

THAR 21B Course Outline as of Fall 2021**CATALOG INFORMATION**

Dept and Nbr: THAR 21B Title: COSTUME TECHNOLOGY 2

Full Title: Costume Technology 2

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 62.6

Catalog Description:

This course continues 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, at an intermediate level.

Prerequisites/Corequisites:

Course completion of THAR 21A

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

Description: This course continues 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, at an intermediate level. (Grade Only)

Prerequisites/Corequisites: Course completion of THAR 21A

Recommended:

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 2015	Inactive:
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UC Transfer:	Transferable	Effective:	Spring 2016	Inactive:
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CID:

Certificate/Major Applicable:

Certificate Applicable Course

Approval and Dates

Version:	03	Course Created/Approved:	4/27/2015
Version Created:	2/21/2021	Course Last Modified:	12/30/2023
Submitter:	Laura Downing-Lee	Course last full review:	4/26/2021
Version Status:	Approved (Changed Course)	Prereq Created/Approved:	4/26/2021
Version Status Date:	4/26/2021	Semester Last Taught:	Fall 2023
Version Term Effective:	Fall 2021	Term Inactive:	

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 at an intermediate level.
2. Explain the role of costume design in the creative storytelling process of a theatrical performance at an intermediate level.

Objectives:

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

1. Summarize the creative, analytical, and practical aspects of costume design from research to organization at an immediate level.
2. Apply the fundamental steps of constructing a theatrical costume at an intermediate level.
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 intermediate costume construction skills including:
 - A. an intermediate command of hand sewing and machine stitching techniques;
 - B. application of accurate body measurements;
 - C. intermediate level fitting solutions and alterations;
 - D. the ability to drape a basic bodice; and
 - E. 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. Organize, execute and maintain costumes for public performance.
11. Demonstrate an ability to follow instructions and work effectively as a team member.
12. Render a costume sketch demonstrating visual communication skills through the use of line, shape, color, and texture at an intermediate level.
13. Utilize an expanded vocabulary for the field of costume technology.

Topics and Scope:

I. The Costume Studio

- A. Functionality and organization
- B. Work areas
- C. Equipment
- D. Tools
- E. Materials

II. Health and Safety in Costume Studio Work Areas

- A. Cutting and sewing areas
- B. Pressing equipment
- C. Craft area
- D. Paint area and dye room
- E. Laundry room
- F. Storage warehouse

III. Personnel and Professional Standards

- A. Costuming job titles and descriptions
 1. Costume Studio positions
 2. Costume production positions
- B. Working with other members of a production
 1. Designers
 2. Actors
 3. Stage managers
 4. Others
- C. Professional standards

IV. What is a Costume?

- A. Functions in a production
- B. Ready-made costumes
 1. Pulled from stock
 2. Rented
 3. Purchased
- C. Constructed costumes
- D. Costume accessories and costume props

V. Costume Preparation Process

- A. Measuring procedures and etiquette
- B. Budgeting and shopping
- C. Scheduling

1. Deadlines and schedule planning
2. Working within a production calendar
- D. Fittings and alterations
- VI. Fabric - Expanded Knowledge of Types and Prints
 - A. General
 - B. Historical
 - C. Further development of a swatch book
- VII. Hand Sewing - Intermediate Techniques
 - A. Seams
 - B. Hems
 - C. Closures
- VIII. Machine Stitching - Intermediate Techniques
 - A. Domestic straight stitch machines
 1. Proper operation
 2. Machine care
 - B. Sergers
 1. Proper operation
 2. Machine care
 - C. Seams
 - D. Hems and finishes
 - E. Closures
 - F. Decorative stitches with a function
- IX. Costume Construction at an Intermediate Level
 - A. Applying accurate measurements
 - B. Commercial patterns and other pattern sources
 - C. Draping a basic body block
 - D. Basic pattern manipulation
 - E. Pattern drafting
 - F. Pattern layout and accurate cutting techniques
 - G. Mockups
 1. Cutting
 2. Construction
 3. Fitting accuracy
 - H. Pattern alteration
 - I. Final fabric construction
 - J. Building costume shape with pressing tools and technique
- X. Costume Design
 - A. Communication and storytelling
 - B. Character analysis
 - C. Script analysis
 - D. Research: factual vs. evocative
 - E. Visual elements of a costume design
 - F. Rendering the costume sketch
- XII. Costumes and the Production Process
 - A. Preparing for dress rehearsal
 - B. Organization and inventory tracking
 - C. Maintenance
 1. Laundering
 2. Handwashing and spot cleaning
 3. Odor abatement
 - D. Repairs
 - E. Special circumstances such as understudy costumes

