THA 2210
INTRODUCTION TO COSTUMING
9:00-11:30 Tues. & Thurs.

Karen Eisenhour
Office: DFAC 2047
Phone: 581-2458

Spring 2013 Office Hours

Mon. & Wed. 10:30-11:30
Tues. & Thurs. 8:00-9:00
Or by Arrangement

Text:

Ingham & Covey, THE COSTUME TECHNICIAN'S HANDBOOK

Purpose of Course:

This course is designed to give the student a basic working knowledge of the costume shop. The students will gain knowledge in understanding patterns, fabric manipulation and basic construction skills. The student will also learn the process and people involved in designing and creating costumes.

Attendance Policy:

You will be allowed **2 absences. Every unexcused absence beyond this will result in a 20-point loss from you final grade.** Also note, being late not only disrupts the class you will 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 call in **BEFORE** class to notify me and sign the release from at Health Services so I may confirm your illness. I will not accept contact from a second hand source. Please do not relay messages from friends etc. If you do, this will not count as officially contacting me, you must follow through the contact yourself.

If you sleep during the class…this is considered an absence. Note, if you leave early without any previous permission, this is considered an absence.

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

IF YOU ATTEND EVERY CLASS, YOU WILL HAVE 20 POINTS ADDED TO YOUR FINAL GRADE.

Cell Phone Policy:

Cell phones, and electronic devices are not allowed 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.

This also means you are not allowed to Text in my class. Please keep your focus on the class itself and not distract those around you or yourself.

COSTUME SHOP HOURS:

Mon. 1:00-6:00
Tues. 1:00-6:00
Wed. 1:00-6:00
Thurs. 1:00-6:00
Fri. 1:00-5:00

Extra hours will be posted as needed.

Assignments:

Assignments are to be done **IN CLASS.** I **will not** allow projects to be taken out of the costume shop, please keep this in mind when budgeting your time in class. If you take a project out of class, **50 points** will be deducted from your grade for that project. I **will not** accept late projects unless of course you speak to me well in advance of the due date. If there are acceptable reasons, we will set a new due date at this time. You may come in and work when the shop is open*. Please keep in mind the costume shop does need to produce the shows as well as accommodate the class needs. Please do not interfere with the build of a show. If you are in during shop time, please ask where you may work that will not interfere with the show build. Also, please keep questions to a minimum during shop hours, this includes questions of the student staff, again this is to limit interference with the show builds. If I have free time to answer your questions however, I will be more than happy to do so. If you are in during shop hours, you may have to wait a little before I can help you.

***Often times I will work late at night and you will be welcome to attend any night calls as well as any morning calls that are extra. To see the extra hours, look at board outside the Costume Shop by the big rolling door or by the irons, as I will post signs there as well. Again note if I am here for production work that means we need to focus on this area but I will answer questions when I can.*

Note: You will be able to come in and work during my office hours. If I am not in the shop already, please come up to my office and I will be in the shop ASAP.

Also note: I will offer night calls dedicated specifically to class (as I deem necessary) to help complete the various projects.

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, PDAs, iPods/mp3 players, pagers, laptops or any other electronic computing device. (Unless previous arrangements are made)

Assignments are to be handed in ***at the beginning*** of the class period they are due.

Grading:

*Shop work.....	210	points
Project 1 ……...100		points
Project 2.....	150	points
Project 3.....	200	points
Final project.....300		points
2 tests @ 100 points each.....	200	points
Written Midterm.....	200	points
Total	----------	
	1360	points

Grading scale:

A= 1360-1224 B=1223-1088 C=1087-952 D=951-816 F= 815 – 0

***210 points of your grade is shop work. This can be accomplished in 2 ways.**

1. Put in 30 hours of **quality** work into the costume shop. (This is about 3.5 hours a week if done over the entire semester) I ask that you commit to at least 2-hour time blocks to allow you to work productively on a project. I will ask that you sign up for specific times that you will work in the shop so I can plan work accordingly however, you are more than welcomed to come in extra. You will be asked to sign in to keep track of your hours. Work attitude, quality and time management is considered when the points are assigned. * **I would like you to complete at least 90% of your hours during the show builds if this does not happen it can affect your grade in this area. The shop hours/available work will most likely reduce after the last show opens.**

2. Be a member of the costume running crew for one of the productions this semester. Again, your grade will be given on quality of work & attitude. Please keep in mind once you sign up your are *committed* to your show and are expect to attend crew view, dress rehearsals, photo calls and every performance. You will also be expected to show up about 1 hour before the cast and will stay after the performance to do laundry and complete your crew responsibilities. You will also be expected to participate in strike following the last performance. A sign up sheet will be passed around in class and then posted on the callboard to allow you time to confirm your schedules. This will be done the class following the auditions and after the cast list has been posted. If you know you are not auditioning and you want to be on a crew, see me, you may sign up before this date if you wish.

