

**DRAMA-113 Intro to Costume Design - Spring 2018 -
Section 1334**

Class Web Page on Canvas:

<https://dvc.instructure.com/courses/29488>

Instructor: Tara Maginnis, Ph.D., Cell: 415 272 5157 it is OK to call or send text messages. Home landline for weekends/evenings: 415 479 3157

email: thecostumersmanifesto@yahoo.com or Tara@costumes.org.

Personal website: <http://taramaginnis.com>

See also <http://costumes.org> and <http://andrewkahn.me/wiki/Navigation>

Facebook: "Tara Maginnis" You may "friend" me if this amuses you.

Hashtag: Please tag any photos or video you want to share on social media that you take in class with **#DVCCostumeClass** so your fellow students can find them online.

Office Hours: Tuesdays and Thursdays PA121 1:30-2pm. You can also find me during most of the time between 11-1 and 2-7pm on Tuesdays and Thursdays in the Costume Studio in PA1 or Costume Storage PA2, or the Makeup Room PA3. **Do not be shy about going in rooms downstairs to find where I'm working, if a door is unlocked, you are allowed in, period.** Do, however if entering a dressing room of a gender other than your own, knock loudly and yell "COSTUMES!" to warn any naked people, and keep eyes firmly on the floor till you are quite sure that people are wearing clothes. This is not the Miss USA Pageant, and actors need to feel you are not judging or ogling their bodies.

Catalog Course Description

DRAMA-113 - 1334 Introduction to Costume Design

3 Units CEU's

Lecture Friday 12:30PM - 02:30PM, Performing Arts Theatre

Laboratory Friday 02:30PM - 03:45PM, Performing Arts Theatre

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/Makeup Lab Hours: Lab hours were created so you can learn about the types of things we do to put up shows, clean and repair costumes, and maintain our large stock of used costumes between shows, some lab time will be devoted to completing your class projects as well. **Each individual will return during Costume Studio times for an average of 1.5 hours per week, 27 hours overall. THIS IS NOT OPTIONAL.** The hours right after the post class pee break (4:00-5:30) are available for this purpose so you can conveniently get them in simply by staying in class and working on projects during the second movie. However, you can also do these hours instead working on shows during the normal lab times for students taking the Drama 201 Technical Theatre class Tuesdays 5-7

or Thursdays between 2-4, or 5-7. Other lab hours are also available on selected days for traditional lab work on the costumes for DVC shows. These extra hours usually happen the week before we open each show during Sunday 12-6, Monday 1-5 & Wednesday 1-5 as well as 11:30-6 on Tuesday & Thursday as noted in your schedule. For these outside-of-class lab hours, you must also keep hours on the hand-written time sheet we use in class and in the costume studio on no-class times. Let me know when you will be coming in so I can potentially line up things for you to do. People who have time in the ½ hour before class can also get hours helping to set up for class by coming in to the DVC Costume Studio PA 1 before noon and helping me bring supplies up the hill and laying out the equipment & supplies once we are there.

Costume Class Location: Because this class is larger than can fit in the Costume Studio, and because all the other locations in the PAC including the Mainstage of the PAC (where we will meet on the first day of class) are occupied at times with shows, our class will be moved for most of the semester to LC 109, The exceptions will be:

February 23 (KCACTF WEEK)	PAC Green Room outside my office PAC 121 (after break we move on to LC 109)
May 18 (Last Day of Regular Class)	LC 109 (after break we move to PAC 3 makeup room)
May 25 (Final Exam Period)	PAC Green Room outside my office PAC 121

Class on the Web: The official class page is located at on Canvas at <https://dvc.instructure.com/courses/29488> where you can get another copy of this syllabus. Check Canvas regularly either through the link at the DVC site, or through the Canvas App. SIGN UP FOR TEXT MESSAGES THROUGH THE CANVAS PHONE APP.

Class attendance, timeliness and participation: Student success in this class closely relates to students showing up on time and staying till the end. Attendance is required. Absences will affect your final grade, which will be lowered one-half of a letter grade per unexcused absence. An excused absence requires documentation (of the illness/accident/crisis) or pre-arranged instructor approval. Three unexcused absences before the April 27 Final Withdrawal with a "W" Date will be automatically dropped by the instructor. Four in total will result in a failing grade in this class.

