“I Get by with a Little Help from A.I.”

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1. After reading a Script and discussing the characters with the Director, the Costume Designer begins researching the fashion of the time period/location to share with the Artistic Team.

2. Then Costume Designers create “Renderings” to communicate their design ideas to Directors, Producers, & Collaborators. They are often annotated for clarity.

These must be flexible because they inevitably change with artistic collaboration!

3. The final Renderings are sent to team of Seamstresses & Technicians who use them as “Blueprints” to create custom-made costumes. They must be as specific & accurate as possible to alleviate miscommunication.

Renderings are Communication Tools… NOT Artwork!

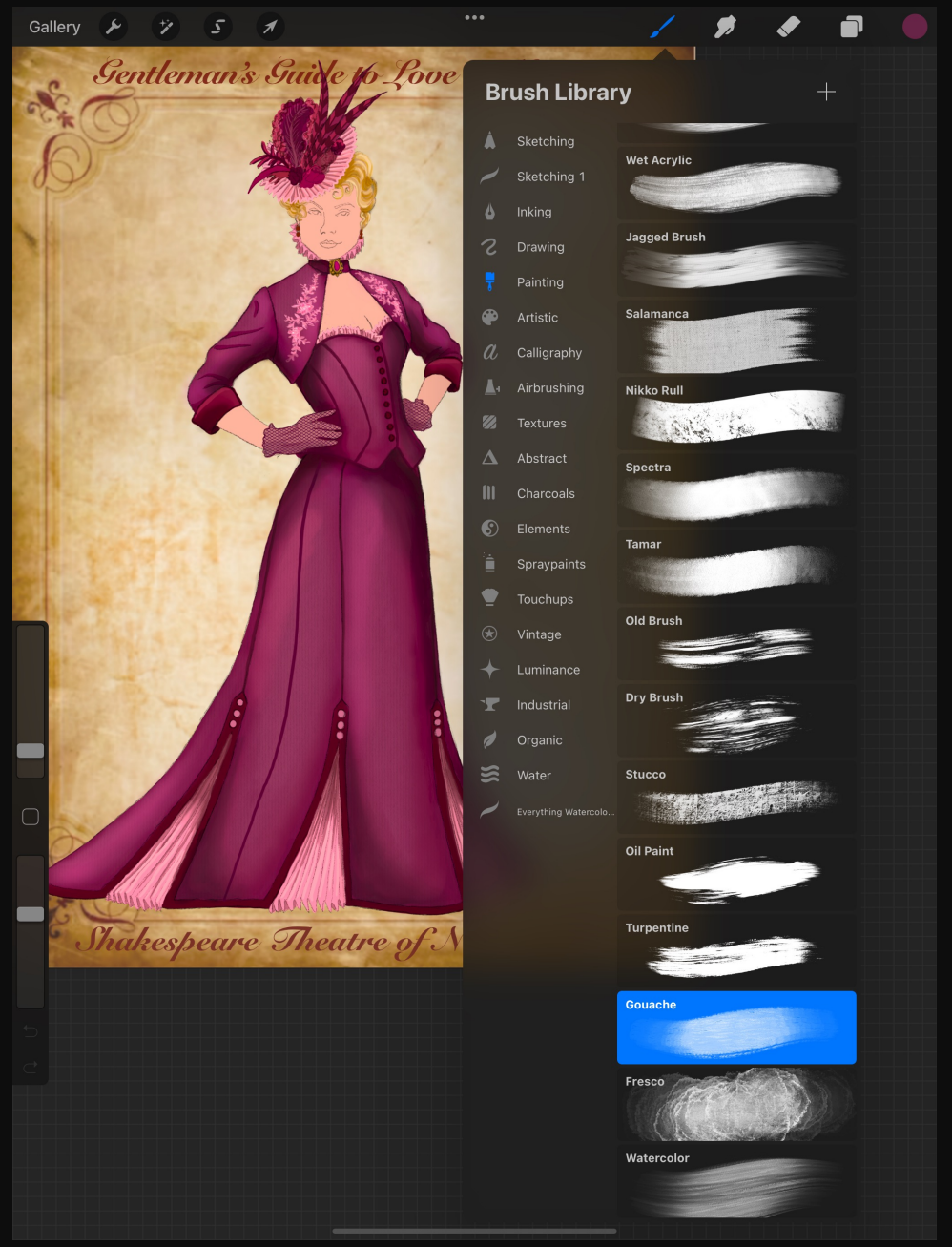
4. Then the final product is what the audience sees onstage!
   That is the Artwork!!!

