

# COSTUME CRAFTS (Introductory technology course-undergraduate)

Vandy Scoates

## COURSE OBJECTIVES AND LEARNING OUTCOMES:

Students will learn the basic objectives of costume design, the design process and how it relates to all elements of a theatrical production. Attendance and reflections of department productions will provide opportunities for students to develop critical understanding and appreciation for the arts.

The student will be provided a basic knowledge of the craft of costuming. Practical experience learning to read modern and historical costume patterns will be explored as well as the development of hand sewing and machine skills necessary to execute basic costume construction techniques.

Students will be able to identify period costume silhouettes and how they relate to the costume design process. Research of a specific period will accompany a historical garment construction and design presentation. Research, written and oral skills will be utilized in order to successfully complete the course.

## TEXTS & MATERIALS:

### REQUIRED TEXTS:

- Basic Sewing for Costume Construction 2<sup>nd</sup> ed. by Rebecca Cunningham

### REQUIRED MATERIALS:

- Sewing Kit
- Fabric and additional notions for completing projects (TBD)
- Pattern Drafting Supplies for completing projects (TBD)

### RECOMMENDED TEXTS:

- The Magic Garment 2<sup>nd</sup> ed. by Rebecca Cunningham
- Draping for Fashion Design by Hilde Jaffe and Nurie Relis

## HIGH POINT FACE COVERING POLICY:

Wearing a face mask reduces the risk of COVID-19 transmission and is a step we can all take to care for the members of our HPU family. Therefore, in compliance with applicable federal, state or local orders, at HPU, **students are required to wear face masks when indoors in all classrooms, labs, studios, and other public spaces (such as hallways, building entrances, public restrooms, in HPU transportation such as shuttles, and other common spaces).** There is not enough evidence to support the effectiveness of masks with one-way valves or vents, gators, or face shields for controlling transmission of the virus, and thus these face coverings are not an acceptable substitute for cloth face masks. Exceptions may be made for the use of face shields with an approved medical excuse or when giving a public presentation in front of a group, as long as there is greater than six feet of distance between speaker and audience.

## GRADING:

### Grading Breakdown:

Class Participation	20% of Final Grade	Bag	15% of Final Grade
Production Response	10% of Final Grade	Tunic Pattern	8 % of Final Grade
Machine Quiz	5% of Final Grade	Tunic build	10% of Final Grade
Mask	12% of Final Grade	FINAL PROJECT	15% of Final Grade
Hand Sewing Project	5% of Final Grade		

## PROJECTS AND ASSIGNMENTS:

### READINGS:

You will have readings from the text *Basic Sewing and Costume Construction* as well as handouts posted on Blackboard. Readings are extremely important and will cover things we cannot get to in class. If I find that the class is not keeping up with the readings, pop quizzes will be given during each class period and those grades will factor into your class participation grade. There are also recommended readings on the calendar. These are not required but may help you better comprehend the material.

### COPY DRAWINGS:

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Starting in the second Tues. of class you are required to do 8 copy drawings throughout the semester.

A “copy drawing” is a drawing you have done by coping the body from a real life photo of a human. A notebook of figures will be provided for the class and you can choose from a different figure each week. You may also find your own figures but they must be photographs, not drawings or paintings.

Your drawing will have your name, date, the time it took you to do the drawing, and the photo’s numeric code (listed at the top of the photo if you are using mine). You may take the photo home with you to work on them or work on it in the building, but it must be returned to the notebook when you turn in your drawing. If you are using your own figure you must attach a photocopy of the figure you are using.

These drawings will be graded pass/fail and are worth 8% of your total grade for the class. I will not grade on artistic merit but only on whether or not the drawing was turned in with all components listed above. The purpose is to improve your drawing and observation skills in relation to costume design. The first four (4) drawings will be on naked human forms and the second four (4) can be of clothed individuals if approved.

You may do an addition 6 drawings (making a total of 14 for the semester) and turn them in on the Tuesdays you are not turning in the official ones. These are worth a total of 1% extra credit each.

### **PROJECTS:**

#### **Mask Project- (12% of Final grade)**

- You will cut and construct a face covering mask for your personal use
- You will be provided materials and patterns to create your mask but may purchase your own if you would like more options.
- You will have several class periods to work on this mask with sewing machines but you may have to finish certain aspects at home or in your dorm if time or circumstances do not allow enough lab time. Additional costume lab time will be arranged on a case by case basis with me. If we are unable to arrange additional time, you may check out your costume lab supply box and bring it to your dorm in order to complete the project. You will then need to check out all materials and they must be returned on the day the mask is due.
- **The project will be graded using the following criteria:**
  - Completed according to instructions: 10%
  - Sturdiness/Durability of stitching: 4%
  - Wear ability/Fit: 1%
- You may create and complete up to 2 additional masks, each worth 4% extra credit, to be donated to a local homeless shelter or taken home. You will have until 3.4 to complete these extra masks.

#### **Hand Sewing Project (5% of final Grade)**

- Using Ch. 1 and 2 from your text book as a guide for muslin pieces you will cut and for sewing, you will execute the following stiches/fasteners:
  - Running Stitch (.25%)
  - Catch Stitch (.5%)
  - Prick Stitch (.5%)
  - Hemming Stitch (.5%)
  - Overcasting (.25%)
  - 1, 4 hole button (.5%)
  - 1 hook and Eye (1%)
  - 1 snap (1%)
- Your grade for each stitch will be based equally on completion and accuracy

#### **Bag Project (12% of Final Grade)**

- For your bag project you will be making a reusable grocery bag.
- There will be fabric available to you to choose from or you can bring in your own. You will need 2 yards of fabric, preferably one thicker (like canvas or denim) and one thinner (like cotton/an old pillow case).
- A Pattern will be provided and you will cut, serge and sew your bag together. You will also attach straps and a snap.

