

THAR 22.1 Course Outline as of Spring 2017**CATALOG INFORMATION**

Dept and Nbr: THAR 22.1 Title: SPEC. FX MAKEUP & MASKS

Full Title: Special Effects Makeup, Wigs, and Masks

Last Reviewed: 4/26/2021

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: THAR 22B

Catalog Description:

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:**Recommended Preparation:**

Course Completion or Concurrent Enrollment in THAR 2 AND THAR 22

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

Description: 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:

Recommended: Course Completion or Concurrent Enrollment in THAR 2 AND THAR 22

Limits on Enrollment:

Transfer Credit: CSU;UC.

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

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:

IGETC:	Transfer Area	Effective:	Inactive:
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CSU Transfer:	Transferable	Effective:	Fall 1981	Inactive:
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UC Transfer:	Transferable	Effective:	Fall 1981	Inactive:
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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:

Safely and effectively apply fundamental techniques in the design and application of special effects makeup including prosthetics, wig styling, and mask-making.

Objectives:

In order to achieve this learning outcome during the course, the student will:

1. Identify and apply various types of materials used in special effects makeup, wig styling, and mask-making for theatre, screen, and video.
2. Safely and effectively demonstrate a variety of special effects makeup techniques used in the creation of three-dimensional makeup design.
3. Safely and effectively demonstrate the application of prosthetic appliances.
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.
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.
8. Design makeup charts and/or renderings for assigned projects.

Topics and Scope:

All topics are covered in both the lecture and lab parts of the course.

1. 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. Design Considerations
 - a. Makeup and the actor
 - b. Performance factors
 - c. Environmental factors
 - d. Lighting and makeup
3. The Importance of Teamwork in Casting a Life Mask
 - a. Methods of communication
 - b. Proper procedures in casting a face, head, or limb
 - c. Curing and preparation of a life mask
4. Developing 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
 - 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
 - a. Positive vs. Negative molds
 - b. Flange and flashings
 - c. Bridge and buttress
 - d. Keys
7. Understanding the Different Uses of Gelatin, Liquid Latex, and Foam Latex
 - 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. Blood, Slime, and Ooze
 - 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
 - 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
 - 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:

Lab: Skill Demonstration Projects and Exercises

1. Design and apply special effect makeup techniques on 3 or more projects. (Design project)
2. 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.
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. (Design project)
8. Incorporate the use of wig styling in 1-2 complete makeup projects.
9. Design and create a mask using foam latex or other mask-making materials. (Design project)

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.

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.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.

Writing
0 - 0%

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 (Classic)
Stage Makeup (10th). Corson, Richard, Norcross, Beverly Gore and Glaven, James. Allyn & Bacon: 2010 (Classic)
Theatrical FX Makeup. Sartor, David and Pivovarnick, John. Heinemann: 2001 (Classic)
Pictorial Magazines such as Vogue, Wild Life, National Geographic, Smithsonian, etc

Instructor prepared materials