.



OBJECTIVES

1. Understand the different roles and duties of costume designers, wardrobe/backstage crew, and technicians in a theatre production.
2. Apply the elements and principals of design in class projects.
3. Strengthen communication skills to bolster the collaborative nature of theatre arts, grow confidence in talking about your work in a concise and effective manner as well as receive criticism.



REQUIRED MATERIALS

- ☐ There are no required texts for this class.
- ☐ One 9"x12" sketchbook with a minimum of 100 sheets in it.
- ☐ Students may use whatever note taking method that works best for them provided it does not disrupt the class.

ATTENDANCE

In Theatre and film, when you don't show up, the whole production suffers. We aim to use best practices in all aspects of our education therefore it is paramount that you prioritize attendance. The class is structured so you can benefit from more 1-on-1 instruction and you can't effectively learn what I intend to teach you if you're not here. Given the depth of the course, you will find the workload much more manageable if you prioritize attendance.

You will receive full points for the day if you are on time ready to participate in class. I understand things happen, they will undoubtedly "happen" to me too. Therefore you will not be marked late until **20 minutes after the start of class** which is approximately the time between buses. Which means missing your bus is not a valid excuse. Time management is one of if not THE most important skills of your life.

You are allowed **3 unexcused absence** no questions asked. Use this day for mental health, or an extra long weekend with your family or your sweetheart. At the end of the semester everyone gets one absence forgiven automatically.

Sick days. Obviously if you're sick DO NOT COME TO CLASS. Send me an email letting me know, make an appointment with me if you need help catching up after you feel better. However, If you miss more than 3 class periods due to sickness it will begin to hurt your grade. The only exceptions are cases excused by a doctor's note. Deadlines will be altered to make up for days you missed while sick on a case by case basis. So take care of yourselves y'all. Drink water, sleep, and don't lick things that ought not be licked.

For all other absences excused by the university or extenuating circumstances, communication is key. The sooner I know about it the sooner I can prepare you for and/or help you catch up.

ASSIGNMENTS

SKETCHBOOK/ASYNCHRONOUS LEARNING

Rendering skills are essential to effective communication between costume designers and the other members of the production team. Students will practice their drawing skills consistently during the course of this class. **There are two due dates for these sketchbooks.** The first at **midterm** where I will check that the sketchbook is more or less half way full, and the second on the **final day of class (Dec 4th)** where they will turn the Sketchbooks in. Drawings should cover 2/3rds of the page. Front and back of the page is not necessary. These drawings CAN be from other classes. The drawings have no subject matter. They can be of people, animals, landscapes, objects, ideas, patterns, whatever. Color is not required but also not discouraged.

The **Asynchronous Learning Drawing Lessons** found in the last week of October and first week of November are instructional videos on Canvas that the students will follow along with and mimic. The lessons should be done in the sketchbook, photographed, and submitted to Canvas.

SEWING PROJECTS

Hand-sewing Sampler: Students must demonstrate proper application of the whip stitch, basting/running stitch, cross stitch, invisible/ladder stitch, and the proper sewing of buttons, hooks and snaps.

Pin Cushion: Students learn proper use of a sewing machine by making a 4-quarter technicolored pincushion.

Tech Apron: Students will use all their skills to make an apron they can wear in their deck crew and wardrobe duties.

DESIGN PROJECT

The Tempest Play Planet: This worksheet can be downloaded from Canvas and upon completion will be submitted to Canvas in pdf or .doc format.

To complete the Play Planet Worksheet the student must read the play to gain an understanding of the given circumstances of the play and fill in the information accordingly. This is also an opportunity for the students to develop ideas about the play and its meaning, preparing them for the "Big Idea" portion of their Design Project.

