

THA 3358
Design and History of Costume
M, W, F, 11:00-12:40

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Fall 2013 Office Hours

Monday & Wednesday 8:00 – 9:00
Tuesday 9:00 – 11:00
Or by arrangement

Texts:

COSTUME DESIGN, By Barbara & Cletus Anderson
20,000 YEARS OF FASHION, By Francois Bucher
TWELVE PLAYS FOR THEATRE, By Robert Cohen
DRAWING THE HEAD & FIGURE, By Jack Hamm

Course Objective:

This course is designed to familiarize students with the long and colorful history of fashion and how this translates to the stage. During the course, the student will develop research skills, drawing and design skills as well as work on communication skills. At the end of the course, the student will be able to design period pieces with a basic understanding of the time period, the design process and rendering techniques. The student will also gain a working knowledge of costume history through researching various time periods. The student will explore a variety of genres throughout the course ranging from historical plays, youth theatre, fantasy and nonwestern background. The goal of this course is to allow the student to develop a well-rounded rendering and design background gaining a variety of techniques that will help them in the future.

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 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 ATTEND EVERY CLASS, YOU WILL HAVE 20 POINTS ADDED TO YOUR FINAL GRADE. *If you are more than 15 minutes late, you will be considered absent however I encourage you to come to class so you do not miss information.

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 a 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.

*Note ~ the assignments do overlap. The purpose for this is to allow for multitasking within the class. For example, once we cover how to read a script, take notes etc. you could start on the preparation for projects that need this. This will allow you to work in a timely manner and not have the projects be as overwhelming. This practice also allows people to work ahead if they wish. To that end everyone must meet the established deadlines. You may turn projects in early however, you will present them to the group when everyone else is presenting.

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.

Grade Breakdown

Grading:

Project 1.....	25	points	
Project 2.....	100	points	Grading Scale:
Project 3.....	100	points	a = 1400 - 1260
Project 4.....	100	points	b = 1259-1120
Project 5.....	150	points	c = 1119-980
Project 6.....	150	points	d = 979-840
Project 7.....	150	points	f = 839-0
Final project	200	points	
Final portfolio presentation.....	50	points	
Test 1.....	100	points	
Test 2.....	100	points	
Picture morgue.....	75	points	
Sketch pad.....	100	points	
	Total	-----	
		1400	points

Note: Projects will be graded on the following:

- *Improvements in skills throughout the semester
- *Ability to follow directions
- *Ability to meet deadlines
- *Attitude and willingness to work
- *Overall ability and dedication

Please do not throw out any paperwork you do in this class. I want to see all rough drafts and sketches you do. Also please do not throw out any projects, papers, quizzes or tests. If there is a discrepancy in the grades, this will be a means for us to double check numbers and addition.

Projects for THA 3358

PROJECT DESCRIPTIONS***

This is a basic outline, for each project a more detailed guideline will be given. Note: for each assignment a different time frame of history should be researched.

- IE. Project 1 will be in the Byzantine time
Project 2 could be set in 1930
Project 3 could be set in 1880, etc.

HOWEVER NOTE, each time frame can be used only once this will ensure that various time periods are explored.

NOTE: with every assignment I would like a paper explaining your costume choices typed and double-spaced.

PROJECT 1: Costumes ~ More than clothes!

Taking into the account the design elements we have discussed, I would like you find a movie that you feel has costumes that demonstrate a strong example of these elements. You should focus on at least 3 of the design elements. For example, you may take sections of the movie to show a progression of a character and how the costume, hair and makeup support this change, you may take sections of a movie and show how color connections evolve and/or how color is used for a statement, you may compare 2 or more movies to support your observations of the design elements. Please be sure to have these samples ready so we can view them in class. We will have the projector and the computer available for your use. Note that the above are strictly examples, you may use these but I would like to see you explore the design elements on your own as well.

PROJECT 2: Scarecrows R Us!

