

## DRAMA-113 Intro to Costume Design - Spring 2016 - Section 1334

**Instructor:** Tara Maginnis, Ph.D., Cell: 415 272 5157 Home: 415 479 3157  
**email:** [thecostumersmanifesto@yahoo.com](mailto:thecostumersmanifesto@yahoo.com) or [Tara@costumes.org](mailto:Tara@costumes.org) DON'T USE THE DVC ONE!

**Personal websites:** <http://www.costumes.org> <http://taramaginnis.com>

**Facebook:** "Tara Maginnis" You may friend me during this semester to get updates on when class photos are posted at the Shutterfly photo sharing site:

**Class Web Page:** <http://www.theatricalcostumedesign.com>

**Class Message Board:** <https://groups.yahoo.com/neo/groups/thr254/info> where you may post written assignments to share with the class.

**Class Photo Page:** <http://taramaginnisclasses.shutterfly.com/> where I will post your photos.

**Office Hrs:** Tues 11am-12noon in PA1 (Costume Studio) You can also find me during most of the time between 12-7pm on Tuesdays and 11-7 Thursdays in the Costume Studio in PA1 or Costume Storage PA2, or the Makeup Room PA3.

### Catalog Course Description

DRAMA-113 - 1334 Introduction to Costume Design

3 Units CEU's

01/22/2015-05/27/2015 Lecture Friday 12:30PM - 02:30PM, Performing Arts

Theatre 01/22/2015- 05/27/2015 Laboratory Friday 02:30PM - 03:45PM, Performing Arts Theatre 01/22/2015-05/27/2015 Lab by Arrangement

36 hours Lecture / 27 hours Laboratory / 27 hours Lab by Arrangement per term

This course is for the study of theory and application of costume design and construction for the theater including fabric, basic patterns, wardrobe plotting, and historical styles. Working in crews on construction of costumes for theatrical productions. C-ID THTR 174, CSU, UC

**Time:** 12:30-3:45 **Days:** Friday

**Campus:** DVC

**Building:** PAC **Room:** PAC Theatre

### Objectives/Student Learning Outcomes

Lecture and Laboratory

1. Apply theory and application of costume design to costume construction for the theater.
2. Demonstrate a working knowledge of wardrobe plotting and historical designs.
3. Use various fabrics and materials to make figure patterns and bodice designs.
4. Use line and color to differentiate characters in a play.
5. Safely use sewing machines and master sewing techniques.
6. Correctly use standard costume vocabulary.

7. Analyze a play script to create a design concept.
8. Develop a costume budget for a production.

### Laboratory by Arrangement

1. Apply costume construction skills as a costume assistant for a major production.

**Costume Class Location:** Because this class is larger than can fit in the Costume Studio, and because all the other locations in the PAC are occupied at times with shows, set building, etc. it is a movable class. Most days we will meet in the Arena Theatre or PAC Mainstage, others will be down in the PAC 3 (Makeup Studio), or even the lower loading dock, or in other scattered locations as listed in the schedule in this syllabus. If it is forced to move for some unforeseen cause, I will have the alternate location posted right outside the PAC 1 (Costume Studio). So if you come late, and the class is not where the syllabus says it should be, go by the Costume Studio to learn where to go. On student Matinee days you may have some clueless git try to tell you "There is a show going on, you can't come in." Politely tell them you are in the costume class and you are required to be here, and if they have a problem with that to discuss it with me. However, always, matinee or not, be quiet and do the *Tech Ninja Walk* going through the Green Room (offices), backstage, and especially on stage. Grubby black painting clothes can help make you "invisible" too. If the stage is too dark or busy to get through, go around the building to the door at the scene shop loading dock to get in.

**Mini Location Schedule:** 1/22 PAC & PA3, 1/29 PA3, 2/5 Arena & PA3, 2/12 Holiday, 2/19 PAC, 2/26 Arena, 3/4 A302, 3/11 A302, 3/18 A302, 3/25 Holiday, 4/1 A302, 4/8 A302, 4/15 PA3, 4/22 PAC & PA3, 4/29 PAC & PA3, 5/6 A302 & PA3, 5/13 A302 & PA3/PA1, 5/20 PAC & PA3, 5/27 PA3.

