THR 480.001 & 480.020
Design For Theatre: Costumes
Fall 2018

Professor Angela Bacarisse
e-mail abacarisse@sfasu.edu Phone: 936-468-1126
Office: FA 130A
Office Hours: vary, check the door
Class meeting time and place: Design Studio M,W, F 2-3:30pm

Course Description:
Theory and practice of the art of theatrical costume design; collaborative design process, development of vision and style, and techniques of design execution. A special emphasis will be placed on the design process, its elements and objectives. There will be discussion of digital rendering.

Program Learning Outcomes:
1. The student will be able to analyze a script in ways that are necessary to a theatre practitioner or scholar/critic.
2. The student will demonstrate an understanding of theatre history and a variety of theatrical styles.
4. The student will demonstrate an understanding of the component areas of theatrical creation, process, production, performance, and study, and their interrelationships.
6. The student will demonstrate intermediate to advanced competence in one or more theatre specialization(s).
8. The student will be able to complete and document a major project as a stage manager, as a designer or technician, or as an actor or director, demonstrating advanced competence in the student’s specialization.
9. The student will be able to present an effective presentation appropriate to the student’s specialization.

Student Learning Outcomes:
1. The student will analyze scripts as a designer to develop appropriate costumes. Supports PLO 1.
2. The student will present research appropriate to the style and period of the project. Supports PLO 2.
3. The student will present a production book that includes the necessary paperwork to complete the costume designs for a production. Supports PLO 4, 6, 8.
4. The student will work on figure drawing and the rendering of fabric to create effective communication with other members of a production team. Supports PLO 4, 6, 8, 9.
Text and Materials:

*Cleveland, Digital Costume Design and Rendering* (optional)

Plays will be available digitally or in the library

The following supplies are **required** for the course

- a sketch pad (11x14 or larger)
- a variety of soft (b) and hard (h) pencils
- med or soft drawing charcoal (optional)
- transfer paper
- sharpeners
- colored pencils (optional)
- a watercolor set of paints and brushes- wait to purchase painting supplies!
- watercolor pencils
- something to hold water
- a paint palette (for mixing colors, microwave dinner plates work well!)
- (optional) markers
- erasers (your new best friend)
- tissues, rags, towels

**eventually you will need some good watercolor paper and canson paper**

- Thumb drive for storing Digital Work
- (optional) Laptop with Corel Paint installed
- Ipad (optional)
- (Optional)- tablet to draw on computer

Grading Policy: **100 point scale**

**Average (C)** Represents achievement that meets the course requirements in every respect. This score does not indicate any shortcoming. All the work was done adequately and completely, and the work showed basic understanding and mastery of the course material.

**Above Average (B)** Represents achievement that is significantly above the level necessary to meet course requirements. Not only were all the basic expectations met, it exceeded minimum expected quality levels. This work probably showed one or more of the following characteristics: excellent understanding of the class material, excellent application of theory to practice, unusual thoroughness in thought and preparation.

**Superior (A)** Represents achievement that is outstanding relative to the level necessary to meet course requirements. This work is superior in every respect, and represents the highest level of achievement. Its quality is so good that it would be unreasonable to ask a college student to improve upon it.
**Below Average (D)** Represents achievement that is worthy of credit even though it does not fully meet course requirements. While there was merit to what was done, there were also deficiencies that meant the work did not fully meet the minimal expectations.

**Failure (F)** Represents performance that fails to meet the course requirements and is unworthy of credit. This work shows serious deficiencies in regard to the expectations for the assignment.

**Some people do not work hard enough to earn the grade they want. This is your responsibility.**

**Some people have to work harder than others to earn a certain grade. This may not be fair, but it is a fact of life.**

**A grade is not a gift from the instructor. A grade is earned based on the degree of accomplishment of various tasks.**

**Attendance Policy:**
Regular attendance is imperative to developing the skills necessary to pass this course. Any absences above 3 will be deducted from the final grade as 1/3 a letter grade. 7 or more absences will result in an automatic failure in the course.

**Academic Integrity (A-9.I)**
Academic integrity is a responsibility of all university faculty and students. Faculty members promote academic integrity in multiple ways including instruction on the components of academic honesty, as well as abiding by university policy on penalties for cheating and plagiarism.

