

COSTUME AND MAKEUP DESIGN II

Antigone Project Part I:

The purpose of this assignment is to investigate possible interpretations of a classic work. The emphasis should be on the depth of the initial analysis and the justification through historic research of the conceptual ideas. The evaluation of the designs will be based on how well they communicate the thematic ideas in the script as well as on the quality of the rendering execution.

Read the script by Sophocles and write a brief (3-5 page) paper outlining the thematic ideas as well as the political, philosophical, and cultural points of view the characters represent.

Bibliography should include 5 sources only two of which can be internet resources.

Upload this paper into WebCT by January 30

Monday January 30: Be prepared to discuss this play and to defend your ideas with concrete information from the script.

Part II includes research, a concept statement, and SIX renderings. Hand out will be given on Monday, January 30.

Antigone Project Part II:

Costume Concept Paper:

Based on the class discussion on January 30th and utilizing your Liberal Arts education of historical content, place this play in another time period prior to the 20th Century or another ethnic region. Research the time period and/or place and write a costume concept paper justifying why this new time period represents the same kinds of conflicts associated with the original script. Describe your costume ideas and justify and defend your choices by indicating how the costumes will communicate the thematic ideas that the characters represent. Upload this concept paper into WebCT. Check the calendar for due date.

Renderings: Design costumes for

Antigone Ismene Creon Eurydice Tiresias Chorus

The renderings must be in finished presentational form including appropriate titles and swatches.