

Master of Fine Arts Costume Design & Production



Tartuffe (2017-2018)

PROGRAM GOAL

To provide students with training in the art and practice of costume design and technology. The program is designed to prepare students with proficient skills that will be needed to continue their growth and assure success in their future career.

Students graduate with an in-depth knowledge in all aspects of costume design for the stage, including theatre, dance, opera and film. Costume technology is a key component with classes in couture sewing, draping and patterning, millinery, fabric modification and costume crafts. A professional portfolio of executed design and technology work is required for graduation.

COSTUME DESIGN OPPORTUNITIES

FSU Productions

Costume graduate students will assist and design directing projects during their first year. The second- year students will design a season subscription show, as well as assist. Their technology skills will be utilized for productions in any of the skills that they have developed including as a draper, fabric dyer, crafts artisan, etc. The third-year student will continue in this trajectory with a culmination of a MFA Creative Final Project, (practical thesis) in either designing for a large season subscription show or taking on a major technical component for a large show, which could include head draper or crafts artisan, etc.

Other Costume Design/Costume Technical Work

With major professor's permission, students can work with the FSU Film School, Opera Department, Dance Department, either designing an MFA film/dance/opera project or working in their shops.

Teaching

While at FSU, students may be given the opportunity to teach undergraduate classes during their second and third year. Classes that have been taught by costume design graduate students include introductory costuming classes, Introduction to Theatrical Design, and Stage Makeup.

Assistantship (20 hours per week)

Assistantship includes a tuition waiver for nine hours for each semester plus a stipend of approximately \$16,250 for the year. Students must acquire in-state resident status by the end of their first year. Assistantship duties include working in the costume shop, supervising wardrobe crew or teaching introductory costume classes.

PRODUCTIONS

Assistantship work includes various tasks on productions. Each student will be assigned to help build costumes and develop costume skills. This ranges from day-to-day organization, alterations, stitching, first-hand work, as well as the already mentioned pattern making, crafts, dyeing, millinery and other technical work as need for the show. Work is assigned to make sure of student success while attaining more proficient skills, while making sure that it is in tune to each student's interest and career goals.

SEMESTER REVIEW

Each semester, Faculty review student's progress regarding class work, as an assistant in the shop or as designer/technologist on a production. The review includes portfolio development and review of current resume. Students need to pass this each semester to continue in the program.

SCHOOL OF THEATRE PRODUCTION SEASON

Six subscription shows that are fully produced each season, including new plays, classical comedies and dramas, a children's show, and two musicals. Previous shows include: *Newsies*, *In the Heights*, *The Importance of Being Earnest*, *Cat in the Hat*, *We Are Proud to Present...*, *The Addams Family*, *Eurydice*. Lesser produced work includes MFA Director One-Acts and devised theatre projects.



Disney's Beauty and the Beast (2016 - 2017)



The
School of Theatre
AT FLORIDA STATE

COURSES

Costume Design

Research for projects cover various periods of costume history. Designs of costumes for theatre, dance, opera and film are covered as well as discussions of performances spaces and needs of the performer for each of these. Discussions of best process practice of designing include: script analysis, research techniques, fabric and fiber identifications and knowledge, communication skills, costume plots and budget, fitting protocols and dress rehearsals.

Rendering

Advanced class on traditional rendering techniques using a variety of media and strengthening drawing skills of figures and garments. Costume rendering workshop focuses on portfolio development and analyzing rendering styles. The computer rendering class explores various software programs: Corel Painter, Photoshop and Adobe Illustrator and well as creating a digital portfolio and website.

Costume History

The Costume History Seminar class covers both lectures of the various historic periods plus more in-depth research on traditional and non-Western clothing. Student also research from actual vintage and antique garments.

Technology

Classes in costume technology cover a wide range from couture sewing, flat patterning, draping, historic period draping, millinery, crafts, fabric modification, tailoring, corsets and crinolines, wigs, management, etc.

COSTUME SHOP EQUIPMENT AND FACILITIES

Sewing / Patterning Room: Industrial sewing machines; Industrial hemmer; Overlock machines; Industrial steam iron and table; Domestic sewing machines including a Bernina embroidery machine; Several large cutting tables; Wolf dress forms in various sizes/styles; Extensive period pattern files.

Dye and Craft Room: Textile digital printer, Industrial dye vat; Industrial hood vent; Industrial dryer; Safety station - eyewash and emergency shower; Workbench and work tables; Fabric steamer; Patch machine for leather; Hat steamer and other millinery equipment such as hat blocks; Flammables cabinet and other cabinets for craft and dye supplies.

Costume Storage: Large hanging stock with costumes organized by period, type, gender, and size; Large folded stock in labeled boxes organized by period, type, gender, and size; Hat and shoe room organized by period, type, gender, and size.

Laundry Room, Wig Room, and Dressing Rooms

APPLICATION AND ADMISSION

The following criteria must be met for consideration of acceptance into the program:

1. A Bachelor's Degree in Theatre from an accredited college or university. Students who do not hold a Theatre degree must show evidence of substantial coursework and/or experience in theatre to indicate probability of achieving success in advanced theatre studies.
2. A grade point average of at least 3.0 (on a 4.0 scale) during the last two years of study for a bachelor's degree, or 3.0 on a master's degree from an accredited institution; OR have acceptable scores on the verbal and quantitative portions of the Graduate Record Examination taken within the last 5 years.
3. All applicants must participate in an interview and portfolio review session, either in Tallahassee or at recruiting sites such as URTA or LINK.
4. Applicants must submit a completed School of Theatre application, three current letters of recommendation, current resume, and a statement of purpose.
5. Specific approval of the program director within the School of Theatre.

For admission procedures, contact the Office of Academic and Student Services at 850.644.7234.

Faculty and Staff

Colleen Muscha

Professor, Director of the MFA Costume Design Program

Jacki Armit

Associate Professor of Costume Technology

Sarah Jahnke

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CONTACT INFORMATION

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The Addams Family (2017-2018)

The School of Theatre at Florida State

For additional information about the program, the faculty, and how to apply, please visit: <http://theatre.fsu.edu/graduate>.