
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 **Theatrical Armor Creation**

CLASS MEETINGS: Mondays 1:40-4:20am

ROOM: PCA 308 Costume Studio

INSTRUCTOR: Brian Russman

E-MAIL: brianr@andrew.cmu.edu

OFFICE: PCA 332

PHONE: 412.268.3648

OFFICE HOURS: Available by appointment

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 his or her 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 he or she wants 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.

****NOTE: Attendance is MANDATORY on work days. Progress is expected to be apparent each class meeting.**

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

When an extension is granted, it is assumed that the next class meeting will be the new due date unless otherwise arranged.

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 graded separately.

GRADING:

The chain mail and armor piece will be individually evaluated on three criteria: Mastery of Concepts, Application of Skills, and Quality of Work.

Degree of difficulty will be a consideration when grading these projects. The more simple the project, the higher the degree of professionalism expected in the finished product. More complex projects will allow for a greater range of experimentation.

Each product will be evaluated on a 30-point system for a course 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) work of a standard not meeting minimum requirements, poor attitude, tardiness, absence, disregard to safety and shop procedures, undisciplined or unprofessional behavior, game play or sabotage of work, or frequent required reinforcement of concepts or procedures.

A verbal evaluation of the semester may be done at semester reviews. Any student feeling they are not receiving adequate feedback and wanting a private evaluation may make an appointment to receive one at any time during the semester.

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 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 like anxiety or depression, we strongly encourage you to seek support.

CaPS: [412-268-2922](tel:412-268-2922)

Re:solve Crisis Network: [888-796-8226](tel:888-796-8226)

If the situation is life threatening, call the police:

On campus: CMU Police: [412-268-2323](tel:412-268-2323)

Off campus: 911

CLASS MEETINGS:

JANUARY 15, 2018:

NO CLASSES: Martin Luther King Day.

JANUARY 22, 2018:

Introduction | Armor Terminology | History | Sources | Inspiration

JANUARY 29, 2018:

Chain mail (knitting, jump rings, p.v.c., miscellany) |

MATERIALS REVIEW: Felt | Foam | Fiberglass | Thermo formable | Metal |
Worbla | Carbon Fiber | Vacuum Form | Leather

ASSIGN PROJECTS #1 & #2

FEBRUARY 5, 2018:

Decorative and Paint Techniques

ARMOR DESIGNS DUE AT BEGINNING OF CLASS

FEBRUARY 12, 2018:

Work Day

FEBRUARY 19, 2018:

Work Day

FEBRUARY 26, 2018:

Work Day

MARCH 5, 2018:

PROJECTS #1 and #2 DUE AT BEGINNING OF CLASS