

Duke Ellington School of the Arts

Design I A73/07*

Instructor:	Beverly Johnson, Costume Shop Manager
Office/Classroom:	Room 112/Costume Shop
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Email:	Beverly.Johnson@dc.gov
Prerequisite:	None
Period:	7
Class Meets:	Monday 2:00pm – 2:40pm Wednesday 2:00pm – 3:25pm Friday 2:00pm – 3:25pm
Credits:	0.50
Text:	<i>Costume Design 2nd Edition</i> – Barbara & Cletus Anderson; and Handouts

Course Description

Beginning exploration into the costume design process, including: basic sewing techniques, researching techniques—library and the Web, script analysis, the costume designer's role though out the production process. Design exercises that will explore the elements and principles of design and their relationship to costumes. Where applicable, the student will perform that role in a school production (e.g., costume designer, costumer, dresser). With instructor approval, eligible students may participate in an internship or other work-based learning experience that connects, reinforces and expands upon training and skills learned in theatre production. Rendering projects will cover all the major costume periods from Egyptian to Modern Day.

Course Goals

To learn basic processes for design, research and construction for period and modern costume on the stage and film.

Art Supplies Needed

- Sewing Needles
- Scissors – fabric shears and paper shears
- 9" x 12" or 11" x 14" drawing paper
- Tracing paper--9" x 12" or 11" x 14"
- Drawing pencils: HB, B, 2B, Ebony, etc.
- Color pencils/markers/pastels
- Basic set of Watercolors or gouache
- Watercolor paper--140 lb.
- Watercolor brushes--size 5, 7 round tip Sableline and a small flat tip brush
- Watercolor palette or tray, water jar, etc.

Instructional Methods (and related grading info)

A variety of instructional methods may be used which include but are not limited to: lecture, multimedia, demonstrations, projects and presentations, speeches, debates, and learning experiences outside the classroom. Methodology will be selected to best meet student needs.

I will show students how to do a technique for various projects. After the demonstration occurs, the class will spend time working on their projects and getting help from me in how to do them. You will also need to work on projects outside of class time. You may if you wish come into the costume shop during the times we are open to get extra help. Grading will be based on the assigned projects, regular class participation, and lab participation.

Student Learning Outcomes

By the end of this course, students should have an understanding and appreciation of the steps needed to get costumes designed, made, and fitting a performer on stage. They should also acquire basic figure drawing and basic sewing skills, several specialized costume craft skills, and be able to make simple costume accessories by adapting existing items like shoes, wigs, and caps.

Grading

Lab Track:

Assigned Project is 40% of grade:

Design Analysis & Renderings

- Reading the Play
- Focusing on the actor
- Historical Research
- Generating a Color Chart, a scene Breakdown, and Dresser lists for a production.
- Other small craft projects as assigned.

Lab Participation 40%

Be there. Be willing. Follow instructions. Remember the 3 P's: Be Polite, Be Prompt, Be Prepared. If you can manage these things, a good grade is assured.

Class Participation 20%

This means providing helpful commentary, ideas, and moral support to your fellow students. It also means you are there for the demos.

Important DESA Student Code of Conduct

DESA requires students to conduct themselves honestly and responsibly, and to respect the rights of others. Conduct that unreasonably interferes with the learning environment or that violates the rights of others is prohibited. Honesty is a primary responsibility of you and every other DESA student. The following are common guidelines regarding academic integrity:

1. Students will not collaborate on any quizzes, in-class exams, or take-home exams that will contribute to their grade in a course, unless permission is granted by the instructor of the course. Only those materials permitted by the instructor may be used to assist in quizzes and examinations.
2. Students will not represent the work of others as their own. A student will attribute the source of information not original with himself or herself (direct quotes or paraphrases) in compositions, theses and other reports.
3. No work submitted for one course may be submitted for credit in another course without the explicit approval of both instructors.
4. No cell phones, iPods, etc.
5. For bathroom breaks, must complete sign-out and sign-in sheet.
6. Students are only allowed to go to their lockers upon arrival in the morning, during lunch, after lunch, before the arts block and after school. Students are expected to plan their day accordingly.

Course policies: This does not imply that you cannot ask for help on your costume projects both from me, other students, or even your parents. Just don't have that person do any major part of construction (minor ones are allowed) and then claim the work as all yours. Specify to me those parts of a project you had major help on, and you will be graded on the work you could do by yourself, yet still be able to accept help on a small part of a project that requires more expert hands. If you did it all yourself, while someone was telling you what to do while looking over your shoulder, it's still all yours, that is how you learn these techniques in this class.

Attendance, Punctuality & Common Politeness: It is difficult to earn full participation credit (20% of grade) if you miss a lot of the class presentations, or regularly come in late. All students are expected to be prompt and prepared for class with a positive attitude to learn through listening, discussing and questioning until ones understanding of the concepts are complete. The student must attend class with a writing utensil, pencil preferred, a note pad for note taking, and three ring binders for handouts. Any lateness or absenteeism of the student or his/her assignments must and can only be nullified with a valid written and signed excuse from a parent/guardian, teacher, or administrator, preferably before the infraction, if not, as soon as possible thereafter. Two or more

unexcused absences per advisory may result in the student receiving a letter grade of “F.” If the student misses an exam, it must be rescheduled for makeup with the instructor. The students that adhere to the above expectation can expect to complete the class with a general understanding of costume analysis and practices, which will function as a foundation to build upon.

Evaluation: Project assignments will be graded based on:

25% Completion (Is the project really done, or have important steps been left unfinished?)

25% Neatness, accuracy, clarity (How much have your drawing/sewing/crafting skills improved?)

25% Creativity (Are the choices you have made in design or construction boring and ill thought out or interesting and clever?)

25% Practicality (Would the project actually be usable in a show on stage)

STUDENT'S NAME (*Please print neatly*): _____ Period: _____

THIS PAGE IS TO BE COMPLETED AND RETURNED BY THE BEGINNING OF CLASS ON:

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I have read the SYLLABUS for Design I A73/07* and have become familiar with the requirements and expectations for the course: grading, attendance and classroom polices; lab and classroom rules; cell phone and personal electronics policies, etc.

Student's Signature: _____

Preferred method to contact parent/guardian (check as many as appropriate):

Email Address (*Please print clearly*): _____

PHONE: Home Phone: _____ Best time: _____

Cell Phone: _____ Best time: _____

Work Phone: _____ Best time: _____