



THEA 3043-COSTUME CRAFTS

COURSE DESCRIPTION

Class Type: Face-to-face

Course Code: THEA 3043

Department: Dance and Theatre

College: College of Liberal Arts and Social Sciences

Instructor: Alex Heder

Semester: Fall 2025

Class Schedule: MW 9:30am-11:50am

Location: RTFP 251

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

Contact Information: alex.heder@unt.edu

This hands-on course explores specialized techniques used in the creation of costume crafts for theatre, film, and themed entertainment. Students will gain skills in **leatherworking, sculpting/molding, foam and thermoplastics**. The skills are meant to build upon one another, meaning one skill can be used to embellish and enrich another. The course emphasizes:

1. The proper and safe handling of various tools, adhesives, paints and other materials.
2. The execution of proper technique.
3. The application of various materials in the pursuit of visual storytelling.



REQUIRED MATERIALS

- Students are **not** required to purchase or provide any textbooks or materials
- Craft materials provided by the University will remain property of the University. Students wishing to maintain ownership of their finished projects should consider purchasing materials for their projects. A list for materials is included with every project description.
- A smock or apron to protect clothing from hazardous and staining materials.
- Respirator masks with 3M 6006 multi-gas cartridge or the 3M 60926 multi-gas/P100 cartridge. These can be found at most hardware stores and shopping centers with a paint/hardware section. It must be the one with the cartridges not the disks
- (OPTIONAL) 1 binder to house your instruction sheets and your project documentation

“We will do great things. It is my intention to push students in this class. These are new, useful, skills and they open up a wide world of possibilities for you. It is also consistent with the vision of the department to make its students indispensable and highly sought after in the professional world. To this end I will be strict, but present, thorough and patient as we forge boldly ahead.”

-Alex Heder

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. Furthermore, I teach most effectively through 1-on-1 instruction and lots of in class work time. 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. This means you are in your seat when instruction begins. Being late is a reflection of your commitment to your craft, and make no mistake, your reputation as a theatre practitioner begins here and now. Missing your bus, inclement weather, and traffic are NOT valid excuses for why you are late to class. Time management is one of if not THE most important skills of your life. Pay attention to weather apps, expect traffic, keep your vehicles in good working condition.

I'm not a monster, I understand things happen. They will undoubtedly happen to me too. Therefore you are allowed **3 unexcused absences** NO QUESTIONS ASKED. If you're sick, if you need a mental health day, if you need an extra long weekend with your family or sweetheart, you may use them however you wish. You are not required to provide a Doctor's note, or travel information, or pictures of your exploded car. These 3 freebies will be wiped from your attendance at the END of the semester.

The only exceptions to this policy are excused absences. **Excused absences** are considered 1 of the following:

- School sponsored events where a teacher has reached out to me on your behalf. (Conferences, competitions, shows, trips etc)
- Performance in shows (actors and crew).
- Family tragedy or personal injury (this is NOT the same as a doctor's visit or dentist appointment)
 - If you plan an appointment on top of class time, that will not be an excused absence because you had control over that time. If you have to go to the emergency room because of something outside your control, THAT would be considered an excused absence.

If you are unsure if your absence will be excused, email me ahead of time.

So take care of yourselves, y'all. Drink water, get enough sleep, and don't lick things that ought not be licked.

My **LATE POLICY** is you will be marked late 15 minutes after the beginning of class.

3x BEING LATE=1 ABSENCE

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?

If you turn it in after the due date, it is late. For every day it is late, 10% of the points will be deducted. This means that after 5 days the assignment is considered missing and cannot be turned in for more than 50% of the points. After 10 days it is considered "ignored". That is to say, you just plain didn't do it. **I do not accept ignored assignments.** Therefore you will receive a 0 on your assignment if it is 10+ days late.

CLASS PARTICIPATION

I enjoy a clean and lively learning environment where students feel free to be themselves and enjoy their class. I expect students to behave with decorum and tact. Everyone is expected to readily participate in class. Failure to do so will forfeit that student's attendance points for the day.

What does non-participation look like?

Being disruptive to the instruction, students who are focused on their phones, leaving early, doing another class's homework or projects during class time, are all examples of what non-participation would look like.

The other way to lose participation points for the day is leaving your station dirty or cluttered. We have too many people sharing spaces for us to afford that kind of thing. Leaving your materials out encourages loss, theft, and contamination of other spaces and items. PLEASE KEEP YOUR WORK STATION CLEAN

With commitment, a student can expect a consistent and safe learning environment where their opinions will be acknowledged and respected.