The Tempest "Big Idea" and Mood Boards: The student will use what they learned from the play planet worksheet and generate an original concept for the play and pitch it to the class. This "Big Idea" should be generated by the play

contents and the “Why” of the play, not just a random setting (i.e Hamlet on the Moon) but instead should be a creative statement that necessitates the interpretation they are proposing. The student should then communicate how they expect this to look by supporting their statement with collage style mood boards of 4 characters. The slide show should contain NUMBER of slides:

1. The first slide should be a title with the student’s name
2. The second slide should be a short and concise creative statement explaining the “Big Idea”.
3. Slide 3: Evocative Imagery. This slide should be a slide that communicates the feeling of the world and evokes emotions, gives us clues to the colors and textures of the world
4. Slides 4, 5, 6, and 7 should be collage mood boards for **Prospero, Ariel, Ferdinand, Miranda, and the student’s choice of 1 other character** that they feel best expresses their idea.

The Tempest Character Sketches: The Students will take the skills they learn in the Asynchronous Drawing lessons to draw the 5 characters for whom they made the mood boards. These sketches should be done on whatever paper that best works with the art medium they choose to do the color. I.e Watercolor paper for watercolor, bristol board or marker paper for markers etc. These sketches will be put on another slide show and presented to the class where the student will remind us of their creative statement, any changes they made to that statement, and quickly explain how their idea is manifested in the rendering. STUDENTS WILL ONLY HAVE 5 MINUTES TO DO THIS, 1 MIN PER SLIDE.

The Tempest Final Rendering: The students will color their renderings in a medium of their choosing and present them to the class in another slide presentation as their final exam on the 11th of December, at which time there will be a respectful critique. Renderings must have:

1. A complete colored rendering that takes up approximately 1/3rd of the paper.
2. A title block that is the same on all 5 renderings
3. The character’s name and which scene the costume can be found.

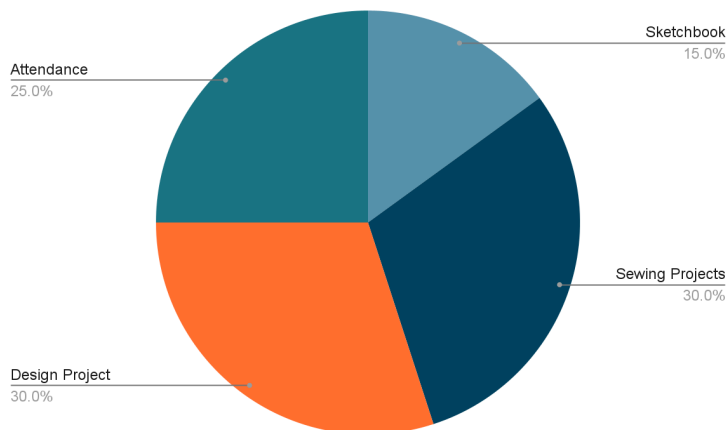


LATE/MISSING WORK

My policy for late and missing work is simple: if you get it into me before I grade it, it’s not late or missing. HOWEVER, do not bank on my inability to grade on time. You might get lucky but do you really wanna risk it? Late work is considered “Missing” after 48 hours after the due date/when I grade it. So if something slips by, don’t let it get worse. In theatre, if your work is late, it holds up the whole production. Be a team player and be punctual with assignments. Remember, your reputation as a theatre practitioner starts now!



GRADING BREAKDOWN



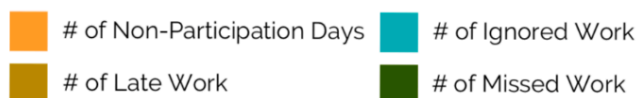
UNGRADING SYSTEM

the work required of you and it meets the minimum requirements, then you are guaranteed a “B” in this class. Why not an “A”? Well since we are artists I can’t really grade your artistry or talent or how good your work is. Something so subjective is too amorphous and non quantifiable. But I *can* grade whether or not you got the work done. Therefore, all assignments will be pass/fail. All points or points awarded. This affords students two privileges. 1.)If you turn in the assignment you will never have to worry about your grade. You won’t have to check with me on how you’re doing you’ll always know. “Did I turn that in? Yes? I’m getting a B. No? I’m getting less than that.” 2.) I afford students the right to do it til it’s done. If you fail to meet requirements you can always fix your work and resubmit assignments. I hope this will incentivize you to turn something in even if it’s not done, and focus on the art of what we do, not what someone says about it.

