

THAR 121.2 Course Outline as of Fall 2021**CATALOG INFORMATION**

Dept and Nbr: THAR 121.2 Title: MILLINERY FOR THE STAGE

Full Title: Stage Costuming: Introduction to Millinery

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	2.00	8	Lab Scheduled	35.00
		Contact DHR	1.00		Contact DHR	17.50
		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:

Catalog Description:

Practical application of methods, materials, and techniques used in millinery for theatrical production. Students will learn how to pattern buckram and pull felt hats while participating on millinery projects for a current Theatre Arts production.

Prerequisites/Corequisites:**Recommended Preparation:**

Course Completion of THAR 21A or FASH 70A

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

Description: Practical application of methods, materials, and techniques used in millinery for theatrical production. Students will learn how to pattern buckram and pull felt hats while participating on millinery projects for a current Theatre Arts production. (Grade Only)

Prerequisites/Corequisites:

Recommended: Course Completion of THAR 21A or FASH 70A

Limits on Enrollment:

Transfer Credit:

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:
CSU Transfer:		Effective:	Inactive:
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Student Learning Outcomes:

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

1. Draft a hat pattern and construct hats out of buckram and felt.
2. Work independently and collaboratively, under pressure of production deadlines.

Objectives:

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

1. Interpret and apply the correct terminology related to basic and intermediate millinery.
2. Demonstrate the ability to measure the head accurately for accurate sizing and hat construction.
3. Identify the physical challenges of performance and apply a decision-making process to select appropriate design strategies and materials for a hat worn by the individual performer as a specific character in a play.
4. Select and prepare a head block type for a specific millinery technique.
5. Demonstrate effective use of the tools and equipment used in the process of making a hat.
6. Identify and select appropriate materials commonly used in hat construction.
7. Draft a paper pattern and cut a buckram hat.
8. Utilize and interpret pattern symbols appropriately.
9. Wire and pad a buckram hat.
10. Cover, trim, and finish a buckram hat.
11. Pull, sculpt, and finish a felt hat.
12. Work safely, with effective use of the costume studio work areas and equipment.
13. Work effectively under the pressure of actual production deadlines and fitting schedule demands.
14. Demonstrate the ability to follow instructions and work effectively as a team member.

Topics and Scope:

- I. The Milliner's Work Place within a Working Costume Studio

- A. Functionality and organization of the costume studio workrooms and equipment
- B. Safety in the costume workrooms
- C. Costume Studio personnel, titles, and job descriptions
- II. Strategic Planning and Working Calmly under the Pressure of Deadlines
 - A. Professional standards and teamwork
 - B. Developing a schedule for fittings
- III. Pattern Development, Sizing, and Construction
 - A. Accurately measuring the head
 - B. Analysis of performance requirements and their effect on hat size and fit
 - C. Hat design for challenging performance requirements
- IV. Basic Terminology and Symbols used in Hat Pattern Drafting and Construction
- V. Survey of Period Silhouettes in Men's and Women' Hats
 - A. Cloth vs. ridged frame hats
 - B. Felt and straw hats
- VI. Materials and Techniques used in Millinery
 - A. Buckram and fabric hats
 - B. Sculpting a wool felt
- VII. Choosing the Correct Head Block
 - A. Preparing the head block
 - B. Head block forms
 - C. Proper care of a head block
- VIII. Drafting a Hat Pattern in Cardstock
 - A. Ensuring a proper fit
 - B. Utilizing common pattern drafting tools
- IX. Constructing a Cardstock Hat to Check Proportions and Test Fit
- X. Buckram Hats
 - A. Cutting and sewing techniques for buckram
 - B. How to work with the buckram curve
 - C. Wiring and padding buckram
 - D. Hand sewing techniques vs. machine use in millinery
 - E. Lining a buckram hat
- XI. Felt Hats
 - A. Choosing a form to block a felt hat
 - B. Using steam to sculpt a felt hat
 - C. Finishing the felt hat

All topics are covered in both the lecture and lab portion of the course, including DHR lab hour. Topics are introduced during the lecture portion and then actively applied during the lab/DHR lab portion.