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 exemplary participation by enlightening or assisting other students to make projects counts for as much as making projects yourself. In other words, if the day's drawing lesson, sewing lesson, etc. is too simplistic for you, jump in as an unofficial TA, and get TA stickers from your fellow students for helping them when they are struggling, for your grade points instead.

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 my web site at <http://TaraMaginnis.com> under "Book" and print it out, download it to your device, or read it online.
- Go online and get a free script of Twelfth Night by that Shakespeare guy.
- You'll also want to get Tickets for DVC Shows, you can get to see these shows free by volunteering as an usher, or see dvcdrama.net for details of where/how to buy tickets.

Materials: Because many of your in class and out of class Lab time projects will be made for DVC show costumes and stock we will provide you with most 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, the following:

Art Supply Kit: Ideally consisting of a ...

- Signo Uniball pen(s) or other waterproof microball pen
- black Sharpie
- **soft Lead Pencil***
- ruler
- whiteout pen
- eraser
- glue stick
- neon yellow highlighter
- yellow china marker
- **scissors***
- watercolor set
- 8.5x11 white cardstock, paper & a clipboard
OR a watercolor (or Multimedia) paper pad

- Cup for water
- Used Bleach Bottle

(If you already have an Art Supply Kit sufficient to your needs, use that, but remember you will need paper.)

Sewing Kit: Ideally consisting of ...

- hand sewing needles
- **scissors***
- thread
- seam ripper
- tape measure
- pins & pin cushion
- **soft lead pencil***

(If you already have a Sewing Supply Kit sufficient to your needs, use that.)

*Scissors and pencil can be the same ones bouncing between both kits. You will need your scissors most days.

Materials as needed for a final costume project or other projects of your choice.

If you have extreme money constraints, let me know **AHEAD OF TIME** and I will provide you with materials provided by the DVC costume studio for your final project so long as the projects made with them become DVC costume stock. Conversely, if you wish to keep all your projects, and not just the final 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 backstage crew member or onstage cast, you should go see the show. Tickets ideally should be obtained by signing up to Usher for the show (and coming when assigned) the usher sign up list in the Green Room, to get in "free" (for ushering), or can instead be bought at <http://dvcdrama.net> or the box office.

Instructional methods: 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 hour. After the demonstration occurs, the class will work on the projects

demonstrated till 3:45, (or 5:30 if you want to complete your lab for the week). If you cannot stay till 5:30, sign out and schedule a weekly 1.5-hour time with Tara during the Technical Theatre Lab Hours (either 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 out of class time lab hours. (See your grade planning sheet for details). You may 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 free book. **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.

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 that person a TA sticker to add to their name badge throughout the semester which will counts towards extra credit points. At all time you should help and interact with one another, bring ideas and show and tell tips to class, etc.

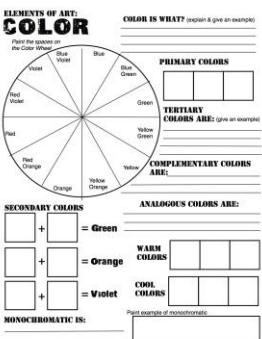
Official Disability Statement: Any student with a documented disability is welcome to contact us as early in the semester as possible so that we may arrange reasonable accommodations. As part of this process, please be in touch with Disability Support Services office at Student Services Center Room 240 or call: 925-969-2176 <http://www.dvc.edu/dss/> (Unofficially, you can also ask me for any sort of help or materials you need if you have a problem that I can fix for your needs. It is ok to record my lectures with sound, photos or video. ---Tara).

Tara's Crazy Theory of Kryptonite vs Superpowers: "I, myself, am strange and unusual." So, it is no stretch to my imagination that you may be also. I believe most people have both Kryptonite to their learning, and Superpowers. I have unusual memory issues that mess with face/name recognition*, memorization of numbers, and foreign

vocabulary. I have no ability to simultaneously talk and look people in the eye without losing the train of my thought. Nearly all my math, fine motor coordination and gross motor skills are quite impaired. You will doubtless see other Kryptonite issues as you observe me in class. I also have magical abilities to find and sort objects and information. I can see objects hidden in confusing spaces, remember spatially where many thousands of objects are stored at DVC (though never my keys) and am great at reimaging objects as sculptural components. I fold flat surfaces into 3-D shapes in my head, and do other amazing stuff that I will also periodically demonstrate. My point is that most people have lots of these invisible helps and hindrances to learning, and the learning process is mostly about using the helps, and finding work-arounds for the hindrances. If you want to talk with me about work-arounds and stuff. It is not only ok, you are actually helping me get better at this teaching thing by giving me useful information I can't get in a book or from DSS.

