



THE 349 and 349L: Costume Design
COURSE SYLLABUS: FALL 2015
T/TH 12:30-1:45
PERFORMING ARTS #112

Instructor: Casey Watkins, MFA, Assistant Professor of Theatre
Office Location: Performing Arts Center #104
Office Hours: M/W 10am-12pm T/H 11am-12pm. or by appointment
Office Phone: 903-886-5339
University Email Address: Casey.Watkins@tamuc.edu

COURSE INFORMATION

Required Texts

The Importance of Being Earnest by Oscar Wilde
Metamorphoses by Mary Zimmerman
 TBA Shakespeare play

Required Materials:

1" 3 ring binder
 Drawing pencil set
 Pencil sharpener
 Eraser
 Scissors
 Painter's tape
 Glue stick
 Sketchbook- 9x12
 Charcoal
 Watercolor pencil set
 Watercolor paints
 Watercolor paper- 9x12 or 11x14
 Paintbrushes
 Cup for paint water
 Other misc. supplies as needed (we will discuss in class)

Required Viewing

Eurydice

Directed by Rebecca Worley
 Produced in the Main Stage Theatre by the University Playhouse at A&M Commerce
 March 1-5 at 8pm and March 6 at 3pm

Luna

Directed by Dr Carrie Klypchak

May 5-7 6pm and May 8 3pm

Tickets are available for a nominal fee from the University Playhouse Box Office (PAC 101) from 1:00 p.m. – 5:00 p.m. on weekdays. Or, you may make advance reservations by phone at any time by calling 903-886-5900 or by email at playhouseboxoffice@tamuc.edu.

Course Description:

An introduction to the principles, elements and practicalities of costume design and their relation to design in the Theatre. The student will learn how to communicate design choices both visually and verbally through rendering techniques and research.

Course Ethics and Attendance: *Note that attendance alone does not constitute participation.*

Promptness, attendance, and PARTICIPATION are valued in this class. Please behave accordingly and do not disrupt the class with excessive talk or the use of cell phones or other devices. **A**

willingness to “put yourself and your artistic work out there” is most appreciated.

Understand that this is a class where your talent and skills are critiqued and discussed so that you improve, so get used to presenting your artistic work. It is assumed that students will

work cooperatively with one another and all work that is not “original” will be properly credited. See the TAMUC *Student’s Guide Handbook* for more information on plagiarism. This is a serious offense that can result in separation from the university. **EVEN if not specifically noted on instructions or prompts for each assignment, plagiarism policies will be strictly enforced.**

Student Learning Outcomes: By the end of this course, the student will be able to:

1. Develop knowledge of the theory and skill in the practice of theatrical costume design.
2. Explore and develop personal artistic skills/styles and conceptual thinking through research and projects.
3. Understand the relationship between the costume designer and other theatre professionals, i.e., the director, fellow designers, shop personnel and actors.
4. Establish an overall appreciation for the design and production of theatre.

COURSE REQUIREMENTS
Instructional / Methods / Activities Assessments:

In-Class Exercises As stated above, attendance does not constitute participation. We will conduct in-class exercises almost every day. These exercises are used to focus your attention on the material offered in the course and are hands-on, interactive methods to explore the material. You **MUST** be present and you **MUST** participate to receive credit.

COURSE EVALUATION: The course evaluation will be determined by the student's attendance and performance in class and on assignments, tests and projects.

GRADING SCALE:

900-1000	=	A
800-899	=	B
700-799	=	C
600-699	=	D
500-599	=	F

GRADING GUIDELINES-

Response paper #1 <i>Eurydice</i>	50 points
Projects #1-6 each 30 points	180 points
Projects # 7-8 each 60 points	120 points
<i>Earnest</i>	100 points
<i>Metamorphoses</i>	100 points
Class participation	100 points
Sketchbook	75 points
Lab	125 points
Final Project	150 points
TOTAL	1000 points

PROJECT GRADING GUIDELINES

30% Accuracy and validity of designs based on information taught in class and backed up by research.

30% Consistency and development of ideas

20% Rendering techniques, harmony with design concepts and character analysis.

20% Paperwork including (as appropriate) play analysis, character analysis, research materials, preparatory charts and paperwork, drawings or sketches and other art work.

DESIGN RESPONSES- a portion of a class period following the closing of each show will be devoted to an oral response by the students. Each student will be required to participate in a class discussion to evaluate and respond to the designs of that show using the information covered in the lectures. A response paper, minimum 2 pages, will be handed in during that class period.

REQUIREMENTS FOR WRITTEN WORK

All written work handed in MUST BE TYPEWRITTEN. NO hand written work will be accepted. Papers should be done in Arial or Calibri, (Times New Roman is icky) size 12, and 1 ½ spaced. No papers will be accepted that do not follow this guideline.

