

THAR 22.2 Course Outline as of Fall 2022**CATALOG INFORMATION**

Dept and Nbr: THAR 22.2 Title: SP FX MAKEUP & MASKS 2

Full Title: Special Effects Makeup, Wigs, and Masks 2

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:

Intermediate 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 studio applications.

Prerequisites/Corequisites:

Course Completion of THAR 22.1

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

Description: Intermediate 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 studio applications. (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:

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

IGETC:	Transfer Area	Effective:	Inactive:
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CSU Transfer:	Transferable	Effective:	Spring 2016	Inactive:
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UC Transfer:	Transferable	Effective:	Spring 2016	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. 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, screen, and studio 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 makeup and hair trends and styles as applied to a work of dramatic literature.
7. Conduct 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. Convey design details through makeup charts and/or renderings at an intermediate skill level.
9. Actualize and present makeup/hair designs, demonstrating intermediate skills.

Topics and Scope:

- I. 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. Working with a model
 - 1. Ensuring your model's safety
 - 2. Putting your model at ease
- H. Clean-up and skin care
- II. Design Considerations
 - A. Makeup and the actor
 - B. Performance factors
 - C. Environmental factors
 - D. Lighting and makeup
- III. Casting a Life Mask
 - A. Methods of communication
 - B. The importance of teamwork
 - C. Proper procedures in casting
 - 1. Casting a face
 - 2. Casting a head
 - 3. Casting a limb
 - D. Curing and preparation of a life mask
- IV. Developing a Design Plan (Intermediate Level)
 - A. Research
 - B. Photo to rendering
 - C. Accurate documentation of your process
- V. Sculpting Facial Shapes in Clay (Intermediate Level)
 - A. Classical and non-realistic facial shapes
 - B. Tool usage
 - C. Oil-base vs. water-base clays
 - 1. why
 - 2. when to use each
 - D. Developing texture
 - E. Recognizing and eliminating undercuts
 - F. Preparing the sculpted piece for mold making
- VI. The Process for Creating Facial Prosthetics (Intermediate Level)
 - A. Mold making materials
 - B. Positive vs. negative molds
 - C. Flange and flashings
 - D. Bridge and buttress
 - E. Keys
- VII. 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
- VIII. Prosthetic Appliances (Intermediate Level)
 - A. Painting a prosthetic appliance
 - B. Texturing a prosthetic appliance
- IX. Problem Solving the Application of Three-Dimensional Appliances
- X. Blood, Slime, and Ooze
 - A. Recipes
 - B. Delivery
- XI. 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
- XII. Wig Styling and Construction (Intermediate Level)
- A. Parts of a wig
 - B. Ventilated fronts
 - 1. construction
 - 2. application
 - 3. removal
 - 4. cleaning and care
 - C. Tools
 - 1. types
 - 2. handling, cleaning, and storage
 - D. Creating a hair piece pattern
 - E. Setting and styling using multiple hairpieces
- XIII. Mask Design and Construction (Intermediate Level)
- A. Performance factors
 - B. Designing with the actor and character in mind
 - C. Types of masks (brief overview)
 - 1. historical
 - 2. contemporary
 - D. Mask-making tools and materials
 - E. Adapting the finished mask for the best fit
- XIV. Portfolio Development and Presentation (Intermediate Level)

Additional Topics May Include:

- XV. Tattoos and appliqués (Intermediate Level)
- A. Materials and methods
 - B. Painting in 3-D

All topics are covered in both the lecture and lab portions of the course. Each class meeting begins with a lecture/demonstration, followed by hands-on lab instruction. During lab sessions the student will develop technical skill through practice and application of concepts, techniques, and terminology introduced in the lecture. Additional one-on-one instruction on the above topics also occurs during lab hours.

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 with greater confidence and accuracy.
4. Execute the application of a bald cap at an intermediate level.

5. Sculpt 3-4 different projects in clay at an intermediate level.
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 at an intermediate level.
8. Incorporate the use of wig styling in 1-2 complete makeup projects at an intermediate level.
9. Design and create a mask using foam latex or thermo plastics at an intermediate level.
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. Renderings and Makeup Charts: Render and develop a makeup chart for each makeup and hair design project at an intermediate level.
2. Research: Complete research for creative inspiration of all assigned makeup projects at an intermediate level.
3. Material Planning and Sourcing: Identify and access appropriate materials for all assigned makeup projects at an intermediate level.
4. Portfolio: Compile a portfolio of class work at an intermediate level.
5. Exam: Multiple choice exam covering safety procedures, as well as life mask construction methods and materials.
6. Professionalism: Adhere to the standards of professionalism expected in the field of makeup design and the course syllabus:
 - a. Arrive promptly and prepared for all class meetings, participating actively.
 - b. Maintain an amiable and supportive attitude when interacting with others (fellow students, instructor, models, etc.).
 - c. Work collaboratively with other team members when working on group tasks.
 - d. Acknowledging the sometimes stressful and time-sensitive working environment, contribute positively by staying focused, listening closely, following instructions carefully, and taking initiative when appropriate.
 - e. Adhere to safety procedures as instructed, and strive to maintain good personal health and safety practices.

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

Writing 5 - 10%

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

Project research, analysis, material planning and 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; Renderings

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.

Professionalism (including participation and attendance);
Portfolio

Other Category
20 - 40%

Representative Textbooks and Materials:

Character Makeup. Thompson, Paul and Romero, Gil. Make-Up Designory. 2008 (classic)

Stage Makeup. 11th ed. Corson, Richard and Norcross, Beverly Gore and Glaven, James. Routledge. 2019

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