**College of the Canyons**  
**Theatre 130**  
**Costume Crafts**

Fall 2014  
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Section 12402 / Room PAC 114  
(310) 660-3593x3804

Lecture and Lab: 10:40am – 12:55pm  
Office Hours: Thursdays: 1-2pm

**REQUIRED SUPPLIES:**  
*smooth finish sketchpad  
*drawing pencils

*colored pencils and/or ink and/or watercolors  
*colored markers

**Material Costs**  
*Dresser Packet by Sydney Whellin

*Up to 3 fabrics for construction

*Tickets to the 2 productions at College of the Canyons Theatre Department

**SUGGESTED SUPPLIES:**  
fabric scissors  
thimble

small snips  
measuring tape and rulers

seam ripper  
tracing paper for sewing

**Absentee Policy**

No more than three (3) classes may be missed in the semester without affecting your ability to keep up with the assignments and thus the letter grade received for the class.

Assignments must be turned in on the date due, or the grade will be affected as of that date.

NO makeup exams will be allowed unless prior arrangements have been made.

**LATE POLICY:**

Class begins at 10:40am. Every time you are late there will be a mark on your attendance record. After 6 marks, you will be asked to provide the class with a morning treat.

**FOOD POLICY:**

Water bottles and covered drinks are acceptable in the classroom – but not on the cutting table. Do not eat breakfast/snacks/lunch in class.

**Language Policy:** Please refrain from using profanity in general sentence construction and conversation. Each incident of gratuitous vulgarity will be counted as a mark towards providing the class with a morning treat.
Catalog Description:

Presents basic design and construction techniques as applied to theatrical costuming and the theatre process, including tools, materials, fabrics and construction techniques.

Learning Outcomes:

1. Analyze the basic skills required of both costume hand and machine sewing.
2. Synthesize and apply basic theatre and costume design vocabulary.
3. Demonstrate basic skills required of both machine and hand sewing.

Course Objectives:

LECTURE

1. Analyze drawings and costume patterns to effectively anticipate construction problems.
2. Analyze and evaluate production requirements, and select an appropriate course of action.
3. Evaluate the different types of drawings the designer uses to communicate the construction of costumes to theatre personnel.
4. Identify, explain and utilize terminology commonly used in costume crafts.
5. Identify fabrics and materials used in costume construction.
6. Evaluate and select the proper construction techniques for different types of theatrical costumes.
7. Analyze communication skills necessary to work successfully with individuals and production teams.
8. Evaluate the effective use of costume in production.
9. Differentiate between good and poor quality costume construction.

LAB

1. Demonstrate costume construction unique to theatrical production.
2. Demonstrate problem-solving skills in relation to costume projects assigned.
3. Utilize costume construction methods to execute a costume design.
4. Apply time management and other organization skills necessary for the successful completion of a project.
5. Identify and safely operate equipment used in costume construction.
6. Demonstrate communication skills necessary to work successfully with individuals and production teams.

Student Evaluation Methods

Quizzes

(100 points):  Costuming Terminology  9/11  (up to 50 points)
Fabrics  10/21  (up to 50 points)

(100 points) Critique of College of Canyons Productions

YOU MUST ATTEND THEATRE DEPARTMENT PRODUCTIONS:

Fuddy Meers: 10/10-12, 17-19  QUIZ 10/21  (up to 50 points)
The Illusion: 11/14-16, 21-23  QUIZ 11/25  (up to 50 points)
**Extra Credit: New Works Festival (33 points for proof of attendance)**

There will be a quiz in class after the final performance of each of these shows. Be prepared to discuss the costume clothing choices, the success of the stylized elements, and your aesthetic reaction to the costumes used.

**Completed Projects**

1 --- (100 points) **Machine Stitching and Hand Sewing Examples: Samplers**

Use the Costume shop machines and supplies to complete a sampler of various stitches and ways of attaching fasteners to cloth. Neatness counts.

Due 9/25

2 --- (150 points) **Research on Period Garments**

UNLESS you choose to render all the figures, you must include at least three sources in your research. These can be photos, Xeroxes of works of art, sketches. They must be mounted in a binder with the pictures clearly labeled with the type of costume it is and the name of the work of art and artist. Present at least one man and one woman in clothing typifying the most obvious silhouette representative of the following Western European periods:

- **Ancient Egypt** 3100 – 30BC
- **Ancient Greece** 2800-146BC
- **Byzantine** 324-1453AD
- **Late Gothic/Early Ren** 1425-1485AD
- **Renaissance** 1520-1560AD
- **Eliz/Jacobean** 1560-1620AD
- **Late Baroque** 1660-1715AD
- **Victorian & 2nd Empire** 1848-1870AD
- **Late Victorian** 1870 -1890AD
- **WW1 & the 20's** 1912-1929AD
- **30's & WW2** 1930-1945AD
- **The Cold War** 1945-1963AD
- **The Sixties** 1963-1969AD
- **The Seventies** 1970-1979AD
- **The Eighties** 1980-1989AD
- **The Nineties** 1990-1999AD
- **The 21st Century** 2000-2010AD

Due 11/4

3 --- (210 points) **Construct Costume Pieces**

Make three of the following garments to costuming quality standards made to fit your own measurements:

1: Pants or shorts       DUE 10/16 (up to 70 points)
2: wrap pants, or tiered skirt or bolero vest  DUE 11/20 (up to 70 points)
3: Sundress or apron      DUE 12/9 (up to 70 points)

Students with advanced skills may discuss with me the option of completing other garments.

