

THAR 28 Course Outline as of Fall 2013**CATALOG INFORMATION**

Dept and Nbr: THAR 28 Title: COSTUME DESIGN

Full Title: Introduction to Costume Design

Last Reviewed: 2/26/2018

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	17.5	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00

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:

The fundamentals of costume design for the stage, focusing on character interpretation, script analysis, and materials.

Prerequisites/Corequisites:**Recommended Preparation:**

Completion of THAR 1 and THAR 21.

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

Description: The fundamentals of costume design for the stage, focusing on character interpretation, script analysis, and materials. (Grade Only)

Prerequisites/Corequisites:

Recommended: Completion of THAR 1 and THAR 21.

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 2012	Inactive:
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UC Transfer:	Transferable	Effective:	Fall 2012	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

COURSE CONTENT

Outcomes and Objectives:

In order to achieve these learning outcomes, during the course the student will:

1. Identify and apply the general concepts, techniques, and terminology related to costume design.
2. Assess the function of the Costume Designer in the creation and implementation of a design concept for production, and discuss this function in relation to the entire production staff.
3. Analyze a work of dramatic literature to assess its stylistic and practical costume requirements.
4. Conduct historical and stylistic research on a work of dramatic literature.
5. Render conceptual sketches of costumed characters for a work of dramatic literature.
6. Resource fabric and other materials for costume design and construction.
7. Demonstrate sufficient skills to draw and paint detailed costume renderings and pattern diagrams.
8. Work cooperatively with the Costume Studio Staff in developing and organizing schedules, plots, fittings, and budgets; employ other communication tools as necessary for the production of costumes.

Repeating students will be able to:

1. Analyze different works of dramatic literature to assess stylistic and practical costume requirements at increasingly complex levels.
2. Communicate a visual approach to implementing costume design for a work of dramatic literature, through research and costume renderings, with greater confidence and proficiency.

Topics and Scope:

- I. Overview
 - A. Basic functions of a costume

- B. Basic functions of a costume design
- C. Role of the Costume Designer
- II. Script Analysis for Costume Design
 - A. Understanding the play
 - 1. Forms of drama
 - 2. Elements of drama
 - B. Script requirements relating to costume design
 - 1. Period, environment, and time passage
 - 2. Practical costume requirements
 - 3. Costume changes, method, and flow
 - C. Different approaches to reading the script
- III. Research
 - A. Setting goals for productive research
 - B. Sources for costume design research
- IV. Conceptualization
 - A. Developing a design concept
 - B. Conceptualizing with others
- V. Elements and Principles of Design
 - A. How design elements relate to costume design
 - B. How the principles of design relate to costume design
- VI. Developing the Costume Design
 - A. Developing character concepts
 - B. Rough sketches
 - C. Planning color
 - D. Budget and special considerations
- VII. Rendering the Costume Sketch
 - A. Sketching the character
 - 1. Basic bone structure of the body
 - 2. The balance of the body
 - 3. Figures in action and dance
 - 4. Figure poses through time and fashion
 - 5. Garments and textures
 - B. Creating the face
 - 1. Proportions of the head and face
 - 2. Directing eyesight
 - 3. Facial expression
 - C. Hand, feet, and accessories
 - D. Composition of the costume plate
 - E. Basics of watercolor for costume design
 - F. Other techniques and media
 - G. Painting sketches using computer software
 - H. Working drawings
- VIII. Choosing Fabrics
 - A. Fabric considerations
 - B. Sources and swatching
 - C. Adapting fabrics
- IX. Getting the Show Together
 - A. Organizing the work
 - B. Collaborating with the Costume Studio Staff
 - C. Assembling the costumes
 - D. Preparing for performance

Repeating students will:

1. Develop increased proficiency in each of the skill areas above.
2. Apply skills to different scripts and different design challenges each semester.

Assignment:

1. Read 5-10 pages weekly from assigned homework.
2. Complete 8 -10 homework assignments in sketching and painting.
3. Complete 2 - 3 costume design assignments:
 - A. Read and analyze a different stage play or musical for each project.
 - B. Analyze the costume requirements for each assigned play or musical (character outline).
 - C. Conduct research appropriate to the historical period and style of each play or musical and document it into a research notebook.
 - D. Render rough sketches and working drawings for each assigned play or musical.
 - E. Swatch fabric and plan trimmings for each costume rendering.
 - F. Create a budget for costume designs projects.
 - G. Create costume plots and costume change diagrams for each project.
 - H. Complete 6 - 10 painted costume renderings.
 - I. Oral presentation of assignments and assembled materials.
4. Complete all costume designs necessary for an assigned play as a final project, including the following:
 - A. One 500-word vision statement (essay format).
 - B. 10 - 12 rough sketches, pattern diagrams, and/or working drawings.
 - C. 10 - 12 finished, painted costume plates with fabric swatches and descriptive notes.
 - D. Oral presentation of project and assembled materials.

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; vision statement

Writing 5 - 10%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Costume design assignments and final project: script analysis, research, budget, planning (including plots and diagrams)
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Problem solving 25 - 40%

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

Costume design assignments and final project: sketching, rendering, painting, and fabric selection
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Skill Demonstrations 30 - 50%

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

None

Exams
0 - 0%

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

Class participation; oral presentations

Other Category
20 - 40%

Representative Textbooks and Materials:

Character Costume Figure Drawing: Step-by-Step Drawing Methods for Theatre Costume Designers. Huaixiang, Tan. Focal Press: 2010.

The Magic Garment: Principles of Costume Design. Cunningham, Rebecca. Waveland Press: 2009.