*This is why I take your photos on the first day of class, and you are stuck wearing name tags...

Class Projects: There are a large number of small class projects in this class which you will be taught how to do and complete in class or lab, but there are also some big and small ones you will start in class and complete at home.

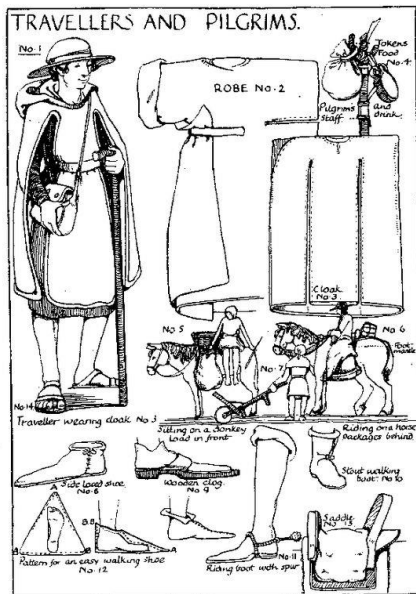
Details on the Take-Home Class Projects:	
<p>Email Forward Proof: Set up email forwarding according to the handout, plus set up Text messaging using the Canvas App by Tuesday after the first week of class. Check your Texts and eMail in the following days for the message your instructor sends you. Write down and turn the messages back into the instructor as proof you now get your mail/texts on the second week of class.</p>	
 <p>ELEMENTS OF ART: COLOR</p> <p>COLOR IS WHAT? (define & give an example)</p> <p>PRIMARY COLORS</p> <p>SECONDARY COLORS</p> <p>ANALOGOUS COLORS ARE:</p> <p>WARM COLORS</p> <p>COOL COLORS</p> <p>MONOCHROMATIC IS:</p>	<p>Color Wheel, Gradients, Spheres, Cones and Tubes, Making Brown projects: Finish water coloring the hand-outs according to the instructions OR do the same exercises on paper of your own choosing.</p>
<p>Advanced Coloring Samples: Use the techniques shown in class to water color on the pre-printed costume renderings until you can</p>	

make one where highlight/shadow gives dimension to the figure and costume.

Drawstring or Medieval Ring Bag: Sew together a belt bag, by hand, using the hand sewing stitches learned in class, according to the pattern in your kit.



Copy Drawing: Carefully attempt to draw/paint a duplicate color costume rendering from one done by a person who already knows how to make one. (Tara will hand you examples, or you can find one on the Net). Concentrate on making your version look as close to the original as possible, even if you need to copy it while it is upside down to do it. You can get 5 points in extra credit each for doing more of these over the course of the semester, as this is the single thing you can do for drawing practice that will improve your costume rendering better, faster and most easily.



History Page Project: Research a specific era of costume history in Tara's Mini Library (and/or at home) in any time/place in the world before 1930 for which you have an interest or fondness. Then, using either copies of primary research or your own sketches (or a combination of the two) make a 4-page B&W 8.5x11 costume history handout including very brief text YOU write explaining that era. The handout should have information on both male and female dress, accessories, and how-to info relating to either construction or wearing as seems sensible for the type of dress chosen.

The ideal for this type of pages are the illustrations of Medieval Costume and How to Recreate It by Dorothy Hartley.

Modern Dress Inspiration Boards for 5 Twelfth Night Characters:

Gather pictures showing modern dress that you would use to costume a modern dress version of Twelfth Night. You can sketch these pictures yourself, print them from the internet, or tear them out of your magazines, or any combination of these.



Bring them to class along with some appropriate colored background board or paper and make them into finished Inspiration/Research boards in class, like this.



Period/Modern Fusion Renderings for 5 Twelfth Night Characters:

Do 5 Colored renderings for the same 5 Twelfth Night Characters as the boards above, but in the time period you picked to research for your history boards. Use stylistic elements from your modern dress inspiration to tweak the historic designs so a modern audience will have a more easily grasped gut reaction to who the characters are. All costume renderings should be fully colored, labeled with the play name, character name, your name and date.