F. Post-production

1. Drycleaning
2. Returning to stock
3. Rental returns

XIII. Additional costume design and construction topics, as applicable to current department productions, throughout the semester.

All topics above are covered in both lecture and lab portions of the course.

Assignment:

A. Reading - Read approximately 5 pages a week.

B. Quiz(zes) - Complete 1-3 short short multiple choice quizzes:

1. Required quiz - Costume safety quiz
2. Suggested additional quizzes focusing on intermediate content such as Measurements and Fittings; Expanded Knowledge of Fabrics; and/or Sewing Tools and Terminology

C. Writing and Research Assignments - In preparation for the Costume Design project, the student will complete 2 or more of the following:

1. Character Analysis outline, including supporting visual aids
 2. 500-word Design Statement essay for costume design development
 3. Research assignment for costume design development
- Examples: Create a research collage. Compile a research morgue

D. Sewing Notebook - Develop a notebook of intermediate hand sewing and machine sewing techniques with appropriate descriptive information.

E. Swatch Book - Develop a swatch book of fabrics demonstrating expanded knowledge of types and prints. Include pertinent content information.

F. Construction and Pattern Drafting Assignments

1. Complete an intermediate sewing project, applying intermediate hand sewing and machine sewing techniques, from the following list (additional options may be added by instructor):
 - A. Period shirt
 - B. Period petticoat
2. Drape a basic body block and draft a basic bodice pattern.
3. Complete an assignment demonstrating simple pattern manipulations.
4. Design and construct a simple mockup.
5. Make fitting corrections in either the basic bodice pattern or a costume for production (see 6. below).
6. Construct one or more costume items for a major SRJC Theatre Arts production. Students will do so with effective and safe use of all appropriate equipment, tools, and materials.

G. Final Costume Design Project - Each student will complete a final costume design and intermediate construction project, involving the following components:

1. Select a specific character from a play, musical, or historical event.
2. Design and render a costume (consisting of at least two components) for the selected character.

3. Price out and develop a budget for all necessary materials to construct the rendered costume.
 4. Shop for all budgeted materials for the construction of that rendered costume.
 5. Using a commercial pattern and /or pattern drafting techniques, cut out and complete construction of the costume.
 6. In addition, design and construct an accessory to accompany the rendered costume.
- H. Production-Related Costume Studio Tasks - Students will complete assigned tasks, including organization, alterations, and practical maintenance of costumes used during the run of a major SRJC production.
- I. 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.

Character Analysis outline; Design Statement 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.

Costume construction assignments; Final Design project - rendering & constructions

Skill Demonstrations
30 - 50%

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

Multiple choice quiz(zes) (including safety quiz)

Exams
5 - 10%

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

Professionalism (including attendance and participation); Production-related tasks

Other Category 20 - 40%

Representative Textbooks and Materials:

Costume Construction. Strand-Evans, Katherine. Waveland Press Inc. 1999 (classic)

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

The Costume Technician's 3rd ed. Ingham, Rosemary and Covey, Liz. einmanne 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. and McGee, Robin L.
Costume & Fashion Press. 2006 (classic)

Instructor prepared materials

OTHER REQUIRED ELEMENTS

STUDENT PREPARATION

Matric Assessment Required:	X	Exempt From Assessment
Prerequisites-generate description:	U	User Generated Text
Advisories-generate description:	NA	No Advisory
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
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:	N	Not Distance Ed
Distance Ed Approved:	N	
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	Career-Technical Education
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