“A person who gets up in the morning and gets dressed without giving it much thought is putting on clothing. But a person who gets dressed for the effect it will create is putting on a costume.” --Pamela Keech, Costume Designer

Objectives
To develop design sensibilities
To practice relating ideas to scriptural text
To improve drawing skills
To work on communication of ideas through renderings

Course Requirements
*Six design projects:
1. **Baglady** Wendy Shea
   Use “comfort media”; one design
2. **Oedipus** Sophocles
   Use only black and white; focus on line and shape; 6 renderings: design Oedipus, Creon, Tiresias, Jocasta, Priest, one Chorus
3. **Balm in Gilead** Lanford Wilson
   Contemporary period; 10 renderings: design Kay, Babe, Martin, Fick, Dopey, Tig, Joe, Franny, Ann, Darlene
4. **Chronicles of Hell** Michel de Ghelderode
   Focus on textures and mood/atmosphere; explore different type(s) of media; swatch renderings; 9 renderings: design Jan in Eremo, Veneranda, Laquedeem, Sodomati, Krakenbus, Real-Tremblor, Dom Pikkedoncker, Carnibos, Duvelhond
5. **Cyrano de Bergerac** Edmond Rostand
   Design in period (1640); 10 renderings: design Cyrano (also Act 5; 1655), Christian, Roxane (also Act 5: 1655), de Guiche (also Act 5; 1655), Valvert, le Bret (also Act 5; 1655)
6. **The Firebugs** Max Frisch
   Design in artist style (TBD); 9 renderings: design Bidermann, Babette, Anna, Schmitz, Eisenring, PhD, Policeman, Mrs. Knechtling, Chorus

*Written analysis for each play to include:
1. Discussion of the script and significant elements in the script
2. Analysis of the characters to be designed
3. Discussion of the style and period
4. Discussion of your concept/ideas/the world you will create
5. Discussion of the research needed to complete the design
6. Bibliography of sources consulted

Weekly sketch book (sketch from life as often as possible; include figures in as many drawings as possible)
Text Recommendations
Anderson, Barbara and Cletus; Costume Design, Second edition
Pecktal, Lynn; Costume Design: Techniques of Modern Masters

For figure drawing help:
Huaixiang, Tan; Character Costume Figure Drawing
O’Daniel Baker, Georgia; A Handbook of Costume Drawing, Second Edition

Schedule (Tuesday/Thursday class; based on Fall 2006)
Tuesdays will always be in class drawing and media exercises
Thursdays are due dates with discussion and/or in-class critiques

Sept 7 Baglady paper due
Sept 14 Baglady design due

Sept 21 Oedipus paper due
Sept 28 Oedipus design due

Oct 5 Balm in Gilead paper due
Oct 12 Balm in Gilead design due

Oct 19 Chronicles of Hell paper due
Oct 26 Chronicles of Hell design due

Nov 2 Cyrano paper due
Nov 9 Cyrano design due

Nov 16 style workshop
Nov 23 No class

Nov 30 Firebugs paper due
Dec 7 Firebugs design due

Final exam: showcase of semester’s work