3 "You've Got to Have a Gimmick"

Costume Renderings:



Go online and see multiple versions of this song on YouTube to learn the lyrics and get an idea of the story of this song. Then, do three color renderings for the three strippers Mazeppa, Electra and Tessie Tura in the song "You've Got to Have a Gimmick" from the musical Gypsy.



Each girl should have a different body type, different main color, and their characteristics as they describe it in the song should be upheld. See if you can find a novel way of interpreting each of these characters so they don't look like the examples you have already seen. All costume renderings should be fully colored,

labeled with the play name, character name, your name and date.



Decorated Belly Dance/Stripper Bra:

Cover and decorate the Brassiere in your kit using the fabrics/trims provided. Sew by hand to the bra in a way that #1 Does not reduce the cup size of the bra, #2 Does not prevent the straps from stretching properly, #3 Does not interfere with the operation of opening and closing the bra, #4 Does not scratch or poke the wearer and #5 is not likely to fall off with normal use while dancing.



Four "Fish People" Renderings for the Opera, Sadko:

Draw four costume renderings for the Kingdom Under the Sea sequence

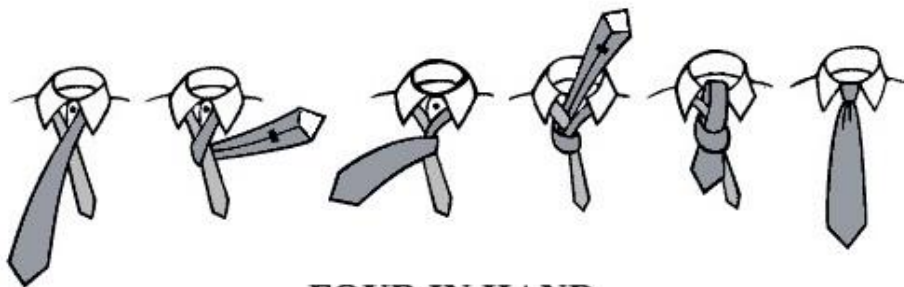
<https://www.youtube.com/watch?v=iOChVZIKiK0>

in an imaginary production of this Opera. Do renderings for The Sea King and Volkhova his beautiful daughter, as well as two types of "fish" dancers, all with elements of design from sea creatures. Each of the renderings should be 8.5" x 11" or larger, & fully colored. All costume renderings should be neatly labeled with the name of the play (In this case "Sadko"), the name of the character, the current year, and your own name or initials in legible form. All costume renderings should be fully colored, labeled with the play name, character name, your name and date.



Each of the renderings should be 8.5" x 11" or larger, & fully colored. All costume renderings should be neatly labeled with the name of the play (In this case "Sadko"), the name of the character, the current year, and your own name or initials in legible form. All costume renderings should be fully colored, labeled with the play name, character name, your name and date.

Necktie Tying - Tie a Tie from Memory: Practice tie knots at home till you can produce one from memory without the diagram, on either yourself or on another person (your choice).



FOUR IN HAND

Final Project Assignment: Final projects are large projects due on the day of the final exam period. These projects should be begun early and shown to Tara for advice as you go along to get best results and points.

Choose one of these three options:

Option #1: Do a sample set of 12 or more Costume Renderings for any Shakespeare Play, in color, labeled, mounted on board for presentation, and fabric swatched. Include a 1/2 to 1-page concept statement mounted on board, as if you were competing at KCACTF. All costume renderings should be fully colored, labeled with the play name, character name, your name and date.



mounted on board for presentation, and fabric swatched. Include a 1/2 to 1-page concept statement mounted on board, as if you were competing at KCACTF. All costume renderings should be fully colored, labeled with the play name, character name, your name and date.

Option #2: Complete one full color costume rendering of a complete 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 professional looking portfolio of all your class work, and any other costume related work you might use in a job interview, URTA audition, or for portfolio review at KCACTF or USITT. Everything should be neatly and clearly labeled, organized, and include detail and overall photos wherever possible. The portfolio should contain any related work you have from outside of class or before class began. Large awkward objects should be photographed and included as photos.



