

**THAR 21A Course Outline as of Fall 2015****CATALOG INFORMATION**

Dept and Nbr: THAR 21A Title: INTRO COSTUME TECHNOLOGY

Full Title: Introduction to Costume Tech

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	8	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: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: THAR 21

**Catalog Description:**

Introduction to practical application of methods, materials, and techniques used in costume construction with additional emphasis on related crafts and design as applied to the creative storytelling process of a public performance.

**Prerequisites/Corequisites:**

Concurrent Enrollment in THAR 25 or THAR 25.1 or THAR 25.5

**Recommended Preparation:**

Course Completion or Concurrent Enrollment in THAR 2

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

Description: Introduction to practical application of methods, materials, and techniques used in costume construction with additional emphasis on related crafts and design as applied to the creative storytelling process of a public performance. (Grade Only)

Prerequisites/Corequisites: Concurrent Enrollment in THAR 25 or THAR 25.1 or THAR 25.5

Recommended: Course Completion or Concurrent Enrollment in THAR 2

Limits on Enrollment:

Transfer Credit: CSU;UC.

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

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:

<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
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<b>CSU Transfer:</b>	Transferable	Effective:	Fall 1981	Inactive:
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<b>UC Transfer:</b>	Transferable	Effective:	Fall 1981	Inactive:
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### **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**

### **Student Learning Outcomes:**

At the conclusion of this course, the student should be able to:

1. Construct costumes using safe and effective costume construction techniques.
2. Explain the role of costume design in the creative storytelling process of a theatrical performance.

### **Objectives:**

Upon completion of this course, the students will be able to:

1. Summarize the creative and practical aspects of costume design from research to organization.
2. Apply the fundamental steps in constructing a theatrical costume.
3. Explain the process and procedures used to costume a theatrical production.
4. Describe the functions of the personnel associated with the design, construction, and organization of costumes within a theatrical framework.
5. Define and describe the relationships of deadlines, scheduling, rehearsals, and performance for any given production.
6. Explicate the physical requirements and organization of a professional costume studio.
7. Demonstrate effective use of the tools and equipment used in the costume studio workroom, including an understanding of safety requirements.
8. Demonstrate basic costume construction skills including:
  - a) a basic command of hand sewing and machine stitching techniques,
  - b) application of accurate body measurements,
  - c) basic alterations and fitting solutions,
  - d) interpretation of a commercial pattern and successful construction of a costume and /or an accessory from that pattern.
9. Identify fabrics commonly used in costume construction by fiber and weave, including the method of surface design and color finish.
10. Demonstrate the ability to draft a basic pattern.

11. Organize, execute and maintain costumes for public performance.
12. Demonstrate an ability to follow instructions and work effectively as a team member.
13. Render a costume sketch demonstrating visual communication skills through the use of line, shape, color, and texture.
14. Utilize the basic vocabulary used in the field of costume technology.

### **Topics and Scope:**

1. Functionality and organization of the costume studio
  - a. Area workrooms
  - b. Equipment
  - c. Tools
  - d. Materials
2. Health and safety in the costume studio workrooms
  - a. Cutting and sewing areas
  - b. Pressing equipment
  - c. Craft area
  - d. Paint and dye areas
  - e. Laundry area
  - f. Storage warehouse
3. Costume Studio personnel, titles, and job descriptions
  - a. Professional standards
  - b. Teamwork
  - c. Promptness
4. The process of preparing costumes for a theatrical production
  - a. Assessing the function of a costume and its relation to other aspects of a theatrical performance
  - b. Gathering and identifying the appropriate fabrics and materials used
  - c. Scheduling for cutting and/or draping the first mockup
  - d. Conducting accurate fittings
  - e. Preparing for dress rehearsal
5. Introduction to fabric construction and suitability to costume application
6. Introduction to hand sewing techniques
  - a. Seams
  - b. Hems
  - c. Closures
7. Introduction to machine stitching techniques
  - a. Proper operation and care of domestic straight stitch machines
  - b. Proper operation and care of a serger
  - c. Seams
  - d. Hems and finishes
  - e. Closures
  - f. Decorative stitches with a function
8. Costume construction
  - a. Proper etiquette when taking accurate measurements
  - b. Commercial patterns and other pattern sources
  - c. drafting a basic pattern
  - d. Pattern layout and accurate cutting techniques
  - e. Building costume shape with pressing tools and techniques
9. Fitting strategies and alterations
10. Costume repair and maintenance
11. Costume design and rendering as a means of communication and storytelling

- a. Character analysis
  - b. Research: factual vs. evocative
  - c. Visual elements of a costume design
  - d. Rendering the costume sketch
12. Budgeting and shopping
13. This course will cover additional costume design and construction topics, as applicable to current department productions, throughout the semester.

### **Assignment:**

1. Read five pages a week.
2. Develop a notebook of required hand sewing and machine sewing techniques with appropriate descriptive information.
3. Develop a swatch book of fabrics including pertinent content information.
4. Complete one of the following beginning sewing projects:
  - a) Garment bag,
  - b) Utility apron,
  - c) Period shirt,
  - d) Period petticoat.
5. Construct one or more costume items for a major SRJC Theatre Arts production with effective and safe use of all appropriate equipment, tools, and materials.
6. Complete all assigned tasks, including organization, alterations, and practical maintenance of costumes used during the run of a major SRJC production.
7. Draft a basic pattern for a utility apron.
8. Write a character analysis outline with supporting visual aids for costume design development.
9. Write a 500 word Design Statement essay for costume design development.
10. Create a research collage for costume design development.
11. Design and render a costume that is based on a specific character from a play, musical, or historical event, as a final project.
12. Price out and develop a budget of all necessary materials to construct a costume for the final costume design project.
13. Go on a shopping trip to gather all budgeted materials for the construction of the final project.
14. Complete the construction of a final costume design project by first using a commercial pattern and /or basic pattern drafting techniques.
15. Complete the construction of an accessory to accompany the final costume design project.
16. Multiple choice quiz on safety.

### **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 and one 500-word essay
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Writing 5 - 10%
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**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Homework assignments including: analysis, research, planning, purchasing	Problem solving 20 - 30%
<b>Skill Demonstrations:</b> All skill-based and physical demonstrations used for assessment purposes including skill performance exams.	
Demonstration of costume constructions skills	Skill Demonstrations 30 - 50%
<b>Exams:</b> All forms of formal testing, other than skill performance exams.	
Multiple choice quiz on safety	Exams 5 - 10%
<b>Other:</b> Includes any assessment tools that do not logically fit into the above categories.	
Teamwork, promptness, and initiative	Other Category 20 - 40%

### **Representative Textbooks and Materials:**

#### Representative Texts:

Costume Craftwork on a Budget - Clothing, 3D Makeup, Wigs, Millinery & Accessories.  
Huaiziang, Tan. Focal Press: 2007 (Classic)

The Costume Technician's 3/E. Ingham, Rosemary and Covey, Liz. Heinmanne Educational Books, Inc.: 2003 (Classic)

The Magic Garment: Principles of Costume Design. Cunningham, Rebecca. Waveland Press: 2009 (Classic)

Patterns for Costume Accessories. Levine, Arnold S. & McGee, Robin L. Costume & Fashion Press: 2006 (Classic)

\* These are the latest published volumes. These are the classic texts for this course.