

**THAR 22.2 Course Outline as of Spring 2016****CATALOG INFORMATION**

Dept and Nbr: THAR 22.2 Title: SP FX MAKEUP &amp; MASKS II

Full Title: Special Effects Makeup, Wigs, and Masks II

Last Reviewed: 4/12/2021

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	2.00	Lecture Scheduled	1.00	17.5	Lecture Scheduled	17.50
Minimum	2.00	Lab Scheduled	3.00	8	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 35.00

Total Student Learning Hours: 105.00

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

**Catalog Description:**

Additional methods, materials, and techniques realized in special effects design as it relates to theatrical makeup, including prosthetics, wig styling, and mask design and construction for stage, screen, and video.

**Prerequisites/Corequisites:**

Course Completion of THAR 22.1

**Recommended Preparation:****Limits on Enrollment:****Schedule of Classes Information:**

Description: Additional methods, materials, and techniques realized in special effects design as it relates to theatrical makeup, including prosthetics, wig styling, and mask design and construction for stage, screen, and video. (Grade Only)

Prerequisites/Corequisites: Course Completion of THAR 22.1

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: Two Repeats if Grade was D, F, NC, or NP

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:

<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
---------------	----------------------	------------	-----------

<b>CSU Transfer:</b>	Transferable	Effective:	Spring 2016	Inactive:
----------------------	--------------	------------	-------------	-----------

<b>UC Transfer:</b>	Transferable	Effective:	Spring 2016	Inactive:
---------------------	--------------	------------	-------------	-----------

**CID:**

**Certificate/Major Applicable:**

Certificate Applicable Course

## **COURSE CONTENT**

### **Student Learning Outcomes:**

At the conclusion of this course, the student should be able to:

1. Upon completion of the course, the student will be able to:

Perform special effects makeup, wig styling, and mask-making techniques at an intermediate level.

### **Objectives:**

In order to achieve these learning outcomes, during the course the student will:

1. Identify and apply additional types of materials used in special effects makeup, wig styling, and mask-making for theatre, film, and video at an intermediate proficiency.
2. Safely and effectively demonstrate a higher level of special effects makeup techniques used in the creation of three-dimensional makeup design.
3. Safely and effectively demonstrate the application of prosthetic appliances, with an increased level of confidence and problem solving.
4. Analyze and interpret appropriate styles, color, and texture choices for a character from a work of dramatic literature, using special effects makeup techniques.
5. Create three-dimensional shapes by utilizing clay sculpture, painting techniques, wig styling, and prosthetics with an increased level of confidence and problem solving.
6. Identify cultural and historical trends and styles in makeup and hair as applied to a work of dramatic literature.
7. Conduct basic script analysis and research of the script's themes, style, historical period, and cultural setting, in preparation for mask, wig, and makeup design with an increased level of confidence and problem solving.
8. Design makeup charts and/or renderings for assigned projects at an intermediate skill level.
9. Further expand their knowledge and skills by working on different realized makeup/hair design projects requiring a higher skill level.

### **Topics and Scope:**

1. Overview of Safety Issues and Hygiene
  - a. Product descriptions and uses
  - b. Proper material handling
  - c. MSDS (Material Safety Data Sheets)
  - d. Proper material storage
  - e. When to use particle masks vs. vapor masks
  - f. Proper protective clothing for you and your model
  - g. Ensuring the safety and comfort of your model: putting your model at ease
  - h. Clean-up and skin care
2. Conceptualization of Design Considerations
  - a. Makeup and the actor
  - b. Performance factors
  - c. Environmental factors
  - d. Lighting and makeup
3. Organization and Trouble Shooting Teamwork Issues in Life Casting
  - a. Methods of communication
  - b. Proper procedures in casting a face, head, or limb
  - c. Curing and preparation of a life mask
4. Synthesizing a Design Plan
  - a. Research
  - b. Photo to rendering
  - c. Accurate documentation of your process
5. Sculpting in Clay: Classical and Non-realistic Facial Shapes with intermediate level of accuracy
  - a. Tool usage
  - b. Oil-base vs. water-base clays: why and when to use each
  - c. Developing texture
  - d. Recognizing and eliminating undercuts
  - e. Preparing the sculpted piece for mold making
6. Mold Making Materials and the Process for Creating Facial Prosthetics with higher level of accuracy
  - a. Positive vs. Negative molds
  - b. Flange and flashings
  - c. Bridge and buttress
  - d. Keys
7. Overview of the Different Uses of liquid latex, foam latex, and other materials
  - a. Reviewing the MSDS for three-part foam chemicals
  - b. Safe handling: mixing, pouring, and curing of foam latex
8. Painting and Texturing a Prosthetic Appliance
9. Problem Solving the Application of Three-dimensional Appliances
10. Strategies for Blood, Slime, and Ooze delivery
  - a. Recipes
  - b. Delivery
11. Bald Caps
  - a. Types of bald caps
  - b. Preparing the actor
  - c. Fitting, trimming, and attaching the bald cap
  - d. Blending and coloring the bald cap
12. Wig Styling and Construction with higher level of accuracy
  - a. Parts of a wig
  - b. Ventilated fronts - construction, application, removal, cleaning and care
  - c. Tools

