

**SYLLABUS
COSTUME DESIGN II
FALL 2012**

Faculty Name: Terry Ann Gordon
Title: Costume Design II
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Office Hours: By appointment : please contact me at either the above email or phone number.

Course Overview: We will explore the role of the Costume designer and the Design process through a variety of mediums : Film, Television and print. With emphasis on character development, the curriculum will include the nuances of costume design for production, the process of script breakdowns, budgeting, and department management. The course will cover basic current industry technologies as well as standard design rendering techniques and the goal is to introduce the student to the film/tv design world and offer an "internship" experience. The following schedule may change as venues/artists become available.

We will have in-class rendering sessions using costumed /life models as well as labs and lectures from visiting professionals working in the industry. Field trips are scheduled to introduce and enhance the students understanding of how the professional world of Costuming works. We will also explore the role of support systems for the film costume industry.

Class Meetings: Thursdays 2 pm-4:50pm

Required Texts: "COSTUMING FOR FILM: The Art and the Craft"
by Holly Cole and Kristin Burke
8x11 Sketch Book and art supplies for sketching and rendering

Suggested Readings: Costume Design by Barbara and Cletus Anderson
Costume Design: Techniques of Modern Masters by Lynn Pecktal
Fabric Painting & Dyeing for the Theatre by Deborah Dryden

Grading Policy: The Final Course Grade is based on the following point scale:

A = 91-100
B = 81- 90
C = 71- 80
D = 61 -70
F = 60 and below

Projects listed in the "Assignments" section will receive specific point values . If a final grade falls between two grades, the final grade will be weighted according to the student's attendance and participation in class. Please see "Assignments" for projects point scale.

Assignments are due on deadline date by the end of class. No exceptions! A missed deadline will result in a 0 for that assignment. Assignments may be emailed ONLY if the student has prearranged this with me.

Attendance, Tardies and Absences: Attendance is mandatory. Class begins at 2 unless previously changed...this may fluctuate depending on assignments, field trips and guest lecturers. Everyone is allowed ONE unexcused absence without penalty...thereafter each absence will result in a 5 point penalty. Assignments/projects are due REGARDLESS of absence
Tardies: If you are late you will be expected to "catch-up" without hindrance to the students who were on time. I will NOT repeat missed information!

Academic Integrity

Dishonesty in any form harms the individual, other students, and the School of Theatre. Therefore, USC policies on academic integrity will be enforced in this course. Papers suspected of containing plagiarized material (the unacknowledged or inappropriate use of another's ideas, wording, or images) will be verified for authenticity by the School of Theatre through internet services. I expect you to familiarize yourself with the academic integrity guidelines found in the current [SCampus](http://www.usc.edu/dept/publications/scampus) (www.usc.edu/dept/publications/scampus).

Disability Services

Any student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Please be sure the letter is delivered to me as early in the semester as possible. DSP is located in STU 301 and is open 8:30 am to 5:00 p.m., Monday through Friday. The phone number for DSP is 213-740-0776.

Course Assignments:

SKETCH BOOK

10 Points

Throughout the semester you will be responsible to FILL the pages of an 8x11 sketch book with outside thumbnail "wardrobe" sketches. Sketch unique fashions worn by everyday people on the street, at the coffee shop, on campus, in store windows, wherever you see interesting clothing choices. Throw in some color, texture, collage and design elements, anything inspirational for a costume treatment. Fill both sides of the pages! NOT one sketch per page!

To Be submitted on Final day!

Aug 30 : As class is delayed due to students' family/ travel issues we will begin class Sept 6 and schedule a makeup day at that time.

Sept. 6 : Introduction: Meet at FIDM museum for the 2012 Emmy Costume nominees exhibit. We will discuss course requirements and syllabus.

Bring sketchbook and drawing materials for sketching at the exhibit

Field Trip: 2:30 Meet at FIDM Downtown LA at 919 S. Grand (see map online)

Parking is difficult and parking tickets are expensive so be careful parking.. There may be street parking and underground FIDM parking lot \$5/day (for detailed directions see FIDM online map) We will view the Emmy nominated costumes for 2012. Included in the exhibit will be costumes from "Game of Thrones", "Smash", "Once Upon a Time", "Downton Abbey", "Pretty Little Liars", "Borgias", "Boardwalk Empire" and many others.

While at the exhibit, do detailed sketches and notations of one costume from each of the following shows: "Game of Thrones", "Once Upon a Time", and "Downton Abbey". FIDM 213-236-1397 919 S Grand Ave LA CA Free open Tuesday-Sat.

