

# Costume Design I

Fall 2016, M/W 9:00-10:50am  
Room: NFAC 126

## **INSTRUCTOR:**

Kristina (Krissy) Sneshkoff  
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Office: NFAC 115E  
Office Hours: by appointment

**OBJECTIVES:** By the end of the course students will be able to

- Identify design elements and principles.
- Execute design projects through analysis, research, sketches and final renderings.
- Identify silhouettes throughout costume history as well as specific historical vocabulary terms.
- Create finished designs to present in a professional portfolio.

## **CLASS FORMAT:**

- Classes will consist of lectures, demonstrations and discussions.
- Many classes will be hands-on skill building.
- This is a project-oriented class. To succeed you must complete all of the segments of assignments in a timely fashion, using the guidelines presented in class.

## **ATTENDANCE:**

- Students who miss class and/or turn in late work may expect their grades to be lowered for each missed or late work. Each student is allotted two (2) unexcused absences; any absences beyond that or habitual tardiness will lower your final grade by one letter grade. (ex: A becomes an A -, etc.). Late work will only be accepted at the discretion of the Instructor. The grade will reflect the degree of lateness by lowering the overall earned points by ten (10) points for each calendar day it is late.

## **ACADEMIC DISHONESTY:**

Academic Dishonesty will not be tolerated. This includes plagiarism, tracing, dissemination of test materials and any other methods of bending rules for any purpose. Ignorance of the policy does not exempt you from the rule. In compliance with this, no cameras or recordings should be made of any element of the course without the expressed permission of the instructor. Academic integrity is central to the mission of higher education in general and UWSP in particular. The minimum penalty for a violation of academic integrity is a failure (zero) for the assignment. For more information, see the UWSP "Student Academic Standards and Disciplinary Procedures" section of the *Rights and Responsibilities* document, Chapter 14, which can be accessed here:

<http://www.uwsp.edu/stuaffairs/Documents/RightsRespons/SRR-2010/rightsChap14.pdf>

*\*\*\*If you have a disability and require classroom and/or exam accommodations, please register with the Disability and Assistive Technology Center and then contact me at the beginning of the course. I am happy to help in any way that I can. For more information, please visit the Disability and Assistive Technology Center, located on the 6th floor of the Learning Resource Center (the Library). You can also find more information here: <http://www4.uwsp.edu/special/disability/>*

## **EMERGENCY:**

*“In the event of a medical emergency, call 911 or use red emergency phone located (list location). Offer assistance if trained and willing to do so. Guide emergency responders to victim.*

*In the event of a tornado warning, proceed to the lowest level interior room without window exposure at (list primary location for shelter closest to classroom). See [www.uwsp.edu/rmgt/Pages/em/procedures/other/floor-plans](http://www.uwsp.edu/rmgt/Pages/em/procedures/other/floor-plans) for floor plans showing severe weather shelters on campus. Avoid wide-span rooms and buildings.<sup>[L]  
[SEP]</sup>*

*In the event of a fire alarm, evacuate the building in a calm manner. Meet at (state logical location to meet 200 yards away from building). Notify instructor or emergency command personnel of any missing individuals.*

*Active Shooter – Run/Escape, Hide, Fight. If trapped hide, lock doors, turn off lights, spread out and remain quiet. Follow instructions of emergency responders.<sup>[L]  
[SEP]</sup>*

*See UW-Stevens Point Emergency Management Plan at [www.uwsp.edu/rmgt](http://www.uwsp.edu/rmgt) for details on all emergency response at UW-Stevens Point.”*

## **TEXTS:**

**Costume Design**, by Barbara and Cletus Anderson

**Blithe Spirit, Hay Fever, Private Lives: Three Plays**, by Noel Coward

Suggested text: Costume Design: Techniques by Modern Masters by Lynn Pecktal

Supplementary handouts as needed

## **SUPPLIES:**

9x12in spiral bound sketchbook

a set of drawing pencils 6B through 2H

watercolors

paintbrushes (sz 4 & 8),

colored pencils & additional supplies as needed

watercolor paper

1” or 2” Binder for Costume History Morgue

Paper or notebook for taking notes in class

**GRADING**

Design Elements Scavenger Hunt	100
Dance Design Project	100
Love Talker Design Project	150
Noel Coward Play Design Project	200
Mid-term Exam	100
Final Exam	100
Costume History Morgue	150
Copy Rendering	25
Design Responses	75
<b>TOTAL:</b>	<b>1000</b>

