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THTR 340.01: Costume Design I

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COSTUME DESIGN I

THTR 340 Fall 2018 3 credits

Tue/Thur SS 254 from 12:30 to 1:50

Instructor: Alessia Carpoca

Office Hours: by appointment Tue 8:30-9:30 or Fri 2:00-4:00 PARTV 198

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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 the Theatre and for Film. You will also consider and apply basic design ideas and rules about composition, shape, volume, light, texture, movement, etc.

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 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 and complete scene charts and costume plots for plays;
5. A fundamental, working knowledge of costume fabrics and materials for swatching costume designs.

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.

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 "A Flea in Her Hear" 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 its characters. Costume research of the time period selected . Scene chart and costume plot. Complete set of costume renderings and line drawings.** You will design 1 costume for each character present in 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 its 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 5 assignments worth 100 total points.

Grade Weight:

Design 1	Research, Line Drawings and Renderings	Oct 09	300
Design 2	Analysis of the play, costume research, scene chart and costume plot renderings.	Nov 15	300
Design 3	Analysis of the play, costume research, scene chart and costume plot renderings.	Finals: Mon Dec 10 10:10-12:10	300
Assignments	In Your Closet	Sept 4	20
	Blown Out of Proportions	Sept 6	20
	Clown-o-Rama	Sept 20	20
	Cup cakes and Popcorn	Oct 18	20
	Then and Now	Nov 1	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.

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://www.umt.edu/student-affairs/dean-of-students/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.

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/>.

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
8/28	<i>Lecture 1: Costume Shop.</i> Trip to the bookstore	In Your Closet assignment due Sept 4	
8/30	<i>Lecture 2: Human Anatomy</i>	Blown out of Proportion assignment due Sept 6	
9/4	Lecture 3: Text Analysis. Due Assignment 1: In Your Closet	Read play 1 and start the Text analysis due Sept 11	20
9/06	Lecture 4: Elements & principles of Design. Period style details and costume design. Due Assignment 2: Blown out of Proportion	Read play 1 and start the Text analysis due Sept 11	20
9/11	Play 1 Discussion and analysis of the play <i>Lecture 5: Costume Shapes and Styles.</i>	Clown-o-Rama assignment due Sept 20 Start research on play 1 due Sept 18	
9/13	continuing with <i>Lecture 5: Costume Shapes and Styles.</i>	Continue working on research for play 1 due Sept 18	
9/18	Play 1 present research and revised text & character analysis	Start sketches for Play 1	
9/20	Lecture 6: Ease & Folds. Sketching. Due Assignment 3: Clown-o-Rama	Finish Sketches Play 1	20

9/25	Due: Play 1 Sketches , in class presentation and critique	revise sketches	
9/27	<i>Lecture 7: Color and Costume Design</i>	Cup cakes and Popcorn assignment due Oct 18 Clean up sketches or transfer them to better paper	
10/02	Play 1 Revised sketches Demonstration: Color mediums and techniques	Work on renderings	
10/04	Work day painting the renderings	Work on renderings Play 1 design due Oct 9	
10/09	Play 1 everything is due. In class critique of the project	Read play 2 and start research	300
10/11	NO CLASS Read play 2 and start research (possible Research field trip to the Mansfield library)	Work on the Text and character analysis play 2 due Oct 16	
10/16	Play 2 discuss and present text, character analysis. Demonstration: Costume Chart	Work on Play 2 research due on Oct 23	
10/18	Due Assignment 4: Cup cakes and Popcorn Demonstration Color mediums and techniques 1	Work on Assignment 5 Then and Now due Nov 1st	20
10/23	Due: Play 2 research and costume chart. Present and discuss in class.	Research for Play 2 due on Oct 27	
10/25	Demonstration: Color mediums and techniques 2	Work on sketches for play 2	
10/30	Play 2 full set of sketches. In class critique	Revise sketches for play 2	
11/01	Due Assignment 5 Then and Now. Work on revised sketches	Work on sketches for play 2	20
11/06	ELECTION'S DAY	Work on renderings	
11/8	Demonstration: Color mediums and techniques 3. Bring finished sketches to class and painting supplies	Work on renderings	
11/13	Work on renderings in class	Work on renderings Play 2 design due Nov 15th	
11/15	Play 2 everything is due. In class critique		300
11/20	<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>	Read Play 3. Start your research and character analysis to be presented in class on Nov 27th	
11/22	THANKSGIVING HOLIDAY ☺		
11/27	Play 3 Discuss Research and text analysis		
12/29	Preliminary line drawings		
12/04	Workshop on mix media for renderings		
12/06	Revised Line Drawings		
12/10	Final presentation everything done for this class is due and will be shown like an exhibit.	Mon Dec 10 at 10:10-12:10	300