Theater 254: Beginning Costume Construction Syllabus

PIRATES EDITION!

1. Course Information
Course Number: THR 254  Title: Beginning Costume Construction  CRN: 52159
Time: T W Th 6:00-8:30  Location: Costume Shop-107 FAC  Credit Hours: 3

2. Instructor
Bethany Marx, Asst. Professor  Office: FAC 109  Office Phone: 474-5365
Email: bmarx2@alaska.edu  Office Hours by appointment only during the summer
The best option to contact the professor is to MAKE AN APPOINTMENT VIA EMAIL.

3. Course Readings/ Materials
Readings provided as necessary by the professor

Supplies:
1 yard of muslin or plain cotton fabric in unobtrusive color
Small binder, slipcover or folder equipped to hold 3-hole punched paper. Doesn’t have to be new
Supplies for your costume which will be determined in class within the first week, but will include approximately:
- 1-2 yards of fabric for pants/skirt plus elastic for waist/hems and desired trims
- 1-2 yards of bodice or vest fashion fabric, plus lining or flat lining fabric, buttons or grommets, bias tape, trims and lacing.
- 2-3 yards of shirt/blouse fabric plus elastic and/or buttons for finishing
- Sash or bandana fabric as desired, or hat blank/used hat to make your pirate hat
- Pirate socks, shoes and accessories of your choosing to complete your look (Not required for class)
These supplies will vary in cost depending on your design and shopping descisions. Expect to spend at least $40.

Optional Supplies:
- A good pair of sewing scissors
- Colored marking pencils
- A clear, 2”x18” ruler
- A tape measure
- Pins, hand sewing needles or other sewing supplies

4. Course Description
This special summer edition of costume construction will introduce students to the basic methods of construction used by professional shops and costume houses through creating a personalized pirate costume. Projects will cover hand and machine sewing, cutting, fabric identification and basic patterning. Class also includes lectures on shop organization and job positions in the industry.
5. Course Goals
Students can identify and execute common hand sewing stitches, and know the proper situation in which to use them.

Students are able to thread and operate a sewing machine with accuracy, following straight lines and curves, and starting and stopping at exact points.

Students can interpret pattern markings and instructions to properly cut out a garment.

Students are familiar basic construction methods, including pinning, stitching and pressing.

Students can envision the construction of a basic garment from the pattern pieces through observing the pattern markings and garment illustrations.

6. Student Learning Outcomes

Learn a selection of common stitching techniques by completing samplers, which can be referenced in the future when the skills are required.

Name the parts of a sewing machine and identify them on different makes and models.

Be able to rethread a sewing machine with speed and accuracy, including filling an empty bobbin.

Diagnose simple problems that may be preventing the sewing machine from functioning.

Take measurements of another person and apply them to the following: identifying whether an existing pattern will fit, measuring an existing pattern, making changes to an existing pattern

Visually identify common fabric weaves and fiber contents.

7. Instructional Methods

This course is taught as a combination of lecture and studio.

**Pirate Design**
With instructor assistance, students will design a 3-piece pirate costume (shirt or blouse, vest or bodice, pants or skirt) with accessories and create a detailed supply shopping list for their costume. This project includes a lecture about fabric types and fiber content.

**Sewing Samplers**
While acquiring their supplies, students will complete samples of common hand and machine sewing techniques, hardware and closures that they will need to complete their pirate costume. Samples should be firmly stapled to the appropriate worksheet and submitted in a binder or folder.

**Pirate Costume Construction**
Students will take accurate measurements in class and select patterns based on their size and design. They will construct three complete clothing pieces from the list below.

- Pirate Pants-Styles include knee breeches, full breeches, slops or leggings
- Pirate Layered Skirt and Petticoat-various styles
- Pirate Shirt-with or without collar and ruffled front
- Wench Blouse-with short or long sleeves
Pirate Vest-long waistcoat, short waistcoat, cropped/middle eastern
Wench bodice-buttoned or laced with variations

**Pirate Accessory Project**
Depending on design, students will make or adapt existing items into several small accessories including sashes, belts, hats, bandanas, eye patches, shoe buckles, earrings, etc. Students are required to create TWO accessories, but may choose to make more. Will include a “pillaging expedition” to Value Village with a lecture on using found materials for costuming.

