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### THTR 340.01: Costume Design I

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# **COSTUME DESIGN I**

THTR 340 Fall 2022 3 credits

Tue/Thur PARTV 190, 9:00 to 10:20

Instructor: Alessia Carpoca

Office Hours: by appointment T/Th 8:00-8:50 and T 12-1 PARTV 196

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Welcome to Costume design. In this course you will practice and learn the graphic art skills used in costume design for Theatre and for Film. You will also expand your knowledge of design ideas and rules about composition, shape, volume, light, texture, movement, etc. By examining and discussing a range of plays you will improve your critical thinking and research skills. In addition we will work on group collaboration and communication skill both in person and in an online environment testing your computer literacy and preparing you for your career in Theatre and Film. In our virtual collaboration project we will also discuss cross cultural differences, cultural awareness, global interactions and communication in an international setting.

## **Course Description:**

A lecture and projects course to develop principles in costume design for the stage. The emphasis on the design process will include interpretation, character development, and rendering techniques.

## **Course Objectives:**

By the end of the semester you should be able to demonstrate:

1. The ability to analyze a dramatic character, and conceptualize a visual image for that character in terms of costume.
2. The ability to present and discuss costume design ideas through drawing and painting (renderings) with a team of colleagues and collaborators.
3. The ability to document and present independent research based both on costume and fashion history
4. Written communication and organization skills for costume design (Costume Plot and general costume shop paperwork)
5. A fundamental, working knowledge of costume fabrics and materials for swatching costume designs.
6. Collaborate with others to achieve a common goal and quickly adapt to new challenges.

About "artistic ability"

The "point" of the skills that you learn in this class is to be able to "communicate ideas." If you are a person who hasn't done a lot of drawing, or painting then the exercises may seem difficult to you. Just do them and try to do not get frustrated. You didn't learn to write or speak without practice, either. Everyone has imagination and ideas. Without communication skills, your imagination and ideas remain locked up in your head. Nobody can teach you how to have ideas. This class will teach you a few techniques for communicating the ideas that you have. Please be aware that you will present and discuss your project in front of the whole class and are expected to give and receive feedback on them. You are expected to practice active listening during critiques and frame your feedback with respect to diversity of learning styles, individual communication abilities and cultural differences.

## **Grading:**

The object of this course is to improve your skills. If you do all the assignments, your skills will improve.

Assignments are due on the date given on the course outline. They will be presented to the class. If you skip the class because you aren't finished with the assignments you will just be sure you'll learn nothing at all for that day. Therefore, bring your work in progress to the class even if you aren't finished. Here is what I will look for when grading, in order of priority:

- 1) did you complete the entire assignment?
- 2) did your work show signs of improvement from start to finish?
- 3) did you follow instructions as well as you could?
- 4) did you do more than was assigned?
- 5) How "good" is your work compared to:  
your other work in class

others' work in this class

### Design Project#1:

Design costumes for "Still Life with Iris" by Steven Dietz. This is a fantasy children play meaning that it does not have a specific time period or location. You may change the "period," the locale, lines in the text, and any other aspect of the play that suits your fancy, but you must solve the "design problems" inherent to the show (meaning audience needs to see a visual representation of the past coats and the Goods should look different from Nocturno's people) **The final presentation must include research, line drawings and renderings** for: Iris (2 costumes), Mother (in the Goods world) Leaf Monitor, Elmer, Grotto Good, Gretta Good and Captain Also.

### Design Project #2:

Design costumes for "The Importance of Being Earnest" by Oscar Wilde. This is a significant play that you are likely to encounter as a professional designer. Anyone who reviews your portfolio can be expected to have some acquaintance with this play. This is both a bonus (that person can have some opinion about your design) and a challenge (that person will have seen numerous designs for the show already) You **MUST** retain the flavor and detail of the period that the author intended - no updates or other "change of date" concepts. **The final presentation must include a play concept, characters analysis, costume research of the time period selected and costume plot. Complete set of costume renderings** for each character of Act 3.