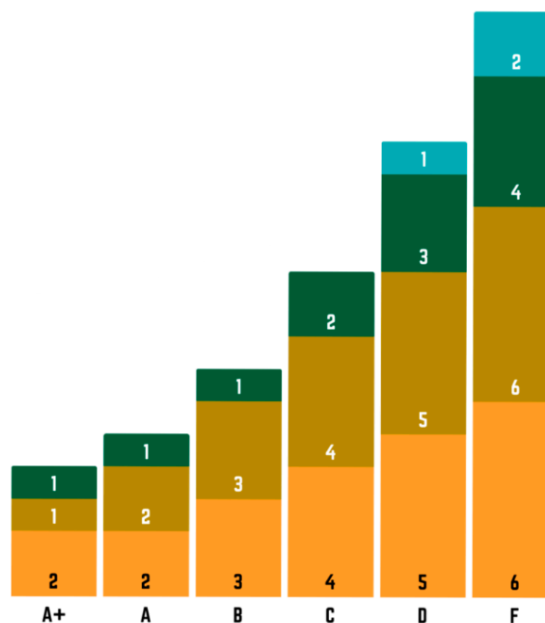
There are assignments linked to each project that if done on your own time will bump your grade from B to A. The vast majority of class requirements can be completed during class time. So that extra effort OUTSIDE of class is what bumps up your grade. Do more work, get more reward. Simple as that. This might be extra craft work to get more experience. It might be learning an additional skill we didn’t talk about in class, a report on a technique or material or even just a challenge to add to the project you’re working on for class. The point is my system rewards those who are committed and passionate enough to go the extra mile. These **“A” assignments** have no due date but I wouldn’t recommend leaving them til the last minute. That’s never a good idea and a wicked bad habit to entertain. Students who get A’s in my classes receive preferential consideration for design and leadership opportunities for the upcoming season. If you’re truly considering a career in the arts, I hope you will insist on being an A student.

BREAKDOWN OF MAIN COMPONENTS

Below is a table that shows the main components that affect your successful compliance with our contract.



To earn a “B” you will have no more than 3 non-participation days/absences, 3 late assignments, 1 missed assignment, and 0 ignored assignments



According to UNT Policy 06.003, Student Academic Integrity, academic dishonesty occurs when students engage in behaviors including, but not limited to cheating, fabrication, facilitating academic dishonesty, forgery, plagiarism, and sabotage. A finding of academic dishonesty may result in a range of academic penalties or sanctions ranging from admonition to expulsion from the University.

GenAI STATEMENT

"I recognize that AI is quickly becoming a reality in the lives of artists. My position on this technology is that it is Pandora's box. We can't uninvent it. Since it's clear that AI isn't going anywhere, it is my belief that artists must harness it for our use or risk being replaced by it. Therefore, I accept the use of AI generated images in the following instances:

- Evocative image research and moodboards.
- Spell checking and tone-improving original work, not replacing it.
- Use as a study aid.

Uses of AI to do your costume renderings, write your responses and analyses, and generally do work for you that you did not do yourself are considered unethical uses of AI and will be taken seriously and may result in sanctions ranging from admonition to expulsion from the University based on severity of infraction. We are artists, let us use technology to aid, not replace us."

-Alex Heder

ADA ACCOMODATION STATEMENT

UNT makes reasonable academic accommodation for students with disabilities. Students seeking accommodation must first register with the Office of Disability Accommodation (ODA) to verify their eligibility. If a disability is verified, the ODA will provide a student with an accommodation letter to be delivered to faculty to begin a private discussion regarding one's specific course needs. Students may request accommodations at any time, however, ODA notices of accommodation should be provided as early as possible in the semester to avoid any delay in implementation. Note that students must obtain a new letter of accommodation for every semester and must meet with each faculty member prior to implementation in each class. For additional information see the ODA website at disability.unt.edu.

