

DRAMA-113 Intro to Costume Design - Spring 2020 - Section 1334

Class Web Page on Canvas:



https://dvc.instructure .com/courses/52670



Instructor: Tara Maginnis, Ph.D. email:

Tara@costumes.org



My Cell:
415 272 5157

It is OK to call me
or send me text
messages!

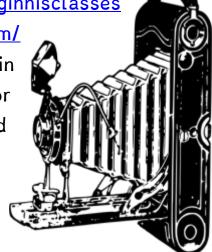
Personal website:

http:// taramaginnis.com



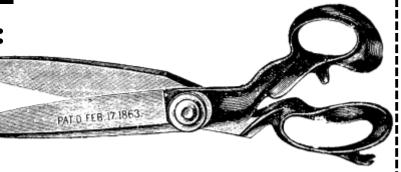
Shutterfly Page: https://taramaginnisclasses
.shutterfly.com/

(where photos I take in class are posted for you to download



Faculty Office Hours:

Wednesdays 11:30am12:30pm in PA121 (the cubicle
off of the Green Room with
the big wooden scissors and



lots of books) You can also find me during most of the time between my classes in the Costume Studio (PA1) or Trap Room Costume Storage (PA4), or the Makeup and Dressing rooms (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. 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.

Required stuff:

2020	DVC	1334	DRAMA-113 - Introduction	3.00	Maginnis,	Note: Hours by arr.
SP			to Costume Design		Tara	Students can meet their
			1/27/2020 - 5/22/2020			required instructional
			T Th 12:45PM - 1:50PMPAC3			Hours by Arrangement
			T Th 1:50PM - 2:35PM PAC 3			on Thursdays from 3:00-
						4:30.

More Required stuff:

Course Outline

Diablo Valley College Course

DRAMA-113: Introduction to Costume Design

Description

This course is an introduction to theatrical costume design. Topics include beginning construction theories, techniques, basic applications and practices. Various fabrics, basic patterning, wardrobe plotting, and historical styles will be covered.

General Information

Department: Performing Arts

Division: Applied and Fine Arts

Units: 3.00

Grade Code: Student choice

Repeatability: 0

Max day class 30

size:

Max night class 30

size:

Number of Hours

Per Semester

Lecture: 36.00

Laboratory: 27.00

Activity: 0.00

By Arrangement

Lecture: 0.00

Laboratory: 27.00

Activity: 0.00

Objectives/Student Learning Outcomes

Students will be able to:

A. Lecture and laboratory

- 1. Apply historical research methods in creating a costume design.
- 2. Demonstrate correct use of standard costume vocabulary.
- 3. Identify fabrics and materials used in costumes.
- 4. Use line and color to differentiate characters in a play.

- 5. Analyze a play script and design a costume to meet the given circumstances.
- B. Laboratory by arrangement
 - 1. Prepare commercial patterns.
 - 2. Construct technically accurate costume pieces.
 - 3. Distress fabrics to meet given circumstances.
 - 4. Practice archival and restorative care for costume pieces.



Costume 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, In the occasional event we don't have show/laundry/stock work to do, sometimes lab time may be devoted to completing your class projects as well. We also have several ongoing sewing projects that help Sound, Scenic and Wardrobe do their jobs, (mic pacs, drop bags and work aprons) that you can do and get more practice sewing. 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 Thursday post class pee break, (3:00-4:30pm) are officially scheduled for this purpose but you are also free to come on the same time on Tuesday instead! This means that you can just stay later on the days you work on projects in class whether you are in Group 1 or 2. Other times (Monday, Wednesday) may be available by arrangement. For ALL these outside-of-class lab hours, you must also sign in and keep hours on your hand-written time sheet in the sign-in binder we use for this class. Let me know when you will be coming in so I can potentially line up things for you to do.