### Design Project #3:

Design 4 costumes for "Madama Butterfly" by G. Puccini (Opera) or "M.Butterfly" by David Henry Hwang. This project will be completed in collaboration with students from Sophia University in Tokyo, Japan. Within your group you will decide to design one of these 2 shows. You will be required to read and study both in addition to the activities posted online. Goal for this project is not only to design costumes but also to learn about virtual collaboration, cross cultural differences, communication, racial bias and stereotypes in an international setting. This is a unique opportunity to start figuring out a fundamental part of your future job as a costume designer, which is real collaboration with people you just met in an online setting! I expect you will do your best and represent UM professionally and with an open mind. **The final presentation must include a play concept, research collage and presentation. A set of costume renderings will be presented during finals.** Details about this assignment will be explained at a later date. Please note class meeting time is different between first 2 meetings and last 2 meetings (to accommodate daylight saving...)

### Drawing/Design Assignments:

These design assignments are intended to challenge your design skills through solving specific design issues with a limited amount of tools ( for example for one assignment you will use only 1 element of design) They are also intended as **QUICK** drawing project. You are not supposed to focus on that for long hours. Do them quickly like if you are asked to place a new costume on stage by tonight. Please use no more then 2/3 consecutive hours. Sit down, think of what you would like to do, draw then **accept that they will not be perfect**.... There will be a total of 5 assignments worth 100 total points.

### Grade Weight:

Design 1	Research, Line Drawings and Renderings	Oct 4th	300
Design 2	Play concept, characters analysis, costume research, costume plot and renderings.	Nov 10th	300
Design 3	Collaboration project. Collaboration class project 30% Sketches 20% Renderings 40%)	Finals: Dec 14 8:10-10:10	300
Assignments	In Your Closet	Sept 6	20
	Blown Out of Proportions	Sept 13	20
	Clown-o-Rama	Sept 20	20
	Cup cakes and Popcorn	Oct 11	20
	Then and Now	Dec 14	20

### Required Texts:

Character Costume Figure Drawing by Tan Huaixiang

"Still Life with Iris" by Steven Dietz.

"The Importance of Being Earnest" by Oscar Wilde

Collaboration Class "Madama Butterfly" by G. Puccini (Opera) or "M.Butterfly" by David Henry Hwang

About books: The Internet is not a substitute for books. As a designer, you will need an extensive library that you will build for your entire career. Start buying books now. You require Art Books, Art History Books, History surveys, and Theatre History and Design Textbooks. **This class has a Moodle supplement:** all lectures and research materials could be found in it!!!

**Class Policies:**

1. Good attendance is a good idea . Absences must be limited to reasons of illness or serious emergency and must be excused by the instructor. **Your grade will drop 30 points after 3 unexcused absences.** Three tardies will equal one absence.
2. Your classmates and your teachers cannot read your mind. It is your right and responsibility to share your ideas, questions and needs with your colleagues in the classroom.

*Students with disabilities may request reasonable modifications by contacting me. The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students (DSS). "Reasonable" means the University permits no fundamental alterations of academic standards or retroactive modifications. For more information, please consult <https://www.umt.edu/dss/>*

***Academic Misconduct and the Student Conduct Code***

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at

[www.umt.edu/student-affairs/community-standards/default.php](http://www.umt.edu/student-affairs/community-standards/default.php).

All Theatre & Dance students must have an in-depth knowledge of the practices and procedures outlined in the School of Theatre & Dance *Student Handbook*. The *Handbook* is available online at

<http://www.umt.edu/umarts/theatredance/About/handbook.php>.

There is inherent risk involved in many Theatre & Dance classes as they are very physical in nature. Please proceed through class, shop time, or rehearsal with caution. Always be mindful of your personal safety and the safety of others. Students participating in class/shop/rehearsal/performance do so at their own risk.

Due to safety considerations, at **no** point during a student’s time spent in class or serving on a production (in any capacity) should non-enrolled persons be guests of that student **without my consent**. Presence of such unauthorized persons in a class, shop, or any backstage/off-stage area will negatively affect a student’s grade.

