LEARN A TRICK THAT COSTUME DESIGNERS USE, AND SEW A HIDDEN POCKET INTO YOUR CLOTHES TO HOLD YOUR MOST TREASURED ITEMS!

We’ll explore tea-dying fabric, learn to sew a button and and try out the running stitch and whip stitch.

MATERIALS NEEDED:
• A piece of clothing or bag you own that you would like to add a pocket to
• Three 8” squares of fabric
• Ruler
• 2 Buttons
• Small pair of scissors
• Thread
• Needle
• 4 pins
• Tea Bag
• 4” piece of ribbon for button loop

1. Find a bowl and fill it with hot water. Water from the sink should be hot enough.

2. Put the provided tea bag in the hot water and let it seep until it is a dark color.

3. Wet your piece of fabric with clean water from the faucet. Wetting the fabric will allow it to dye evenly.

4. Put your fabric in the tea and let it soak until it is dark.

5. Rinse the fabric at the faucet. Rinsing it will make it lighter so you may want to soak it longer.

6. Squeeze the fabric to ring out the water.

Created by: Amy Andrews Harrell
Amy Andrews Harrell is a Richmond, VA and Brooklyn, NY-based costume designer. She received an Emmy nomination for her costume design of National Geographic’s “Killing Lincoln.” She has also been costume supervisor on many popular movies and television shows including last year’s film “Little Women,” directed by Greta Gerwig and “John Adams,” for which she received and Emmy, along with costume designer Donna Zakowska. Amy won the 2018 Costume Society of America’s Best Costume Design Award for the mini series “Mercy Street.” She has a long career of film and television credits and loves time spent in her Church Hill, Richmond, VA home.
PART 2- SEW YOUR POCKET:

Before you begin your pocket, you can practice sewing on a button by using one of the extra pieces of fabric provided.

1. Cut a piece of thread and put it through the eye of the needle.

2. Bring both ends of thread together and tie them in a knot.

3. Fold one of the squares of the dry fabric pieces in half.

4. Measure ½ inch and mark lightly around the three edges.

5. Sew in and out along your marks and tie off the stitches in a knot when you get to the end.

6. Fold the pocket inside out. Now all your stitches are hidden inside!

7. Place the finished pocket where you want to sew it on your piece of clothing, and pin in place.

8. Re-thread your needle and sew the pocket in place using the whip stitch.

9. Tie off the stitches.

10. If you want a closure for your pocket, take the ribbon and form it into a loop.

11. Pin the loop above the pocket.

12. Sew the ribbon loop in place. (Sew it only to the layer of fabric in the back)

13. Push the ribbon loop down over the pocket and mark where the button should go with the pencil.

14. Sew the button onto the top layer of the pocket, being careful to only go through the top layer of fabric so you don’t accidentally sew your pocket closed!

DID YOU KNOW?

As a costume designer, I will often work on a scene where an actor will need a pocket where there wasn’t one. We then sew a hidden pocket inside a jacket, or sometimes a secret pocket will be called for in the script as part of the story.

Sometimes the costume has to look dirty or old so we use a technique called “aging” the costume. There is a person called the ager or dyer that does this aging. The ager/dyer uses sandpaper and other tools to scrape the costume to take the newness off of it. They often have to make the fabrics less bright and will use tea to naturally dye the fabric.

WE WANT TO SEE WHAT YOU MAKE!

Share your artwork on Instagram or Facebook and use #rvacreativitykits so we can see your work! You can also tag @oakwoodarts and @visartsrva

SOLs Covered: Visual Art 6.2, 6.10, 7.2, 8:14, Al.14
LEARN TO DO THE BACK STITCH AND EMBROIDER A DESIGN THAT MEANS SOMETHING TO YOU!

When creating the costumes for a specific character in a film or tv show, costume designers sometimes add a unique piece of clothing or accessory with a symbol or letter that is significant to that character. Create your own patch to add to your favorite piece of clothing, hat or backpack!

MATERIALS NEEDED:
• Ruler
• Two 8” squares of fabric
• Scissors
• Embroidery thread
• Embroidery Needle (needle with a larger eye or opening)
• Pencil with eraser
• A baseball cap or another piece of clothing or backpack

STEP-BY-STEP INSTRUCTIONS

PART 1 - PRACTICE:

1. Grab a piece of extra fabric to practice embroidering using the back stitch on.

2. Use the ruler to draw a straight line to practice sewing your stitch along.

3. Pull out a strand of the embroidery thread.

4. Knot one end of the strand of thread.

5. Put the other end of the thread through the eye of the embroidery needle. Leave some thread hanging out of the eye of the needle so it doesn’t fall out as you sew- if it does you can just re-thread.

6. Starting from the side without your marks, poke the needle up through the fabric until the knot stops the thread from going all the way through.
PART 2- EMBROIDER YOUR FINAL DESIGN:

1. Once you have had enough practice, draw your final design with a pencil onto a new piece of fabric. And use the same method as above!

2. Add your patch to a piece of your favorite clothing, a hat, or even your backpack!

7. Pull and straighten your needle and thread. You will want to go slow and smoothly through the fabric so your threads do not get tangled. If they do try to straighten them out and re-thread the needle if necessary.

8. Point the needle down and pierce it back through the fabric and out the other side. You have now sewn one stitch. make sure to pull your thread slowly through until it stops.

9. Stick the needle and thread back up into the fabric a little ahead of where you last went through the fabric.

10. Pull the needle and thread back up through the fabric.

11. Point the needle down again and poke it through where the thread last ended on top of your fabric.

12. Take the needle and thread down and through. You have just completed one back stitch!

13. Keep going in this manner all around, following your line.

14. When you get back to where you started, bring the thread to the back side of your sampler.

15. You should now tie a knot in your threads to hold your design in place.

16. Draw letters or any other simple design somewhere else on your practice fabric, and practice backsticking on those lines too!

DID YOU KNOW?

Costume designers sometimes work with a graphic artist from the art department to come up with an image or logo for a character’s costume.

A graphic artist on a TV or film production is responsible for creating any graphic pieces outlined in the script. They also create promotional materials, like movie posters and digital content. The art department is responsible for arranging the overall look of the film.

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SOLs Covered: Visual Art 6.2, 6.11, 8.11, AI.2, AI.14
DESIGN TWO COSTUMES FOR YOUR OWN, UNIQUE MOVIE CHARACTER!

One costume should be what the character wears as their everyday self or when they are undercover. The other costume is their super hero costume.

STEP-BY-STEP INSTRUCTIONS

1. Cut out the character and the costume pieces. You can arrange them like paper dolls however you like, then glue and color them!

2. Glue the character onto a piece of heavier paper.

3. Think of a name for your super hero, and add a description or story about them in both options (their regular person state and super hero state)

4. You could also draw a logo or graphic to go along with your character.

5. You can also use the lighter weight paper to trace your character by holding the image up to the window. We call this tracing tool a croquis.

6. After tracing you can use your imagination to draw more costumes for the characters, and color it in to create another finished costume rendering!

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MATERIALS NEEDED:
- Glue
- Pencil
- Colored pencils or markers
- Scissors
- Card stock (or some heavy paper)
- Regular paper for tracing

DID YOU KNOW?

When a film crew is creating a comic book movie, there is often a person besides the costume designer who is in charge of what the super hero costume looks like. This job is called the concept artist.

Concept artists take ideas for characters, settings and other objects and create a visual representation of them. Some concepts these artists work with include: The overall look of a character as it might appear in a film or game (age, size, costuming, facial features, etc.) and any props the character might have.

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