I. Catalog Descriptions and Credit Hours of Course:
Advanced study in rendering style and problem solving for costume designers, including
survey of costume design opportunities in theatre, dance, film, and other venues.
(3 credit hours)

II. Prerequisite(s):
TH 351; or consent of the instructor

III. Purposes or Objectives of the Course:
A. To further develop an appreciation of costume artistry;
B. To continue exploring various materials and tools used in costume rendering;
C. To master artistic skills in the execution of costume renderings;
D. To explore career opportunities in costume design; and
E. To continue building a vocabulary associated with costume design and costume
   history.

IV. Expectations of Students:
A. Students will be expected to attend lecture and lab sessions;
B. Students are expected to complete assigned readings/
C. Students will be expected to perform satisfactorily on tests and examinations; and
D. Students will be expected to complete assigned costume projects.

V. Course Outline:

Class one  Introduction
Class two  Sketching
          Assignment: Rd. Theoni Aldredge
Class three Figure drawing problems
          Assignment: Working on hands and feet
Class four  Figure drawing continued.
          Assignment: Rd. Randy Barcelo
Class five  Dyeing and painting
Class six  Dyeing and painting continued
          Assignment: Rd. Zack Brown
          Dying and painting project
Class seven Material manipulation
Class eight Material manipulation continued
          Assignment: Rd. Patton Campbell
Class nine Dyeing and painting project due
          Rendering explorations
Class ten  Rendering explorations continued  
Assignment: Rd. Alvin Colt  
  3 Rendering styles
Class eleven  Material manipulation project due  
  Rendering explorations continued  
Class twelve  Costume rendering styles due and critique  
Assignment: Rd. Jane Greenwood  
  Rd. The Importance of Being Earnest
Class thirteen  Quiz #1 – Earnest  
  Discussion and analysis Earnest
Class fourteen  Research and color schemes Earnest  
Assignment: Rd. Desmond Heeley
Class fifteen  Character studies  
Assignment: Draw one character with 3 different costume choices
Class sixteen  Rendering style for Earnest  
Assignment: Draw above character in 3 different rendering styles  
  Rd. Ann Hould-Ward
Class seventeen  Character rendering due and critique  
Assignment: Render main characters
Class eighteen  Rendering work day  
Assignment: Rd. Willa Kim
Class nineteen  Earnest project due and critique  
Assignment: Rd. A Midsummer Night’s Dream
Class twenty  Quiz #2 – A Midsummer Night’s Dream  
  Discussion and analysis  
Assignment:  Rd. William Ivey Long
Class twenty-one  A Midsummer Night’s Dream project announced
Class twenty-two  Project work day  
Assignment: Rd. Santo Loquasto
Class twenty-three  Work day
Class twenty-four  Work day  
  Assignment: Rd. Bob Mackie
Class twenty-five  Work day
Class twenty-six  Work day  
  Assignment: Rd. Carrie Robbins
Class twenty-seven  Work day
Class twenty-eight  Work day  
  Assignment: Rd. Ann Roth
Class twenty-nine  Work day  
Class thirty  Exam

Final Presentation of A Midsummer Night’s Dream
VI. **Textbook(s) and/or Other Required Materials or Equipment:**
   A. Textbook – *Costume Design* by Lynn Pecktal
   B. Supplies: Sketchbook 11” x 14”, black felt pen, drawing pencils, art gum eraser, tracing paper 11” x 14”, Bristol board 11” x 14”, graphite paper, watercolors, watercolor brushes, colored pencils and markers.

VII. **Basis for Student Evaluation:**
   A. Participation (100 pts.)
   B. Exam and quizzes (150 pts.)
   C. Class Assignments (100 pts.)
   D. Assigned costume projects (400 pts.)
   E. Sketchbook (200 pts.)
   F. Production work sessions (100 pts.)