

# TFMS 375 – COSTUME DESIGN FOR STAGE AND SCREEN

## SPRING 2018

**INSTRUCTOR:** Leah Mazur  
**EMAIL:** lcmazur@smcm.edu  
**OFFICE HOURS** 9:00AM-10:30AM- **M, W, F OR BY APPOINTMENT**

**Course Objectives:** The goal of this course is to introduce students to costuming and costume design for theater and film. Students will apply sketching, drawing skills, and elements of design in order to develop clothing choices for film and theater characters. An understanding and visualization of character will be realized through research, clothing analysis, and appropriate textile applications. Students will learn how to design costume plots and charts, how to manage budgets, and how to prepare for portfolio presentations. **Students will be required to participate in a design-related production crew during the semester.**

**Learning Objectives:** At the end of TFMS 375, students will be able to:

- Deconstruct costume designs as demonstrated by utilizing the basic five elements of the design in relation to the given and perceived qualities of a given character
- Design costumes that benefit the visions of both the director and playwright as demonstrated by addressing the needs of the script and collaborating with the director
- Modify a standard human body pose in rendering as demonstrated by altering the positioning of limbs, rotation of the body, weight distribution, and pivoting of a drawn character
- Demonstrated a knowledge of character(s) development as demonstrated by completing a thorough script and character analysis
- Integrate quality research into the design process as demonstrated by purposefully seeking out primary sources for historical research for reference and inspiration

**Course Structure:** This course meets three times a week on Monday, Wednesday, and Friday from 10:40AM to 11:50AM in Montgomery Hall 163, the Design Studio, accessible from the scene shop as well as the southern hallway corridor. Students will have access to the design studio to complete renderings, projects, etc. **HOWEVER, all students must be out of the building by MIDNIGHT unless otherwise approved by Leah Mazur or Joseph Musumeci, the Technical Director of the space.**

**Attendance Policy:** This class will be conducted in a professional manner. Students should be developing professional habits. There will be **two** free absences given, as specified by the student handbook. **Any further absence will result in the loss of 1/4 a letter grade.** Unexcused Tardiness in excess of 20 minutes will result in loss of 10 points from overall grade. If class is missed, it is the student's responsibility to make arrangements to gather notes, make up work, ETC.  
**\*\*\*Please be aware that drawing assignments are due at specified times during the semester for peer review; should the drawings not be present at the due date, CREDIT WILL BE DEDUCTED AT THE VALUE OF A FULL LETTER GRADE FOR EACH DAY THEY ARE LATE. \*\*\***

**Text:** There is no required text for this class, however, should you wish to have a reference, *The Magic Garment: The Principles of Costume Design*, Second Edition by Rebecca Cunningham will be utilized for lecture purposes.  
-*Lysistrata*, by Aristophanes, *A Raisin in the Sun*, by Lorraine Hansberry, and a musical of your choice will be the shows we work on in class. *Lysistrata* is available online, a copy of *A Raisin in the Sun* can be checked out at the library, I also have a copy of the script to be borrowed, or a copy can be purchased online for less than \$10.

**Course Materials:**

- A sketchbook of at least 11"x14" will be utilized for anatomy/figure drawing
- A sketchbook of at least 11"x 14" for costume renderings
- A set of drawing pencils, ranging from 2B-6H, including kneaded and gum erasers
- Basic watercolor set, color pencil set, marker set, etc. dependent upon the medium you wish to use for costume renderings

<b>Grading:</b>	Class Participation, Attendance:	<b>10%</b>
	Lab Hours/ Crew Assignment:	<b>10%</b>
	10 Sketchbook Assignments:	<b>10%</b>
	Drawing Assignments:	<b>30%</b>
		-3 assignments @ 10% each
	Final Project:	<b>40%</b>

**Academic Integrity:** If work submitted is determined to not be a student's own work, or if completed with unauthorized assistance, the student will receive no credit for the work and it will not be made up, as well as the recourse stipulated in the SMCM handbook. **You are responsible for knowing the policies concerning academic misconduct (cheating, plagiarism, disruption of class, etc.)**

**Blackboard & Email:** **Check your email, Google classroom feed, and blackboard often.**  
**Announcements/information are important to your success in this class.**

**Final:** The final will be comprised of the complete costume design for a show of your choice, including research and fully colored renderings for **ALL CHARACTERS** and **ALL LOOKS** for specified characters, a written concept for the show, design analysis of each character's look(s), as well as a costume plot for the entire show.

**Changes to syllabus:** Circumstances may cause changes to this syllabus. The instructor will be as fair as possible in this regard.

