## Department of Theatre Arts

<table>
<thead>
<tr>
<th>Course Number and Title</th>
<th>CRN</th>
<th>Term / Year</th>
<th>Time and Location</th>
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</thead>
<tbody>
<tr>
<td>Advanced Costume Design</td>
<td>21396</td>
<td>Spring 2015</td>
<td>Monday-Wednesday 9:00am-10:30am Mitchell Hall 06 (Multi-purpose Room)</td>
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</tbody>
</table>

**Instructor**

**Name:** Christopher Domanski  
**Office:** 974-3473  **Cell:** 397-7690  
**Office Location:** 207m Communications Building  
**Email:** cdomanski@uco.edu  
**Office Hours:** Monday 11:00am-2:00pm and Thursday 9:00am-12:00pm

**Catalog Description**

THRT 4333: This course is the capstone course of a costume design student’s experience with the textual analysis, research, conception and execution of a complete costume design. The student will thoroughly analyze dramatic texts and specifically individual characters as well as demonstrate artistic control of drawing, painting and various expressive mediums. The student is expected to become fluent in the language of collaborative communication.

**Prerequisites**

THRT 3413, 3423, 3433 (or concurrent enrollment) and 3733 with a minimum grade of “B” and junior or senior standing.

**Course Objectives**

At the University of Central Oklahoma, we are guided by the mission of helping students learn by providing transformative experiences so that they may become productive, creative, ethical and engaged citizens and leaders contributing to the intellectual, cultural, economic and social advancement of the communities they serve. Transformative learning is a holistic process that places students at the center of their own active and reflective learning experiences. A student’s major field is central to the learning experience and is a vital part of the “Central Six.”

All students will be transformed with Discipline Knowledge, Leadership, Problem Solving (Research, Scholarly and Creative Activities), Service Learning and Civic Engagement Activities, Global and Cultural Competencies, and Health and Wellness.

Upon completion of this course, students will be able to:

- Demonstrate progress in figure drawing and costume rendering skills using watercolor, colored pencils, markers, and collage techniques (1, 3)
- Communicate character interpretations using a variety of research, artistic techniques, and presentation styles (1, 3, 5)
- Articulate a personal design philosophy (1, 2, 3, 5)
- Identify and demonstrate the elements and principles of design (1)
- Create a Costume Show Bible (paper project) to communicate with a costume shop (1, 2, 3, 5)
- Articulate design ideas during class discussions and public presentations (1, 2, 3, 5)
- Participate in peer design critiques (1, 2, 5)

**Number(s) next to objectives represent the tenets of Transformative Learning:**

1. Discipline Knowledge  
2. Leadership  
3. Research, Scholarly and Creative Activities  
4. Service learning and Civic Engagement Activities  
5. Global and Cultural Competencies  
6. Health and Wellness
### Required Texts

*The Magic Garment 2nd edition* by Rebecca Cunningham
Plays as assigned
Additional Handouts through the semester

### Required Materials

- Colored pencils: (Suggested brand- Prismacolor)
- Markers: at least a set of 12 (Suggested brands—Prismacolor, Copic, Sharpie or any other brand with good pigment)
- Watercolor paints (*The PRANG™ 16 palette is inexpensive, easy to transport and has a built-in mixing palette. Tubes of color are also good; If you choose paint tubes, ask for a list of required colors.*)
- Watercolor brushes: Recommended Sizes—10/0 (super fine point), ½” wash, ¼” angle (Suggestion- get synthetic (white bristles) they tend to not shed and are finer)
- Mixing palate: (Suggestion- I use a plate)
- Paper: Bristol Board and Watercolor Paper
- Water container
- Masking tape
- Pencils: can me mechanical or a middle weight (HB, F, B variety)
- Pencil sharpener: if not mechanical
- Eraser: (Suggestion: white rubber, art gum, or kneadable- make sure to not get an eraser with any grit, it will ruin your rendering)
- Sketchbook (8 1/2 x 11 or 9 x 12). This must be used only for Costume Design.
- 12” Ruler
- A container/tackle box/tool box to organize and protect your drawing supplies

