



iPad Costume Design

Tuesday 26th and Wednesday 27th October

Lunchtime Online Workshop

12.00 – 13.30 both days

Be inspired by the many interpretations of Alice in Wonderland's costumes throughout art and history to explore digital techniques for costume design. Illustrator, designer and theatre prop maker Laura Elias will guide you through the design process, from sketch to digital drawing, showing you how to incorporate texture, colour, decorative elements and materials using the Procreate drawing app.

This event will take place through Zoom.

Participants will need access to an iPad tablet to take part in this event and will need to install the Procreate drawing app (See list of materials below).

Led by Laura Elias, <http://www.lauraelias.co.uk/>

Course outline:

Day 1

11.55-12.00	Workshop participants asked to login 5 minutes before the start of the workshop.
12.00-12.10	Welcome and Introduction by V&A Staff
12.10-12.20	Overview of the session and outcomes with Laura Elias. Introduction to digital costume design and how pencil sketches can be transformed into digital drawings, focusing on digitising colour, fabric and texture using a tablet.
12.20-12.30	Warm-up activity: Participants sketch body forms in various poses using pencil and paper.
12.30-12.40	Students scan or photograph their artworks to digitise them, followed by walkthrough of digital illustration tool. Students learn how to use pen brushes to refine body forms and sketch clothing designs, re-interpreting and putting a creative spin on a character from Lewis Carroll's <i>Alice in Wonderland</i> (layers, drawing fabric and clothing detail).
12.40-1.25	Develop and refine digital costume outline to be used as base layer for adding colour, texture and design elements on Day 2.

1.25-1.30	Next Steps and preparation for Day 2.
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Day 2

11.55-12.00	Workshop participants asked to login 5 minutes before the start of the workshop.
12.00-12.10	Welcome and re-introduce workshop and content of previous day.
12.10-12.20	Overview of the session and outcomes with Laura Elias. Day 2 will be spent developing the costume design, adding colour and texture to the design created on Day 1.
12.20-12.30	Warm - up activity: create a digital colour palette to work from using visual references, textures and fabrics.
12.30-12.40	Tutorial on specific fabric effects, layering brushes, creating texture effects in your costume drawing.
12.40-1.15	Participants to work on their individual designs and feedback given by course leader on specific textures for their designs.
1.15-1.25	Work sharing and final feedback from course leader.
1.25-1.30	Course leader shares next steps for developing their digital design skills and recommends designers and artists to look at for further inspiration.

List of Materials:

- A4 plain or coloured paper, at least 6 sheets but ideally 6-10 sheets of A4 paper and/or ideally a sketchbook with at least 6 blank pages inside
- Pencils and/or pens
- Rubber and sharpener
- A mobile phone or camera to take photos of artwork OR a scanner and computer to scan their artwork. If using a scanner and computer please make sure you already know how to use this and scan in images which you can open in your drawing software as we won't have time to troubleshoot individual scanner types.
- Tablet and a compatible stylus (pen) if you have one
- [Procreate App](#) - £9.99 (exclusively for iPad)
- Costume and fabric references or inspiration (real or digital images) e.g. ruffs, headpieces, sleeve shapes, chain mail etc. Can include fabric/texture samples as well as design elements from fashion, history or theatre. A reference library of costuming inspirations will also be provided.