Costume Design I
Theatre 452
Spring 2014 syllabus

Professor: Denitsa Bliznakova
Wednesday, 3:30-6:10pm
Office: 217
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Class room: Comm 107

Course Description:
This course is a beginning level costume design class. The emphasis will be on developing visual communication skills by exploring the following topic areas: conveying character with visual elements, communicating designs ideas through sketches, and beginning drawing and costume rendering techniques. The course is project-driven and will involve written, verbal, and visual forms of expression.

Learning Outcomes:
At the conclusion of this course, students should be able to:
  o Analyze play scripts for costume specific information.
  o Know how to successfully research, design, and present costumes for a stage play that display character through costume.
  o Understand periods of fashion history sufficiently enough to create costume designs for certain periods.
  o Effectively communicate design ideas verbally and visually.
  o Make design choices that match the goals of a production.
  o Become familiar with a variety of costume design resources.
  o Assess the work of him/her self and peers, as well as accept criticism from others.
  o Understand the role of a costume designer and their function as part of a design team and production.
  o Meet deadlines.

Texts and Readings:
Required textbook:
The Magic Garment, Principles of Costume Design, by Rebecca Cunningham

Required Scripts:
Good People by David Lindsay-Abaire
The Misanthrope by Molier
The Misanthrope, adapted by Martin Crimp

Recommended:
Character Costume Figure Drawing: Step-by-Step Drawing Methods for Theatre Costume Designers, by Tan Huaixiang
Script Analysis for actors, directors, and designers, by James Thomas
A Handbook of Costume Drawing, a Guide to Drawing the Period Figure, by Georgia O’Daniel Baker
Costume Design 101: The Business and Art of Creating Costumes for Film and Television, by Richard La Motte

Read material before it is discussed in class.

Week 1
Wednesday (1/22)
Due: Bring 5 examples of your art work; choose a costume designer for research; read “Understanding the Play” Chap.2 from Textbook

In Class: Intro to class; sketchbooks; textbooks; painting supplies; Meaning of costume design; different fields and genres of costume design; understanding stage costumes; basic terminology. Discuss how to read a play, how to collect emotional research. Assign Good People. Drawing the human body

Week 2
Wednesday (1/29)
Due: Research of costume designers- presentations; 5 images and 1 page paper as part of your designer research (digital presentations are required); Read Good People; start collecting “emotional research”

In Class: Costume design presentations; Discuss costume approach: analyze text, breakdowns per character and scene, budgeting and time management; resources/research; creating the character

Week 3
Wednesday (2/5)
Due: Sketchbook assignment #1: drawing the human body- 20 figures (10 male and 10 female); Read “Doing Research” Chap.3 from Textbook; Character breakdown; collage based on your “emotional research” for Good People.

In Class: Discuss assignment; demonstrate drawing of modern clothes from flats to the body.

Week 4
Wednesday (2/12)
Due: Specific research per character; preliminary ideas for Good People- in progress; read “Developing the Costume” Chap. 5 from textbook

In class: Presentation of research and preliminary design ideas; Taking the research and inspiration and creating a character.
Week 5

Wednesday (2/19)

In Class: preliminary sketches; line drawings; painting in class; matching colors; dressing the figure

Week 6

Wednesday (2/26)
Due: Final Designs for Good People. (Project 1)

In Class: Design Presentations. Assign The Misanthrope; discuss specific period; show artists work if time allows

Week 7

Wednesday (3/5) Possibly no Class
Due: Character/scene breakdown for the Misanthrope; Sketchbook assignment #3- 8 color and texture swatches.

In Class: Discuss assignment and play; Looking at and drawing period costumes. Drawing and painting in class.

Week 8

Wednesday (3/12)
Due: In progress- general play research for The Misanthrope, by Molier; Sketchbook assignment #4- Line drawings of period costumes (3 women and 3 men)

In Class: Costume history- Baroque; creating templates to work from; body proportions; poses and rendering for preliminary and final sketches.

Week 9

Wednesday (3/19)
Due: Complete period research for all characters in the play; list the main costume design elements in your research.

In class: Work on 5 character sketches (Project 2) from the play (Alceste, plus 2 male and 2 female)

Week 10

Wednesday (3/26) “Catch up with work” day; pair up with a graduate student
Due: read the adaptation of The Misanthrope
In Class: discuss the adaptation of *The Misanthrope* and work in class.

SPRING BREAK no classes on 3/31 and 4/6

Week 11

**Wednesday (4/9)**
Due: 5 final character sketches for *The Misanthrope* (Project 2); Character breakdown for the adaptation of *The Misanthrope*; present general research on the play.

Week 12

**Wednesday (4/16)**
Due: Have all of your research for the adaptation of *The Misanthrope* organized by character; cast the show.

In class: Painting: skin color, hair, other textures; look at samples of costume sketching styles

Week 13

**Wednesday (4/23)**
Due: Read Chapter 7- Choosing Fabric; Preliminary work- modern clothes- research and /or preliminary sketches per specific character.

In class: bring painting supplies; rendering various fabric swatches

Week 14

**Wednesday (4/30)**
Due: Sketchbook assignment #5: 10 fabric swatches; Preliminary work - Luis XIV inspired party

In class: Start planning final presentations. Discuss different presentation methods.

Week 15

**Wednesday (5/7)**
Due: Start Final sketches for *The Misanthrope*; layouts, in pencil

In class: Continue work on final sketches

Week 16

**Wednesday (5/14) FINAL! From 4pm-6pm**
In Class: Final Presentations

Due: All projects from the semester. You are allowed to redo/revise
some of your work (you need approval in advance).

**Assessment:**
Evaluation of the student’s progress towards the learning outcomes will be based on the following: projects, research assignments, in-class drawing and rendering exercises, presentation of design work during in-class critique sessions, attendance, participation, and improvement.

**Grading:**
Anything less than 60 points = F
60-63 points = D-, 64-66 = D, 67-69 = D+
70-73 = C-, 74-76 = C, 77-79 = C+
80-83 = B-, 84-86 = B, 87-89 = B+
90-93 = A-, 94-99 = A, 100 = A+

**Breakdown of assignments and points:**
- Section Projects = 3x10 points each = 30 points
- Attendance = 15x2 points = 30 points
- Sketchbook assignments (5) = 5x4 points each = 20 points total
- Costume designer research = 5
- Final Presentation = 5 points
- 15 assigned hours (by appointment) = 10 points
- Total Points for class = 100 total points possible

**Special Accommodations:** Students who need accommodation of their disabilities should contact me privately to discuss specific accommodations for which they have received authorization. If you have a disability, but have not contacted Student Disability Services at 619-594-6473, Calpulli Center, Suite 31010, please do so before making an appointment to see me.