Angelo State University  
Department of Visual & Performing Arts  
TH3341 – Costume Design and Construction  
Fall 2017 – Professor Mike Burnett

Course Description:  
Study of historical costume with emphasis on major cultures and historical periods. The nature and use of costume fabrics and sewing implements; cutting, with and without patterns; pattern-making and alteration; wardrobe management. Theatre Practicum must be taken in conjunction with this course.

Course Objectives:  
• To help students develop a creative thought process and the ability to express their resulting creative ideas to a public audience.  
• To provide students with the ability to identify and define the roles associated with the design and production of costumes for a performance.  
• To provide students the opportunity to develop the skills necessary in creating costume designs, as well as actual costumes.  
• To provide students an opportunity to experiment with different varieties of rendering techniques to express their design concepts.  
• To help students understand and appreciate the process of script and character analysis as it pertains to the creation of costumes.  
• To help students develop a critical eye with which to view costume design as it pertains to the overall theatrical production.

Grade Distribution:  
\[ A = 90-100 \quad B = 80-89 \quad C = 70-79 \quad D = 60-69 \quad F = 0-59 \]

• The grade of “C” is given for work that completes all of the assignment requirements and is submitted on time.  
• The grades of “B” and “A” are given for work that meets the “C” requirements and clearly demonstrates development in appropriate skills and aesthetic understanding.  
• Due to the timing and nature of this class, late work will not be accepted.  
• Each project has been created so that it emphasizes the current topic in class and prepares the foundations for the next project. Skipping a project will more than likely be a hindrance and detrimental to your work on the proceeding projects.  
• Projects will be graded on how well you followed instructions, as well as how well you followed the overall design process as discussed in class.  
• Neatness and organization do count in this course! Both are life skills necessary for the theatre designer to achieve professional success.  
• Remember: An excused absence is not an excuse for a late assignment. If you have prior knowledge of your absence, please turn in your assignment prior to your absence.

Texts:  
• The Magic Garment – Rebecca Cunningham  
• Basic Sewing for Costume Construction – Rebecca Cunningham  
• Stop Kiss – Diana Son  
• Boy Gets Girl – Rebecca Gilman  
• Oklahoma! – Rogers & Hammerstein (will also need broadway cast recording)  
• Music Man – Meredith Wilson (will also need broadway cast recording)
Homework/Paper Requirements:
- All written assignments are to be TYPED using either Times New Roman or Arial Font, in Size 12—Double-spaced
- All written homework assignments should be well thought-out, in complete sentences (FYI: Yes. No. - not complete sentences!).
- Don’t forget: Spell check is your friend!
- And, proof reading helps a lot, too!
- And, submit all typed assignments via Blackboard, by the due date (remember, no late assignments)
- AND...put YOUR NAME on it

Contact Information:
- Professor Mike Burnett
- E-mail: michael.burnett@angelo.edu
- Office Phone: 325-486-6190
- Office Hours: Monday/Wednesday 1p-3p
- Tuesday/Thursday 11a-12p, 1p-2p
- Friday by appointment

Course Requirements:
Class Participation/Attendance/Blogs: Quality participation in class is required. You contribute to the learning environment and demonstrate your understanding of the material by participation. Remember, theatre is a collaborative process and class participation helps you gain interaction skills needed for future collaboration with directors and other designers. Reading of materials is required. You will use Blackboard’s Blog to answer questions specific to the reading.

Design Projects: Design projects are created to help you a gain deeper understanding of specific elements in the process of costume design as well as develop your creative impulse.

Sketch Diary: You are required to turn in 2 figure drawings per week on Thursdays (a total of 30 drawings) with research source. All drawings are to be kept in a 8 1/2” X 11” journal, also include in this journal “quick” sketches for projects, as well as notes and thoughts about the designs for each project.

Performance Critiques: You are required to attend the ASU productions of Not About Nightingales & My Fair Lady and write a responsive 3-page critique on the costume design.

Stuffed Animal: You will use a commercial pattern & hand and machine sewing, to create a stuffed animal. The completed project will be donated to a local women & children shelter.

