

Cedar Crest College
THS 240 Design for the Stage: Costume Design
Syllabus Spring 2010

Instructor: Professor Roxanne Amico rtamico@cedarcrest.edu
MWF 11-11:50 AL 202

Office hours by appointment. I am available every day.

Course Description: a beginning course in costume design; students will explore basic concepts of designing for the stage focusing on interpretation of stylistic possibilities, rendering, and research through a series of projects.

Objectives:

1. Students will evaluate the relationship between research and costume design.
2. Students will apply the basic principles of design through research and a series of basic drawing and rendering projects.
3. Students will critique design projects demonstrating their knowledge of design elements and application.

Assessment:

1. Students will complete five research projects.
2. Students will present a PPT profiling a professional costume designer.
2. Students will complete four design projects
3. Students will offer research based critiques in class.

Text: The class will collaborate to choose one play to design for a final project.

Materials 11 x14" vellum surface sketch pad for pencil & other medium
Pencils (no harder than 2B) and erasers
Rendering materials as needed
Tracing paper as needed
Blank page spiral notebook in which to glue collage materials

Daily Work: Always bring your sketchpad to class.

Attendance: Regular attendance is expected. Your observations and critical comments during class critiques are important. Your participation will affect your project grade. 1% of each project grade depends on your constructive observations during presentations.

Assignments and Evaluation

#1	5%	Personal Expression in Clothing and Character Inventory
#2	5%	Drawing Inspiration from an Artist; Designing Your Friends
#3	5%	CCC Fashion Field Guide
#4	5%	Picture Morgue
#5	10%	Designer ProfilePPT
#6	10%	Historical Disney Research Collage
#7	5%	What My Grandparents Wore collage and actual photo
#8	20%	The Sins and Virtues (color boards)
#9	15%	Dance Costuming (color renderings) 3 figures
#10	20%	Research an Historical Period; Final Project(at least 4 full size renderings, color boards and research collage)

THS 240 2009 Costume Design THS 240- Weekly Schedule and Assignments

- Jan. 18 Introduction; Elements of Design;
20 Collecting figures and poses for picture morgue(sample in- class interview)
22 Assignment #1 Personal Expression in Clothing and Costume Inventory DUE
- Jan. 25 Discuss selecting the period and problems w/ period designs;
27 Assignment #2 Drawing Inspiration From and Artist) DUE
29 Assignment #2 continued
- Feb 1 Discuss Assignment #3 – Who will be represented?
3 Assignment #3; Cedar Crest College Fashion Field Guild DUE
5 rendering light and shadow- bring drawing materials to class
- Feb 8 Rendering Light and Shadow; bring drawing materials to class
10 Work on sample texture in class; bring drawing materials to class
12 Assignment #5 Designer PPT DUE
- Feb 15 Designer PPT continued DUE
17 Discuss historical research, silhouette and period fashion
19 Discuss historical research, silhouette and period fashion
- Feb. 22 Assignment #6 Disney characters and research collage DUE
24 Assignment #6 Disney characters and research collage
26 Draping/ sketching in class
- Mar. 1 In- class drawing assignment
3 Discuss Virtues and Sins project
5 Discuss preliminary research for Virtues and Sins

BREAK

Mar. 15 Assign #7; What My Grandparents Wore
17 Bring in collage for Sins and Virtues
19 Discuss collage continued

Mar. 22 Assignment #8 Sins and Virtues DUE
24 Assignment #8 Sins and Virtues DUE
26 Sketching figures in motion; attend dance tech and sketch gestural figures

Mar 29 Discuss Dance Costuming
31 Discuss research collage with ideas and concepts for dance costumes

Apr 2 bring in music for dance

BREAK

6 dance collage concepts DUE (Tuesday follows Monday schedule)
7 continue to critique dance collages
9 Assignment #9 Dance Costumes DUE

Apr. 12 Assignment #9 Dance Costumes
14 Choose final play
16 Read final play

Apr. 19 Present collages on research and concepts for final play
21 Present collages on research and concepts for final play
23 Develop costume plots for final play

Apr. 26 continue to look at costume plots
28 Color boards and plots for Final renderings
30 Color boards for Final designs DUE

May 3 Assign. #10 Discuss color renderings for Final designs
5Assign. #10 Discuss color renderings for Final designs

THS 240 Costume Design Assignments

Description of each assignment:

Assignment #1

Personal Expression in Clothing and Costume Inventory

Each person will be interviewed by another class member. A list of characteristics will be determined and recorded. A list of clothing items will be noted. Use worksheet.

Assignment #2

Drawing Inspiration from an Artist

Each student will select an artist and after studying their works, find stylistic elements which can be incorporated into a design for the person you interviewed. A breakdown of the elements of design as applied to that artist will be explained. A single color drawing of your classmate inspired by the artistic work will result.

Assignment #3

Each student will contribute a sample drawing or photo to the Cedar Crest College Fashion Field Guild. Students will observe clothing styles throughout campus and sketch and note features and descriptions of typical fashions and styles.

A large poster will be created in class.

Assignment #4

Picture morgue- Throughout the term you will collect drawings, fabric samples and other research. There must be 14 pages of material. Collect items on a weekly basis. These will be reviewed at the end of the term at portfolio review.

Assignment#5

A 7-10 minute oral presentation on the work of a prominent American costume designer. You must choose someone who has a sufficient body of work which can be visually represented in your presentation through a PPT.

The following is a list of prominent Broadway theatre designers:

- Theoni Aldredge
- Ann Hould-Ward
- Jane Greenwood
- Desmond Heeley
- William Ivey Long
- Santo Loquasto
- Bob Mackie
- Carrie Robins
- Tony Walton
- John Napier
- Julie Taymor

Assignment#6

Using one Disney character from a clearly defined period in fashion, create a collage documenting the design of the clothing through historical references. The collage must be at least 11x17 and have at least seven picture references. Captions are required as well. Submit your character choice in writing for approval in advance.

Assignment #7

Each student will interview their grandparents or someone who knew them, study photographs if available and develop a character description for both sets of grandparents. Costumes for one set of grandparents will be researched, drawn and rendered from a period in time in which the grandparents lived prior to the student's birth. Create a research collage that expressed the socio-political influences of the period through clothing.

Assignment #8

. Costumes for The Virtues and the Seven Deadly Sins will be designed in a color board format using a single historical period for the entire grouping.

Virtues: justice, prudence, temperance, fortitude, faith, hope, charity

Sins: pride, wrath, envy, lust, gluttony, avarice, sloth

Assignment #9

Create a collage for your design concept and music. Then, using figures you have sketched at tech rehearsal, create costume designs for three figures which reflect an historical period.

Assignment #10 Complete color renderings for all the characters the final play.

Research a period style for the final play; play must have at least four characters and at least one male and one female.

Create a collage and develop a research plot for the costumes

Notes about Costume Rendering and Design

Color Board figures must be at least 5" tall. Figures are simple.

Figures in renderings must be at least 9" tall

Renderings have more detail than color boards and reflect the theme of the overall piece.

All people have feet, faces and hands.

All people are affected by gravity.

All renderings and color boards are labeled with names of characters ect.

You may use and combine any painting medium you have access to except oil paint(it never dries).