**Materials:**

- Pencils B, 2B (lead not charcoal)
- Sharpener
- Eraser
- 12” straight edge ruler
- Painting palette and Cup/holder for water
- Brushes I suggest Loew-Cornell or Princeton Art or Connoisseur Size 8, 4 and 1, for now.... Buy [Watercolor Brushes](#)
- Portfolio in which to keep your work for Portfolio presentation look into ITOYA ART 9x16 or 11x14 (Bookstore)
- Folders or binders. You’ll turn in a research binder for project #2 and #3.
- Painting medium I would like if you use watercolors either cakes or tubes(will discuss in class) either KOI or Windsor/Newton both available at the bookstore 12 KOI or 18 KOI  
12 W/N or 14 W/N or Acrylics
- Will also be good to own some Pastel pencils for details a set of 12 or 24 if you can afford them (Derwent 12)
- Paper for watercolor Arches or better, 90 lb or better Watercolor PROART 9x12 (will discuss in class) for sketching anything will do....
- cheap tracing paper or flimsy paper ("onionskin") can be usefull but not required...

**You will be required to use a different medium for each project and at least 1 has to be a wet medium... meaning you need to paint...**

**Course Schedule:**

Please note that this may change due to a variety of circumstances, large scale changes will result in the issue of a new schedule, minor alterations will be handled in class.

Date	Topic	Assignment / Activity	points
Aug 30	<i>Lecture 1: Costume Shop.</i>	Read <a href="#">Lesson 1: Costume Designer responsibilities</a> Work on <b>In Your Closet</b> assignment due <b>Sept 6</b>	

Sept 1	<i>Lecture 2: Human Anatomy</i>	Read <a href="#">Lesson 2: Sketching Costumes</a> Review Body Proportions pdf before you start drawing! Work on <b>Blown out of Proportion</b> assignment due <b>Sept 13</b>	
Sept 6	<i>Lecture 3: Text Analysis. Due Assignment 1: In Your Closet</i> (please upload this assignment to Moodle <b>BEFORE</b> class because you will present it as a design project in class)	Review <a href="#">Text and Character Analysis examples Page</a> and <a href="#">SCRIPT ANALYSIS HANDOUTS Folder</a>	<b>20</b>
Sept 8	<i>Lecture 4: Elements &amp; principles of Design.</i> Period style details and costume design.	<b>Read play 1</b> Review <a href="#">Elements of Design and Fabric Folder</a> Work on <b>Clown-o-Rama</b> assignment due <b>Sept 20</b>	
Sept 13	<b>Due Assignment 2: Blown out of Proportion Play 1 Discussion and analysis of the play</b> <i>Lecture 5: Costume Shapes and Styles.</i>	Start research on play 1 <b>due Sept 15</b> Read <a href="#">Lesson 3: How costumes can affect an actor's performance</a>	<b>20</b>
Sept 15	continuing with <i>Lecture 5: Costume Shapes and Styles. Play 1 research, text &amp; character analysis</i>	Start sketches for Play 1	
Sept 20	<i>Lecture 6: Ease &amp; Folds.</i> Sketching. <b>Due Assignment 3: Clown-o-Rama</b>	Read <a href="#">Lesson 4: The Designer as an Artist</a> Finish Sketches Play 1 ( <b>due Sept 22</b> )	<b>20</b>
Sept 22	<b>Due: Play 1 Sketches.</b> Critique	Revise-refine sketches	
Sept 27	<i>Lecture 7: Color and Costume Design</i> <b>Play 1 Revised sketches</b>	Read <a href="#">Lesson 5: Costume Renderings</a> <b>Cup cakes and Popcorn</b> assignment due <b>Oct 11</b> Clean up sketches or transfer them to watercolor paper	
Sept 29	Demonstration: Color mediums and techniques	Read <a href="#">Lesson 6: Primary Research</a> Work on your renderings and put together your paperwork.	
Oct 4	<b>Play 1 everything is due</b>	Read play 2	<b>300</b>
Oct 6	Play 2 discuss. Demonstration: Costume Chart	Start research and Read <a href="#">Lesson 7: Abstract research</a>	
Oct 11	<i>Lecture 8: Textiles.</i> Fabric types (weight, behavior etc...) Fantasy fabric, classic fabric, checks, tartan etc... <b>Due Assignment 4: Cup cakes and Popcorn</b>	Work on research, Text and character analysis play 2 due Oct 13th	<b>20</b>
Oct 13	<b>Due: text, character analysis, costume chart and research Play 2.</b> Present and discuss in class.	Work on preliminary sketches for Play 2 due on Oct 18. Introduce yourself on the Moodle page for the <b>Collaboration Class</b>	
Oct 17	<b>Collaboration class 1 meeting 6-7:30pm</b>	Watch the opera, read the critical analysis of Madama Butterfly, and respond to the <a href="#">Madama Butterfly forum</a>	
Oct 18	Demonstration: Color mediums and techniques.	Work on sketches	
Oct 20	<b>Play 2 sketches</b>	Work on revising and adding details on sketches for play 2 due Oct 25	
Oct 24	<b>Collaboration class 2 meeting 6-7:30pm</b>	Watch the movie, read the critical analysis of M. Butterfly, and respond to the <a href="#">M. Butterfly forum</a>	
Oct 25	<i>Lecture 9: Costume Design for Film versus Theatre</i>	Work on sketches	
Oct 27	<b>Present revised sketches</b> (or add all details...)	Work on renderings. Read <a href="#">Lesson 8: Film Costume Designers</a>	
Nov 1	Bring 1 finished sketch to class (on watercolor paper ready to paint...) Work on rendering in class		
Nov 3	Work in class on renderings	Work on renderings	
Nov 8	ELECTION DAY holiday		
Nov 10	<b>Play 2 everything is due</b> (in class critique)	Read <a href="#">Lesson 9: Costume Design in Dance</a>	<b>300</b>
Nov 14	<b>Collaboration class 3 meeting 5:10-6:30pm</b>	Make final decision on who is doing what for the collaboration class and post it in the Group Collaboration Forum	

