

THA 2005
STAGE MAKEUP
11:00 – 12:40 M, W, F

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***If you contact me by email please be sure to put the course number (or name) in the subject line in addition to the subject of the email please do not leave this blank in your email. Examples for subject line: Class absence/sick ~ Makeup or Project 1 questions THA 2005. This will help me track our correspondence in a more efficient way. Thanks!**

Fall 2016 Office Hours

Mon., Wed. & Friday 8:30 – 10:00
Or by arrangement

Note ~ due to various committees I am on, I may have a meeting during my office hours. I will gladly arrange an alternate meeting time.

Textbook:

STAGE MAKEUP 10TH EDITION by Richard Corson

Purpose of Course/Catalog description:

THA 2005 - Stage Makeup. (3-3-3) Fundamentals in design and use of stage theatrical makeup. Students will execute makeup designs using basic techniques and progressing to more challenging makeup styles.

COURSE OBJECTIVES:

Theatre Arts 2005 is a course designed to meet the following objectives:

- ❖ To explore techniques used in the application of makeup for theatrical purposes
- ❖ To gain practical experience in the application of various styles of makeup
- ❖ To develop skills in designing makeup

Attendance Policy:

You will be allowed **2 absences**. **Every unexcused absence beyond this will result in a 10-point loss from your final grade.** Also note, being late not only disrupts the class you will 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 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 a 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 do not distract those around you or yourself.

Class meeting space:

Please note this class will meet in two different locations. The makeup lab will be the main classroom space used for drawing techniques and makeup application. We will also be using the computer lab so we can have class discussions regarding the various makeup applications and demonstrations.

Additional information to note~

Academic integrity ~ Students are expected to maintain principles of academic integrity and conduct as defined in EIU's Code of Conduct (<http://www.eiu.edu/judicial/studentconductcode.php>)

Students with disabilities ~ If you are a student with a documented disability in need of accommodations to fully participate in this class, please contact the Office of Student Disability Services (OSDS). All accommodations must be approved through OSDS. Please stop by Ninth Street Hall, Room 2005, or call 217-581-6583 to make an appointment.

The Student Success Center ~ Students who are having difficulty achieving their academic goals are encouraged to contact the Student Success Center (www.eiu.edu/~success) for assistance with time management, test taking, note taking, avoiding procrastination, setting goals, and other skills to support academic achievement. The Student Success Center provides individualized consultations. To make an appointment, call 217-581-6696, or go to 9th Street Hall, Room 1302.

Theatre Arts Production Schedule Fall 2016

Dogfight

November 10, 11, 12, 2016 • 7:30 p.m.

November 13, 2016 • 2 p.m.

The Theater

Publicity release ~ *It's November 21, 1963. On the eve of their deployment to Vietnam, three young Marines embark on one final boys' night out. But when Corporal Eddie Birdlace meets Rose, an awkward and idealistic waitress, he enlists to win a cruel bet with his fellow recruits. She rewrites the rules of the game and teaches him the power of compassion.*

This 2013 musical mixes doo-wop, country-rock, and lyricism of Sondheim in a dynamic show critics called "poignant, funny, and totally endearing.

Dogfight is presented through special arrangement with Music Theatre International (MTI).

There will be an audience talkback immediately following the Friday, November 11, 2016 performance.

Assignments:

CHARACTER ANALYSIS/MAKEUP DESIGN:

With certain projects, you will be required to do a brief, 1 - 2-page character analysis. This paper should be double-spaced and typed please note if your paper is not typed, you will lose 5 points.

The character analysis/makeup design paper should describe who you think your character is. You should include how you envision your character and why. Does the script/story support your views? Give specific examples. Discuss the age, personality and how your design will define these aspects. You should include anything that will support your vision. Please be as specific as possible.

MAKE UP WORKSHEET

You will be asked to do a makeup worksheet, a drawing of your design and a paper outlining the application steps and specific makeup for each design you do. This will allow you to see your design on paper **before** you apply the makeup. This serves two purposes, one, it allows you to fully think out your design and two, it gives you a reference point to look at when applying your makeup. You will use an 8 x 10 black and white photograph of yourself. You will put tracing paper on top of this, using colored pencil; you will create your makeup ideas on paper.

Requirements for makeup worksheet

The worksheet should serve as a tool for your makeup application. In other words, this is a blueprint or "roadmap" to your design. With this, someone could pick up your sketch and worksheet and apply your design without any verbal instruction. This is the goal I want you to strive for.

When you see worksheet/execution on your syllabus what you hand in should be the following in a well-organized manner.