Alternate Class Projects: Besides those class projects that we cover in class you also have the option of many alternate projects to obtain points. You can find lots of these in the book, and I'm open to almost any costume related project you can find to do; **however, you must do at least three projects involving drawing and three involving sewing.** Check out

[http://andrewkahn.me/wiki/Costume Design And Construction Class Projects](http://andrewkahn.me/wiki/Costume_Design_And_Construction_Class_Projects) or <https://www.instructables.com/> online for ideas, or offer to costume a friend's acting/musical theatre class project, or community theatre play, etc.

<p>Course calendar: The Tentative schedule for classes is as follows (This may change):</p>	<p>Projects (& Stuff) Due to Bring in today for class:</p>
<p>January 26: LC 109 Introduction of syllabus Explain about Costume Projects, and other projects and how to get an "A". Lecture on Reading the Play/4 Founders. How to Measure Men's Pants. Group Pants Measuring Project during <u>Medieval Costume Movie</u>. Learn to sew on buttons.</p> <p><u>Lab 4-5:30:</u> Continue with Pants Measuring and button sewing after Class while Watching <u>Another Costume Movie</u> or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p>	<p>Bring: Yourself.</p> <p>Take home: Syllabus, Vocabulary List, and How-to pamphlet on sign up for email forward and text message.</p>
<p>February 2: LC 109: Vocabulary Quiz 1. PowerPoint on Costume Rendering for the Drawing Impaired. Tara will briefly explain how to use Watercolor, Ink, and Gouache to make Brown/Gray Muck. Make Color Wheel and Making Brown Assignments and do Spheres, Tubes, Cones & Advanced Coloring Projects during a <u>Medieval Costume Movie</u>.</p> <p><u>Lab 4-5:30:</u> Do Lab work on <u>12th Night</u> and/or as assigned after Class while Watching a TBA <u>Medieval/Renaissance Costume Movie</u> or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p>	<p>Bring: Proofs of email forward and text message. Bring your Art Supply Kit (Signo Uniball pen, black Sharpie, soft lead pencil, sharpener, whiteout pen, eraser, glue stick, neon yellow highlighter, yellow china marker, scissors, watercolors and 8.5x11 white cardstock & clipboard or a watercolor paper pad.)</p> <p>Take home: Advanced Coloring Project 2</p>

<p>February 9: LC 109: Vocabulary Quiz 2. Learn to make the FU knot, and three types of hand sewing stitches. Lab: Make Pocket Squares and Drawstring or Ring Bags during a Renaissance Costume Movie. Learn to make Copy Drawing at home.</p> <p><u>Lab 4-5:30:</u> Do Lab work on Copy Drawing Assignment or other tasks on 12th Night Costumes as assigned after Class while Watching a <u>Renaissance Costume Movie</u> or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p>	<p>Bring: Finished Advanced Coloring Project 2 and both your Art Supply Kit and your Basic Sewing Kit (consisting of hand sewing needles, scissors, thread, seam ripper, tape measure, pins, and pin cushion).</p> <p>Take home: Rendering for Copy Drawing project, and any unfinished sewing projects.</p>
<p align="center">February 16: Lincoln’s Birthday Holiday, no class or lab.</p> <p align="center">HOMEWORK: Watch Twelfth Night Live from Shakespeare’s Globe (free from DVC Library http://0-fod.infobase.com.library.4cd.edu/p_ViewVideo.aspx?xtid=53275). Finish Copy Drawing 2.</p>	
<p>February 23: KCACTF WEEK: Meet in Green Room! Quiz on Twelfth Night Live from Shakespeare’s Globe. Learn about research/inspiration boards, old school cut and paste, and gather images for History Page Projects. Break. Bring images to LC 109. Work on History Page Projects, during <u>Early 17th Century Costume Movie</u> TBA.</p> <p><u>Lab 4-5:30:</u> Do Lab work on <u>12th Night</u> and/or as assigned after Class while Watching another <u>17th Century Costume Movie</u> or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p>	<p>Bring: Art Supply Kit, Copy Drawing project, and any previously unfinished projects you wish to turn in.</p> <p>Take home: Handout on Wardrobe/Dressing at DVC, History Page Projects in Progress.</p>
<p>Tech Week for Twelfth Night This week 2/25-3/2 you can catch up on any missing lab hours during the final push for Twelfth Night Sunday 12-6, Monday 1-5, Tues 12-5, Wed 1-5, Thursday 12-6</p>	