Mid-Term Design Project: You will complete the costume design for one of the following plays: Stop Kiss by Diana Son or Boy Gets Girl by Rebecca Gilman

Final Design Project: You will complete the costume design for one of the following plays: Oklahoma! by Rogers & Hammerstein or Music Man by Meredith Wilson

Basic Sewing Exercises: Using the Basic Sewing text, you will complete exercises in hand and machine sewing. You may NOT use practicum time to work on these assignments, although Chasity can be used as a reference and aide.

Course Philosophy: I believe students are as much responsible for their own education as their professors are. It is imperative that you read the textbook before coming to class. In class we can clarify and synthesize the information you have read and add real life examples and situations to help you understand. Please come to class with an open mind, a willingness to speak, and an enthusiasm for participation.
Classroom and Costume Shop Etiquette

- **Be on time**—early is an even greater sign of respect and greatly appreciated by others
- **Be prepared**—read assignments before class, read directions before starting a project, bring your own supplies so you don’t have to borrow from others, have everything prepped and ready before class starts so you don’t disturb others who are prepared or waste their time waiting for you
- **Be alert**—ask questions, pay attention to activity in class (you never know when or how you will learn something new), be attentive to lectures (no drooping/laying on tables, no “hiding” inside a hoodie, no reading texts not associated to this class, etc.),
- **Take notes**—the process of writing down the information (whether you think you can remember it or not) sends it through a different section of the brain than just seeing & hearing, and reinforces the information for later use (like on a test)
- **Ask questions**—show interest in the topic and a desire to learn—an expensive education is a terrible thing to waste—no matter what the topic!
- **Do quality work**—If you have to ask, “Is this good enough?” or “What’s the minimum?”- the answer to your question is obvious
- **Work in a timely manner**—time in class is limited, do not waste it—time for show design & production is limited, do not waste it
- **Materials**—this course requires an investment in art and sewing materials. You are required to procure all needed materials for the completion of this course. If you do not have the materials, you will have a hard time passing this class. In some instances, materials may be shared.

Attendance Policy: Theatre is a business of deadlines. Once a curtain time is announced it is expected that it will be honored—“the show must go on.” Due to the nature of theatre design and the necessity to complete projects on time—attendance is mandatory and tardiness is highly frowned upon. The attendance policy is as follows:

- Attendance will be taken at the beginning of each class period. If you are more than **5 minutes late** for class (my clock time) you will be considered **absent** for that class period.
- You will receive a **10% absence penalty** (10% of your final grade) deducted from your final grade after the 3rd absence from class (this includes absences due to tardiness).
- 7 absences will result in failure of the class (this includes absences due to tardiness).
- Illnesses will only be excused when you have attempted to visit the nurse/doctor—proof is required (i.e. nurse’s verification, dated doctor’s note, etc).
- If you are representing ASU (i.e. athletics, traveling group, class field trip, theatre performance, etc.), you will be granted an excused absence **if** I receive prior notification **from you** at least one week in advance (even for theatre department events).
- Holiday travel is not excusable by University standards.
Art & Sewing Supplies: it is suggested that you get a Tackle box to carry art supplies

- Sketchbook
- A LOT of 8 1/2” x 11” white, unruled paper for sketching in class
- 8 1/2” x 11” pad of tracing paper
- Set of drawing pencils (at least HB, B, 2B, 4B, 6B), white art eraser, & pencil sharpener
- Black pens
- Paint brushes—at least 3 (sizes 1, 4 and 8 round tip Sableline quality)
- A container to hold water & washing paint brushes while painting
- Paint palette with lid
- Basic 8 color set of Water Colors
- Various amounts & colors of Canson paper for final renderings
- Assorted hand sewing needles
- Spool of black thread
- 1 yard of a light colored fabric (your choice)
- flannel fabric for animal (yardage TBA)
- embroidery scissors
- stuffing for animal (amount TBA)

Grading Breakdown:

