Costume 1- Introduction to Costumes THEA 1043.001/301/302

Class Info

Instructor Amy Pedigo-Otto

Class meeting time: Tues/Thurs 12:30-1:50pm

Office Hours: Tues: 2pm-5pm Email: Amelia.Otto@UNT.edu

Class Description

An introduction to the principles and practices governing the preparation of costumes for theatrical productions. Course covers costume design process, researching period costumes, the core elements of design, costume construction, basic materials and fabrics, sewing principles and applications, running wardrobe on productions, and movement and etiquette in period garments. This class uses a combination of reading text, lectures, online research and "hands-on" practice of costume practices.

Supplies Required

- Text: No required textbook: selections from many sources will be copied for your reading.
- 2. Scripts and Librettos: All scripts will be provided digitally for your use.
- 3. Digital Content: Audio, Video and Online content will be used and required in this class. Students must have access to computer to download, listen and view all digital content. Links and copies of content will be provided by instructor.
- 4. Students must have access to clothing in your closet during class time for several classes. Dates mentioned below.
- 5. Other Supplies Needed: (please see instructor if financial or other hindrances prevent you from acquiring these supplies BEFORE they are needed for class, not having materials on the day they are due IS NOT AN EXCUSE!)
 - Digital Camera (a camera on your cell phone is fine)
 - Materials for drawing: pencils, erasers, markers, pen and ink, charcoal, newsprint paper
 - Materials for painting: Gouache or other watercolor medium, good brushes in variety of sizes, watercolor paper
 - 3- ring binder
 - Access to a digital scanner/copy machine
 - Access to a variety of films available for viewing
 - Fabric scissors

- Paper scissors
- Glue sticks
- Stapler
- Measuring tape
- Sewing Kit (needle, threads, seam ripper)
- Access to a sewing machine

Course Ethics and Attendance

1. ATTENDANCE: Punctual attendance is mandatory for all classes. The class meets once a week for 1.5 hours. The other scheduled day is a time to complete the assignments and viewing materials required for the class. Do not waste this time. There will be random tests and the final exam on the information that was gathered from these work times so make sure you complete these assignments.

This class is combination of lecture, demonstration and discussion. Skills and information you get in class will be used on assignments, not to mention the rest of your theatrical career. You will be responsible for material missed if absent. You are allowed 3 absences. For every subsequent absence 3 points will be deducted from your final grade. Roll is taken at the start of every class. If you are late, it is your responsibility to make sure you are marked present.

2. LAB: Because of the Covid-19 Pandemic Restrictions the Lab component of this class has been removed. However, the Costume Shop still remains open and active but with some restrictions. Some assignments require the use of materials and equipment found in the Costume Shop. If you need to use these, please schedule an appointment with the instructor. The shop has several student workers that can help guide you thru the shop and use of the equipment. No one is allowed in the Costume Shop without the supervision of the shop staff. There are dangerous pieces of equipment that need skilled supervision. Please make plans ahead of time to work in the shop. If last minute work needs to be done, please contact instructor.

NEVER be afraid to ask to try something! It is an interesting fact, that you will learn more and have more fun if you are productive. Take advantage of the opportunities for production that are available to you. When you leave the lab honor the space by returning all tools and equipment used to their proper places.

3. BEHAVIOR POLICY 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. The use of cell phones and other devices during class for personal use is prohibited. Students engaging in unacceptable behavior will be directed to leave the classroom and the instructor may refer the student to the Center for Student Rights and Responsibilities to consider whether the student's conduct violated the Code of Student Conduct. The Code of Student Conduct may be found at conduct.unt.edu/student_conduct

Also, this course requires artistic and personal interpretation of work. Please respect and honor the other students by carefully choosing your words and images you present in class and enter into such discussions with an open mind and the ability to listen and learn. The class often asks students to critique each other's work. Please keep in mind other's point of view when offering your critique.

4. CAMPUS STATEMENT FOR STUDENTS WITH DISABILITIES The University of North Texas makes reasonable academic accommodation for students with disabilities. Students seeking reasonable accommodation must first register with the Office of Disability Access (ODA) to verify their eligibility. If a disability is verified, the ODA will provide you with a reasonable accommodation letter to be delivered to faculty to begin a private discussion regarding your specific needs in a course. You may request reasonable accommodations at any time; however, ODA notices of reasonable 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 reasonable accommodation for every semester and must meet with each faculty member prior to implementation in each class. Students are strongly encouraged to deliver letters of reasonable accommodation during faculty office hours or by appointment. Faculty members have the authority to ask students to discuss such letters during their designated office hours to protect the privacy of the student. For additional information, refer to the Office of Disability Access website at https://studentaffairs.unt.edu/office-disability-access. You may also contact ODA by phone at (940) 565-4323.