<p>March 2: Opening Night for Twelfth Night at DVC! LC 109: Quiz on Wardrobe/Dressing. Learn about rendering over existing bodies by adapting pictures into Croquis sheets. Make Cut and Paste boards for Modern Dress Inspiration Boards of 5 Favorite 12th Night Characters and Learn what you need to do for 5 Period/Modern 12th Night Fusion Renderings. during <u>17th Century Costume Movie</u> TBA.</p> <p><u>Lab 4-5:30:</u> Do Lab work on <u>12th Night</u> as assigned after Class or make your own Croquis sheets and begin work on 5 Renderings during 17th Century <u>Costume Movie</u> TBA or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p> <p>Special Scheduling Note: <u>12th Night</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 & makeup in the lobby after the show.</p>	<p>Bring: Your Art Supply Kit and finished History Page Projects AND B&W Sketches and/or Xeroxes of modern dress ideas for 12th Night costumes for your 5 favorite characters, and your favorite assorted art supplies.</p> <p>Take home: 5 renderings in progress, Handout on Costume Eras</p>
<p>March 9: Day of 12th Night Brat Mat! LC 109: Quiz on Costume Eras. Powerpoint/Demo on Hot Glue and other Basic Thermoplastics. Break. Make corsages, aigrettes and hot glue items as assigned during an <u>18th Century Costume Movie</u> TBA</p> <p><u>Lab 4-5:30:</u> Do Lab work on <u>Godspell</u> and/or as assigned after Class while Watching <u>18th Century Costume Movie</u> TBA or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p> <p>Note: Students who are either in, or working backstage on, the Brat Mat, can go away after the break to sleep/eat/whatever. You are still responsible for total lab hours, but can shift them to a day when you are not between two</p>	<p>Bring: Yourself.</p> <p>Take home: Handout on Hot Glue</p>

<p>shows. Don't forget to bring home the handout of the day.</p>	
<p>March 16: LC 109: Quiz on Hot Glue. Demonstration of basic Machine sewing techniques. Cut out and sew Mob caps and Spats for DVC while learning about patterns and machine sewing during an <u>18th Century Costume Movie</u> TBA.</p> <p><u>Lab 4-5:30:</u> Do Lab work making needed Spats for DVC and/or other work as assigned after Class while watching another <u>18th Century Costume Movie</u> or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p>	<p>Bring: 12th Night Period/Modern Fusion Renderings</p> <p>Take home: Handout on sewing machine</p>
<p>March 23: LC 109: Quiz on Sewing Machines. Learn to make intricate surface patterns on paper and costumes. Short demo of stencil repetitions. Learn to do metallic antiquing and gold leaf on hot glue objects. Put hot glue surface pattern on mask with hot glue during <u>Early 19th Century Costume Movie</u></p> <p><u>Lab 4-5:30:</u> Do Leafing on Masks and/or other objects and/or Lab Work on Godspell as assigned while watching an <u>1830s Costume Movie</u> or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p>	<p>Bring: Mob Caps/Spats, paper, pencil, and Sharpie & Uniball pens.</p> <p>Take home: Handout on Costume History Vocabulary pt 1.</p>
<p style="text-align: center;">March 30: Spring Break, no class, no lab.</p> <p style="text-align: center;">Homework: Student choice between Rendering for Final Project Costume or Cut and Paste Inspiration Board for Final Project Costume</p>	
<p>April 6: LC 109: Quiz on Costume History Vocabulary pt. 1. Homework show and tell. Demos: How to make Ruffles and Pleats. Make Ruffled/Pleated Skirts in cooperating pairs during the <u>Mid-19th Century Costume Movie</u> TBA.</p> <p><u>Lab 4-5:30:</u> Do Lab work continuing with the</p>	<p>Bring: Student choice between Rendering of Final Project Costume or Cut and Paste Inspiration Board on Final Project</p>

