

Southeast Missouri State University

Department: Department of Theatre & Dance

Course No.: TH 451

Title of Course: Costume Design II

New: X

I. Catalog Descriptions and Credit Hours of Course:

Advanced study in rendering style and problem solving for costume designers, including survey of costume design opportunities in theatre, dance, film, and other venues.
(3 credit hours)

II. Prerequisite(s):

TH 351; or consent of the instructor

III. Purposes or Objectives of the Course:

- A. To further develop an appreciation of costume artistry;
- B. To continue exploring various materials and tools used in costume rendering;
- C. To master artistic skills in the execution of costume renderings;
- D. To explore career opportunities in costume design; and
- E. To continue building a vocabulary associated with costume design and costume history.

IV. Expectations of Students:

- A. Students will be expected to attend lecture and lab sessions;
- B. Students are expected to complete assigned readings/
- C. Students will be expected to perform satisfactorily on tests and examinations; and
- D. Students will be expected to complete assigned costume projects.

V. Course Outline:

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| Class one | Introduction |
| Class two | Sketching Assignment: Rd. Theoni Aldredge |
| Class three | Figure drawing problems Assignment: Working on hands and feet |
| Class four | Figure drawing continued. Assignment: Rd. Randy Barcelo |
| Class five | Dyeing and painting |
| Class six | Dyeing and painting continued Assignment: Rd. Zack Brown Dying and painting project |
| Class seven | Material manipulation |
| Class eight | Material manipulation continued Assignment: Rd. Patton Campbell |
| Class nine | Dyeing and painting project due Rendering explorations |

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| Class ten | Rendering explorations continued Assignment: Rd. Alvin Colt 3 Rendering styles |
| Class eleven | Material manipulation project due Rendering explorations continued |
| Class twelve | Costume rendering styles due and critique Assignment: Rd. Jane Greenwood Rd. <i>The Importance of Being Earnest</i> |
| Class thirteen | Quiz #1 – <i>Earnest</i> Discussion and analysis <i>Earnest</i> |
| Class fourteen | Research and color schemes <i>Earnest</i> Assignment: Rd. Desmond Heeley |
| Class fifteen | Character studies Assignment: Draw one character with 3 different costume choices |
| Class sixteen | Rendering style for <i>Earnest</i> Assignment: Draw above character in 3 different rendering styles Rd. Ann Hould-Ward |
| Class seventeen | Character rendering due and critique Assignment: Render main characters |
| Class eighteen | Rendering work day Assignment: Rd. Willa Kim |
| Class nineteen | <i>Earnest</i> project due and critique Assignment: Rd. <i>A Midsummer Night's Dream</i> |
| Class twenty | Quiz #2 – <i>A Midsummer Night's Dream</i> Discussion and analysis Assignment: Rd. William Ivey Long |
| Class twenty-one | <i>A Midsummer Night's Dream</i> project announced |
| Class twenty-two | Project work day Assignment: Rd. Santo Loquasto |
| Class twenty-three | Work day |
| Class twenty-four | Work day Assignment: Rd. Bob Mackie |
| Class twenty-five | Work day |
| Class twenty-six | Work day Assignment: Rd. Carrie Robbins |
| Class twenty-seven | Work day |
| Class twenty-eight | Work day Assignment: Rd. Ann Roth |
| Class twenty-nine | Work day |
| Class thirty | Exam |

Final Presentation of *A Midsummer Night's Dream*

VI. Textbook(s) and/or Other Required Materials or Equipment:

- A. Textbook – *Costume Design* by Lynn Pecktal
- B. Supplies: Sketchbook 11” x 14”, black felt pen, drawing pencils, art gum eraser, tracing paper 11” x 14”, Bristol board 11” x 14”, graphite paper, watercolors, watercolor brushes, colored pencils and markers.

VII. Basis for Student Evaluation:

- A. Participation (100 pts.)
- B. Exam and quizzes (150 pts.)
- C. Class Assignments (100 pts.)
- D. Assigned costume projects (400 pts.)
- E. Sketchbook (200 pts.)
- F. Production work sessions (100 pts.)