DESIGNATED LAB HOURS

While we *will* be doing at least 1 hour of in-class work time most days, there will also be times you will need more time to complete projects. The classroom will be open 10am-5pm Monday-Friday. Your operations **MUST** not interfere with the costume production shop or any other classes/productions. There will be times during the semester where our space will be taken up by productions.

ASSIGNMENTS

Craft Binder

By the end of the semester your head is going to be swimming with steps and procedures. Even if you follow along diligently you might forget a step or two along the way. So you will have an ongoing binder comprised of three things:

1. All instructional handouts that I give you.
2. Pictures of your projects documenting each step of the processes outlined in the handouts (this will also double as documentation for future portfolios to encourage you to document everything) You will be required to turn these in with your projects. *See the "Turning Things In" section of the syllabus.
3. Craft contracts

Samplers

Before students jump head first into a project, they will demonstrate workable knowledge of requisite techniques. Samplers are small scale practice pieces that are unique to each area of costume craft we will be studying. Students will punch holes strategically in their binder samples and hang them on a string to keep them contained.

Craft Contracts

Students will practice budgeting their time and thinking their process through ahead of time to ensure a quality outcome. Students will be provided a template and compose a "Craft Contract" that must include the following:

- A colored rendering of the intended finished product.
- A step by step list of their intended procedure in order of operation. This will be presented to me before you will be allowed to proceed in order to keep you realistic as well as on track.
- An estimated time to completion for every step.
- A budgeted list of materials.
- A proposed price that equates to (TOTAL HOURS X HOURLY WAGE)+COST OF MATERIALS

I WILL NOT ACCEPT PROJECTS THAT HAVE NOT FIRST BEEN CONTRACTED. I want you to get into the habit of looking before you leap. "If you fail to plan, plan to fail." -Benjamin Franklin

Alternative Method Report: Costume craft is often relegated to "make it work" scenarios and sometimes you don't have the time, money, or materials to use conventional methods or materials. The students will research alternate methods of craft techniques that could be used in place of one of the skills we learn in class. I suggest you use a narrow search margin. Don't just look up "Alternative crafting methods." But rather something like, "Quick and easy fake embroidery for cosplay." This report must be formatted as Instructions. You may use the instruction sheets provided to you for each module as a template. Your report must include:

1. The name of your alternative method.
2. Describe which materials and/or technique(s) your method can be used to replace.
3. A list of needed materials.
4. The process step by step accompanied by pictures.

LEATHER

Project 1-Sword Frog: A sword frog is a leather housing for a sword scabbard. This project must demonstrate:

- Leather that has been properly cut, no knicks in the leather.
- Some kind of stamping or tooling to the surface of the leather
- A smooth and consistent dye job, and protective finish
- A burnished edge to the leather
- Correct assembly with properly administered adhesives, rivets, and/or stitching.

SCULPTING MOLDING

Project 2-The mask: students will demonstrate an understanding of how to use air dry clays and polymers or other sculptable materials to create masks. For full points the mask must:

- Have a sturdy base made of plaster bandages minimum 4 layers thick at all points.
- Demonstrate effective use of any of the following: air dry clays, apoxie sculpt, foam clay, or another sculpting material effectively without it crumbling or falling off the base.
- All unintentional cracks must be filled/disguised.
- Have a paint job + sealing.
- It must stay on the face by one t-strap elastic or be attached securely to a stick (masquerade style). Caution: Masks that are **too heavy** will fail this parameter.

FOAM AND THERMOPLASTICS

Project 3 Derby Day Hat: Students will construct a hat from one of the provided patterns and decorate it in the style of the flamboyant, exuberant, and eclectic hats of "Derby Day". To succeed complete this assignment, the project must:

- Be built from an EVA foam base, trued, and constructed with proper application of rubber cement.
- Fill or hide visible seams.
- Utilize a proper application of thermoplastic
- Be decorated according to a theme with any combination of the following:
 - A proper finish and paint job
 - Fabric application
 - Found objects
- Be wearable. Hats that are too heavy to wear will fail this parameter.

