

# TPA 2232C - 0001: Costume Construction

Semester: Fall 2018  
Class Number: 80454  
Room: TH126 Costume Shop  
Prerequisites: N/A  
Instruction: TR 8:30-10:20am (2-hour course)  
Lab Hours: TBD time/day (45 hours over the semester/ about 3 a week)

Instructor: Robin Ankerich  
Office: TH 119  
Office Hours: MWF 8:30-10:30am  
(by appointment)  
Email: robin.ankerich@ucf.edu

## University's Course Description

Costume Construction covers: Basic knowledge and techniques for construction of stage costumes.

## Course Objectives

To familiarize students with the complete costuming process and the roles involved within a commercial costume shop to produce costumes for the stage.

To recognize the physical organization of a costume shop and understand the safe use of costume shop materials, tools, and equipment.

To gain technical skills essential to costume production, including hand and machine sewing, finishing techniques, understanding garments and garment components, as well as reading commercial sewing patterns.

To recognize and respect the contribution of the costume technician to the production process.

## Course Content

This course is set up in three sections that correlate with the three main projects in the class: the sample notebook, the accessory (ditty) bag project, and the final project. Each of these projects require lecture periods as well as time to work in class. It is the student's responsibility to take advantage of the time provided in class to work on their projects but also be fully present in lectures. The lectures interspersed throughout the semester are to help connect the skills you are learning with the entire costume process.

## Required Text

Basic Sewing for Costume Construction by Rebecca Cunningham, 2nd Ed. ISBN 1-57766-408-6

This is a workbook in which the student will be making notes and collecting samples (classwork and homework samples will be pinned into pages of the book), so it is imperative to purchase a new physical copy. The text can be found at the student book store. If purchased from another source please ensure that it is the 3-ring binder version, and that it is new. Each student will turn in their copy of the text with the appropriate samples pinned into the pages to be graded. After grading, it will be returned to be used as a personal reference through the rest of the semesters.

## Supplementary Text

These texts are not required for this course but could be helpful resources for those desiring more resource on costume production, sewing techniques, as well as textiles.

The Costume Technician's Handbook by Rosemary Ingham and Liz Covey, any edition.

Unit Method of Clothing Construction by Phyllis Brackelsberg and Ruth Marshall, 7<sup>th</sup> ed.

New Complete Guide to Sewing: Step-by-Step Techniques for Making Clothes and Home Accessories by Editors of Reader's Digest, 1<sup>st</sup> edition.

J.J. Pizzuto's Fabric Science Swatch Kit by Allen C. Cohen, Ingrid Johnson, Joseph J. Pizzuto, any edition.

## Supplies

A basic sewing kit must be brought to all classes and lab hours. This sewing kit must be with the student in class on August 28<sup>th</sup> and is part of their preparedness grade, however it is recommended that you bring in your supplies as soon as possible. **The student should put their name on all items.** The items listed in bold below are required:

**Fabric scissors or shears:** These are usually 8" and can be purchased from fabric and some craft stores.

**Seam ripper:** Any size is acceptable and can be found in fabric stores and the craft section of some superstores.

**Straight pins:** The student should purchase at least 100; they can be found in fabric stores and the craft section of some superstores.

**Box for Pins or Pin Cushion:** If the pins are not sold in a plastic box, you will need a box or cushion to store them.

**Hand sewing needles:** These often come in packs of varying sizes, but the student will typically use sizes 7-9 for this class.

**18"x2" clear plastic ruler:** These have a 1/8" grid usually marked in blue, red, or black, and are found in quilting or fabric stores.

**Tracing wheel:** This should either be the style with the notches or the style is spikes (pounce wheel), not the style with the smooth edge.

**Measuring Tape:** Fabric or plastic (not the metal style used in the scene shop)

**Sewing Kit Container:** Any container that will safely contain your supplies will do. Sewing basket from a quilting store, pencil box (tin or plastic), soft-sided quilted pouch or travel bag, or even reusing an old shoe box will work if it safely contains your sewing supplies.

