

CLAIRE ABERNATHY

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EDUCATION:

M.F.A., The University of North Carolina at Greensboro, May 2009

Concentration: Costume and Lighting Design

Thesis: *Big River* Lighting Design

B .A., Theatre, Samford University, May 2004

Concentration: Lighting Design

TEACHING EXPERIENCE:

Assistant Professor, Spring 2013

Arkansas State University

Course: Fine Arts Theatre

- Lecture 45 students twice weekly
- Write Final Exam and performance follow-up exams
- Engage students in activities in-class

Course: Principles of Stage Makeup

- Lecture 18 students twice weekly and demonstrate basic makeup applications, including: Corrective, Old Age, Cuts and Bruises, 3-D Modeling, Animal, and Facial Hair/Wigs
- Grade make-up applications, character analyses, morgues, and makeup schematics for a variety of projects
- Assist students on a weekly basis as they practice application techniques
- Encourage students to develop preliminary design proficiency, in addition to practical skills, through an assortment of activities

Course: Principles of Stage Design

- Lecture 28 students twice weekly
- Introduce students to basic principles of design
- Illustrate fundamentals of drawing with an emphasis on theatre design applications
- Provide in class drawing opportunities and feedback 10 times over the course of the semester
- Grade weekly drawings, quizzes, design projects and presentations

Course: BFA Senior Project Mentor – Costume Construction of a Period Garment

- Meet with student on a weekly basis to discuss progress, approach, and techniques
- Available to student throughout the week to demonstrate new skills and answer questions as progress is made
- Oversee student's final presentation, in addition to evaluating her final product and scheduling a follow up assessment with her at the end of the semester

Assistant Professor, Fall 2012

Arkansas State University

Course: Advanced Stage Makeup

- Observe and respond to students twice weekly as they practice basic makeup techniques, including: Corrective, Old Age, 3-D Modeling, and Facial Hair/Wigs, as well as advanced makeup skills including: Cold Foam Prosthetics, Period
- Grade make-up applications, character analyses, sketches, and makeup schematics for a variety of projects
- Encourage students to develop preliminary design proficiency, in addition to practical skills, through an assortment of activities
- Meet with students on an individual basis regarding design projects

Course: Costume Design

- Lecture 10 students twice weekly
- Write and grade chapter quizzes
- Give extensive response and feedback to students on projects relating to the elements of design
- Grade weekly drawings to improve students' drawing skills

Course: Costume Construction

- Demonstrate basic techniques for costume construction
- Assist students on a weekly basis as they practice construction basics, including: reading and cutting out a pattern, using hand sewing and machine sewing techniques, and introductory pattern development and manipulation
- Grade stitch samplers, construction projects and final exam

Instructor, Spring 2012

Arkansas State University

Course: Fine Arts Theatre (2 sections)

- Lecture 45 students twice weekly
- Write Final Exam and performance follow-up exams
- Engage students in activities

Course: Principles of Stage Makeup

- Lecture 16 students twice weekly and demonstrate basic makeup applications, including: Corrective, Old Age, Cuts and Bruises, 3-D Modeling, Animal, and Facial Hair/Wigs
- Grade make-up applications, character analyses, morgues, and makeup schematics for a variety of projects
- Assist students on a weekly basis as they practice application techniques
- Encourage students to develop preliminary design proficiency, in addition to practical skills, through an assortment of activities

Instructor, Fall 2011

Arkansas State University

Course: Costume Construction

- Demonstrate basic techniques for costume construction
- Assist students on a weekly basis as they practice construction basics, including: reading and cutting out a pattern, using hand sewing and machine sewing techniques, and introductory pattern development and manipulation
- Grade stitch samplers, construction projects and final exam

Course: Fine Arts Theatre

- Lecture 45 students twice weekly
- Write Final Exam and performance follow-up exams

Course: Costume History

- Introduce students to basic historical silhouettes and terms specific to costume history
- Lecture twice weekly, showing illustrated examples of period appropriate garments

Instructor, Spring 2011

Arkansas State University

Course: Principles of Stage Design

- Lecture 17 students twice weekly
- Introduce students to basic principles of design
- Illustrate fundamentals of drawing with an emphasis on theatre design applications
- Grade weekly drawings, quizzes, design projects and presentations

Course: Principles of Stage Makeup

- Lecture 16 students twice weekly and demonstrate basic makeup applications, including: Corrective, Old Age, Cuts and Bruises, 3-D Modeling, Animal, and Facial Hair/Wigs
- Grade make-up applications, character analyses, morgues, and makeup schematics for a variety of projects
- Assist students on a weekly basis as they practice application techniques
- Encourage students to develop preliminary design proficiency, in addition to practical skills, through an assortment of activities

Course: Fine Arts Theatre

- Lecture 25-30 students twice weekly
- Write Final Exam and performance follow-up exams

Instructor, Fall 2010

Arkansas State University

Course: Costume Construction

- Demonstrate basic techniques for costume construction

- Assist students on a weekly basis as they practice construction basics, including: reading and cutting out a pattern, using hand sewing and machine sewing techniques, and introductory pattern development and manipulation
- Grade stitch samplers, construction projects and final exam

Course: Fine Arts Theatre

- Lecture 25-30 students twice weekly
- Write Final Exam and performance follow-up exams

Course: Advanced Stage Makeup

- Observe and respond to 16 students twice weekly as they practice basic makeup applications, including: Corrective, Old Age, Cuts and Bruises, 3-D Modeling, Animal, and Facial Hair/Wigs, as well as advanced makeup skills including: Old Age, 3-D Modeling, and Cold Foam Prosthetics
- Grade make-up applications, character analyses, morgues, and makeup schematics for a variety of projects
- Encourage students to develop preliminary design proficiency, in addition to practical skills, through an assortment of activities

