



COURSE OUTLINE : T ART 123
D Credit – Degree Applicable
COURSE ID 001281
Cyclical Review: August 2020

COURSE DISCIPLINE : T ART

COURSE NUMBER : 123

COURSE TITLE (FULL) : Fundamentals of Costume Design

COURSE TITLE (SHORT) : Fundamentals of Costume Design

CALIFORNIA STATE UNIVERSITY SYSTEM C-ID : THTR 174 - Introduction to Stage Costume or Fundamentals of Costume Design

CATALOG DESCRIPTION

T ART 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.

CATALOG NOTES

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

Total Lecture Units: 2.00

Total Laboratory Units: 1.00

Total Course Units: 3.00

Total Lecture Hours: 36.00

Total Laboratory Hours: 54.00

Total Laboratory Hours To Be Arranged: 0.00

Total Contact Hours: 90.00

Total Out-of-Class Hours: 72.00

Prerequisite: None.



ENTRY STANDARDS

	Subject	Number	Title	Description	Include
1				N/A	No

EXIT STANDARDS

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

STUDENT LEARNING OUTCOMES

- 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

COURSE CONTENT WITH INSTRUCTIONAL HOURS

	Description	Lecture	Lab	Total Hours
1	History of Costume <ul style="list-style-type: none"> • Evolution of fashion • Influence of social, political, economic and religious issues on fashion 	5	0	5
2	Costume Design <ul style="list-style-type: none"> • Play analysis • Forming a design concept • Design Principles • Budgeting the production • Plotting the production • Rendering techniques 	23	0	23



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3	<p>Advanced Research Techniques</p> <ul style="list-style-type: none"> • Published resources • Internet • Actual clothing (museums and costume stock) 	4	0	4
4	<p>Fibers and Textiles</p> <ul style="list-style-type: none"> • Identifying fibers and weaves • Period textiles • Modification of fabrics 	4	0	4
5	<p>Maintenance</p> <ul style="list-style-type: none"> • Pressing • Cleaning • Making necessary repairs • Making necessary replacements 	0	13	13
6	<p>Cataloging Costumes</p> <ul style="list-style-type: none"> • Storages • Grouping costumes 	0	20	20
7	<p>Construction Techniques</p> <ul style="list-style-type: none"> • Working with patterns • Basic hand sewing techniques 	0	9	9
8	<p>Historical Project</p> <ul style="list-style-type: none"> • Fabric analysis • Historical garments and patterns 	0	12	12
				90



OUT OF CLASS ASSIGNMENTS

- 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).

METHODS OF EVALUATION

- 1 attendance and class participation;
- 2 design of costumes for a play;
- 3 written assignments (e.g. critiques);
- 4 projects (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.

METHODS OF INSTRUCTION

- Lecture
- Laboratory
- Studio
- Discussion
- Multimedia
- Tutorial
- Independent Study
- Collaboratory Learning
- Demonstration
- Field Activities (Trips)
- Guest Speakers
- Presentations

TEXTBOOKS

Title	Type	Publisher	Edition	Medium	Author	IBSN	Date
The Magic Garment: Principles of Costume Design	Required	Waveland Press Inc.	3	print	Cunningham, Rebecca	9781478638155	2020
Additional library materials or handouts on History of Costume							