Assignment: Design three costume variations for the Queen of Hearts character from "Alice in Wonderland" to be used for the following media projects:

- 1. One for a TV Candy commercial selling "red hots"**
- 2. One for a Katy Perry Music Video**
- 3. One for a childrens special showcasing famous Fairy tale queens**

This is an ongoing design project due for presentation at midterm.

Include your inspiration/research boards and swatches.... All designs should be fully realized and rendered for midterm critique.

READ: Costuming for Film: Pages 2-58

- Sept. 13 Present your designs for critique and continue working on them. We will review the reading assignment : 2-58, discuss shooting schedules the production process and work on cospro software for script breakdown.**

Assignment: DUE 9/20: Watch Federico Fellini's "I clowns" and Tarsem Singhs "The Fall". Research Fellini and write a 2 page overview of their work, artistic philosophy, use of symbolism and spectacle and how these elements were illustrated through the costume designs. Describe how the costumes define the characters for both of these film makers.

- Sept. 20 Be prepared to discuss the films of Singh/Fellini, and present your paper . We will discuss design elements, styles and techniques and how they differ for Film/TV/stage, concentrating on the impact of color, line and texture. Come prepared to sketch, possible figure model for sketching.**

ASSIGNMENT: Design an historically accurate costume for Elizabeth the First. Render it using 3 different and distinctive color palettes to achieve 3 different emotional responses . Keep your palette choices monochromatic and illustrate details.

Read Costuming for Film: 59-103

- Sept. 27 In class: Fabric Explorations: Textures, use of color, shape and form, Dye techniques, aging : begin "swatch boards". We will also review reading material**

ASSIGNMENT: Read "the Mikado" Research Japanese Kimono Fabric and bring a collection of design ideas to class 10/11 for Yum Yum's Kimono. Be prepared to design the Kimono using Collage.

- Oct. 4 TBA: If these venues are available, We will meet in Glendale at "A Dyeing Art" and tour Edwina's Dye studio. If time allows we will continue to Studio Art Metal Shop to where Maggie creates headdresses, rings, armour and other fantastical metal accessories designed for the film industry.**

ASSIGNMENT: continue working on Yum Yum's kimono design.. show inspiration board and kimono research.

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| Oct.11 Present Finished "Alice..." 3 Design plates for critique. | 15 Points |
| Present finished 3 "Elizabeth" Design plates for critique | 10 Points |
| Mikado "Yum Yum" design. | 10 Points |
| MIDTERM EXAM: Based on reading material | 20 Points |

ASSIGNMENT: watch "Masters of the Universe" "Conan the Barbarian"

- Oct. 18 TBA Guest Lecturer: William Stout: Production Designer/Theme park design/Zombies Paleontological Artist: "Creating the world of Fantasy; from Environments to Costumes" . We may travel to his Pasadena studio**

ASSIGNMENT: Write a 2 page short fantasy/sci fi story and design a "being/creature/alien" as it's starcollect "found objects"/ materials to create your creature costume.

- Oct. 25 Present your fantasy story and finished design. Bring all tools, supplies and materials to class to create your costume during class time. Present and model your finished wearable costume. 10 Points**

ASSIGNMENT: Read 106-147

Nov. 1 TBA: Guest Lecturer: Lucas Culshaw: the Art of the Costume Design Illustrator. Lucas will present the role of the Union illustrator as well as the techniques and technology he employs in his work...textures, likenesses (croakies), fabric rendering techniques.

ASSIGNMENT: Read "Christmas Carol" and research period for costume design. Plan Design concept for the 3 ghosts, Ebenezer (day costume and sleepwear) Marley and Belle for a film treatment. You may incorporate CGI, puppets and/or any animation techniques that support your design concept.

Nov. 8 Present Costume Design concept for Christmas Carol. Be prepared to defend your vision.

ASSIGNMENT: Breakdown entire script for "Christmas Carol" using Cospro

Nov. 15 TBA: Studio Shadow day/Visit the Guild Office/tour Costume Rental House

**ASSIGNMENT: Read 150-234
Continue designing "Christmas Carol" plates**

Nov. 22 THANKSGIVING HOLIDAY

Nov. 29 Continue Work on "CC" designs: renderings must be fully realized: details, design elements, color rendering, fabric swatches, lettering.

Dec. 6 TBA: Shadow a TV show in production/review

Dec. 13 Final Exam: Presentation of "Christmas Carol" plates. **15 Points**
Written Exam based on reading material **10 Points**
Present FULL sketch book!!!! (10 points)