1. Your tracing paper design, this should be done with color pencils creating as accurate of a representation of your design as you are able to create. By the time you hand this in you have played with the makeup to create the subtle choices you need to have your design be unique. Again, remember this should be as accurate as possible so someone could (if they had to), create this design just by looking at it. I realize you will not have the exact same tones in your pencils as you do in your makeup, please choose colors that closely resemble your makeup or try to blend your pencils in this fashion.
2. Any research you have done (photos etc.) that support your design choices. You need to have these images readily available for reference when doing your application.
3. Please hand in any rough sketches you may have done, small thumbnail sketches or even color experiments...anything you have done to bring you to your final results.

Note: If you change anything during your final application, that is fine, just jot down a quick note and tell me the improvements you made...

*****I strongly recommend jotting down notes to help you remember the various steps that you did to achieve your final design. Note the specific makeup you used, perhaps the order you applied your makeup and any other detailing you might find helpful in order to reproduce your work for the final application. It is easy to think you will remember when in reality you might forget the helpful details of your work. Please hand in these notes with your assignment.**

MOST IMPORTANTLY, RELAX AND ENJOY YOU CAN DO THIS!!!!

In your actual execution, I will be looking to see how closely you were able to follow your worksheet, neatness, attention to detail and attitude.....

SKETCH PAD

You will be asked to keep a sketchpad. This will include the following: In class work, Thumbnail sketches of your designs, any research used to formulate your design, this could be in collage form or any form you feel would be appropriate. Please be sure to clearly label what design the research goes with. This will also be collected so please keep presentation in mind.

****Please sketch throughout the semester include doodles or any other work you do throughout the semester. Set aside 10 – 15 minutes a day minimally to sketch each day. Sketching will increase your hand eye coordination making your makeup application easier and enhance your skills. Be sure to label your sketches with the following.**

Exercise: i.e. doodle

Date: 9/5/14

Subject: roses

Name: initial or write out your name

Note: I will not accept late projects, please note all the due date in the syllabus.

PRACTICE RENDERING

You will take your headshot, put a piece of tracing paper on it and then do a line drawing of your face, find the outline of your face, your eyes, your nose shape and your mouth. Remove this piece of paper and using your colored pencils, create a portrait of yourself. Again, find your facial features but this time do not use as many lines, you will use the side of your pencil, work on looking at how to create your skin tone as well as work more with the highlight and shadow principles.

Grade Breakdown:

Sketch pad.....	100	points
Practice rendering	50	points
Makeup color wheel.....	50	points
Splitting your image.....	50	points
Test (2 @ 50 points).....	100	points
Project 1 Basic corrective.....	120	points
Project 2 Old age.....	120	points
Project 3 Cartoon/Anime character.....	120	points
Project 5 Bruises, scars and wounds.....	150	points
Project 5 Animal	120	points
Project 6 Seven Deadly Sins.....	150	points
Project 7 Hero or Villain	150	points
Final ~ Famous Painting.....	200	points

		1480 points

Grading Scale:

a = 1480 - 1332

b = 1331 – 1184

c = 1183 – 1036

d = 1035 – 888

f = 887 - 0

*****Please do not throw out grading sheets or any paper work handed back. If for any reason there is a discrepancy in your grade, bring these papers to me and I will double check your figures with mine. I am not perfect and could make a mistake in addition.**

CLASS MATERIALS

Makeup kit Mehron Mini Pro kit
 Bruise wheel
 Sketchpad
 Colored pencils you can buy less expensive colored pencils
 Smock or shirt that you don't mind if it is stained with makeup.
 Something to hold your hair back away from your face. A headband works well. This is everyone.
 Drawing pencils
 Mascara
 8 x 10 black and white photo
 Printed research for various projects
 Additional brushes that you may want or specialty makeup as needed per project
 *Cotton swabs
 *Tissues
 *Moisturizer
 *Towel
 *Washcloth
 *Astringent
 *Old magazines to cut out picture for the makeup morgue
 *Baby wipes (or other makeup removers that work best for you)
 *Tracing paper

* = You may share these items if you choose.

TENTATIVE COURSE SCHEDULE ~ SUBJECT TO CHANGE

NOTE ~ on "practice" days you need to have a basic idea/approach for the project, rough sketches, research (printed or on a computer that you can have ready for direct reference....no 'working from memory' please). I know ideas may change for the final presentation but we need a place to start & 'build' from

