



A Member of The Texas A&M University System

THE 349.001/349L.01L COSTUME DESIGN COURSE SYLLABUS: FALL 2018

LOCATION: PAC 115 TIME: TR 9:30-10:45

Instructor: Donna Deverell, Technical Coordinator/Adjunct Faculty

Office: PAC 116 (inside the Costume Shop)

Office Hours: Monday/Wednesday 11:00 am – 1:00 pm, TR 12:15 pm – 1:00 pm, and by appointment

Office Phone: 903-886-5319

Email: donna.deverell@tamuc.edu

COURSE INFORMATION

Course Description: This is an introduction to the principles, elements, and practicalities of costume design, and their relation to design in Theatre.

Required Texts:

- *The Importance of Being Earnest* by Oscar Wilde
- *Metamorphoses* by Mary Zimmerman
- *A Midsummer Night's Dream* by William Shakespeare

Required Viewing:

- *Eleemosynary*, directed by Samantha Cox
 - *Studio Theatre, TAMUC*
 - October 9-14
- *She Stoops to Conquer*, directed by Dr. Carrie Klypchak
 - *Main Stage, TAMUC*
 - November 13-18

Materials:

- 3-ring binder, 1"
- Drawing pencil set
- Pencil sharpener
- Eraser
- Scissors
- Painter's tape
- Glue stick
- Sketchbook, 9x12
- Charcoal
- Watercolor pencil set
- Watercolor paint set
- Watercolor paper
- Paintbrushes
- Cup (for paint water)
- Other supplies as needed

Student Learning Outcomes:

1. Students will develop knowledge of the theory and skill in practice of theatrical costume design.
2. Students will explore and develop personal artistic skills/styles and conceptual thinking through research and projects.
3. Students will understand the relationship between the costume designer and other theatre professionals, including the director, fellow designers, shop personnel, and actors.
4. Students will establish an overall appreciation for the design and production of theatre.

COURSE REQUIREMENTS

Attendance/Participation: Promptness, attendance, and participation are imperative to success in this class. *Note that attendance alone does NOT constitute participation.* A willingness to put yourself and your artistic work “out there” is necessary—this is a practical class, not a theoretical one. You will be required to share your talent and skills for criticism and discussion to help you improve. The sooner you become accustomed to presentation and criticism, the faster your skills will improve. It is not unusual for students to work cooperatively so please give credit to all “original” work. See the TAMUC *Student’s Guide Handbook* for information regarding plagiarism as it will be strictly enforced.

Grading

Your grade will be determined as follows:

- Response Papers 100 pts (total)
- Projects #1 – 6 180 pts (total)
- Projects #7 – 8 120 pts (total)
- *Earnest* 100 pts
- *Metamorphoses* 100 pts
- Attendance/
Participation 75 pts
- Sketchbook 75 pts
- Lab 100 pts
- Final Project 150 pts

900-1000 pts ---- A
 800-899 pts ----- B
 700-799 pts ----- C
 600-699 pts ----- D
 599 pts or less --- F

Assessment:

1. In-class exercises will take place most class days. These hands-on methods are used to focus your attention on the material presented. You **MUST** be present and participate to receive credit.

2. Design response papers will be due following the close of each required production. Students are required to evaluate and respond to the costume designs of each show using the information covered in lectures (2-page minimum, typed, double-spaced, 12 pt. font). Students are also required to participate in class discussions regarding design responses.
3. Students are required to FILL a 9x12 sketch book with outside sketches throughout the semester. These can be sketches of anything—interesting fashion choices you see in daily life, moments from your favorite film or television series, things you see at home or work, literally anything. Don't be afraid to experiment—add highlights and shadows, color, texture, collages, design elements, whatever speaks to you and makes it interesting. Do not limit it one sketch per page. These pages should be completely filled, front and back. Bring your sketchbook to class daily, as you will be randomly required to turn it in for grading.
4. Costume Lab will consist of spending two hours per week sketching and rendering in the PAC. You will sign up for a lab time Monday-Thursday, 1:00 pm-5:00 pm. You will sign in and out in a notebook located in the Costume Shop (PAC 116), where it will be initialed by the Costume Shop Supervisor.
5. Projects will be graded as follows:
 - 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% - Appropriate paperwork (play analysis, character analysis, research, preparatory paperwork, artwork, etc.)