FINAL

Final Project-Armor: Armor combines all the skills we have learned up to this point. Students will create a piece(s) of Armor of their choosing (Helmet, bracers, breast plates, greaves, etc.) from the provided patterns, or if they wish they may make their own patterns. The armor can be sci-fi, fantasy, or medieval. However, this project must:

- Represent a minimum collective 20 hours of work (documented thoroughly.)
- Include proper application of the materials and techniques we learned in all 3 modules that we studied this semester: Leather (tooled and dyed), Sculpting (in your choice of clay medium), and foam/thermoplastics (glued, formed and finished). Yes, that means the final must contain a use of leather, foam, thermoplastic, and sculpting of some kind. (Plaster bandages are NOT a required material)
- Demonstrate proper finishing techniques and paint jobs.
- Be sturdy and wearable.

****Students will present their final projects on the day of finals and explain their process in slideshow format.**** The projects will be handled and touched by me and your peers so be extra certain they're sturdy.

TURNING THINGS IN

All the experience in the world will do you no good if you can't provide proof of said experience. So, I want to incentivize you all to chronicle your work. Therefore, even though you will be turning in a physical item for credit, you will also submit a series of photos of all your projects to Canvas. Turning in pages of your Craft Binder in PDF format is my suggested method. These will be due the same day as your projects.

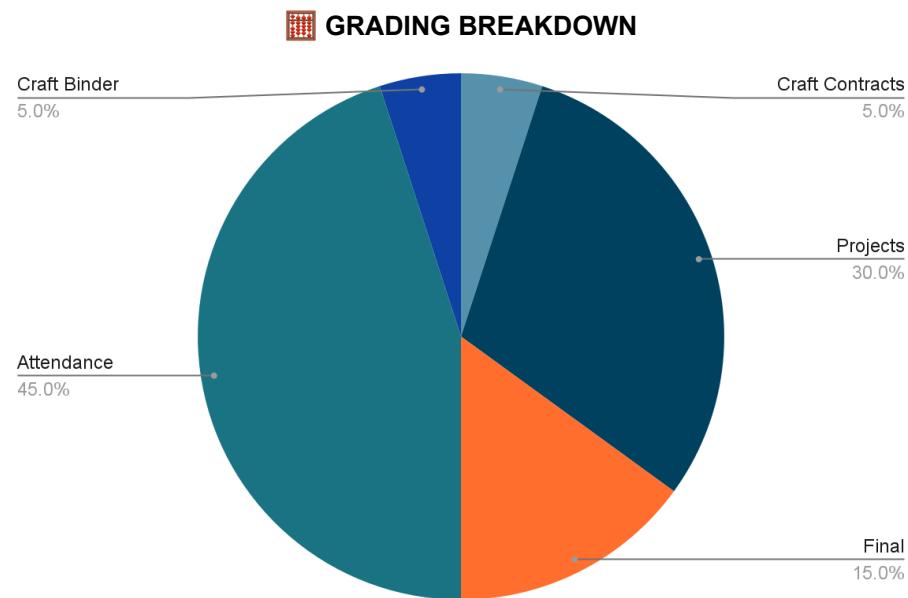
YOU SHOULD ASSUME IN ALL CASES THAT IF YOU ARE TURNING IN A PHYSICAL PROJECT, YOU MUST ALSO TURN IN BINDER ENTRY FOR THE PROJECT.

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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. I do not accept ignored assignments. Therefore you will receive a 0 on your assignment if it is 5 days late.



