

THAR 21 Course Outline as of Fall 1981**CATALOG INFORMATION**

Dept and Nbr: THAR 21 Title: INTRO - COSTUMING

Full Title: Introduction to Costuming

Last Reviewed: 4/26/2021

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	3.00	17	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	5.00		Contact Total	87.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 34 - 4 Enrollments Total

Also Listed As:

Formerly:

Catalog Description:

Principles of costuming in theatre arts. Basic pattern drafting, cutting, and fitting of theatrical costumes. Practical application of theory through the construction of costumes for productions. The history of western costume as it related to the shows produced during any particular semester.

Prerequisites/Corequisites:

Concurrent Enrollment in THAR 25.1 OR Concurrent Enrollment in THAR 25

Recommended Preparation:

THAR 1.

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

Description: Principle of costuming in theatre arts. Basic pattern drafting, cutting & fitting of theatrical costumes. Practical application of theory through the construction of costumes for productions. The history of western costume as it relates to the shows produced during any particular semester. (Grade Only)

Prerequisites/Corequisites: Concurrent Enrollment in THAR 25.1 OR Concurrent Enrollment in

THAR 25

Recommended: THAR 1.

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: 4 Enrollments Total

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree: **Area** Effective: Inactive:

CSU GE: **Transfer Area** Effective: Inactive:

IGETC: **Transfer Area** Effective: Inactive:

CSU Transfer: Transferable Effective: Fall 1981 Inactive:

UC Transfer: Transferable Effective: Fall 1981 Inactive:

CID:

CID Descriptor: THTR 174 Introduction to Stage Costume or Fundamentals of Costume Design
SRJC Equivalent Course(s): THAR21A OR THAR28

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

The students will:

1. Summarize the creative and practical aspects of costume design from research to organization.
2. Evaluate the evolution of costumes for a production from script to performance.
3. Define the various functions of costume as they pertain to theatrical interpretations of drama.
4. Analyze the role of costume as it applies to the costume designer, set designer, actor, director, and audience.
5. Define the various personnel associated with costume construction and describe their functions within the theatrical framework.
6. Define and describe the relationships of deadlines, scheduling, rehearsals and performance for any given production.
7. Demonstrate basic costume construction skills through the use of suitable tools, equipment and techniques in the construction of a costume or costume piece. This may include millinery, mask making, fabric painting and dyeing, leather work, etc; as these subjects may apply to any given production.
8. Demonstrate efficient use of the tools and equipment of the costume shop including an understanding of safety requirements.
9. Demonstrate a basic knowledge of visual communication through the use of line, shape, color and texture.

Topics and Scope:

1. Costume definition and history.
 - A. Historical aspects of clothing.
 - B. Historical aspects of theatrical costuming.
2. The structure of production.
 - A. Costume design and its relation to other aspects of production.
 - B. Scheduling and maintaining the dressing of a production.
3. Theories of costume as they apply to:
 - A. Style.
 - B. Production.
 - C. Character.
4. The use of costuming tools, equipment and materials.
5. Costume construction.
 - A. Patterns.
 - B. Cutting.
 - C. Fitting and tailoring.
 - D. Maintenance.

Assignment:

1. Complete all assigned duties and tasks, including practical maintenance of a costuming schedule during the run of a major production.
2. Demonstrate knowledge of and skill in using the tools, equipment and materials of a costume shop, including appropriate safety techniques.
3. Express the principles of line, color, shape and texture through completed sketches of costume designs or the construction of one complete garment with accessories.

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.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.

Writing
0 - 0%

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

Homework problems

Problem solving
20 - 40%

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

Class performances, Performance exams, DRAWING & CONSTRUCTION TECHQS

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.

DEPENDABILITY, PROMPTNESS AND INITIATIVE

Other Category
20 - 40%

Representative Textbooks and Materials:

HISTORIC COSTUME FOR THE STAGE.1972