Grading

GRADING SCALE:

900-1000 = A

800-899 = B

700-799 = C

600-699 = D

500-599 = F

GRADING BREAKDOWN:

5 film reviews = 25 points each = 125 points
Instagram Project = 50 points
Elements of Design Project = 50 points
Godot scene breakdown = 50 points
Godot World Project = 75 points
Research Project = 50 points
Measurements = 50 points
Figure Drawings = 50 points
Design Project = 100 points
Fabric Swatch Book = 50 points
Class Participation = 150 points
Sewing Project = 100 points

Final = 100 points TOTAL = 1000 points

BASIS FOR EVALUATION: It is expected that you will approach this class with an open mind, enthusiasm and a **willingness to try**. A substantial portion of your grade will be based on this expectation as evidenced by the completeness of your work, the level of skills you develop and how far you progress within the class. Thus, a person with no skills who works really hard and develops substantially may receive a better grade than a person with skills who only does the minimum required of them. More emphasis is placed on willingness to work and sense of responsibility than on level of skill achieved.

Assignments

FILM REVIEW ASSIGNMENTS: Throughout the semester you will be responsible to view and analyze 5 films with emphasis on the costume design, costume wearing, and period details. You may choose a period television production for 1 of the assignments. You will write a statement (one page or so) about the costumes in the film. An overall reaction is a good way to start. Include the period in which the film is set and whether you felt the design honored that period or if the departure from said period was appropriate. Questions to answer might include: Were the actors transformed into the character by the costumes? How did the clothes tell the story of the film? How did the clothes reveal the character to the audience? Did the costumes feel like "costumes" or like real clothing these characters might have worn? Did the costumes reveal any foreshadowing of events? Did the costumes and setting feel like they worked together? Notice any flaws or mistakes in the costumes? Any interesting details in the costumes that added to your enjoyment of the film? Etc.

FABRIC SWATCH BOOK: Students will be responsible for assembling a swatch book in a 3-ring binder. Instructor will supply pages and fabric swatches. Student must determine the type of fabric the sample belongs too and attach it to the corresponding page. Student then must fill out details of fabric using research the gather themselves. This is due towards the end of the semester and students must pick up materials from the instructor on campus when instructed to do so. More information will be given in class.

SEWING PROJECT: You will be asked to complete a sewing project that demonstrates you're the skills you learned in class. The materials and instructions for this project will be provided by the instructor. You may use the Costume Shop and its staff to help complete this project. You MUST make an appointment to work in the Costume Shop. *Note: the staff is there to help NOT to complete this project for you.

OTHER ASSIGNMENTS: The instructor may add assignments at any point if certain topics need more emphasis or practice. Please be ready and willing to dive into these assignments as a tool for learning and growth as a Theatre practitioner.

DESIGN PROJECT: This project requires you to create and present to the class costume renderings accompanied by preparation materials (research, analysis) of costume designs for a play. These will be evaluated on quality of analysis and interpretation of the play as well as understanding of the principles of design. THE EMPHASIS IS ON THE THOUGHT PROCESS, RATHER THAN THE SKILLS IN DRAWING AND PAINTING. This project is designed to give you an idea of what steps the designer takes to get to the beginning of the construction phase. More detailed information to come as we get closer to the project.

NOTE: In a class such as this many students often feel frustrated at first. Please feel free to talk to me or to get help from the lab assistants if you are "stuck". I would rather have you request assistance and admit your shortcomings than to simply do it wrong or worse, to do nothing at all. Conversely, if you are already knowledgeable in some area, please feel free to request training in a new or more complicated area. The purpose of this class is for you to learn how costumes come about.

Course Outline/Schedule *subject to change

DATE	LECTURE	READ before class	ASSIGNMENT DUE TODAY
01/12/21	Introductions Syllabus /Calendar Why Costumes??		
01/14/21	Work Day		
01/19/21	Elements of Design A Character and Its Clothes		"20 questions" Due Instagram Project Due
01/21/21	Work Day		
01/26/21	Design: The Process Breakdown the Play		Elements of Design Project Film review #1 Due
01/28/21	Work Day		
02/02/21	Where in the World	Waiting for Godot	Godot scene breakdown
02/04/21	Work Day		
02/09/21	Godot World Presentations		Godot World project
02/11/21	Work Day		
02/16/21	Parts of the Garment Scaven	ger Hunt	Have 5 or 6 different types of garments handy Film review #2 Due
02/18/21	Work Day		
02/23/21	Researching the Clothes Period Details	Shipwrecked!	
02/25/21	Work Day		

03/02/21	Period Movement and Manners	Research Project Due
03/04/21	Work Day	
03/09/21	Meet the Costume Shop Measurements and You	Have Clothing and Measuring tape handy Film review #3 Due
03/11/21	Work Day	
03/16/21	Drawing the Human Form	Your measurements due
03/18/21	Work Day	
03/23/21	Rendering Costumes	Figures due
03/25/21	Work Day	
03/30/21	Hand Sewing	Costume Designs Due
04/01/21	Work Day	
04/06/21	Machine Sewing	Film review #4 Due
04/08/21	Work Day	
04/13/21	Fabrics	Sewing Project Due
04/15/21	Work Day	
04/20/21	The Ins and Outs of Running Wardrobe	
04/22/21	Work Day	
04/27/21	FINALS	Swatch Book Due Film review #5