ART OF FASHION, ARTS -310

MR. IGOR ROUSSANOFF
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CLASS HOURS: Monday/ Wednesday 1:45pm-3:00pm
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PREREQUISITSES: None

REQUIRED TEXT:
There is no required text for this course. The Instructor will supply you with handouts. It is very important that you take notes in every class. Taking notes will count toward your participation grade.

You must come to class with all the supplies you will need. (See supply sheet provided by the instructor). If you are not going to have your supplies you are not going to be able to work in class, and will be considered absent.

COURSE DESCRIPTION:
The study of fundamental principles of theatrical costume design with emphasis on fashion of the 20th and 21st century, basic principles of anatomy, sketching techniques, proportion, garment details and silhouettes.

This course is a Drama Department sponsored class fulfilling one Category B course requirement (substitute for 425 - Design Investigations) for Drama Majors. The course is also an ILSA (Arts & Ideas) course and satisfies the UNCA ILSA or ARTS requirement towards graduation.

STUDENT LEARNING OUTCOMES:
A student who completes 3.0 credits of ILSA will be able to do the following:

1. Articulate the value of the arts studied and their impact on the self and others.
2. Recognize cultural, historical, spiritual, and/or political aspects of the arts studied.
3. Define and articulate the concepts, methods, and organizing principles of the arts studied.
COURSE LEARNING OUTCOMES:

Arts and Ideas Student Learning Outcomes:

1. The students will demonstrate drawing techniques with correct proportions and shape of the garment. (ARTS SLO 1 & 3)
2. The students will apply and execute principles of clothing design. (DRAMA SLO 4 & 1 and ARTS SLO 3)
3. The students will be able to design a clothing collection. (ARTS SLO 2)
4. The students will identify style and detail characteristics from various historical periods of the 20th and 21st Century. (DRAMA SLO 2 and ARTS SLO 1)
5. The students will be able to design a theatrical costume collection based on historical periods. (DRAMA SLO 4 and ARTS SLO 2)

Drama Department Student Learning Outcomes:

1. Demonstrate basic skills in the interpretation and production of pre-existing texts.
2. Express a personal value system based on their broad knowledge of the theatrical past
3. Apply skills and knowledge within a theatrical production and explain the personal and cultural significance of the production
4. Demonstrate mastery in one of the following areas: acting, design, directing, k-12 theatre arts licensure, or theatre history

COURSE LEARNING OBJECTIVES:

1. The students will draw the basic human figure.
2. The students will demonstrate the elements and visual language of clothing designs:
   a. line
   b. shape
   c. form
   d. space
   e. value
3. The students will apply the following design principles to the clothing designs:
   a. balance
   b. rhythm
   c. size, scale, proportions
   d. variety
4. The students will be able to draw clothing designs on the basic human figure.
5. The students will learn how to design collections of contemporary and historical clothing.
6. The students will design costumes for theatrical play.
ATTENDANCE POLICY: Class attendance and lab hours are MANDATORY. Official university excuses are acceptable.

Students are expected to attend all classes and actively participate in classroom discussions, exercises, and assignments.

1. Each student is allowed two (2) absences. Final grades will be lowered by 3% for each unexcused absence after the two given.
2. Punctuality is extremely important, and regular tardiness would result in a grade deduction of two late arrivals equaling one absence.
3. If a student misses a class, the student is to make an appointment with the instructor to obtain any handouts or missed notes. Students must utilize the instructor's office hours, or special appointment times for this purpose.
4. Late assignments will affect the grade by 100 Points.

5. All cell phones must be turned off when in class. Please do not leave cell phones on silent mode with the vibrate option. The buzzing of the vibrate mode can be very disruptive in the middle of the class presentation.
6. No food or drink is permitted in the costume studio – plain water only.

There will be a sign in sheet everyday for class; it is your responsibility to sign it. If your name is not on the list you are counted absent.

CAMPUS EMAIL ANNOUNCEMENTS: Since campus email is one of the best ways for faculty to contact students for any information not covered in classes, or if class plans are changed or cancelled, it is important to make sure that your campus email address is checked on a regular basis and that your email does not get over-filled so that it cannot receive email messages. Class will be held unless; you are notified by the instructor via email or in cases of inclement weather the university is closed. Please refer to the university website for all unscheduled closures.