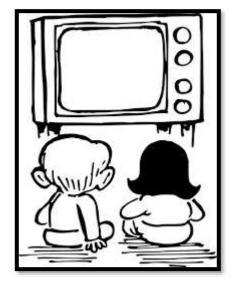
Please Notice This



INSTRUCTIONAL METHODS







Because this class is larger than any suitable DVC classroom can fit for

working on costume
projects, the class will
be divided into two
groups staggered to
rotate in the TWO
class spaces for all the
semester! Students in
each group will begin by
viewing a weekly



PowerPoint/Video with miscellaneous lecture and/or demo type content in the PA2 Men's

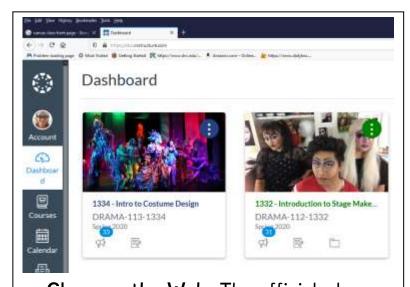
Dressing room next door, where my virtual self and/or one of the TA's will also guide you with what to bring to the next class. Sometimes you will get "toys" to play with that relate to a video. Most videos appeal to short attention spans by including information in small snippets each week, so you don't get all your costume history in a lump, ditto for laundry advice,

menswear wisdom, designer interviews, etc. Occasionally videos with be on a single topic*, but most should feel like surfing along on YouTube or Facebook for interesting stuff. At the next class meeting you will spend time in the PA3 makeup room working on your class projects with the real "live" me so you have some counter space in which to work and can get some less divided "Tara" attention when you need it!

MOVIES IN CLASS!

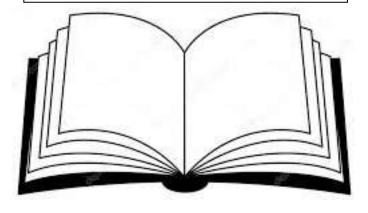


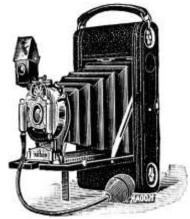
There are also 4 movies we will watch in class, 3 are on a semester long theme of how research informs costume design (The Cotton Club, Coming to America and Black Panther). These 3 also help us with spacing the two groups around the beginning and end of the semester and Spring Break. If you miss watching one of these films in class, you can watch it at home by passing a brief online quiz to prove you watched it. HOWEVER The 4th film Rope is a vital component for one of the assignments you will do with your group, and you must be present to get points for group participation in that half of the assignment!



Class on the Web: The official class page is located on Canvas at https://dvc.instructure.com/courses/52670 where you can get another copy of this syllabus. Check Canvas regularly either through your link at the DVC site, or through the Canvas App. PUT IN AN EMAIL FORWARD SO YOU GET YOUR DVC EMAIL SENT TO YOUR "REAL" EMAIL PROMPTLY AND/OR SIGN UP FOR TEXT MESSAGES THROUGH THE CANVAS PHONE APP.

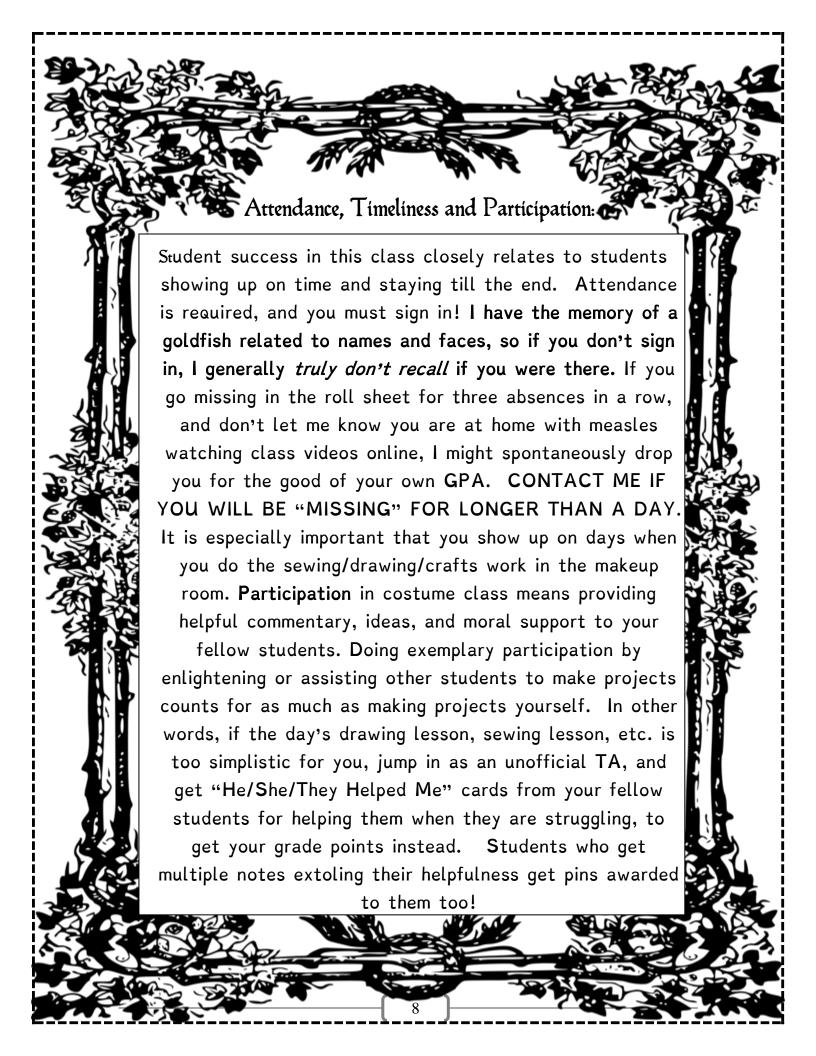
FREE TEXTS ARE ONLINE AT THE CANVAS SITE!





