

THAR 21A Course Outline as of Fall 2022**CATALOG INFORMATION**

Dept and Nbr: THAR 21A Title: INTRO COSTUME TECHNOLOGY
 Full Title: Introduction to Costume Technology
 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:
Both Certificate and Major Applicable

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 introductory level.
2. Explain the role of costume design in the creative storytelling process of a theatrical performance at an introductory 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 introductory level.
2. Apply the fundamental steps of 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. basic pattern drafting; 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. Demonstrate a basic understanding of the organization, execution, and maintenance of 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.
 13. Utilize the basic vocabulary 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 with a production calendar
- D. Fittings and alterations

VI. Fabric

- A. Fibers
- B. Weaves
- C. Choosing appropriate fabrics for costume application

- D. Creating a swatch book
- VII. Hand Sewing - Introductory Techniques
 - A. Seams
 - B. Hems
 - C. Closures
 - D. Applying techniques to a beginning project
- VIII. Machine Stitching - Introductory 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
 - G. Applying techniques to a beginning project
- IX. Costume Construction
 - A. Applying accurate measurements
 - B. Commercial patterns and other pattern sources
 - C. Drafting a basic pattern
 - D. Pattern layout and accurate cutting techniques
 - E. Mockups
 - 1. Cutting
 - 2. Construction
 - F. Pattern alteration
 - G. Final fabric construction
 - H. 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 - Measurements and Fittings; Fabrics; 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 required hand sewing and machine sewing techniques with appropriate descriptive information.
- E. Swatch Book - Develop a swatch book of fabrics including pertinent content information.
- F. Construction and Pattern Drafting Assignments
 1. Complete 1-2 beginning sewing projects, applying basic hand sewing and machine sewing techniques (hems, seams, etc.)
The first sewing project - Students will construct 1 of the following:
 - A. Utility apron
 - B. Garment bag
 - C. Tool caddyThe second sewing project - Students may also construct 1 of the following:
 - A. Period shirt
 - B. Period petticoat
 - C. Basic pants (such as drawstring pants)
 2. Draft a basic pattern for their first sewing project (utility apron, garment bag, or tool caddy).
 3. 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 introductory construction project, involving the following components:
 1. Select a specific character from a play, musical, or historical event.
 2. Design and render a costume 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 the final project costume, or at least one key component of that rendered costume (approved by instructor).
 5. Using a commercial pattern and /or basic pattern drafting techniques, cut out and complete construction of the costume or at least one key component of that rendered costume (approved by instructor).
 6. In addition, design and construct an accessory to accompany the rendered costume.

(Level of accessory complexity determined by available time and student's current skills.)

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; pattern drafting; Final Design project - rendering & construction

Skill Demonstrations
30 - 50%

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

1-3 multiple choice quizzes (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 Craftwork on a Budget - Clothing, 3D Makeup, Wigs, Millinery & Accessories.

Huaiziang, Tan. Focal Press. 2007 (classic)

The Costume Technician's. 3 ed. 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. and McGee, Robin L.

Costume & Fashion Press. 2006 (classic)

Instructor prepared materials