



CURRICULAR

Código:	FIGURINOS II	Tipo de Unidade Curricular	
220042		Obrigatória	
Ano Lectivo	Curso:	Ciclo Estudos:	
2013-2014	Licenciatura em Cenografia	1° <input type="checkbox"/> 2° <input checked="" type="checkbox"/> 3° <input type="checkbox"/>	
Créditos:	Idioma leccionado	Ano Curricular:	
3,0 ECTS	<input checked="" type="checkbox"/> Português <input checked="" type="checkbox"/> Inglês <input type="checkbox"/> Outro idioma	1° <input type="checkbox"/> 2° <input type="checkbox"/> 3° <input checked="" type="checkbox"/> 4° <input type="checkbox"/> 5° <input type="checkbox"/>	
Área Científica:		Annual:	Semestral:
<input type="checkbox"/> Arq. ^a <input type="checkbox"/> Urb. ^o <input checked="" type="checkbox"/> Design <input type="checkbox"/> DCV <input type="checkbox"/> CST <input type="checkbox"/> TAUD <input type="checkbox"/> HTAUD		<input type="checkbox"/>	1° <input type="checkbox"/> 2° <input checked="" type="checkbox"/>
Pré-requisitos:		Trimestral:	
Sim <input type="checkbox"/> Não <input checked="" type="checkbox"/>	Não existem pré-requisitos para esta unidade curricular	1° <input type="checkbox"/> 2° <input type="checkbox"/> 3° <input type="checkbox"/>	

Docente(s) Responsável(eis) pela U.C.

Francisco Mário Ribeiro Silva		
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Docente(s) da U.C.

F. Mário Ribeiro Silva		
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Professor Auxiliar	Email:	URL:
Categoria:	Email:	URL:
Categoria:	Email:	URL:

Horas de Contacto:

Teóricas:	Práticas:	Teórico-Práticas:	Laboratoriais:	Seminários:	Tutoriais:	Outras:	Total Horas de Contacto:
H	H	42 H	0,0 H	0,0 H	0,0 H	0,0 H	42,0 Horas

Estimativa de Horas Totais de Trabalho:

Inclui o total de horas de contacto mais as horas extra dedicadas à unidade curricular.	Horas Totais de Trabalho: 84,0 Horas
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Objectivos (tópicos) limite 900 caracteres

<p>Agilização da prática projectual.</p> <p>Consolidação e aplicação das capacidades de representação em função dos media</p>

Conteúdos Programáticos / Programa limite 1500 caracteres

<p>Desenvolvimento de 3 projectos de Set Design, enfocados nos media Teatro, Cinema, Televisão, incluindo planos de filmagem/gravação e records.</p>
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Competências a adquirir pelo discente (tópicos) limite 3000 caracteres

<p>Capacidade para organização script breakdowns</p>
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CURRICULAR

Resposta aos diferentes media

Bibliografia Principal limite 3000 caracteres

- BRUZZI, Stella (1997) *Undressing Cinema: Clothing and identity in the movies: Clothes, Identities, Films* Oxon: Routledge
- EBRAHIMIAN, Babak (2006) *Theatre Design: Behind The Scenes with the Top Set, Lighting and Costume Designers*, Mies: Roto Visions SA;
- FERNALD, Mary & SHENTON, Eileen (2006) *Historic Costumes and How to Make Them*, London: Thames & Hudson;
- HEAD, E. (2009) *Edith Head's Hollywood*, Angel City Press;
- HOLLANDER, Ann (1993) *Seeing Through Clothes*, University of Califórnia Press;
- HOLLANDER, Ann (1994) *Sex & Suits: The Evolution of Modern Dress*, Claridge Press;
- LA MOTTE, Richard (2010) *Costume Design 101*, Califórnia: Michael Wiese Productions;
- LANDIS, Deborah (2006) *Dressed: A Century of Hollywood Costume Design*, ReganBooks;
- LANDIS, Deborah (2012) *Film Craft: Costume Design*, Illex;
- MUNICH, Adrienne (2011) *Fashion in Film: New Directions in National Cinemas*, Indiana University Press;
- RICHARDSON, Stephen (1996) *Technical Theatre Handbook*, Worcester Polytechnic Institute, Dover Publications;
- SANJU, Soraia (2009) *A Veracidade do Figurino*, Lisboa: FA-UTL
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Bibliografia Complementar limite 3000 caracteres

ALDRICH, Winifred (1996), *Fabric, Form and Flat Pattern Cutting*, Oxford: Blackwell Publishing;
ARMSTRONG, Helen Joseph (1987), *Patternmaking for Fashion Design*, New York: Harper & Row;
PEACOCK, John (2006) *Costume: 1066 to the Present: A Complete Guide to English Costume Design and History*;

Avaliação (elementos e critérios) limite 900 caracteres

Avaliação contínua, devendo incluir assiduidade e participação (10%)
Cada um dos projectos a desenvolver será avaliado segundo os parâmetros seguintes:

1. TEATRO(trabalho de grupo) - 30% :
Integração no grupo/Capacidades individuais (10%)
Caracterização de personagens (10%),
Pesquisa e mood board (20%)
Interacção c/oSet design (10%),
Portfolio (20%)
Inovação (15%)
Resposta ao brief (15%)
2. CINEMA (individual) - 30%
3. TELEVISÃO - 30%

Data de actualização

Última actualização em: terça-feira, 30 de Julho de 2013



UNIT FORM

Code: 220042	COSTUME DESIGN II	Curricular Unit Type Compulsory
Academic Year 2013-2014	Degree: Degree in Scenography	Cycle of Studies: 1° <input type="checkbox"/> 2° <input type="checkbox"/> 3° <input type="checkbox"/>
Unit Credits: 3,0 ECTS	Lecture Language <input checked="" type="checkbox"/> Portuguese <input checked="" type="checkbox"/> English <input type="checkbox"/> Specify Other language	Curricular Year: 1° <input type="checkbox"/> 2° <input type="checkbox"/> 3° <input checked="" type="checkbox"/> 4° <input type="checkbox"/> 5° <input type="checkbox"/>
Scientific Area: <input type="checkbox"/> Archit. <input type="checkbox"/> Urban. PI <input checked="" type="checkbox"/> Design <input type="checkbox"/> DCV <input type="checkbox"/> CST <input type="checkbox"/> TAUD <input type="checkbox"/> HTAUD		Annual: <input type="checkbox"/> Semester: 1° <input type="checkbox"/> 2° <input checked="" type="checkbox"/>
Prerequisites: Yes <input type="checkbox"/> No <input checked="" type="checkbox"/> There are no prerequisites for this curricular unit		Trimester: 1° <input type="checkbox"/> 2° <input type="checkbox"/> 3° <input type="checkbox"/>

Responsible Professor(s)

Francisco Mário Ribeiro Silva		
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Rank:	Email:	URL: www.fa.utl.pt

Lecture(s)

F. Mário Ribeiro Silva		
Assistant Professor	Email: mmatosribeiro@gmail.com	URL: www.fautl.pt
Rank:	Email:	URL:
Rank:	Email:	URL:
Rank:	Email:	URL:

Contact Hours:

Lectures:	Practical:	Lectures-Practical:	Laboratory:	Seminary:	Tutorials:	Others:	Total Contact Hours:
H	H	42 H	0,0 H	0,0H	0,0 H	0,0 H	42,0 Hours

Estimated Workload

Includes the total contact hours plus overtime devoted to the course unit

Total Workload: 84,0 Hours

Goals (topics) limit 900 characters

Simulate the project practice and the ability to answer costume design demands for several media.

Programmatic contents / Programme limit 1500 characters

3 projects of Set focused in different media (theater, cinema and TV)
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Competencies to be acquired by students (topics) limit 3000 characters

Adopt the fundamental concepts and procedures of creative cognition; Flexibility to answer to different media challenges



UNIT FORM

Main Bibliography limit 3000 characters

- BRUZZI, Stella (1997) Undressing Cinema: Clothing and identity in the movies: Clothes, Identities, FilmsOxon: Routledge
- EBRAHIMIAN, Babak (2006) Theatre Design: Behind The Scenes with the Top Set, Lighting and Costume Designers, Mies: Roto Visions SA;
- FERNALD, Mary & SHENTON, Eileen (2006) Historic Costumes and How to Make Them, London: Thames & Hudson;
- HEAD, E. (2009) Edith Head's Hollywood, Angel City Press;
- HOLLANDER, Ann (1993) Seeing Through Clothes, University of California Press;
- HOLLANDER, Ann (1994) Sex & Suits: The Evolution of Modern Dress, Claridge Press;
- LA MOTTE, Richard (2010) Costume Design 101, California: Michael Wiese Productions;
- LANDIS, Deborah (2006) Dressed: A Century of Hollywood Costume Design, ReganBooks;
- LANDIS, Deborah (2012) Film Craft: Costume Design, Illex;
- MUNICH, Adrienne (2011) Fashion in Film: New Directions in National Cinemas, Indiana University Press;
- RICHARDSON, Stephen (1996) Technical Theatre Handbook, Worcester Polytechnic Institute, Dover Publications;
- SANJU, Soraia (2009) A Veracidade do Figurino, Lisboa: FA-UTL
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Additional Bibliography limit 3000 characters

- ALDRICH, Winifred (1996), Fabric, Form and Flat Pattern Cutting, Oxford: Blackwell Publishing;
- ARMSTRONG, Helen Joseph (1987), Patternmaking for Fashion Design, New York: Harper & Row;
- PEACOCK, John (2006) Costume: 1066 to the Present: A Complete Guide to English Costume Design and History;

Assessment limit 900 characters

Continuous assessment, including 10% for regular attendance and participation.
Each of the projects is quoted 30% and must pay attention to:
group|individual goals (10%), script breakdown (10%), Research & Mood board (20%), interaction with set design (10%), Portfolio (20%), Innovation (15%), Interaction brief/project (15%)

Last updated

Last updated on: Tuesday, 30 July 2013