Class Photo Page:

https:// taramaginnisclasses. shutterfly.com Photos that I take of you & your projects in class will be posted there, where you can download or print out the images. I copyleft my photos so you may use them any way you wish, however, for this reason let me know if you do NOT want photos of you or your work put online. I will still take photos of you with your work for grading, but I will not post them if you do not want your images set free in the world in this way. Taking Photos of you and your projects allows me to send your work home with you directly after you turn it in so it does not get lost.





Materials:

Because many of

your in-class and post-class Lab time projects will be made for DVC show costumes and stock we will provide you with much of your needed class materials. But there is still stuff to get. Ideally you need the following:

Art Supply Kit:

Ideally consisting of ...



Sewing Kit:

Ideally consisting of ...



- scissors*
- soft lead pencil*
- Signo Uniball pen(s) or other waterproof microball pen
- black Sharpie
- ruler
- whiteout pen
- eraser
- neon yellow highlighter
- Cup for water (recycle a yogurt container)
- (continued below) colored marker set or pencil set (Dollar store ok)
- watercolor set
- 8.5x11 white cardstock, copy paper & a clipboard OR a watercolor (or Multimedia) paper pad

- scissors*
- soft lead pencil*
- thread
- seam ripper
- tape measure
- pins & pin cushion
- hand sewing needles**
- a bag to tote fabric/projects
- **Not an item you want to buy at a \$ store!
 - Your scissors and pencil can be the same ones bouncing between both kits.
 You will need your scissors most days.

(If you already have an Art Supply Kit sufficient to your needs, use that, but remember you will need some paper that is stiff enough to paint on.)

BRING YOUR "ART KIT" TO ALL LAB DAYS MARKED "RENDERING"

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

BRING YOUR "SEWING KIT"
TO ALL LAB DAYS MARKED
"SEWING"



While you are not in any way required to buy a sewing machine or a full size dual temp hot glue gun, your life hereafter (as well as in class) will be improved by doing so!



Materials as needed for the OPTIONAL 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 Costume/Garment Project so long as the project made for it becomes DVC costume stock. Conversely, if you wish to keep all your projects, and not just your drawstring bag, renderings and the final listed above, you should bring in your own materials for these projects. Materials needed are noted in the syllabus under Details on the Class

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 be an usher for the show on the usher sign up list in the Green Room. If you are not into ushering, tickets can instead be bought at http://dvcdrama.net or in person at the box office.

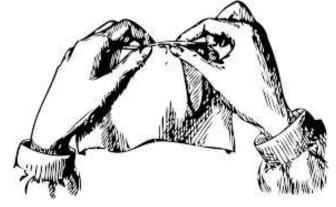


Grading: Your grading will be based on an accumulation of points coming from your projects, class attendance and participation, plus completion of your 27 out-of-class-time <u>lab hours</u>. (See your grade planning sheet at the end of the syllabus for details). You may request substitute tasks if you 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 ones assigned in projects. 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 me a note any time throughout the semester to get them extra credit points for helping in class. At all times 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 learning issue that

and lectures

I can better adapt for your needs. It is ok to record my videos 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. have unusual memory issues with memorization of foreign vocabulary,

numbers. certain types of

and

face/name recognition. This is why I take your photos on the first day of class. I also 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 seriously impaired. You will doubtless see other Kryptonite issues as you observe me in class. I also have near 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. 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 helping me get better at this teaching thing by giving me useful information that I can't get in a book or from DSS.

