

Instructor: Alan Yeong

Office Room: Martha Munro 204A

Office Hours: MW 10:00 – 11:00; TR 10:00 –12:00; TWRf 2:30 –4:30(by appointment only)

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Course Description:

This class is designed for advance theatre students who are interested in the field of costume design or to those who would like to enhance their theatrical skills. In this course the student will be introduced to the role of costume designer in the design process in which includes play analysis, researching skills, costume period and style, designing problems, rendering and construction skills, organization skills, and an understanding in the principles and elements of design. The course involves class lectures and studio/lab projects. It is hope that by the end of the course the student will achieve greater understanding in costume design for personal growth in this area or as supporting knowledge to other theatrical areas.

Course Objectives:

1. To understand the role of costume designer.
2. To understand and investigate various costume/garment terms and period styles.
3. To explore and develop personal artistic skills/styles and conceptual thinking.
4. To understand basic construction skills.
5. To understand the relationship between the costume designer and costume shop.
6. To establish a foundation for advance costume design courses.
7. To establish an overall appreciation for the design and production of theatrical costumes.

Learning Degree Outcomes:

1. Students will demonstrate that they are familiar with a representative selection of plays, indicated by a demonstrable knowledge of selected plays, theatrical conventions, and theatrical movements important in formation of the modern theatre.
2. Students will be able to critically understand basic knowledge of theatre history, theory, and criticism, as well as research sources and methodology.
3. Students will develop skill in analyzing plays, using theatre technology, and conducting research.
4. Students will express through performance, writing, speaking, and other modes of communication the results of research and critical judgment, indicated by a

- demonstrable ability to reach an audience effectively through at least one of the components of theatrical art (acting, directing, designing, playwriting, etc.)
5. Students will be prepared to work and/or continue study in both the technical and performance areas of theatre upon graduation.
 6. Students will have the ability to apply skills they learned in courses to a variety of work and social environments.

Required Texts:

Anderson, Barbara and Cletus Costume Design Harcourt Brace College
Publishers 2nd ed 1999.

One Act Play or Monologue – TBA (Class handout)

You are responsible for obtaining a copy of the following plays.

Ibsen, Henrik. *A Doll's House*
Genet, Jean. *The Balcony*
Shakespeare, William. *The Tempest*

Recommended Texts:

Ingram, Rosemary Costume Designers' Handbook
Ingram, Rosemary Costume Technician's Handbook
Strand-Evans, Katherine Costume Construction

Course Requirements/Expectations:

1. The student is graded upon personal growth throughout the course.
2. Attendance and class participation will be graded. You are not encouraged to skip any lectures and lab hours.
3. You are allowed one free absences. You are required to support your second or future unexcused absences with valid documentation or with the consent of the instructor. However, the second and future absences will result in grade reduction, 5% of the attendance points per absences.
4. The student is encouraged to observe all individual class project deadlines.
Late projects will be penalized one letter grade per day after the deadline unless you have the consent of the instructor.
5. You must supply all class project materials unless otherwise noted.
6. You are responsible to read all course materials before the day of the lecture. Additional supplements will be handed out to you as deemed necessary.
7. The class is divided into two sections: Design lectures and rendering/drawing lab. Please check course schedule religiously to avoid confusion.
8. You are required to attend all departmental productions for Fall semester.
9. You are to write two critiques of the production based on production conceptual approach, principles and elements of costume design in relation to other design areas. The paper is limited to no longer than 3-pages.
10. There will be one pop quiz, portfolio review, midterm and final examination. The final examination is a Project #5, *The Tempest*. Your portfolio review will be comprised of mainly all your class projects and any projects realized or

unrealized from other design courses or UWG productions. Emphasis will be given on costume design work samples.

11. The student is encouraged to challenge his or herself and not be intimidated by unfamiliar skills.

12. There is one extra credit opportunity. Details provided below.

****Note: Syllabus schedule is subject to change. It is the student's responsibility to get the changes.

Department Performance Dates:

The Taming Of The Shrew

Oct. 3 – 6, 7:30pm & Oct.7, 2:30pm

The Shape Of Things

Nov. 14 – 17, 7:30pm & Nov. 18, 2:30pm

Grading:

		<p><u>Grading Scale</u></p> <p>A 1640 -- 1441 B 1440 -- 1241 C 1240 -- 1041 D 1040 -- 841 F 840 – 0000</p>
2 critiques (50 points each)	100 points	
Midterm	100 points	
Finals: Portfolio Review	150 points	
Sketch Journal	100 points	
Attendance, class participation, pop quiz	100 points	
Project #1	50 points	
Project #2	50 points	
Project #3 1. Roughs (50 points) 2. Research (50 points) 3. Plates (50 points)	150 points	
Project #4 1. Research (50 points) 2. Roughs (50 points) 3. Layouts (100 points) 4. Collage (50 points) 5. Swatches (50 points) 6. Plates (70 points)	370 points	
Project #5 1. Research (100 points) 2. Roughs (50 points) 3. Layouts (100 points) 4. Swatches (50 points) 5. Plates (60 points) 6. Paperwork (100 points) 7. Written statement (50 points)	470 points	<p><u>Extra Credit</u> 10% of final grade</p>

Class Projects Guidelines

Project #1 Character Analysis

1. Read assigned monologue or one act play.
2. Research his or her clothing style/period and design the character's garment based on analysis and research material.
3. "In the closet." Make a list of garments that you think he /she will have in his/her closet.

Project #2 Inspirational Design

1. Design two costumes inspired by a selected source provided by the instructor.
2. Costume designs can be in any era but they need to relate to the inspired source.
3. Apply principles and elements of design and render one male and one female costume.
4. You are allowed to use any media of your choice.

Project #3 A Doll's House

1. Read and analyze the entire play.
2. Create a design concept.
3. Research **Victorian** period – fashion, socio-economic, political and so on.
4. Design this play for an intimate space, i.e. black box theatre.
5. Sketch all costumes for five characters in Act One – Nora, Torvald, Mrs. Linde, Dr. Rank, Krogstad
6. **You are to present all rough sketches, from preliminary to revisions to final sketches and all research materials.**
7. You are not required to have a final rendering. You will rewarded bonus points if you turn in final renderings for this project.
8. Each finalized costume design sketch must be on a separate paper/plate.

Project #4 The Balcony

1. Read, analyze, and research.
2. Create a design concept.
3. Your period choice must be in the **20th century**. Choose any one period from mentioned century.
4. Design this play for a medium size stage, i.e. Townsend Main stage Theatre.
5. Design costumes for the following characters: The Bishop, The Judge, The Executioner, The General, The Chief of Police, Irma, and Carmen.
6. The project must include: research material, roughs, concept collage, and final rendering with swatches.
7. Watercolor only.

Project #5 The Tempest

1. Read, analyze, and research.
2. Choose a period for your design from **Renaissance to 18th century**. Then research the chosen period thoroughly.
3. You are not to design this show historically accurate.

4. Use the chosen period style and deconstruct the period to fit the characters. Your task is to create a **theatricalized** version of the period style.
5. Develop a design concept.
6. Design this play in a large theatre, i.e. Broadway house.
7. Design costumes for the following characters: Prospero, Miranda, Ariel, Caliban, Fredinand, Alonso, Sebastian, Antonio, Stephano, Trinculo
8. The project must include: research material, rough sketches, color layout, final rendering with swatches, all paperwork, and written statement.
9. You have the choice of using any media for the final renderings.
10. This project will be selected as student work display for spring semester University Foundation fund raising event – date to be determined.

Sketch Journal

1. You must buy a sketchbook as your journal.
2. You are asked to keep daily drawings either from your class project researches or study of the human figure or just for plain fun.
3. There is no special format for this project. All you are asked is to draw as much as you can.
4. This exercise's objective is to enhance self-observation between you and your surrounding. It is also hope that by sketching daily you will improve your drawing skills such as drawing values, weight lines, styles, and so forth.
5. You must hand in a completed journal.
6. **Journal deadline: Last week of classes.**

Extra credit project

This project is optional. If you choose to this project you must follow specific guidelines as mentioned below.

1. You are to select one of your designs from Project #5.
2. You are to execute one of the following elements from your chosen design:
 - Construct a mock up version of the costume design from muslin
 - Construct one accessories element for your costume design, i.e. hat, jewelry, costume props
 - Execute makeup designed for the character/costume design – must include a makeup sheet and makeup design analysis worksheet
3. Extra credit project due 12/13/07 at 1pm.

