

**THA 116/ COSTUME CRAFTS/ CATERISANO-3025/834 2688/864 320 8373**

TR 11:30AM - 12:45PM

OFFICE HOURS—by appointment

**COURSE OBJECTIVES:** To acquaint the student with the tools and vocabulary necessary to build theatrical costumes, and to enable the students to master basic techniques involved in costume construction. **Theatre Arts Majors should document work in order to complete a portfolio for review prior to graduation from Furman.**

**TEXT:** Costume Construction, Katherine Strand Evans.

**You will also need to purchase a sewing machine for the class. The Theatre Arts Department has machines available for purchase at \$55 each. Additionally, you may need to purchase various sewing notions and fabric.**

**GRADES:** Final grade will be determined by adding the points for the Class Projects as 70% and the Final Project as 30% of final grade. Each project or Quiz is worth a certain amount of points. There are 1000 possible points. The table below provides a list of points required for each letter grade. There will be no additional opportunities for extra credit. Assignments are due at the beginning of the class on the particular day for which they have been assigned due. Late work will be heavily penalized unless accompanied by a note from Dean Cass or from the infirmary. **If an assignment is submitted late, 10 points will be deducted per late day.**

A+	990-1000	B+	880-899	C+	780-799	D+	680-699
A	930-989	B	830-879	C	730-779	D	630-679
A-	900-929	B-	800-829	C-	700-729	D-	600-629

**CLASS PROJECTS:**

1. **Hand Stitch Sampler**, worth **30** points; which will contain examples of the following hand stitches: back stitch, slip stitch, slant hem stitch, catch stitch, basting stitch, the correct way to sew hook and eye, shank button, snaps.
2. **Machine Stitch Sampler**, worth **70** points; which will contain examples of the following machine stitches: zig zag, 5/8 inch straight pressed seam allowance, curved seam, intersecting seam, French seam, welt seam, flat fell seam, correct examples of how to finish a dart, sew a casing, gather, clip and grade seam allowances; buttonhole, and a sample straight stitch from each type of machine in the shop.
3. **Sloper**, worth **115** points, which is a computer generated personal basic fitted garment pattern made as a muslin mock-up. The pattern for your sloper must be printed by September 19<sup>th</sup>. The fitting for your sloper must be done by September 28<sup>th</sup>. If these crucial deadlines are not met, points will be deducted from the sloper grade. The sloper must be labeled properly and show grainlines.
4. **Needle work/ Fabric Manipulation sampler**, worth **90** points, which will contain embroidery stitches; pleats; tucks; ruching; quilted square w/appliqué and fabriqué.
5. **Costume/Production Lab**, worth **100** points; In the spirit of engaged learning, the students in this class work on the current productions; the lab involves production

work during costume shop hours—at least 2 hours per week. ALL STUDENTS MUST MEET THE LAB REQUIREMENT. Students who cannot meet the lab requirement must meet with Dean Cass in order for the requirement to be waived. **There will be no lab the week of fall or spring or Easter break.** Each student earns 5 points per hour, 3 points for showing up and keeping a written record of what you did in lab, 1 point for staying busy, and 1 point for keeping a positive attitude. If a student misses a lab, s/he will lose points for the missed lab. All tools must be returned at the end of the class and in the assigned sewing box. Among the tools in box are: fabric and paper scissors, a transparent sewing ruler, a tape measure, a tape dispenser, a tracing wheel, and a magnetic pincushion. A student whose box is missing tools, or whose box has the wrong tools, will lose 50 points on the lab grade.

**6. Mask Project worth 95 points.**

**7. Tests: are worth 100 points each.**

**FINAL PROJECT worth 300 points** involves the completion of a personal garment to be presented in an organized program for the Furman Playhouse friends.

