

Stage Costuming – THEA 443

Instructor: Lonnie “Billy” Wilburn
Fall 2011
TTH 10:00 – 11:15
Location: SPAC 214

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Description of Course

Principles and practices of costume design, including the fundamentals of play analysis as applied to character statement, historical research, and rendering technique.

Course Objectives

By the end of this course the successful student will be able to:

- Define the costume designer's creative process
- Render costumes using a variety of media and techniques
- Define the daily working and different jobs of the costume shop
- Define and Develop a personal design style
- Understand the physical organization of the costume shop
- Recognize and understand the safe use of costume shop materials, tools and equipment
- Demonstrate a basic understanding of costume history

Required Texts

- Cunnigham, Rebecca, The Magic Garment (\$34.50 @ bookstore, cheaper online)
- Five Great Greek Tragedies by Dover Publications (supplied in class)
- Play #2 (supplied in class)

Materials List

- 9” x 12” Cold Water Press Water Color Paper, 140lb (6.00-12.00), the brand I use is Strathmore, it also happens to be the cheapest
- No. 8 round brush (4.00-12.00), you can buy more, I recommend at least one more small brush, say a no. 4 or 5.
- Liquid water colors 12 (4.99-7.49), you can buy more but no less and please **no cake water colors**.
- 1” 3-ring binders
- Sheet protectors
- Dividers
- \$30 lab fee (checks payable to State University Theatre)

Attendance & Classroom Policies

- Attendance is mandatory. Being present and receptive to the information and discussions in class is essential to the successful completion of this course. Each absence past two (2) will result in the lowering of your semester grade by .25 of a grade point for each day.

- Late arrivals will be noted and every three (3) late markings will equal one absence.
- Much of the work can be completed in class, however there will be a need to work outside of class in order to meet due dates.
- Late work will not be accepted.
- A cell phone cannot be used to meet any of the specific course requirements. Therefore, cell phones should be turned off or silent during class. Also, a cell phone should **NEVER** be answered in the classroom.
- The following action will not be tolerated and if detected will result in a zero for the project: cheating plagiarism, fabrication, and facilitating academic dishonesty.

Weekly Schedule (Subject to Change)

*Reading assignments are listed on the day they should be read by.

Week	Date	Topic	Reading Assignment	Assignment
1	8/30	Syllabus, What is a costume	Syllabus	Quiz 1
	9/1	Design process	Pg 1-14	Quiz 2
2	9/6	Play analysis, costume plot, concept statement	Pg 31-42	Quiz 3
	9/8	Research	Chapter 3	Quiz 4
3	9/13	Production bible		
	9/15	Greek play research show & tell		Greek play research board, play analysis, costume plot, concept statement
4	9/20	Design elements & principles	Chapter 4	Quiz 5
	9/22	Sketching	Chapter 6	Quiz 6
5	9/27	Sketching		
	9/29	Color theory	Chapter 5	Quiz 7
6	10/4	Rendering – watercolor		
	10/6	Costume history – Greek/Roman		
7	10/11	Rendering - watercolor		
	10/13	Costume history – Medieval		
8	10/18	Rendering - markers		
	10/20	Greek play presentation		Greek play costume bible due
9	10/25	Costume history - Renaissance		
	10/27	Rendering - markers		
10	11/1	Play 2 research show and tell		Play 2 research board, play analysis, costume plot, concept statement

	11/3	Costume history - 17 th Century		Costume History Test #1
11	11/8	Renderings - colored pencils		
	11/10	Costume history - 18 th century		
12	11/15	Rendering		
	11/17	Costume history - 19 th century		
13	11/22	No classes		
	11/24	Thanksgiving – No Classes		
14	11/29	Costume history - 19 th century		
	12/1	Rendering		
15	12/6	Costume history - 20 th century		
	12/8	Costume history - 20 th century		

Final Exam

- Tuesday, December 13th from 12:00 – 1:40pm
- Display and turn in your final design.

Grade Breakdown

Production assignment	100 pts.
Greek play assignment	100 pts.
Play #2 assignment	100 pts.
Costume history test #1	50 pts.
Costume history test #2	50 pts.
Quizzes	50 pts.
Rendering	25 pts.
Elements & principles project	25 pts.
Total	500 pts.

Grading Scale

➤ 500-400	= A
➤ 400-300	= B
➤ 300-200	= C
➤ 200-100	= D
➤ 100-0	= F

Assignment Descriptions

Production Assignment

This is to get involved with the university shows so you can see in a real world setting how a costume designer and costume shop runs. For this project you will be graded based on attendance and participation. You will be required to work 22 hours in the costume shop (2 hours a week). This work can be but is not limited to costume construction, hand sewing, costume crafts, organization, etc. You will schedule the day that you would like to work and are expect to be there the same time every week. You cannot make up missed day but you may work ahead and complete your hours early.

Greek Play

- **Research board-** name, show, and date labeled on back
- **A Production Bible-** clearly labeled on outside or inside cover with show title, name, and date. On the inside there are to be dividers labeled:
 1. Concept Statement
 2. Costume plot
 3. Play analysis
 4. Research- includes a copy of the research images from your research board and extra research you found including, but not limited to pictures, quotes, websites, book titles, color ideas, etc...
 5. A sketch for each character in the play
 6. A full color rendering for each costume in the play

Presentation is a Plus!

Play #2

- **Research board-** name, show, and date labeled on back
- **A Production Bible-** clearly labeled on outside or inside cover with show title, name, and date. On the inside there are to be dividers labeled:
 1. Concept Statement
 2. Costume plot
 3. Play analysis
 4. Research- includes a copy of the research images from your research board and extra research you found including, but not limited to pictures, quotes, websites, book titles, color ideas, etc...
 5. Sketches
 6. A full color rendering for each costume in the play

Renderings

Each rendering needs to be in color and include the following information

1. Character name
2. Act and/or scene used in
3. Title of production
4. Signed by artist
5. Dated by artist

ADA

If you are a person with a disability and anticipate needing any type of accommodation in order to participate in this class, please inform me and make the appropriate arrangements with the Office of Disability Services (ODS). The Office of Disability Services is located in Room 125, Wintrode Student Center. To schedule an appointment, call (605) 688-4504 and request to speak with the Coordinator of Disability Services.

Freedom in Learning

Students are responsible for learning the content of any course of study in which they are enrolled. Under the Board of Regents and university policy, student academic performance shall be evaluated solely on an academic basis and students should be free to take reasoned exception to the data or views offered in any course of study. Students who believe that academic evaluation is unrelated to academic standards but is related instead to judgment of their personal opinion or conduct should first contact the instructor of the course. If the student remains unsatisfied, the student may contact the department head and/or dean of the college which offers the class to initiate a review of the evaluation.