

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:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:

IGETC:	Transfer Area	Effective:	Inactive:
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CSU Transfer:	Transferable	Effective:	Fall 1981	Inactive:
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UC Transfer:	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

Approval and Dates

Version:	04	Course Created/Approved:	2/26/1992
Version Created:	9/16/2014	Course Last Modified:	6/5/2021
Submitter:	Maryanne Scozzari	Course last full review:	4/26/2021
Version Status:	Approved (Changed Course)	Prereq Created/Approved:	4/26/2021
Version Status Date:	3/23/2015	Semester Last Taught:	Spring 2021
Version Term Effective:	Fall 2015	Term Inactive:	Fall 2021

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

Writing
5 - 10%

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%

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

Demonstration of costume constructions skills

Skill Demonstrations
30 - 50%

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

Multiple choice quiz on safety

Exams
5 - 10%

Other: 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.

OTHER REQUIRED ELEMENTS

STUDENT PREPARATION

Matric Assessment Required:	X	Exempt From Assessment
Prerequisites-generate description:	U	User Generated Text
Advisories-generate description:	U	User-Generated Text
Prereq-provisional:	N	NO
Prereq/coreq-registration check:	Y	Prerequisite Rules Exist
Requires instructor signature:	N	Instructor's Signature Not Required

BASIC INFORMATION, HOURS/UNITS & REPEATABILITY

Method of instruction:	02	Lecture
	04	Laboratory
	71	Internet-Based, Simultaneous Interaction
	72	Internet-Based, Delayed Interaction
Area department:	THART	Theatre Arts & Fashion
Division:	72	Arts & Humanities
Special topic course:	N	Not a Special Topic Course
Program status:	1	Certificate Applicable Course
Repeatability:	00	Two Repeats if Grade was D, F, NC, or NP
Repeat group id:		

SCHEDULING

Audit allowed:	N	Not Auditable
Open entry/exit:	N	Not Open Entry/Open Exit
Credit by exam:	N	Credit by examination not allowed
Budget code: Program:	0000	Unrestricted
Budget code: Activity:	1007	Theatre Arts

OTHER CODES

Discipline:	Drama/Theater Arts	
Basic skills:	N	Not a Basic Skills Course
Level below transfer:	Y	Not Applicable
CVU/CVC status:	Y	Distance Ed, Not CVU/CVC Developed
Distance Ed Approved:	N	None
Emergency Distance Ed Approved:	Y	Fully Online
		Partially Online
		Online with flexible in-person activities
Credit for Prior Learning:	N	Agency Exam
	N	CBE
	N	Industry Credentials
	N	Portfolio
Non-credit category:	Y	Not Applicable, Credit Course
Classification:	Y	Liberal Arts and Sciences Courses
SAM classification:	C	Clearly Occupational
TOP code:	1006.00	Technical Theater
Work-based learning:	N	Does Not Include Work-Based Learning
DSPS course:	N	Not a DSPS Course

In-service:

N

Not an in-Service Course

Lab Tier:

21

Credit Lab - Tier 1