**Costume/Makeup Lab Hours:** Lab hours were created so you can learn about the types of things we actually do to put up shows, clean and repair costumes, and maintain our large stock of used costumes between shows. ***Each individual will return during Costume Studio times for an average of 1.5 hours per week, 27 hours overall. THIS IS NOT OPTIONAL.*** Hours right after the post class pee break (4:00-5:30) are available for this purpose and I am available for the most concentrated hand-holding during that time. But because there are also lab times for students taking the Tech class, you can piggyback into those hours as well. These lab times are Tuesdays or Thursdays between 2-4, or 5-7. Other lab hours are sometimes available on selected days for traditional lab work on the costumes for DVC shows. *These extra hours happen the week before we open each show during Sunday 12-5, Monday 1-6 & Wednesday 1-6 as noted in your schedule.* Students may also complete lab hours by serving on the backstage wardrobe/dressing crew of a Spring DVC show with special

permission. See DVC Drama Production Calendar at <http://www.dvcdrama.net/productioncalendar.html> for details of when the shows run. To get on a backstage crew you must sign up for it on the Greenroom sign up list, and, hopefully also speak to Scott Heiden and/or the show's Stage Manager to get an assignment. **For your lab hours, you must officially clock in hours up in the Green Room with the scan card I issue you**, but you may also keep a hand written time sheet in the costume studio if you wish to help yourself keep track of your hours. Let me know when you will be coming in so I can potentially line up things for you to do.

**Class on the Web:** The official class page is at <http://TheatricalCostumeDesign.com> where you can get another copy of this syllabus. So go there and bookmark it tonight before you lose this piece of paper. Photos that I take of you in class will be posted in full at my Shutterfly site <http://taramaginnisclasses.shutterfly.com>. At Shutterfly you can freely download or print out the images (after joining [Shutterfly](#) for free.) Let me know if you do NOT want photos of you or your work put online. A copy of this syllabus will also be online there, along with links to additional material. I also have a Pinterest board where you can download useful free how-to information and croquis template sheets to make drawing easier <http://pinterest.com/thecostumer/stuff-for-my-costume-class-students> and this site also has croquis templates: <http://www.designersnexus.com/design/free-fashion-croquis-templates> You can look up extra how to info for alternative or extra credit projects at <http://www.costumes.org/index.php/Classes254pagesThr254projects>

#### **Textbooks:**

- *The Costumer's Manifesto: a Guide for Artists Who Make Clothes for Imaginary People*, by Tara Maginnis. You can buy one of the few remaining hard copies of this for \$20 from me and stick it in a binder, or get the book for free at the link on the class web site at <http://TheatricalCostumeDesign.com> and print it out or read it online.
- You'll also want to get *Tickets for DVC Shows*, see [dvcdrama.net](http://dvcdrama.net) for details.
- Kindle or online book and posters for the menswear portions of the class may be downloaded for free at <http://www.realmenrealstyle.com/>
- *Notes for Titus Andronicus*, including an image of the *Peacham Drawing* may be downloaded at [https://en.wikipedia.org/wiki/Titus\\_Andronicus](https://en.wikipedia.org/wiki/Titus_Andronicus) and a script of *Titus Andronicus* may be found by following links at the bottom of the Wikipedia page
- Play script for *Clybourne Park* by Bruce Norris available at Amazon.com

**Materials:** Because your out of class Lab time projects will be made for DVC show costumes and stock we will provide you with some of your needed class materials. However, you will need some basic art materials for the rendering projects, and will also buy or scrounge for some or all of the following:

- A Sketch book 8.5 x 11 or larger with stiff back, or clip board.
- Drawing implements for class in a zip bag. If you own cool stuff you like working with, bring it, if you do not, just get 1-2 Sharpies, a soft solid lead pencil (or a few conte crayons), and a Uni-ball Signo 207 pen.
- A minimal sewing kit also in a zip pouch, for take home projects including pins, some hand sewing needles, a pair of scissors, seam ripper and thread.
- A necktie, pair of dress pants, and shirt of a masculine type. (Salvation Army on Mondays usually will sell you these for \$2 each if you choose one with the tag color of the day).
- Materials as needed for a final costume project or other projects of your choice.

If you have extreme money constraints, *let Tara know **AHEAD OF TIME*** and she will provide you with materials provided by the DVC costume studio so long as the projects made with them become DVC costume stock. Conversely, if you wish to keep all your projects, and not just those listed above, you should bring in your own materials for these projects.

**Shows:** All students enrolled in a theatre class are expected to either participate in, or view our shows. If there is a production you are not actively participating in as crew member or cast, you should go see the show. Tickets may be obtained at <http://dvcdrama.net> or the box office. The Thursday before the Friday opening of each show is often a discount (or sometimes free) student preview. There are also discount student matinees on some weekday mornings in the production calendar, these cost \$5 at the door, if you are really pressed for funds, go sign up to usher, in the usher sign up list in the Green Room, to get in "free" (for ushering).