### Suggested Additional Materials: (Determined by student on an as needed basis)

- A smock, apron or over-shirt to protect clothing
- Presentation boards
- 3-ring binders for research organization & presentation
- Clear page protectors
- Cardstock
- Other types of paper for experimentation (i.e. charcoal paper, pastel paper, hand made paper, brown paper grocery bags, mat board)
- Scotch tape
- Paper towels, old t-shirt rag for cleaning brushes and creating rendering effects
- Triangles, S-curves, French curves

### Class Format

Class time will be used for lectures, discussions, critiques and activities. This format requires the student to participate actively in the learning process. Please be prepared to participate when you come to class and do not hesitate to ask questions. We will be using markers, paints, messy materials, etc. so please wear appropriate attire (clothes that you don’t mind getting dirty or painted) on those days.

### Course Requirements

**DESIGN PROJECTS:** There are major design projects due during the semester. Students will practice figure drawing, script and character interpretation, research, fabric selection, and a variety of rendering techniques. The final design assignment will require Costume Shop and Wardrobe Paperwork. Specific lists and examples will be provided.

**SKETCHBOOKS:** A variety of research and drawing assignments will be assigned throughout the semester. Students will maintain a sketchbook portfolio containing all research and drawing assignments. Sketchbook portfolios will be collected on specific dates.

**NOTEBOOK:** A collection of pictures and drawings that help provide ideas for
poses, textures, and style. Requirements will be provided.

PORTFOLIO PRESENTATION: Each student will present his/her design work to invited guests at a formal portfolio presentation during finals week.

**Evaluation and Grading Policies**
The following may be earned for the assignments, projects, participation and responses. The grading will be done as follows:

- Play knowledge and participation: 20%
- Design Projects: 30%
- Sketchbook/Notebook: 30%
- Response Papers: 10%
- Final Project/presentation: 10%

100%--90% = A  
69% --60% = D  
89% --80% = B  
59% --50% = D  
79% --70% = C

*The grade of A, which universally confirms excellence, may only be acquired upon the complete demonstration that you have mastered the processes offered for acquisition in this course.*

**Attendance Policy**
Due to the nature of this course, each student is expected to attend class regularly. Students missing 4 or more classes will automatically receive an F or be asked to withdraw from the course.

**Important**—0-5 minutes late=1 tardy, 6-10 minutes late= 2 tardy’s, 11 minutes or more late=absent, 4 tardy’s = 1 absence. Leaving class early or disrupting the learning experience will be considered an absence. Unique individual situations may receive consideration but the automatic “F” for absences may not be excused without the permission of the chair and that of the instructor.

**Technology**
The primary focus of this course is to develop hand drawing and rendering skills and to inform students about professional costume designers. Technology tools include art supplies, artist drawing dolls, ½ scale dress forms, presentation boards, the library, and the Internet.

**Classroom Conduct**
Cell phones are to be silenced during class. You may keep the cell phone on the desk to check time, Central Alert or weather reports, or to take an emergency call out of the room. Text messaging, Facebook, and internet surfing will not be tolerated during class.

**Professionalism**
If you miss class, it reflects on not only your attendance, but also on your participation and effort. Leaving a class early, reading inappropriate material, and/or disruptive decorum of any kind that compromises the integrity of the learning experience will be considered an absence at the discretion of the professor. Poor quality of work, unprofessional behavior, or any activity deemed detrimental to the success of the endeavor at hand, will constitute grounds for failure or dismissal at the discretion of the Professor.

**University Policies**

**Portfolio Presentations**
Professional portfolio presentations will be **Wednesday May 6th, 9:00am-10:50am**, during finals week.
Displays will contain all the work completed during the Costume Design class. The format will be similar to the January portfolio presentations. Resumes are required. Professional attire is required. An invited audience will be on hand to ask questions and give feedback on your work.
More information will be provided closer to the presentation date.
### Calendar

The instructor reserves the right to alter the syllabus and/or class schedule to better meet the needs of the class. There are NO make-ups, extensions, or do-overs in this course. Assignments must be turned in on time in the proper format for credit.