**Disability Statement:** The Office of Academic Services works to ensure that all educational programs are equally accessible to qualified students. Students with physical, learning, and other disabilities are encouraged to contact the Office for Academic Services for specific information and assistance regarding potential special needs.

**For more information or to file a request, please visit:**

<http://www.smcm.edu/academicservices/ada/>

**Or contact:**

Office of Academic Services  
Tel: (240) 895-4388  
Fax: (240) 895-2234  
TTY: (240)-895-4327  
Glendening Hall, Suite 230  
[adasupport@smcm.edu](mailto:adasupport@smcm.edu)

# COURSE OUTLINE

This is an outline, as stated in the course syllabus; this is subject to change in any case of unforeseen circumstances.

## **WEEK ONE:**

- 1/17 Introduction, syllabus, & research/figure drawing lecture
- 1/19 Basics of Design, in-class drawing

## **WEEK TWO:**

- 1/22 Human Figure Proportions, in-class drawing (Sketchbook #1 due- 5 basic figures)
- 1/24 Human Figure Poses, in-class drawing
- 1/26 Human Faces and Hands, in-class drawing

## **WEEK THREE:**

- 1/29 Human Faces and Hands, in-class drawing (Sketchbook #2 due- 6 hands)
- 1/31 Fabric Folds and Garments, in-class drawing
- 2/2 Fabric Folds and Garments, in-class drawing

## **WEEK FOUR:**

- 2/5 The Costume Designer's Role, lecture (Sketchbook #3 due- 10 eyes)
- 2/7 The Costume Designer's Tools, lecture
- 2/9 Collaboration, Organization, and Presentation, lecture

## **WEEK FIVE:**

- 2/12 Beginning the Design: Conceptualizing a Show (Sketchbook #4 due- 10 shoes)
- 2/14 Concept Boards, Concept Sketches
- 2/16 Rendering Techniques and Swatching, *Lysistrata* Discussion

## **WEEK SIX:**

- 2/19 *Lysistrata* research/rough sketch, Round 1 peer review
- 2/21 *Lysistrata* drafts, Round 2 peer review
- 2/23 *Lysistrata* FINAL DRAFTS DUE, peer review

## **WEEK SEVEN:**

- 2/26 Paperwork Breakdown (Sketchbook #5 due- 5 attitude poses)
- 2/28 Documenting the Work and the Job Market
- 3/2 *A Raisin in the Sun* discussion

## **WEEK EIGHT:**

- 3/5 *A Raisin in the Sun* research, rough sketch, Round 1 peer review
- 3/7 *A Raisin in the Sun* drafts, Round 2 peer review
- 3/9 *A Raisin in the Sun* FINAL DRAFTS DUE, peer review

## **WEEK NINE:**

- 3/12 **::NO CLASS:: SPRING BREAK:: NO CLASS::**
- 3/14 **::NO CLASS:: SPRING BREAK:: NO CLASS::**
- 3/16 **::NO CLASS:: SPRING BREAK:: NO CLASS::**

## **WEEK TEN:**

- 3/19 MUSICAL OF YOUR CHOICE, research presentations, Round 1 peer review
- 3/21 Costume Design Video Discussion (Sketchbook #6 due- 5 facial expressions)
- 3/23 MUSICAL OF YOUR CHOICE, rough sketch, Round 2 peer review

## **WEEK ELEVEN:**

- 3/26 Costume Design Video Discussion (Sketchbook #7, 1 draped piece of fabric)
- 3/28 MUSICAL OF YOUR CHOICE, refined sketches, Round 3 peer review
- 3/30 **IN-CLASS WORK DAY**

**WEEK TWELVE:**

4/2 MUSICAL OF YOUR CHOICE, FINAL RENDERINGS, Round 4 peer review  
4/4 MUSICAL OF YOUR CHOICE, FINAL RENDERINGS, Round 4 peer review  
4/6 FINAL PROJECT DISCUSSIONS

**WEEK THIRTEEN:**

4/9 Working Within Equity Standards (Sketchbook #8 due, 10 expressive mouths)  
4/11 Costume Designer Master Studies  
4/13 Developing and Maintaining a Design Portfolio

**WEEK FOURTEEN:**

4/16 Final Project Work Day (Sketchbook #9 due, 1 master study figure drawing)  
4/18 Final Project Peer Review Day  
4/20 Final Project Work Day

**WEEK FIFTEEN:**

4/23 Final Project Peer Review Day (Sketchbook #10 due, 1 master study costume)  
4/25 Final Project Work Day  
4/27 Final Project FINAL PEER REVIEW DAY

**FINAL:**

**DATE TO BE ANNOUNCED**

**TURN IN FINAL PROJECTS**