Design a scarecrow. A scarecrow's purpose is to ward off something else. The traditional scarecrow is designed to scare birds away from a crop. For this project, I want you to use the various design elements we have discussed in class, line, shape, form, color etc. and design your own scarecrow. I do not want you to create a traditional scarecrow however. Instead, I want you to think of something (or someone) to scare off and create a scarecrow that will do this. I want you to make this a 3-dimensional object using found objects. Try not to discuss this with your classmates; we want to try to guess what you are scaring off!

PROJECT 3: The bodies we work from...

You will create 6 croquis. Be sure to find people in different poses. You will create geometric shapes from these poses that will then be turned into a croquis. You may have one with hands that are hidden but the other 5 must have visible hands. I encourage you to find dynamic poses. You want to look at a variety of body types and you want to consider looking at both men and women. Keep in mind that these croquis can serve as a basis for your future designs. You may use them time and again but also add new forms as the various designs dictate.

PROJECT 4: How shady can your paint be?

You will be given a drawing that you will transfer on to watercolor paper. Then using just one color you will create all of the highlights and shadows in the drawing by using washes. This will help you in working with your paints using washes as well as serving as a review on grey scale and painting techniques. This is also an exercise in using your acrylics as if they are watercolor. You will then use the same picture and create the highlights and shadows mixing tints and shades, using your acrylics as if they were oils. You will then apply a grey scale first then use a wash to see what happens.

PROJECT 5: EVERYMAN ~ every pencil...

For this project, you will work with the Medieval play EVERYMAN. You will develop a concept paper, render 6 of the characters & create a support paper. You will use colored pencils to render. You may set this in any time frame you wish. Since there are many fantasy figures, you may create a time period of your own, however it should have an influence from a distinct period(s). You will then write your costume choices for each character and discuss the period(s) you selected as an influence.

PROJECT 6: Salad Anyone?

You will explore stylization in costumes during this assignment. In this assignment, you will create a story that involves at least 5 characters. Once this story is created (keep in mind you must select a new period in history) design costumes for each character. The stylization comes in that the costume must not only reflect a specific time period, they will also fit into the concept of "VEGGIES". For example, you could have a woman going to an elegant party, her evening gown is sleek and fitted and her hat has many fluffy plumes coming directly off the top (echoes of a carrot...)

Let your mind go wild, and have fun. This will also be an exercise in using mixed media however; this time you will use items such as tissue paper, fabric and found objects.

PROJECT 7: A “tail” to learn from...

A selection of Aesop fables will be given to you, treat them as if they are being produced for children’s theatre. You are to design the animals giving them human traits if the turtle has a suit or the rabbit wears a vest etc. Again, be sure there is a historical background to the costumes, and you design the make up as well for this production. You may work with any of the mediums we have experimented with so far, or experiment with other. I would like to see you work with composition of plates so you should have 2-3 characters on 1 costume plate or work a detail of the make up etc....be creative. As always I would like a paper justifying your choices.

FINAL PROJECT: Top designers by this point...

You will select 8 characters from Caryl Churchill’s TOP GIRLS. Then, render these characters making sure there is a historical influence to your design. You will render using mixed media markers/pencil/paints. In this assignment you will also work with composition (putting more than 1 character on a plate). You will hand in the written support as usual. As this is a show that has a mixture of contemporary and historical characters, you will need to work with at least 3 contemporary characters and 3 historical characters the other 2 can be of your choosing. With this assignment, we will then have you take one of your contemporary designs and we will shop this design, then you will adapt the garments to actually echo your design. We will go to thrift stores and other local stores to accomplish this. You will need to make the alterations to your garments to capture your design. To that end, be sure that there is something that does need to be adjusted to accomplish your design. You will be sure to put the garments on a dress form. We will take photos to compare this garment to your rendering. *Note: I have applied for a grant to help with the cost of this project. If the grant is not received, we will reassess the approach to this part of the project.

PORTFOLIO PRESENTATION:

I would like you to create a portfolio that you can display your projects you have done throughout the semester. If need be, it could be a three ring binder or whatever you can afford at the given time. I am interested in seeing your presentation quality/organization.