## COSTUME CRAFTS (Introductory technology course-undergraduate)

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- Your grade will be based on 2 criteria: Complete (50%) and that it is sewn well enough to tote 1 gal. of water without ripping (50%)
- We will have time in class to complete the project on but, we cannot guarantee that there will be time during all the costume lab hours to complete it. I would suggest starting on the project early and having your materials ready to bring to class.
- You may have you bag close with either a zipper or a button and button hole, both worth 10% extra credit on the project. You will have to buy your own zipper and I would suggest with either option, practicing on scrap fabric before doing it on your final bag. For full extra credit, these need to be neatly sewn and functional.

### **Production Response-** (10% of Final Grade)

• You are required to see one (1) costumed production at High Point University this semester. We would prefer you stream the production live but if you plan on attending in person, please email me and let me know what night you are coming so we can make sure we have availability with social distancing. I am looking for a clear and concise 2-3 page, double spaced paper in Garamond 12 pt. font.

#### Review should include:

- A detailed description of design using terms we learned in class
  - A design rationale: Why do you think it was designed this way?
  - Your opinion: Did the design help or hinder the piece and why?
  - What moment or visual aspect of the design in the second half of the show affected you the greatest and why?
- You will also include a screen shot of the digital program and answer a question specific to each show. Specific questions will be posted on the assignment page the day of closing.
- You may do up to two (2) addition production responses for 5% extra credit each.

### **Tunic Pattern** (7% of final Grade)

- Using the measurements taken during the week 10 class, or those taken of a friend or relative you would like to make the tunic for, you will draft a tunic on brown paper.
- You will follow the steps listed in Ch. 14 in order to complete your tunic.
- You will have limited space and time during class to complete this drafting so you may want to purchase or “check out” costume shop supplies in order to do this during to classroom hours. Times that the costume shop is open will also be made available.
- Grading will be based equally on completion and accuracy/feasibility.

### **Tunic build** (8% of final Grade)

- Using the pattern you drafted for the previous project, you will build your own tunic.
- You may use whatever fabric you like for this project. You may pull from stock (if available), use muslin (which you can dye or paint by 4/27 for 4% extra credit) or you may purchase your own fabric. Please see Vandy for advise on what fabrics can or should be used.
- You will follow the steps listed in Ch. 15 in order to complete your tunic.
- You will have limited space and time during class to complete this project so please be prepared and don't waste you time in class. Times that the costume shop is open will also be made available.
- Grading will be based equally on completion, fit and accuracy/feasibility.

### **Final Project:** (15% of Final Grade)

- Using either a commercial pattern, draping (5% extra credit), expanding a pattern (5% extra credit) or drafting your own pattern (10% extra Credit) you will build a clothing piece for you own choosing/design.
- I would suggest doing this piece for yourself or for someone in class so that you can assure a good fit.
- You may find a piece of research or draw your design but you must find a pattern that accurately depicts it.
- Commercial patterns are available in the shop but your size or complete pattern pieces may not be so make sure and look the whole commercial pattern before starting. You may find patterns for purchase online and at fabric stores.
- You may use whatever fabric you like for this project. You may pull from stock (if available), use muslin (which you can dye or paint ) or you may purchase your own fabric. Please see Vandy for advice on what fabrics can or should be used for your specific project. Designs and fabrics should be chosen early to allow for shipping times and time.

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- You will have limited space and time during class to complete this project so please be prepared and don't waste your time in class. Times that the costume shop is open will also be made available.
- Grading will be based equally on completion, fit and accuracy/feasibility.

## **QUIZES AND TESTS:**

### **Costume Practical Quiz (5% of Final Grade)**

You will be given a short practical quiz in the costume shop which will include:

- Threading a sewing machine
- Replacing a bobbin
- Sewing a 6" straight stitch (with backstitch at the end) with the correct machine settings
- Sewing a 6" zig zag stitch
- Surging the end of the test material

### **Reading Pop Quizzes-** (Each quiz is equal to 1% of your Class Participation Grade)

If I find that the class is not keeping up with the readings pop quizzes will be given during each class period and they will go into your class participation grade. These quizzes will not be given if you keep up with your reading and participate in active discussion in class that pertain to the reading. Quizzes will be graded as pass/fail with scores above 60% equaling pass and below 60%, fail.

### **CLASS PARTICIPATION :** (20% of final grade):

This class is based on discussions and learning from your classmates. You must actively participate in discussions and answer questions in order to succeed. If you are not in class you cannot participate so excessive absences will also contribute to your participation grade.

I consider good class participation to be:

- Active listening
- Asking and answering questions
- Participating in class discussions
- Making helpful comments on your classmates' and your own work
- Keeping up with assignments and readings in order to be informed for discussions

If I find that the class is not keeping up with the readings pop quizzes will be given during each class period and they will go into your class participation grade.

### **EXTRA CREDIT:**

Most assignments have extra credit possibilities. There will also be other extra credit opportunities that may arise during the semester and you will be told about them in class as they come up.

### **GRADE PERCENTAGE BREAKDOWN:**

97%-100%+ = A+	94%-96.9%----A	90%-93.9%----A-
87%-89.9%----B+	84%-86.9%----B	80%-83.9%----B-
77%-79.9%----C+	74%-76.9%----C	70%-73.9%----C-
67%-69.9%----D+	64%-66.9%----D	60%-63.9%----D-