Room: Costume Studio

Instructor: Darrin J. Pufall  
darrinpufall@boisestate.edu  
(208) 426-2651 Office

Office Hours: Monday, Wednesday 11:30am-12:30 p.m. p.m.

Meeting Time: Tuesday, Thursday -10:40 a.m. -11:55 a.m.

Course Objective:
This course is designed as an advanced study in Costume Design and Technology. This course will better prepare student designers and directors for Theatre production challenges as well as provide an open discussion on how to keep the integrity of a design and a text based concept, while maintaining the often-required trim financial constraints for a project. With a lab component, this course will offer special projects in the areas of detail costume design, drawing, rendering, costume technology and designing on a budget.

Required text:
INTO THE WOODS (STEPHEN SONDHEIM/JAMES LAPINE)  
THEATRE COMMUNICATIONS GROUP ISBN: 0930452933

Recommended text:
HISTORIC COSTUME FOR THE STAGE (LUCY BARTON)  
WALTER H. BAKER CO. 1963 AISN: B000MXQ3XS

20,000 YEARS OF FASHION (FRANCOIS BOUCHER)  
Harry Abrams, Inc Publisher. ISBN: 0810916932

Supplies:
I have created a list at Dick Blick Art Supply to help you locate the fastest and most inexpensive supplies at: http://www.dickblick.com/lists/find-blicku/
- Drawing pencils and eraser(s)
- 18” X 12” Drawing paper (available very inexpensively at Wal-Mart)
- Approximately 12 sheets of rendering paper (prefer 19.5” X 25.5” Cason Art paper; available at Michaels or art supply stores.)
- Watercolor/Gauche paints
- Watercolor brushes, large surface, medium, and detail brushes.  
  (Try to avoid cheap brushes. Better brushes produce better renderings.)
- You will also be responsible for supplying the materials for each of your projects. My intent for this class is to focus on budget constraints; therefore all lab projects will have a maximum dollar amount at a minimum cost. Existing shop material will also be at your disposal.
Requirements:

Attendance:
Class will meet three times per week as stated. Please be on time and prepared for each class. Much of the course work for this class is “hands on” in class work. You must be present to absorb, discover and create with your fellow designers. If a student can foresee a need to miss class, it should be brought to the instructor’s attention at the earliest possible date so adjustments can be made to the schedule. An absence due to illness should be phoned in, also as early as possible. Do not skip class without notifying the instructor. Missing class will lower your grade.

Production Attendance:
Students will be expected and required to attend all departmental productions. A ticket stub stapled to the program, with your name printed on it, will be due to the instructor the Tuesday following each production strike.

Boise State Theatre Productions - Spring 2009

Hamlet By William Shakespeare

Thursday-Saturday, March 8-10, 7:30 pm Sunday, March 10, 2:00 pm Friday, March 23, 7:30 pm
Tuesday, April 3, 7:30 pm Thursday, April 5, 7:30 pm Saturday, April 7, 7:30 pm Wednesday, April 11, 7:30 pm Friday, April 13, 7:30 pm
Danny Peterson Theatre in the Morrison Center for the Performing Arts

Rosencrantz and Guildenstern are Dead by Tom Stoppard

Tuesday-Thursday, March 20-21, 7:30 pm Saturday, March 24, 7:30 pm Wednesday, April 4, 7:30 pm
Friday, April 6, 7:30 pm Tuesday, April 10, 7:30 pm Thursday, April 12, 7:30 pm Saturday, April 14, July 30 pm Sunday, April 15, 2:00 pm
Danny Peterson Theatre in the Morrison Center for the Performing Arts

Projects

• Five class projects, including the final project. Each class project will be a part of your final project. In order to receive full credit for your final project, you must have completed the previous 4 class projects. Expected with each project is improvement and creativity in design skills and collaboration.

• Five lab projects. These five projects are designed to give students hands on experience in creating selected items from your class projects. Each of these projects will be specifically budgeted.

• Save all process work and research and bring to class as reference during critique/creative sessions.
# Projects at a glance

## Project #1 Trim and Shoes
- Costume Action Chart
- Concept Statement
- 4 color renderings: *Cinderella Look 2, The Baker, The Baker’s Wife, Little Red*
- Research/inspiration

**Lab project A: Trim**

## Project #2 (Millinery)
- 5 color renderings: Florinda, Lucinda, Step Mother (one must include traveling clothes, Witch Look #2 (transformation vehicle) & Grandmother
- Research/inspiration

**Lab Project B: Shoes**

## Project #3 (Distressing)
- 5 color renderings: Jack look #1, Jack’s Mother Look #1, Cinderella Look #1, Mysterious Man, Witch Look #1
- Research/inspiration