**Instructional methods:** Many classes will begin with a lecture and/or demo where I will show you how to do a technique (or two) for a possible project. This will typically take 1.5-2hrs. After the demonstration occurs, the class will stay after the demo to work on projects till 3:45. If you want to do the rest of your weekly lab time after class, clock in during your post class pee break (3:45-4:00pm) and stay 4:00-5:30 to complete all your lab time for the week. If not schedule a time with Tara from 2-4 or 5-7 Tuesday or Thursday.

**Grading:** Your grading will be based on an accumulation of points coming from your projects, class attendance and participation, plus completion of your 27 lab hours. (See your grade planning sheet for details). There are actually a few more projects planned for you in class than you need for an A, so you may choose between certain tasks, or request substitute tasks if you need them, so, for example, if you are designing an off-campus show you may request approval to submit research, sketches and renderings for this show instead of the Shakespeare play. *You may also substitute with other short projects taken from ideas in the book, or any of the projects located on the class web page, etc.* **If**

**you are working on a costume related project ASK if it qualifies for points. Chances are it does!** Do not however procrastinate on either lab hours or on projects. One way or other you will need to put in a lot of time on projects and lab, and you will fail this class if you put this off too much. The number of points you will receive will depend on a new grading rubric (borrowed from the estimable costumer Kristina Tolleffson) related to deadlines, completeness, presentation, meeting objectives, use of research/inspiration, choice of materials, manipulation of media, and use of elements and principles as appropriate. (See attached addenda).

**Late Assignments:** Assignments which are turned in late are worth only 50% of the points of the same assignment turned in on time, unless you can *document* a legitimate reason you were absent (ER discharge instructions, auto repair bill, obit for your deceased aunt, etc). Otherwise, you may only make up the points of a late assignment by either doubling it, or by choosing an additional assignment from those in the book or on the web site to add points, but this increases your work, so it is foolish to do it often.

**Lab Participation:** Be there. Be willing. Follow directions. Swipe in and out with your card in the Green Room. (Keep a total of your own on the hours completed, since I am not able to access the swipe card hour numbers till finals week.) Just like Technical Theatre Lab. If you can manage these things, a full 81 points for lab hours are assured. Time spent should be roughly 1.5 hrs a week or 27 hours over all. We have Lab hours 4-5:30pm every Friday after class to make getting your lab hours done as easy as possible. Hours over and above your required 27 should be swiped and reported because your extra hours are worth 3 points each of extra credit.

**Class attendance and participation** means providing helpful commentary, ideas, and moral support to your fellow students. It also means you are there for the demos, and the in-class lab after the demo till 3:45, working cooperatively with your fellow students, while getting more done than just talking. **Doing this can earn you 30 points.** Doing exemplary participation by enlightening or assisting other students can earn you **He/She Helped me Cards** from your fellow students, which are worth **3 points each.** Read more on this later in this syllabus.

**Official Pee and Cancer Stick Breaks** are all 15 minutes long. Bathrooms may be found off of the Men's and Women's Dressing rooms on the basement level of the PAC. Please go to them at any time you need them. Smoking is ignored (but not encouraged) in the outside picnic area next to the loading dock of the Scene shop at stage level of the Theatre.

**Class Projects:** There are a massive number of potential class projects in this class which you will be taught how to do. (**500 points or more possible** among them all.) You need not do all of them, but you should do a substantial number of

them because you cannot pass the class with only final projects, lab and attendance, unless you do multiple final projects. Many of these class projects will require that you do all or part of them at home, but many will also be short projects we will do in class. When you have an opportunity to do a class project before leaving class, do it, it is your easiest way to accumulate the needed points.

**Alternate Class Projects:** Besides those class projects that we cover in class you also have the option of many alternate projects to obtain points. Those projects may be found on the Class Projects Links page at the class web page at <http://www.theatricalcostumedesign.com>

**Final Project Assignment: (100pts each)** Final projects are large projects due on the day of the final exam period, and they pack a lot of points. You may do one, all, or none of these, but doing one is advised, as it will give you a sense of accomplishment and not require you do quite as many of the shorter individual class projects, especially if you work the DVC shows and so have periodic conflicts with classes on the Matinee days and/or KCACTF.

