Complete Costume Renderings - Assignment

Complete costume renderings are the finished blueprints that communicate the mood, style, and parameters to the director, actors, the costume shop, and the technicians. They are the ultimate indicator of the designer's viewpoints.

Objectives:

Use all learned information and skills to provide a main communication tool for a costume designer.

Required:

- 1. **Final Draft** of the **Designer Worksheet** for each character chosen. (15pts.)
- 2. <u>5 Complete</u> Costume Renderings(80pts.)
 - 1. Create 5 complete costume renderings from *West Side Story* that you did not design in the color rough stage. You must select from: Riff, Tony, Bernardo, Maria, Anita, Velma or one other that you selected) for this assignment.
 - 2. Each rendering will include figure collage pieces of clothing which must be stacked and oriented as the garments are worn on a body. See pg. 72 for an example.
 - 3. You must include a face, a hairstyle, headwear/headdress (if chosen), shoes, and any accessories needed.
 - 4. Include a title block.
 - 5. Include contextual research.
 - 6. The Complete Costume Renderings must be in color by your choice of the following 2 mediums: Colored Pencil or Watercolor.
 - 7. Each rendering must include fabric swatches.
 - 1. You can select from the swatch boxes in HFA 228, go online and look up fabrics at JoAnns.com, Discountfabrics.com, HobbyLobby.com, etc., you can find fabrics at home to swatch from, and/or you can search for images of fabric types on the internet (e.g., a red silk, and choose from the samples that are displayed).
 - 8. Any fabric image you print must be in color.
 - 9. Use a "8 head" figure at a 1" scale. Use the body templates in the workbook, from the internet, or create your own figures. Try using figures that are in action or movement, as described in class.
 - 10. The complete renderings need to display patterns and colors as true as you can portray with your chosen media.

Mixing, blending, and shading your colors is your best friend. Do not settle for a color if it is not the right color.

Refer to pg. 34-36, 48-49, 67-70, 72 in your Coursepack.