**Definition of Academic Dishonesty**
Academic dishonesty includes both cheating and plagiarism. Cheating includes but is not limited to (1) using or attempting to use unauthorized materials to aid in achieving a better grade on a component of a class; (2) the falsification or invention of any information, including citations, on an assigned exercise; and/or (3) helping or attempting to help another in an act of cheating or plagiarism. Plagiarism is presenting the words or ideas of another person as if they were your own. Examples of plagiarism are (1) submitting an assignment as if it were one's own work when, in fact, it is at least partly the work of another; (2) submitting a work that has been purchased or otherwise obtained from an Internet source or another source; and (3) incorporating the words or ideas of an author into one's paper without giving the author due credit.

Please read the complete policy at [http://www.sfasu.edu/policies/academic_integrity.asp](http://www.sfasu.edu/policies/academic_integrity.asp)

**Withheld Grades Semester Grades Policy (A-54)**
Ordinarily, at the discretion of the instructor of record and with the approval of the academic chair/director, a grade of WH will be assigned only if the student cannot complete the course work because of unavoidable circumstances. Students must complete the work within one calendar year from the end of the semester in which they receive a WH, or the grade automatically becomes an F. If students register for the same course in future terms the WH will
automatically become an F and will be counted as a repeated course for the purpose of computing the grade point average.

**Students with Disabilities**
To obtain disability related accommodations, alternate formats and/or auxiliary aids, students with disabilities must contact the Office of Disability Services (ODS), Human Services Building, and Room 325, 468-3004 / 468-1004 (TDD) as early as possible in the semester. Once verified, ODS will notify the course instructor and outline the accommodation and/or auxiliary aids to be provided. Failure to request services in a timely manner may delay your accommodations. For additional information, go to [http://www.sfasu.edu/disabilityservices/](http://www.sfasu.edu/disabilityservices/).

**Acceptable Student Behavior**
Classroom behavior should not interfere with the instructor’s ability to conduct the class or the ability of other students to learn from the instructional program (see the Student Conduct Code, policy D-34.1). Unacceptable or disruptive behavior will not be tolerated. Students who disrupt the learning environment may be asked to leave class and may be subject to judicial, academic or other penalties. This prohibition applies to all instructional forums, including electronic, classroom, labs, discussion groups, field trips, etc. The instructor shall have full discretion over what behavior is appropriate/inappropriate in the classroom. Students who do not attend class regularly or who perform poorly on class projects/exams may be referred to the Early Alert Program. This program provides students with recommendations for resources or other assistance that is available to help SFA students succeed.

**Diversity inclusion statement**
This class may engage in material covering a diverse range of race, color, religion, national origin, sex, age, marital status, familial status, sexual orientation, and disability. While I encourage you to formulate and express your thoughts and opinions throughout the semester, discriminatory remarks will not be tolerated and may constitute disruptive behavior under the student code of conduct.

<table>
<thead>
<tr>
<th>date</th>
<th>content</th>
<th>Assignment</th>
<th>drawings</th>
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<tbody>
<tr>
<td>R 30</td>
<td>Introduction</td>
<td>drawing</td>
<td>fruit</td>
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<tr>
<td>T 4</td>
<td>What is a costume</td>
<td>chapter one &amp; play one</td>
<td>shoes</td>
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<td>R 6</td>
<td>understanding plays</td>
<td>drawing &amp; chpt 2</td>
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<tr>
<td>T 11</td>
<td>doing research</td>
<td>drawing skills &amp; chpt 3</td>
<td>animals</td>
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<tr>
<td>R 13</td>
<td>research collage</td>
<td>research collage due at end</td>
<td>5pts</td>
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<td>T 18</td>
<td>paperwork</td>
<td>drawing</td>
<td>drape on</td>
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<td>R 20</td>
<td>elements, principles &amp; styles</td>
<td>chpt 4</td>
<td>a chair</td>
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<td>T 25</td>
<td>drawing skills</td>
<td>play one papework due 5pts</td>
<td>clothes</td>
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<td>OCT 2</td>
<td>presentation skills</td>
<td>hands</td>
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<td>R 4</td>
<td>computer drawing skills</td>
<td>play one presentations 10pts</td>
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<tr>
<td>T 9</td>
<td>developing the costume</td>
<td>chapter 5</td>
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<tr>
<td>R 11</td>
<td>drawing skills</td>
<td>play two</td>
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<td>T 16</td>
<td>rendering skills</td>
<td>chpt 6 &amp; digital rendering 5pts</td>
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<td>R 18</td>
<td>developing the character</td>
<td>play 2 paperwork due 5pts</td>
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<td>T 23</td>
<td>addressing the principles</td>
<td>play 2 research collage 5pts</td>
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<tr>
<td>R 25</td>
<td>drawing skills</td>
<td>play 2 research collage 5pts</td>
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<tr>
<td>T 30</td>
<td>drawing and rendering</td>
<td>drape on</td>
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<tr>
<td>Nov R 1</td>
<td>drawing and rendering</td>
<td>play 2 presentations 15 pts</td>
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<tr>
<td>T 6</td>
<td>color</td>
<td>Play 3 reading</td>
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<tr>
<td>R 8</td>
<td>developing the color palette</td>
<td>a hanger</td>
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<tr>
<td>T 13</td>
<td>fabric and texture</td>
<td>chapter 7 &amp; paperwork due 10 pts</td>
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<td>R 15</td>
<td>*** no class** Angela Out</td>
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<td>Thanksgiving Break</td>
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<tr>
<td>T 27</td>
<td>careers in design</td>
<td>chpt 9 &amp; 10</td>
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<tr>
<td>R 29</td>
<td>sketching</td>
<td>sketchbook due 10 points</td>
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<tr>
<td>Dec T 4</td>
<td>sketching and rendering</td>
<td>play 3 collage due 10 pts</td>
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<tr>
<td>R 6</td>
<td>rendering</td>
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<tr>
<td>Dec R 13</td>
<td>10:30am Final presentation</td>
<td>play 3 presentations 15 pts</td>
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School of Theatre
THR 480.001, THR 480L.020
Advanced Lighting Technology
Course Syllabus – Fall 2018