Assignment:

- A. Reading - Read approximately five pages a week.
- B. Quiz(zes) - Complete 1-3 multiple choice quizzes on millinery terms and techniques
- C. Millinery Assignments
 1. Prepare an appropriate head block for hat making projects.
 2. Draft and accurately label a paper pattern utilizing appropriate tools and pattern symbols for a cloth hat.
 3. Construct a cloth hat.
 4. Pull and finish construction of a buckram skull cap.

5. Pull, sculpt, and finish a felt hat.

D. Production-Related Millinery and Costume Assignments

1. Take accurate measurements of a fellow student in class and student actors performing in a current SRJC production.
2. Create a calendar reflecting appropriate deadlines including 1st, 2nd, and 3rd fittings for the final project.
3. Production Millinery Project - Draft a pattern and construct a buckram hat for a SRJC Theatre Arts production with effective and safe use of all appropriate equipment, tools, and materials.
4. Production-Related Costume Studio Tasks - Students may complete additional tasks, including organization, alterations, and/or practical maintenance of costumes used during the run of a major SRJC production.

E. Final Millinery Project - Each student will complete a final millinery project, involving the following components:

1. Research, design, and draw a schematic for the final millinery project.
2. Plan a budget and shop for all materials for the construction of the final project.
3. Depending on hat material selection, draft and accurately label a paper pattern utilizing appropriate tools and pattern symbols for the final project.
4. Complete construction of the final millinery project.

F. Professionalism - Adhere to the standards of professionalism expected in the field of costuming:

1. Arrive promptly and prepared for all class meetings, participating actively.
2. Maintain an amiable and supportive attitude when interacting with others (fellow students, instructor, Studio supervisor, designers, actors, stage managers, etc.)
3. Work collaboratively with other team members when working on group tasks.
4. Acknowledging the sometimes stressful and time-sensitive working environment in the Studio, contribute positively by staying focused, listening closely, following instructions carefully, and taking initiative when appropriate.
5. Strive to maintain good personal health and safety practices throughout the semester.
6. Follow the terms of the course syllabus.

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 assignments including: analysis, research, planning, purchasing

Problem solving
25 - 40%

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

Millinery and costume construction assignments; Final Project - skills components

Skill Demonstrations
35 - 50%

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

Multiple choice quiz(zes) on millinery terms

Exams
5 - 10%

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

Professionalism (including attendance and participation); other production-related tasks

Other Category
20 - 35%

Representative Textbooks and Materials:

Adornments: Sew and Create Accessories with Fabric, Lace & Beads.

Callan, Myra. Krause Publications. 2012 (classic)

Basic Millinery for the Stage. Dial, Tim. Heinemann Drama. 2002 (classic)

Classic Millinery Techniques: A Complete Guide to Making and Designing Today's Hats.

Albrizio, Ann. Lark Books. 2001 (classic)

Fashion Hats (Design and Make). Henriksen, Karen. A&C Black Visual Arts. 2011 (classic)

Handmade Fabric Flowers: 32 Beautiful Blooms to Make. Lu, You-Zhen.

St. Martin's Griffin. 2012 (classic)

Hats by Madame Paulette: Paris Milliner Extraordinaire. Schneider, Annie.

Thames & Hudson. 2014 (classic)

Hats!: Make Classic Hats and Headpieces in Fabric, Felt, and Straw. Cant, Sarah.

St. Martin's Griffin. 2011 (classic)

How To Make Hats: Easy Step By Step Instructions. Camahan, Ruby.

Literary Licensing, LLC. 2012 (classic)

Millinery: The Art of Hat-Making. Skinner, Rachel and Lomax, Sarah.

GMC Publications. 2017.

Instructor prepared materials