<table>
<thead>
<tr>
<th>Category</th>
<th>Description</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Sketch Diary</td>
<td>50 Sketches</td>
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<tr>
<td>Mini Design Projects</td>
<td></td>
<td>15%</td>
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<tr>
<td>Project 1</td>
<td>Theatre and Emotion</td>
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<td>Project 2</td>
<td>Element Analysis and Stereotype</td>
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<td>Project 3</td>
<td>Sunglasses</td>
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<td>Project 4</td>
<td>Renderings #1 (Concept and Pencil)</td>
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<td>Project 5</td>
<td>Renderings #2 (Edgar_artis)</td>
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<td>Project 6</td>
<td>Renderings #3 (Black and White)</td>
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<td>Project 7</td>
<td>Renderings #4 (Full Color)</td>
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<td>Stuffed Animal</td>
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<td>Play Design</td>
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<tr>
<td>Musical Design</td>
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<td>15%</td>
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<tr>
<td>Participation/Blogs</td>
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<td>10%</td>
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<tr>
<td>Basic Sewing</td>
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<td>20%</td>
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<tr>
<td>Ch 1 Hand Stiches</td>
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<td>Ch 2 Hand Sewn Fasteners</td>
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<td>Ch 3 Machine Sewing</td>
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<td>Ch 4 Pinning and Sewing</td>
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<td>Ch 5 Seams</td>
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<td>Ch 6 Seam Finishes</td>
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<td>Ch 8 Measuring the Actor</td>
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<tr>
<td>Critiques</td>
<td>Not About Nightingales, My Fair Lady</td>
<td>10%</td>
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Assignments:

Sketch Diary: Each day you will select 2 images (1 male and 1 female) of the human figure in motion. You will study these images carefully and attempt to replicate them using the proportional figure drawing techniques presented in class. These figures are to be drawn full-scale on 8 1/2” x 11” white, unruled paper. I do not want these sketches to be neat and clean, rather I want to see your attempts at replicating the images proportionally. Each class period, you will turn in the drawings with the selected reference images (printed).

Design Projects:

Project 1– Theatre and Emotion: You will create a visualization of your personal definition of “What Theatre Is/Means to Me” and the dominant emotion you feel about it. You may choose any visual format or style which suits your needs but you may not use any words. This is about visual images, not about words. Be creative—focus on some type of 3-D representation. This must be a new creation, not a “pulled” item from your past. You will have 3 minutes in which to formally present your work to class. Grading will be based on the dynamic impact of the visual image presented, apparent creative thought behind your design, and how much your verbal presentation is required to explain the visual presentation.

Project 2– Element Analysis and Stereotypes: You will select a stereotype based on clothing choices. Once you have made your choice, find a minimum of 5 visual examples of that stereotype. Using the visual examples, in a 2-page paper describe (using the correct terminology) the type of line, shape, colors, texture, space, unity, balance, silhouette, proportion and scale, rhythm, and focus used to communicate the attitudes and impressions associated with that stereotype. Next, with that analysis in mind, design an alter ego to the specific stereotype you have chosen. You may draw, Xerox, collage, or present single images that present the exact opposite in terms of line, shape, colors, texture, space, unity, balance, proportion and scale, rhythm, and focus. You will present a brief 3-minute verbal and visual presentation identifying the specific stereotype, your analysis, and the choices for the alter ego. Grading will be based on accuracy of defining the stereotype in terms of the visual research, the analysis elements and principles of design, the creation or selection of the alter ego, and creative presentation of your stereotype and alter ego.

Project 3– Sunglasses: You will select a major, famous figure. This individual may be dead or alive, real or imaginary. It is very important that the audience instantly recognize your individual. You will design the ultimate pair of sunglasses for that person. The style, image, color, texture, and shape of the glasses will provide the only clues to their owner’s identity. You will build and wear your “celebrity” sunglasses (silently) before the class, who will then attempt to guess their “owner.” DO NOT DISCUSS THIS BEFOREHAND! WORK IN SECRET! The grade will be based on how quickly I can identify the owner with no help from you or the audience.

Project 4– Concept & Pencil Renderings: You will design and draw the costumes for 2 lead characters from a television sitcom. The figures must be at least 12” tall on 11”x 17” white paper. All designs must be drawn in pencil with details—but, no color or shading. Each rendered plate must be swatched. You will prepare a formal 3 minute presentation on your work in which you detail your use of line, shape, and color to support your interpretation of these characters. Also discuss your use of research for the show. Grading will be based on your use of the elements and principles of design to support your intent of the production. You will also turn in a 1-page “Concept Statement”.

Project 5– Edgar_Artis: Using the Instagram Artist @Edgar_Artis as inspiration, you will render 2 figures (1 male, 1 female) using found objects for the costume texture. The figures must be at least 12” tall on 11”x 17” white paper (card stock is suggested). Found objects must be adhered to the costume plate.