**8 or 10" Zipper:** Any color with plastic teeth (make sure that is DOES NOT say "Separating" and NOT "Invisible")

The following items are strongly suggested, but not required:

**Paper or craft scissors:** These can be any inexpensive scissors. (You do not want to use fabric scissors on paper)

**Thimble:** The style and size of thimble is completely dependent on the student's preference.

**Thread snips or scissors:** These are usually under 5" and used to cut threads while sewing by hand & machine.

**There will be fabric and notions purchased later for the two projects within this course, so they are included here on the syllabus. But these do not need to be purchased at the start of the semester. When it comes closer to time to start the projects you will receive more information on what you will need.**

### Accessory (Ditty) Bag Project:

If you choose to make this project to keep for your own personal use you will need to purchase: 2.75 yards of fabric.

### Commercial Pattern Project Supplies:

#### Commercial Pattern:

- Women: Simplicity 8297 ABC or D, McCall's 7351 ABC or D (dresses), or Simplicity 8294 B
- Men: McCall's 6044 ABC or D – short sleeves will be slightly easier
  - You may choose to make a garment for a friend instead of yourself, provided that friend is able to attend a fitting during lab hours.

**Fabric:** Each pattern will require a different amount of material depending on the style of garment and the measurements of the student or model.

**Notions:** Any additional notions needed for your commercial pattern project. ie, zipper, interfacing, or buttons

## **Costume Shop Rules**

**Closed-toe shoes must be worn at all times while the student is in the shop.** This is a safety regulation and if the student does not have proper footwear for class or lab hours. The student will also work with sharp, hot, and potentially dangerous items and should consider these possible safety risks when dressing for class.

**No cell phones may be used at any time during class or lab hours.** Phones must be turned off or silenced and stowed out of sight. No messaging, phone calls, or listening to audio will be allowed.

**Computers and tablets during class or lab hours may only be used if approved by the instructor.** For the most part, this is a hands-on course where instead of taking physical notes, students will be preforming sewing skills as guided by the instructor. During the few classes where longer verbal lectures are given, students can ask permission to take note digitally.

**No food or drink, other than water, is allowed in the workspace.** Nothing ruins a garment more than stray food or spilled coffee. Water should be in bottles or cups with a closing top.

**Respecting the shared space within the costume shop is everyone's responsibility.** In addition to an expected atmosphere of professionalism in conduct and language, this means respecting the physical workspace as well. Whether the student is in class or completing lab hours, they should never leave a project (completed or in process) out on a table or at a machine. Be aware that this may be the only class that takes place in the costume shop and other students also use the shop for production credits and scholarship hour requirements. If the student utilizes tools or materials during this time, they should return those items to where they belong. Upon leaving the shop for the day, make sure the space looks better than you found it. And if something is not working properly, let the professor know.

## **Storage**

You may not store your tools in the costume shop. Please leave your bags in the area provided, both during class and during lab times. There is storage available for your projects on the shelves near the irons.

## **Required Documentation of Student Activity**

As of the Fall of 2014, all faculty members are required to document students' academic activity at the beginning of each course. To document that you began this course, please complete the quiz about this syllabus on Webcourses. This must be completed by 5pm Friday of the first week of classes. Failure to do so will result in a delay in the disbursement of your financial aid.

## **Course Accessibility Statement & ADA**

The University of Central Florida is committed to providing access and inclusion for all persons with disabilities. Students with disabilities who need disability-related access in this course should contact the instructor as soon as possible. Students should also connect with Student Accessibility Services (SAS) <<http://sas.sdes.ucf.edu/>> (Ferrell Commons 185, [sas@ucf.edu](mailto:sas@ucf.edu), phone [\(407\)-823-2371](tel:407-823-2371)). Through Student Accessibility Services, a Course Accessibility Letter may be created and sent to professors, which informs faculty of potential access and accommodations that might be reasonable. Determining reasonable access and accommodations requires consideration of the course design, course learning objectives and the individual academic and course barriers experienced by the student.

