Lectures: 1:15PM – 2:30PM Tues. AND Thurs.  
Lab: 4:00PM – 6:00PM Tues. OR Thurs.

Professor Martin Thaler  
Royall Tyler Theatre--Room 103  
Office: 802-656-0089  Cell: 609-636-2815  Home: 802-863-8702

Tentative Schedule for Office Hours: Wednesdays from 12:00-3:00 are my office hours but these may change based on production meetings. In any event, I have an open door policy so stop by anytime, and do not hesitate to call me at home or on my cell if I am on the road. Call whenever you need to ask a question or just talk. You may also text me, but not after 10:00 at night.

Fundamentals of Costuming is a beginning level course in the areas of both Stage Costume Design and Costume Construction.

The goals of the course include:

1. To give the student the beginning drawing and painting skills necessary to design costumes for the Theatre. This will happen in the Tuesday and Thursday class sessions.
2. To give the beginning student the primary construction skills encountered in a Costume Shop. This will happen in the Tuesday or Thursday lab sessions.
3. To give to the student the opportunity to see how what they have been learning in the construction labs and design classes is applied to a practical production. This will happen during the crew hours working on a departmental production.
4. To develop the beginning student's awareness of the elements, principals and styles of design as it applies to the visual creation of a dramatic character on stage.
5. To explore different mediums of rendering as the student begins to build his/her portfolio by completing six designs for a script under investigation throughout the term.

There is no prerequisite for this course, but a background in Art, (drawing and painting), and Costume History is certainly useful.

The course meets three times a week; twice in a group of not more than sixteen, and once in a lab session half that size. In the Tuesday lectures, the process of design, construction and costuming principals are discussed. Appropriate lecture demonstrations take place to further the student's awareness of design.
techniques. Thursday studios are designed to give the student an opportunity to learn the basic and rudimentary skills in figure drawing, fabric illustration and rendering techniques. The student then focuses on the practical production of these elements within the lab. Lab assignments include the basic construction techniques and a further study of rendering concepts.

There is a minimum of typical outside the classroom assigned reading for this class, but a strong emphasis on developing and practicing the art skills used in design, coupled with detailed study of script analysis and period research demands that the student devote a significant amount of time to the course outside the classroom situation.

REQUIRED TEXT: ARSENIC AND OLD LACE--Joseph Kesselring

COURSE CONSISTS OF:

1. **Tuesday Lecture/Demonstration Sessions**: On these days the focus of the course will be on learning to understand the play, make informed design choices, draw, paint and practice through a series of exercises and demos. Then I will ask you to apply those skills to the design process. I call the process I teach you "The Ten Step Process of Costume Design and Illustration" because I break the learning process down into simple steps that you can learn and feel comfortable with one step at a time. As the course progresses, your focus will turn from learning each step separately to applying those newly acquired skills to the creation of your own set of six costume designs for the play under investigation throughout the term.

2. **Thursday In Class Studio Projects** in figure drawing, watercolor, rendering techniques and design approaches are when you will work on what you have seen and learned on Tuesdays.

3. **Laboratory Project** (4th credit hour) Developing basic construction skills through a practical project geared to introduce the student to the basic construction problems found in any costume shop. A text will be supplied for instructions in completing the lab projects.

4. **Crew Work** (4th credit hour) Participating in the construction process on a practical production; a minimum of 20 hours. These hours are to be completed before the opening date of the last mainstage show of the fall semester, DRACULA. It is the responsibility of the student to see that the shop supervisor initials his/her worksheet for each session.

FAILURE TO COMPLETE 20 HOURS OF CREW WORK MAY RESULT IN A FAILING GRADE FOR THE COURSE.
*UNLESS OTHERWISE ARRANGED WITH THE SHOP SUPERVISOR, THESE HOURS MUST BE COMPLETED BY THE OPENING NIGHT OF DRACULA.
Openings for Crew hours will begin Thurs., September 19th.

Regarding the Tuesday Lecture/Demo sessions and the Thursday In Class Studio Projects; grades are based on:

**Attendance:** Only documented illness or family emergency qualifies as an excused absence. Three non-excused absences will drop a grade one full letter, that is, from an A to a B and so on and so forth. Failure to complete all class assignments may result in a failing grade.

**ATTENDANCE AT ALL TUESDAY /THURSDAY LECTURE STUDIOS LEAD TO THE COMPLETION OF YOUR FINAL PROJECT AND FINAL EXAM PRESENTATIONS**

Regarding the Lab Projects; grades are based on:

**Promptness:** Keeping up with scheduled lay-out for the project. Lab work will be checked at the end of each lab session for completion of the assigned segment. Work missed as a result of an absence must be promptly made up. Lab projects are to be completed in class ONLY, under the supervision of the instructor.

