

THAR 28 Course Outline as of Fall 2018**CATALOG INFORMATION**

Dept and Nbr: THAR 28 Title: COSTUME DESIGN

Full Title: Introduction to Costume Design

Last Reviewed: 2/26/2018

Units	Course Hours per Week		Nbr of Weeks		Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	6	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

Catalog Description:

The fundamentals of costume design for the stage, focusing on character interpretation, script analysis, and materials.

Prerequisites/Corequisites:**Recommended Preparation:**

Completion of THAR 1 and THAR 21A

Limits on Enrollment:**Schedule of Classes Information:**

Description: The fundamentals of costume design for the stage, focusing on character interpretation, script analysis, and materials. (Grade Only)

Prerequisites/Corequisites:

Recommended: Completion of THAR 1 and THAR 21A

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: Two Repeats if Grade was D, F, NC, or NP

- C. Role of the Costume Designer
- II. Script Analysis for Costume Design
 - A. Understanding the play
 - 1. Forms of drama
 - 2. Elements of drama
 - B. Script requirements relating to costume design
 - 1. Period, environment, and time passage
 - 2. Practical costume requirements
 - 3. Costume changes, method, and flow
 - C. Different approaches to reading the script
- III. Research
 - A. Setting goals for productive research
 - B. Sources for costume design research
- IV. Conceptualization
 - A. Developing a design concept
 - B. Conceptualizing with others
- V. Elements and Principles of Design
 - A. How design elements relate to costume design
 - B. How the principles of design relate to costume design
- VI. Developing the Costume Design
 - A. Developing character concepts
 - B. Planning color
 - C. Budget and special considerations
- VII. Rendering the Costume Sketch
 - A. Sketching the character
 - 1. Basic bone structure of the body
 - 2. The balance of the body
 - 3. Figures in action and dance
 - 4. Figure poses through time and fashion
 - 5. Garments and textures
 - B. Creating the face
 - 1. Proportions of the head and face
 - 2. Directing eyesight
 - 3. Facial expression
 - C. Hand, feet, and accessories
 - D. Preliminary sketches
 - E. Rendering the costume plate
 - 1. Composition of the costume plate
 - 2. Basics of watercolor for the costume plate
 - 3. Pens and pencil techniques
 - 4. Painting and manipulating the costume plate using computer software
- VIII. Choosing Fabrics
 - A. Fabric considerations
 - B. Sources and swatches
 - C. Adapting fabrics
- IX. Getting the Show Together
 - A. Organizing the work - Developing spreadsheets for the actor/scene breakdown, budgets, costume lists, and costume plots
 - B. Collaborating with the Costume Studio Staff
 - C. Assembling the costumes
 - D. Preparing for performance

Assignment:

1. Read 5-10 pages weekly from assigned homework
2. Complete 8 -10 homework assignments in sketching and painting
3. Complete 2 - 3 costume design assignments:
 - A. Read and analyze a different stage play or musical for each project
 - B. Analyze the costume requirements for each assigned play or musical (character outline)
 - C. Conduct research appropriate to the historical period and style of each play or musical and document it into a research notebook
 - D. Render preliminary sketches and working drawings for each assigned play or musical
 - E. Swatch fabric and plan trimmings for each costume rendering
 - F. Create a budget for costume designs projects
 - G. Develop spreadsheets for actor/scene breakdown, costume lists, plots and budgets
 - H. Complete 6 - 10 painted costume renderings
 - I. Oral presentation of assignments and assembled materials
4. Complete all costume designs necessary for an assigned play as a final project, including the following:
 - A. One 500-word vision statement (essay format)
 - B. Preliminary sketches, pattern diagrams, and/or working drawings (10 - 12)
 - C. Finished, painted costume plates with fabric swatches and descriptive notes (10 - 12)
 - D. Oral presentation of project and assembled materials

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Character outline; vision statement

Writing
5 - 10%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Costume design assignments and final project: script analysis, research, budget, planning (including plots and diagrams)

Problem solving
25 - 40%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Costume design assignments and final project: sketching, rendering, painting, and fabric selection

Skill Demonstrations
30 - 50%

Exams: All forms of formal testing, other than skill performance exams.

None

Exams
0 - 0%

Other: Includes any assessment tools that do not logically fit into the above categories.

Class participation; oral presentations

Other Category
20 - 40%

Representative Textbooks and Materials:

The Art and Practice of Costume Design. Poe Durbin, Holly. Focal Press. 2016

Character Costume Figure Drawing: Step-by-Step Drawing Methods for Theatre Costume Designers. 2nd ed. Huaixiang, Tan. Focal Press. 2010 (classic)

Digital Costume Design & Rendering: Pens, Pixels, and Paint. Cleveland, Annie O. Silman-James Press. 2014

The Magic Garment: Principles of Costume Design. 2nd ed. Cunningham, Rebecca. Waveland Press. 2009 (classic)