



THEA 1043-COSTUME 1

COURSE DESCRIPTION

Class Type: Face-to-face

Course Code: THEA 1043

Department: Dance and Theatre

College: College Liberal Arts and Social Sciences

Instructor: Alex Heder

Semester: Fall 2025

Class Schedule: TR 1pm-2:20pm

Location: RTFP 251

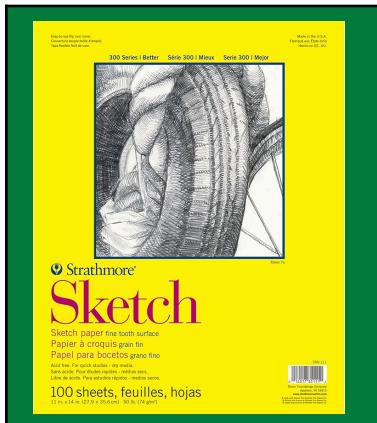
Office Hours: RTFP 252 MWF 1pm-3:30pm or by appointment

Contact Information: alex.heder@unt.edu

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 **10 minutes after the start of class**. Missed buses, traffic and delays are not excuses for being late or missing class. 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 absences**, 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

SKETCHBOOKS

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. You must have 100 drawings completed by the end of the semester. **There are 4 due dates for these sketchbooks.** At each interval I will check that there are 25 complete drawings. Drawings must be numbered and should cover 2/3rds of the page, demonstrate thought and an attempt at technique. 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.

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.

Machine Cover: Students will demonstrate all their skills by creating a Cover for their Sewing Machine.

DESIGN PROJECT/FINAL: "*The Revolutionists*"

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.

"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:

1. A slide with the title of the show and 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, NOT DESIGNS FOR ANY CHARACTERS.
4. Slides 4, 5, 6, and 7 should be collage mood boards for **Charlotte, Marie, Olympe**, and **Marianne** that they feel best expresses their idea.

Character Sketches: The Students will take the skills they learn in the 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, no smaller than 11x14 size paper. I.e Watercolor paper for watercolor, bristol board or marker paper for markers etc. And should be scanned/photographed and submitted on canvas.

The Revolutionists Character Sketches-First Pass of Color: This is an intermediary stage of rendering for students to see how their ideas will work with color and to receive feedback from me and the class before finishing the renderings. All drawings should be colored to the same point on each rendering. Do not submit them with one that is further along than the others and definitely do not have one that's further behind the rest. THESE WILL BE PRESENTED TO THE CLASS.

The Revolutionists Final Rendering: The students will color their renderings in a medium of their choosing and submit scans or photos of them on canvas. The renderings must:

1. Be a complete colored rendering that takes up approximately 1/3rd of the paper.
 - a. All renderings must take the same amount of space as the others, no more, no less.
2. Have a title block that is the same on all 5 renderings
3. Have the character's name written in the same place on all plates and which scene the costume can be found.

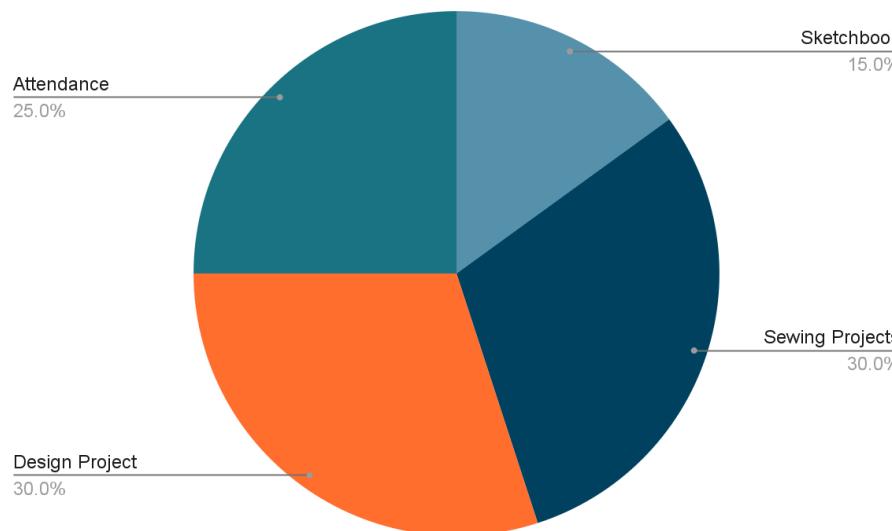
LATE/MISSING/INCOMPLETE WORK

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!

What happens if a show goes on, and an item isn't done? The item doesn't make it on stage. Period. It's really embarrassing when actors go on stage without their costumes so let's avoid that, shall we?

An assignment is considered late if you don't turn it in before **class is over**. For every day it is late, 20% of the points will be deducted. This means that after 5 days the assignment is considered “ignored”. That is to say, you just plain didn't do it. **Do not accept ignored assignments.** Therefore you will receive a 0 on your assignment if it is 5 school days late.

