Mission Statement:
Our mission is to serve as a leading center of Christian thought and action providing an excellent education from a biblical perspective and global context in pivotal professions to equip Christian leaders to change the world.

COURSE SYLLABUS

SCHOOL OF COMMUNICATION & THE ARTS
DEPARTMENT OF THEATRE ARTS

THE 726
PROCESS OF DESIGN II
SUMMER 2011
COM 229 – JULY 25 – AUGUST 19, 2011

INSTRUCTOR INFORMATION
Instructor: Judy Holland Geary, MFA
Phone: 757-352-4775
Fax: 757-352-4279
E-mail: judihol@regent.edu
Office Hours: Tuesdays & Thursday – 9 – 12pm
Office Location: COM 214

All students are required to read and have a thorough understanding of the syllabus. Any questions or concerns need to be addressed to the instructor.
COURSE DESCRIPTION

Explores in depth the tools and techniques utilized by theatrical designers to bring their work to the stage. Students produce designs for creating scenery, costuming and lighting for a production.

RATIONALE/COURSE OVERVIEW

As crafts persons and designers we participate with God to incarnate the word - to give it life and breath, meaning and definition. Madeleine L'Engle in her book Walking on Water says,

I believe that each work of art, whether it is a work of great genius, or something very small, comes to the artist and says, 'Here I am. Enflesh me. Give birth to me.' And the artist either says, 'My soul doth magnify the Lord,' and willingly becomes the bearer of the work, or refuses.

To become the bearer of such important work, the Christian artist must work diligently to become a master craftsman. The purpose of this course is to clarify and deepen our understanding of any design technique so that we may more excellently avail ourselves of the creative calling placed before us by our God.

DEPARTMENTAL (NAME YOUR DEPT. HERE) PROGRAM OUTCOMES

- Students will be introduced to basic Christian esthetic principles so as to prepare them to view and participate in theatre from a faith-based perspective
- Students will acquire basic competence in acting, speech, play analysis and design technology
- Students will acquire a basic understanding of theatre history and literature
- Students will function satisfactorily in a variety of roles in theatre productions
- Students will be able to make informed assessments of quality in works

COURSE (Process of Design II - THE 726) OUTCOMES

- To diagnose and differentiate various styles of concepts and research through the Internet as well as written sources.
- To explore different types of make-up and prosthetics and discover which application will best serve per situation / character
- To compose a style / accessories morgue and to evaluate the workings of a professional shop
COURSE MATERIALS

Required Materials:

J. Michael Gillette - *Theatrical Design and Production, Sixth Edition*

C. Rebecca Cunningham – *The Magic Garment*

William Shakespeare – *A Midsummer Night’s Dream*

COURSE REQUIREMENTS AND ASSIGNMENTS

- **Paper 1** – due July 29, 2011 – A brief synopsis of the play “A Midsummer Night’s Dream”, no more than 200 words. In addition to this synopsis; select one character and citing examples through the script – what does the character say about himself/herself and what do the other characters say about him/her?

- **Midterm** – August 5, 2011 – A test of costume vocabulary terms found in “The Magic Garment” from Egyptian to Directoire/Regency Fashion. Questions will also be posed regarding the responsibilities of a Costume Designer, the Design Process, elements of design and paperwork surrounding a production from a Costuming standpoint. A review sheet will be provided.

- **Final Exam** – week of August 19, 2011 – Final Date to be determined – A test of costume vocabulary from the Romantic era to 20th century fashion. Questions will also be asked regarding stage make-up and Costume Construction terms. A review sheet will be provided.

- **Concept Board** – On a standard piece of poster board, approximately 20” x 30”, produce a collage of your ideas for the Costume Design of “A Midsummer Night’s Dream”. This collage will include color scheme, period research, what mood you producing through color and texture, how groups of Characters are differentiated from another through color and style. Be prepared to present your Concept Board in a 5 – 10 minute presentation.
• **Style Morgue** – Your accumulation of all research for your concept board, printed out in a loose leaf binder or handed in on a CD. Please do **not** turn in zipped files. As someone so eloquently described – the morgue is the research phase and the Concept board is the implementation phase, so I expect much more research than what is shown on your concept board.

• **Make-up Maps in Color** – In the make-up phase of this class, you will produce a make-up map for one of the fantasy characters of “A Midsummer Night’s Dream. This map will coincide with your chosen concept.

**Evaluation and Grading**

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**COURSE SCHEDULE (WEEK-BY-WEEK)**

**Week 1 –**

Day 1 – Discuss the syllabus and objectives of class. What are a costume’s objectives? What is a costume designer? Discuss design, concept, theme. Discuss the Design process in Costume Design. What does a script say about a character, what do the other characters say about a character? Discuss paper, a synopsis of MSND and character traits due on July 27th.

Day 2 – Read Gillette’s chapter on Costume Design. Over the course of this four week class, you are required to read Cunningham pp. 340 - 397. Pace yourself, the midterm on August 3rd will cover pp. 340 - (Egyptian clothing) – 367 (Directoire and First Empire (Regency) 1790-1815)

Day 3 – Discuss Psychology of Costumes and Color. Begin reading Cunningham, Chapter 4, pp. 67 – 120 / Elements of Design. Discuss all paperwork to be included in a costume production book or ‘Bible’.

Day 4 – Re-cap of week and continue discussion on Psychology of Costumes and Color.

**Week 2 –**

Day 5 – Synopsis and character traits are due for MSND. Discuss midterm slated for August 3rd & Concept Board project due week of August 10th.

Day 6 – Read Gillette – Chapter – Costume Construction / Spend Tuesday, Wednesday & Thursday of this week in Costume Shop.

Day 7 – Costume Construction continues

Day 8 – Costume Shop continuation / Research and Sources – Where can you find a pair of fairy wings?

**Week 3 –**

Day 9 – Midterm and discussion of chosen concept / Introduction to Make-up / Working in the Make-up Rooms this week. While in the make-up rooms, we will be doing the following projects – creating a make-up map / highlight and shadow / derma wax noses / old age

Day 10 – Continuation of Make-up

Day 11 – Continuation of Make-up

Day 12 – Wigs and Facial Hair. Re-cap of Weeks 1 & 2. Discuss questions regarding Concept Board and Final project.

**Week 4 – These dates are subject to change. You will be notified.**

Day 13 – Open Class Discussion

Day 14 – Open Class Discussion

Day 15 – Final Exam and Turn in Style Morgues
Day 16 – Concept Boards presentation / Dessert Reception for a Job Well Done!

UNIVERSITY POLICIES AND RESOURCES

Please review the following links for important information on University policies:

- [Academic Calendar/Registrar Information](#)
- [Bookstore](#)
- [Honor/Plagiarism Policy](#)
- [Regent Library](#)
- [Student Services](#) (includes links to student handbook, disability services, University calendar, University Writing Center, etc.)
- [Technical Support – University Helpdesk](#)
- Grading Policies (incompletes, extensions, IPs, etc.)
- Student Course Evaluations

Last Updated: 3/7/2011

At times, due to unforeseen circumstances, course content may be subject to change. Please check with your professor to insure you have the most recently updated Syllabus for this course.

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