COURSE SAFETY PROCEDURES

While working in laboratory sessions, students enrolled in THEA 1043 are required to follow proper safety procedures and guidelines in all activities requiring lifting, climbing, walking on slippery surfaces, using equipment and tools, handling chemical solutions and hot and cold products. Students should be aware that UNT is not liable for injuries incurred while students are participating in class activities. All students are encouraged to secure adequate insurance coverage in the event of accidental injury. Students who do not have insurance coverage should consider obtaining Student Health Insurance. Brochures for student insurance are available in the UNT Student Health and Wellness Center. Students who are injured during class activities may seek medical attention at the Student Health and Wellness Center at rates that are reduced compared to other medical facilities. If students have an insurance plan other than Student Health Insurance at UNT, they should be sure that the plan covers treatment at this facility. If students choose not to go to the UNT Student Health and Wellness Center, they may be transported to an emergency room at a local hospital. Students are responsible for expenses incurred there.

EMERGENCY NOTIFICATIONS AND PROCEDURES

UNT uses a system called Eagle Alert to quickly notify students with critical information in the event of an emergency (i.e., severe weather, campus closing, and health and public safety emergencies like chemical spills, fires, or violence). In the event of a university closure, please refer to the UNT Learning Management System (LMS) for contingency plans for covering course materials.

ACCEPTABLE STUDENT BEHAVIOR

Student behavior that interferes with an instructor's ability to conduct a class or other students' opportunity to learn is unacceptable and disruptive and will not be tolerated in any instructional forum at UNT. Students engaging in unacceptable behavior will be directed to leave the classroom and the instructor may refer the student to the Dean of Students to consider whether the student's conduct violated the Code of Student Conduct. The University's expectations for student conduct apply to all instructional forums, including University and electronic classroom, labs, discussion groups, field trips, etc. The Code of Student Conduct can be found at deanofstudents.unt.edu/conduct.

SURVIVOR ADVOCACY

UNT is committed to providing a safe learning environment free of all forms of sexual misconduct, including sexual harassment sexual assault, domestic violence, dating violence, and stalking. Federal laws (Title IX and the Violence Against Women Act) and UNT policies prohibit discrimination on the basis of sex, and therefore prohibit sexual misconduct. If you or someone you know is experiencing sexual harassment, relationship violence, stalking, and/or sexual assault, there are campus resources available to provide support and assistance. UNT's Survivor Advocates can assist a student who has been impacted by violence by filing protective orders, completing crime victim's compensation applications, contacting professors for absences related to an assault, working with housing to facilitate a room change where appropriate, and connecting students to other resources available both on and off campus. The Survivor Advocates can be reached at SurvivorAdvocate@unt.edu or by calling the Dean of Students Office at 940-565-2648. Additionally, alleged sexual misconduct can be non-confidentially reported to the Title IX Coordinator at oeo@unt.edu or at (940) 565 2759.



Weekly Schedule

*Items marked in red are days that could potentially be scrubbed to allow overflow days or unforeseen circumstances.

**Asynchronous learning days are marked in yellow, WE WILL NOT MEET IN CLASS THESE DAYS. Students will instead follow along with the online modules in Canvas.

I reserve the right to change the dates and due dates as I deem necessary for the fulfillment of course objectives.