Details on the Class Projects:

Class Projects: There are a number of class projects which you will be taught to create that you might complete in class or lab, but there are also some ones you will start in class and complete at home.

Extra Credit Project: Email Forward Proof: Set up email forwarding according to the video and/or handout, plus set up Text messaging using the Canvas App by the second week of class. Check your Texts and email in the following days for the nonsense word message I send you, and when you get it reply with your own nonsense words back to get EXTRA CREDIT points!

Project #1: SEWING Rehearsal Skirt or Cape:

Sew a drawstring skirt or cape to wear to rehearsals. If you want to keep your project please bring 3 yards of pre-washed woven cotton fabric, 2 yards of ribbon and 1 yard of ¾" elastic in addition to your sewing kit to the next class. If you own a portable sewing machine, bring it.

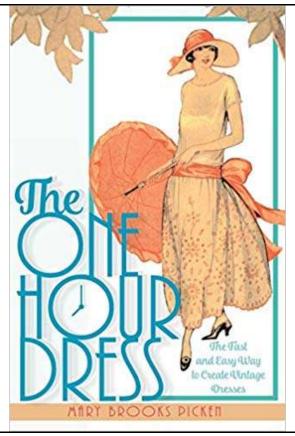


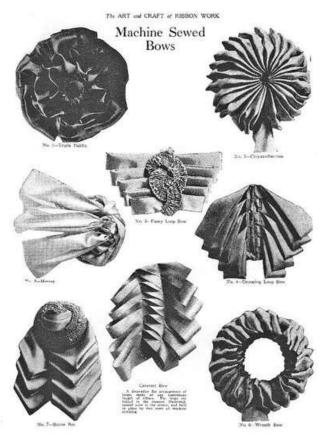
Project #2: SEWING Drawstring Bag/Hand Stitching: Sew together a



bag, by hand, using the hand sewing stitches learned in class, according to the pattern in your kit. Embellish with goldwork and Beetle wings to taste. You do not need to buy fabric to keep this assignment, but If you want a particular color bag buy 1/2 yd shot taffeta (iridescent) for ideal results and 1/2 yd lining in a color of your choice. For a large tote bag buy 1 yard of each.

Project #3: SEWING 1920s "One Hour Dress". Follow 1925 instructions for making a quick 1920s dress to your (or a friend's) measurements. If you wish to keep the dress buy 3.5-4 yards of woven non-sheer fabric, (quilter's cotton is easiest) one packet of ½" Double Fold Bias Tape in a contrasting color, and a matching ½-1 yard of contrasting woven fabric for belt and or trimmings. Pre-wash and iron your Fabric!





Project #4: SEWING 1920s Dress and Hat Embellishments. Made from the bits of your contrasting and leftover fabric and tape from the above project. These do dads will help finish off the dress project and make it unique. Hat embellishments may also be used later to decorate your Project #10: CRAFTS Hat Frame.



"It is really excellent practice"

Project #5: RENDERING Make Your Own Croquis Comical Body

Outlines. Draw outline caricature

bodies of three
anatomically diverse
comic "sexy" females.
Suitable for using in
Project #6: "You've Got
To Have a Gimmick".
Ideally, Xerox several of
these outlines onto some
of your cardstock.





Project #6: RENDERING
Three "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 <u>Gypsy</u>. 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 on an individual piece of paper, fully colored with your markers or pencils and labeled with the play name, character name, and *your* name and the year.

(Tech Week for Cuckoo's Nest) Project #7: RENDERING Three Water-Colored Renderings for A Midsummer Night's Dream. Pick 3 characters (that have actual dialogue lines in the play) that interest you from a design perspective. Each character should have a different body type, a different main color, and their character as revealed in their dialogue should be upheld. Renderings should include a quotation of the line you find most evocative of his/her character, be on cardstock or water color paper and have the play name, character name and your name on the



IMPORTANT NOTE: If

you are involved in

Tech Week of

Cuckoo's Nest and

do not have time to

read the whole play,

you should simply

do three characters

from Pyramus and

Thisbe the comic

play-within-the-play

has delightful design

that has delightful design challenges. You can watch three versions of the complete

P&T play online within half an hour in various

two or

styles and get a good notion of what to do. The important thing in P&T is maximum silliness.