**Option #1:** Do a sample set of 12 or more Costume Renderings for a Shakespeare Play, in color, labeled, mounted, and swatched with a 1/2 page concept statement.

**Option #2:** Complete a single costume rendering of a full costume, plus make and/or assemble and alter the completed costume to fit a real human. *Fanime, Ren Faire and Dickens Fair projects are all OK*

**Option #3:** Complete a single costume rendering for a "Beach Blanket Babylon" style costume with big wig/hat, and make the wig/hat shown in the design. The hat must be comfortably wearable, not wobble, be at least 2'x2' in size, and lightweight (less than 3lbs), and provide some "Wow!" factor.

<b>Course calendar:</b> The Tentative schedule for classes is as follows (This may change):	<b>Projects (&amp; Stuff) Due to Bring in today for class:</b>
<p><b>January 22:</b> PAC Mainstage: Introduction of syllabus &amp; take-home un-graded questionnaire. Explain about Costume Projects, and other projects and how to get an "A". Then we will briefly discuss the <u>Super Secret Hunger Games BBQ Project</u> due next week. After the Pee and Cancer Stick break, meet downstairs in the hallway for the Costume Basement tour. Finally, we will get to play in the makeup room and Lower Loading Dock to do the <u>Super Secret BBQ Project Pt 1. [10pts]</u></p>	<p><b>Yourself.</b></p>
<p><b>January 29:</b> PA3 Makeup Room. 12:30-1:30 assemble components for <u>Super Secret BBQ Project Pt 2 [10pts]</u> be photographed with your work, then proceed with the</p>	<p>Bring your un-graded questionnaire, <u>Artistically Prepared Edible</u></p>

<p>group to make a fashionably late "entrance" at the DVC Drama Barbeque at roughly 2pm. Enjoy the BBQ and share your projects, then return downstairs at 3pm to clean up, and learn about the <b><u>Necktie Tying Project &amp; Necktie, Dress Shirt and Dress Pants</u></b> due next week.</p>	<p><b><u>Components [10pts]</u></b>, and wear Neon bright clothing/makeup that looks like it belongs on a <b><u>Panem Party Guest [10pts]</u></b>.</p>
<p><b>February 5:</b> Arena Theatre. Tara will briefly explain how to read a play for costume purposes, using the Four Founders of Hogwarts to illustrate the point. Explanation of the <u>Clybourne Park Research Project</u>. You will then display your <b><u>Necktie Tying Project [15pts]</u></b> skills in a competition for <u>King/Queen of the Cravat Contest [15pts Extra Credit &amp; a silly prize to the winner who can tie the largest variety of knots from memory, 10pts to the 1st Runner up, and 10pts to the Speed winner]</u> After the Pee and Cancer Stick break, meet downstairs in the Makeup Room, where we will learn how to <u>Clean &amp; Press Dress Shirts and Hang up Dress Pants</u>.</p>	<p>Wear your <b><u>Necktie, Men's Style Dress Shirt &amp; Dress Pants [10pts]</u></b>. Do <b><u>Book Quiz #1 [5pts]</u></b> online.</p>
<p><b>February 12: Lincoln's Birthday Holiday, no class or lab.</b> At home, read your <u>Clybourne Park</u> Script this week!</p>	<p>Do <b><u>Book Quiz #2 [5pts]</u></b> online.</p>
<p><b>February 19:</b> PAC Mainstage Theatre. Students at DVC will be taught by guest teacher Jess Bertine, doing a TBA lecture or demo. Lab time will be spent preparing you for the <u>Clybourne Park Research Project</u> by having you watch the 1961 version of <u>A Raisin in the Sun</u> <b><u>SPECIAL NOTE ON KCACTF WEEK</u></b> Tara and many members of the class will be at the Region VII convention of the Kennedy Center American College Theatre Festival in Denver this week. Students at KCACTF are instead required to attend a costume presentation at the conference as their assignment this week.</p>	<p>Do <b><u>Book Quiz #3 [5pts]</u></b> online.</p>
<p><b>February 26:</b> Arena Theatre. Demo of the F-U Knot and Hand Sewing Stitches. After the Pee and Cancer Stick break, choose fabric kit &amp; get a pattern for your "<u>Period</u>" <u>Bag Project</u>, and begin sewing using the stitches we learned in class.</p>	<p>Bring your basic sewing kit and your <b><u>Clean &amp; Press Dress Shirts and Hang up Dress Pants Project [10 pts]</u></b>. Do <b><u>Book Quiz #4 [5pts]</u></b> online.</p>
<p><b>March 4:</b> ART 302. Show off your completed <b><u>"Period" Bag Project [25pts]</u></b> bags to each other. Then do individual show and tell about your <b><u>Clybourne Park Research Project [20pts]</u></b> images. Explanation about your next design project: <u>Titus Andronicus Project Pt 1, Multi-Period Research/Sketches</u>. After the P&amp;CS break, return to ART 302 and I will show you a few of my magical drawing tricks, and make funny poses so you may try them out.</p>	<p>Bring in your sketch book &amp; drawing implements, your completed <b><u>"Period" Bag Project [25pts]</u></b> and your images for the <b><u>Clybourne Park Research Project [20pts]</u></b>. Do <b><u>Book Quiz #5 [5pts]</u></b> online.</p>

