

THA 2257
Graphic Design for the Performing Arts
9:00-10:40 M, W, F

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Fall 2012 Office hours
Monday & Wednesday 8:00 – 9:00
Tuesday 10:00 – 12:00
or by arrangement

Textbook:

Drawing the Head & Figure, by Jack Hamm

Purpose of Course:

This course is designed to introduce basic costume design skills and rendering techniques. Portfolio preparation will also be addressed. The student will then be prepared to design costumes and will have a general knowledge of how to convey their ideas on paper as well as display their renderings.

Attendance Policy:

Since this is primarily a hands on course, you will be allowed 2 absences, **EVERY UN-EXCUSED ABSENCE BEYOND THIS WILL RESULT IN A 20 POINT LOSS FROM YOUR FINAL GRADE IN THIS SECTION.** Also note, being late not only disrupts the class but you miss my wonderful opening words of wisdom. Please keep in mind that **TWO TARDIES WILL EQUAL ONE ABSENCE.** If you are ill or have another excused absence (see college catalog), see me as soon as possible and I will not deduct the 20 points from your grade. If you are ill you must sign the release form in Health Services so I may, verify the doctor saw you. You must also call before class if you are too ill to attend. **IF YOU ATTEND EVERY CLASS, YOU WILL HAVE 20 POINTS ADDED TO YOUR FINAL GRADE IN THIS SECTION.**

Note: if you are more than 15 minutes late you will be recorded as absent.

Cell Phone Policy:

Cell phones are not allowed to be on in this class. I will not allow them to be answered in class and I will not allow texting in this class. If you have an emergency situation where you must be available to be contacted by phone please let me know so appropriate arrangements can be made.

Assignment Policy:

Assignments are to be handed in **at the beginning** of the class period they are due. If this is not possible, they are to be put in my mailbox (or given to me in the Costume Shop DFAC 1020) no later than 5:00 **that same day**. However, if they are in my mailbox (or given to me in the Costume Shop), they will be considered late and 5 points will be deducted from the final grade. I will not accept any project after the day they are due unless other arrangements have been made well before the due date.

Note: You will only be allowed to make up a test if you have an excused absence and you have contacted me before the class period the test is given.

Note: During examinations, the following are not permitted: cell phones, laptops or any other electronic computing device.

***Please note: If you have an excused absence, the work may be handed in late with no penalty but please see me (well before the due date) to discuss the reason it is late and a potential new due date. I am not an OGRE; if you have a problem with an assignment, please see me. I MAY have a solution.

ALL EXAMS & PROJECTS NOT PICKED UP BY STUDENTS WILL BE RETAINED IN MY OFFICE FOR ONE YEAR. AFTER THAT TIME THESE RECORDS WILL BE DESTROYED.

Note: If you have a documented disability and wish to receive academic accommodations, please contact the coordinator of the office of disability services (581-6583) as soon as possible.

PROJECTS FOR THA 2257

Project 1: UPSIDE DOWN DRAWING

The project is designed to create stronger hand eye coordination. This is a technique used to see shapes objectively and in their true form.

Project 2: GRID TRANSFER

This exercise is to transfer pictures by placing a grid over the item. Again, this is a way of seeing shapes as opposed to a whole picture. This also creates another way of seeing and creates stronger hand eye coordination while transferring the human form from a magazine picture to drawing paper.

Project 3: BALANCE POINTS

This project is to see how weight is distributed along the body when different stances are taken. This project will help you find the axis points in a figure and from there you will be able to determine body structure and will be able to transfer your figure from a magazine page to drawing paper, free hand.

Project 4: HIGHLIGHTS AND SHADOWS

This project is designed to have you see objects with highlights and shadows as opposed to harsh lines. This exercise will allow you to develop another way to see objects and shapes objectively. It will also develop a stronger observation skill and teach you how to see in highlights and shadows, which make objects appear to be 3 dimensional and visually exciting. This information will eventually be used in your rendering and carry into the basic color principles.