Week 1	August 19th	Tuesday: Syllabus and Intro • Jobs in Theatre Lecture	Assign: Sketch Book
		Thursday: Costume Shop Intensive • Who Does What Lecture • Learning Activity	
Week 2	August 26th	Tuesday: Intro to hand sewing • Prep in the fabric • Running Stitch/Basting Stitch • Whip Stitch and Name Tag • Whip Stitch and Hems	Assign: Hand Sewing Sampler
		Thursday: Hand sewing continued • Cross stitch and hems • Ladder stitch/Invisible Stitch	
Week 3	September 2nd	Tuesday: Hand sewing continued • 2 and 4 hole button • Shank buttons • Snaps • Hook and eye	
		*Thursday: Finish Hand Sewing • Roll lines and Pad stitching	
Week 4	September 9th:	Tuesday: Intro to machine sewing • Thread the Machine • Practice stitching on the Line	Due: Hand sewing sampler
		Thursday: Pin Cushion • Cut out pin cushion pieces	Assign: Pin Cushion

		<ul style="list-style-type: none"> Seam allowances Pinning 	
Week 5	September 16th	Tuesdays: Pin Cushion continued <ul style="list-style-type: none"> Squaring intersecting lines Pivoting stitches on corners Clipping corners and "bagging out" 	
		<ul style="list-style-type: none"> Thursday: Finish Pin Cushions 	
Week 6	September 23rd	Tuesday: Tech Aprons <ul style="list-style-type: none"> Reading patterns 101 Cut Out Apron patterns 	Due: Pin Cushion Assign: Tech Apron
		Thursday: Aprons Work Day	
Week 7	September 30th	Tuesday: Aprons Work Day	
		Thursday: Tech Aprons Final day	
Week 8	October 7th	Tuesday: Costume Design-From Page to Stage Lecture <ul style="list-style-type: none"> Basic Analysis and Play Planets 	Due: Tech Apron Assign: Read <i>The Tempest</i> Assign: <i>The Tempest</i> Play Planet
		Thursday: Costume Design-Elements of Design Lecture	Due: First 1/2 of Sketchbook
Week 9	October 14th	Tuesday: Discuss <i>The Tempest</i> <ul style="list-style-type: none"> Given Circumstances and Analysis 	Due: Read <i>The Tempest</i> Due: <i>The Tempest</i> Play Planet
		Thursday: Big Ideas <ul style="list-style-type: none"> Research Methods and Mood Boards 	Assign: <i>The Tempest</i> Mood Boards
Week 10	October 21st	Tuesday: Present <i>The Tempest</i> Mood Boards	Due: <i>The Tempest</i> Mood Boards
		Thursday: Finish Evocative Imagery Presentations Costume Mood boards <ul style="list-style-type: none"> How to Present a Rendering 	Assign: <i>The Tempest</i> Character Sketches
Week 11	October 28th	Tuesday: ASYNCHRONOUS LEARNING-Drawing Lesson 1 The Body and Face	Assign: Lesson 1 Drawing Exercise
		Thursday: ASYNCHRONOUS LEARNING-Drawing Lesson 2 Hands and Feet	Assign: Lesson 2 Drawing Exercise
Week 12	November 4th	Tuesday: ASYNCHRONOUS LEARNING-Drawing Lesson 3 Clothing 1	Assign: Lesson 3 Drawing Exercise
		Thursday: ASYNCHRONOUS LEARNING-Drawing Lesson 4 Clothing 2	Assign: Lesson 4 Drawing Exercise
Week 13	November 11th	Tuesday: Present <i>The Tempest</i> Costume Sketches	Due: Drawing Exercises 1-4 Due: <i>The Tempest</i> Costume Sketches Assign: <i>The Tempest</i> Costume First pass of Color
		Thursday: Finish <i>The Tempest</i> Character Mood Board presentations <ul style="list-style-type: none"> Color Theory and Coloring Methods 	
Week 14	November 18th	*Tuesday: Color Demo- Watercolor	
		*Thursday: Color Demo- Marker	
Week 15	November 25th	THANKSGIVING BREAK NO CLASS	

Week 16	December 2nd	Tuesday: Costume Sketches Presentations	Due: <i>The Tempest</i> Costume First pass of Color
		Thursday: Work day (LAST DAY OF CLASS)	Due: Second ½ of sketchbook.
Week 17	December 9th	Tuesday: NO CLASS	
		Thursday: 10:30AM-12:30 FINAL PRESENTATIONS	Due: <i>The Tempest</i> Final Renderings