## Grading

Course Grading: The total number of points possible in this class is 1000. Your final grade will be determined based on the total number of points you have earned based on this scale:

Grading Breakdown		Point Distribution/ Percentage of Grade		
<b>A</b>	936-1000	<b>Quizzes</b>	200	20%
<b>A-</b>	906-935	<b>Supply Check</b>	25	2.5%
<b>B+</b>	875-905	<b>Sample Notebook</b>	175	17.5
<b>B</b>	836-875	<b>Accessory Bag</b>	150	15%
<b>B-</b>	806-835	<b>Commercial Pattern Project</b>	200	20%
<b>C+</b>	776-805	<b>Reflection Paper</b>	50	5%
<b>C</b>	736-775	<b>Final Exam</b>	100	10%
<b>C-</b>	716-735	<b>Lab Hours</b>	100	10%
<b>D+</b>	686-715			
<b>D</b>	660-685	<b>Total:</b>	1,000	100%
<b>F</b>	0-659			

Please keep all graded material from class on file until the end of the semester in case of grade discrepancies. In the case of a grade discrepancy you are responsible to prove your grade.

### **Quizzes (200 pts/ 20%), Spread over the course of the semester**

Over the semester there will be 10 quizzes. Grading on the quizzes will be on a 20-point scale, with each quiz worth 20 points towards your 1,000-overall grading scale (or 2% of your final grade). These quizzes will be given via Webcourses, and you will have 15 minutes to do each one. These quizzes will be available from the end of the class in which we discuss the material until the beginning of the following class. If you have any problems or concerns, please let me know promptly either at the next class or over email. I do check the answers that are graded automatically and return points if I feel you have answered correctly.

### **Supply Check (25 pts/ 2.5%), Due August 28th**

At the start of class on the date above, the instructor will check your sewing supply kit to make sure you have the required materials. This is an all or nothing grade of 25 points.

### **Sample Notebooks (175 pts/ 17.5%), Due October 4th**

The student will create samples of hand and machine sewing techniques and attach them to the appropriate pages in the textbook. Time management is an essential skill as a costume technician, so the student's use of in-class time to complete work will also factor into the grade of this assignment. Make sure the sample are in the correct section of the notebook and straight pinned to the pages, they must be able to be removed for inspection.

The grading will be on a 175-point scale:

- 20 points for notebook organization and neatness
- 20 points for in-class pacing
- 135 points for sewing samples (30 samples at 4.5 pts a sample)

## **Accessory (Ditty) Bag Project (150 pts / 15%), Due October 23rd**

The student will sew a ditty bag from the supplied pattern. Ditty bags can be made for costume shop use, and thus use shop materials, or a student may choose to make one for their own personal use and will need to purchase fabric. This is an introductory project that involves the application of techniques including controlling the machine, seams, seam finishes, and the layout and cutting of the pattern.

Grading will be on a 150-point scale:

- 5 points for preparedness
- 30 points for layout and cutting of fabric
- 45 points for controlling the machine
- 70 points for finishing techniques/ cleanliness

## **Commercial Pattern Project (200 pts/ 20%), Due November 29th**

The student will make a complete garment. They are responsible for the purchase of fabrics, notions, the pattern, and thread needed for the project. Fittings will be conducted during lab hours; if the fit model for the garment is someone other than the student, that person must be available during the student's scheduled lab hours. The pattern must be from the list in the materials section. If a student has had sewing experience before this course, on a one on one basis, the instructor may consider other patterns. The listed patterns have been chosen because they are just challenging enough to use the skills learned during the course without overwhelming students during the last third of the semester. **You pattern choice must be approved by the instructor by October 18th.** At that point each student will receive an email helping clarify what materials need to be purchased to ensure a successful project.