Project 6– Black & White (Value) Renderings: You will prepare, design, and render 2 costume plates using Pen or Black Watercolor from an historical painting. Each rendering must be complete, with a 12” figure on 11” x 17” paper. Since this a study in the use of value as it corresponds to the characters, you will not need fabric swatches,
but you should create pattern and texture for your costumes. You will prepare a formal design presentation, including research, of 7 minutes. Grading will be based on the use of the elements and principles of design, especially value, to show and support characterization, ability to communicate ideas, and consistency of production intent with design choices. You will also turn in a 1-page “Concept Statement”.

Project 7—Full Color Renderings: You will design and render 2 superhero costumes (you are the superhero, and a sidekick). Each plate must be fully rendered in color (in the medium of your choice) and swatched. All figures must be 12” tall on 11” x 17” paper. You will prepare a formal presentation of at least 7 minutes. Grading will be based on the production approach, the clarity of progression as the characters change, the establishment of a cohesive style, the use of the elements and the principles of design to communicate your ideas and the success of communicating your ideas through a visual medium. You will also turn in a 1-page “Concept Statement”.

Costume Design Critiques:
For this particular class, you are required to attend Not About Nightingales and My Fair Lady. Once you have attended the performance, you will write a 4-page critique on the costume design for the production and how it fit (or did not fit) into the overall design concept of the show. Be sure to include the design element terms discussed in class and how they played a role in the design you observed.

Stuffed Animal Project: Using a commercial pattern (provided by the professor), you will create a stuffed animal. Grading will be based on use of time, completeness, accuracy, and quality. The completed animals will be given to a local women/children shelter.

Basic Sewing Projects: Using the Basic Sewing for Costume Construction, you will complete exercises in hand and machine sewing. You will provide the needle, thread (back), and fabric (1 yard of a light color). I will provide notions, zippers, etc… You will be graded on completeness, neatness, and accuracy.

Chapter Readings/Blogs: For each chapter read in The Magic Garment, you will complete a series of blog questions on Blackboard. It is expected that you will read the assigned portions of the texts and other handouts prior to arriving in class. Lectures and in-class assignments will be based upon the assumption that these readings have been completed and lecture material will be related to the readings. However, lectures will not be rehashes of the readings. In order to facilitate in class discussions & lectures, students are required to post reading thoughts to a blog in Blackboard (the blog is similar to the discussion board but a little more user friendly). Each reading post should answer the following:

• What is your favorite passage in the assigned reading?
• Why is it important to you?
• What passage in the assigned reading is giving you difficulty or do you disagree with? Why?
• Is there a passage you can assimilate from this reading into your life in theatre? Describe it. (note…there should be something from each reading that you can use…answering “none” is not permitted)
**Midterm Play Design:** You will complete the costume design for one of the following plays: *Stop Kiss* by Diana Son or *Boy Gets Girl* by Rebecca Gilman. You should consider this the equivalent of a midterm exam. You will be expected to design the entire show, with swatches. You will also turn in a design notebook containing:

- Concept Statement
- Brief Script Analysis
  - Should include information on the playwright
- Brief Character Analysis for each character
  - Should include initial costume ideas/thoughts/notes
- Costume Plot(s)
- Rough Sketches
  - Should show your creative thought process for each character
- Research for each character
- Renderings for Oscar & Felix or Olive & Florence. You will create renderings for each scene that these characters are in.
- One rendering for each of the supporting characters.

The project’s notebook is due (neat and organized) when the project is due.

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**Final Play Design:** You will complete the costume design for one of the following plays: *Oklahoma!* by Rogers & Hammerstein or *Music Man* by Meredith Wilson. You should consider this the equivalent of a final exam. You will be expected to render the entire show, with swatches. You will also turn in a design notebook containing:

- Concept Statement
- Brief Script Analysis
  - Should include information on the playwright
- Brief Character Analysis for each character
  - Should include initial costume ideas/thoughts/notes
- Costume Plot(s)
- Rough Sketches
  - Should show your creative thought process for each character
- Research for each character
- Renderings for Higgins and Eliza or Arthur and Guinevere. You will create renderings for each scene that these characters are in.
- One rendering for each of the supporting characters in one major scene (for example, Ascot Opening Day)