*Note: Dress rehearsals & crew views will be set at a later date and I will let you know once they are set.

Theatre Arts Production Schedule Spring 2013

A Celebration of African-American Theatre
Dutchman
by LeRoi Jones (Amiri Baraka)

Florence
by Alice Childress

February 1, 2 7:30pm
February 3 2pm
The Black Box

The 25th Annual Putnam County Spelling Bee

February 27, 28, March 1, 2 7pm
March 3 2pm
The Theatre

Cloud 9
By Caryl Churchill
April 10, 11, 12, 13 7pm
April 14 2pm
The Theatre

PROJECT INFORMATION

The theatre department will supply a sewing kit, notions & fabric for the following projects. When working on your projects, please use the supplies purchased with the course fees. Please do not

use Costume Shop supplies for your class projects unless permission is given. If you work on the show projects, then shop supplies will be used. This is done so we can keep track of budgets.

PROJECT 1

This consists of the following items:

HAND SEWING:

Slip stitch, Whipstitch, Cross-stitch, Hook & Bar, Snap, Button

MACHINE SEWING:

Machine control, Regular seam, French seam, Flat felled seam, Single top stitched seam, Double top stitched seam, Ditty bag.

PROJECT 2

This will consist of the following items:

Notching exercise, Clipping exercise, Gathering, 1/2 Bodice.

PROJECT 3

This project is a simple robe. You will be provided with a pattern, commercial instructions and fabric. This will allow you to learn how to follow commercial pattern instructions before starting your final project.

**If you do not like the fabric supplied, you may buy your own at Wal-Mart or any other fabric store using the following criteria.

1. You must select 100% cotton fabric.
2. You must select a fabric with a right and wrong side (5 yards will be enough)

You also want to keep track of your own supplies. Be sure you put things away in your designated "cubbies". You will be responsible for replacing lost items. Please label your tools. Everyone has the same things in their kits, when you are all working; it is easy to mistake your tools with someone else. You may borrow a sharpie and put your initials etc. it you wish on your tools in your kit.

The theatre will not supply fabric or notions for the following project. In turn, the following project can be done out of any fabric you choose therefore you have complete control over the expense. You can find limited fabric, patterns and notions at Wal-Mart in Charleston and Mattoon. There are other fabric stores in the surrounding towns if you cannot find something there you like. Please budget accordingly; not having the supplies on time will be a problem. Also note, since your skill level has improved over the course of the semester, you final project should reflect this.

FINAL PROJECT: YOU MUST HAVE MY APPROVAL FOR YOUR FINAL PROJECT.
Note: the final project must fit you, as you will need to model it for the final.

Work with a commercial pattern, one that is more difficult since your skills have improved. Change the pattern in some way (optional), cut, construct and alter the garment and have some form of fabric manipulation. Options for projects: pants, shirts with set in sleeves and front opening, dress or any other project you may want to attempt. We do have some patterns available in the shop if you choose to, you may use one of these, let me know. If you use a shop pattern, you must transfer the pattern on to paper

first to preserve the pattern itself. This is an option that is available to you with your own patterns as well if you prefer to work with the stronger paper vs. tissue paper.

EXTRA CREDIT OPTIONS.... UPON APPROVAL, CHOOSE ONE TO EARN UP TO 25 POINTS

1. Be on a costume running crew for a show. (This is above the shop requirements; there is no "double dipping")
2. Put in 25 extra hours in the costume shop.
3. Sew an additional garment (this must be approved) and constructed in the costume shop as any class project will be.

THE MOST IMPORTANT THING WITH THESE PROJECTS IS TO HAVE A GOOD TIME WITH THEM AND RELAX BECAUSE YOU CAN DO THIS.... I PROMISE!

