
Educating and training the theatre artists and artisans who will become the collaborators, innovators, and leaders of our profession, committed to the enrichment of diverse communities.

Course Syllabus 54-592 | 774

Costume Crafts: Theatrical Armor Creation

CLASS MEETINGS: Tuesdays 9:00-11:50am

ROOM: PCA 308 Costume Studio

INSTRUCTOR: Brian Russman (he, him, his)

E-MAIL: brianr@andrew.cmu.edu

OFFICE: PCA 325

PHONE: 917.225.1110

OFFICE HOURS: Fridays 1:00-3:30 or by appointment

COLLEGE OF FINE ARTS

PROFESSIONAL AND COMMUNITY STANDARDS:

As a condition of enrollment in the College of Fine Arts, we expect you to positively contribute to the community in order to fully engage in the intellectual life at CFA. Classrooms, studios, rehearsal and performance spaces, exhibition venues, and off-campus curricular destinations are safe spaces for expression and self-identification. Students are expected to treat *everyone* with respect, regardless of race, country of origin, gender identity and expression, sexual orientation, disability, physical appearance, age, religion, political affiliation, or marital status. Lack of respect and harassment includes offensive comments related to any protected personal characteristic, deliberate intimidation, sustained disruption or speech, inappropriate physical contact, and unwelcome sexual attention. Violations of this agreement are subject to a response to be determined by the Heads of School and Associate Deans.

It is *my own intent* that students from all diverse backgrounds and perspectives be well served by this course, that students' learning needs be addressed both in and out of class, and that the diversity that students bring to this class be viewed as a resource, strength and benefit. It is my intent to present materials and activities that are respectful of diversity: gender, sexuality, disability, age, socioeconomic status, ethnicity, race, and culture.

COURSE OBJECTIVE:

- The student should gain a comprehension of commonly used terminology surrounding the world of arms and armor.
- The student should gain an understanding of the basic processes and techniques used in the creation of armor for the stage and be able to logically enumerate the steps in the techniques involved in these processes.
- The student should develop professional level skills required for the execution of armor for theatrical purpose.

REQUIRED SUPPLIES:

There are no globally required supplies for this course as each student will need items specific to their own design. Certain supplies are stocked in the Costume Studio and are available for use but must be shared across the class population. Dependent upon the design of the student's project and the techniques they want to explore, the purchase of additional materials will be necessary.

ATTENDANCE:

Due to the laboratory nature of this course attendance is mandatory. One unexcused absence will reduce the course grade by one (1) letter grade. Being tardy (late by more than 10 minutes) will also not be accepted. Three tardy arrivals will constitute one class absence.

Student is responsible for material missed due to absence. Absence does not change project due dates.

PROJECTS:

There will be two inter-related projects completed during the course of this class. The student will devise a piece of armor and a related piece of chain mail. The armor and chain mail will be evaluated separately.

NO LATE WORK WILL BE ACCEPTED WITHOUT DISCUSSION PRIOR TO DUE DATE!

- **An extension must be requested at least 24 hours in advance.**
- **When an extension is granted, said extension is assumed to mean one calendar week unless other arrangements have been made.**

Projects will be evaluated on a 30-point system for a semester total of 60 points. The 30 project points are broken down as follows:

Mastery of Concepts:	10 Points
Application of Skills:	10 Points
Quality of Work:	10 Points

Mastery of Concepts measures a student's comprehension of and ability to explain course content

Application of Skills is representative of a student's ability to apply course concepts

Quality of Work measures the student's work against professional standards

Evaluation Matrix

Score	Mastery of Concepts	Application of Skills	Quality of Work
10	Exceeds class presentation and materials. Explains and contextualizes concepts for peers.	Consistently properly selects and applies skills and debugs skills for others.	Workmanship is at a level on par with the work produced by professionals in this industry
9	Easily synthesizes and explains concepts in relation to topics and applications.	Consistently applies proper skills without mistakes and recognizes errors in work when encountered.	Workmanship is consistently of a high enough standard to be considered professional.
8	Correctly explains course concepts with minimal mistakes.	Usually applies proper skills with minimal errors in work. Skills need finesse.	Workmanship overall can be considered neat and presentable.
7	Usually explains course concepts with occasional errors.	Usually selects and applies the proper skills and makes only occasional mistakes. Skills need work.	Shows potential for professional level workmanship through specific examples.

Although not listed, scores of less than 7 may be assigned when appropriate in the view of the instructor. Reasons for these scores may be based on (but are not limited to) poor attitude, tardiness, absence, ineffectual use of class work time, disregard to safety and shop procedures, undisciplined or unprofessional behavior, game play or sabotage of work, or frequent required reinforcement of concepts or procedures.

POINTS:	GRADE:
54 – 60	A
48 – 53	B
42 – 47	C
36 – 41	D
35 and Below	R

- A Exceptional work that consistently exceeds the standard expected. Student shows diligence, mastery of techniques, puts forth excellent effort and has a strong growth trajectory.
- B Good work that meets the standard expected of students. Work shows the application of techniques with good effort and growth.
- C Satisfactory work that minimally meets the standard expected but does little to go beyond. The work shows average application of techniques, minimal effort, and little growth.
- D Passing. Work markedly below the standard. Student shows minimum effort or below, lack of focus and inability to apply techniques. There is no growth.
- R Failing Grade – Student shows sub-par mastery of technique, presents a negative attitude and required course work is missing.

Grades in the School of Drama measure a student’s progress toward mastery in their field. Expectations of progress are defined within each option and for each level of the curriculum. In addition, the School of Drama expects its students to maintain a “B” average in their major area.

TAKE CARE OF YOURSELF

Do your best to maintain a healthy lifestyle this semester by eating well, exercising, avoiding drugs and alcohol, getting enough sleep and taking some time to relax. This will help you to achieve your goals and cope with stress.

All of us benefit from support during times of struggle. You are not alone. There are many helpful resources available on campus and an important part of the college experience is learning how to ask for help. Asking for support sooner rather than later is often helpful.

If you or anyone you know experiences any academic stress, difficult life events, or feelings such as anxiety or depression, we strongly encourage you to seek support.

CMU CaPS: 412-268-2922

UPMC Re:solve Crisis Network: 888-796-8226

If the situation is life threatening, call the police:

On campus: CMU Police: 412-268-2323 Off Campus: 911

CLASS MEETINGS

JANUARY 16, 2024:

Introduction | History | Terminology | Sources | Inspiration

JANUARY 23, 2024:

Chain Mail (knitting, jump rings, p.v.c., miscellany) |
 MATERIALS REVIEW (felt, foam, fiberglass, thermoformable, metal, carbon fiber, vacuum form, leather)
 ASSIGN PROJECTS #1 & #2

JANUARY 30, 2024:

Decorative and Paint Techniques
ARMOR DESIGNS DUE AT BEGINNING OF CLASS
Research Project A

FEBRUARY 6, 2024:

Research Project B
Work Day

FEBRUARY 13, 2024:

Research Project C
Work Day

FEBRUARY 20, 2024:

Research Project D
Work Day

FEBRUARY 27, 2024:

Research Project E
"Secrets of the Shining Knights"
PROJECTS #1 and #2 DUE AT BEGINNING OF CLASS