PROJECT #3: COSTUME RENDERING

**Project Objective:** To build on ideas evident in Project #1: Character Analysis and Project #2: Character Study, create a final presentational costume rendering that expresses your vision of one character in *Fences*.

**Project Comments:** The final costume rendering becomes an important way to express how a character will look at one moment in the dance or play. In fact, this illustration of design intent is a critical tool in the design process for articulating character interpretation. The rendering indicates conceptual approach, style of the costume, color, silhouette, texture, function, detail, and an overall relational sense to other characters and theme. The final rendering ultimately incorporates artistic choices regarding conceptual content and graphic, presentational standards (it needs to be visually appealing).

**Assessment Criteria:** The final costume rendering will be evaluated according to the following criteria:

- Pencil sketch of character pose without costume (11 inch figure) on white paper.
- Rough costume sketch of figure (11 inch figure) on white paper. Include color, rough pattern ideas, and other important details.
- Final costume rendering of the character from Project #1 and Project #2:
  - Use rigid board material large enough to express 11 inch tall figure.
  - Include: Title of play, character name, your name, act/scene # on front.
  - Rendering should express the intended posture, physical traits of the character, and overall conceptual approach.
  - Glue research imagery that led to final design choices on the back of the rendering.
  - Demonstrated improvement of drawing skill from the Initial Sketch.
  - Demonstrated improvement in use of rendering media. Evidence of experimentation with media.

Note: The choice of the rendering medium is up to the individual designer, but the rendering must include color if color is an important design element. Marker, colored pencil, watercolor, charcoal, pastels, gouache, acrylic paints, mixed media, etc... are all options. Ultimately it is best to use a medium (or mediums) that has a ‘feel’ of the design ideas evident in the costume. Certainly comfort level in using a particular medium is important at this point.

**Project Due:** On Tuesday, March 1st your Design Team will formally present renderings to the class.

Note: At the end of the class you will hand in ALL course materials accumulated during your work on *Fences*. Your 3-ring binder should include class notes, all handouts, research, design notes, sketches, photocopies, and project assignment sheets.