TECHNOLOGY REQUIREMENTS

Each student is required to have a working email address that you will check daily. If you do not already have one, please make arrangement before the next class meeting.

COMMUNICATION AND SUPPORT

If at any time you feel that you need further instruction or explanation, please feel free to speak with me at your convenience. I have an open-door policy with all students. If you do not feel that you are getting what you need, either from the class, myself, fellow students, etc. please let me know. I cannot help you find a solution if I don't know that there is a problem.

COURSE PROCEDURES

Attendance: Students will sign in at the beginning of class. Failure to do so will result in zero points for attendance/participation that day. If you are unable to attend class due to illness, injury, family emergency, etc. you must bring proof of absence (physician's note, etc.) to receive credit for that day. Please note that it will be partial credit, as you cannot make up any class participation that may have taken place that day.

Students that are tardy or leave early may be given partial credit at the discretion of the instructor. Please make every effort to attend class on time, and stay for the duration, as missed information and participation will negatively affect your grade as well as interrupt the educational experience for other students.

Electronic Devices: Please turn off all cell phones. Laptops and tablets may be used to take notes and conduct research as needed in class. If I suspect that devices are being used for any other activity I will ban them from class.

Late Work: I do not accept late work.

Extra Credit: Extra credit may be available at the discretion of the instructor.

UNIVERSITY PROCEDURES

Student Disability Services: 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 Phone
(903) 886-5150 or (903) 886-5835
StudentDisabilityServices@tamuc.edu
Gee Library Room 132
Fax (903) 468-8148

Student Conduct: All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning environment. From the Code of Student Conduct: "Civility in the classroom or online course and respect for the opinions of others is very important in an academic environment. It is likely you may not agree with everything that is said or discussed in the classroom/online course. Courteous behavior and responses are expected. To create and preserve a learning environment that optimizes teaching and learning, all participants share a responsibility in creating a civil and non-disruptive forum. Students are expected to conduct themselves always in a manner that does not disrupt teaching or learning. Faculty have the authority to request students who exhibit inappropriate behavior to leave the class/online course and may refer serious offenses to the University Police Department and/or the Dean of Students for disciplinary action."

The Code of Student Conduct from Student Guide Handbook can be found here:
<http://web.tamuc.edu/studentLife/documents/studentGuidebook.pdf>

Academic Honesty: Students will adhere to the tenets of academic honesty while in this class. Academic dishonesty includes working on non-group projects with others,

deception, impersonation, cheating during a test, and plagiarism. These are all offenses that warrant disciplinary action up to, and including, an F in the course. Additionally, any student found guilty of a Breach of Conduct, including Academic Honest, could face the following disciplinary actions imposed by the University:

- (1) Expulsion from the University. Students may not return to the University.
- (2) Suspension from the University for a definite or indefinite period.
- (3) Disciplinary probation with or without loss of designated privileges for a specified period. The violation of the terms of disciplinary probation or the infraction of any University rules
- (4) Loss of privileges.
 - a. Denial of the use of an automobile for a designated time (on campus).
 - b. Removal from elective or appointive office.
 - c. Ineligibility for pledging, initiation, and representation of the University.
 - d. Removal from residence hall or other University housing.
 - e. Loss of such other privileges as may be consistent with the offense committed and the rehabilitation of the student.
- (5) Admonition and warning.
- (6) Notification of parents.
- (7) Such other actions as may be approved by the University Discipline Committee or the Dean for Campus Life and Student Development.

Plagiarism is the use of someone else's information without proper and formal citation. Information about avoiding plagiarism can be found here: <http://owl.english.purdue.edu/owl/resource/589/01/>

Campus Concealed Carry: Texas Senate Bill - 11 (Government Code 411.2031, et al.) authorizes the carrying of a concealed handgun in Texas A&M University-Commerce buildings only by persons who have been issued and are in possession of a Texas License to Carry a Handgun. Qualified law enforcement officers or those who are otherwise authorized to carry a concealed handgun in the State of Texas are also permitted to do so. Pursuant to Penal Code (PC) 46.035 and A&M-Commerce Rule 34.06.02. R1, license holders may not carry a concealed handgun in restricted locations. For a list of locations, please refer to (<http://www.tamuc.edu/aboutUs/policiesProceduresStandardsStatements/rulesProcedures/34SafetyOfEmployeesAndStudents/34.06.02.R1.pdf>) and/or consult your event organizer). Pursuant to PC 46.035, the open carrying of handguns is prohibited on all A&M-Commerce campuses. Report violations to the University Police Department at 903-886-5868 or 9-1-1.