Instructor, Spring 2010

Old Dominion University

Course: Introduction to Production Design

- Lecture 15-20 students three times a week
- Demonstrate model-making and rendering techniques
- Grade lighting, scene, costume and sound projects
- Provide constructive feedback for students throughout the design process

Course: Advance Makeup for Stage and Film

- Lecture 16 student twice weekly
- Demonstrate makeup application techniques and life-mask procedure
- Grade makeup application, analysis and schematics for a variety of projects
- Assist students on a weekly basis as they practice application techniques

Course: Theatre Experience

- Lecture 30 students three times a week
- Grade Performance Review Papers, exams, homework assignments and group presentations
- Write Midterm Exam and performance follow-up exams

Instructor, Fall 2009

Old Dominion University

Course: Theatre Experience

- Lecture 35-65 students in three sections (135 total), two to three times a week
- Prepare syllabi for three sections of Theatre Experience
- Grade Performance Review Papers, exams, homework assignments and group presentations
- Write Midterm Exam and performance follow-up exams

Teaching Assistant, Fall 2008 – Spring 2009

The University of North Carolina at Greensboro

Course: Lighting Design

- Supervise twenty-five undergraduate students in a lab setting
- Lecture students when professor is absent
- Grade wiring projects

Instructor, Fall 2007 and Spring 2009

The University of North Carolina at Greensboro

Course: Stage Crafts – Costuming Makeup

- Lecture six to ten students twice weekly
- Grade make-up application, character analyses, morgues and makeup schematics for Corrective, Old Age, and Fantasy makeup
- Assist students on a weekly basis as they practice makeup application

Teaching Assistant, 2006 – 2009

The University of North Carolina at Greensboro

- Supervise lab students in one of the following: scene shop, costume or lighting studio

DESIGN EXPERIENCE: (Academic)

Costume Designs:

The University of North Carolina at Greensboro, 2007-2009

- *The Revenger's Tragedy*
- *The Country Wife*
- *Degas' Little Dancer*

Lighting Designs:

The University of North Carolina at Greensboro, 2007-2009

- *Picnic, The Opera*
- *Big River*
- *The Rimers of Eldritch*
- *Sweeney Todd: The Demon Barber of Fleet Street*
- *Private Lives*

Samford University, 2003-2004

- *Boy Gets Girl*
- *Godspell*

DESIGN EXPERIENCE: (Professional)

Costume Designs:

Old Dominion University, Norfolk, VA

- *Dracula, 2009*

Theatre 232, Greensboro, NC

- *Redbeard's Revenge, 2008*
- *Sleeping Beauty or Coma, 2007*

Lighting Designs:

Guilford College, Greensboro, NC

- Dance Concert 2009
- Dance Concert 2008
- Dance Concert 2007

Samford University, Birmingham, AL

- *The Boys Next Door, 2005*

Birmingham Festival Theatre, Birmingham, AL

- *Intimate Apparel, 2006*

Associate Lighting Designs:

Triad Stage, Greensboro, NC

- *Beautiful Star, 2007 and 2008*
- *Doubt, 2008*

Assistant Lighting Designs:

Triad Stage, Greensboro, NC

- *Bloody Blackbeard, 2008*

Birmingham Children's Theatre

- *The Princess and the Pea, 2005*

OTHER:

Costume Shop Manager, 2010-2013

Arkansas State University, Jonesboro, AR

- Manage three to seven students in the costume shop four days a week
- Give instruction in various techniques including but not limited to hand sewing, use of sewing machine and serger, hemming, alterations and methods for affixing buttons, hooks, bars, and snaps
- Oversee all fittings and alterations for pulled, purchased or built garments
- Pattern garments when necessary and build them accordingly
- Purchase necessary shop supplies
- Sort and organize stored garments in an orderly and practical manner
- Establish costume shop procedure and expectations
- Maintain shop and production budgets

Costume Shop Manager, 2009-2010

Old Dominion University, Norfolk, VA

- Manage three to seven students in the costume shop four days a week
- Give instruction in various techniques including but not limited to hand sewing, use of sewing machine and serger, hemming, alterations and methods for affixing buttons, hooks, bars, and snaps
- Oversee all fittings and alterations for pulled, purchased or built garments
- Communicate with current costume designer about production needs
- Pattern garments when necessary and build them accordingly
- Purchase necessary shop supplies
- Sort and organize stored garments in an orderly and practical manner
- Establish costume shop procedure and expectations

AWARDS AND HONORS:

- Designed lighting for *aDreamPlay*, which was invited to participate in the 2011 KC/ACTF Regional Festival
- Designed costumes for *The Revenger's Tragedy*, which was chosen to participate in the 2009 KC/ACTF National Festival
- 2009 KC/ACTF Regional Award Honorable Mention for Best Costume Design
- 2009 KC/ACTF Regional Award Honorable Mention for Best Scene Design
- 2009 KC/ACTF National Award Honorable Mention for Best Costume Design
- 2008-2009 Angels' Scholar
- 2008 KC/ACTF Regional Award Second Place for Best Costume Design
- 2008 KC/ACTF Regional Award Second Place for Best Scene Design
- 2008 KC/ACTF National Award Honorable Mention for Best Lighting Design

SKILLS:

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|----------------------|--------------------|----------------------------------|
| • Photoshop Elements | • PatternMaker | • Millinery Work |
| • AutoCAD | • Mac OS X | • Scene Painting |
| • LightWright | • Pattern Drafting | • Basic Cold Foam
Prosthetics |