Place: FA113 Other locations will be announced as needed.
Lecture: M/W 1-3
Lab: Scheduled 2HRS per week

Instructor: CC Conn
Phone: 468-1031 E-mail: conncs@sfasu.edu
Office: FA 223 Office Hours: M/W 11-1 or by appointment

Important note about e-mail: I will always expect to contact you through your campus e-mail account. I, in return, am very accessible via e-mail. If you have personal issues with checking your school e-mail account, I suggest you solve them immediately. Communication via e-mail is a general life skill that you should all be learning to manage.

Objective: This course focuses on the process of advanced lighting technology. The course will cover in depth study of electricity, lighting equipment repair and control. Programming of lighting consoles and moving lights will be covered. Learning the inner operations and details of purchasing, repairing, maintenance, and organization of lighting equipment. Hands on exercise will be instituted at every possible level.

Program Learning Outcomes:
Bachelor of Arts:
A4: The student will demonstrate an understanding of the component areas of theatrical creation, process, production, performance, and study, and their interrelationships.
A5: The student will demonstrate intermediate to advanced competence in one or more theatre specialization(s).
A8: The student will be able to complete and document a major project as a stage manager, as a designer or technician, or as an actor or director, demonstrating advanced competence in the student’s specialty.

Bachelor of Arts, Teaching Certification
E4: The student will demonstrate an understanding of the component areas of theatrical creation, process, production, performance, and study, and their interrelationships.

Bachelor of Fine Arts
F3: The student will demonstrate an understanding of the component areas of theatrical creation, process, production, performance, and study, and their interrelationships.
F4: The student will be able to complete and document a major project as a stage manager, as a designer or technician, or as an actor or director, demonstrating advanced competence in the student’s specialty.
F6: The student will be able to present an effective presentation appropriate to the student’s specialization.

Student Learning Outcomes:
Learning Outcomes:
1) Students will be able to demonstrate clear understanding of the complete care and maintenance of typical theatrical lighting equipment. (PLO: A4, A5, E4, F3)
2) Students will demonstrate skill in communicating with lighting designers, technical directors and other production personnel regarding lighting needs of a production. (PLO: A4, A5, E4, F3, F4)
3) Students will master the paperwork, plotting, and organization needed to maintain a theatre lighting inventory. (PLO: A4, A5, E4, F3)
4) The student will execute and present one complete project which will demonstrate the students’ understanding of the course subject matter. (A4, A5, A8, E4, F3, F4, F6)

Text: None Required
Many will be recommended

Course Content:
- Attendance (10%)
- Participation (attitude and drive) (15%)
- Survey and Research materials – rubric will be provided (25%)
- Verbal Presentation – rubric will be provided (25%)
- Final Presentation at Showcase – rubric will be provided (25%)

Course Evaluations: You will be required to log your online course evaluation at the end of the semester. Non-completion of this evaluation will result in a 3% deduction from your final grade. Instructions and further information will be given nearer to that time.