<p><b>March 11:</b> ART 302. Another drawing day! Learn more tricks to help prep you for <u>Titus</u>. After the Pee and Cancer Stick break, learn how to <b><u>Re-Hem Men's Dress Pants [10pts]</u></b> without damaging them for future use.</p>	<p>Read <u>Titus Andronicus</u> by this week (or fake it by watching one of the film versions). Bring in your sewing kit, sketch book &amp; drawing implements. Do <b><u>Book Quiz #6 [5pts]</u></b> online.</p>
<p>This week you can catch up on lab hours during the final push for <u>Almost, Maine</u></p>	
<p><b>March 18:</b> ART 302. Present your <b><u>Titus Andronicus Project Pt 1, Multi-Period Research/Sketches [30pts]</u></b> Learn what <u>Titus Andronicus Project Pt 2, Five Costume Design Renderings</u> entails. Do "Emotion" Doodles in class. After P&amp;CS break go back to the Arena to engage in <u>Fabric Swatch Fun</u>.</p> <p><i>Special Scheduling Note: <u>Almost, Maine</u> opens tonight at 8pm! So going to the show tonight gets you cake, juice, and a close up view of the cast in costumes.</i></p>	<p>Bring in your <b><u>Titus Andronicus Project Pt 1, Multi-Period Research/Sketches [30pts]</u></b> Read pg 66-84 from the text book to prep for the <b><u>Book Quiz 5 [5pts]</u></b></p>
<p><b>March 20-27: Spring Break</b>, no class, no lab.</p>	<p>Do <b><u>Book Quiz #6 [5pts]</u></b> online.</p>
<p><b>April 1:</b> ART 302. Distribution of rubber bands. Also, get a vocabulary sheet and learn where to get the mobile device flashcards for vocabulary study. See Tara's <u>Abbreviated History of Western Costume Show, pt 1</u>. After P&amp;CS break go raid the costume studio for fabric and trim swatches to put on your renderings before turning them in, you have 30 minutes to do this and 15 to clean the costume studio after you finish. After doing so, return to ART 302 to individually present your <b><u>Titus Andronicus Project Pt 2, Six Costume Design Renderings [40pts]</u></b> if time permits learn more on the <u>Final Project Assignment &amp; Mask Assignment pt 1: Sketch or Collage</u>.</p>	<p>Bring your <b><u>Titus Andronicus Project Pt 2, Six Costume Design Renderings [40pts]</u></b> and a caffeinated beverage. Note: Persons who do not come with a caffeinated beverage and who fall asleep may have rubber bands shot at them. Do <b><u>Book Quiz #7 [5pts]</u></b> online.</p>
<p><b>April 8:</b> ART 302. Watch the <u>Abbreviated History of Western Costume Show, pt 2</u> after the P&amp;CS break, If it was not covered last week, learn more about the <u>Final Project Assignment &amp; Mask Assignment pt 1: Sketch or Collage</u>. Learn to measure each other, and make different types of <b><u>Simple Costume Pieces for Improv [20pts]</u></b></p> <p><b>Schedule Conflict! There will be a Student Matinee of <u>Almost, Maine</u> today at 10:30am, and an evening performance at 8:00pm. Students involved in these performances are excused from attending today.</b></p>	<p>Bring a caffeinated beverage, your sewing kit, and a pen or pencil. See rubber band note above.... Do <b><u>Vocabulary Quiz 1 : Abbreviated History of Western Costume Show, pt 1 [10pts]</u></b> online</p>
<p><b>April 15:</b> PA3 Makeup Room. Do <b><u>Vocabulary Quiz 2: Abbreviated History of Western Costume Show, pt 2 [10pts]</u></b>, followed by a tedious but brief <u>Overview of</u></p>	<p><b><u>Due Today: Mask Assignment pt 1: Sketch or Collage [10pts]</u></b>. You</p>