Aug.	22	Intro to course & syllabus
	24	Discuss the purpose of makeup, and basic principles behind makeup
	26	Finish lecture. Photo day! (Please be prepared to have your hair pulled back. We want to see your entire face so be sure you can have your bangs off your forehead/out of your eyes etc. A headband might be nice for this you may also want one to help control your hair when doing the makeup application.)
	29	Discuss facial proportions & facial structure Assign splitting your image
	31	Color lecture ~ how to mix color ~ Assign/demo color wheel
Sept.	2	Color lecture cont. practice mixing color/work with makeup tints/shades
	5	NO CLASS ~ LABOR DAY
	7	<u>Test 1 ~ various makeup principles & facial proportions & structure</u> (Costume Shop)
	9	Drawing exercise ~ highlights and shadows (Globe Studio)
	12	Drawing exercise ~ highlights and shadows (Globe Studio) *Sketchpad due
	14	Work with makeup practice mixing skin tones, highlights and shadows
	16	Character analysis ~ how does this apply to makeup Due ~ Color wheel & splitting your image
	19	<u>Test 2 ~ highlight & shadow, basic drawing principles, color theory & character analysis</u>
	21	Discuss basic corrective makeup ~ discussion/demo
	23	Basic corrective (practice)

- 26 Basic corrective (final) Due: **worksheet/final execution/research**
 28 Discuss basic corrective project outcomes (Computer Lab)
 30 Demo old age/Old age (practice)
- Oct. 3 Old age (practice)
 5 Old age (final) Due: **worksheet/final execution/research**
***Bring in pictures of 3 of your favorite cartoon/anime characters (printed out in color to hand in...you may use your jump drive if you wish instead of printing them out) I will make a recommendation as to which one you will do so please label your pictures 1 the highest preference, 3 the lowest. Give a little explanation as to what you like about each character)**
 7 Discuss Old age project outcome (Computer Lab)
***Sketchpad due**
- 10 Cartoon/anime Character (practice) ***Be sure you have a printed colored copy of your character that has be agreed upon.**
 12 Cartoon/anime Character (final) Due: **worksheet/final execution/research**
 14 NO CLASS ~ FALL BREAK
- 17 Discuss Cartoon Character project outcome (Computer Lab)
 19 Demo wounds ~ discuss bruises etc. (*Tentatively, I plan on demonstrating how to make edible blood please let me know if you have any food allergies that I need to be aware of.*)
 21 Bruises, scars & wounds, Oh My! (Practice)
- 24 Bruises, scars & wounds (final execution) *** Due: worksheet/final execution/research *story as to HOW the injuries were obtained, how old the injuries are and other details to support your injuries.**
 26 Discuss Bruises, scar & wounds execution ~ questions for Animal Makeup (computer lab)
 28 Animal makeup (practice)
- Nov. 31 Animal makeup (practice)
 2 Animal makeup (execution) Due: **worksheet/final execution/research**
 4 Discuss animal makeup/ explain needs for the final. (Computer lab)
**** Note ~ this will give you 2 weeks to research paintings for your final.**
- 7 Review **character analysis, how to work with creating a character....**
Assign Seven Deadly Sins (Pride, Lust, Greed, Anger, Gluttony, Envy & Sloth)
(Computer Lab)
 9 Seven Deadly Sins (practice) (have some rough sketches/thumbnailed sketches and inspirational research)
 11 Seven Deadly Sins (practice) practice 7 sins
***Sketchpad due**
- 14 Seven Deadly Sins (final execution)
Due: worksheet/final execution/research & character analysis for your design
 16 Assign hero/villain, Discuss Seven Deadly Sins (Computer Lab)
 18 Present your paintings options for your Final Project (Computer Lab)

DUE ~ you will have your proposal for your final project due today. You will have on your jump drive 3 paintings OF A PERSON that you might want to duplicate for your final. Please put them in a power point presentation. With each image explain what interests you and why you might want to do this for the assignment. Please indicate which painting is your 1st, 2nd and 3rd choice. We will then present them on this day and discuss them as a class.

Note ~ I will look at your proposals over break and give additional feedback to what was discussed in class. (You must turn in your jump drive with this information). You will then select which painting you will do (according to the feedback) or select new options depending on the recommendations.

21	NO CLASS ~ THANKSGIVING BREAK
23	NO CLASS ~ THANKSGIVING BREAK
25	NO CLASS ~ THANKSGIVING BREAK
28	Hero/villain (practice) Note ~ you must have a story and rough character analysis as well as some thumbnail sketches to work from. You need to have your inspirational research available to reference.
30	Hero/villain (practice)
Dec. 2	Execute hero/villain Due: worksheet/final execution/research, story & character analysis.
5	Discuss hero/villain (computer lab)
7	Final Project (practice)
9	Final Project (practice)
	*Sketchpad due

FINAL MEETING TIME ~ WEDNESDAY DECEMEBER 14TH 10:15 – 12:15

***You will do the final execution of your famous painting. You will hand in your worksheet/final execution/research (research the artist, their painting style use of color etc. this will allow you to better understand how to use the brush strokes and visual texture) a short explanation as to why you selected this particular piece of art. Be sure all papers are typed, as is a basic requirement for the course.**