Attendance: Two (1) unexcused lecture absence and one (1) unexcused lab absence are condoned, after which a final grade reduction of 2% of your final grade will be applied for each additional absence. To have an absence excused, documentation of illness or family emergency MUST be provided. It is the student’s responsibility to provide this documentation, and may be verified by the instructor. Sponsored school events may qualify as excused absences upon the instructor’s discretion. It is the student’s responsibility to obtain any missed notes or assignments from the instructor or a dependable classmate.

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Design for Theatre (Scene Design) Fall 2018

SYLLABUS

THR 480
THR 480 (10669-001) / THR 480L Lab (12063-020)
T/R 2:00-4:00 pm
Griffith Fine Arts Bldg, rm 113 Design Lab & Scene Shop
Assistant Professor: Kenneth J. Verdugo
Office: Griffith Fine Arts Building, Room 224
Office hours:
Mon/Wed 9:00-10:50am
Thurs 12:00-1:50 pm
Also available by appointment
Office phone: 936.468.1012
verdugokj@sfasu.edu

COURSE DESCRIPTION
A three credit-hour course composed of one-hour lecture/demonstration and four hours of lab per week. Design for Theatre (Scene Design) is a study of intermediate to advanced techniques and best practices in designing modern theatrical scenery. Topics covered include research, visual play analysis, drawing, basic drafting, model building, painted color elevations and applicable digital design processes.

COURSE REQUIREMENTS
Lecture: Topics will cover professional best practices, diverse styles, demonstrations and historic source material.
Practice: (1) Projects will be assigned introducing students to the basic fundamentals and intermediate applications of drafting conventions and USITT drafting standards. (2) Maintain a regular practice and weekly use of a sketchbook/journal to improve drawing skills. (3) Explore model building techniques and material usage. (4) Complete full design package of a play (includes Research, GP, Section, Front Elevations & Color Elevations).
Presentation: Students will present final product at design-tech exhibit (date TBD)
TOTAL POINTS POSSIBLE: 1000

TEXT
Recommended:
The Craft and Art of Scene Design
by Robert Klingelhoefer

CONTACT INFORMATION
Students may ask questions by email or telephone. Appointments can be made outside of office hours pending availability. It is preferred that email be used for questions outside class time. Do not expect that I will answer instantaneously, but know that all emails and phone messages should be answered within 24 business hours.
In accordance with FERPA policies, I will only use your SFA or D2L email to contact you.
Please note: I will not communicate with students over social media about class or assignments. I will not discuss grades over email, even over D2L. To discuss any concerns, you must make an appointment with me.
REQUIRED SUPPLIES:
Sketchbook: 8 ½” x 11” or larger (hardcover or softcover)
Drafting equipment:
☐ ARCHITECT’S scale ruler
☐ Triangles 8”- 12” (size): 45/45/90 triangle + 30/60/90 triangle,
☐ lead holder & lead pointer (sharpen) – option: mechanical pencil
☐ drafting tape or dots
☐ eraser set (gum, kneaded & plastic erasers)
☐ Optional eraser shield + lining guide

Please see list posted on Blick U: www.dickblick.com/lists/find-blicku/

PROGRAM LEARNING OUTCOMES
1. The student will demonstrate understanding of diverse theatrical styles and design conventions.
2. The student will demonstrate an understanding of the component areas of theatrical creation, process, production, performance, and study, and their interrelationships (e.g. design disciplines and collaboration).
3. The student will demonstrate intermediate competence in the specialization of scene design.

POLICY ON ABSENCES AND TARDIES
It is expected that you will attend all classes. In accordance with department and university policies, you will be allowed a total of three (3) excused or unexcused absences. No documentation is required to explain your failure to attend for the first 3 absences. For additional information on absences, see the cell phone and device policy.
To reinforce the importance of prompt attendance, the accumulation of three (3) tardy arrivals of less than five (5) minutes will be counted as an absence. Additionally, be aware that any tardy arrival of more than five (5) minutes may be treated as an absence.

Be aware that every absence in excess of three (3) will result in your final grade being reduced by half a letter grade per absence and that a total of ten (10) absences will automatically result in a failing grade.

GRADING POLICIES
The following grading standards will be applied:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Excellent work</th>
<th>Above Average</th>
<th>Average</th>
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<tbody>
<tr>
<td>A</td>
<td>100-90%</td>
<td>89-80%</td>
<td>79-70%</td>
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<td>B</td>
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<td>C</td>
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D | Below Average | 69-60% |
F | Unsatisfactory | 59% and below |

Grades will be calculated based on the above standards.