ALL PAPERS, EXAMS, PROJECTS AND EXTRA CREDIT PAPERS/PROJECTS NOT PICKED UP BY STUDENTS WILL BE RETAINED IN MY OFFICE FOR ONE YEAR. AFTER THAT TIME THESE RECORDS WILL BE DESTROYED.

General Classroom Policies:

1. During class no personal listening devices will be allowed iPods/mp3 players etc. We will also not have music playing on days that we work in the class. This is set up so all can hear my instructions and communication can happen easily.

2. Please limit questioning your peers when working on the machines/hand sewing. Please use me as the main resource and allow your peers to work on their own projects. Also note they may not have the correct answer and it may throw you off some! ☺

3. Understand that during lab, I will make comments that everyone can hear. Please be aware you should stop and listen, as these are instructions or helpful hints that may make your projects easier. That being said, I am a firm believer that if 1 person has a question, at lease 3 others have the same so if you ask, I will bring it to the class attention, not to single you out but to help the others in the class.

4. If there is a problem with your sewing machine, please DO NOT try to fix it on your own. Please get my attention, do not cut any threads or take anything out as it may cause the problem to worsen.

5. You must take (and pass) the costume shop safety test before you can work on your projects or in the costume shop. There is not a designated time in class to do this so you must find a time that works for you and come into the shop. You may do this anytime before the first day scheduled to work in the class. There is nothing to study so you don't need to worry about that aspect.

THE SAFETY TEST IS GOOD FOR 1 ACADEMIC YEAR, SO, IF YOU HAVE TAKEN THE **COSTUME SHOP** SAFETY TEST IN THE FALL YOU DO NOT NEED TO RETAKE THE TEST AT THIS TIME.

6. You are expected to stay in class the entire time (unless otherwise instructed). This class runs from 9:00-11:30. Though breaks are permitted, they are not meant to socialize with your friends that are not in the class, go get food etc. I do want you to focus on the tasks at hand.

7. Food and drink **are not** allowed in the sewing machine area or on the cutting tables. We have one area by the patterns set up that can have drinks & food put on it **HOWEVER**, please police yourself. Please do not leave your food or drink there after class. Anything left will be disposed of.

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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.

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TENTATIVE SCHEDULE THA 2210 - 001

Jan.	8	No Class ACTF
	10	No Class ACTF
	15	Lecture how the costume shop functions & how the backstage crew operates. Reference pg. 33 - 35
	17	Costume accessories/crafts
	22	Fabric Lecture **Due pgs. 77 - 95**
	24	**TEST 1**
	29	Pattern lecture
	31	Tool ID
Feb	5	Project 1: Demo Hand sampler Work hand sampler
	7	Lecture sewing machine, Project 1: Demo Machine sampler
	12	Work Project 1
	14	**Test 2**
	19	Fabric manipulation lecture
	21	Demonstrate clipping, notching & gathering
	26	Demo cont. **Due: Project 1**
	28	**WRITTEN MIDTERM**
Mar.	5	Measurement lecture & execution

***Please do not wear bulky clothes on this day as you will be measuring one another. Please do not wear a skirt or dress this day as some measurements will be awkward to take & have taken**

	7	Work Project 2
	12	**NO CLASS SPRING BREAK**
	14	**NO CLASS SPRING BREAK**
	19	Work Project 2
	21	Work Project 2 **Due: Proposed idea for final (typed)**
	26	Work Project 3 **Due Project 2**
	28	Work Project 3
Apr.	2	Work Project 3 Due**: fabric for final project pre washed & prepped**
	4	Work Project 3
	9	Work on Final project **Due: Project 3**
	11	Work on Final project
	16	Work on Final project

18 Work on Final project

23 Work on Final project

25 Work on Final project

Your final project is due at the start of the final examination period,

Monday April 29, 2013 10:15 – 12:15.

NOTE: Everyone is required to show up for this scheduled time frame, we will have a fashion show of everyone's designs and a critique. **Be sure to bring your robe from project 2 back as well as your final project, if you have completed it early, had it graded and have taken it from the costume shop. If you do not follow the final presentation requirements, 50 points will be deducted from your final point total. Note: if you do not attend the final you will lose ALL of the final points (300) in addition to the previously mentioned 50 points for a total of a 350 point loss.**

THANKS FOR ALL OF YOUR HARD WORK…HAVE A GREAT SUMMER, BE SAFE AND SEE YOU NEXT YEAR!!!