

Intermediate Costume Construction

DRAM: 340. 3 Credits

Spring 2010

Mon & Wed 8:10 – 11am, PARTV 040 (costume shop)

Instructor: Rebecca Coleman

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What is costume construction?

“The Job of the cutter and costume maker is to turn the designer’s ideas into a three-dimensional garment, taking into account the period shape, and overall style of the production. Most designers will reveal the source of their ideas, as it is in their interest that the cutter understands the design. Discuss the feature and problems of the design, looking carefully at any source material. The cutter may see details of cut, that the designer would not understand, which may help to enhance the finished garment.” Jean Hunnisett, costume constructor for the stage and screen.

Course Description:

Intermediate costume construction is set up to focus on developing skills needed to function in a theatrical costume shop. This class is a practical class, in that the projects result in your learning process. The outcome of each task will help you develop and achieve, the skills, needed to be able to call yourself a professionally trained technician.

Course Objective:

To advance each students costume construction abilities and develop professional construction practices as well as self-evaluation practices.

Abilities to be developed during the semester:

1. Competent use of the equipment and tools in the costume shop, including both domestic and industrial sewing machines and surgers, following standard safety practices.
2. Professional construction practices by taking existing skills to a more advanced level.
3. Self-editing one's costume construction efforts.
4. Expand knowledge of various steps of costume construction and their order to complete a whole costume.
5. Develop a costume construction vocabulary and sample set for portfolio and referral.

Textbooks:

Required

Reader’s Digest Complete Guide to Sewing. ISBN 13: 978-0 7621 0420 8

Recommended

The Apron Book, Ellyn Anne Geisel. ISBN 13: 978 0 7407 6181 2

Period Costume for Stage & Screen 1800-1909, Jean Hunnisett. ISBN 0 04 440086 1

Equipment:

Basic equipment will be provided in the lab from the costume shop. You may want to buy your own surplus, if you do MAKE sure you name yours.

Fabric for Project: ALL fabric and trim etc, you will have to provide. Please obtain permission from the costume shop manager FIRST, if you would like to use ANY fabric from the costume shop.

Assignments:

Project 1 : Samples Portfolio.

- A book of Samples, assigned in class.
- Techniques will be graded on a 5 point system
 - 5 pts = Job done perfectly = A
 - 4 pts = Job well done = B
 - 3 pts = work which is adequate = C
 - 2-1 pts = work needs to be redone to improve results = D
 - 0 pts = work not completed = F
- 20% of your final grade

Project 2: Dictionary of Sewing Terms. This Project starts the same time as project 1 and is ongoing throughout the class.

- A terms list off Costume and Sewing Construction vocabulary for your reference.
- Requirements. = 40 pts
 - 6 listings under each letter of the alphabet.
 - Make notes from class and use them in your Dictionary.
 - Evidences of Research.
- Presentation. = 40 pts
 - Imagination.
 - Creative flair, your ability to think outside the box!
 - Representation of the knowledge you have learnt.
- Attitude, Time keeping and Communication. = 20 pts
20% = 100pts

Project 3: Aprons; Not just for the kitchen.

- Make an apron from a pattern and fabric of your choosing. This project is to represent your flare and passion. It has to be functional but also creative.
- Requirements. = 40 pts
 - 3 samples from your sample book of your choice. If you use more you will get EXTRA CREDIT for each additional sample.
 - 1 main pocket that is functional.
 - Evidences of research in a mood board.
- Presentation. = 40 pts
 - Imagination.
 - Creative flair, your ability to use the skills you have developed and execute them within the project.
- Attitude, Time keeping and Communication. = 20 pts
20% = 100pts

Project 4: Skirts, Shirts and Pants oh my.

- Make an outfit for yourself or for someone else in class, from a commercial pattern and fabric of your choosing. This project is to advance your skills and knowledge in all disciplines.
- Requirements. = 60 pts
 - One complete garment, cut, made and finished.
 - Uses of the skills you have gained.
 - Garment can be a modern day or a historic costume.
- Presentation. = 20 pts.