**Lab Project C: Millinery**

## Project #4 (Jewelry and Crowns)
- 6 color renderings: Cinderella’s Prince, Rapunzel’s Prince, Steward, Wolf, Rapunzel & Witch look #3
- Research/inspiration

**Lab Project D: Distressing**

**Lab Project E: Crowns and Jewelry**

## Final Project: Complete production Bible for *Into the Woods*
- Renderings and Line Drawings (20 total)
- Swatches (cards)
- Cast Measurements/Contact info
- Research
- MPB lists
- Action Chart
- Hair and Wigs
- Undergarments
- Costume Plot
- Photos of lab progress


**Grading:**

Students are graded individually and based upon the progress made from assignment to assignment. Each assignment is as valuable as the other but progress and improvement is expected with each project. Students are also graded on the following specifics:

- Punctuality and attendance..................................................80 pts
- Project #1.................................................................120 pts
- Project #2.................................................................125 pts
- Project #3.................................................................125 pts
- Project #4 .................................................................150 pts
- *Lab Project A,B,C, D, & E : 5 @ 40 pts each* .................200 pts
- *Final Project*...........................................................200 pts

Total Possible:........1000 pts


**Due Dates:**

Readings and assignments are due at the start of class time and will be discussed during class time. Failure to have reading and outside projects done reduces the effectiveness of the class and will affect students grading. If you foresee a need for extra time on a project/assignment, please bring it to the instructor’s attention as soon as possible and an extension will be considered.

Most projects/critiques will be done in class and therefore will require students to be attentive and ready to work as well as comment on his/her own work in addition to other students work during each class period.
# Theatre 497 Special Topics-Advanced Costume Design
## Spring 2012

<table>
<thead>
<tr>
<th>Date</th>
<th>Activity</th>
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| January, 17| Class Introduction/Designing on a Budget  
**READ:** *Into the Woods*  
**Discuss** *Into the Woods*: Concept Ideas/Musicals and their needs  
Assign Project #1 |
| January, 19| Work on Lab Project A: Trim  
Work day for Project #1  
Painting demo/lab |
| January, 24| Present Rough Sketches/Research Project #1  
Assign Lab Project A: Trim  
Drawing Lab/Basics of proportion (bring pencils and drawing paper) |
| January, 26| Work on Lab Project A: Trim  
Work day for Project #1  
Painting demo/lab |
| February, 7| Project #1 Presentation  
Project #1 Due/Assign Project #2  
Trims and ornamentation creating and modifying Lab Project A Due |
| February, 9| Project #2 Presentation  
Project #2 Due/Assign Project #3  
Project #2 Due/Assign Project #3  
Trims and ornamentation creating and modifying Lab Project A Due |
| February, 21| Project #3 Due  
Assign Lab Project B: Shoe Project  
Lab: Project B Shoe Project |
| February, 23| Project #3 Due  
Assign Lab Project B: Shoe Project  
Lab: Project B Shoe Project |
| February, 28| Project #3 Due/Assign Project #4  
Project #3 Due/Assign Project #4  
Lab: Project B Shoe Project  
Lab: Project B Shoe Project |
| March, 1   | Project C: Millinery Project work day  
Production Bible/Plots/MPB |
| March, 6   | **Present Rough Sketches/Research Project #3**: work day for Project #3  
Lab: Project C Millinery Project work day |
| March, 8   | Lab: Project C Millinery Project work day |
| March, 13  | Lab: Project C Millinery Project work day |
| March, 15  | Distressing/Fabric Modification/ Assign Lab Project D: Distressing Lab Project: C Due |
| March, 20  | *Present Rough Sketches Project #4*  
Project #4 Due/Assign Final Project |
| March, 22  | Lab: Project D: Distressing Project  
Measurements: Why and How/?Undergarments what you need and how to substitute  
Assign Lab: Project E: Jewelry/Crown Project |
| March, 27  | SPRING BREAK-NO CLASS MEETING  
SPRING BREAK-NO CLASS MEETING |
| March, 29  | SPRING BREAK-NO CLASS MEETING |
| April, 3   | Lab: Project D: Distressing Project |
| April, 5   | Lab: Project D: Distressing Project |
| April, 10  | Hair and Wigs/Specialty makeup, masks and effects  
Project D: Due  
Assign Lab: Project E: Jewelry/Crown Project |
| April, 17  | Lab: Project E: Jewelry/Crown Project work day |
| April, 19  | Lab: Project E: Jewelry/Crown Project work day  
Project 4 Presentation  
Project #4 Due/Assign Final Project |
| April 24   | Fabric Swatching: Bring your designs to life  
Creating Fantasy objects -Project E Due |
| April 26   | Fabric Swatching: Bring your designs to life  
Creating Fantasy objects -Project E Due |
| May, 1     | Final Project Work Day  
Final Project Presentations |
| May, 3     | Final Project Presentations |