

THTR 201- Costume Design I: Introduction to Costume Design and Production

SEMESTER: Fall 2016 **DAY/TIME:** T/TH 10:00-11:15am **ROOM:** HFA228

Description: A concise investigation and study of the process of costume design and production. Through lecture, discussion, paper writing, and project exercises, the student will explore cultural, protective, and personal choices man has made as expressed through costume.

Course Goals: University Undergraduate Learning Outcomes:

1. Intellectual Breath and Life-ling learning- Fundamental Knowledge

Students will be able to implement the steps to design costumes through a variety of exercises including play analysis, drawing exercises, and study of the industry as a whole.

2. Inquiry and Critical Thinking- Application

Students will be able to analyze and choose aspects of the script as it defines character, and apply that to the practical and aesthetic needs of the story tell in to create a wardrobe plot, through the creation of a costume sketch.

3. Communication- Integration

Essential and effective communication skills, as required of the Costume Designer, are developed through the creation of visual tools like collage and sketching techniques. Students also learn to describe and discuss ideas to Directors and other Designers with written testimony and analysis.

4. Global/Multicultural Knowledge and Awareness- Human Dimension

Students will be able to see through the eyes of the audience member of many cultures, as different communication and visual clues are used to tell a story in different cultures.

Citizenship and Ethics- Caring

Students will identify with the history for theatrical expression and costume design as an art form, and appreciate the universal need and appeal for the performing arts and storytelling as manifested in costume design and production. Students will gain an appreciation for the collaborative expression of theatrical production through costume design and production.

JULOs

1 Be Creative and Take Chances. As long as you can verbally defend your ideas with appropriate context and reasoning, the sky's the limit!

Course Content:

In The Classroom: The defined number of unexcused absences without penalty is three. Anything beyond that is detrimental toward your learning. If you are absent, it is your responsibility to attain the material from a fellow student. Three times late to class will

become an unexcused absent mark on the attendance role.

Attending and participating in class will show the Instructor that the student is engaged in the material and give the Instructor a better understanding and appreciation of their work. Although it is not included in the breakdown of possible points earned, a demonstrated lack of interest and involvement in the class WILL lower the final total of points earned.

Number of points deducted for each unexcused absence: 5

Cell Phones cannot be active during class. Tablets and laptops can be used to take notes and/or follow along with posted materials. The first indication of abuse of this directive, all technology will be restricted to everyone.

(See attached University Policies and Resources for additional attendance guidelines)

Reading the text or any other assigned materials. Read the material ahead of the time indicated on the daily calendar. The lectures will be in addition to the material and relate to the text but not necessarily be a regurgitation of the material.

Response Collages to a Script: Throughout the course, a script will be studied in an exemplary fashion. A Mood/emotional response collage and a period styles collage will be assigned and presented. These collages should be no less than 9X12 in size, and have images collected from print material and from internet sources. How the collage is organized and formatted is as important as the information being disseminated. Be creative, and make sure everything has a purpose and a meaning. Highest Point Value for two Collages: 10

Design Elements and Principals Response: Each Student will write a one page response paper enumerating the design elements and principals they see illustrated in a print advertisement. Highest Point value for Response Paper: 5

Costume Designer Research Papers and Presentations: Each student will turn in a research paper on an assigned Costume Designer and give a fifteen minute presentation to the class on the topic. The presentation should be visual- a power point or presentation of images that support the paper. It is not standing and reading the paper. Presentations are organized differently than written work. The research paper must follow the MLA guide for writing and include a bibliography and images. It should be four pages in length, not including the title page and bibliography. The presentation can be digital, the paper must be a hard copy. Highest Point value of paper: 100
Highest Point value of Presentation: 50

Midterm Test: This will include all lecture notes and chapters 1 through 4 inclusive. It will be twenty vocabulary and/or short essay questions. Highest Point Value for Midterm: 100

First Thumbnail/Roughs and action charts: The pre-sketching paperwork is very important in the design process, as well as the first sketches impressions of silhouette and period line. Highest Point Value for Charts and beginning sketches: 40

Color Roughs: These are sketches that show line and have some indication of color- usually in color pencil. They are larger than thumbnails and have a uniform scale. They can also include fabric swatches.

Highest Point Value for Color Roughs 60

Fabric Assignment: The Actor's form and fabric are the primary tools of costume design. Create a two page storyline using the fabrics you are given as inspiration to the character identities and story.
Highest Point value for Created Story from Swatches: 10

Kehler's Project: This will be assigned and proctored by the guest lecturer, who will supervise and grade the project.
Highest Point Value for Kehler Design Project: 75

Complete Costume Renderings: These are completed sketches that convey all of the information to a costume shop, Director, and Actors necessary to explain the Designer's visual interpretation of the play, the director's, concept and the needs of the script. The student will complete a prescribed number of costume renderings. They will be unified in scale, have swatches, and a title block, and will convey the mood and genre of the piece.
Highest Point Value for Completed Sketches: 100

Final Exam: This will be a vocabulary and short essay test for all lecture material and the second half of the text, but will exclude lecture notes from The guest lecturer. If you would like to include information shared during those class sessions, that are additional to the chapter materials, you may do so.
Highest Point Value for Final Test. 100

Assignment	Points	Percent/Point/Grade Range		
Script Collage	10			
One Page Response	10	0- 61%	0 - 371 -	F
Designer Paper	50			
Designer Presentation	50		62- 71%	372 – 431 -D
Midterm	100			
Thumbnail/Roughs	30	72- 81%	432 – 491	-C
Color Roughs	60			
Fabric Assignment	10	82- 91%	492 – 551	- B
Kehler Assignment	80			
Complete Designs	100	92-100%	552 – 600	- A
Final Test	100			
Total	600			

Required Supplies:

Script 1) Everyman

Script 2)

Art Supplies as assigned

Required Text: *Unbuttoned: The Art and Artists of Costume Design*

UNIVERSITY POLICIES

Academic Misconduct—Academic integrity is a legitimate concern for every member of the campus community; all share in upholding the fundamental values of honesty, trust, respect, fairness, responsibility and professionalism. By choosing to join the UNLV community, students accept the expectations of the Student Academic Misconduct Policy and are encouraged when faced with choices to always take the ethical path. Students enrolling in UNLV assume the obligation to conduct themselves in a manner compatible with UNLV's function as an educational institution.

