

# COSTUME DESIGN II

TPA 6048

SPRING 2025

CON 212

T/TH 8:30-10:25

**INSTRUCTOR:** *Jen Dasher*

[jdasher@arts.ufl.edu](mailto:jdasher@arts.ufl.edu)

CON 221

**OFFICE HOURS:** T/TH 11:00-1:00 or By Appointment

**COURSE DESCRIPTION:** Advanced study. Specialized costume design problems for individual projects.

## **COURSE GOALS AND/OR OBJECTIVES:**

1. To demonstrate an understanding and appreciation of the elements and principals of design as integrated into costume design for movement-based live design.
2. To deepen understanding of cognizant design.
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.

## **COURSE POLICIES:**

**ATTENDANCE POLICY:** Your success in this course relies on on-time attendance, completion of projects and effective participation in all class periods. No absences will be excused without prior notification unless under emergency circumstances. Absences that will automatically be excused are in alignment with UF policies:

<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

**ASSIGNMENT POLICY:** All assignments will be turned in on canvas. It is expected that these are uploaded in advance of class so that they are accessible to be projected and reviewed during class. No late submissions will be accepted. Instructor is available to work through best practices in managing multiple projects to successful on-time completion.

**ONLINE COURSE EVALUATION :** Students are invited 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 semesters, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results>.

## UF POLICIES:

**UNIVERSITY POLICY ON ACCOMMODATING STUDENTS WITH DISABILITIES:** “Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, [www.dso.ufl.edu/drc](http://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.”

**UNIVERSITY POLICY ON ACADEMIC CONDUCT:** 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 honesty 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 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 or TAs in this class.

## GETTING HELP:

For issues with technical difficulties for Canvas, please contact the UF Help Desk at:

- <http://helpdesk.ufl.edu>
- (352) 392-HELP (4357)

## GRADING POLICIES:

### **METHODS BY WHICH STUDENTS WILL BE EVALUATED AND THEIR GRADE DETERMINED:**

Assignments will be evaluated and critiqued in stages, with the grade based on these stages of work, including artistic/conceptual work application of feedback, presentation, and adherence to deadlines. In entertainment, time is money, and opening night is unlikely to be delayed until a designer manages to complete work.

- A grade of “C” is average meaning the student has completed all requirements of the assignment satisfactorily. Graduate students receiving a cumulative grade of “C” are automatically placed on academic probation.
- A grade of “B” is good and indicates a level of commitment to the project that goes above the requirements of the assignment between 1-9%.
- A grade of “A” is excellent and indicates a level of commitment to the project that goes above the requirements of the assignment between 10-20%. It is expected that graduate students are striving to meet this expectation consistently through the course of the semester.

### **GRADING SCALE:**

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%

Assignment	Points or percentage
Choreographer Presentation	10
Creating A Brand	25
Weekly Drawing Series	25
Design Project 1	15
Design Project 2	25

## COURSE SCHEDULE:

### PROJECT DESCRIPTIONS:

**CHOREOGRAPHER PRESENTATION:** Each student must propose a known choreographer to research and present to the class. Proposals must be approved by faculty. Presentations should be no longer than 15 minutes and be an analysis of the choreographer's work and career. Best research practices require a variety of sources; please plan to utilize the variety of research options available to you through UF libraries. Presentations must include:

- Biographical Information
- Arch of Career and why designer is relevant
- In depth analysis of one to two pieces
- Your response to work

### CREATING A BRAND: POP ICON

Each student will select and have approved a pop-icon to design for. We will follow the standard design process of analysis, research, sketching, swatching, and rendering. The challenge of this assignment is the lack of script specificity: the music and performer's public life is the script. Students will design 3 costumes for their chosen icon taking into account the practical concerns of stage-wear. Each step of the process will receive feedback from both classmates and the instructor. Grades will be assigned based on students ability to develop and communicate design concepts for selected performer,

incorporate design detail, plan for the practicality of each costume, and respond to design critiques.

### **DESIGN PROJECT 1: *Targeted to Student***

### **DESIGN PROJECT 2: *The Firebird* by Igor Stravinsky**

Complete design process includes: Design Contract, Design Calendar, Written Design Concept and Character Analysis, Paperwork Package, Research, Sketches, Swatches, Renderings, and Draper Packet. Project will follow the All-Designer's Document. See Canvas for more assignment details.

### **WEEKLY DRAWING SERIES:**

Each week you will select a rendering by a working costume designer and replicate it. Replication includes any background, labeling, etc. You should choose the medium you feel the original designer used to render. Critiques of the Weekly Drawings will be every Wednesday.

### **A WEEKLY SCHEDULE OF TOPICS AND ASSIGNMENTS (REQUIRED):**

**NOTE:** *If you are using the Canvas syllabus tool a listing of assignment deadlines will be automatically generated.*

Date	Topic	Due
1/14	Intro to Course	
1/16	Design for Dance	Weekly Drawing 1
1/21	Design for Dance	
1/23	NO CLASS - URTA	
1/28	The Firebird In Class Discussion	Weekly Drawing 2
1/30	Dance Specifics	
2/4	Designers and Structures	Weekly Drawing 3

2/6	The Firebird Design Meeting	
2/11	The Superbowl	
2/13	The Superbowl	
2/18	Designing Within A Brand	Weekly Drawing 4
2/20	The Firebird Design Meeting	
2/25	Collaboration	Weekly Drawing 5
2/27	Collaboration	
3/4	TBD – Professor Out of Town	
3/6	TBD – Professor Out of Town	
3/11	Sourcing	Weekly Drawing 6, Pop Icon Project
3/13	The Firebird Design Meeting	
3/18	Spring Break	
3/20	Spring Break	
3/25	One on Ones	Weekly Drawing 7
3/27	One on Ones	
4/1	Fabric	Weekly Drawing 8
4/3	The Firebird Design Meeting	
4/8	Materials	Weekly Drawing 9

4/10	Project Estimating	
4/15	Project Estimating	Weekly Drawing 10
4/17	The Firebird Design Meeting	
4/22	TBD	Design Project 1 Due
5/2	TBD	The Firebird Final Design

Disclaimer: This syllabus represents my current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.