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. I encourage students to use AI ethically in accordance with the academic integrity standards of UNT. I believe that AI isn't going anywhere and, if not harnessed, will replace talented artists. Therefore, I accept the use of AI generated images in instances of evocative research and moodboards. GenAI writing is only acceptable for improving original work, not replacing it. Unethical uses of AI 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 12	<p>Monday:</p> <ul style="list-style-type: none"> ● Syllabus Day & Safety talk. ● Distribute and Label Project Bins ● Intro to Leather Lecture <ul style="list-style-type: none"> ○ Practical applications ○ Hides ○ Sources ○ How to cut leather ● Cut out leather sampler patterns 	
	January 14	<p>Wednesday: LEATHER</p> <ul style="list-style-type: none"> ● Intro to tooling pt 1 <ul style="list-style-type: none"> ○ Thinking in negative space ○ Tooling Demo 	<p>Assign:</p> <ul style="list-style-type: none"> ● Sampler #1 Leather ● Binder Entry #1 "Tooling" ● Binder Entry #2 "Repeating Area Patterns Stamps"
Week 2	January 19	MARTIN LUTHER KING DAY NO SCHOOL	
	January 21	<p>Wednesday: LEATHER</p> <ul style="list-style-type: none"> ● Intro to tooling pt 2 <ul style="list-style-type: none"> ○ Borders and repeating patterns ○ Edge beveling and burnishing pt 1 	<p>Due: Binder Entry #1 "Tooling" Binder Entry #2 "Repeating Area Stamps"</p> <p>Assign:</p> <ul style="list-style-type: none"> ● Binder Entry #3 "Edge Beveling and Burnishing pt1"
Week 3	January 26	<p>Monday: LEATHER</p> <ul style="list-style-type: none"> ● Hole Punching <ul style="list-style-type: none"> ○ Pricking Irons vs hole punches ● Dying and Finishing Leather <ul style="list-style-type: none"> ○ Daubers and airbrush/airspray 	<p>Due:</p> <ul style="list-style-type: none"> ● Binder Entry #3 "Edge Beveling and Burnishing pt1" <p>Assign:</p> <ul style="list-style-type: none"> ● Binder Entry #4 "Dying and finishing"
	January 28	<p>Wednesday: LEATHER</p> <ul style="list-style-type: none"> ● Stitching and Fastening <ul style="list-style-type: none"> ○ Saddle stitch, Cross stitch & Baseball stitch ○ Adhesives ○ Snaps and Rivets (by machine and by hand) 	<p>Due: Binder Entry #4 "Dying and finishing"</p> <p>Assign:</p> <ul style="list-style-type: none"> ● Craft Contract #1-Sword Frog ● Binder Entry #5 "Stitches" ● Binder Entry #6 "Snaps and Rivets"
Week 4	February 2	<p>Monday: LEATHER</p> <ul style="list-style-type: none"> ● Gum tragacanth and final burnish ● Edge Cote 	<p>Due:</p> <ul style="list-style-type: none"> ● Craft Contract #1-Sword Frog ● Binder Entry #5 "Stitches" ● Binder Entry #6 "Snaps and Rivets" <p>Assign:</p> <ul style="list-style-type: none"> ● Project #1 Sword Frog
	February 4	Wednesday: Leather Work Day	
Week 5	February 9	Monday: Leather Work Day	
	February 11	Wednesday: Leather Work Day	
Week 6	February 16	<p>Monday: SCULPTING</p> <ul style="list-style-type: none"> ● Introduction to sculpting (oil clay) "Making the base" <ul style="list-style-type: none"> ○ Wire, tinfoil, solid clay core ● Plaster bandages and Paper mache 	<p>Due:</p> <ul style="list-style-type: none"> ● Sampler #1- Leather Project #1 Sword Frog <p>Assign:</p> <ul style="list-style-type: none"> ● Sampler #2-Sculpting

