

# TH 263 COSTUME AND MAKEUP DESIGN I

LECTURE: M F 10:00 - 10:50    LAB: T 3:10 – 4:50    OR    W 1:10 – 2:50

**INSTRUCTOR:**    Annie O. Cleveland                      Email: \*\*\*\*\*  
                         Office: \*\*\*\*\*  
                         Office Phone: \*\*\*\*\*

**OFFICE HOURS:**    W        3:00 - 5:00  
                         TH        9:00 – 10:00 , 1:00 – 2:00  
                         F        9:00 – 10:00

**TEXTS:**        The Magic Garment by Rebecca Cunningham  
                         Stage Makeup by Richard Corson

**OTHER MATERIALS:** Make-up kits available at the Bookstore. Additional supplies for the make-up exercises will be discussed in class. Guidelines for purchasing fabric for the sewing project and art supplies will also be given during class.

**COURSE OBJECTIVES:** The students will investigate three broad categories in the process of Costume Design for the theatre:

- Analysis and conceptualization of the visual ideas based on characteristics of characters in a script
- Translation and communication of those elements through a graphic presentation
- The realization of those ideas into makeup designs and application and a constructed garment.

By the end of the class the student should be able to:

- Write a costume concept that articulates the thematic ideas within a script as they are communicated through costumes
- Design garments that communicate some aspect of a character's personality
- Identify the elements of design and articulate how those elements can be manipulated within a costume design.
- Develop a costume plot and additional organizational paperwork for an entire production.
- Create a Makeup plot for a specific character
- Understand basic sewing techniques for the completion of a simple garment.

**STUDENTS WILL BE EXPECTED TO ATTEND PRODUCTIONS PRODUCED BY THE UNIVERSITY THEATRE.**

**TEACHING METHODS:** The class will be taught utilizing a lecture/lab format. The lectures will cover script analysis, psychology of clothing, research methods, the elements of design, organization skills, and basic sewing skills and makeup instruction. The labs will concentrate on computer design exercises, rendering techniques, makeup execution, and a sewing project.

**GRADING CRITERIA:** Students will be graded on their analysis, their participation in class discussion, the effectiveness of their visual presentations, the degree of improvement in their makeup and computer skills, and their final level of proficiency in sewing skills. **ALL WRITTEN MATERIAL THAT IS TURNED IN MUST BE TYPED!!**