SKETCHBOOK -75 points

Throughout the semester you will be responsible to **FILL** the pages of an 9x12 sketch book with outside thumbnail sketches. Sketch unique fashions worn by everyday people on the street, at the coffee shop, on campus, in store windows, wherever you see interesting clothing choices. Sketch everyday items in your room or outside. Add lighting highlights and shadows. Throw in some color, texture, collage and design elements, anything inspirational or interesting. Fill both sides of the pages! NOT one sketch per page! To be submitted throughout the semester as scheduled. (See supplies list)

Lab Requirements:

As this is a costume design class focusing on design theory and presentation, the lab portion of this will be as follows: You will work for at least 2 hours each week sketching/rendering outside of class time in the PAC during practicum time- M-F 1-5pm. You will make a set time, approved by the instructor, and you will sign in and out of a notebook. If I am available, I am more than happy to help with critiques and advice. If you are absolutely unable to meet during this time, please discuss with me and we will figure this out. However, understand that you signed up for this class knowing it had a lab portion.

TECHNOLOGY REQUIREMENTS

WORKING EMAIL REQUIREMENT: It is a course expectation that you have a working email address that you check daily. If you have not already acquired an email address through the university or otherwise, please make arrangements to do so before the next class meeting. There WILL be times that I need to contact you with important information and email is often the speediest and easiest way of doing so. Additionally, I will provide electronic copies of the plays and any supplemental reading through eCollege and/or email.

WRITTEN WORK: Unfortunately, papers/projects do occasionally get lost. Please, for your sanity, save your work on a thumb drive, etc. Do not depend on your paper staying on the hard drive of any university computer, as it will be deleted, altered, or worse – turned in by someone else as their work! Be aware that it is a course expectation that you keep copies of your assignments until you receive your final grade for the semester.

COMMUNICATION AND SUPPORT

Contacting Me:

Please feel free to visit me during my office hours at any time during the semester. I am here to help! If you can't make my office hours due to a scheduling conflict, please set up an appointment with me. Don't be a stranger. If something is occurring that is presenting you with difficulties in this class, let me know. I cannot help you if I don't know what is going on. The easiest and most reliable way to contact me is **via email**. Please do not leave a message for me in the main department office.

IF YOU EMAIL ME PLEASE USE PROPER SPELLING, GRAMMAR, PUNCTUATION AND ALWAYS SIGN YOUR NAME! If you plan on having a job one day that utilizes email, just think of this as practice.

Student Resources:**Department of Theatre**

Performing Arts Center (PAC) #101

Phone: 903-886-5346 (Main Office)

<http://www.tamu-commerce.edu/mmct/default.asp>**Communication Skills Center- FOR PAPERS- USE IT!!!**

Hall of Languages #103

<http://www.tamu-commerce.edu/litlang/CSC/index.htm>**TAMUC Counseling Center**

Student Services Building Room 204

Phone: 903-886-5145

COURSE AND UNIVERSITY PROCEDURES/POLICIES
--

Course Specific Procedures:**Attendance Policy:**

You may accumulate three (3) absences before any penalty occurs. **There are no additional absences allowed without penalty. Plan accordingly. There is no such thing as an "excused" absence.** Of course, if you have a prolonged illness or injury, or if a family emergency arises, speak with your instructor ASAP.

Grades will be dropped in letter grade increments for every two class absences beyond three. (Example: Someone with an “A” average who misses class five times will be in the “B “ range; a seventh absence moves that student down into the “C” range and so on...) If you receive more than 7 absences you will automatically fail.

Late Arrivals:

To further foster a high level of commitment—and because the work we will be doing this semester will involve intensive focus—the class will adopt the following late entry policy. Students must be on time for every class. Entering a class late or leaving early is disruptive to the flow of the class and indicative of a less than disciplined/committed student. Please be on time out of consideration to your learning process and the processes of others. If you arrive within the ten minute grace period, please do so discretely in order to avoid disrupting the class activities/discussions. *It is your responsibility to make sure that you find me after class and document your late attendance for the day—otherwise, your initial marked absence documented during roll will remain.* Also, you are expected to stay until you are dismissed from class. **Two late arrivals (within the ten-minute grace period) or early departures (or any combination of the two) may be counted as one absence in the class.**

Cell Phones and Laptops:

Please turn off all cell phones upon entering the classroom. Please do not check messages or engage in text messaging during class. This is disruptive to the flow of the course. Further, you are welcome to take class notes on a laptop or other electronic device. However, these devices should only be used for taking notes and researching over the current discussions/activities – and you must type very quietly and turn off all sound so as not to disturb other class members. If I suspect that laptops are being used for other purposes, I will ban them from the classroom.