- Creative flair, your ability to use the skills you have developed and execute them within the project.
- Team work, Attitude, Time keeping and Communication. = 20 pts
20% = 100pts

Project 5, FINAL: Project “costume” Runway!

- TOO BE ANOUNCED!!!
 - Requirements. = 20 pts
 - To have fun!
 - Use of the skills you have gained.
 - Perception in project. = 40 pts.
 - Your use of time.
 - Thought process.
 - Presentation. = 40 pts.
 - Creative flair.
- 20% = 100pts

Class Policies:

Attendance: Attendance in this class is mandatory. Absences must be limited to reasons of illness or serious emergency and must be excused by the instructor. Missing classes will greatly hinder your ability to proceed forward. More than two absences will drop the letter grade by one grade per absence.

Tardiness: A person is considered as tardy if they are not in class when class begins. Three instances of tardiness will count as an absence.

Grades: 92+ = A, 90-91 = A-, 87-89 = B+, 84-86 = B, 77-79 = C+, 74-76 = C, 70-73 = C-, 67-69 = D+, 64-66 = D, 60-63 = D-, 59 and lower = F.

Academic Misconduct and the Student Conduct Code:

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at <http://life.umt.edu/VPSA/name/StudentConductCode>

All Theatre & Dance students must have an in-depth knowledge of the practices and procedures outlined in the School of Theatre & Dance Handbook. The Handbook is available online at <http://www.umt.edu/theatredance/about/handbook>

Students with special needs:

The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students (DSS). If you think you may have a disability adversely affecting your academic performance, and you have not already registered with DSS, please contact DSS in Lommasson 154. I will work with you and DSS to provide an appropriate accommodation. <http://www.umt.edu/disability>

Class Calendar **Subject to change**

SP = Sample Portfolios

Week One

(January)

Mon 25th

Introduction to the class. SP: Hand stitching- Closures #1.

Wed 27th

SP: Essential Hand and Hem stitches #2.

Week Two

(February)

Mon 1st

Pattern layout, Cutting and Stitching lines. Finish working on sets.

SP sets #1 and #2 Due.

Wed 3rd

SP: Seams, Darts and pinning #3.

Week Three

Mon 8th

SP: Seam Finishes and Bindings #4. Finish working on set #3.

Wed 10th

SP: Facings and Corded Seams #5.

SP sets #3 and #4 Due.

Week Four

Mon 15th

SP: Gathering, Tucks, Pleats #6

SP set #5 Due.

Wed 17th

Finish working on set #6

Week Five

Mon 22nd

Field Trip!! To Big Stock. Finish working on set #6

SP set #6 Due.

Wed 24th

SP: Buttonholes and Zippers #7.

Week Six

(March)

Mon 1st

SP : Sleeves, Plackets, Collars & Waistbands #8

SP Set #7 Due.

Wed 3rd

Finish working on set #8

Week Seven

Mon 8th

Field Trip!! To Goodwill or Jo-anns

SP set #8 Due

Wed 10th

Project 3: Aprons; Not just for the kitchen. Assignment details given.

Week Eight

Mon 15th

Project 3: Bring in research and work on mood board. Pattern Finalized

Wed 17th

Work on Project 3.

Week Nine

Mon 22nd

Work on Project 3.

Wed 24th

Work and finish Project 3.

Project 3 Due

Week Ten Spring Break

Week Eleven (April)

Mon 5th Welcome back. Revive of Projects so far. Into to Project 4.

Wed 7th Project 4: Skirts, Shirts and Pants. Finalized patterns and fabric.

Week Twelve

Mon 12th Working on Project 4

Wed 14th Working on Project 4

Week Thirteen

Mon 19th working on Project 4

Wed 21th Working on Project 4

Week Fourteen

Mon 26th Field Trip to Mall?

Wed 28th Work and Finish Project 4.

Project 4 Due.

Week Fifteen

Mon 3rd Project 5: Project "costume" Runway!. Too be Announced

Wed 5th Work on Project 5 and Finish

Finals Week

Thursday 13th To be Announced!