

# Master of Fine Arts Costume Design



Tartuffe (2017-2018)

## OUR GOAL

To provide students with training in the art and practice of costume design. The program is designed to give students skills they need to continue their growth as costume designers in the American theatre.

Students graduate with an in-depth knowledge of all aspects of costume design for the stage. Design work in opera, dance, and film is also explored. Costume technology is emphasized as well, including skills in millinery, fabric modification, costume crafts, and patterning. A portfolio of executed designs is required for graduation.

## COSTUME DESIGN OPPORTUNITIES

### FSU Productions

Graduate costume designers will have opportunities to assist and design smaller productions during their first year. They will then be given assignments designing larger productions during their second and third year. Students assist on two productions and design a minimum of three productions for the School of Theatre.

### Other Design Work

Outside design opportunities with Opera Florida State, FSU Film School, and the FSU Dance Department are available with instructor permission.

### 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 \$15,600 for the year. Students must acquire in-state resident status by the end of their first year. Assistantship duties include: stitching, draping, crafts, wig styling, etc. or teaching introductory costume classes.

## PRODUCTIONS AND PRACTICUM WORK

One feature of the program at FSU is the practicum course. Practicum acknowledges the legitimacy of unique artistic production-oriented work not normally equated with classroom coursework. The practicum course allows students and their advisers to plan and execute an individualized track to meet the students' particular needs, interests, and career goals.

The practicum for Costume Design students may include: Costume Designer, Assistant to the Costume Designer, Dyer/Painter, Milliner, Wigs/Make Up Designer, and Pattern Maker.

## SEMESTER REVIEW

Each semester, faculty review student's progress regarding their performance on productions, class work, portfolio development, and resume.

## SCHOOL OF THEATRE PRODUCTION SEASON

Six shows are fully produced per season including two musicals. Previous seasons have included *Beauty and the Beast*, *Tartuffe*, *Ragtime*, *Twelfth Night*, *The Garden of Rikki Tikki Tavi*, *Cloud 9*, *Servant of Two Masters*, as well as smaller New Horizon productions: *devised work*, *Shakespeare Shortcuts*, *One Acts*, etc.



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

## CLASSES

Explores various periods of costume history through theatrical design projects. Special sections of the class are devoted to: Costume research techniques – traditional and Internet; Textiles – fibers and fabric identification and knowledge of weaves; Production process – from script to dress rehearsals; Communication process – director and the design team; Professional costume designers – current and past; Resume and portfolio development.

### Dance Costume Design and Film and TV Costume Design

Explores other areas of costume design including: film, dance, commercials, musical reviews, etc., through projects, research, and discussion of venues. Special sections of the class are devoted to: Production and Costume photography techniques; Research techniques from actual historical period garments; Job search, interviewing, contracts, and career opportunities.

### Costume Technology Classes

Patterning - Flat Pattern and Draping; Millinery (buckram construction, felt and straw blocking, wire frame); Fabric Modification (dyeing techniques, hand painting, and printing); Costume Crafts (masks, crowns, armor, jewelry, etc.); Wig and Makeup Design.

### Other Required Classes

Costume History Seminar, which includes research techniques from actual historical period garments; Graduate Dramaturgy or Play Analysis; Advanced Costume Rendering; Computer Costume Rendering and Costume Rendering Workshop.

### Electives

Advanced Costume Construction / Tailoring; Costume Museum Research; Period Draping.

## 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



*The Addams Family (2017-2018)*

## 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

Costume Studio Manager

## CONTACT INFORMATION

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## 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>.