Late Work:

I do not accept late work.

Extra Credit:

The instructor reserves the right to offer extra-credit to all students, and to gauge its application appropriately and uniformly for all.

Incompletes:

Under normal circumstances, an Incomplete (I or X) will NOT be given for a final grade in this course. Per University policy, students who **because of circumstances beyond their control** are unable to attend classes will, upon approval of their instructor, receive a mark of X (incomplete) in all courses in which they were **maintaining passing grades at the time of the request** for an incomplete.

University Specific Policies and Procedures:

Academic Dishonesty:

This course adheres strictly to the college's guidelines for Academic Dishonesty printed in the *Student's Guide Handbook*. Plagiarism, cheating, or otherwise representing another's work or ideas as your own without proper attribution will not be tolerated. All work must be new and created for this class during this semester by you. It is your responsibility to ensure that you understand the definition of Academic Dishonesty at Texas A&M-Commerce. If such an instance occurs, the student will receive an automatic zero for the work in question, and I will immediately report the incident to the Head of the Department. (*You should be aware that this could result in dismissal from school without credit for the semester.*)

Students with a Disability:

The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you have a disability requiring an accommodation, please contact:

Office of Student Disability Resources and Services

Texas A&M University-Commerce

Gee Library 132

Phone (903) 886-5150 or (903) 886-5835

Fax (903) 468-8148

StudentDisabilityServices@tamuc.edu

[Student Disability Resources & Services](#)

Student Conduct:

All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning environment. (See *Code of Student Conduct from Student Guide Handbook*).

Due to the subject matter of the course, there will be times where discussions will be had about artistic talent, tastes, cultures, bodies, styles and other subjective and potentially sensitive topics. Please enter into such discussions with an open mind and the ability to listen and learn.

COURSE OUTLINE / CALENDAR

Please note:

Readings and assignments are due on the days on which they are listed below. There are no “make-ups” for IN-CLASS ACTIVITIES.

You should bring your pencils and sketchbook to class every day. Other supplies should be brought when scheduled or when the instructor asks for them.

Tentative Schedule: (subject to change at the discretion of the instructor)

T Jan19 Intro to Class and Syllabus

R Jan 21 What is Design?

*Read *The Importance of Being Earnest**

Monday, Jan 25 – LAST DAY TO WITHDRAW WITH 80%

REFUND

T Jan 26 Script and character analysis

R Jan 28 **NO CLASS TETA**

Monday, Feb 1 – LAST DAY TO WITHDRAW WITH 70% REFUND

T Feb 2 Research

Project 1- Script and Character analysis due

R Feb 4 Design Elements- Color

Monday, Feb 8 – LAST DAY TO WITHDRAW WITH 50% REFUND

T Feb 9 Design Elements- Texture

Project 2- Research Due

R Feb 11 Design Elements- Line and Shape

Monday, Feb 15 – LAST DAY TO WITHDRAW WITH 25% REFUND

T Feb 16 Design Principles

Project 3- Design Elements Due

R Feb 18 Concept

T Feb 23 Media- Watercolor pencil

Project 4- Concept board due

R Feb 25 Media- Watercolor

T Mar 1 Rendering Techniques

Eurydice Mar 1-6

R Mar 3 Work day on *Earnest*

Project 5- Concept Character due

T Mar 8

Importance of Being Earnest Project Due

R Mar 10 **NO CLASS – UIL OAP CLINIC**

T & R Mar 15 & 17 NO CLASS SPRING BREAK

T Mar 22 *Metamorphoses* discussion

Eurydice response paper due

R Mar 24 Rendering remix

T Mar 29 Rendering Techniques- Gouache

Project 6- Rendering Remix due

R Mar 31 Rendering Techniques

Sunday, Apr 3 – LAST DAY TO DROP A CLASS WITH Q

GRADE

T Apr 5 Collaboration

Project 7- 3 Conceptual Renderings due

R April 7 Duties of the Designer and Shop Communication

T Apr 12 Budgeting

R Apr 14 *Metamorphoses* work day

T Apr 19

Metamorphoses project due

R Apr 21 **NO CLASS – UIL OAP REGIONAL CONTEST**

T Apr 26 Digital Rendering and the future

Project 8- 3 Versions Remix Renderings due

UNIT SIX

R Apr 28 Designing classics

Friday, Apr 29 – LAST DAY TO WITHDRAW

T May 3 Final project work day

R May 5 Final project work day

FINAL EXAM/Presentations- Thursday May 12 10:30am-12:30pm