<b>WEEK 1</b>	Intro to class Shop layout/Tools /Begin hand stitches Work on Hand Stitch Sampler	<b>Read Chapter 1, 4</b>
<b>WEEK 2</b>	<b>COSTUME LAB BEGINS</b> Fabric	<b>Read Chapters 3,4, 5</b>
<b>WEEK 3,4</b>	<b>HAND STITCH SAMPLER DUE</b> Machine Stitches Fabric/Measurements/Patterns	<b>Read Chapters 2,3,5</b>
<b>WEEK 5</b>	<b>MACHINE STITCH SAMPLER DUE</b> Measurements/Patterns Sloper pattern must be printed Dye/Shoes	<b>Read Chapters 2, 3, 5, 9, 12</b>
<b>WEEK 6</b>	Computer patterns/Slopers Sloper fitting Corsets/Millinery	<b>Read Chapter 6, 8, 10, 11</b>
<b>WEEK 7</b>	<b>SLOPER DUE</b> <b>1st Test</b> Fabric manipulation	<b>Read Chapter 9</b>
<b>WEEK 8, 9, 10</b>	Review Patterns and measurements/Flat Patterning Computer Exercises <b>Final project pattern due</b> <b>FABRIC MANIPULATION/ NEEDLEWORK PROJECT DUE</b>	
<b>WEEK 11</b>	<b>LAB JOURNAL DUE</b>	<b>Read Chapters 6,7</b>

WEEKS 12-14

Read Chapters 13, 14

**MASK MAKING WITH DOUG BERKY!!!  
MASK DUE**

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**2<sup>nd</sup> Test occurs on the day of the final**

**CLASS PROJECTS:**

1. **Hand Stitch Sampler** which will contain examples of the following hand stitches: back stitch, slip stitch, slant hem stitch, catch stitch, basting stitch, the correct way to sew hook and eye, shank button, snaps. All hand stitches must be at least 4 inches long. All stitches should be signed, correctly labeled, and connected together. **DO NOT LABEL YOUR SAMPLER USING THE FABRIC MARKERS IN YOUR SEWING BOX!!!**

**The Hand Stitch Sampler will be graded on:**

Use of class time—(4 points) \_\_\_\_\_  
Everything labeled correctly (2 points) \_\_\_\_\_

**Back stitch (3 points)** \_\_\_\_\_  
\_\_\_\_\_ Consistency and quality of stitches (2 points)  
\_\_\_\_\_ Full four inches of stitch length (1 point)

**Slip stitch (3 points)** \_\_\_\_\_  
\_\_\_\_\_ Consistency and quality of stitches (2 points)  
\_\_\_\_\_ Full four inches of stitch length (1 point)

**Slant hem (3 points)** \_\_\_\_\_  
\_\_\_\_\_ Consistency and quality of stitches (2 points)  
\_\_\_\_\_ Full four inches of stitch length (1 point)

**Catch Stitch (3 points)** \_\_\_\_\_  
\_\_\_\_\_ Consistency and quality of stitches (2 points)  
\_\_\_\_\_ Full four inches of stitch length (1 point)

**Basting stitch (3 points)** \_\_\_\_\_  
\_\_\_\_\_ Consistency and quality of stitches (2 points)  
\_\_\_\_\_ Full four inches of stitch length (1 point)

**Hook and Eye (3 points)** \_\_\_\_\_  
\_\_\_\_\_ Consistency and quality of stitches (3 points)

**Shank button (3 points)** \_\_\_\_\_  
\_\_\_\_\_ Consistency and quality of stitches (3 points)

**Snaps (3 points)** \_\_\_\_\_  
\_\_\_\_\_ Consistency and quality of stitches (3 points)

2. **Machine Stitch Sampler** which will contain examples of the following machine stitches: zig zag, 5/8 inch straight pressed seam allowance, curved seam, intersecting seam, French seam, welt seam, flat fell seam, correct examples of how to finish a dart, sew a casing, gather, clip and grade seam allowances on a point, and a buttonhole. Each machine stitch must be at least 6 inches long. All stitches should be signed, correctly labeled, and connected together.

