



Dance Workshop 1101- 03
Costume Studies, Fall 2017
Class & Lab for Costume Crew

Costume Design Instructor

Barry Doss (917) 375-5881 bwd006@shsu.edu

Costume Shop

(936) 294-3343

Costume Studies Assistants

Lena Yeh & Kelly Clipper

Stitchers and Studio Assistants

Emma Nichols Payne Kaeleb Edwards Alex Archer
Tyler Archie Benjamin Edwards Analicia Rodriguez

CLASS

Class Schedule

- Class meets every Tuesday from 6:00 PM to 7:20 PM in the Costume Shop

Tuesday Night Talks (Topics that may be explored and discussed in Class)

- What is Design?
- Costume Design Concepts (Historic or period style research, illustration and presentation)
- Costume Construction Techniques (basic patterning, cutting, and assembling dance garments) Intro Level – T-shirt Project (First Semester), Intermediate Level – Shorts Project (Second Semester), Design Level (Third Semester – No lecture, Advanced Lab)
- The Sewing Machine and basic sewing skills
- Serger, Cover-stitch, and stretch-and-sew techniques
- Fabric Fundamentals, Patterning, Draping, and Cutting Layout

- History of Dance Costume Design and Dance Costume Basics
- Costume Design v/s Wardrobe
- Costume Jobs & Employment in Show Business
- Dancewear Manufacturing

Assignments

- Design Research Presentation
- Single Garment Construction (Stretch dance shorts)
- Final Test on Costume Shop Fundamentals
- Specific Costume Design and Construction Assignments in teams toward the execution of the Spectrum dance concert.
- Creative Design Project (this is an extra project that may or may not be assigned depending upon the total work load of the semester, the instructor will decide.)
- Dance Costume Design for Spectrum (Mainstage) – Design Level (3rd Semester with approval), Advanced Design Level (Fourth Semester with Special Permission)

LAB

Costume Shop Lab Time

- 3 hours of weekly lab are **REQUIRED** additionally (but not limited to) for Intro and Intermediate Levels, 4. 5 hours are required (but not limited to) for Design Level of: sewing, costume construction, and crafting toward the execution of the costume designs for the **SPECTRUM Concert** scheduled for **Nov 30, Dec 1 & 2**. In addition you will be asked to participate in other Costume Shop activities towards the organization of the Costume Closet, Sewing Studio/Work Room, and Laundry/Dye Room.
- Shop schedule for student access is Tuesday, Wednesday, Thursday, Friday 11am-8pm. You are **REQUIRED** to establish a regular 3-hour or 4.5-hour minimum time slot for your Costume Crew Lab within the allotted DCS Schedule from Tuesday through Friday. Official department **LUNCH BREAK is from 12:20 to 1:00**. If you absolutely cannot establish a continuous 3 hour slot with your schedule, you may do it over 2 sessions as 1.5 hours X 2 or 1 hour + 2 hours. A similar split for Design Level students is also acceptable. A split schedule can be done in a single day or over two days. You must submit your lab schedule by **Friday, Sep. 15th**. The schedule will be printed and posted in the DCS and on the door in the hallway.
- In the event that you cannot make your scheduled allotted time, you must contact the instructor to inform him in advance. Your missed lab session can be made up at an alternate time, but must be recorded in the Lab Attendance Binder.

There is a high level of expectation for creative participation in lab and crew, **TEAMWORK** is key and developing **strong collaborative skills** is essential. Simple workshops on some basic sewing and machinery techniques will be conducted and incorporated into projects. You will be required to attempt and exercise a basic standard of execution of these techniques. As the semester progresses towards the concert we will

establish the strengths and skills of our **Spectrum Costume Design Team** and **Team Leaders** will be assigned to the different pieces that comprise the upcoming concert (everyone on **Costume Crew** will be assigned a Team Leader role). The instructor will assign tasks as needed toward the successful execution of the design. These task assignments will take into consideration your skill level and talent in any given area.

