



# Broward Community College

## Course Outline

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STATUS:   A  

COMMON COURSE NUMBER:   TPA 2248  

COURSE TITLE:   Make-up For the Stage and Television  

CREDIT HOURS:           3          

CONTACT HOURS BREAKDOWN:

Lecture/Discussion           32          

Lab                   32          

Other                           

Contact Hours/Week           4          

CATALOG COURSE DESCRIPTION:

Prerequisite:   None

Corequisite:   None

The theoretical and practical application of all types of straight and character make-up for the stage and television.

General Education Requirements - Associate of Arts Degree, meets Area(s):

General Education Requirements - Associate in Science Degree, meets Area(s):

UNIT TITLES:

1. The Structure of the Human Head and Body
2. The Design Concept
3. Types and Functions of Make-up
4. Techniques in the Application of Make-up

## I. Course Overview:

Upon successful completion of this course, the students should be able to understand the principles, concepts, and techniques of theatrical make-up.

## II. Units:

### Unit 1. The Structure of the Human Head and Body

#### General Outcome:

- 1.0 The students should be able to describe the structure of the human head and body and its anatomical relationship to the design and application of make-up for the stage and television.

#### Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 1.1 Identify parts of the human anatomy which relate to the highlighting and shading techniques necessary in the application of make-up.
- 1.2 Develop a technique of sketching and modeling the human head.
- 1.3 Demonstrate the basic techniques in producing the final make-up sketch and a 2/3 dimensional clay head.

## Unit 2. The Design Concept

### General Outcome:

- 2.0 The students should be able to use color in pigment and lighting techniques in producing the design concept for realistic and non-realistic styles of make-up.

### Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 2.1 Demonstrate the ability to identify colors and their characteristics.
- 2.2 Demonstrate the procedures of color mixing to obtain the proper shades and tints of make-up.
- 2.3 Demonstrate a knowledge of lighting techniques and its effect on the make-up on the stage and in the television studio.
- 2.4 Recognize the elements which enable the visualization of a character through the process of:
  - 2.4.1 Genetics
  - 2.4.2 Environment
  - 2.4.3 Health factors
  - 2.4.4 Disfigurements
  - 2.4.5 Fashion
  - 2.4.6 Age
  - 2.4.7 Personality
- 2.5 Distinguish and relate realistic and non-human characters to application on the human anatomy in creating the visual image for the theatrical experience.
- 2.6 Demonstrate the ability to create a makeup design for a character from a specific play relying on the given circumstances.
- 2.7 Demonstrate the ability to execute special effects, such as bruises, cuts, welts, warts, scars, gun shot wounds, and burns for film and stage.

### Unit 3. Types and Functions of Make-up

#### General Outcome:

3.0 The students should be able to recognize and handle the many and various make-up materials.

#### Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 3.1 Identify make-up from the various number of make-up companies.
- 3.2 Identify the materials used in the application of make-up.
- 3.3 Demonstrate how to handle the make-up materials in a laboratory situation.
- 3.4 Demonstrate the correct use of straight make-up, corrective make-up and to create sex reversal make-up.

## Unit 4. Techniques in the Application of Make-up

### General Outcome:

- 4.0 The students should be able to complete a variety of make-up projects assigned by the instructor in the practical application of the studied make-up techniques.

### Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 4.1 Demonstrate the use of various types of make-up:
  - 4.1.1 Cake
  - 4.1.2 Creme
  - 4.1.3 Greasepaint
- 4.2 Demonstrate the transforming of a performer's face and body to represent a character either realistic or non-realistic.
- 4.3 Demonstrate the application of three-dimensional make-up.
- 4.4 Demonstrate the application of artificial hair to the face:
  - 4.4.1 Moustache
  - 4.4.2 Beards
  - 4.4.3 Sideburns
  - 4.4.4 Eyebrows
- 4.5 Recognize and understand the basic principles of prosthetic make-up.
  - 4.5.1 Make a life mask
  - 4.5.2 Design latex appliances
  - 4.5.3 Use latex appliances in make-up design
- 4.6 Demonstrate the ability to transform a performer's face and body to represent a middle or old-aged character.