**The Machine Stitch Sampler will be graded on:**

Use of class time (5 points) \_\_\_\_\_  
Everything labeled correctly (2 points) \_\_\_\_\_

**5/8" pressed seam (6 points)** \_\_\_\_\_

\_\_\_\_\_ Consistent 5/8" (2 points)  
\_\_\_\_\_ How well is the seam pressed (2 points)  
\_\_\_\_\_ Backstitching (1 point)  
\_\_\_\_\_ 6 inch seam (1 point)

**Zig zag (2 points)** \_\_\_\_\_

\_\_\_\_\_ Zig zag centered (1 point)  
\_\_\_\_\_ 6 inch seam (1 point)

**Curved seam (6 points)** \_\_\_\_\_

\_\_\_\_\_ Quality of the seam, seam allowance width and how straight is stitch (2 points)  
\_\_\_\_\_ Curves clipped (2 points)  
\_\_\_\_\_ Backstitching (1 point)  
\_\_\_\_\_ 6 inch seam (1 point)

**Intersecting seam (8 points)** \_\_\_\_\_

\_\_\_\_\_ Consistent 5/8 seam allowance (2 points)  
\_\_\_\_\_ Precise intersect (2 points)  
\_\_\_\_\_ How well is seam pressed (2 points)  
\_\_\_\_\_ Backstitching (1 point)  
\_\_\_\_\_ 6 inch seam (1 point)

**French seam (6 points)** \_\_\_\_\_

\_\_\_\_\_ Consistent seam width (2 points)  
\_\_\_\_\_ How well is seam pressed (2 points)  
\_\_\_\_\_ Backstitching (1 point)  
\_\_\_\_\_ 6 inch seam (1 point)

**Welt seam (6 points)** \_\_\_\_\_

\_\_\_\_\_ Consistent seam width (2 points)  
\_\_\_\_\_ How well is seam pressed (2 points)  
\_\_\_\_\_ Backstitching (1 point)  
\_\_\_\_\_ 6 inch seam (1 point)

**Flat fell seam (8 points)** \_\_\_\_\_

\_\_\_\_\_ Consistent seam width (2 points)  
\_\_\_\_\_ How well is seam pressed (2 points)  
\_\_\_\_\_ How precise is the overfold (2 points)  
\_\_\_\_\_ Backstitching (1 point)  
\_\_\_\_\_ 6 inch seam (1 point)

**Dart (6 points)** \_\_\_\_\_

\_\_\_\_\_ Correct use of tracing wheel and paper (1 point)  
\_\_\_\_\_ Dart is pressed (2 points)  
\_\_\_\_\_ Precise stitching on legs of dart, stitching all the way to the end (2 points)  
\_\_\_\_\_ Backstitching (1 point)

**Casing (4 points)** \_\_\_\_\_

\_\_\_\_\_ Consistent fold (1 point)  
\_\_\_\_\_ Straightness of stitch and quality of pressing (1 point)  
\_\_\_\_\_ Backstitching (1 point)  
\_\_\_\_\_ 6 inch casing (1 point)

**Gather (4 points)** \_\_\_\_\_

\_\_\_\_\_ Consistency of gathering stitch (2 points)  
\_\_\_\_\_ Stable gather (2 points)

**Buttonhole (4 points)** \_\_\_\_\_

- \_\_\_\_\_ Consistency of stitches on legs (2 points)  
\_\_\_\_\_ Bartacks (2 points)

**Graded seam and corner (3 points)** \_\_\_\_\_

- \_\_\_\_\_ Corner clipped (1 point)  
\_\_\_\_\_ Seam graded (1 point)  
\_\_\_\_\_ Corner point precise (1 point)

3. **Sloper** Each student will complete a computer generated personal basic fitted garment pattern as a muslin mock-up. In order to finish the project the student will be required to enter accurate measurements in the computer, and follow the textbook instructions in order to create an **ACCURATE** set of personal measurements. Each student must supply a measurement sheet with his/her sloper signed by the person who took the measurements. Each sloper must have a torso complete with sleeves on both sides. Students must allow time to fit and rework the slopers so that the project has an accurate fit. **In order for the sloper to receive a passing grade the student must have had a fitting.** Start your sloper in time to work on it after it has been fitted. The sloper has to be corrected and pulled apart. In order to complete this project the student will need to cut and baste the sloper pieces together, complete a fitting for the sloper, pull the sloper apart and make the necessary corrections, and turn in the corrected muslin pieces correctly labeled and complete with grainlines.