<p><u>Costume Terminology</u> in preparation for a quiz in two weeks. Then we move to the fun stuff: Plaster each other to begin your <u>Mask Assignment pt 2: Plaster Bandage Masks</u> Take your P&amp;CS break anytime during this process that you feel like.</p> <p><i>Special Scheduling Note: <u>Theatre Outside the Box</u> opens tonight at 8pm!</i></p>	<p>are also advised very strongly to bring an old shirt or smock to cover your clothing, or dress in painting clothes. Girls may wish to shave minor peach fuzz from sides of jaw. Do <u>Vocabulary Quiz 2: Abbreviated History of Western Costume Show, pt 2</u> [10pts] online</p>
<p><b>April 22:</b> PAC Mainstage. Bring your white gesso covered <u>Mask Assignment pt 2: Plaster Bandage Masks</u> [15pts] to show just before the break. Learn about the <u>Beach Blanket Babylon Design Project</u>. Antique finishes, painting costumes for distressing and other effects. After the P&amp;CS break, go down to the Makeup Room where we will barricade the door to the Star Quest kids and learn to make <u>Hot Glue Jewelry</u> Any leftover class time may be spent painting your masks and or necklaces.</p>	<p>Due Today: <u>Mask Assignment pt 2: Plaster Bandage Masks</u> [15pts]. Do <u>Book Quiz #8</u> [5pts] online.</p>
<p><b>April 29:</b> PAC Mainstage. Bring your finished <u>Mask Assignment pt 3: Decorated Plaster Bandage Masks</u> [15pts] and/or <u>Hot Glue Jewelry</u> [10pts] to show off before the presentation, <i>40 Plus Weird Methods for Making &amp; Embellishing Costumes and Accessories</i>. After the P&amp;CS break go downstairs to the Makeup room to learn how to do straight and curved stitching on a sewing machine, and the three methods we use to make ruffles. Experienced stitchers can rack up <u>He/She Helped Me Card</u> points [3pts each] teaching the newbies how to operate the machines!</p>	<p>Due Today: <u>Mask Assignment pt 3: Decorated Plaster Bandage Masks</u> [15pts], <u>Hot Glue Jewelry</u> [10pts]. Do <u>Book Quiz #9</u> [5pts] online.</p>
<p><b>May 6:</b> ART 302. Turn in your Ruffle(s) with your name attached. View <i>More than You Ever Wanted to Know About Hot Glue</i> Lecture. Present your <u>Beach Blanket Babylon Design Project Renderings</u> [10pts] After the P&amp;CS Break, meet in PA3 Makeup Room to learn the basics about making large lightweight headgear.</p> <p><i>Special Scheduling Note: <u>Clybourne Park</u> opens tonight at 8pm! So going to the show tonight gets you cake, juice, and a close up view of the cast in costumes.</i></p>	<p>Due Today: <u>Beach Blanket Babylon Design Project Renderings</u> [10pts] and <u>Ruffle</u> [5pts, or up to 15 for all three types]. Do <u>Overview of Costume Terminology Quiz</u> [10pts] online.</p>
<p><b>May 13:</b> ART 302. View Lecture/Demo on basic flat pattern alteration and draping. After the break, go to PA3 Makeup Room and PA1 Costume Studio to work on your <u>Flat Pattern Bodice Project</u> [15pts] in class.</p>	<p>Bring your scissors, sharpie, an old newspaper (Inquirer will do), and a roll of scotch tape. Do <u>Book Quiz #10</u> [5pts] online.</p>
<p><b>May 20:</b> PAC Mainstage. View Lecture on <i>Instant Magic</i></p>	<p>Due Today: <u>ALL</u></p>