<p>pleated skirts and/or on <u>Godspell</u> as assigned while watching another <u>19th Century Costume Movie</u> or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p>	<p>Costume</p> <p>Take home: Handout on Costume Construction Vocabulary</p>
<p>Homework! Go to Canvas and read and watch the linked videos about the "Got to Have a Gimmick" project, and look for ideas, pictures, etc. you may wish to use for these.</p>	
<p>April 13: LC 109: Quiz on Costume Construction Vocabulary. Demos: How to do Measurements. Drawing funky bodies and funny faces. Start work on 3 "Got to Have a Gimmick" Costume Renderings while watching an <u>1880s Costume Movie</u>. Break.</p> <p><u>Lab 4-5:30:</u> Do Lab work on <u>Godspell</u> and/or Make Belly Dance/Stripper Bras as assigned after Class while watching <u>1900 Costume Movie</u> or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p>	<p>Bring: Your Art Supply and Sewing Kits.</p> <p>Take home: Handout on Costume History Vocabulary pt. 2.</p>
<p>April 20: LC 109: Quiz on Costume History Vocabulary pt. 2. Homework show and tell. Short lecture on color in costume, followed by Who's this Fabric? interactive demo. Fabric painting and bleach painting during <u>Early 20th Century Costume movie</u></p> <p><u>Lab 4-5:30:</u> Do Lab work on <u>Godspell</u> and/or as assigned after Class while watching another <u>Early 20th Century Costume Movie</u> or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p>	<p>Bring: Finished 3 "Got to Have a Gimmick" Renderings, brushes and painting clothes or apron.</p> <p>Take Home: Handout on Fabric.</p>
<p>April 27: Last day to withdraw from full-term classes with a "W" appearing on transcript. LC 109: Quiz on Fabric. Learn about 4 Sadko Fish People Project, and more rendering and watercolor tricks during a <u>1910s Costume Movie</u>.</p>	<p>Bring: Art Supply Kit.</p> <p>Take Home: Tie and Handout on How to Tie Ties</p>

<p><u>Lab 4-5:30</u>: Do Lab work on <u>Godspell</u> as assigned after Class while watching <u>Ballet Costume Movies</u> or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p>	
<p>Tech Week for Godspell This week, 4/29-5/4 This week you can catch up on lab hours during the final push for Godspell, Monday 1-5, Tues 12-5, Wed 1-5, Thursday 12-6</p>	
<p>May 4: Opening Night for Godspell at DVC! LC 109: Quiz: Demonstrate you can tie a necktie. Learn about men’s shirts and ironing, how to make bleach bottle collars, suspender wearing and suspender buttons.</p> <p><u>Lab 4-5:30</u>: Do Lab work for DVC on Bleach Bottle collars, sewing buttons and men’s alterations during the <u>1920-30s Costume Movies</u> <u>The Boyfriend</u> and <u>The Cotton Club</u> or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p> <p>Special Scheduling Note: <u>Godspell</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 & makeup in the lobby after the show.</p>	<p>Bring: 4 Sadko Fish People Renderings, tie & Sewing Kit</p> <p>Take Home: Handout on Late 19th/ Early 20th Century Menswear</p>
<p>May 11: Day of Godspell Brat Mat! LC 109: Quiz on Late 19th/ Early 20th Century Menswear. Learn about Tyvek and assorted shrinkable and ironable plastics. Make weird plastics and sew them into useful costume accessories during a <u>1930s Costume Movie</u> TBA.</p> <p><u>Lab 4-5:30</u>: Do Lab work for DVC during the <u>1949 Costume Movie</u> <u>The Red Shoes</u> or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p> <p><i>Note:</i> Students who are either in, or working</p>	<p>Bring: Sewing Kit</p>

<p>backstage on, the Brat Mat, are allowed to go away after the break to sleep/eat/whatever. Don't forget to bring home the handout of the day.</p>	
<p>May 18: LC 109: Last Day of Costume Class. Power Point/Demo on Magic Costume Changes. Break. Go to PAC 3 MAKEUP ROOM for In-Class Lab: Time for help on Final Projects During <u>1950s Movie</u></p> <p><u>Lab 4-5:30:</u> Do Lab work for DVC or catch up on your final projects During <u>1960's Costume Movie</u> TBA, or Do Lab as assigned in the DVC Costume Studio during one of the other Lab Times during the previous week.</p> <p>Students who need to go off to Fanime next Friday before the Exam Period turn in their Final Projects, either today or on Tuesday or Thursday next week by arrangement with Tara.</p>	<p>Bring: Sewing Kit & Final projects in progress.</p>
<p>May 25: Costume Class Final Exam Period: 12:30-3:45 MEET IN GREEN ROOM OUTSIDE TARA'S OFFICE PAC 121 Model or show and tell about your <u>Final Project Assignment</u>. Photo shoot with Group. Double check your points with Tara in her office. Special Finals week office hour afterwards 4-5:30pm. 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!</p>	<p>Bring your <u>Final Project Assignment</u></p>