**Slopers will be graded on:**

- Use of class time (20 points) \_\_\_\_\_  
Signed measurement sheet (10 points) \_\_\_\_\_  
Pattern printed by assigned day at the beginning of class (5 points) \_\_\_\_\_  
Seams accurate for fitting (20 points) \_\_\_\_\_  
Garment complete for fitting with all elements available (15 points) \_\_\_\_\_  
Fitting done by assigned day at the end of class (5 points) \_\_\_\_\_  
Quality of darts (5 points) \_\_\_\_\_  
Intersecting seams precise (5 points) \_\_\_\_\_  
All pieces present and amended sloper reflects the fitting process (20 points) \_\_\_\_\_  
Accurate labels (5 points) \_\_\_\_\_  
Accurate grainlines (5 points) \_\_\_\_\_

4. **Needlework/Fabric Manipulation sampler** Each student will complete a sampler containing examples of pleating, tucks, ruching, quilting, appliqué, and fabrique. The sampler will also contain the following embroidery stitches: satin, chain, French knot, feather, blanket/buttonhole, and stem stitch.

**The Needlework/Fabric Manipulation Sampler will be graded on:**

- Edges are finished (10 points) \_\_\_\_\_  
Items are properly labeled (10 points) \_\_\_\_\_  
Use of class time (7 points) \_\_\_\_\_

**Pleats (7 points total)** \_\_\_\_\_

- \_\_\_\_\_ Measured out and even (2 points)  
\_\_\_\_\_ Sample contains 6 pleats (3 points)  
\_\_\_\_\_ Pleats are well pressed (2 point)

**Tucks (5 points total)** \_\_\_\_\_

- \_\_\_\_\_ Sample is at least 6 inches long (3 points)  
\_\_\_\_\_ Stitches have integrity (2 points)

**Ruching (5 points)** \_\_\_\_\_

- \_\_\_\_\_ Gathers have integrity (2 points)

\_\_\_\_\_ Sample is at least 6 inches long (3 points)

**Quilted square (3 points)** \_\_\_\_\_

**Appliqué (5 points)** \_\_\_\_\_

\_\_\_\_\_ Consistent appliqué stitch (3 points)

\_\_\_\_\_ Used interfacing (2 points)

**Fabriqu  (6 points)** \_\_\_\_\_

\_\_\_\_\_ Consistent appliqué stitch (3 points)

\_\_\_\_\_ Careful cutting away of fabric for design (3 points)

**Satin Stitch (4 points)** \_\_\_\_\_

\_\_\_\_\_ Shape is filled in properly (4 points)

**Chain Stitch (6 points)** \_\_\_\_\_

\_\_\_\_\_ Daisy stitches are consistently good (3 points)

\_\_\_\_\_ Circle stitches are consistently good (3 points)

**French Knot (6 points)** \_\_\_\_\_

\_\_\_\_\_ Daisy centers are consistently good (3 points)

\_\_\_\_\_ Circle stitches are consistently good (3 points)

**Feather Stitch (6 points)** \_\_\_\_\_

\_\_\_\_\_ Circle stitches are consistently good (6 points)

**Blanket/Buttonhole Stitch (6 points)** \_\_\_\_\_

\_\_\_\_\_ Circle stitches are consistently good (6 points)

**Stem Stitch (4 points)** \_\_\_\_\_

\_\_\_\_\_ Circle stitches are consistently good (4 points)

5. **Costume/Production Lab** involves meaningful work on the current production during costume shop hours—at least 2 hours per week. Hours should be worked consecutively. **Students must keep a written record of the hours worked per week to turn in the week after final dress.**

**Costume production lab grades are based on:**

**Attendance:** 3 points per hour for showing up and recording what you did in lab

**Attitude:** Was the student engaged during the learning experience? 1 point per hour for a good attitude and 1 point per hour for staying busy

**Presentation and tool attrition:** Although points are not awarded based on cleanliness, if a student habitually leaves a mess, points will be deducted from his/her lab grade. Points will also be deducted from a student's lab grade for missing tools.

