

Costume 3- Costume Design

THEA 4143.001/301

Class Info

Instructor: Amy Pedigo-Otto

Class meeting time: MWF 9-10:30am

Office Hours: Tues: 2pm-5pm

Email: Amelia.Otto@UNT.edu

Class Description

An introduction to the principles, elements and practicalities of costume design and their relation to design in the Theatre. The student will learn how to communicate design choices both visually and verbally through rendering techniques and research.

By the end of this course, the student will be able to:

1. Develop knowledge of the theory and skill in the practice of theatrical costume design.
2. Explore and develop personal artistic skills/styles and conceptual thinking through research and projects.
3. Have materials to begin building a professional portfolio.
4. Understand the relationship between the costume designer and other theatre professionals, i.e., the director, fellow designers, shop personnel and actors.
5. Establish an overall appreciation for the design and production of theatre.

Supplies Required

1. 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. Software/Apps used: Microsoft Office, Adobe Photoshop/Illustrator, Pages, Instagram, Pinterest and ProCreate. Also, any other digital rendering/collaging apps you prefer.
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
 - Sketchbook (must have a minimum of 100 pages)

- Materials for drawing: pencils, erasers, markers, pen and ink, charcoal, newsprint paper, vellum or tracing 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
- Fabric scissors
- Paper scissors
- Glue sticks
- Stapler

Course Ethics and Attendance

Note that attendance alone does not constitute participation. Promptness, attendance, and PARTICIPATION are valued in this class. You may accumulate two (2) absences before any penalty occurs. There are no additional absences allowed without penalty. Plan accordingly. There is no such thing as an “excused” absence. Of course, if you have a prolonged illness or injury, or if a family emergency arises, speak with your instructor ASAP. Grades will drop with each subsequent absence. Lateness will not be tolerated. 2 late arrivals (10 minutes grace period) or early departures will count as one absence.

Please behave accordingly and do not disrupt the class with excessive talk or the use of cell phones or other devices. Use of devices for personal use during class is prohibited. A willingness to “put yourself and your artistic work out there” is most appreciated. Understand that this is a class where your talent and skills are critiqued and discussed so that you improve, so get used to presenting your artistic work. It is assumed that students will work cooperatively with one another and all work that is not “original” will be properly credited. Plagiarism policies will be strictly enforced.

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 centers on students critiquing each other’s work. Please keep in mind other’s point of view when offering your critique.

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:

Cabaret Breakdown = 50 points

Instagram Project = 100 points

“Future” Project = 100 points

Research Project = 75 points

Gem of the Ocean Project = 100 points

Collaboration Project = 100 points

Fabric Swatch Book = 50 points

Class Participation = 150 points

Sketchbook = 75 points

Final Project = 200 points

TOTAL = 1000 points

PROJECT GRADING GUIDELINES

30% Accuracy and validity of designs based on information taught in class and backed up by research.

30% Consistency and development of ideas

10% Rendering techniques, harmony with design concepts and character analysis.

20% Paperwork including (as appropriate) play analysis, character analysis, research materials, preparatory charts and paperwork, drawings or sketches and other art work.

10% Level of development and progression throughout the course.

Assignments

SKETCHBOOK: Throughout the semester you will be responsible to FILL the pages a sketch book with outside thumbnail sketches. Sketch unique fashions worn by everyday people on the street, at the coffee shop, on campus, in store windows, wherever you see interesting

clothing choices. Sketch everyday items in your room or outside. Add lighting highlights and shadows. Throw in some color, texture, collage and design elements, anything inspirational or interesting. Fill both sides of the pages! To be submitted at the end of the semester as scheduled.

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.

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 Costume Designer and Theatre practitioner.

PROJECTS: Project presentations will be “portfolio ready.” That means: Colored renderings with fabric swatches. Format may include but not be limited to computer generated materials.

Support materials – Key pieces of research, Inspirational images/ “World” images, Scene and Character Breakdowns, Written Summary Analysis

*note: We will discuss ways and means of doing this throughout the course.

These projects should demonstrate all you have learned up to date and include utilizing skills learned in previous classes. This course is for students wishing to continue into the professional world of costumes and all work should reflect that. These will be included in your portfolio presentation at the end of the semester.

Each project will be expected to take approx. 3 weeks of work and you may be working on more than one at a time. For each project you will be expected to accomplish the following:

- 1. Initial research and analyses for discussion in class*
- 2. Preliminary sketches of costumes to present to class with ideas of color and fabric*
- 3. Final color renderings with swatches and notes as necessary for presentation to class.*

Course Outline/Schedule *subject to change

DATE	LECTURE	READ before class	ASSIGNMENT DUE TODAY
01/11/21	Introductions Syllabus Calendar		

01/13/21	Costume Design Process Making a scene/character breakdown	Handouts	"20 questions" Due
01/15/21	WORK DAY		
01/18/21	NO CLASS		
01/20/21	Script Analysis	<i>Cabaret</i> script	<i>Cabaret</i> Scene/Character breakdown
01/22/21	WORK DAY		
01/25/21	Character Analysis	Handout	
01/27/21	Instagram Presentations		Instagram Character Project
01/29/21	WORK DAY		
02/01/21	Imagining the World	"Future" script	
02/03/21	Presentation Techniques		
02/05/21	WORK DAY		
02/08/21	Future Project presentation		"Future" world and statement "Future" scene breakdown/character breakdown
02/10/21	Rendering Techniques		
02/12/21	WORK DAY		
02/15/21	Rendering Techniques		2 drawings from "Future" Project
02/17/21	Rendering Techniques		revisions from above drawing
02/19/21	WORK DAY		
02/22/21	Future Project presentation		Future Project presentation
02/24/21	Future Project presentation		Future Project presentation
02/26/21	WORK DAY		
03/01/21	Research and its Importance	<i>Gem of the Ocean</i>	<i>Gem of the Ocean</i> scene and character breakdown
03/03/21	Period details		
03/05/21	WORK DAY		
03/08/21	Collaboration of Artists Research Project Presentation		Research Project Due
03/10/21	Research Project Presentation		Research Project Due
03/12/21	WORK DAY		
03/15/21	<i>Gem</i> Prelims Presentation		<i>Gem of the Ocean</i> Prelims Due

03/17/21	Gem Prelims Presentation		Gem of the Ocean Prelims Due
03/19/21	WORK DAY		
03/22/21	Gem Revisions Presentation		Gem Revisions Due Collaboration project decisions
03/24/21	Gem Revisions Presentation		Gem Revisions Due
03/26/21	WORK DAY		
03/29/21	Collaboration Presentation		Collaboration Project Due
03/31/21	Budgeting Costumes Collaboration Presentation		Collaboration Project Due
04/02/21	NO CLASS		
04/05/21	Fabrics		Swatch Book Due
04/07/21	Fabrics		
04/09/21	WORK DAY		
04/12/21	Costume Design for all	Opera libretto	Sketch Book Due
04/14/21	Costume Design for all		Opera breakdown/world
04/16/21	WORK DAY		
04/19/21	Opera Prelim Presentation		Opera Project Prelim
04/21/21	Opera Prelim Presentation		Opera Project Prelim
04/23/21	WORK DAY		
04/26/21	WORK DAY		
04/28/21	WORK DAY		
04/30/21	FINAL EXAM/PRESENTATION		Opera Project finals