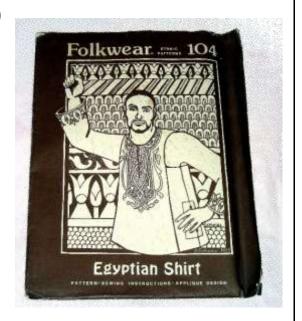




Project #8: RENDERING Single Rendering in Color and Pattern Plan for Final Costume/Garment/Accessory. (Rendering project to complete at latest over Spring Break) Decide on a single garment/accessory you would like to make as part of a costume for yourself or someone else. Find a commercial pattern (Simplicity,

Butterick, McCalls, etc.) for that garment/accessory in your size, suitable to your level of sewing ability. Render in color,

an image of that item as part of the costume you envision making someday. Bring the rendering and the pattern to Tara, either inside or outside of class on or before the week after Spring Break for advice on getting the project done.





Project #9: ORGANIZATION
Group Project: Costume Plot for
Rope (1948) Watch this film in
class and collectively write up a
costume plot (list of every single
item each actor wears and when
they wear it in a play) using this
film as one of the easiest
examples to work out from

watching in existence. I advise dividing the job up and taking notes as you go, then amalgamate your notes online through a chosen leader. Bring the collectively made list of all costume items needed for this film/play, including what you imagine are undergarments, socks, wristwatches, earrings, etc. for each character to the next class, where we will try to find all these items in stock.



Project #10: COSTUME CRAFTS
Making a Hat Frame. Make a wired
hat frame brim in one of the 1920s
style patterns handed out in class
and attach to a cap. Extra Credit:
Cover the frame and cap with the
extra fabric of the "One Hour" Dress
project and Trims Project, to get a
matching hat.

(Tech Week for Nuts) Project #11:

COSTUME CRAFTS Dyeing & Fabric

Painting: Dyed Bra & Painted Waistcoat.

Quickly Dye a Spandex Bra in hot water with "household" RIT dye, AND hand-paint a design on a recycled rental tux vest to generate exotic "period" vests. Bring some flexible fabric paints from JoAnn or Michaels, and a thrift store vest (or \$5 to buy a DVC tux vest) if you want to keep the painted vest.





Project #12: COSTUME CRAFTS Hot Glue Crown, Tiara or Necklace or Shrink Wrap Satyr Horns. If you own your own heat gun and pliers (Horns) or a large glue gun (Tiara) please bring them in so there are enough tools to go around. Other supplies all provided.



Project #13: COSTUME CRAFTS Costume Magic.

Work in groups in class to create and demonstrate a trick or transforming costume from existing parts and safety pins.





OPTIONAL Final Project: SEWING Garment or Accessory Made From Scratch Using a Commercial Pattern (Simplicity, Butterick, McCalls, Folkwear, etc.) as part of a costume for yourself or someone else. Please choose a project suitable to your level of sewing ability. Depending on complexity, this may take the place of 2 or 3 other projects in the semester, so long as it does not substitute for more than one of the RENDERING projects.

Extra Credit: Necktie Tying Tie a Tie from Memory:

Practice one or more tie knots at home till you can produce



one from memory without the diagram, on either yourself or on another person (your choice). Demonstrate you can do this to get 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. You can find lots of these in the free textbook, and I'm open to almost any costume related project you can find to do; however, you must still do at least three projects involving drawing and three involving sewing. Check out how-tos online for ideas, or offer to costume a friend's acting/musical theatre class project, or community theatre play, etc.

FULL SEMESTER CALENDAR

January 28th: Today you will be arbitrarily put in a group. By next class, you may instead *choose your own group*.

Group 1: Go to the Men's Dressing Room to watch an *Introductory*Video on this syllabus. When the Video ends, come in to the makeup room again to have your "Mugshot" photos taken for Tara's cheat sheet and ask questions.

Group 2: Go to the hallway to have Tara take your mugshot photos for her cheat sheet and ask questions. After Group 1 finishes watching the video, swap places and watch the *Introductory video* on the syllabus.

January 30th: Choose your class group! You may pick either group to be with friends and/or avoid old boy/girl friends so long as we have two groups of similar size. If for personal reasons you want to switch groups later this is OK if you let me know you are doing it.