6. **Mask/Headdress** will involve the completion of a Mask or Headdress. **The masks must be wearable, durable, and painted.**

**The Mask project will be graded on:**

Use of class time (10 points) \_\_\_\_\_

Plan for the project (20 points) \_\_\_\_\_

Proposal submitted by assigned day must include a drawn design, a list of deadlines for the pouring of the face, the sculpting of the mask, the paper mache process, and the finishing and painting of the mask.

Design (15 points) \_\_\_\_\_

Technique (25 points) \_\_\_\_\_

Presentation (25 points) \_\_\_\_\_

7. **Tests are worth 100 points each**

The **FINAL PROJECT, worth 300 points**, involves the completion of a personal garment to be presented during Finalpalooza. If the student cannot wear his/her final project, 50 points will be deducted from the final project grade.

In order to complete the Final Project, each student will have to use skills acquired during the previous sewing projects. Since each student reaches his/ her own level of skill regarding the sewing portion of the class, all projects must be approved before work begins on each of them.

**STUDENTS MUST HAVE A PATTERN OR A DESIGN BY TBA. IF A STUDENT DOES NOT HAVE A PATTERN BY THAT DAY, 20 POINTS WILL BE DEDUCTED FROM THE FINAL PROJECT GRADE.**

The FINAL PROJECT will be graded on:

**Comprehension of overall course material and use of class time**

By this time each student should be able to thread a sewing machine, know how to make the hand and machine stitches, be able to take accurate measurements, know how and when to press the seams, and be able to follow pattern instructions.

**Craftsmanship**

Each student will be graded on fit and craftsmanship. Each student should be able to make a consistently good hand and machine stitch in order to complete the project. The level of difficulty regarding the finished garment may also affect the grading process. Did the student deal with darts, pleats, pockets etc.?

**Readiness to model the finished garment by Finalpalooza**

The garment must be **finished** in time for the student to present it during Finalpalooza. **The garment must be turned in at the end of the presentation—A TYPEWRITTEN DESCRIPTION of the garment, the type of fabric used to make the garment, the process used to make the garment, and any other interesting information you wish to supply regarding your garment must be emailed to me 5:00 PM the day before Finalpalooza. Failure to email the written description as instructed by the deadline will result in a loss of 10 points from the final project.**

**A NOTE ABOUT YOUR SEWING BOX:**

**TRY TO KEEP YOUR BOX OFF THE CUTTING TABLES** because space is limited. At the same time, you must be responsible for the tools in your box. Avoid leaving your tools scattered all over the shop; keep them within your reach. Your classmates **WILL** try to pinch them!!!! **Don't lose 50 points on your lab grade because you haven't kept track of your tools!!!!**

**SPACE IS LIMITED AND YOU SHOULD LEAVE BACKPACKS IN EITHER THE DRESSING ROOM OR THE STUDENT LOUNGE; AVOID BRINGING VALUABLE ITEMS TO CLASS.**

**A student for whom I constantly have to collect tools and/or clean the work space will lose points on either the lab grade or the class projects grade—or both.**

**\*ATTENDANCE POLICY FOLLOWS UNIVERSITY GUIDELINES IN  
STUDENT HANDBOOK\***

**STUDENTS WITH DOCUMENTED DISABILITIES WHO NEED ACADEMIC  
ACCOMMODATIONS SHOULD CONTACT THE FURMAN DISABILITIES  
COORDINATOR.**