

TPA 3045 – Costume Design I

Fall 2019

Credits: 3

Prerequisite: TPA 2000 – Visual Imagination

Classroom: AL 109

Instructor:

Dawn Shamburger

Assistant Professor of Costume Design

dshamburger@fau.edu

Office: AL 167

Office Hours: W & F - 9:30a - 11:00a

Catalog Description:

Classroom and laboratory study of the principles of modern costume design for the theatre.

Course Description:

To provide instruction in the basic techniques of theatrical costume design. This will include: figure drawing; how the elements and principles of design relate to and are utilized in costume design; collaboration; script analysis; research methods; costume design process; character analysis; the function and purpose of costumes in theatre; rendering techniques; and the use of various media.

Learning Outcomes:

- Demonstrate a basic understanding of costume design principles and process as well as a basic level of proficiency in the execution of the process of costume design.
- Demonstrate a basic understanding of the idea of collaboration in the theatre arts, and how it specifically relates to costume design.
- Apply an understanding of how the elements and principles of design are used and manipulated to affect costume design choices.
- Demonstrate a level of skill and proficiency in the techniques of drawing, including figure drawing, and costume sketching.
- Demonstrate an understanding and basic proficiency in the use and manipulation of several forms of drawing and rendering media.
- Demonstrate a level of proficiency in the creation of costume renderings.
- Demonstrate a sufficient understanding of conceptual idea development to effectively create costume designs.

Required Text:**The Magic Garment: Principles of Costume Design** 2nd Edition

by Rebecca Cunningham

ISBN-10: 1577666135**ISBN-13:** 978-1577666134**Course Evaluation:**

Exercises	20.0%
Sketches	15.0%
Design Project 1	25.0%
Design Project 2	30.0%
<u>Attendance</u>	<u>10.0%</u>
Total	100%

Grading Policy

Letter grades will be assigned based on the FAU undergraduate grading system:

A	4.00	94 - 100%
A-	3.67	90 - 93%
B+	3.33	87 - 89%
B	3.00	84 - 86%
B-	2.67	80 - 83 %
C+	2.33	77 - 79%
C	2.00	74 - 76%
C-	1.67	70 - 73%
D+	1.33	67 - 69%
D	1.00	64 - 66%
D-	0.67	60 - 63%
F	0.00	0 - 59%

A Note About Grades: Any lowering of the final grade due to infractions such as tardiness will be completed once all major grades have been calculated. Grading questions should be discussed by private appointment. No discussion of grades will occur during class time.

Grading Standards: What makes a project or other assignment an “A” (B, C, D, F)

- “A”: superlative work that demonstrates a profound commitment to the course material, and further, employs this material as a springboard for independent thought and work. Very little improvement needed on application of technique. Stage ready.
- “B”: very good work that completely fulfills all the requirements of the course in a conscientious and dedicated manner and that demonstrates some additional practice is needed, application of techniques are mostly correct. Could be stage ready.
- “C”: work that fulfills all the requirements of the course in a satisfactory manner, but that falls short of demonstrating a full understanding of the application of techniques. Still needs practice, not stage ready.
- “D”: work that is unsatisfactory in content, but meets the standards of submission. Attempted the technique but did not have a full understanding of the application of the technique. Still needs practice and is not stage ready
- “F” is given for work that fails to fulfill the requirements of the course. Did not attempt the technique.

Classroom Procedure and Policies

This class will be conducted via lecture, discussion, hands-on practice and participation in class. The Canvas program will be used to administer information and communication for this class. Cell phones and other electronic devices should be turned off before entering the classroom. These devices may be set to vibrate if they must be left on in case of emergency.

Digital and Social Media Policy:

If you maintain any public record, such as online journal, please refrain from using the real names or other identifying details about the students and/or instructor if you choose to write about activities and events related to this course. This both protects their privacy and respects their ability to participate openly in a class that can include performative elements. Performing for your peers is unnerving enough without worrying about who is blogging about it afterward.

Attendance Policy**Attendance Policy of the Department of Theatre & Dance:**

Three absences will lower your final grade by one letter. Each subsequent absence will lower your final grade by one letter. Five absences will result in automatic failure. Three tardies equals one absence. If you arrive to class after roll is taken, it is your responsibility to check in at the end of class to make sure your attendance is recorded.

See University policies in the FAU Student Handbook <http://www.fau.edu/student/handbook/>

FAU Attendance Policy:

Students are expected to attend all of their scheduled University classes and to satisfy all academic objectives as outlined by the instructor. The effect of absences upon grades is determined by the instructor, and the University reserves the right to deal at any time with individual cases of non-attendance.