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, and 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.

SKETCH PAD:

I would like you to keep a sketchpad and sketch at least 10-15 minutes a day. You will also use this sketchpad to do various drawing exercises during class. This sketchpad is intended to help you develop your drawing skills. Please do not leave all of your sketching to the last minute as this defeats the purpose of exploring, learning, and growing in your drawing abilities.

EXTRA CREDIT PROJECT: WORTH 75 POINTS. (Earn 1 of 4 ways but you may only select 1 option)

1. You may select one of the ACTF shows and design the show. You will prepare the project as if you would present this at ACTF. You will do a full costume plot for the play and write a design concept paper. You will then do research on the time period, and you will render these character on good paper. I want to see your progress through this project so hand in all rough sketches, body forms etc. labeled appropriately. You may select any rendering style and plate presentation you feel best suits the script. Again, support your ideas and keep a concept.

I will provide a list soon so you can read & explore the various scripts.

If you are interested in looking into how to submit materials, and specific requirements, please explore the following site: <http://www.kcactf3.org>

2. You may be an assistant costume designer for either LITTLE SHOP OF HORRORS or the One Acts...AN EVENING OF TENNESSEE WILLIAMS. You will attend production meetings, work in the shop, go shopping consult with pulling and overall design, attend dress rehearsals as well as meet any other requirements set for a successful production.

3. You may work in the costume shop for 35 hours. You will be expected to be a leader in the shop, assist with pulling & building of the shows. You will be graded on attitude, productivity and reliability. You will be expected to sign up for hours (be sure to commit to a minimal of 2 hour blocks). You would be allowed to come in other times than you signed up for however, you **MUST** come for your committed time. IF you have a conflict contact me **BEFORE** you miss your hours and we will discuss an alternative time.

4. You will explore a nonwestern folk tale/myth. You will then design costumes for at least 5 characters in the story. You will select an artist (Erete, Escher or a style of art cubism, pointillism etc.) and echo this in your rendering style. Again, a different historical time should be represented. You may select any rendering style you feel comfortable with to execute this design.

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.

SUPPLY LIST ~

(The supplies you had for graphics can work for this class as well you will however need a **new** sketch pad for this class)

#Sketch pad (no smaller than 9x12)

#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 should be smallish.... if you buy the less expensive ones in the bookstore the numbers will be different. See me for a sampling of the sizes **BEFORE** you buy your brushes.

#Liquitex acrylic paints:

**You can buy starter kits (you can then add colors as needed) at the following places; super Wal-Mart in town or in Mattoon, art coop in Champaign or hobby lobby in Champaign. I also have a catalogue you can order from if you wish. **If you want to buy individual tubes you need to buy the following:

Titanium white, ivory black, permanent hooker's green hue, cobalt blue, cadmium yellow medium, cadmium red light, deep brilliant red (optional light portrait pink, yellow oxide and one form of brown)

******Please do not buy the craft acrylic paint these are in a more liquid state and you will have less control over the paint than I want. You could work with the acrylic basics but I would prefer to have the acrylic tubes that are more concentrated pigment. I have some in my office if you need to see some for a better idea of what I am talking about.**

#Old plastic cup to hold water

#White plastic plate or mixing palette to mix your paint on

#Prisma color pencils (or whatever color pencils you can afford)

#Kneadable eraser

#Sketching pencils (not mechanical)

#Tracing paper (you can buy it in 8x10 sheets or on a roll)

#Ruler

#Old magazines you can cut up

A way to organize a picture morgue, folders, 3 ring binder etc.

Paper as needed by project.

#Various found objects to create different rendering styles.