Group 1: Watch "How-To Video #1" on Project #1 SEWING Rehearsal Skirt or Cape (as well as other topics) in Men's Dressing Room. Group 2: Watch "Transition Video A" *The Cotton Club* in Makeup Room.

February 4th:

Group 1: Do Project #1 SEWING
Rehearsal Skirt or Cape in Makeup
Room. Bring your sewing kit to this
and all other Sewing Projects. If
you have a portable sewing machine
you may bring it in to avoid the
lines on the DVC machines.

Group 2: Watch "How-To Video #1" on Project #1 SEWING
Rehearsal Skirt or Cape (as well as other topics) in Men's Dressing Room.

February 6th:

Group 1: Watch "How-To Video #2" on Project #2: SEWING Making a Drawstring Bag (as well as other topics) in Men's Dressing Room.

Group 2: Do Lab project on Project #1 SEWING Rehearsal Skirt or Cape in Makeup Room. Bring your Sewing Kit to this and all other Sewing Projects. If you have a portable sewing machine you may bring it in to avoid the lines on the DVC machines.

February 11th:

Group 1: Do Lab project on **Project**#2: SEWING Making a Drawstring
Bag. in Makeup Room. Bring your
Sewing Kit.

Group 2: Watch "How-To Video #2" on Project #2: SEWING

Making a Drawstring Bag (as well as other topics) in Men's Dressing Room.

February 13th:

Group 1: Watch "How-To Video #3" on Project #3 SEWING 1920s "One Hour Dress" (as well as other topics) in Men's Dressing Room.

Group 2: Do Lab project on Project #2: SEWING Making a Drawstring Bag. in Makeup Room. Bring your Sewing Kit.

February 18th:

Group 1: Do Lab project on **Project**#3 **SEWING 1920s "One Hour Dress"** in Makeup Room

Group 2: Watch "How-To Video #3" on Project #3 SEWING 1920s "One Hour Dress" (as well as other topics) in Men's Dressing Room.

February 20th:

Group 1: Watch "How-To Video #4" on Project #4: SEWING 1920s

Dress and Hat Embellishments (as well as other topics) in Men's

Dressing Room.

Group 2: Do Lab project on Project #3 SEWING 1920s "One Hour Dress" in Makeup Room.

February 25th:

Group 1: Do Lab project on Project
#4: SEWING 1920s Dress and Hat
Embellishments in Makeup Room

Group 2: Watch "How-To Video #4" on Project #4: SEWING 1920s
Dress and Hat Embellishments (as well as other topics) in Men's
Dressing Room.

February 27th:

Group 1: Watch "How-To Video #5" on Project #5: RENDERING Make Your Own Croquis Comical Body Outlines. (as well as other topics) in Men's Dressing Room.

Group 2: Do Lab project on Project #4: SEWING 1920s Dress and Hat Embellishments in Makeup Room.

March 3rd:

Group 1: Do Lab project on Project #5: RENDERING Make Your Own Croquis Comical Body Outlines. in Makeup Room

Group 2: Watch "How-To Video #5" on Project #5: RENDERING Make Your Own Croquis Comical Body Outlines. (as well as other topics) in Men's Dressing Room.

March 5th:

Group 1: Watch "How-To Video #6" on Project #6: RENDERING Three "You've Got to Have a Gimmick" Costume Renderings (as

Group 2: Do Lab project on Project #5: RENDERING Make Your Own Croquis Comical Body Outlines. in Makeup Room.

well as other topics) in Men's Dressing Room.

March 10th: Feel free to bring your family Purim costume photos to class to show off!

Group 1: Do Lab project on Project #6: RENDERING Three "You've Got to Have a Gimmick" Costume Renderings in Makeup Room

Group 2: Watch "How-To Video #6" on Project #6: RENDERING Three "You've Got to Have a Gimmick" Costume Renderings (as well as other topics) in Men's Dressing Room.

March 12th:

Group 1: Watch "How-To Video #7" on Project #7: RENDERING
Three Water-Colored Renderings for A Midsummer Night's Dream (as well as other topics) in Men's Dressing Room.

Group 2: Do Lab project on Project #6: RENDERING Three "You've Got to Have a Gimmick" Costume Renderings in Makeup Room.

March 17th: Tech Week for <u>Cuckoo's Nest!</u> It also is St. Pat's Day so wear the Green!

