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THTR 540.01: Graduate Costume Design

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GRADUATE COSTUME DESIGN

THTR 540 Fall 2013 3 credits

Mon-Wed in Partv 190 from 9:10 to 10:30

Instructor: Alessia Carpoca

Office Hours: by appointment or Tue-Thur 1:00-2:00 Fri 2:00-3:00 PARTV 198

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Course Description:

Advanced techniques in costume design; possible topics include design for dance, opera, large-scale drama and musicals. 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 from that analysis create a visual image for that character in terms of costume.
2. The ability to communicate the costume design ideas through drawing and painting (renderings)
3. The ability to recognize and apply various styles of theatrical design to your own work.
4. The ability to create an accurate, detailed full set of paper work for each play including a costume plot.
5. A fundamental, working knowledge of costume fabrics and materials for swatching costume designs.

Grading:

Assignments are due on the date given on the course outline. They will be presented to the class. Students attending this class will be expected to complete all 3 design project in a professional manner. For every project they will need to have a written analysis of the play and it's characters, costume research of the time period selected, scene chart, costume plot and a complete set of costume renderings. It is expected that their 3 binders will provide sufficient information for the costume shop to start building the show.

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. **The final presentation must include a concept statement, research, line drawings and renderings** for: Iris (2 costumes), Mother (2 costumes) Leaf Monitor, Elmer, Ezel, Grotto Good, Gretta Good and Captain Also.

Design Project #2:

Design costumes for "A Flea in Her Hair" by Georges Feydeau. 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 written analysis of the play and it's characters. Costume research of the time the period selected. Scene chart and costume plot. Complete set of costume renderings and line drawings.** You will design 1 costume for each character of Act 3.

Design Project #3:

Design costumes for “The Glass Menagerie” by Tennessee Williams. Complete set of costume renderings and line drawings for all characters for the entire play. This is a modern play that is describe by the author as a dream and as such it present a completely different challenge from a true period piece. You MUST keep it in period while emphasizing the fact that the play is a memory of a different time in the life of the protagonist. **The final presentation must include a written analysis of the play and it’s characters. Costume research of the time period selected . Scene chart and costume plot. Complete set of costume renderings and line drawings.**

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 6 assignments worth 100 total points.

Grade Weight:

Design 1	Concept statement, research, Line Drawings and Renderings	Oct 07	300
Design 2	Analysis of the play, costume research, scene chart and costume plot renderings.	Nov 13	300
Design 3	Analysis of the play, costume research, scene chart and costume plot renderings.	Finals: Dec 11 8:00-10:00	300
Assignments	In Your Closet	Sept 4th	10
	Blown Out of Proportions	Sept 9th	10
	Clown-o-Rama	Sept 18st	20
	Cup cakes and Popcorn	Oct 9th	20
	Then and Now	Oct 23th	20
	...but I do not want a period piece!!!	Nov 25th	20

Required Texts:

Character Costume Figure Drawing by Tan Huaixiang
”Still Life with Iris” by Steven Dietz.
“A Flea in Her Hear” by Georges Feydeau
“The Glass Menagerie” by Tennessee Williams

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.

The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students (DSS). If you think you may have a disability adversely affecting your academic performance, and you have not already registered with DSS, please contact DSS in Lommasson 154. I will work with you and DSS to provide an appropriate accommodation.

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 http://life.umt.edu/vpsa/student_conduct.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/theatredance/about/handbook>.

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 useful 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
8/26	Lecture 1: Costume Shop. Trip to the bookstore	In Your Closet assignment due Sept 4th	
8/28	Lecture 2: Human Anatomy	Blown out of Proportion assignment due Sept 9th	
9/02	LABOR DAY HOLIDAY		
9/4	Lecture 3: Text Analysis. Due Assignment 1: In Your Closet	Read play 1 and start the Text analysis play 1 due 11th	10
9/9	Lecture 4: Elements & principles of Design. Period style details and costume design. Due Assignment 2: Blown out of Proportion	Clown-o-Rama assignment due Sept 18th	10
9/11	Play 1 Discussion and analysis of the play Lecture 5: Costume Shapes and Styles.	Start research on play 1 due 16th	
9/16	continuing with Lecture 5: Costume Shapes and Styles. Play 1 research, text & character analysis	Start sketches for Play 1	
9/18	Lecture 6: Ease & Folds. Sketching. Due Assignment 3: Clown-o-Rama	Finish Sketches Play 1 due Sept 23	20
9/23	Due: Play 1 Sketches. Critique	revise sketches	
9/25	Lecture 7: Color and Costume Design	Cup cakes and Popcorn assignment due Oct 9th	
9/30	Play 1 Revised sketches	Clean up sketches or transfer them to better paper	
10/2	Demostration: Color mediums and techniques		
10/07	Play 1 everything is due	Read play 2	300
10/9	Play 2 discuss. Demonstration: Costume Chart Due Assignment 4: Cup cakes and Popcorn	Work on the Text and character analysis play 2 due Mon 14th	20
10/14	Research field trip to the Mansfield library.	Work on Assignment 5 Then and Now due Oct 23	

10/16	Due: text, character analysis and costume chart Play 2.	Research for Play 2 due on Oct 21th	
10/21	Due: Play 2 research. Present and discuss in class.		
10/23	Work on sketches in class. Due Assignment 5 Then and Now		20
10/28	Play 2 sketches due		
10/30	<i>Lecture 8: Textiles.</i> Fabric types (weight, behavior etc...) Fantasy fabric, classic fabric, checks, tartan etc.... <u>Class observation exercise in the light shop or theatre</u>		
11/04	Play 2 Revised sketches		
11/06	Demonstration: Color mediums and techniques		
11/11	VETERAN”S DAY		
11/13	Play 2 everything is due	Read Play 3. Start your research and character analysis to be presented in class on Nov 18th Work on Assignment 6...but I do not want a period piece! Due on Nov 25th	300
11/18	Play 3 Discuss Research and text analysis		
11/20	Preliminary line drawings		
11/25	Revised Line Drawings Due Assignment 6...but I do not want a period piece!		20
11/27	TRAVEL DAY FOR THANKSGIVING		
12/02	Finished Line Drawings ready to be painted		
12/04	Work on Renderings		
12//11	Final presentation everything done for this class is due and will be shown like an expo.	8 to 10 PARTV 190	300