STUDENT RESOURCES

Department of Theatre

Performing Arts Center (PAC), Room 101
Phone: 903-886-5346 (Main Office)
Box Office: 903-886-5900

Communication Skills Center

Writing Lab—for assistance with papers

Hall of Languages, Room 103

<http://www.tamuc.edu/academics/colleges/humanitiesSocialSciencesArts/departments/literatureLanguages/writingCenter/default.aspx>

TAMUC Counseling Center

Free mental health screenings and counseling for all currently enrolled students

Student Services Building, Room 204

Phone: 903-886-5145

Student Health Services

Free healthcare for all currently enrolled students

Henderson Hall

Phone: 903-886-5853

<http://www.tamuc.edu/campuslife/campusServices/studentHealthServices/default.aspx>

Course Schedule

Week 1	8/27 – 8/31	Aug. 28 – Intro to Class, Syllabus Aug. 31 – What is Design? HOMEWORK-Read <i>The Importance of Being Earnest</i>
Week 2	9/3 – 9/7	Sept. 4 – Script and Character Analysis Sept. 5 – Research
Week 3	9/10 – 9/14	Sept. 11 – Design Elements-Color PROJECT #1-SCRIPT AND CHARACTER ANALYSIS DUE Sept. 13 – Design Elements-Texture
Week 4	9/17 – 9/21	Sept. 18 – Design Elements-Line and Shape Sept. 20 – Design Principles PROJECT #2-RESEARCH DUE
Week 5	9/24 – 9/28	Sept. 25 – Concept PROJECT #3-DESIGN ELEMENTS DUE Sept. 26-28 – NO CLASS (TETA)
Week 6	10/1 – 10/5	Oct. 2 – Media-Watercolor Pencils PROJECT #4-CONCEPT BOARD DUE Oct. 4 – Media-Watercolors
Week 7	10/8 – 10/12	Oct. 9 – Rendering Techniques PROJECT #5-CONCEPT CHARACTER DUE Oct. 11 – Work Day on <i>Earnest</i> Oct. 9-14 - <i>Eleemosynary</i>
Week 8	10/15 – 10/19	Oct. 16 – <i>EARNEST</i> PROJECT DUE HOMEWORK-Read <i>Metamorphoses</i> Oct. 18 – <i>Metamorphoses</i> Discussion
Week 9	10/22 – 10/26	Oct. 23 – Rendering Remix RESPONSE PAPER DUE- <i>Eleemosynary</i> Oct. 25 – Rendering Techniques-Gouache
Week 10	10/29 – 11/2	Oct. 30 – Rendering Techniques PROJECT #6-RENDERING REMIX DUE Nov. 1 – Collaboration
Week 11	11/5 – 11/9	Nov. 6 – Duties of the Designer and Shop Communication PROJECT #7-CONCEPTUAL RENDERINGS (3) DUE Nov. 8 – <i>Metamorphoses</i> Work Day
Week 12	11/12 – 11/16	Nov. 13 – <i>METAMORPHOSES</i> PROJECT DUE Nov. 15 - Budgeting Nov. 13-18 – <i>She Stoops to Conquer</i>
Week 13	11/19 – 11/23	Nov. 20 – Digital Rendering and the Future PROJECT #8-VERSIONS REMIX RENDERINGS (3) DUE Nov. 22-23 – NO CLASS (Thanksgiving Break)

Week 14	11/26 – 11/30	Nov. 27 – Designing Classics RESPONSE PAPER DUE Nov. 29 – Final Project Work Day
Week 15	12/3 – 12/7	Dec. 4 – Final Project Work Day Dec. 6 – Final Project Work Day
Week 16	12/10 – 12/14	Dec. 13 – FINAL PROJECT DUE (8:00 am)

****Note—Schedule is tentative, and subject to change at the discretion of the instructor. ****