<p><i>Costume Changes.</i> After the P&amp;CS break, go to the PA3 Makeup room to turn in all your projects to me to be photographed, (except for the Final Projects), and get advice for getting help working on your final projects.</p> <p><b>ALL PROJECTS EXCEPT FOR FINAL PROJECTS MUST BE IN BY TODAY to be counted for points!!!!!!</b> The Good news is, if you have completed 450 points of projects, and done all your lab hours by today. <b>YOU DO NOT HAVE TO DO A FINAL PROJECT!!!!</b> You already have an "A"</p> <p><b>Schedule Conflict!</b> There will be a Student Matinee of <u><i>Clybourne Park</i></u> today at 10:30am, and an evening performance at 8:00pm. Students involved in these performances are excused from attending today.</p>	<p><b>PROJECTS EXCEPT FOR FINAL PROJECTS MUST BE IN BY TODAY to be counted for points!!!!!!</b> The Good news is, if you have completed 450 points of projects, and done all your lab hours by today. <b>YOU DO NOT HAVE TO DO A FINAL PROJECT!!!!</b> You already have an "A"</p>
<p><b>May 27:</b> PA3 Makeup Studio: Final Exam Period: 12:30-3:45 Model or show and tell about your <u>Final Project Assignment</u> and double check your points. Special Finals week office hour afterwards 4-5:30pm in the costume studio! <b><i>Please note, if you instead are planning to go to Fanime today, please turn in all your work, and go over your Grades with me <u>before</u> today!</i></b></p>	<p><b><u>Final Project Assignment:</u> (100pts)</b></p> <p><b>Option #1:</b> Do a sample set of 12 or more Costume Renderings for <u><i>A Midsummer's Night Dream</i></u>, in color, labeled, mounted, and swatched with a 1/2 page concept statement.</p> <p><b>Option #2:</b> Complete a single costume rendering of a full costume, plus make and/or assemble and alter the completed costume to fit a real human. <i>Fanime, Ren Faire and Dickens Fair projects are all OK</i></p> <p><b>Option #3:</b> Complete a single costume rendering for a "Beach Blanket Babylon" style costume with big wig/hat, and make the wig/hat shown in the design. The hat must be comfortably wearable, at least 2'x2' in size, and lightweight (less than 3 lbs).</p>

**He/She Helped Me Cards (3pts):**

I, \_\_\_\_\_ got help with my \_\_\_\_\_

Project from fellow student \_\_\_\_\_ who helped me by

doing/telling me: \_\_\_\_\_

and I think he/she deserves participation points! Date: \_\_\_\_\_

Or, I, \_\_\_\_\_ learned something cool and new about

\_\_\_\_\_ from fellow student

\_\_\_\_\_ in a show and tell, or discussion in class, and

I think he/she deserves participation points! Date: \_\_\_\_\_

**Course policies:** While it is an obvious point of ethics that you should not turn in work that is not your own for a grade in class, this does not imply that you cannot ask for help on your costume projects from Tara, other students, or even your dear old Mom. Indeed, if another student helps you while working on a project please give him/her a filled out **He/She Helped Me Cards (3pts)** (see above) which will be available in class throughout the semester and which they can turn in for points towards extra credit, (If you are shy, you may turn it in directly to me). At all times you should help and interact with one another, bring ideas and show and tell tips to class, etc.

**Attendance, Punctuality & Common Politeness:** It is difficult to earn full participation/attendance credit if you miss a lot of the class presentations, or regularly come in late. There is no specific number of absences that is a “cutoff” line for full credit, rather it is the amount of time I see your shining faces, the extent to which you do (or don’t) participate in the demos/discussions, and above all, the frequency of times I have to shout to be heard over your private non-costume-related conversations that influence my judgments on this matter. I know that major portions of costume class feels exactly like the Drama Dept Friday afternoon “stitch and bitch” meeting, (and this is fine) but there are times, most obviously when I’m trying to address the whole class, that you need to stop your conversations and let me be heard. Repeated brainlessness in this matter WILL lose you points.

Design Basics Rubric of 2017

PROJECT:

NAME:

