

# Duke Ellington School of the Arts

## Technical Design & Production Department

### Theatre Design I (TD1) 2019-20

Betty Fenner-Davis, Costume Design Instructor

#### COURSE DESCRIPTION

Duke Ellington technical design & production students will develop technical knowledge and expertise in sewing and support the artist sewer in problem solving creative projects. Sewing machine mechanics, accessories, and maintenance will be explained and explored, including computerized functions. Introduction to the different types of machines, the variety of feet, needles, their functions and other accessories and tips to help them use the best tools or notions for the task.

Introduction to advanced computerized pattern making and production will expose students to a variety of garment industry technical procedures from concept through production. Students visiting WNO Costume house, as well as clothing manufacturers local and New York fashion and theatre district to see the process in action.

They will research requirements for entry level positions at theatres, unions, costume houses, manufacturing for the fashion industry, fashion colleges, as well as prepare a final portfolio and book of resources with contacts to facilitate a working knowledge in their career choice.

#### COURSE OUTCOMES AND OBJECTIVES

At the end of the school year, the student should be able to:

- Converse in the vocabulary of the costume shop, wardrobe departmental needs and costume design, using the techniques and concepts learned to assist in productions and internships.
- Recognize fabrications and their care, labeling, as well as handling.
- Understand roles of the Costume Designer, Assistant costume designer, wardrobe supervisor, costumer, fitter, seamstress, cutter, patternmaker and their part in creating the character image.
- Understand the relationship the team of technical production components to create and support the vision of the director and writer.
- Envision an idea and sketch it, fabricate it, create a pattern, cut and sew to completion.
- Express ideas through costume imagery, opening their imagination to possibilities yet to be, that they may be able to work in this area of creativity.
- Refer to their Resource book and portfolio to enlist internships, scholarships and take advantage of opportunities in the theatre.

## **METHOD OF INSTRUCTION**

- Lecture and Demonstration
- Printed materials, scripts, history and photographs
- Hands on instruction
- Exposure to professionals in the industry in-house and on locations
- Duke Ellington show productions, performances and stage requirements
- Collaboration with industry professionals and standards

## **COURSE OUTLINE**

- I. Overview of the Duke Ellington Costume Shop layout
- II. Inventory costumes, notions, fabrics, trims, shoes and accessories
- III. Understanding positions to operate the costume shop and run a production
- IV. Communication through sketching, descriptions & analysis of show production
- V. Assignment of positions to work the school productions
- VI. Basic Hand Sewing – snaps, hooks/eyes, buttons, hems, embroidery, etc
- VII. Basic Patterns – pillow, apron
- VIII. Wardrobe preparation for fittings, alterations and steam or press.
- IX. Resource book and portfolio as final project

## **COURSE REQUIREMENTS/GRADING**

Participation (10%): This includes punctuality; professionalism/respect; constructive comments and opinions; use of appropriate terminology; thoughtful criticisms; attentiveness; and class discussions.

Practice & Application (Total 50%). This includes student journals; written responses; research; individual and group tasks; home assignments; and presentations.

Assessments (Total 40%). This includes quizzes; student product; cumulative tasks, projects/portfolios; performance tasks; compositions; and unit tests.

## **GRADING SCALE**

The course will be graded on a combined point system (for exams and quizzes) and an evaluation system (for assignments and projects), plus any extra credits earned. Grading will correlate with the following:

**POINT SYSTEM:**

A 93 - 100	B+ 87 - 89	C+ 77 - 79	D+ 67 - 69	Pass 10 pts
A- 90 - 92	B 83 - 86	C 73 - 76	D 64 - 66	Fail 0 pts
	B- 80 - 82	C- 70 - 72	F 63 and below	

**PASS or FAIL SYSTEM:****EVALUATION POINT SYSTEM**

**A+ 5 pts**      **Exceptional**      Earning an “A+” means the student has exceeded advanced understanding and exceeds assignment and project expectations, demonstrating academically superior skills and innovation in that specific area.

**A 4 pts**      **Excellent**      Earning an “A” means the student has exhibited advanced understanding and exceeds assignment and project expectations, demonstrating academically superior skills in that specific area. An “A” is difficult to obtain and indicates unusually high achievement.

**B 3 pts**      **Very Good**      Earning a “B” means the student has exhibited proficient understanding and meets assignment and project expectations. A student receiving a “B” is right on track with the courses high academic expectations. A “B” is something to be celebrated!

**C 2 pts**      **Good/Satisfactory/Ok**      Earning a “C” means the student has exhibited basic understanding and partially meets assignment and project expectations. A student receiving a “C” understands the basic concept or skill, but has not yet reached the proficient level.

**D 1 pt.**      **Unsatisfactory**      Earning a “D” means the student has exhibited minimal understanding and does not meet assignment and project expectations.

**F 0 pts**      **Unacceptable**      Earning a “F” means the student has failed to exhibit minimal understanding and does not meet assignment and project expectations.

**ATTENDANCE REPORTING EXPECTATIONS**

- Attendance is entered during the first 10-15 minutes of the class period. Students will not be excused the first 15 minutes of class.
- Attendance is updated at the end of the class to reflect students who arrived late and should have their mark changed from Absent to Tardy.

**ATTENDANCE IMPACT ON GRADE**

- Grade reduction for 5 unexcused absences in a quarter.
- Automatic “FA” for 10 unexcused absences in a quarter.
- Automatic “F” for 30 unexcused absences in a year.

**GRADE REPORTING EXPECTATIONS:**

- 4 Participation grades entered per quarter
- 5 Practice & Application grades entered per quarter
- 4 Assessment grades entered per quarter
- A minimum of 2 grades entered every 10 business days
- A 10-business day turnaround on any assignment handed in to be graded and entered Aspen

**GENERAL REQUIREMENTS**

A. All work must be neat and turned in on time. Work that is late or in an improper form **MAY NOT BE ACCEPTED!**

B. The student must attend **ALL** class meetings. It is the responsibility of the student to clear all absences with the instructor.

C. Students who miss an examination, quiz or assignment must present a signed and dated official excuse (such as one from a physician or a DESA administrator) and schedule to complete the missed work within one week after returning to class.

D. The instructor reserves the right to consult with others to determine the student's performance on an assignment.

E. The instructor reserves the right to modify the course content and direction, as well as method of evaluation, if circumstances prove this necessary. The students will be given ample notice if any changes are needed.

F. No cheating will be tolerated! All tests and assignments are to be your work, and any quoting or borrowing of ideas of others **MUST BE ACKNOWLEDGED**, and properly denoted.

\*This Syllabus is subject to change.

(REVISED 8/16/19)