

Instructor: Alan Yeong

Office Room: Martha Munro 204A

Office Hours: 9:00 – 11:00 (MWF); 10:00 – 12:00 (TR)

Costume Shop Hours: 1:00 – 5:00 (MWF); 2:00 – 6:00 (TR)

Office Phone # (770) 838-3068 Scene/Costume Shop Phone # (770) 838-3144

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Course Description:

This course is designed as a Senior Project of sorts. The student will be working on a major element of theatre and honing a process within that element. The student will meet with the instructor once per week (to be determined the first week of class), discussing elements of the project. The majority of the classroom time will be taken up with daily costume shop duties, nightly rehearsals and performances. The student will keep a detailed, **daily** journal commenting on the process and progress of the project. The end product will result in a detailed analysis of the project, and the weekly meetings will consist of working on portions of the analysis. Finally, upon completion of the performance aspect of the project, the student will write an overall evaluation of her/his process and performance. Criteria will be determined in the weekly meetings.

Course Objectives:

- To hone research skills by thoroughly examining the environment of the play.
- To develop and use a process toward directing, acting, designing, writing, etc. in the play.
- To create a concept, role, design, production, etc. and realize this production in a public performance.
- To apply those skills learned in upper division theatre courses to a project that will capstone the student's career as a theatre major.
- To exercise collaboration and communication skills through working with the production team especially with the director.

Learning Degree Outcomes:

- 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 the formation of the modern theatre.
- Students will be able to critically understand basic knowledge of theatre history, theory, and criticism as well as research sources and methodology.
- Students will develop skill in analyzing plays, using theatre technology, and conducting research.

- 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.
- Students will be prepared to work and/or continue study in the performance area upon graduation.
- Students will have the ability to apply the skills they learned in courses to a variety of work and social environments.
- Students will become aware of the complex human condition acquired through aesthetic and intellectual perceptions as evidenced in various modes the theatrical production.
- Students will have the ability to function safely and effectively using theatre technology.
- Students will have the ability to demonstrate knowledge of the various means of theatre through which a theatrical concept is realized.

Required Texts:

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

Course Requirements/Expectations:

- You will be responsible for attending weekly meetings (and the assignments for these meetings) with the instructor, for scheduling rehearsals that the instructor will attend.
- The student will be responsible for calling and/or attending weekly production meetings.
- Attendance at all designer rehearsals is mandatory.
- You are to attend all scheduled costume fittings.
- You are to carry out all costume designer duties as prescribed by the professional standards in this theatrical field.
- You are to attend all technical rehearsals.
- Your design duties will not end until opening night of the production.
- You are expected to be in the costume shop at least 2 hours a day to check the progress of the execution of your designs.
- All late required projects will be reduced a letter grade per day after the deadline.

Grading:

Written Concept Statement	5 points	<u>Grading Scale:</u> A 100 – 90 B 89 – 80 C 79 – 70 D 69 – 60 F 59 – 0
Research	10 points	
Sketches/Design Drafts	5 points	
Paperwork/Costume Bible	20 points	
Final Renderings	30 points	
Fabric Swatches	5 points	
Attendance	10 points	
Journal/Self Evaluation Paper	15 points	
<u>Total</u>	100 points	

Class Schedule

Week 1	Attend Audition Meet director, Amy Cuomo Costume shop orientation – assign measurement appointments
Week 2	Weekly meeting Analysis and Interpretation of play Communication -- Schedule meetings with Amy Cuomo Production Meeting – Tuesday 5pm Design DUE (Aug. 21)
Week 3	Weekly meeting Production Meeting – Tuesday 5pm Design written concept rough draft due
Week 4	Weekly meeting Production Meeting – Tuesday 5pm FITTINGS
Week 5	Weekly meeting Production Meeting – Tuesday 5pm FITTINGS
Week 6	Weekly meeting Production Meeting – Tuesday 5pm FITTINGS
Week 7	Weekly Meeting TECH WEEK
Week 8	Weekly Meeting SHOW OPENS
Week 9 to 13	Weekly Meeting Week 10 – Georgia Theatre Conference – Design competition
Week 14	Weekly Meeting
Week 15	Weekly Meeting Costume Bible DUE
Week 16	All required course work DUE Post mortem/self-evaluation -- TBA