	Unsatisfactory, Poor, Unacceptable	Below/Average, Needs Improvement, Barely Acceptable	Average, Good, Not Yet Acceptable	Above/Average, Very Good, Acceptable	Excellent, Outstanding, Exemplary
Deadlines	Unacceptable Turned in more than one week late	Acceptable N/A	Turned in within one week of deadline	N/A	Met deadline or did double with permission
Completeness	Project is unacceptably incomplete	N/A	Project is missing a major element	Project is missing a minor element	Project is complete
Presentation	Student has major and multiple instances of poor Presentation	Student has overlooked major points of Presentation and work contains major or multiple instances of poor presentation which detract from overall composition	Flaws in Presentation draw focus away from the overall composition. Care was not taken when attending to the details of Presentation.	Presentation is neat but contains minimal minor infractions that do not draw focus from the overall product. Lacks Finishing Touches.	Presentation is professional and appropriate; clean, concise, no bent edges or wrinkling, no glue blobs, no eraser marks, no crooked cuts, artistically balanced, clearly and appropriately labeled.
Meeting Objectives	Project does not demonstrate an understanding of any of the objectives of the assignment	Project demonstrates most of the objectives of the assignment are missing or misunderstood	Project demonstrates basic understanding of the objectives of the assignment, but one objective is missing or misunderstood	Project demonstrates a clear understanding of the objectives of the assignment	Project demonstrates a clear understanding and mastery of the objectives of the assignment
Use of Research / Inspiration	Project had neither inspiration or research materials or was a copy of an existing work.	Project is missing either appropriate research/inspiration or adequate research/inspiration materials	Project is turned in with inspiration / research materials but final product lacks a connection between the research and idea or concept.	Project demonstrates use of inspiration or research materials but connection between research and product is weak or not fully developed. Theme present. Shows independent thinking.	Project demonstrates use of inspiration or research materials to create an original idea or new interpretation of an old idea. Student tried unusual combinations, made connections to previous knowledge; theme elaborated on in outstanding way. Shows advanced independent thinking
Choice of Materials	Did not use required and/or appropriate materials. Inappropriate Material Choices Overall	Used few of the required materials and/or poor material choice made project ineffectual. Material choice distracted from the overall composition	Materials selected neither enhanced or detracted from the project. All required materials may not have been used or material choice may not have been appropriate for this application	Used required and appropriate materials in a standard way.	Used required materials. All materials were appropriate, materials were used in an appropriate or innovative way. Material Choice enhances project.
Manipulation of Media	Project demonstrates inability to manipulate media and/or technique	Project demonstrates minimal ability to manipulate media and/or technique	Project demonstrates additional work needed in manipulation of media and/or technique	Project demonstrates proficiency in manipulation of media and/or technique	Project demonstrates great skill in manipulation of media and/or technique
Use of Elements and Principles	Project demonstrates no understanding or ability to apply elements and principles in solving a design challenge and/or communicating to an audience.	Project demonstrates little understanding or ability to apply elements and principles in solving a design challenge and/or communicating to an audience.	Project demonstrates several errors in understanding and applying elements and principles in solving a design challenge and/or communicating to an audience.	Project demonstrates proficiency in understanding and applying elements and principles in solving a design challenge and communicating to an audience.	Project clearly demonstrates detailed understanding and application of elements and principles in solving a design challenge and communicating to an audience.

DRAMA-113 Costume Design---Spring 2014 Assignments:	Points Possible	Points you have
Lab participation including 27 out of class hours	80	
Class Attendance and participation	30	
Super Secret Barbeque Project Pt 1	10	
Super Secret Barbeque Project Pt 2	10	
Panem Party Guest Ensemble	10	
Prepared Edible Components	10	
20th Century Menswear Ensemble (Dress Shirt, Pants & Tie)	10	
Successfully Tied Necktie	15	
20th Century Menswear Pressed Pants & Shirt	10	
Period Bag Project	25	
Clybourne Park Research Project	20	
20th Century Menswear Re Hemming Men's Dress Pants	10	
Titus Andronicus Multi-Period Research Sketches	30	
Titus Andronicus 6 Colored & Swatched Renderings	40	
Simple Costume Pieces for Improv	20	
Mask Assignment Pt 1: Sketch or Collage	10	
Mask Assignment Pt 2: Plaster/Gesso Mask	15	
Mask Assignment Pt 3: Decorated Mask	15	
Hot Glue Jewelry	10	
Beach Blanket Babylon Design Project Rendering	10	
Ruffle(s)	5-15	
Flat Patterned Bodice Pattern	15	
History of Fashion, Terminology Quiz 1	10	
History of Fashion, Terminology Quiz 2	10	
Costume & Theatre Terminology Quiz	10	
Book Chapter Quizzes, 10 quizzes @ 5 pts each	50	
Final Costume Project Option #1, #2, or #3	100 each	
<i>Extra Credit Projects:</i> short projects taken from ideas in a book, the class links page, etc. If you are working on a costume related project ASK if it qualifies for points. Chances are it does.	? Based on quality	
Extra Credit Project: Extra Lab hours on shows	3 per hour	
Extra Credit Project: He/She Helped Me Cards	3 per card	
Extra Credit Project:		
Extra Credit Project:		
Extra Credit Project:		
Extra Credit Project:		
Extra Credit Project:		
Extra Credit Project:		
Extra Credit Project:		
Extra Credit Project:		
Total Points you want:	500	

500-450pts=A    449-400pts=B    399-350pts=C    349-300pts=D    299-0pts= F