Cinderella – Cumberland Playhouse

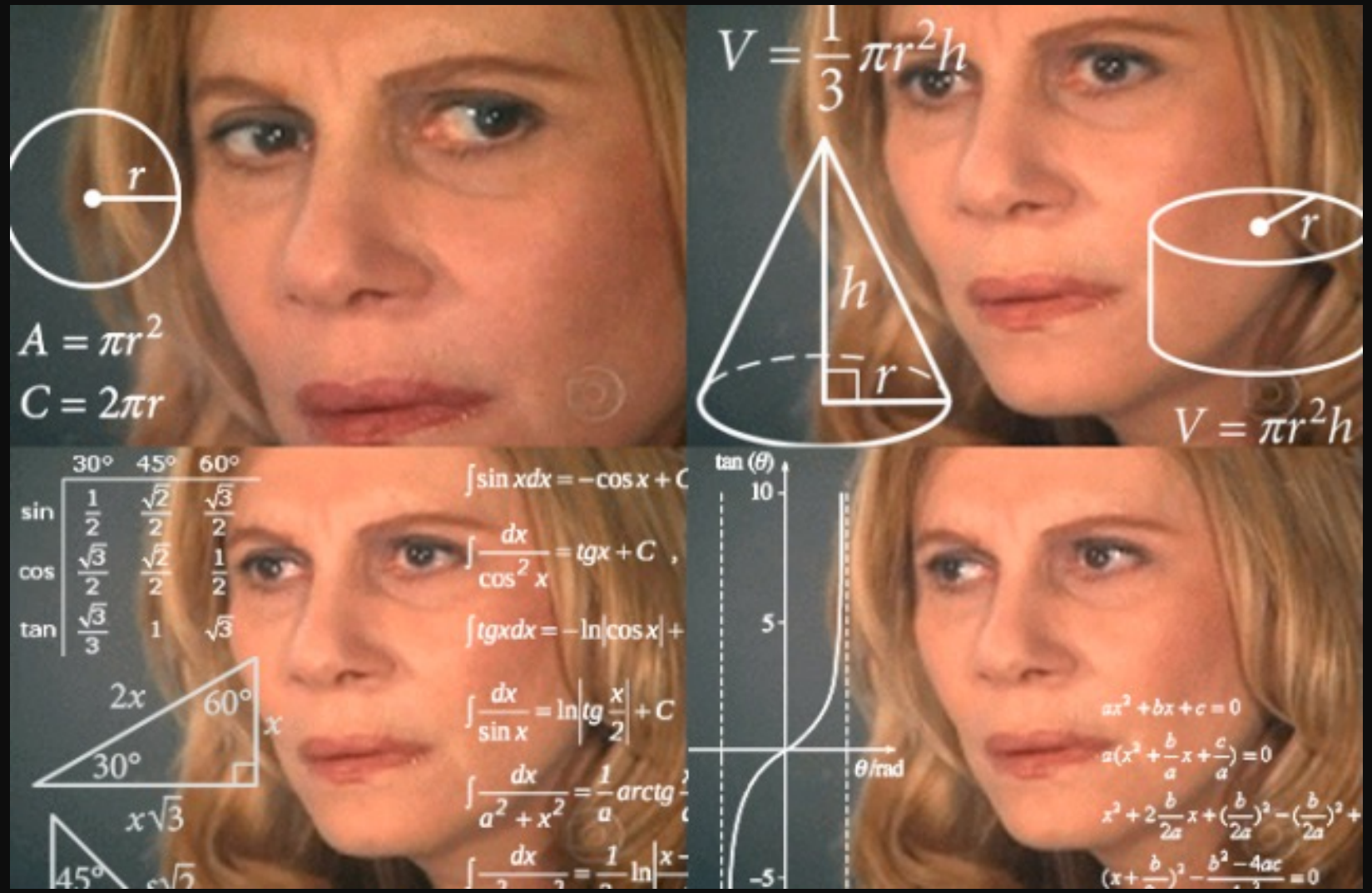
Midsummer Night's Dream – Northern Stage