Project 5: COLOR WHEEL

You will create a color wheel, a grey scale and a compliment scale. This exercise will familiarize you with your paints as well as give you an opportunity to learn about color.

Project 6: RENDERING TECHNIQUES

You will explore various rendering styles/methods and techniques. You will experiment on different types of papers and with various mediums. This gives an opportunity to explore the mediums available.

FINAL PROJECT:

You will design WATING FOR GODOT by Samuel Beckett. You will sketch out the characters, and you will render these characters on good paper. You will do a full costume plot for the play and write a design concept paper. I want to see your progress through this project so hand in all rough sketches, body forms etc. labeled appropriately.

PICTURE MORGUE:

A picture morgue is a compilation of images that will help you later in the design process. It must be organized in a way that is functional yet clearly organized and thought out. It may include but not limited to the following: Picture of body poses, male/female (try not to find just models, find "real people"). Be

sure to find interesting poses, ones that are not static and that you may want to use when drawing a character. Interesting visuals, color combos that you like, different styles of art, ways to render, the possibilities are endless have fun and explore...

YOU MAY ALSO ELECT TO TAKE PICTURES OF YOUR FRIENDS DIFFERENT BODY TYPES & POSES IN **FORM FITTING CLOTHING** TO SUPPLEMENT YOUR RANGE OF BODIES & POSES IF YOU ARE HAVING A HARD TIME FINDING THE "PERFECT POSE".

*Please do not mount the photos, as you need to have flexibility with the use of the images. You may also loose other images that could be of value to you that are on the opposite side of the magazine image.

NOTE; You may collect images electronically. However, you must be able to print out poses as needed per project. You must turn in a disk I can open on my **MAC**. All images must be labeled & put in proper categories/files. If this does not happen your grade will reflect this as is true for the "hard copy" format.

You may also be able to combine the two approaches. Keep in mind organization is the key to this part of the project. In either format, I do not want to struggle to see what information you have.

GRADING:

Grading Scale:

Project 1.....	50 points	A = 850-765
Project 2.....	60 points	B = 764-680
Project 3.....	70 points	C = 679-595
Project 4.....	50 points	D = 594-510
Project 5.....	80 points	F = 509-0
Project 6.....	90 points	
Final.....	200 points	
Final portfolio presentation.....	50 points	
Sketch Book.....	50 points	
Picture Morgue.....	50 points	
2 tests@ 50 points each.....	100 points	
TOTAL -----		
850 points		

Please do not throw out papers, tests or anything with a grade on it. If there is a discrepancy in the grades, this will be the only means for us to double check numbers and addition. I may have recorded your grade incorrectly and this will be the only way to double-check this as well. Without the original documentation, I will not be able to check/change your grades.

**SUPPLY LIST for the second half of THA 2257 Graphics for the Performing Arts
(Beyond the traditional notebook...you will need this too as we will be taking notes!) ©**

#Sketch pad (no smaller than 9x12). You may buy either spiral bound or the type that comes glued at the top/side. It is my experience that the spiral bound may be better as the other tends to fall apart and you may loose pages. The spiral version is also helpful, as it "lay flat" making it easier to sketch.

#Old plastic cup to hold water. Be sure you do not drink from this cup afterward so...do not use your favorite mug! We will use this as a "rinse container" for your brushes while working on projects.

#White plastic plate or mixing palette to mix your paint on. You could also buy a glass plate at the dollar store (be sure it is white). Keep in mind, when your paint dries you should be able to peel it off most plastic and glass containers so the first option is the most cost effective. They also sell disposable paint pallets if you wish; it will look like a pad of waxed paper. This is a bit pricey but works well. Also sold, are plastic pallets that are circular with little divots to mix your paints to keep them pure (usually there are 6 – 8 wells). Though these work, I like to have the freedom of mixing outside these divots so I find the plate to me more effective for our purposes.