5 --- (200 points) **Rendering, Tear Sheet and Swatch Board**

In a period of your choice – design costumes and present a display of fabric swatches for the following updated scripts:
Little Red Riding Hood: Little Red, Wolf, Granny, Huntsman

The Three Bears: Baby bear, Momma bear, Papa bear, Goldilocks

The Three Little Pigs: 1st, 2nd, 3rd Pig, Big Bad Wolf

Conception Board Due 11/25 (up to 150 points)
Project Final Due 12/4 (up to 50 points)

Participation (Up to 50 points)

The class will be working in the costume shop on projects to enhance the functioning of the theatre and dance productions. Attitude and enthusiasm, as well as focus, will be noted. OTHER READING ASSIGNMENTS AND PARTICIPATION IN DISCUSSIONS ON ASSIGNED PLAYS TO BE READ WILL BE REQUIRED.

Final Exam (100 points) – 12/11/14

Grading
A: 1000-900
B: 899 - 800
C: 799- 700
D: 699 - 600
F: 599 - 0

EXTRA CREDIT OPTIONS:

WORK CREW ON A THEATRE DEPARTMENT PRODUCTION!

*If you successfully complete duties on a production of the semester, you can be credited with 200 points extra credit on your grading. You will also be excused from attending the class time during the week of tech, if you chose. To get 200 points, you must attend all dress rehearsals and performances! Less extra credit points are possible for attendance of at least four dates.

*Attend other performances at this College or another recognized venue, and present a 1-1/2 page paper in a timely manner. Focus on the elements of the Costume Design, the choices made and the success of these choices. Tell of your aesthetic reaction to the overall effect of the costume design.
<table>
<thead>
<tr>
<th>Date</th>
<th>Topic</th>
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<tbody>
<tr>
<td>August 26</td>
<td>Introduction/Syllabus</td>
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<td>August 28</td>
<td>Vocabulary/Concepts</td>
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<td>September 2</td>
<td>One Act</td>
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<td>September 4</td>
<td>Hand Stitches</td>
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<td>September 9</td>
<td>Draw/Color</td>
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<td>September 11</td>
<td>Sewing Machines</td>
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<td>September 16</td>
<td>QUIZ on Vocabulary</td>
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<td>September 18</td>
<td>One Act</td>
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<td>September 23</td>
<td>Last One Act</td>
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<td>September 25</td>
<td>SAMPLERS DUE</td>
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<td>September 30</td>
<td>Dresser duties</td>
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<td>October 2</td>
<td>Storage</td>
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<td>October 7</td>
<td>Notes</td>
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<td>October 9</td>
<td>Sew</td>
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<td>October 14</td>
<td>Fabrics</td>
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<td>October 16</td>
<td>SEWING #1 DUE</td>
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<td>October 21</td>
<td>QUIZ on FUDDY MEERS/ QUIZ on FABRICS</td>
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<td>October 23</td>
<td>History</td>
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<td>October 28</td>
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<td>October 30</td>
<td>Fairy Tale/ Cut #2</td>
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<td>November 4</td>
<td>NOTEBOOK DUE</td>
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<td>November 6</td>
<td>Sew</td>
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<td>November 11</td>
<td>HOLIDAY</td>
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<td>November 13</td>
<td>Sew</td>
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<td>November 18</td>
<td>Swatch</td>
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<td>November 20</td>
<td>SEWING #2 DUE</td>
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<td>November 25</td>
<td>QUIZ on THE ILLUSION/ CONCEPTUAL BOARDS DUE</td>
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<td>November 27</td>
<td>THANKSGIVING HOLIDAY BREAK</td>
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<td>December 2</td>
<td>Sew #3</td>
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<td>December 4</td>
<td>FINAL BOARD PRESENTATIONS</td>
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<td>December 9</td>
<td>SEWING #3 DUE</td>
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<td>December 13</td>
<td>FINAL</td>
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Classroom Behavior and Student Code of Conduct:
Students are responsible for defining and making progress toward their educational goals. Students are expected to respect and obey standards of student conduct while in class and on campus. The Student Conduct Code, disciplinary procedures, and student due process can be found in the college catalog, on the college web site and at the Office of the Dean of Students. Charges of misconduct and disciplinary sanctions may be imposed upon students who violate these standards of conduct or provisions of college regulations. The following are expectations of your behavior in the class:

1. Promote mutual respect and consideration of others.
2. Respect the work of others.
3. Demonstrate respect for tools, equipment and supplies.
4. Practice consideration in maintaining a clean and safe learning environment.
5. Recognize everyone’s opportunity to contribute information.
7. Student behavior resulting in the obstruction of the teaching-learning process will not be tolerated.

Academic Integrity:
This class will be conducted in accordance with the college Student Conduct Code and basic standards of academic honesty. Cheating and other forms of dishonesty are not acceptable and will not be tolerated. Violations will be reported to the school’s administrative staff for appropriate action.

DSP&S provides accommodations to its students’ contingent upon documentation on the type of disability the student has. The purpose of accommodations is to provide "otherwise qualified" students with disabilities the opportunity to demonstrate their knowledge in their studies. If you need assistance please contact the DSPS office or website: http://www.canyons.edu/offices/dsps/default.asp

Class Safety: We are dealing with sharp objects and hot items!
1. If an accident occurs in the lab and a student is injured, dial "7" from any campus phone and later fill-out the appropriate "accident report" available from the laboratory technician on duty.
2. It is each instructor’s responsibility to enforce safety.
3. Ensure that students clean up all their trash.