Group 1: Do Lab project on Project
#7: RENDERING Three WaterColored Renderings for A
Midsummer Night's Dream in Makeup
Room

Group 2: Watch "How-To Video #7" on Project #7: RENDERING Three Water-Colored Renderings for A Midsummer Night's Dream (as well as other topics) in Men's Dressing Room.

March 19th: Tech Week for <u>Cuckoo's Nest!</u> (Probably a free student preview tonight...) Nowruz (Persian Mom's at home baking for Spring)

Group 1: Watch "How-To Video #8" on Project #8: RENDERING Single Rendering in Color and

Group 2: Do Lab project on Project #7: RENDERING Three Water-Colored Renderings for A

Pattern Plan for Final Costume/ Garment/Accessory (as well as other topics) in Men's Dressing Room.	Midsummer Night's Dream in Makeup Room.
March 24 th :	
Group 1: Do Lab project on Project #8: RENDERING Single Rendering in Color and Pattern Plan for Final Costume/Garment/ Accessory in Makeup Room	Group 2: Watch "How-To Video #8" on Project #8: RENDERING Single Rendering in Color and Pattern Plan for Final Costume/Garment/ Accessory (as well as other topics) in Men's Dressing Room.
March 26 th :	
Group 1: Watch "Transition Video A" <u>The Cotton Club</u> in Men's Dressing Room.	Group 2: Do Lab project on Project #8: RENDERING Single Rendering in Color and Pattern Plan for Final Costume/ Garment/Accessory in Makeup Room.
March 31st & April 2nd: Spring Break	No Class!
Both Groups: Have a happy break and finish Project #8	Both Groups: Have a happy break and finish Project #8
April 7 th :	
Both Groups meet together (Location TBA) to show off their Finished Project #8 and Watch "Transition Video B" <i>Coming to America</i>	Both Groups meet together (Location TBA) to show off their Finished Project #8 and Watch "Transition Video B" <i>Coming to America</i>

April 9th:

Group 1: Watch Brief How-to Video #9 and Rope, and collectively work on phase 1 of Project #9:
ORGANIZATION Group Project:
Costume Plot for Rope in Men's

Group 2: Watch "Transition Video C" *Black Panther* in **Women's** Dressing Room.

April 14th:

Dressing Room.

Group 1: Meet in Makeup room at Beginning and end to do Lab Project #9: ORGANIZATION Group Project: Costume Plot for Rope phase 2 where you will attempt to find all suitable clothing to costume this "play".

Group 2: Watch Brief How-to
Video #9 and Rope, and
collectively work on phase 1 of
Project #9: ORGANIZATION
Group Project: Costume Plot for
Rope in Men's Dressing Room.

April 16th:

Group 1: Watch "How-To Video #10" on Project #10: COSTUME CRAFTS Making a Hat Frame (as well as other topics) in Men's Dressing Room.

Group 2: Meet in Makeup room at Beginning and end to do Lab Project #9: ORGANIZATION
Group Project: Costume Plot for Rope phase 2 where you will attempt to find all suitable clothing to costume this "play".

April 21st:

Group 1: Do Lab project on **Project** #10: COSTUME CRAFTS Making a Hat Frame in Makeup Room

Group 2: Watch "How-To Video #10" on Project #10: COSTUME CRAFTS Making a Hat Frame (as well as other topics) in Men's Dressing Room.

April 23rd: Ramadan begins at sunset! All Muslim Moms are excused for baking duties!

Group 1: Watch "How-To Video #11" on Project #11: COSTUME CRAFTS Dyeing & Fabric Painting: Dyed Bra & Painted Waistcoat (as well as other topics) in Men's Dressing Room.

Group 2: Do Lab project on **Project** #10: COSTUME CRAFTS Making a Hat Frame in Makeup Room.

April 28th: Tech Week for Nuts!

Group 1: Do Lab project on Project #11: COSTUME CRAFTS Dyeing & Fabric Painting: Dyed Bra & Painted Waistcoat in Makeup Room

Group 2: Watch "How-To Video #11" on Project #11: COSTUME CRAFTS Dyeing & Fabric Painting: Dyed Bra & Painted Waistcoat (as well as other topics) in Men's Dressing Room.

April 30th: Tech Week for Nuts! (Probably a free student preview tonight)

Group 1: Watch "How-To Video #12" on Project #12: COSTUME CRAFTS Hot Glue Crown, Tiara or Necklace or Shrink Wrap Satyr Horns in Men's Dressing Room.