An example of academic misconduct is plagiarism. Plagiarism is using the words or ideas of another, from the Internet or any source, without proper citation of the sources. See the

Student Academic Misconduct Policy (approved December 9, 2005) located at: <https://www.unlv.edu/studentconduct/student-conduct>.

Copyright—The University requires all members of the University Community to familiarize themselves **with** and to follow copyright and fair use requirements. **You are individually and solely responsible for violations of copyright and fair use laws. The university will neither protect nor defend you nor assume any responsibility for employee or student violations of fair use laws.** Violations of copyright laws could subject you to federal and state civil penalties and criminal liability, as well as disciplinary action under University policies. Additional information can be found at: <http://www.unlv.edu/provost/copyright>.

Disability Resource Center (DRC)—The UNLV Disability Resource Center (SSC-A 143, <http://drc.unlv.edu/>, 702-895-0866) provides resources for students with disabilities. If you feel that you have a disability, please make an appointment with a Disabilities Specialist at the DRC to discuss what options may be available to you. If you are registered with the UNLV Disability Resource Center, bring your Academic Accommodation Plan from the DRC to the instructor during office hours so that you may work together to develop strategies for implementing the accommodations to meet both your needs and the requirements of the course. Any information you provide is private and will be treated as such. To maintain the confidentiality of your request, please do not approach the instructor in front of others to discuss your accommodation needs.

Religious Holidays Policy—Any student missing class quizzes, examinations, or any other class or lab work because of observance of religious holidays shall be given an opportunity during that semester to make up missed work. The make-up will apply to the religious holiday absence only. It shall be the responsibility of the student to notify the instructor **within** the first 14 calendar days of the course for fall and spring courses (excepting modular courses), or **within** the first 7 calendar days of the course for summer and modular courses, of his or her intention to participate in religious holidays which do not fall on state holidays or periods of class recess. For additional information, please visit: <http://catalog.unlv.edu/content.php?catoid=6&navoid=531>.

Transparency in Learning and Teaching—The University encourages application of the transparency method of constructing assignments for student success. Please see these two links for further information:

<https://www.unlv.edu/provost/teachingandlearning>

<https://www.unlv.edu/provost/transparency>

Incomplete Grades—The grade of I—Incomplete—can be granted when a student has satisfactorily completed three-fourths of course work for that semester/session but for reason(s) beyond the student's control, and acceptable to the instructor, cannot complete the last part of the course, and the instructor believes that the student can finish the course without repeating it. The incomplete work must be made up before the end of the following regular semester for undergraduate courses. Graduate students receiving "I" grades in 500-, 600-, or 700-level courses have up to one calendar year to complete the work, at the discretion of the instructor. If course requirements are not completed within the time indicated, a grade of F will be recorded and the GPA will be adjusted accordingly. Students who are fulfilling an Incomplete do not register for the course but make individual arrangements with the instructor who assigned the I grade.

Library Resources

Students may consult with a librarian on research needs. For this class, the subject librarian is https://www.library.unlv.edu/contact/librarians_by_subject. UNLV Libraries provides resources to support students' access to information. Discovery, access, and use of information are vital skills for academic work and for successful post-college life. Access library resources and ask questions at <https://www.library.unlv.edu/>.

Tutoring and Coaching—The Academic Success Center (ASC) provides tutoring, academic success coaching and other academic assistance for all UNLV undergraduate students. For information regarding tutoring subjects, tutoring times, and other ASC programs and services, visit <http://www.unlv.edu/asc> or call [702-895-3177](tel:702-895-3177). The ASC building is located across from the Student Services Complex (SSC). Academic success coaching is located on the second floor of the SSC (ASC Coaching Spot). Drop-in tutoring is located on the second floor of the Lied Library and College of Engineering TEB second floor.

UNLV Writing Center—One-on-one or small group assistance with writing is available free of charge to UNLV students at the Writing Center, located in CDC-3-301. Although walk-in consultations are sometimes available, students with appointments will receive priority assistance. Appointments may be made in person or by calling 702-895-3908. The student's Rebel ID Card, a copy of the assignment (if possible), and two copies of any writing to be reviewed are requested for the consultation. More information can be found at: <http://writingcenter.unlv.edu/>.

Rebelmail—By policy, faculty and staff should e-mail students' Rebelmail accounts only. Rebelmail is UNLV's official e-mail system for students. It is one of the primary ways students receive official university communication such as information about deadlines, major campus events, and announcements. All UNLV students receive a Rebelmail account after they have been admitted to the university. Students' e-mail prefixes are listed on class rosters. The suffix is always @unlv.nevada.edu. **Emailing within WebCampus is acceptable.**

Final Examinations—The University requires that final exams given at the end of a course occur at the time and on the day specified in the final exam schedule. See the schedule at: <http://www.unlv.edu/registrar/calendars>.