			<ul style="list-style-type: none"> • Binder Entry #7 Sculpting bases • Binder Entry #8 Plaster bandages
	February 18	Wednesday: SCULPTING <ul style="list-style-type: none"> • Sculpting tools and what they do <ul style="list-style-type: none"> ◦ Creating textures with tools, carving vs. sculpting 	Due: <ul style="list-style-type: none"> • Binder Entry #7 Sculpting bases • Binder Entry #8 Plaster bandages Assign: Binder Entry #9 Sculpting Textures
Week 7	February 23	Monday: SCULPTING <ul style="list-style-type: none"> • Types of Clay: Air dry, foam, apoxie sculpt 	Due: Binder Entry #9 Sculpting Textures Assign: Binder Entry #10 Clay Samples
	February 25	Wednesday:SCULPTING <ul style="list-style-type: none"> • Painting techniques pt 1 <ul style="list-style-type: none"> ◦ Spray paint ◦ Airbrush ◦ Acrylic ◦ Dry Brush ◦ Wash 	Due: Binder Entry #10 Clay Samples Assign: <ul style="list-style-type: none"> • Binder Entry #11 Painting Techniques pt 1 • Craft Contract #2-Mask
Week 8	March 2	Monday:SCULPTING <ul style="list-style-type: none"> • Work Day 	Due: <ul style="list-style-type: none"> • Binder Entry #11 Painting Techniques • Craft Contract #2-Mask Assign: Project #2 Mask
	March 4 MIDTERM	Wednesday:SCULPTING <ul style="list-style-type: none"> • Work Day 	
Week 9	March 9	SPRING BREAK NO CLASSES	
	March 11		
Week 10	March 16	Monday: FOAM AND THERMOPLASTICS <ul style="list-style-type: none"> • Intro to EVA Foam-Practical Applications • Reading Patterns vs. Making Patterns 	Due: Project #2 Mask Assign: <ul style="list-style-type: none"> • Sampler #3-Foam and thermoplastics • Binder Entry #12 Tape patterning and Flat patterning
	March 18	Wednesday:FOAM AND THERMOPLASTICS <ul style="list-style-type: none"> • Adhesives <ul style="list-style-type: none"> ◦ Contact Cement ◦ Hot Glue ◦ Superglue ◦ E6000 	Due: Binder Entry #12 Tape patterning and Flat patterning Assign: <ul style="list-style-type: none"> • Binder Entry #13 Adhesives
Week 11	March 23	Monday:FOAM AND THERMOPLASTICS <ul style="list-style-type: none"> • Heat gun operation and safety • Heat forming 	Due: Binder Entry #13 Contact Cement Assign: <ul style="list-style-type: none"> • Binder Entry #14 Heat Forming
	March 25	Wednesday:FOAM AND THERMOPLASTICS <ul style="list-style-type: none"> • Disguising Seams <ul style="list-style-type: none"> ◦ Dremmeling ◦ Kwikseal 	Due :Binder Entry #14 Heat Forming Assign: Binder Entry #15 Disguising Seams
Week 12	March 30	Monday:FOAM AND THERMOPLASTICS <ul style="list-style-type: none"> • Foam adornment and weathering <ul style="list-style-type: none"> ◦ Foam stacking ◦ Fake rivets ◦ Hot knives/soldering irons/ cut and heat ◦ Dremmel tricks • Sealing and painting foam 	Due: Binder Entry #15 Disguising Seams Assign: <ul style="list-style-type: none"> • Binder Entry #16 Foam Adornment • Binder Entry #17 Sealing

		<ul style="list-style-type: none"> ○ Heat seal ○ Wood glue ○ Mod podge ○ Plasti dip 	and Painting foam
	April 1	Wednesday:FOAM AND THERMOPLASTICS <ul style="list-style-type: none"> ● Thermoplastics 101 <ul style="list-style-type: none"> ○ Worbla ○ Wonderflex 	Due: <ul style="list-style-type: none"> ● Binder Entry #16 Foam Adornment ● Binder Entry #17 Sealing and Painting foam Assign: <ul style="list-style-type: none"> ● Binder Entry #18 Heat forming thermoplastics
Week 13	April 6	Monday:FOAM AND THERMOPLASTICS <ul style="list-style-type: none"> ● Finishing Sealing and Painting thermoplastics <ul style="list-style-type: none"> ○ Spackle texture ○ Spray filler ○ Metallic Painting techniques 	Due: <ul style="list-style-type: none"> ● Binder Entry #18 Heat forming thermoplastics Assign: <ul style="list-style-type: none"> ● Craft Contract #3-Derby Day Hat ● Binder Entry #19 Metallic Painting techniques
	April 8	Wednesday:FOAM AND THERMOPLASTICS <ul style="list-style-type: none"> ● Work Day 	Due: <ul style="list-style-type: none"> ● Craft Contract #3-Derby Day Hat ● Binder Entry #19 Metallic Painting techniques Assign: Project #3-Derby Day Hat
Week 14	April 13	Monday: FOAM AND THERMOPLASTICS <ul style="list-style-type: none"> ● Work Day 	
	April 15	Wednesday: FOAM AND THERMOPLASTICS <ul style="list-style-type: none"> ● Work Day 	Assign: <ul style="list-style-type: none"> ● Craft Contract #4-Final project "armor" ● Alternative Methods report
Week 15	April 20	Monday: FINAL <ul style="list-style-type: none"> ● Work Day 	Due: <ul style="list-style-type: none"> ● Project #3-Derby Day Hat ● Craft Contract #4-Final project "armor" ● Alternative Methods report Assign: <ul style="list-style-type: none"> ● Final Project-Armor
	April 22	Wednesday:FINAL <ul style="list-style-type: none"> ● Work Day 	
Week 16	April 27	Monday: FINAL <ul style="list-style-type: none"> ● Work Day 	
	April 29	Wednesday:FINAL <ul style="list-style-type: none"> ● Work Day 	
Week 17	May 4	Monday: FINAL PRESENTATIONS	Due: <ul style="list-style-type: none"> ● Final Project-Armor

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