TENTATIVE SCHEDULE

Week 1:	Aug.	19	Intro to syllabus
		21	Review: design process, reading a script, interpreting characters & developing a concept
		23	Basic design elements: line, shape, form, color, silhouette etc. Assign Project 1 costumes ~ more than just clothes!
Week 2:	Aug.	26	Basic design elements cont.
		28	Basic design elements cont. Assign Project 2 scarecrows R us!
		30	Test 1
Week 3:	Sept.	2	NO CLASS LABOR DAY
		4	View and discuss movie examples PROJECT 1 DUE costumes ~ more than just clothes!
		6	continue movie examples and discussions as needed. *Review basic drawing skills, body proportions & balance points & modified grid SKETCH PAD DUE
Week 4:	Sept.	9	Continue review basic drawing skills, creating croquis Assign project 3 bodies we work from
		11	work head & face facial details eyes, nose, and hair
		13	Review drawing hands & Feet
Week 5:	Sept.	16	Project 2 due, in class presentation/discussion
		18	presentation continues if needed. Work drawing clothing on croquis
		20	Review highlights & shadows & grey scale
Week 6:	Sept.	23	Project 3 Due bodies we work from Demo with paints, transfer objects, & rendering ideas Assign project 4 how shady can your paint be?
		25	Review painting techniques
		27	Continue painting techniques Read EVERYMAN (take basic notes per our class discussions) Assign project 5 EVERYMAN ~ every pencil...
Week 7:	Oct.	30	Discuss composition of plates & costumes
		2	Discuss EVERYMAN Work in class on project 4 as time allows SKETCH PAD DUE
		4	Project 4 due, how shady can your paint be? In class/demo work with colored pencils.... Will discuss how to work on white paper and colored paper
Week 8:	Oct.	7	work project 5 in class Assign project 6 Salad anyone? Discuss preproduction responsibilities, communication needs and how to be organized.
		9	Discuss production responsibilities & organization
		11	NO CLASS, FALL BREAK
Week 9:	Oct.	14	Discuss portfolio Rough draft of story for Project 6 due no later than today.
		16	Project 5 due---class discussion
		18	Finish class presentation for Project 5 Demo work with found objects/Work Project 6 as time allows

Week 10:	Oct.	21	Test 2
		23	<i>Work project 6 in class</i>
		25	Assign project 7 ~ A “tail” to learn from Demo working on colored paper Demo working with colored pencils & mixed media
Week 11:		28	Work project 6
		30	Assign final ~ Top Designers by this point... Project 6 due class presentations
	Nov.	1	Finish project 6 presentation Work project 7 in class
Week 12:	Nov.	4	work project 7 in class
		6	work project 7 in class
		8	work project 7 in class SKETCH PAD DUE
Week 13:	Nov.	11	Project 7 due
		13	finish class presentations.
		15	Discuss TOP GIRLS Work as time allows
Week 14:	Nov.	18	work on final in class
	Dec.	20	work on final in class
		22	work on final in class

Week 15 THANKSGIVING BREAK NOV. 25-28

Week 16:	Dec.	2	work on final in class (shopping day?) you MUST have your sketches done by this time so you can shop your design.
		4	work on final in class
		6	work on final in class EXTRA CREDIT, SKETCH PAD & MORGUE DUE

NOTE: Your final project & portfolio are due Wednesday December 11. The final meets between 10:15-12:15. We will meet in the costume shop at 10:15 and you will present your designs, explain the concept, design choices and discuss your final garment. No projects will be accepted after the scheduled meeting time and will result in a loss of 250 points.

THANKS FOR ALL OF YOUR HARD WORK. HAVE A SAFE BREAK AND I WILL SEE YOU NEXT SEMESTER!

<p>DEPARTMENTAL PRODUCTION FALL 2013</p> <p><u>I DON'T HAVE TO SHOW YOU NO STINKING BADGES!</u> SEPT. 20, 21, @ 7:30 pm SEPT. 22 @ 2:00 pm</p> <p><u>LITTLE SHOP OF HORRORS</u> OCT. 23, 24, 25, 26 @ 7:30 pm OCT. 27 @ 2:00 pm</p> <p><u>AN EVENING OF TENNESSEE WILLIAMS</u> NOV. 15, 16 @ 7:30 pm NOV. 17 @ 2:00 pm</p>
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