GRADING BREAKDOWN



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

ACADEMIC INTEGRITY STANDARDS AND CONSEQUENCES

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

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

Week 1	January 13	Tuesday: Syllabus and Intro • Costumes in Theatre Lecture	Assign: Sketch Book
	January 15	Thursday: Costume Shop Intensive • Who Does What Lecture • Learning Activity	
Week 2	January 20	Tuesday: Intro to hand sewing • Prepping the fabric • Running Stitch/Basting Stitch • Whip Stitch and Name Tag • Whip Stitch and Hems	Assign: Hand Sewing Sampler
	January 22	Thursday: Hand sewing continued • Cross stitch and hems • Ladder stitch/Invisible Stitch	
Week 3	January 27	Tuesday: Hand sewing continued • 2 and 4 hole button • Shank buttons • Snaps • Hook and eye	
	January 29	*Thursday:Finish Hand Sewing • Roll lines and Pad stitching	
Week 4	February 3	Tuesday: Intro to machine sewing • Thread the Machine	Due: Hand sewing sampler

		<ul style="list-style-type: none"> • Practice stitching on the Line 	
	February 5	<p>Thursday: Pin Cushion</p> <ul style="list-style-type: none"> • Cut out pin cushion pieces • Seam allowances • Pinning 	<p>Due: Sketch Book 1 of 4 Assign: Pin Cushion</p>
Week 5	February 10	<p>Tuesdays: Pin Cushion continued</p> <ul style="list-style-type: none"> • Squaring intersecting lines • Pivoting stitches on corners • Clipping corners and "bagging out" 	
	February 12	<ul style="list-style-type: none"> • Thursday: Finish Pin Cushions 	
Week 6	February 17	<p>Tuesday: Machine Covers</p> <ul style="list-style-type: none"> • Reading patterns 101 • Cut Out patterns 	<p>Due: Pin Cushion Assign: Machine Cover</p>
	February 19	<p>Thursday: Machine Covers Work Day</p> <ul style="list-style-type: none"> • Surging 	
Week 7	February 24	<p>Tuesday: Machine Covers Work Day</p>	
	February 26	<p>Thursday: Machine Covers Final day</p>	
Week 8	March 3	<p>Tuesday: Costume Design-From Page to Stage Lecture</p> <ul style="list-style-type: none"> • Basic Analysis and Play Planets 	<p>Due: Machine Cover Assign: Read <i>The Revolutionists</i> Assign: <i>The Revolutionists</i> Play Planet</p>
	March 5	<p>Thursday: Costume Design-Elements of Design Lecture</p>	<p>Due: Sketchbook 2 of 4</p>
Week 9	March 10	Spring Break	
	March 12	Spring Break	
Week 10	March 17	<p>Tuesday: Discuss <i>The Revolutionists</i></p> <ul style="list-style-type: none"> • Given Circumstances and Analysis 	<p>Due: Read <i>The Revolutionists</i> Due: <i>The Revolutionists</i> Play Planet</p>
	March 19	<p>Thursday: Big Ideas</p> <ul style="list-style-type: none"> • Research Methods and Mood Boards • Work Day 	<p>Assign: <i>The Revolutionists</i> Mood Boards</p>
Week 11	March 24	<p>Tuesday:</p> <ul style="list-style-type: none"> • How to Present a Rendering • Effective Critiquing methods "Glow and Grows" • Present <i>The Revolutionists</i> Mood Boards 	<p>Due: <i>The Revolutionists</i> Mood Boards</p>
	March 26	<p>Thursday: Finish Evocative Imagery Presentations Costume Mood boards</p>	<p>Assign: <i>The Revolutionists</i> Character Sketches</p>
Week 12	March 31	<p>Tuesday: Drawing Lesson 1 The Body and Face</p>	
	April 2	<p>Thursday: Drawing Lesson 2 Hands and Feet</p>	<p>Due: Sketchbook 3 of 4</p>
Week 13	April 7	<p>Tuesday: Drawing Lesson 3 Clothing 1</p>	
	April 9	<p>Thursday: Drawing Lesson 4 Clothing 2</p>	
Week 14	April 14	<p>Tuesday: Color Theory 101</p>	<p>Due: <i>The Revolutionists</i> Costume Sketches Assign: <i>The Revolutionists</i> Costume First pass of Color</p>
	April 16	<p>Thursday: Watercolor Demo</p>	
Week 15	April 21	<p>Tuesday: Present <i>The Revolutionists</i> Costume Sketches</p>	

	April 23	Thursday: Finish <i>The Revolutionists</i> Character Sketch presentations • Color Theory and Coloring Methods	
Week 16	April 28	Tuesday: Costume Sketches Presentations	Due: <i>The Revolutionists</i> Costume First pass of Color
	April 30	Thursday: Work day (LAST DAY OF CLASS)	Due: Sketchbook 4 of 4
Week 17	May 5	Tuesday: NO CLASS	
		Thursday: 10:30AM-12:30 FINAL	Due: <i>The Revolutionists</i> Final Renderings
Week 18			