TPA 4930: Advanced Costume Design

Fall 2022
Monday/Wednesday 3:00-4:55
CON 0218

Instructors:
Ella Brooks – Office Hours: Monday 1-3
Helen Dominguez – Office Hours: Wednesday 1-3

<u>Syllabus</u>

College of the Arts Mission

The University of Florida College of the Arts intends to be a transformative community, responding to and generating paradigmatic shifts in the arts and beyond. We do so by:

- Embracing the complexity of our evolving human experience and seeking to empower our students and faculty to shape that experience fearlessly through critical study, creative practice, and provocation.
- Collaborating effectively with the forces of change.
- Preparing students to access and unsettle centers of power in a radically changing world.
- Facilitating an arts education that will position emerging artists and researchers as catalysts for equity on local and global levels.

Objective:

1. To demonstrate an understanding and appreciation of the fundamentals of design as integrated into costume design.
2. To deepen understanding of storytelling and its impact on design choice.
3. To understand fundamental collaborative skills.
4. To analyze and investigate the production needs related to costumes.
5. To broaden understanding of cultural expression through clothing.

Outcomes:

1. Students will gain a broad understanding of the many ways in which their skills in theatrical costume design can be applied to other areas of the broader entertainment industry.
2. Students will learn in-depth research skills and how research impacts their ability to achieve design goals.
3. Students will begin to understand the practice of costume design.
4. Students will understand the impact of movement and the body on design choice.

Recommended Texts:

The Magic Garment: Rebecca
Cunningham Costume Character
Figure Drawing: Tan Huaixiang
Drawing and Rendering for The Theatre: Clare P. Rowe

Required Supplies:

The rendering medium will be determined by each student. In addition to these, you will need a sketchbook no smaller than 11x14 or a digital alternative such as a tablet or iPad device.

GRADING:

The grading scale will be as follows:

A	94-100%	C+	77-79%
A-	90-93%	C	73-76%
B+	87-89%	C-	70-72%
B	83-86%	D	68-69%
B-	80-82%	E	0-67%

The university grading policies for assigning grade points may be found at
https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

The final grade for the semester will be weighted as follows:

Attendance and Participation 5%
Project Phase One 10%
Project Phase Two 10%
Project Phase Three 10%
Project Phase Four 10%
Project Phase Five 10%
Final Design Presentation 10%
In Class Activities 35%

Rubric for Assessing Student Participation

	Exemplary (14-15)	Proficient (12-14)	Developing (10-12)	Unacceptable (<10)
Frequency of participation in class	Student initiates contributions more than once in each recitation.	Student initiates contribution once in each recitation.	Student initiates contribution at least in half of the recitations	Student does not initiate contribution & needs instructor to solicit input.
Quality of comments	Comments always insightful & constructive; uses appropriate terminology. Comments balanced between general impressions, opinions & specific, thoughtful criticisms or contributions.	Comments mostly insightful & constructive; mostly uses appropriate terminology. Occasionally comments are too general or not relevant to the discussion.	Comments are sometimes constructive, with occasional signs of insight. Student does not use appropriate terminology; comments not always relevant to the discussion.	Comments are uninformative, lacking in appropriate terminology. Heavy reliance on opinion & personal taste, e.g., "I love it", "I hate it", "It's bad" etc.
Listening Skills	Student listens attentively when others present materials, perspectives, as indicated by comments that build on others' remarks, i.e., student hears what others say & contributes to the dialogue.	Student is mostly attentive when others present ideas, materials, as indicated by comments that reflect & build on others' remarks. Occasionally needs encouragement or reminder from T.A of focus of comment.	Student is often inattentive and needs reminder of focus of class. Occasionally makes disruptive comments while others are speaking.	Does not listen to others; regularly talks while others speak or does not pay attention while others speak; detracts from discussion; sleeps, etc.

ATTENDANCE REQUIREMENTS:
The success of this course is based on discussion and class participation. Attendance is vital. Only one (1) unexcused absence from class will be permitted without penalty. Each additional unexcused absence will lower your final grade by 5%. Two (2) late arrivals and/or early departures to/ from class will count as one (1) absence. Three unexcused absences will result in a failing grade in this class.

Excused absences are consistent with university policies in the undergraduate catalog (https://catalog.ufl.edu/UGRD/academic-regulations/attendance- policies/) and require appropriate documentation.

USE OF ELECTRONIC DEVICES:
The use of cell phones or other mobile devices is disruptive, and therefore is PROHIBITED during class. Except in emergencies, those using such devices must leave the classroom for the remainder of the class period. Students are not permitted to use computers during class without specific permission from the instructor, and in that case, students using the computer for work not related to the class must leave the classroom for the remainder of the class period. Classes may not be recorded without express permission from the instructor.

ONLINE COURSE EVALUATIONS:
Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at https://evaluations.ufl.edu. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students https://evaluations.ufl.edu/results/

HONESTY POLICY:
UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code (http://www.dso.ufl.edu/sccr/process/student-conduct-honor code/) specifies a number of behaviors that are in violation of this code and possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor.

STUDENTS WITH DISABILITIES:
Students with disabilities requesting accommodation should first register with the Disability Resource Center (352- 392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

COUNSELING AND WELLNESS CENTER:
https://counseling.ufl.edu/

UNIVERSITY POLICE: 392-1111 or 911 for emergencies

Design Project

This course applies the theories of costume design to realized production. Each student will be assigned a role in design or assistant design for the School of Theatre and Dance Fall Dance Concert. Project phases correspond to production meetings, course calendar, and grading scale.