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<th>Date</th>
<th>Topic</th>
<th>Due</th>
<th>Homework</th>
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<tr>
<td>January 12th</td>
<td>Introduction and syllabus explanation</td>
<td></td>
<td>Read: CH 1</td>
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<td>January 14th</td>
<td>Basic Functions</td>
<td></td>
<td>Read: CH 2 &amp; 3</td>
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<td></td>
<td>Costume Design Process</td>
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<tr>
<td>January 19th</td>
<td>No Class-MLK</td>
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<td>Sketchbook #1</td>
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<tr>
<td>January 21st</td>
<td>Understanding the Play Research</td>
<td>Sketchbook #1</td>
<td>Read: CH 4 and PLAY 1 HW- Design Questions</td>
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<tr>
<td>January 26th</td>
<td>Elements of Design</td>
<td>Design Questions and Analysis</td>
<td>Read: CH 5 PLAY Research</td>
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<td>January 28th</td>
<td>Rendering- Sketching</td>
<td>PLAY Research</td>
<td>Read: CH 6 PLAY Sketches Notebook #1</td>
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<tr>
<td>February 2nd</td>
<td>Rendering- Sketching</td>
<td>PLAY Sketches Notebook #1</td>
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<td>February 4th</td>
<td>Cont. Rendering- Markers</td>
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<td>February 9th</td>
<td>Cont. Rendering- Color Pencils</td>
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<td>Read: CH 7 Response- Still Life</td>
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<td>February 11th</td>
<td>Cont. Rendering- Watercolor</td>
<td>Sketchbook #2</td>
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<td>February 16th</td>
<td>DISCUSSION Still Life with Iris</td>
<td>Still Life Response</td>
<td>PLAY 1 Renderings</td>
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<td>February 18th</td>
<td>Choosing Fabrics</td>
<td>PLAY 1 Renderings</td>
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<td>Costume Paperwork and Book</td>
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<td>February 23rd-25th</td>
<td>No Class- ACTF</td>
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<td>PLAY 1 Final Packet Notebook #2</td>
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<tr>
<td>March 2nd</td>
<td>Presentations</td>
<td>PLAY 1 Final Packet Notebook #2</td>
<td>Design Questions and Analysis</td>
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<tr>
<td>March 4th</td>
<td>Discussion PLAY 2</td>
<td>Design Questions and Analysis</td>
<td>PLAY Research Response- Little Women</td>
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<td>March 9th</td>
<td>PLAY 2 Research</td>
<td>PLAY Research</td>
<td>PLAY 2 Sketches MC Sketchbook #3</td>
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<tr>
<td>March 11th</td>
<td>PLAY 2 Sketches- Main Characters</td>
<td>PLAY 2 Sketches MC Sketchbook #3</td>
<td>PLAY 2 Sketches AUX Notebook #3</td>
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<td>March 23rd-25th</td>
<td>No Class- Spring Break</td>
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<td>March 30th</td>
<td>PLAY 2 Sketches- AUX Characters</td>
<td>PLAY 2 Sketches AUX Notebook #3</td>
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<td>April 1st</td>
<td>PLAY 2 Paperwork and Book</td>
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<td>April 6th</td>
<td>PLAY 2 Makeup and Hair</td>
<td>Sketchbook #4</td>
<td>PLAY 2 Sketches- HM Response- KD Concert</td>
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<td>April 8th</td>
<td>PLAY 2 Makeup and Hair</td>
<td>Sketchbook #4</td>
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<td>April 13th</td>
<td>PLAY 2 Makeup and Hair</td>
<td>PLAY 2 Sketches- HM Response- KD Concert</td>
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<td>April 15th</td>
<td>PLAY 2 Makeup and Hair</td>
<td>PLAY 2 Sketches- HM Notebook #4</td>
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<td>April 20th</td>
<td>Final Project Lab</td>
<td>PLAY 2 Sketches- HM Notebook #4</td>
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<td>April 22nd</td>
<td>Final Project Lab</td>
<td>Response- Floyd Collins</td>
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<td>April 27th</td>
<td>Final Project Lab</td>
<td>Response- Floyd Collins</td>
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<td>April 29th</td>
<td>Final Project Lab</td>
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<tr>
<td>May 6th</td>
<td>Final Presentation DUE - 9:00am-10:50am</td>
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