**Final Exam**
The written Final Exam will test terminology and practical skills learned throughout the semester.

8. Tentative Course Calendar TBD

Week One
Design Project and Sewing Samplers

Week Two
Finish Sewing Samplers, select and alter patterns as needed

Week Three
Stitch Pants or Skirt, Begin Shirt/Blouse

Week Four
Finish Shirt/Blouse, Begin Bodice/Vest

Week Five/Six
Finish Bodice/Vest. Trip to VV, accessory making, final exam review

9. Course Policies

**Attendance**
Attendance is required EVERY DAY. This is a hands-on class and you need to participate to learn. I know everyone has an occasional “brain lapse,” so students will be granted one excused absence. Any further absences will count against your final grade (see grading below). “Life events” such as weddings may be excused if consent is obtained prior to the event and an effort is made to promptly reschedule and make up missed work.

If you become ill or have a personal or family emergency, such as a funeral, please contact me prior to the start of class and bring a doctor’s slip, obituary or note. If you have doubts about whether something is considered excusable, please talk to me sooner rather than later. Excusing students from class for any reason will remain up to the discretion of the instructor.

**Cheating=Bad. Learning=Good.**
It is difficult to cheat in this course, as most of the work will be completed in the presence of the instructor. However, as they say, where there’s a will, there’s a way. So, if I catch you cheating, or you work doesn’t look like yours, you’ll lose all the points for the assignment. A second offense will result in failure of the course.

Also, please treat your instructor, the shop manager, the equipment and your fellow students with respect. Hurtful, racist or derogatory comments, excessive use of inappropriate language, physical violence and improper use or vandalism of university equipment will not be tolerated. Please see the
instructor if any of your classmates are making you uncomfortable so we can address the issue promptly. (Please refer to the UAF Catalog Academics and Regulations under Student Code of Conduct for more information on the University’s policies regarding student behavior. I am very serious about this.)

**Blackboard/Email**

All information included on this syllabus, detailed assignment instructions and up-to-date grades will be available on Blackboard at classes.uaf.edu within the first few weeks of the semester. If you do not regularly check your university affiliated email address, please set up forwards to you receive messages regarding this course in a timely fashion.

### 10. Grading/Evaluation

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<thead>
<tr>
<th>Activity</th>
<th>Points</th>
<th>% of Total Grade</th>
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</thead>
<tbody>
<tr>
<td>Sewing Samplers</td>
<td>60</td>
<td>15%</td>
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<tr>
<td>Pirate Design and</td>
<td></td>
<td></td>
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<tr>
<td>Shopping List</td>
<td>40</td>
<td>10%</td>
</tr>
<tr>
<td>Shirt or Blouse</td>
<td>70</td>
<td>18%</td>
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<tr>
<td>Pants or Skirt</td>
<td>50</td>
<td>12%</td>
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<tr>
<td>Vest or Bodice</td>
<td>90</td>
<td>23%</td>
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<tr>
<td>Pirate Accessories</td>
<td>40</td>
<td>10%</td>
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<tr>
<td>Final Exam</td>
<td>50</td>
<td>12%</td>
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<td><strong>Total:</strong></td>
<td>400</td>
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Attendance is mandatory. Rather than earning points for being in class, you will lose points from your final total grade if you miss. For each unexcused day you miss you will automatically lose points regardless of whether you make up the work. The first day you miss will cost you 10 points, the next day will cost you 15 points, and each day after that will cost you 20 more. 20 points is 5% of your final grade!

**Late assignments** will be downgraded **5% each day** and will not be accepted beyond one week after due date unless ok-ed by instructor. Students will be granted a 48 hour grace period on first late assignment only.

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<thead>
<tr>
<th>Grade</th>
<th>Range</th>
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<tbody>
<tr>
<td>A+</td>
<td>97-100%</td>
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<tr>
<td>A</td>
<td>93-96%</td>
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<tr>
<td>A-</td>
<td>90-92%</td>
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<tr>
<td>B+</td>
<td>87-89%</td>
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<td>B</td>
<td>83-86%</td>
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<tr>
<td>B-</td>
<td>80-82%</td>
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<tr>
<td>C+</td>
<td>77-79%</td>
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<td>C</td>
<td>73-76%</td>
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<td>C-</td>
<td>70-72%</td>
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<td>D+</td>
<td>65-70%</td>
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<td>D</td>
<td>60-64%</td>
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<tr>
<td>D-</td>
<td>58-59%</td>
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Failing is below 58 percent

### 11. Support Services

If you are having problems with any part of this course, please contact the instructor. The Costume Shop will be open for work outside of class several hours a week based on student availability.

### 12. Disability Services

I will be glad to work with the Office of Disabilities Services (208 WHIT, 474-5655) to provide reasonable accommodation to students with disabilities. It is the responsibility of the student to contact the office and provide a letter of accommodation within three weeks of the start of class.