Digital Rendering

- The process of generating an image using digital software on the iPad , Tablet, or Computer.
  Here's why it's Popular:
- **Accessibility:** Designers struggling with traditional media, typically find communicating ideas through digital media more accessible.
- **Versatility:** Simulated Pencil, Watercolor, Acrylic, Pastel, etc. + Collage, Mixed Media, and Color/ Value Specificity are all at your fingertips!
- **Flexibility:** There is an "Undo Button", Opacity Scales, & the ability to create multiple layers of an image making editing a breeze!
- **Portability:** You can take it with you everywhere!



But Where does A.I. come in?!



…FACES!!!

The Trouble with Faces…

- You want to be specific. However, Portraiture is a very tedious & time-consuming process with a wide margin for error.
- You don't have a lot of time to make them look accurate.
- If you aren't very specific, you run the risk of miscommunication.
- Collaborators often cannot visualize specific performers in costumes without an indication of features.

Orlando -
University of Maryland

Faces Drawn by Hand & how long it took:

1 hour & 50 min

2 hours & 30 min

3 hours & 10 min

My First Digital Rendering Attempt using Procreate

Mrs. Frisby & The Rats of NIMH –Northern Stage

Who has the Time to draw all those faces?!

- On Average, I design costumes for 8 productions a year. 2 at Ramapo and 6 professionally as a part of my research for various venues across the country.
- I average 12 Renderings per show.
- This is about 96 renderings per year.
- That's 96 faces!
- There has to be another way…

Urinetown!– Northern Stage

Using A.I. to Generate Faces

- Various face-generating A.I. apps can transform a person's photo into a painting or an illustration.
- By using these tools, you can crop and paste an A.I. illustrated face onto a figure.
- You can then blend it into the rendering by painting and editing in shading, makeup, hair, etc. (It's still a bit of work)
- Now you have a Rendering that looks like the performer, and you didn't waste hours drawing a face! Now you can focus on the clothes… because that's your job.

Hamlet: Replayed –
University of Maryland

Examples:

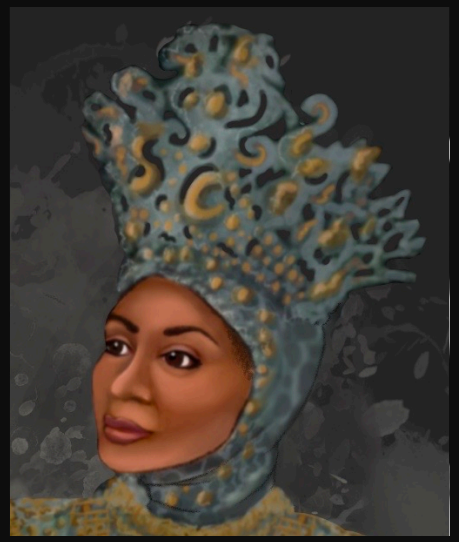
16 min

22 min

Hamlet – Tennessee Shakespeare Co.

Examples:

15 min



27 min

Midsummer Night's Dream –Shakespeare Theatre of New Jersey

Examples:

21 min

16 min

Marisol –Ramapo College

Why even use A.I. at all?!

- It saves hours of valuable time.
- It can create accurate & recognizable faces quickly.
- Flexibility is essential as casting changes frequently & quickly in a design process.
- I feel that we must utilize innovative new technology as a tool, so that we keep up with changing industry standards.
- We must simultaneously advocate for humans to do the things A.I. can't: collaborate, innovate, & tell compelling stories.

Sh'Boom! – Sierra Repertory Theatre