Grading will be on a 200-point scale:

- 5 points for preparedness
- 5 points for proper materials on time
- 25 points for layout and cutting of pattern
- 15 points for fit
- 40 points for controlling the machine
- 30 points for specialty elements (10 points each)
- 40 points for finishing techniques
- 40 points for closures

## **Reflection Paper (50 pts/ 5%), Due November 29th**

Along with the garment itself for the Commercial Pattern Project, you will be asked to turn in a typed reflection paper on the project. It is worth 50 points (or 5% of your final grade). To receive the full points, you must address the following questions:

- Discuss your fabric choice – why did you choose what you did?
- What was the easiest and hardest part of the project?
- What did you enjoy or hate about the project?
- Are you happy with your choices and craftsmanship? Why or why not?
  - Is there a step you would go back and redo if there was more time? What would you do differently when redoing that step?
- What are some of the lessons you are taking away from this project?

## Final Exam (100 pts/ 10%), December 4<sup>th</sup>, 7AM

The student is required to sit a final exam including a written section based on information from lectures and a practical application section demonstrating sewing techniques learned in class. Grading of the final exam will be on a 100-point scale.

## Lab Hours (100 pts/ 10%)

There is a required lab component to this class. You must complete an average of three hours a week for a total of 45 hours over the course of the semester (averaging 3 hours a week). Weekly a spreadsheet will be posted outside the costume shop door. Please sign up for hours in blocks of 1.5 hours or more at a time. Lab hours will first be used to finish working on classwork assignments, samples, and projects. If you are finished with your class work, you will be assigned projects for the current production to practice your skills. The percentage of hours you complete is the highest percentage grade you will receive. Additional points may be earned/lost based on punctuality, attitude, and efficiency.

## Schedule

\*\*\*Subject to Change\*\*\*

Date	In-class Material	Resources
(1) Tuesday, August 21 <sup>st</sup>	Introduction, class overview, list of materials needed Explanation of costume shop set-up and personnel Tour the shop Shop Safety	BSCC: Tools of the Trade, 155-161 Appendix III
(2) Thursday, August 23 <sup>rd</sup>	Reading a Ruler Sewing Basics Threading a needle & tying knots (1) Even Basting Stitch (2) Uneven Basting Stitch (3) Thread Marking	BSCC: Introduction, 1-6, 8  <b>Quiz #1 - finished by 5pm Friday</b>
(3) Tuesday, August 28 <sup>th</sup>	<b>***Sewing Kit Due in class***</b> (4) Flatlining (5) Back Stitch (6) Prick Stitch (7) Fell Stitch	BSCC: 8A, 10, 11 / "Essential Hand Stitches"
(4) Thursday, August 30 <sup>th</sup>	(8) Catch Stitch (9) Slip Stitch (10) Shank Button (11) Four-hole Button	BSCC: 7, 12, 12A, 21-22  <b>Quiz #2 - finished by 5pm</b>
(5) Tuesday, September 4 <sup>th</sup>	(12) Hooks & eyes (loop) (13) Hook & bar (14) Skirt hook and bar (15) Snaps	BSCC: 23-26
(6) Thursday, September 6 <sup>th</sup>	Catchup on missed Samples Parts of the machine Threading the machine and winding the bobbin Straight Stitching (Paper Mazes)	BSCC: 28-35 / "Using the Sewing Machine"  <b>Quiz #3 - finished by 5pm</b>