**Attendance:** Only documented illness or family emergency qualifies as an excused absence. Three non-excused absences will drop a grade one full letter, that is, from an A to a B and so on and so forth. Failure to complete all class assignments may result in a failing grade.

**Quality of the work:** The student must demonstrate ability to complete each step of the project as directed by the lab instructor.

**Growth of Abilities:** Learning basic construction skills and improving upon them.

**THE LAB INSTRUCTOR WILL PROVIDE YOU WITH A SEPARATE LIST OF SUPPLIES FOR THE PROJECT.**

**FAILURE TO COMPLETE THE LAB PROJECT MAY RESULT IN A FAILING GRADE FOR THE COURSE**

Regarding the Crew Work; grades are based on:
Attitude: You must demonstrate a positive approach to working with others.

Promptness: be on time for work calls.

Quality of the work completed must be of an acceptable shop standard.

Completion of ALL 20 HOURS, by OPENING NIGHT OF DRACULA

FAILURE TO COMPLETE ALL CREW HOURS BY THE DEADLINE MAY RESULT IN A FAILING GRADE FOR THE COURSE,

Required sections of the course are:

1. Tuesday lecture/demos and their out of class assignments.
2. Thursday Lecture Studio Projects and their out of class assignments.
3. Laboratory sessions and the completion of the lab project.
4. Completion of the Final Design Projects and attendance at their presentations.
5. COMPLETION of 20 hours of Crew Work on the production

FINAL PROJECT GRADING BREAKDOWN:

To achieve a grade of A: 6 Completed Designs must be presented with a perfect verbal and physical presentation.

To achieve a grade of B: 5 Completed Designs must be presented with a perfect verbal and physical presentation.

To achieve a grade of C: 4 Completed Designs must be presented with a perfect verbal and physical presentation.

To achieve a grade of D: 3 Completed Designs must be presented with a perfect verbal and physical presentation.

If you present 2 or less Completed Designs, you will fail the course.
Grades of "deferred" or "incomplete" will only be given for documented medical illnesses or family emergencies.

Percentage Grading Breakdown:

Lab: 25%
Crew Hours: 25%
Final Project Visual Presentation: 25%
Final Project Verbal Presentation: 25%

Take Home Midterm: must be passed with an A to present the final. You may complete it several times if necessary, but you MUST pass it with an A.

Failure to satisfactorily complete ANY of the required sections of the course may result in a failing grade. Likewise, exceptional work on the final presentation of designs, may indicate an understanding of the subject matter that warrants placing more emphasis on that success.

THE DATE FOR THE FINAL EXAM PRESENTATION FOR THIS CLASS IS:
TUESDAY, DECEMBER 13TH, FROM 4:30 - 7:15.
IT WILL BE HELD IN THE COSTUME SHOP.

Course Schedule: Theatre 40:
Fundamentals of Costuming
Fall 2016
HAVE DRAWING AND PAINTING SUPPLIES BY TUES. September 27th

Tues. Aug. 30.  Introduction. Review course syllabus, Step #1: Read *Arsenic and Old Lace* for Homework

Thur. Sep. 1  Demo: The Ten Step Process of Costume Design and Illustration. Developing the costume sketch from standard figure to clothed figure.

Tues. Sep. 6  The Designer’s Process: Where do you begin and what steps do you go through? From getting the job through opening night.

Thur. Sep. 8  Understanding The Given Circumstances of a play as a means to design by: Script analysis: *ARSENIC AND OLD LACE*. BRING SCRIPTS TO CLASS TODAY! COMPLETE SCRIPT ANALYSIS FOR YOUR RESEARCH BINDERS.

Tues. Sep. 13  *Arsenic and Old Lace*: in class discussion and discovery of its given circumstances. **Step #2:** Start to research everything about the period (**Step #3:** especially the clothing of the period). Complete this on your own for Homework throughout the semester. Add examples of primary fashion research for each character to your binders.

Thur. Sep. 15  A Conversation about Building Characters Based on the Director’s Vision: This is the framework to make your design choices in. “Who is this character? How do you want this character to be perceived by the audience?”

Tues. Sep. 20  Meet with Research Librarian Prof. Patricia Mardeusz at Baily Howe Library for help with research methods. **Mid-Term Exam assigned. This is posted on your Library Research Guide.**

Thur. Sep. 22  Trip to the Library Research Annex for Primary sources, and meet with Librarian Peggy Powell.

Tues. Sep. 27  Creating and organizing your Research Binder: Have tabs to add to your binders. **You must print out top at least 5 examples of primary fashion research for each character.**

**COMPLETED BINDERS and MID TERMS ARE DUE OCT 20TH**

Thur. Sep. 29  DEMO/STUDIO: Starting to draw: Learning basic Geometric Shapes and seeing how light falls across them and defines them. Seeing how geometric shapes can turn into clothed figures.
**Tues. Oct. 4**  
**DEMO/STUDIO:** Introduction to Watercolor: painting basic geometric shapes with light from different angles.