- d. Creating a hair piece pattern
- e. Setting and styling using multiple hairpieces
- 13. Mask Design and Construction Utilizing Thermo Plastics
  - a. Performance factors
  - b. Designing with the actor and character in mind
  - c. Adapting the finished mask for the best fit
- 14. Portfolio Development and Presentation

Additional Topics May Include:

- 15. Tattoos and appliqués
  - a. Materials and methods
  - b. Painting in 3-D

### **Assignment:**

THAR 22.2 students will attend class with THAR 22.1 students and participate in class activities relating to increased development of skills relating to life casting, mold making, prosthetics, mask making, and wig design at a high level of confidence and accuracy.

Skill Demonstration Projects and Exercises:

1. Design and apply special effect makeup techniques for 3 or more projects with a higher level of confidence and accuracy.
2. Working with a team complete a life mask using alginate and plaster.
3. Complete 2 or more painting exercises to create perspective and accentuate three-dimensional makeup effects.
4. Execute the application of a bald cap with greater proficiency.
5. Sculpt 3-4 different projects in clay.
6. Complete 3-4 molds for individual projects.
7. Paint and apply to the face 3-4 completed makeup designs, which incorporate prosthetics and/or other special effects.
8. Incorporate the use of wig styling in 1-2 complete makeup projects.
9. Design and create a mask using foam latex or thermo plastics.
10. Read, analyze, and research an assigned play from a special effects designer's viewpoint.
  - A. Identify required and potential special effects
  - B. Identify the period and style of each play.
  - C. Research and collect visual images representing the period of the play.
  - D. Develop a visual concept and write a 500-word essay describing your visual approach.

Other Assignments:

1. Render and develop a makeup chart for each makeup and hair design project.
2. Complete research for creative inspiration of all assigned makeup projects.
3. Identify and access appropriate materials for all assigned makeup projects.
4. Compile a portfolio of class work (design project).
5. Multiple choice exam covering safety procedures, as well as life mask construction methods and materials.
6. Adhere to the standards of professionalism:
  - a. Arrive promptly and prepared for all class meetings.
  - b. Maintain an amiable and supportive attitude when interacting with fellow makeup artists.
  - d. Strive to maintain good personal health and safety practices throughout the semester.

e. Follow the terms of the course syllabus for the course.

### Methods of Evaluation/Basis of Grade:

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

One 500-word essay describing a visual approach to makeup, wig, and special effects design of a play.

Writing  
5 - 10%

**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Project research and material sourcing; makeup charts

Problem solving  
20 - 40%

**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Design projects; skill exercises

Skill Demonstrations  
30 - 50%

**Exams:** All forms of formal testing, other than skill performance exams.

Multiple choice exam

Exams  
5 - 10%

**Other:** Includes any assessment tools that do not logically fit into the above categories.

Teamwork, participation, and initiative

Other Category  
20 - 40%

### Representative Textbooks and Materials:

Representative Textbooks:

Character Makeup. Thompson, Paul and Romero, Gil. Make-Up Designory: 2008

Stage Makeup (10th Edition). Corson, Richard, Norcross, Beverly Gore and Glaven, James. Allyn & Bacon: 2010.

Theatrical FX Makeup. Sartor, David and Pivovarnick, John. Heinemann: 2001 (Classic)

Pictorial Magazines such as Vogue, Wildlife, National Geographic, Smithsonian, etc.

Instructor prepared materials.