The project’s notebook is due (neat and organized) when the project is due.
Grade Appeal Process:
As stated in the ASU Operating Policy and Procedure (OP10.03) a student who believes that he or she has not been held to appropriate academic standards as outlined in the class syllabus, equitable evaluation procedures, or appropriate grading, may appeal the final grade given the course. The burden of proof is upon the student to demonstrate the appropriateness of the appeal. A student with a complaint about a grade is encouraged to first discuss the matter with the instructor. For complete details, including the responsibilities of the parties involved in the process and the number of days allowed for completing the steps in the process, see OP10.03 at: www.angelo.edu/opmanual/docs/Section_10_Academic_Policies-Students/OP_10.03_Grade_Grievance.doc

Academic Advising:
The College of Arts and Sciences and Department of Communication, Mass Media and Theatre require that students meet with a Faculty Advisor as soon as they are ready to declare a major. The Faculty Advisor will set up a degree plan, which must be signed by the student, faculty advisor, and the department chair. Theatre majors who have questions about advising or declaring a major in the department, can call 942-22085. Undeclared majors are supported by ASU's College of Arts and Sciences Advising located in Carr, and can be reached at 942-2710

Non-Discrimination:
Prejudice of any kind will not be accepted in the classroom. This includes age, race, political stance, religious preference, and ethnicity. Students are allowed to disagree and voice opinions if they do so in a non-offensive manner.

Academic Honor Code:
Violations of academic integrity are very serious matters and are clearly documented in the ASU Student Handbook. The work a student submits in a class is expected to be the student's own work and must be work completed for that particular class and assignment. Plagiarism means intentionally or knowingly representing the words or ideas of another as one's own. This may include your own previous work. Plagiarism includes quoting or paraphrasing from other sources without acknowledging/citing the source of your information or presenting quoted material as your own words. You must be very clear about attribution of sources and you must know how to cite sources in a paper. Please see full Honor Code Policy at http://www.angelo.edu/cstudent/documents/pdf/Student_Handbook.pdf

Students with Disabilities:
Angelo State University complies with the Americans with Disabilities Act in making reasonable accommodations for qualified students with disabilities. If you suspect that you may have a disability (physical impairment, learning disability, psychiatric disability, etc.), please contact the Dean of Student Life and Student Services at 942-2191. If you need disability accommodations in this class, please see me as soon as possible.

Incomplete Grades:
The grade I is given when the student is unable to complete the course because of illness or personal misfortune. An I that is not removed before the end of the next long semester automatically becomes an F. A graduate student will be allowed one year to remove a grade of I before it automatically becomes an F. To graduate from ASU, a student must complete all I's.
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<tr>
<th>WEEK</th>
<th>29-Aug</th>
<th>Intro to Class, Gesture Drawing</th>
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<td>TH</td>
<td>31-Aug</td>
<td>Analysis, Collaboration, Concepts, Gesture Drawing</td>
<td>MG Ch 1</td>
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<td>5-Sep</td>
<td>Research</td>
<td>MG Ch 2&amp;3</td>
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<td>Hand Sewing Workshop (in costume shop)</td>
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<td>Elements &amp; Principles of Design</td>
<td>MG Ch 4</td>
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<td>MG Ch 5</td>
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<td>MG Ch 7</td>
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<td>Markers/Colored Pencils Workshop</td>
<td>MG Ch 7</td>
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<td>TH</td>
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<td>DISCUSS PLAY DESIGN PROJECTS</td>
<td>Roy Gets Girl, Stop Kiss</td>
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<td>T</td>
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<td>Watercolors/Guache Workshop</td>
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<td>Play Projects - Concept/Research Presentations</td>
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<td>Appendix pp284 - 314</td>
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<td>Play Projects - Character Analysis/Rough Sketches</td>
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<td>Odd Couple - Designs Due</td>
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<td>7-Nov</td>
<td>TBA Workshop</td>
<td>Not About Nightingales</td>
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<td>TH</td>
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<td>T</td>
<td>5-Dec</td>
<td>Musical - Rough Sketches</td>
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<td>TH</td>
<td>7-Dec</td>
<td>Musical/Workshop</td>
<td>Almost Finished Designs - Musical</td>
<td>Stuffed Animal - My Fair Lady</td>
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<td>T</td>
<td>12-Dec</td>
<td>Final Design Presentation - 1:00pm</td>
<td>Musical Designs Due</td>
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