

Graduate Costume Design I TPA
5047
Fall 2018
Tuesday/Thursday 10:40-1235
CON 0212

Instructor:
Jen Dasher
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Office Hours:by Appointment

Syllabus

Objectives:

1. To demonstrate an understanding and appreciation of the fundamentals of design as integrated into costume design.
2. To deepen understanding of character and script analysis and its impact on design choice.
3. To fully and clearly express design ideas through visual and verbal communication.
4. To begin to understand the design process as the rendering moves to stage.
5. To gain an understanding of the intricacies of sculpting an artistic career.

Outcomes:

1. Student will understand the processes by which a Costume Designer works from page to stage.
2. Student will have begun to make potentially career-lasting connections and develop an understanding of the network around them.
3. Student will gain drawing, rendering, and organizational skills.
4. Student will expand knowledge of textiles, garment design through construction and the fitting process.

Required Texts:

Equus by Peter Schaeffer
The 39 Steps by Richard Brinsley Sheridan

Recommended Texts:

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

GRADING:

The grading scale will be as follows:

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

Design Project	30 %
Weekly Drawing & Research	25 %
Networking Project	15 %
Fitting Project	10 %
In Class Portfolio	20 %

Late work will be reduced by one letter grade per class meeting.

ATTENDANCE REQUIREMENTS:

This class consists of material presented during lectures and presentations; students will also present project work at various stages of completion for discussion and review, which will include the entire class. Attendance is required. You are permitted 1 absence through the course of the semester for ANY reason. Instructor does not require documentation or explanation. Once you have used this 1 absence you will be penalized for missing class. Absences will affect your final grade, which will be lowered one-half of a letter grade per additional absence. Two tardy arrivals will equal one absence.

Four unexcused absences will result in a failing grade in this class.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: <https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

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-honorcode/>) specifies a number of behaviors that are in violation of this code and the 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 accommodations 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:

<http://www.counseling.ufl.edu/cwc/Default.aspx>, 392-1575
UNIVERSITY POLICE: 392-1111 or 911 for emergencies

PROJECT DESCRIPTIONS -

DESIGN PROJECT 1: *The 39 Steps* by Patrick Barlow

DESIGN PROJECT 2: *Equus* by Peter Schaeffer

Complete design process includes: Design Contract, Design Schedule, Written Design Concept and Character Analysis, Paperwork (scene breakdown, costume plot, pieces list, proposed budget, detailed sourcing), Research, Sketches, Swatches, Renderings, Draper Packet. Project will begin first day of class and be the final project. Grades will be based on designer's final design package.

WEEKLY DRAWING:

Weekly drawings will be completed in medium of student's choice. Students will select another Costume Designer's renderings to replicate. Grade will be based on satisfactory/unsatisfactory scale with a focus on improvement from Drawing 1 to Drawing 7. A critique of each drawing will happen on the due date - please see schedule for these dates.

NETWORKING PROJECT:

Building a network is fundamental to your success in school and upon graduation. Over the course of the semester, you are required to have conversations with 10 directors, designers, technicians, artists, professors, administrators you otherwise might not get to know. At least half of these should be in SoTD. People who cannot qualify are listed below. This does not have to be a formal interview, but should result in you having contact information and information on their career that can be compiled in a simple bullet-point list and turned in.