

Costume Design & Technology

“The Importance of Being Earnest” Design Project (80 points)

You will act as the Costume Designer for an unrealized production of Wilde’s “The Importance of Being Earnest.” You will analyze the script from a costume perspective; create a combined costume plot and action chart for **all** characters; and full colored renderings for **three** characters. We will have computer access for two class periods for the paperwork and research. All components will be typed and shared through google docs.

Project Requirements

- Designer’s Essential Questions (at end of this document)
- Costume plot/Action Chart combination
- Appropriate research for 1895 London
- Full color Costume renderings for three characters (your choice!)

Grading Rubric follows on next page.

The Importance of Being Earnest Design Project (80 points)

Category	10	8	6	4	2
Play Script Analysis Content	Student demonstrates superior understanding of the play	Student demonstrates proficient understanding of the play	Student demonstrates basic understanding of the play	Student demonstrates below basic understanding of the play	No serious effort
Character Analysis Content	Student demonstrates superior understanding of the characters	Student demonstrates proficient understanding of the characters	Student demonstrates basic understanding of the characters	Student demonstrates below basic understanding of the characters	No serious effort
Play Script/Character Analysis Format	Student answers all essential questions; doc is typed and printed; doc is organized and easy to follow.	Student answers all but 2 or fewer essential questions; doc is typed and printed; doc is organized and easy to follow.	Student doesn't answer 3 or 4 essential questions; or outline is not typed and printed; doc is organized.	Student doesn't answer 5 or more essential questions; and outline is not typed and printed, or doc is disorganized.	No serious effort
Costume Plot/Action Chart	Student prepares an exhaustive list of all characters' appearances and costume requirements for each Act; list/chart is well organized, easy to follow and typed and printed.	Student prepares a partial list of all characters' appearances and costume requirements for each Act; list/chart is well organized, easy to follow and typed and printed.	Student prepares a partial list of some characters' appearances and costume requirements for each Act; or list/chart is disorganized, and hard to follow.	Student prepares a partial list of half or fewer characters' appearances and costume requirements for each Act; list/chart is disorganized, and hard to follow.	No serious effort
Research	Student includes more than two pieces of period appropriate research for each character designed.	Student includes two pieces of period appropriate research for each character designed.	Student includes one piece of period appropriate research for each character designed.	Student includes one piece of research for each character designed, but research is not period appropriate.	No serious effort
Costume Rendering #1	Rendering page is laid out attractively; page includes play title, character name, student name; renderings reflect shape and proportion of the period; renderings reflect proper human proportions; renderings have been colored to reflect design choices.	Rendering page is laid out attractively; but is missing play title, character name, or student name; renderings reflect shape and proportion of the period; renderings reflect proper human proportions; renderings have been colored to reflect design choices.	Rendering page is laid out attractively, but is missing play title and character name, or student name; or renderings do not reflect shape and proportion of the period; or renderings do not reflect proper human proportions; renderings have been colored to reflect design choices.	Rendering page is sloppy and is missing play title and character name, or student name; and renderings do not reflect shape and proportion of the period; or renderings do not reflect proper human proportions; or renderings have not been colored to reflect design choices.	No serious effort
Costume Rendering #2	Same as above	Same as above	Same as above	Same as above	Same as above
Costume Rendering #3	Same as above	Same as above	Same as above	Same as above	Same as above

Notes:

Total Points: _____/80

Designer's Essential Questions—complete on your own paper

Part I: The Play

1. What kind of play is this? Drama, Comedy, Tragedy, Farce? How do I know?
2. What is the basic story of the play? Explain briefly.
3. Where and when is the play set? What indications of climate (seasons) or weather do I notice?
4. What mood is present in the play? Does the mood change? When?
5. Whose play is it? (Who is protagonist and antagonist? Does protagonist achieve the goal?)
6. What important or repeated images (symbols) occur in the play?
7. Has the director imposed any particular production concept to the play? Explain.

Part II: The Characters—complete the following questions for each character being designed

1. Character's Vitals
 - a. Name
 - b. Age
 - c. Occupation
 - d. Physical condition (healthy, weak, sickly, etc.)
 - e. Type of character: major, supporting, chorus
2. Character's Interior
 - a. Intelligence Level
 - b. Self Esteem/Emotional State (note if changes during play)
 - c. Morality or Religion
 - d. Personality Traits
3. Script Information
 - a. Make note of any and every text reference to the character's clothing and/or accessories
4. Will the actor cast in the role require any special treatment (padding, shoe lifts, wigs) to look the part?