**SCHEDULE: Subject to Change**

9/7 Wed	<ul style="list-style-type: none"> <li>• Review syllabus &amp; required materials</li> <li>• Choosing music for dance design project</li> </ul>
9/12 Mon	<ul style="list-style-type: none"> <li>• Costume Design process</li> <li>• Read Chapter 1</li> <li>• Choose music for dance design project &amp; add to Dropbox</li> </ul>
9/14 Wed	<ul style="list-style-type: none"> <li>• Design elements lecture &amp; samples- Unity, Variety, Focus, Balance &amp; Rhythm- Read pgs80-87 &amp; 106-127</li> </ul>
9/19 Mon	<ul style="list-style-type: none"> <li>• Design elements lecture &amp; samples- Line, Shape &amp; Texture</li> <li>• Dance Design research due</li> <li>• Read Chapter 3</li> </ul>
9/21 Wed	<ul style="list-style-type: none"> <li>• Rendering lecture- Line Quality, Scale, Proportion, Illusion of Space, Illusion of Motion.</li> <li>• Read pg 94-106 &amp; Chapter 6</li> </ul>
9/26 Mon	<ul style="list-style-type: none"> <li>• Dance Design pre-lim sketches due</li> <li>• Additional info on final renderings</li> </ul>
9/28 Wed	<ul style="list-style-type: none"> <li>• Color lecture- Read Chapter 5</li> <li>• Paints &amp; sketchbook needed in class</li> </ul>
10/3 Mon	<ul style="list-style-type: none"> <li>• Design Elements- Scavenger Hunt due</li> <li>• Work Day (paints &amp; sketches needed in class)</li> <li>• Paint Demo</li> </ul>
10/5 Wed	<ul style="list-style-type: none"> <li>• Love Talker Analysis- Read the Play</li> <li>• Read Chapter 2</li> </ul>
10/10 Mon	<ul style="list-style-type: none"> <li>• Dance Design final renderings due</li> </ul>
10/12 Wed	<ul style="list-style-type: none"> <li>• Mid-term exam</li> </ul>
10/17 Mon	<ul style="list-style-type: none"> <li>• Love Talker research due</li> </ul>
10/19 Wed	<ul style="list-style-type: none"> <li>• Work day on Love Talker sketches</li> </ul>
10/24 Mon	<ul style="list-style-type: none"> <li>• Love Talker pre-lim sketches due</li> </ul>
10/26 Wed	<ul style="list-style-type: none"> <li>• Work day on Love Talker final renderings</li> <li>• <i>Unnecessary Farce</i> Design Response Due</li> </ul>
10/31 Mon	<ul style="list-style-type: none"> <li>• Costume History 1- Intro &amp; Egyptian</li> </ul>

11/2 Wed	<ul style="list-style-type: none"> <li>• Love Talker final renderings due</li> </ul>
11/7 Mon	<ul style="list-style-type: none"> <li>• Costume History 2- Greek—Byzantine</li> <li>• Read pages 263-272</li> <li>• Copy Renderings Assigned</li> </ul>
11/9 Wed	<ul style="list-style-type: none"> <li>• Noel Coward play analysis</li> </ul>
11/14 Mon	<ul style="list-style-type: none"> <li>• Costume History 3- Gothic—Tudor</li> <li>• Read pages 273-289</li> <li>• History Morgue Part 1 Due</li> </ul>
11/16 Wed	<ul style="list-style-type: none"> <li>• Noel Coward play Research Due</li> <li>• <i>La Cage aux Folles</i> Design Response Due</li> </ul>
11/21 Mon	<ul style="list-style-type: none"> <li>• Costume History 4- Elizabethan—Restoration</li> <li>• Read pages 290-298</li> <li>• History Morgue Part 2 Due</li> </ul>
11/23 Wed	<ul style="list-style-type: none"> <li>• Costume Design Approach</li> <li>• Read Chapter 2</li> <li>• Copy Rendering Due</li> </ul>
11/28 Mon	<ul style="list-style-type: none"> <li>• Costume History 5- Early Georgian—Romantic</li> <li>• Read pages 299-313</li> <li>• History Morgue Part 3 Due</li> </ul>
11/30 Wed	<ul style="list-style-type: none"> <li>• Noel Coward play Pre-lims Due</li> </ul>
12/5 Mon	<ul style="list-style-type: none"> <li>• Costume History 6- Crinoline—Edwardian</li> <li>• Read pages 314-319</li> <li>• History Morgue part 4 Due</li> </ul>
12/7 Wed	<ul style="list-style-type: none"> <li>• Work Day- Noel Coward play Pre-lim Revisions Due</li> </ul>
12/12 Mon	<ul style="list-style-type: none"> <li>• Costume History 7- Teens-1970's</li> <li>• History Morgue Part 5 due</li> </ul>
12/14 Wed	<ul style="list-style-type: none"> <li>• Final Exam</li> <li>• <i>Afterimages</i> Design Response Due</li> </ul>
Finals 12/21 10:15-12:15	<ul style="list-style-type: none"> <li>• Costume History Complete Morgue Due</li> <li>• Noel Coward play final renderings Due</li> </ul>