**Thurs. Oct. 6**  
**DEMO/STUDIO: Step #5** Method A: Drawing the figure with a graph from an existing photo or drawing; finding axel lines, geometric shapes and adding anatomical detail. Handouts of fashion figures and paper doll figures to draw from. You must create 6 figures using this method for your final.

**Tues. Oct. 11**  
**DEMO/STUDIO:** Working on faces. **Step #4** For Homework: TYPE a detailed physical description of each character based on the given circumstances of the play. Be sure TO DO THIS IN LIST FORMAT. Each LIST should include age, height, weight, facial descriptions, hair color and style, body type, prop used, and physical stance. **THESE ARE DUE OCT. 13th**

**Thur. Oct. 13**  
**Hand in written descriptions of characters**

**DEMO/STUDIO:** Understanding light and shadow as it moves across a clothed figure. Painting a clothed figure on various papers in monochromatic light and shadow. Finish and repeat this project for homework: Painting the “Romeo” design in color. **DUE OCT. 25TH**

**Tues. Oct. 18**  
The Elements and Principals of Design, and integrating them into a verbal presentation.

**Thurs. Oct. 20**  
**Mid-Term Exam Due.** **DEMO:** Painting a completed sketch with watercolor and colored pencil. Have Prismacolor colored pencils for this class. MEET IN THE COSTUME SHOP

**Tues. Oct. 25**  
**Step #6 &7: DEMO/STUDIO:** Working on Adding Anatomical and Character Details to Basic Figures

**Thurs. Oct. 27**  
**Step #8: DEMO/STUDIO:** Adding period undergarments and character details to the Character’s Figure

**Tues. Nov. 1**  
**Decisions on color: Swatching fabrics; meet in the costume shop.**

**Thurs. Nov. 3**  
**DEMO: Step #9** Adding Clothing to Character’s Figures

**Tues. Nov. 8**  
**STUDIO:** Work on Preliminary Sketches in class; have fashion research with you in class for characters to add clothing

**Thurs. Nov. 10**  
**STUDIO:** Work on Preliminary Sketches in class; have fashion research with you in class for characters to work on clothing

**Tues. Nov. 15**  
**In Class Presentations of 3 Preliminary Sketches Day #1**
In Class Presentations of 3 Preliminary Sketches Day #2

THANKSGIVING BREAK

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Working on revisions of Preliminary Sketches in class, and transferring the revised sketch to your paper.

Working on Step 10: Work on painting a final sketch in class, and adding colored pencil for detail.

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PLEASE REMEMBER THAT YOU MUST SCHEDULE A ONE ON ONE MEETING WITH ME THE WEEK OF YOUR PRELIMINARY SKETCHES PRESENTATION BEFORE YOU LEAVE FOR THANKSGIVING BREAK

THE PURPOSE OF THIS IS TO HELP YOU MAKE ANY CHANGES YOU WANT TO MAKE TO YOUR SKETCHES BASED ON FEEDBACK FROM YOUR PRESENTATION, AND ALSO TO WORK WITH YOU ON ANY PROBLEM YOU MAY BE HAVING DIFFICULTY WITH IN REGARDS TO THE FINAL PRESENTATION.

PLEASE TRY TO KEEP A 1 to 2 HOUR SLOT AVAILABLE FOR THIS MEETING.

THE FINAL EXAM PERIOD FOR THIS CLASS IS SCHEDULED FOR:
TUESDAY, DECEMBER 13TH FROM 4:30 TO 7:15
IT WILL BE HELD IN THE COSTUME SHOP.

THIS EXAM WILL TAKE PLACE IN THE FORM OF FINAL PRESENTATIONS OF YOUR SIX COMPLETED
DESIGNS FOR ARSENIC AND OLD LACE.

**Studio Supplies:** AT THE UVM BOOKSTORE, YOU MUST PURCHASE:

- a 17x14 pad of tracing paper,
- a set of 18 watercolor paints in tubes,
- a #12 round watercolor brush,
- an 18” X 2” clear plastic ruler,
- several No. 2 pencils and
- an #8B drawing pencil,
- 1 bag of multiple white add-on erasers (the kind you add on to the end of your pencil),
- and (the big ticket item) a set of 24 Prismacolor colored pencils. * shop these at Michael’s Craft Store with a 50% of coupon.

This will all cost approx. $80.00

**PLUS: Final Project Supplies:** For your final designs you will also need to purchase your choice of Watercolor paper, Cardstock, or Pastel paper. No smaller than 11 X 15 inches for each design.

*SORRY, BUT THIS SYLLABUS IS SUBJECT TO CHANGE.*