Class supply list

Rendering supplies:

1. Pencils—H, HB, 2B—6B
2. Eraser
3. 4X4 grided paper pad/sketch pad
4. Set of basic transparent/opaque watercolor
5. Prismacolor pencils or other color pencil brands
6. Watercolor brushes—sable brush, don't get cheap brushes
7. Watercolor paper, 140 pound—Arches or any watercolor paper from Beifang, Strathmore, or Crescent brand (15"X20")
8. Plastic/metal paint mixing palette
9. Water container
10. Sponges, rags, paper towels for cleaning
11. Optional: watercolor pencils, markers, ink pens, craft paints, gouche, crescent paper, Bristol board and so forth.

Supply Vendors:

Local

- Hobby Lobby – Carrollton GA
- Michael's – Douglasville GA

Atlanta Area

- **Utrechth** -- 878 Peachtree Street NE
Atlanta, GA 30309
(404) 347-9119
- **Sam Flax** -- 1460 Northside Drive
Atlanta, GA 30318
Tel: 1.800.SAM.FLAX
1.800.726.3529
1.404.352.7200
- **Blick's Art Material** -- 1165 Woodstock Rd Ste 830, Roswell GA 30075
770-993-0240

Online

- Art Supply Warehouse, <http://www.aswexpress.com/>
- Jerry's Artarama, <http://www.jerrysartarama.com/>
- Rex Art, <http://www.rexart.com/>
- Sam Flax, <http://www.samflaxny.com/>
- Utrechth, <http://www.utrechtart.com/>
- Dick Blick Art Materials, <http://www.dickblick.com/>

Date	Lecture	Assign	Due
R 08/16	Course introduction Function of costumes	Chap. 1; Read pg. 94 to 106	
T 08/21	Drawing lab: Figure drawing (Please bring pencils and erasers)	Chap.2, 3	
R 08/23	What Is Costumes Role of costume designer	Chap. 4 Project #1	
T 08/28	Principles of design Elements of design		
R 08/30	Costume History Part 1: Fashion of the Ancient World Design process	Read pg. 263 to 272	
T 09/04	Costume History Part 2: Dark Ages to 17 th century Discuss & present Project #1	Read pg. 273 to 292 Project #2	Project #1
R 09/06	Tour costume shop and field trip to fabric store & the wonderful world of fabrics	Chap. 5, 6	
T 09/11	Color Control Note: Please bring rendering supplies	Read pg. 293 to 319 Project #3 Chap.8	
R 09/13	Fabric Costume History Part 3: Late 1680s to 19 th century		Pop quiz
T 09/18	Discuss & present Project #2 Rendering techniques: Figure drawing, bring supplies	Chap.9	Project #2
R 09/20	Costume Construction & Vocabulary Discuss <i>A Doll's House</i>		
T 09/25	Rendering techniques: Figure drawing, bring supplies		
R 09/27	Costume Design Portfolio Discuss <i>A Doll's House</i>		
T 10/02	Rendering techniques: bring supplies		
R 10/04	Discuss & present <i>A Doll's House</i>		Project #3
T 10/09	Midterm Review Discuss <i>The Balcony</i>	Project #4	
R 10/11	Fall Break		
T 10/16	Midterm		

R 10/18	Figure Drawing: Bring drawing supplies Rendering techniques: Dry medium, bring supplies, class demo Discuss <i>SHREW</i>		Critique #1
T 10/23	Discuss <i>The Balcony</i> Discuss Portfolio (Note: Bring all your portfolio selected works to class...)		
R 10/25	Rendering techniques: bring supplies		
T 10/30	Presentation: <i>The Balcony</i>	Project #5	Project #4
R 11/01	Rendering techniques: bring supplies		
T 11/06	Discuss <i>Tempest</i> research & concept Discuss Portfolio layout		Prelim. Portfolio layout
R 11/08	Rendering techniques: bring supplies <i>The Tempest: Roughts</i>		
T 11/13	<i>Tempest</i> : revisions, prelim. Layout Costume History Part 4: 20 th century		
R 11/15	Rendering techniques: bring supplies Portfolio layout revisions		Prelim. Portfolio
T 11/20	<i>Tempest</i> : Color layout		
R 11/22	Thanksgiving Break		
T 11/27	<i>Tempest</i> : In-class work (Please bring your work to class!!) Discuss <i>THINGS</i>		Pop Quiz on costume vocabulary Critique #2
R 11/29	Portfolio review by Gretchen Butler, Production Manager, Georgia Ensemble Theatre		Portfolio
T 12/04	<i>Tempest</i> : In-class work (Please bring your work to class!!)		
Thursday 12/13 Final Examination 11:00am – 1:00pm <i>Tempest</i> (Project #5) Due – Presentation Sketch Journal Due Extra credit project due			