

THEA A178: STAGE COSTUMING

Item	Value
Curriculum Committee Approval Date	12/08/2021
Top Code	100600 - Technical Theater
Units	3 Total Units
Hours	72 Total Hours (Lecture Hours 45; Lab Hours 27)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	Yes
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)

Course Description

An introduction to costuming techniques for the theatre and entertainment industry. Topics include basic costume construction and alteration techniques, costume craft tools and materials, mask making and an introduction to costume design methods. Transfer Credit: CSU; UC. C-ID: THTR 174. C-ID: THTR 174.

Course Level Student Learning Outcome(s)

1. Analyze, research and discuss a play in terms of costume requirements.
2. Design costumes for a short play.
3. Create full-color costume renderings.
4. Complete simple alterations and repairs to existing costumes.
5. Construct simple costumes, masks and costume craft items.

Course Objectives

- 1. Use historical research methods in creating a costume design
- 2. Identify costumes from various historical periods
- 3. Correctly use standard costume vocabulary
- 4. Identify fabrics and materials used in costumes
- 5. Analyze a play script to create a design concept
- 6. Select and use a wide variety of tools and materials
- 7. Utilize costume construction methods to execute a costume

Lecture Content

Costume history Costume design Play analysis Forming a design concept Design principles Rendering techniques Plotting the production Budgeting Advanced research techniques Published sources Internet Actual clothing (museums) Fibers and textiles Identifying fibers and weaves Period textiles Modification of fabrics Introduction to tools and equipment Hand and machine sewing techniques for costume applications Theatre Organization Types of costume shops Costume shop careers Types of fibers and fabrics Fabric identification Qualities Issues Design Color theory Research techniques Designing a show Measuring, fitting temporary alteration techniques Mask-making materials and techniques Face casting Negative and positive molds Paper mache mask making techniques Historical silhouettes - brief

overview of fashion history Fabric dyeing, painting, distressing Costume accessories Millinery techniques and materials Buckram hat construction

Lab Content

Costume construction A. Hand or machine sewing Costume alterations Hand or machine sewing Non-garment costume crafts preparation Building costume craft items masks, armor, hats, jewelry, etc. Repair or renovate costume craft items Wardrobe and storage organization and maintenance

Method(s) of Instruction

- Lecture (02)
- Lab (04)

Instructional Techniques

Detailed lectures; informational videos; tour(s) of professional costume shops; in-class practical work; detailed practical projects during lab hours; class discussions; in-class demonstrations of techniques, tools, and materials.

Reading Assignments

Readings from textbook, playscripts, and handouts

Writing Assignments

Written text and character analyses, research papers on historical costume

Out-of-class Assignments

Crew work on show, research in library, homework assignments

Demonstration of Critical Thinking

Practical examination: class projects to be completed to instructors satisfaction.

Required Writing, Problem Solving, Skills Demonstration

Written examination: midterm, final exam. Written assignments as part of project completion. Skills demonstrations during class projects and during lab work.

Textbooks Resources

1. Required Covey, Liz and Rosemary Ingham. The Costume Technicians Handbook, ed. Portsmouth: Heinemann, 2003 Rationale: latest