NOTE: ALL ASSIGNMENTS ARE DUE ON THURSDAY.

Week one: Aug. 18-20
Introduction. The Costume Shop:
Orientation: studio space, atmosphere, introduction to different materials and history of design. You will receive your supply sheet during this class.
How to draw the basic human figure, proportions.

Week two: Aug. 25-27
How to draw the basic human figure in different poses.
Assignment due: Corrected drawing of human figure.
**Week three: Sept. 1-3**  
How to draw the human figure in different poses, head and hands.  
Assignment due: Further corrections on the on basic human figure and additional drawings of posed human figures, and a drawing of heads and hands.

**Week four: Sept. 8-10**  
Basic fashion design: silhouettes, darts variations.  
Assignment due: Drawings of different silhouettes and dart variations.

**Week five: Sept.15-17**  
Basic costume design: collars, necklines and sleeves.  
Assignment due: Drawings of different collars, necklines and sleeves.

**Week six: Sept. 22-24**  
Basic costume design: skirts, pants and jackets.  
Assignment due: Drawings of skirts, pants and jackets.

**Week seven: Sept. 29-Oct.1**  
Discuss and provide guidelines for the first design project  
Assignment due: Research on your design project.

**Week eight: Oct.6-8** *(FALL DREAM: NO CLASSES ON OCT.6)*  
Color wheel theory and mood-page for your first design project.  
Assignment due: Mood-page for your first design project.

**Week nine: Oct. 13-15**  
Show and discuss preliminary sketches of the first collection.  
Assignment due: No assignment due but we will continue to show, discuss and evaluate the changes to your sketches based on our discussions from Tuesday.

**Week ten: Oct. 20-22**  
Show and discuss final drafts of sketches of the first collection.  
Assignment due: No assignment due but we will continue to show, discuss and evaluate the changes to your sketches based on our discussions from Tuesday.
Week eleven: Oct. 27-29
Presentations of the first design project.
Assignment due: All elements from your first design project on the day you present.

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Week twelve: Nov. 3-5
Historical clothing research and theatrical costume design guidelines.
Assignment due: Mood-page for historical design and research

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Week Thirteen: Nov. 10-12
Show and discuss preliminary sketches of your costume design.
Assignment due: No assignment due but we will continue to show, discuss and evaluate the changes to your sketches based on our discussions from Tuesday.

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Week Fourteen: Nov. 17-19
Show and discuss final drafts of sketches of your costume design.
Assignment due: No assignment due but we will continue to show, discuss and evaluate the changes to your sketches based on our discussions from Tuesday.

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Week Fifteen: Nov. 24-26 (THANKSGIVING: NO CLASSES NOV.26)
Finishing of the costume design project.
Assignment due: All elements from your costume design project on the day you present.

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(DEC. 3-9 FINAL EXAM)
Presentations of the costume design project.

GRADING POLICY:
Attendance 3% of total points per absence will be subtracted from your final grade.
1. Class work 200 points
2. Home work 200 points
3. First design project 200 points
5. Second Design Project 250 points
6. Work Ethic, Willingness to learn, Output 150 points
Total 1000 points
GRADING SCALE:
1000-900 A
899-800 B
799-700 C
699-600 D
599 F

Student with Disabilities:
If you have a disability that requires accommodations under the American's with Disabilities Act (ADA), please present your letter of accommodations and meet with me as soon as possible so that I can support your success in an informed manner. If you would like to know more about University of North Carolina, Asheville’s services for students with disabilities, please contact the Office of Services for Students with Disabilities at 258 University Hall, CPO 1380 University Heights

   disabilityservices@unca.edu

Art Supply Sheet

1. Tracing paper 9x12
2. Drawing paper (water color) 9x12
3. Mechanical pencils 0.5 mm
4. Elastic/Eraser for paper
5. Glue Stick
6. Paper Scissors
7. White Acrylic or Gouache -1
8. Art Markers 12-24 Colors
9. Watercolor pencils 12-24
10. Art Markers- 2, Flesh Color
11. Presentation board/Paper 24x36 (For each project)