DRAMA-113 Costume Design---Spring 2017	Points Possible	Percentage of Grade
Student:		
Class Attendance and timeliness, including the 27 scheduled lab hours	150	15%
Lab participation of 27 out-of-class or extended class hours	150	15%
12 in class Quizzes in first 5-10 minutes of class:	(100)	(10%)
Costume Vocabulary Quiz 1	10	1%
Costume Vocabulary Quiz 2	10	1%
12 th Night Live at the Globe	5	.5%
Wardrobe/Dressing at DVC	5	.5%
Costume Eras	10	1%
Hot Glue	5	.5%
Sewing Machines	10	1%
Costume History Vocabulary 1	10	1%
Costume Construction - Patterns	10	1%
Costume History Vocabulary 2	10	1%
Fabric	5	.5%
Late 19 th /Early 20 th Century Menswear	10	1%
Take-Home Assignments: (Usually started in class)	(250)	(25%)
Email Forward & Text Message Proof	10	1%
Color Wheel	10	1%
Gradients	5	.5%
Spheres, Cones & Tubes	10	1%
Making Brown	5	.5%
Advanced Coloring Samples	10	1%
Drawstring Bags (Hand Sewing)	20	2%
Copy Drawing 1	15	1.5%
History Page Projects	25	2.5%
Modern Dress Inspiration Boards (5 <i>Twelfth Night</i> Characters)	20	2%
Period/Modern Fusion Renderings (5 <i>Twelfth Night</i> Characters)	30	3%
3 "You've Got to Have a Gimmick" Costume Renderings	30	3%
Decorated Belly Dance/Stripper Bra (Hand Sewing)	20	2%
4 Sadko Fish People Renderings	30	3%
Necktie Tying	10	1%
In Class and/or Lab Assignments:	(250)	(25%)
Group Pants Measuring	10	1%
Pocket Squares (Hand Sewing)	10	1%
Corsage	10	1%
Aigrette	10	1%

Hot Glue Item(s)	20	2%		
Mob Cap or Spats (Machine Sewing)	25	2.5%		
Surface Patterns with Pen & Paper	5	.5%		
Surface Patterns with Hot Glue on Mask	10	1%		
Metallic Antiquing and Gold Leaf	10	1%		
Ruffled or Pleated Skirt (Group Project)	30	3%		
Measurements	5	.5%		
Fabric/Leather Painting for 12 th Night	15	1.5%		
Bleach Painting for 12 th Night	15	1.5%		
Other Work on 12 th Night Costume Projects	15	1.5%		
Ironing Man-styled Shirt	10	1%		
Bleach Bottle Collar	10	1%		
Suspender Button Sewing	10	1%		
Tyvek and/or Plastic Do-Dad	10	1%		
Work TBD on Godspell Costume Projects	20	2%		
Final Projects: (Do ONE of the following)	100	10%		
Final Costume & Rendering or Research Board.				
8 Renderings for a Show, Colored and Swatched				
Costume Portfolio, Labeled & Contained				
<i>Extra Credit Projects:</i> short projects taken from ideas in the free Class Text 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	5 per hour			
Extra Credit Project: He/She Helped Me stickers	3 per sticker			
Extra Credit Project: More Copy Drawings of classic Costume Renderings	5pts each, 10 pts if I'm really, really impressed			
Extra Credit Project: Costume Journal of detailed class notes and how-to sketches so you can look up what you have learned in future	30 pts			
Extra Credit Project:				
Extra Credit Project:				
Extra Credit Project:				
Extra Credit Project:				
Extra Credit Project:				
Total:				
1000-900pts 100-90% = A	899-800pts 89-80% = B	799-700pts 79-70% = C	699-600pts 69-60% = D	599-0pts 59-0% = F