

# COSTUME DESIGN – Utah High School Activities Association Technical Theatre Ballot

Participant Number \_\_\_\_\_ Title of Play: \_\_\_\_\_

Skill/Standard Definition	Above Standard 4 - 5 points	Meets Standard 3-4 Points	Approaching Standard 2-3 Point	Little or No Effort 0-1 points	POINTS (Out of 5 for each standard)
<b>Research and Analysis</b> Research and analysis addressing the artistic needs, practical demands of the production as well as the given circumstances of the script.	<b>Detailed research, and a thorough script analysis clearly address</b> the artistic needs and practical demands of production as well as the given circumstances of the script.	<b>Adequate research, and script analysis address</b> the artistic needs and practical demands of production as well as the given circumstances of the script.	<b>Incomplete research, and script analysis somewhat address</b> the artistic needs, practical demands of production or the given circumstances of the script.	<b>Research and script analysis are not included OR in no way address</b> the artistic needs, practical demands of production or the given circumstances of the script.	_____
Comments:					
<b>Design Concept</b> The design and concept clearly reflect the research and analysis of the script.	<b>A well-conceived, complete and cohesive set of costume designs and a well-articulated concept</b> clearly address and are unified with the research and script analysis.	<b>A complete and adequate set of costume designs and concept</b> address and are unified with the research and script analysis.	<b>An incomplete set of costume designs or concept</b> somewhat address or are in some way unified with the research and script analysis.	<b>Designs and concept or not included or an incomplete set of costume designs or concept</b> in no way address or are in no way unified with the research and script analysis.	POINTS (Out of 5 for each standard) _____
Comments:					
<b>Artistic Interpretation</b> Costume design choices reflecting the mood, style, period, locale, and genre and concept of the play.	<b>Costume design choices powerfully enhance and communicate</b> the mood, style, period, locale, and genre and concept of the play.	<b>Costume design choices adequately communicate</b> the mood, style, period, locale, and genre and concept of the play.	<b>Costume design choices somewhat communicate</b> the mood, style, period, locale, or genre and concept of the play.	<b>Costume design choices are not made or in no way communicate</b> the mood, style, period, locale, or genre and concept of the play.	POINTS (Out of 5 for each standard) _____
Comments:					
<b>Execution</b> Artifacts and binder documents conveying ideas, products, and choices that support the script and unifying concept providing a professional and polished product. Attention was paid to detail, rules, and requirements.	<b>Artifacts and binder documents successfully enhance artistic ideas and choices to provide exceptional support</b> for the script and concept providing a professional and polished product.	<b>Artifacts and binder documents adequately represent artistic ideas and choices to provide support</b> for the script and concept providing an adequately professional and polished product.	<b>Artifacts and binder documents somewhat represent artistic ideas and choices to provide some or incomplete support</b> for the script and concept providing a product that is somewhat unpolished or unprofessional.	<b>Artifacts and binder documents are missing or do not represent artistic ideas and choices or do not provide support</b> for the script and concept providing a product that is unpolished or unprofessional.	POINTS (Out of 5 for each standard) _____
Comments:					
<b>Defense</b> Students were able to properly explain their design, defend their choices, and enhance your understanding of their design in a 2-3 minute presentation.	<b>Explanation and defense of their design successfully enhanced</b> your idea, understanding, and thought process of choices in design.	<b>Explanation and defense of their design adequately enhanced</b> your idea, understanding, and thought process of choices in design.	<b>Explanation and defense of their design somewhat enhanced</b> your idea, understanding, and thought process of choices in design.	<b>Explanation and defense of their design did not enhance</b> your idea, understanding, and thought process of choices in design.	POINTS (Out of 5 for each standard) _____

Comments:

Only one designer per entry. No collaborations are permitted. Designs for either theoretical or realized productions are acceptable. **A complete design entry MUST include all of the following elements:**

- A tri-fold board that includes:**
  - Title of play
  - Entrant number (This will be given at the competition and can be hand-written. Please leave a spot for your number.)
  - Five character renderings** (either five different characters or a single character through five changes)
    - Each rendering should include the following clearly labelled:
      - Character Name
      - Act and Scene
      - Swatches for each rendering** (MUST be attached to the lower left-hand corner of the design rendering)
- A presentation folder that includes:**
  - The title of the selected play
  - The entrant's competition number (can be handwritten)
  - A design statement summarizing analysis of script requirements and unified design concept or theme of the show
  - Any research done for the design
  - Sources of inspiration
  - Any preliminary sketches
  - A citation of all sources used (bibliography is sufficient)
- The defense of the design should be 2 to 3 minutes long and should follow this format:**
  - Entrant slates with entrant number, category (costume or scenic design), title of play, and author.
  - Entrant discusses the history and research images and information applicable to the final design and IF they stuck with the original setting OR chose to change that, and why.
  - Entrant explains how the design(s) further the mood or tone of the show, including images or colors that stood out.
  - Entrants should use their folder, trifold, and model to solidify their design(s) as they defend their choices from start of the process to finished product.
- Judges may ask clarifying questions with any remaining time.**

**Please keep in mind:**

- No more than five character renderings will be accepted
- No finished or pieces of costumes are permitted
- Rendering should be large enough for all the judges to see
- Template or traced characters are permitted

<b>FINAL SCORE OUT OF <u>25</u> POINTS</b>	<b>FINAL RANKING:</b> (Circle one)	<b>ATTENTION TABULATION ROOM:</b>
<b>INSERT TOTAL POINTS HERE:</b> (Tallied from the front page)	<ol style="list-style-type: none"> <li><b>1 (highest score)</b></li> <li><b>2 (second highest score)</b></li> <li><b>3 (third highest score)</b></li> <li><b>4 (fourth highest score)</b></li> <li><b>5 (fifth highest score)</b></li> <li><b>6 (all others)</b></li> </ol> <p><b>NO TIES FOR RANKING 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, or 5<sup>th</sup> place</b></p>	<p>____ Rule Violation (explain)</p> <p>____ Other Concerns (explain)</p>

ADDITIONAL COMMENTS: (Please justify why you gave them their score and ranking)

\_\_\_\_\_  
Judge's Name (please print)

\_\_\_\_\_  
Judge's Signature