Nov 15	Workshop on digital rendering (we maybe using MCGill lab for this class)		
Nov 17	Workshop on digital rendering(we maybe using MCGill lab for this class)	Share your initial research with your group then work on a concept statement	
Nov 22	NO CLASS, please work on final for collaboration class If you are done then work on <b>Assignment 5: Then and Now due Dec 14</b>	Work on collaboration class final project	
Nov 24	<i>THANKSGIVING holiday</i>	Share your concept statement to the <u>Group Collaboration Forum</u> by 11pm on Sunday, Nov 27 (MST)	
Nov 29	NO CLASS, please work on final for collaboration class If you are done then work on Preliminary <b>Line Drawings Play 3</b>	Work on collaboration class final project	
Dec 1	Workshop on mix media for renderings.	Post your group's final project to the <u>Final Project Presentation forum</u> by 11pm on Sunday, Dec 4th (MST)	
<b>Dec 5</b>	<b>Collaboration class meeting final 5:00-6:50pm</b>	Finalize sketches	
Dec 6	Work on renderings for Play 3	Work on renderings for Play 3	
Dec 8	Work on renderings for Play 3	Comment on the final projects of two other groups after class and complete the program evaluation by 5:00pm on Saturday, Dec 10(MST)	
<b>Dec 14</b>	<b>Final presentation for Play 3 Due Assignment 5: Then and Now</b>	<b>8:10-10:10</b>	<b>300 20</b>

The School of Theatre and Dance is committed to the career success of our students and encourages you to participate in ElevateU – UM’s signature career readiness program – to ensure that you graduate career-ready, with the education, skills, and tools needed to launch, carry-on, and pivot your post-graduation career. Participation in ElevateU is free and can be started at any time, no matter where you are in your academic or career journey. Get started by creating a profile on Handshake to search for jobs and internships or by scheduling an appointment with an Experiential Learning and Career Success (ELCS) career coach or advisor.

**From UM President Seth Bodnar:**

The wide availability of safe, effective vaccines to combat COVID-19 means that we are able to continue full in-person learning again this semester. The Office of the President urges every member of the UM Family to get vaccinated (and receive a booster shot) if you haven’t done so already. Vaccination provides the best means of protecting yourself – and others in our UM Family – from the risk of COVID-19.

Please visit <https://www.umt.edu/curry-health-center/corona-virus.php> for the latest health/safety information, as well as campus communications and plans about the global health pandemic.