

COURSE OUTLINE

Theatre Arts 123 (C-ID Number: 174) Fundamentals of Costume Design (C-ID Title: Fundamentals of Costume Design)

I. Catalog Statement

Theatre Arts 123 is a course in the history, design, and construction of costumes for the stage. This course includes an exploration of historical practices, the planning for and the buying of suitable materials, design and color schemes, the design and construction of costumes and accessories, arrangement, and maintenance of the costume wardrobe. Students in this course design and make costumes for school dramatic programs.

Total Lecture/Demonstration Units: 2.0

Total Laboratory Units: 1.0

Total Course Units: 3.0

Total Lecture/Demonstration Hours: 32.0

Total Laboratory Hours: 48.0

Total Faculty Contact Hours: 80.0

Prerequisite: None.

Note: Students in this course are expected to be available for additional hours to work on costumes for theatrical productions.

II. Course Entry Expectations

Skill Level Ranges: Reading 5; Writing 5; Listening/Speaking 5; Math 1.

III. Course Exit Standards

Upon successful completion of the required coursework, the student will be able to:

1. identify costumes from various historical periods;
2. correctly use standard costume vocabulary;
3. analyze the effect of historical and cultural factors on costume designs of various periods;
4. analyze a play script to create a design concept;
5. utilize research methods in creating a costume design;
6. analyze color combinations and identify fabric textures for their contributions to a total visual effect;
7. contribute to the implementations and maintenance of costume for the cast of a production.

IV. Course Content

Total Faculty Contact Hours=80

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| A. History of Costume | Lecture 4 hours |
| 1. Evolution of fashion | |
| 2. Influence of social, political, economic and religious issues on fashion | |
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B. Costume Design |
Lecture 22 hours |
| 1. Play analysis | |
| 2. Forming a design concept | |
| 3. Design principles | |
| 4. Budgeting the production | |
| 5. Plotting the production | |
| 6. Rendering techniques | |
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C. Advanced Research Techniques |
Lecture 3 hours |
| 1. Published resources | |
| 2. Internet | |
| 3. Actual clothing (museums and costume stock) | |
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D. Fibers and Textiles |
Lecture 3 hours |
| 1. Identifying fibers and weaves | |
| 2. Period textiles | |
| 3. Modification of fabrics | |
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E. Maintenance |
Lab 12 hours |
| 1. Pressing | |
| 2. Cleaning | |
| 3. Making necessary repairs | |
| 4. Making necessary replacements | |
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F.. Cataloging Costumes |
Lab 20 hours |
| 1. Storages | |
| 2. Grouping costumes | |
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G. Construction Techniques |
Lab 8 hours |
| 1. Working with patterns | |
| 2. Basic hand sewing techniques | |
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H. Historical Project |
Lab 8 hours |
| 1. Fabric analysis | |
| 2. Historical garments and patterns | |

V. Methods of Instruction

The following instructional methodologies may be used in the course:

1. lectures;
2. demonstrations;
3. design project based on a play;
4. written assignments based on a play;
5. multimedia presentations.

VI. Out of Class Assignments

The following out of class assignments may be used in this course:

1. observations of two or more theatrical productions;
2. written critiques of plays;
3. research and writing assignment addressing historical period (e.g. Analyze the fashion and dress for the 1940's and apply them to the play *A Streetcar Named Desire*).

VII. Methods of Evaluation

The following methods of evaluation may be used in this course:

1. attendance and class participation;
2. evaluation of design of costumes for a play;
3. evaluation of written assignments (e.g. critiques);
4. student project (e.g. costume plot);
5. research assignment (e.g. historical period, locale, character analysis);
6. competency tests of hand sewing assignments;
7. individual and/or group projects.

VIII. Textbook(s)

Cunningham, Rebecca. *The Magic Garment*. 2nd edition. Longrove, IL: Waveland Press Inc., 2009. Print.

14th Grade Textbook Reading Level. ISBN: 978-1577666134

Additional library materials or handouts on history of costume

IX. Student Learning Outcomes

Upon successful completion of the required coursework, the student will be able to:

1. analyze the effect of historical and cultural factors on costume designs of various periods;
2. apply knowledge of costume history and production planning by designing costumes for a play;
3. define general costume terminology.