#Prisma color pencils ~ or whatever color pencils you can afford. Prisma pencils blend well but are expensive; crayola colored pencils will work fine for class if this is better for you financially. They also sell "woodless" colored pencils. These are great to work with as well...

#Kneadable eraser

#Hard eraser it can be that square pink eraser and or the kind that you put on the end of a pencil when the original eraser runs out. You can also buy the eraser that comes in a plastic holder like a pencil that you can then "click up" when you need more of it. This is helpful but not necessary, the others will work just fine.

#Sketching pencils (not mechanical) your basic "number 2" pencil will work just fine. You probably want 2 - 3 or so... *There will be a time to use mechanical pencils in some assignments if you prefer, but we do need you to use non mechanical pencils for some in class exercises.

#Tracing paper (you can buy it in 8x10 sheets like a sketch pad or on a roll) the sheets are more convenient for our purposes but the roll can work.

#Basic ruler ~ you will need to make a grid for one project. If you want, you could purchase a clear craft ruler they are usually 2" x 18". As a reference point, they are the ones we call "the clear plastic ruler" in the costume shop. The craft ruler may make the grid easier but a regular ruler will work just as well and will be more affordable.

#One colored pen. You can use blue, red, green, purple, orange.... anything but black!

#Old magazines you can cut up. I am looking for you to find full body poses (head to toe). You need to have varying body types, gender, race, and age. Look for different styles of clothing, some loose fitting, and some more form fitting. If you decided to start clipping images before we meet, please pull the entire page, do not clip around the body as you may loose some cool images on the back of the page. To that end, please do not "mount" the pictures on another piece of paper for the same reason.

#Way to organize a picture morgue, folders, 3 ring binder etc. If you choose this, I like to have a 3 ring binder with category dividers, and then I use clear pocket page protectors to hold the images. Other people find that the fold out accordion file folder is useful.

Note: If you choose to do an electronic picture morgue, please have a jump/thumb drive dedicated to this purpose only. I do not want you to turn in a jump drive that has your only copy of a 15-page paper that you need the next day! 😊

Keep in mind; you will need to print some of the images you store electronically to use in some of the assignments.

#Paper as needed by project, you will need water color paper for your final project as an example. We will discuss this in more detail as the class progresses.

#Script of WATING FOR GODOT by Samuel Beckett. If you wish to write in your script (or have a copy you may keep), you must purchase a copy otherwise; there will a script provided.

#You will need a "portfolio" of sorts to present your final project. We will discuss this further in class. You do not need to purchase a leather /professional portfolio but we will need to have you present your project in an organized manner. I will have examples for you later.

#Paint brushes size # 12, 8 & 4 (**round**) if you can't afford all of them at once, buy the biggest of the selection. Note: these brushes should be smallish, keep in mind you will be working with figures about 10" high so the scale of brush needs to work with this figure. One important feature to the round brush is that it must form a point. There are some brushes (that you see in the kids art section with plastic handles) that are round but no matter what will never form a point like a pencil, please do not buy these, as they will not work for your projects. Keep in mind, the size is a recommendation and certain companies will size differently "not all 12's are the same". See me for a sampling of the sizes **BEFORE** you buy your brushes if you are unsure of what to buy.

If you want to buy some flat brushes they may come in handy for one or more assignments. They may be helpful, but not necessary to own to complete any of the projects. Sometimes you can find an inexpensive assortment of flat brushes that are ¼ ", ½ " and 1" and this would be lovely.

#Liquitex acrylic paints: Note: liquitex is a brand name. You may buy other brands I recommend this brand as I know how they blend and what the colors look like as I was trained with them. Other brands may be more affordable, so work within your budget.