Group 2: Do Lab project on Project #11: COSTUME CRAFTS Dyeing & Fabric Painting: Dyed Bra & Painted Waistcoat in Makeup Room.

May 5th: Cinco de Mayo!

Group 1: Do Lab project on Project #12: COSTUME CRAFTS Hot Glue Crown, Tiara or Necklace or Shrink Wrap Satyr Horns in Makeup Room

Group 2: Watch "How-To Video #12" on Project #12: COSTUME CRAFTS Hot Glue Crown, Tiara or Necklace or Shrink Wrap Satyr Horns in Men's Dressing Room.

May 7 th :	
Group 1: Watch "How-To Video #13" on Project #13: COSTUME CRAFTS Costume Magic in Men's Dressing Room.	Group 2: Do Lab project on Project #12: COSTUME CRAFTS Hot Glue Crown, Tiara or Necklace or Shrink Wrap Satyr Horns in Makeup Room.
May 12 th :	
Group 1: Do Lab project on Project #13: COSTUME CRAFTS Costume Magic in Makeup Room	Group 2: Watch "How-To Video #13" on Project #13: COSTUME CRAFTS Costume Magic in Men's Dressing Room.
May 14 th :	
Group 1: Watch "Transition Video C" <u>Black Panther</u> in Men's Dressing Room.	Group 2: Do Lab project on Project #13: COSTUME CRAFTS Costume Magic in Makeup Room.
May 19 th :	
Both Groups: Come in to get help on your Optional Final Projects and turn in any last-minute extra credit or late projects.	Both Groups: Come in to get help on your Optional Final Projects and turn in any last-minute extra credit or late projects.
May 21 st :	Last Day of Class!
Both Groups: Bring all your accumulated Projects to show off and have a Photoshoot and Cupcake Party!	Both Groups: Bring your accumulated Projects to show off and have a Photoshoot and Cupcake Party!

DRAMA-113 Costume Design	Points	% of	Points you
ODDING ASSA DOINT CALIGUI ATODI	Possible	Grade	have
SPRING 2020 POINT CAUCULATOR!	1000		
Class Attendance and timeliness	150	15%	
Lab participation in 27 non-class hours	150	15%	
SEWING:			
Project #1: Rehearsal Skirt or Cape	50	5%	
Project #2: Drawstring Bag/Hand Stitching	60	6%	
Project #3: 1920s "One Hour Dress"	80	8%	
Project #4: 1920s Dress and Hat	50	5%	
Embellishments			
RENDERING:			
Project #5: Make Your Own Croquis	50	5%	
Comical Body Outlines			
Project #6: Three "You've Got to Have a	50	5%	
Gimmick" from Gypsy Costume Renderings			
Project #7: Three Water-Color Designs	60	6 %	
for A Midsummer Night's Dream			
Project #8: Single Rendering in Color &	50	5%	
Pattern Plan for (Optional) Final			
Costume/Garment/Accessory			
ORGANIZATION:			
Group Project #9: Costume Plot for Rope	50	5%	
COSTUME CRAFTS:			
Project #10: Making a Hat Frame	50	5%	
Project #11: Dyed Bra & Painted	60	6%	
Waistcoat.			
Project #12: Hot Glue Crown, Tiara or	50	5%	
Necklace or Shrink Wrap Satyr Horns.			

Group Project #13	3: Costume M	50	5%		
Total from previou	s page				
EXTRA CREDIT:					
Email Forward & T	ext Message	10			
"He/She Helped N	<i>le!"</i> Cards 10	10-100			
up to 100 point M	aximum				
OPTIONAL Final I	Project: G arm	ent or	50-150		
Accessory Made f	rom Scratch l	Using a			
Commercial Patter	n Points base	ed on			
complexity of garm	nent/accessor	у			
Other possible alt	ernate costun	ne projects			
taken from ideas i	n the free C la	ass Text			
Book, the class lir	nks page, etc.	If you are			
working on a costu	ume related p				
if it qualifies for p					
does. 50-100					
Total:					
1000-900pts	899=800pts	799-700pts	699-600p	ts 5	599 - 0pts
100-90% = A	89-80% = B	79 - 70 % =	69-60% = 59-0% =		9-0% = F
		С	D		