(7) Tuesday, September 11 <sup>th</sup>	(16) Plain Seam (17) Pressing (18) Top Stitching (19) Darts	BSCC: 38A-45, 47-48. 50 / "General Pressing Procedures" & "Creating Shape and Controlling Fullness- Darts"
(8) Thursday, September 13 <sup>th</sup>	(20) Easing/ Gathering (21) Machine Buttonholes Catchup Time	BSCC: 36, 42, 48A, 49 / "Machine-worked Buttonholes"  <b>Quiz #4 - finished by 5pm</b>
(9) Tuesday, September 18 <sup>th</sup>	(22) Concave Curves (23) Convex Curves (24) Inward Corners (25) Outward Corners Grading and clipping	BSCC: 65-69A
(10) Thursday, September 20 <sup>th</sup>	Seam finishes: (26) Pinking (27) Overlock Machine (28) Bias Bound (29) Two Stitch & Zig	BSCC: 57-61, 80A / "Overlock or Serger Sewing Machine" & "Finishes for Plain Seams"  <b>Quiz #5 - finished by 5pm</b>
(11) Tuesday, September 25 <sup>th</sup>	Ditty Bag Project Intro Lecture on Fabrics	BSCC: 81-90A / "Fiber Performance Properties," "Fabric Types," & "Properties of Major Textile Fibers"
(12) Thursday, September 27 <sup>th</sup>	(30) Zippers	BSCC: 71-74A / "Fabric Preparation and Use" & "Characteristics of Textile Fibers"  <b>Quiz #6 - finished by 5pm</b>
(13) Tuesday, October 2 <sup>nd</sup>	Lecture on Costume Process Demo on laying out and cutting from a pattern	"Special Fabrics – Using Plaids, Print, and Stripes"
(14) Thursday. October 4 <sup>th</sup>	*** <b>Notebooks Due</b> *** *** <b>Materials for Ditty Bag Project Due</b> *** Start Ditty Bag Project	
(15) Tuesday, October 9 <sup>th</sup>	Continue working on Ditty Bag Project	<b>Quiz #7 - finished by 5pm</b>
(16) Thursday. October 11 <sup>th</sup>	Reading commercial patterns Take Measurement Intro into Commercial Pattern Project (Start looking for pattern options) Continue working on Ditty Bag Project if time allows	BSCC: 151- 154, 93-99
(17) Tuesday, October 16 <sup>th</sup>	Continue working on Ditty Bag Project	<b>Quiz #8 - finished by 5pm</b>
(18) Thursday. October 18 <sup>th</sup>	*** <b>Pattern approval by instructor no later than this date</b> *** Continue working on Ditty Bag Project	

(19) Tuesday, October 23 <sup>rd</sup>	<b>***Ditty Bag Project Due at start of class***</b> <b>***Fabric and notions for final project due in class***</b> Lecture on Costume Crafts Demo on laying out and cutting from a commercial pattern.	
(20) Thursday, October 25 <sup>th</sup>	Layout and cutting of final project	<b>Quiz #9 - finished by 5pm</b>
(21) Tuesday, October 30 <sup>th</sup>	Continue final project	
(22) Thursday, November 1 <sup>st</sup>	Continue final project	<b>Quiz #10 - finished by 5pm</b>
(23) Tuesday, November 6 <sup>th</sup>	Continue final project (Fitting)	
(24) Thursday, November 8 <sup>th</sup>	Continue final project (Fitting)	
(25) Tuesday, November 13 <sup>th</sup>	Continue final project (Fitting)	
(26) Thursday, November 15 <sup>th</sup>	Continue final project (Fitting)	
(27) Tuesday, November 20 <sup>th</sup>	Continue final project	
(28) Thursday, November 22 <sup>nd</sup>	Thanksgiving – NO CLASS	
(29) Tuesday, November 27 <sup>th</sup>	Continue final project	
(30) Thursday, November 29 <sup>th</sup>	<b>***Final Projects Due at the start of class***</b> Final Exam Review	
Tuesday, December 4 <sup>th</sup>	Final Exam at 7am	

## Attendance

This is a technical, hands-on class. Missing class means missing not only the lecture but time to work on projects under the guidance of the instructor. Attendance is mandatory, and roll will be taken at the start of each class, including in-class work days. Each student will be allowed one excused absence. To constitute an excused absence, the instructor must be notified PRIOR to the date the student will be absent. If the instructor is not notified, the absence will be unexcused. Each unexcused absence will mean a deduction of 1 point per absence from the student's final grade. Three tardy arrivals will count as one unexcused absence.

## **Bereavement & Illness**

In the event of an illness or medical/family emergency where advanced notice is not an option, email or speak with the instructor as soon as possible. It will be the student's responsible to schedule office hours with the instructor to receive instruction missed or rescheduling of lab hours must within 2 weeks of the preapproved missed date if possible.