******Note the texture of this paint I want you to buy should be more like toothpaste than water. This will allow us to work with the acrylic paint as if it were either an "oil paint" or "watercolor" without needing to buy all 3 mediums.**

*****Please do not buy the craft acrylic paint or the acrylic basics. These are in a more liquid state and you will have less control over the paint than I want. I have some in my office if you need to see some for a better idea of what I am talking about.**

**You can buy starter kits (you can then add colors as needed) at the following places, super walmart in town or in Mattoon, art coop in Champaign or Hobby Lobby in Champaign. You may also go on line to dick blick <http://www.dickblick.com/> they have a nice variety of art supplies and they do deliver quickly. These are just suggestions...you may have a better source!

**If you want to buy individual tubes you need to buy the following:

Must have:

- Titanium White
- Ivory black (or Mars Black)
- Cobalt blue
- Cadmium red light (this will look orange and this is what I want)
- A "true red" (a suggestion is deep brilliant red but you be the judge...think back to your crayons...you want to look at the color and say "yup this is red...") * color perception can vary from person to person.... so use your best judgment...
- A "true yellow" (a suggestion is cadmium yellow medium but you be the judge)

Optional:

- Light portrait pink
- "True blue" (the cobalt will work with your projects but some like to purchase a blue that they consider to be more of a "primary blue" for the color wheel assignment and other projects. This is fine, however, be sure to buy cobalt as well please.)
- Yellow oxide (it is a bit of a mustard color)
- One form of brown
- A "true green" (a suggestion is permanent hookers green) it is a bit bluer than some green, so you decide what works best to your eye.

Tentative schedule for the second part of graphics for the performing arts.

Week 1 Oct	12	Review Syllabus (split class with David)
Week 2	15	Blind Contour---in class (you must have your sketch pad, eraser and pencils by this date.) Assignment: Project 1 Upside Down Drawing Read/Review Pages 1-34 (Hamm)
	17	Discuss face proportions----sketch Assignment: Read 188-196 & 199-200 (Sweet)

		Read/review Pages 39-41, 65-71, (Hamm)
	19	Discuss body proportions---sketch Assignment: Project 2 Grid Project
		Read/review Pages 41-64 (Hamm)
		Project 1 Upside Down Drawing Due Proposed pictures for grid project due
Week 3	22	Discuss Balance points in the body (you must have tracing paper by this date and various poses from your picture morgue, to select your assignment from. They must be in different poses. One may be straight on but I want the others to be in motion or "off balance") Assignment: Project 3 Balance points
	24	Highlight and shadow: explain how to see shapes, discuss grey scale. Sketch
	26	Highlight and shadow cont. Assignment: Project 4 Highlight and shadow Read <u>WATING FOR GODOT</u>
		Project 2 is due
Week 4	29	Discuss how to approach costume design, what is costume design/purpose/communication tools Assignment: Read Chapter 5 pages 205-213(Sweet) Read/review 103-120 (Hamm)
	31	Discuss how to read a script and write a concept paper for the final project. Discuss play as time allows
Nov.	2	Paint/paper lecture/Discuss <u>WATING FOR GODOT</u> as time allows Test 1 Project 3 is due
Week 5	5	Paint & paper Lecture. Color lecture on how to mix paint. (Note: you must have the rest of your supplies by this date, paint, paper, colored pencils water cup, mixing board etc.) Assignment: Project 5, make a color wheel, grey scale and compliment grey scale.
	7	Demonstration of rendering techniques Project 4 is due
	9	Continue rendering techniques Assignment: Project 6 rendering techniques
Week 6	12	Discuss progress on <u>WATING FOR GODOT</u> Work in class as time allows Project 5 is due.
	14	Use of silhouette & line in design Rough drafts of the concept papers are due.
	16	Use of color in design
Week 7		19, 21, 23 Thanksgiving Break No Classes
Week 8	26	Portfolio lecture
	28	Discuss final progress, questions as to where you are in the project, concepts etc. Project 6 is due

(by this point you want some idea as to what type of paper you want to use for your final project and start collecting it so you can work on your project.)
Work in class. (Note: I expect you to be in class on these days, prepared to work on the final project. If I find that these dates are not being used to their full potential, I will adjust the syllabus for additional lectures and a written final in addition to the final project)