During your **weekly Lab Hours** for **Costume Crew** you will be exposed to and learn about the following:

- Developing Costume Design ideas for Dance
- Body measurement techniques and recording
- Costume construction techniques
- Basic patterning concepts and techniques
- Draping techniques and muslin mock up
- Basic sewing machine operation skills to advanced techniques
- Basic serger operation and techniques
- Industrial Machine operation and techniques (cover stitch and serger)
- Stretch and sew techniques for lycra and other stretch fabrics
- Hand-sewing techniques and closures
- Fitting techniques, Fitting = FOCUS
- Alteration techniques
- Gussets and costume movement engineering
- Ironing and pressing techniques
- Fabric dying and painting
- Laundry techniques for costumes
- Costume Storage and Maintenance
- Studio Management, Organization, and Archiving

SPECTRUM

SPECTRUM Dance Concert

- **FULL COMPLETION** of all Spectrum related design projects is **MANDATORY**. During the semester your strengths and talents will be assessed by the instructor as to your best contribution toward the design, patterning, construction, crafting, dying, painting, pulling, purchasing, laundering, and/or maintenance of the costumes for each concert piece. **Design Teams** will be created, specific tasks assigned, and your participation and contribution to the overall arc of the production process will be expected and monitored as Spectrum approaches. The expectation of full crew participation increases and intensifies the two weeks prior to the concert. The minimum of 3 hours per week will open to an unlimited amount of time that will instead be based on the understanding that you must **SHOW UP** as a contributing part of your team with the goal of **FINISHING** your defined and expected work while also actively help in the problem solving of inevitable creative challenges that arise naturally, or **UNEXPECTEDLY**. If you are

elected to be either **Costume Production Assistant** or **Wardrobe Crew Head**, you will be required to be available for tech rehearsals and the run of the show, as well as strike and laundry call.

- **Spectrum Wardrobe Running Crew** is MANDATORY for all enrolled in the class, whether you are cast in the production or not. The crew will work cooperatively with the Wardrobe Crew Head(s) for the run of the production. DO NOT SCHEDULE TIME TO GO OUT OF TOWN DURING TECH WEEK or the SPECTRUM CONCERT.
- **Spectrum Strike - Anyone who does not attend Strike without a valid excuse (illness, family death, injury) or prearranged permission will FAIL Dance Workshop - Costume Studies/Crew.**

Attendance

Recording Attendance & Work Log

- It is your **RESPONSIBILITY** to record your attendance in the Class Binder (for Tuesday Night Talks) and The Lab Binder (for Crew). These are **two different components** that comprise this course and are in **two separate binders**.
- **Attendance Sheets** - At Midterm, I will review these attendance sheets to help assess your progress and current grade. At the end of the semester, I will again utilize these sheets to generate the attendance portion of your grade, so accurate recording of your attendance is essential and effects your grade.
- **Work Log Sheets** - Additionally, in the Lab Binder you are ALSO **RESPONSIBLE** for documenting the work you do in Crew on the Work Log – **NOTE:** this is NOT the same as the Attendance Record, this is a log of the work activities you accomplish on the day you come to Lab.
- To summarize, there are **three things** you are **RESPONSIBLE** for recording
 1. **Class Attendance in the Tuesday Night Class Binder**
 2. **Lab Attendance in the Lab Binder for Costume Crew**
 3. **Work Log in the Lab Binder for Costume Crew**
- The only excused absences are for official departmental purposes such as ACDA. Any other absence must be made up or you do not receive credit for that day in class or lab.

The DCS

Dance Costume Shop Rules

- Listen, ask questions and follow instructions to avoid mistakes.
- **NO Cell Phones!**
- Music is okay until quite time is required for productivity as determined by the instructor, or student workers.

- Food and beverages in break area only. Closed water bottles only may be kept on the floor when in the sewing machine area. Please do not leave garbage behind in the shop when you leave.
- Stay **ORGANIZED!** Creative messes are okay, but clean up prior to leaving shop and workstations. Return tools to appropriate storage. Leave workstations ready for next worker and store costumes in progress on allotted shelves and racks.
- Costume Closet Check Out. Ask permission and log check out. Leave check out forms in wall pockets provided. All pertinent information regarding check out process, laundering, and checking costumes back in is on the check out sheet.
- **Fitting = FOCUS** (during fittings **no talking or distractions**).
- Do not borrow tools, garments, books or fabric without asking permission.
- Irons must be turned **OFF** at the end of the workday.

GRADE

Your Grade – Pass or Fail

The only way you can fail this course is by **NOT TRYING, NOT ATTENDING LAB, NOT PARTICIPATING IN SPECTRUM, or skipping STRIKE**. Once production moves into the Dance Theatre, the Wardrobe Running Crew will be established and participation is **MANDATORY**.

Your overall grade is a cumulative assessment of the points you accrue through your attendance, effort, participation, progress, skill development, and creative contribution.

Grade categories:

Lab Hours Attendance + Class Attendance + Effort + Skills + Sewing
Assignments + Design Presentation + Special Design Project (instructor optional)
+ Final Exam + **Full Participation in SPECTRUM (Design Production & Wardrobe Crew) + STRIKE**

= Your Overall Grade
For Costume Studies Lab/Crew
Dance Workshop 1101-03