PROJECT PHASE 1

1. Set up Paperwork Package which consists of:
    -   Pieces List
    -   Pull/Rent/Buy/Build Plan
    -   Materials List
    -   Shopping List
    -   Budget
    -   Scene Breakdown
    -   Costume Plot
    -   Mirror Plot

2. Research
    -   Emotional
    -   Historical
    -   Character Specific (address all elements of design)
    -   Hair
    -   Makeup
    -   Color Palette

DURING DESIGN WORKING SESSION 1:

Present visual progress from phase 1.
Discuss any discoveries made by the team.

PROJECT PHASE 2

1. Respond to collaborative conversation by refining research focusing on distilling it and deepening your connection
2. Refine color palate
3. Quick concept sketches
4. Begin broad theoretical shopping
5. Investigate Costume Stock
6. Update paperwork: specifically pull/rent/build/buy list

DURING DESIGN WORKING SESSION 2:

Present visual progress from phase 2.
Discuss any discoveries made by the team.

PROJECT PHASE 3

Prepare a slide presentation that represents the direction the costume design is headed.

Include:
- Research
- color palate
- quick concept sketches
- proposed budget
- distilled pull/rent/build/buy list

DURING DESIGN PRESENTATION AND PRODUCTION FEEDBACK:

Present a slide presentation that represents the direction the costume design is headed. Answer the following questions:

What is the design approach?
>What is the realization intention?
>How have you handled the budget?
>How are you asking the shop to collaborate?

PROJECT PHASE 4

1. Make any shifts to design approach based on shop feedback.
2. Finalize pull/rent/build/buy list
3. Continue Theoretical Shopping
4. Sketches: sketches should be based on actual garments that are available for purchase. You will want to make character decisions at this point keeping in mind these sketches are rough and should be shared with   Mentor and Director for feedback/approval: you must finalize these before the next Design Meeting.
5. Update paperwork package paying specific attention to: costume plot, pieces list, shopping list.

   DURING DESIGN WORKING SESSION 3:

   Present visual progress from phase 3.
   Discuss any discoveries made by the team.

PROJECT PHASE 5

1. Adjust sketches based on feedback.
2. Add color indication to sketches.
3. Update paperwork

DURING DESIGN WORKING SESSION 4:

Present visual progress from phase 3.
Discuss any discoveries made by the team.

<u>FINAL DESIGN PRESENTATION:</u>

Present complete costume design package:
Color Renderings
Hair and Makeup Design
Sketches and/or research of details
Fabric Swatches
Paperwork Package

Weekly Calendar (Subject to Change):

Date	Content	Due
Wednesday 8/23	(Zoom) Initial Concept Meeting (Zoom) Go Over Syllabus post concept meeting	Read Through All Designers Document on Canvas
Monday 8/28	In-class work – meeting prep	
Wednesday 8/30	(Zoom) Design Working Session #1	Project Phase 1 – Ready for Design Working Session 1
Monday 9/4	No Class – Labor Day	
Wednesday 9/6	(Zoom)Design Working Session #2	Project Phase 2 – Ready for Design Working Session 2
Monday 9/11	In-class work – meeting prep	
Wednesday 9/13	(Zoom)Design Presentation & Prod Feedback	Project Phase 3 – Ready for Design Working Session 3
Monday 9/18	In-class work – meeting prep	
Wednesday 9/20	(Zoom)Design Working Session #3	Project Phase 4 – Ready for Design Working Session 4
Monday 9/25	In-class work – meeting prep	
Wednesday 9/27	(Zoom)Design Working Session #4	Project Phase 5 – Ready for Design Working Session 5
Monday 10/2	In-class work – meeting prep	
Wednesday 10/4	(Zoom) Final Design Presentation	Final Design Presentation; Costume Design Paperwork Package
Monday 10/9	In-class work: purchasing	Evening 6:30-8:00: Design Presentations to Company

Date	Content	Due
Wednesday 10/11	In-class work – purchasing	
Monday 10/16	In-class work – fittings prep, Agbedidi Moves into Costume Shop	

Wednesday 10/18	In-class work – fittings prep	
Monday 10/23	Fittings	Attend to Fitting Notes
Wednesday 10/25	Fittings	Attend to Fitting Notes
Monday 10/30	Fittings	Attend to Fitting Notes
Wednesday 11/1	Fittings	Attend to Fitting Notes
Monday 11/6	Fittings	Attend to Fitting Notes
Wednesday 11/8	Fittings	Attend to Fitting Notes
Monday 11/13	Fittings	Attend to Fitting Notes
Wednesday 11/15	Fittings	Attend to Fitting Notes
Monday 11/20	Rehearsal Preparation	
Wednesday 11/22	THANKSGIVING BREAK	
Monday 11/27	Technical Rehearsals	Tech notes due to shop by 9 am the morning after each tech rehearsal
Tuesday 11/28	Technical Rehearsals	Tech notes due to shop by 9 am the morning after each tech rehearsal
Wednesday 11/29	Dress Rehearsals	Tech notes due to shop by 9 am the morning after each tech rehearsal
Thursday 11/30	Dress #2	Tech notes due to shop by 9 am the morning after each tech rehearsal
Friday 12/1	Opening Night	Dressed on theme to watch the show! (must request own tickets)
Monday 12/4	Analysis, Post-Mortem with Invited Guests	