THAR 121.4 Course Outline as of Fall 2021

CATALOG INFORMATION

Dept and Nbr: THAR 121.4 Title: COSTUME TAILORING Full Title: Stage Costuming: Tailoring Techniques 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 tailoring historical men's and women's coats and jackets, with emphasis on tailored costume construction for a current Theatre Arts production. (Students with prior sewing experience may petition to waive the prerequisite by submitting a Prerequisite Challenge form with Admissions.)

Prerequisites/Corequisites:

Course Completion of THAR 21A or FASH 70A or equivalent

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:

Description: Practical application of methods, materials, and techniques used in tailoring historical men's and women's coats and jackets, with emphasis on tailored costume construction for a current Theatre Arts production. (Students with prior sewing experience may petition to waive the prerequisite by submitting a Prerequisite Challenge form with Admissions.) (Grade Only)

Prerequisites/Corequisites: Course Completion of THAR 21A or FASH 70A or equivalent Recommended: Limits on Enrollment: Transfer Credit: Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree: CSU GE:	Area Transfer Area	Effective: Effective:	Inactive: 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. Construct a tailored costume for one or more of the following periods:

- a. 17th century European men's coats
- b. 18th century European men's or women's coats
- c. 19th century European men's or women's coats
- d. 20th century European men's or women's coats
- 2. Work independently and collaboratively to meet production deadlines.

Objectives:

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

- 1. Interpret and apply the terminology related to basic tailoring techniques and intermediate costume construction.
- 2. Identify body type and problem areas and apply a decision-making process to select appropriate design lines and shapes in proportion for the individual performer as a specific character.
- 3. Adapt a standard dress form for an individual body type that reflects an accurate historical silhouette.
- 4. Demonstrate effective use of the tools and equipment used in the process of constructing a tailored costume.
- 5. Identify and select appropriate fabrics and interfacings used in constructing a tailored historical costume.
- 6. Construct a complete mockup for a tailored coat or jacket, including: a. measuring the body accurately;
 - b. accurately fitting and marking a mockup in the 1st fitting; and
 - c. utilizing and interpreting pattern symbols appropriately for altering the mockup.
- 7. Render a costume schematic demonstrating visual communication of pattern pieces and

layout of a tailored costume.

- 8. Recognize period silhouettes and style details of tailored historical European costumes.
- 9. Apply tailoring techniques in order to complete the construction of a tailored costume for a production.
- 10. Work safely, with effective use of the costume studio work areas and equipment.
- 11. Work effectively under the pressure of actual production deadlines and fitting schedule demands.
- 12. Demonstrate the ability to follow instructions and work effectively as a team member.

Topics and Scope:

- I. A Tailor's Work Place
 - A. Functionality and organization of Costume Studio work areas
 - B. Functionality and organization of Costume Studio equipment
 - C. Safety in the Costume Studio work areas
 - D. Costuming personnel, titles, and job descriptions
- II. Strategic Planning and Professional Standards
 - A. Professionalism and teamwork
 - B. Working calmly under the pressure of deadlines
 - C. Developing a schedule for fittings
- III. Measuring Techniques for Pattern Development
 - A. Accurate measuring of the torso
 - B. Applying measurements for accurate fit and corset construction
 - 1. Analysis of body type
 - 2. Addressing solutions for problem areas
- IV. Basic Tailoring Terminology and Symbols
- V. A Brief History of European Tailoring
 - A. Men's coats and jackets
 - B. Women's coats and jackets
- VI. Re-creating Tailored Historical Costumes for the Stage
 - A. Historical fabrics
 - B. Modern fabrics and materials
 - C. Linings and interlinings
 - D. Padding and stays
- VII. Utilizing a Dress Form for Tailoring
 - A. Standard dress forms for fitting a tailored costume
 - B. Padding up a dress form
 - C. Marking a dress form
 - D. Proper care of a dress form
- VIII. Utilizing or adapting a commercial pattern
- VII. Creating a Mock-up for a Tailored Historical Costume
 - A. Cutting and labeling the mock-up
 - B. Stitching the mock-up
 - C. Types of Tailoring Mockups
 - 1. Coat
 - 2. Sleeves
 - 3. Peplums, collar, and cuffs
- X. Fitting a Mockup and Alteration Considerations
 - A. What layers of materials will be necessary to achieve the finished look?
 - B. What garments will be worn under the tailored costume?
 - C. How will closures affect the fit of the tailored costume?
- XI. Sewing Tailored Historical Costumes

A. Hand sewing techniques vs machine uses

- B. Seams
- C. Hems
- D. Closures

XII. Finishing the Tailored Garment

- A. Pressing techniques for a fitted garment
- B. Proper use of pressing equipment

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 tailoring terms and methods.
- C. Tailoring, Construction and Pattern Drafting Assignments
 - 1. Prepare a dress form for draping and fitting purposes
 - 2. Study and alter a commercial pattern.
 - 3. Cut, sew, and fit a mockup for a tailored costume.
- D. Production-Related Tailoring and Construction Assignments
 - 1. Take accurate measurements of student actors performing in a current SRJC production.
 - 2. Create a calendar reflecting appropriate deadlines including 1st, 2nd, and 3rd fittings.
 - 3. Production Costume Project Tailor one or more costumes for a major 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 Historical Costume Project Each student will complete a final design, tailoring, and construction project of a historical costume, involving the following components:
 - 1. Research, design, and draw a costume schematic for a tailored historical costume.
 - 2. Plan a budget and shop for all materials for the construction of the final project costume.
 - 3. Interpret the instructions of a commercial pattern in order to prepare and cut materials for a tailored historical costume.
 - 4. Cut out, tailor, and complete the final project costume.
- 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.

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

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

Coat making and costume construct	ion assignments; Final
Project - skills components	

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

Multiple choice quiz(zes) on tailoring terms and methods.

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

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

Representative Textbooks and Materials:

The Tudor Tailor; Reconstructing 16th-century Dress. Mikhaila, Ninya and Malcolm-Davies, Jane. Costume and Fashion Press. 2006 (classic)

The Victorian Tailor; An Introduction to Period Tailoring Press. Maclochlainn, Jason St. Martin's Griffin. 2011 (classic)

Instructor prepared materials

Writing 0 - 0%	

Problem solving
25 - 40%

Skill Demonstrations 35 - 50%

> Exams 5 - 10%

Other Category 20 - 35%