Students are responsible for arranging to make up work missed because of legitimate class absence, such as illness, family emergencies, military obligation, court-imposed legal obligations or participation in University-approved activities. Examples of University-approved reasons for absences include participating on an athletic or scholastic team, musical and theatrical performances and debate activities. It is the student's responsibility to give the instructor notice prior to any anticipated absences and within a reasonable amount of time after an unanticipated absence, ordinarily by the next scheduled class meeting. Instructors must allow each student who is absent for a University-approved reason the opportunity to make up work missed without any reduction in the student's final course grade as a direct result of such absence.

Makeup Work and Late Policy

- all work must be submitted on the due date assigned. Due dates for all assignments can be found on canvas. All late assignments will have 10% deducted from the grade.
- If you do not attend class on the day of a presented Project due date you will be penalized one letter grade.
- If the Final Project must be turned in late due to a **documented** medical emergency, and the student has a satisfactory record prior to that exam, the student will be given an Incomplete (I).
- Incomplete grades will not be given unless an excused absence coincides with the presentation of the Final Project.
- Prior to an anticipated absence, or immediately after an absence, the student must contact me via email regarding make up work.

Academic Integrity

Students at Florida Atlantic University are expected to maintain the highest ethical standards. Academic dishonesty is considered a serious breach of these ethical standards, because it interferes with the university mission to provide a high quality education in which no student enjoys an unfair advantage over any other. Academic dishonesty is also destructive of the university community, which is grounded in a system of mutual trust and places high value on personal integrity and individual responsibility. Harsh penalties are associated with academic dishonesty. For more information, see University Regulation 4.001

Students with Disability

In compliance with the Americans with Disabilities Act Amendments Act (ADAAA), students who require reasonable accommodations due to a disability to properly execute coursework must register with Student Accessibility Services (SAS) and follow all SAS procedures. SAS has offices across three of FAU's campuses – Boca Raton, Davie and Jupiter – however disability services are available for students on all campuses. For more information, please visit the SAS website at www.fau.edu/sas/.

FAU Counseling and Psychological Services (CAPS) Center

Life as a university student can be challenging physically, mentally and emotionally. Students who find stress negatively affecting their ability to achieve academic or personal goals may wish to consider utilizing FAU's Counseling and Psychological Services (CAPS) Center. CAPS provides FAU students a range of services – individual counseling, support meetings, and psychiatric services, to name a few – offered to help improve and maintain emotional well-being. For more information, go to <http://www.fau.edu/counseling/>

Date	Lecture	Reading	Assignment Due
Jan 9	Introduction of Course Syllabus Calendar		
Jan 11	Costume Design Process		
Jan 16	Understanding the Play 9 Objectives	Chapter 2	
Jan 18	Breaking Down the Form		D1 - Drawing Figures
Jan 23	Research Resources Introduction to Costume Design Masters	Chapter 3	E1 - Script Analysis
Jan 25	Shading Introduction to DP#1		D2 - Breaking down the figure
Jan 30	Understand Stage Costumes Elements of Design	Chapter 4	E2 - Research Resources
Feb 1	Facial Features		D3 - Shading Exercises DP#1 - 25 Words

Feb 6	Principles of Design		E3 - Design Elements DP#1 - Action Chart - Look List
Feb 8	Parts of the Body		D4 - Facial Features DP#1 - Inspiration Images - Initial Research
Feb 13	Color Theory - Shaye		E4 - Design Principles
Feb 15	Reproduce a Drawing		D5 - Parts of the Body DP#1 - Character Analysis
Feb 20	Inspiration Images Conceptual Ideas Writing the Concept Statement		E5 - Color Exercises
Feb 22	Developing the Costume Icon Project		D6 - Reproduce a Drawing DP#1 - Research Images
Feb 27	Working in Costumes		E6 - Color Palette
Mar 1	Working in Costumes Introduction to DP#2		E7 - Concepts DP#1 - Costume Needs List - Color Palette
Mar 6 Spring Break	No Classes		
Mar 8 Spring Break	No Classes		
Mar 13	Developing the Design Presentation		E8 - Icon Project
Mar 15	Rendering w/ Colored Pencils		DP#2 - 25 Words
Mar 20	Rendering w/ Markers		DP#1 - Design Presentation Due - Character Collages
Mar 22	Rendering w/ Watercolor		D7 - Colored Pencil Rendering DP#2 - Action Chart - Look List

Mar 27	Rendering Theme		D8 - Marker Rendering
Mar 29	Work in Class		D9 - Watercolor Rendering DP#2 - Inspiration Image - Initial Research
Apr 3	Work in Class		E9 - Rendering Theme
Apr 5	Design Master Presentation		E10 - Design Master Presentation
Apr 10	Design Master Presentation		DP#2 - Character Analysis - Research
Apr 12	Design Master Presentation		DP#2 - Color & Texture Palette D10 - Revisiting the Past
Apr 17	Design Master Presentation		DP#2 - Thumbnails
Apr 19	Work in Class		
Final May 1 - 10:30a	Design Presentation Portfolio		DP#2 - Renderings - Presentation Portfolio