## **Missed Class Time because of University Activities/ Sports**

Students active in university-sponsored teams may be excused for competitions that conflict with class but must provide the instructor with a note from their head coach or advisor; a minimum of two weeks' notice is needed. It will be the student's responsible to schedule office hours with the instructor to receive instruction missed or rescheduling of lab hours must within 2 weeks of the preapproved missed date.

## **Religious Observance**

I will reasonably accommodate absences due to observed religious holidays. However, you will be held responsible for any material covered during the absence. You must provide me with a list of absences by the second week of class. It will be the student's responsible to schedule office hours with the instructor to receive instruction missed or rescheduling of lab hours must within 2 weeks of the preapproved missed date.

## **Deployed Active Duty Military Students**

Students who are deployed active duty military and/or National Guard personnel and require accommodation should contact their instructors as soon as possible after the semester begins and/or after they receive notification of deployment to make related arrangements.

## **Academic Integrity**

Students should familiarize themselves with UCF's Rules of Conduct at <<http://osc.sdes.ucf.edu/process/roc>>. According to Section 1, "Academic Misconduct," students are prohibited from engaging in

- Unauthorized assistance: Using or attempting to use unauthorized materials, information or study aids in any academic exercise unless specifically authorized by the instructor of record. The unauthorized possession of examination or course-related material also constitutes cheating.
- Communication to another through written, visual, electronic, or oral means: The presentation of material which has not been studied or learned, but rather was obtained through someone else's efforts and used as part of an examination, course assignment, or project.
- Commercial Use of Academic Material: Selling of course material to another person, student, and/or uploading course material to a third-party vendor without authorization or without the express written permission of the university and the instructor. Course materials include but are not limited to class notes, Instructor's PowerPoints, course syllabi, tests, quizzes, labs, instruction sheets, homework, study guides, handouts, etc.
- Falsifying or misrepresenting the student's own academic work.
- Plagiarism: Using or appropriating another's work without any indication of the source, thereby attempting to convey the impression that such work is the student's own.
- Multiple Submissions: Submitting the same academic work for credit more than once without the express written permission of the instructor.
- Helping another violate academic behavior standards.

## **Academic Integrity**

Students should also familiarize themselves with the procedures for academic misconduct in UCF's student handbook, The Golden Rule <<http://goldenrule.sdes.ucf.edu/docs/goldenrule.pdf>>.

## **Campus Safety Statement**

Emergencies on campus are rare, but if one should arise during class, everyone needs to work together. Students should be aware of their surroundings and familiar with some basic safety and security concepts.

- In case of an emergency, dial 911 for assistance.
- Every UCF classroom contains an emergency procedure guide posted on a wall near the door. Students should make a note of the guide's physical location and review the online version at <[http://emergency.ucf.edu/emergency\\_guide.html](http://emergency.ucf.edu/emergency_guide.html)>.
- Students should know the evacuation routes from each of their classrooms and have a plan for finding safety in case of an emergency.
- If there is a medical emergency during class, students may need to access a first-aid kit or AED (Automated External Defibrillator). To learn where those are located, see <<http://www.ehs.ucf.edu/AEDlocations-UCF>> (click on link from menu on left).
- To stay informed about emergency situations, students can sign up to receive UCF text alerts by going to <<https://my.ucf.edu>> and logging in. Click on "Student Self Service" located on the left side of the screen in the toolbar, scroll down to the blue "Personal Information" heading on the Student Center screen, click on "UCF Alert", fill out the information, including e-mail address, cell phone number, and cell phone provider, click "Apply" to save the changes, and then click "OK."
- Students with special needs related to emergency situations should speak with their instructors outside of class.

To learn about how to manage an active-shooter situation on campus or elsewhere, consider viewing this video (<<https://youtu.be/NIKYajEx4pk>>).

**\*\*\*This syllabus is subject to change. All changes will be announced in class and emailed to the students\*\*\***