

THEA G180: BASIC COSTUME SEWING, CONSTRUCTION AND WARDROBE TECHNIQUES

Item	Value
Curriculum Committee Approval Date	04/17/2018
Top Code	100600 - Technical Theater
Units	2 Total Units
Hours	72 Total Hours (Lecture Hours 18; Lab Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S), • Pass/No Pass (B)

Course Description

This course introduces students to the principles and techniques of basic costume construction, sewing, use of fabrics, and development of simple patterns in a theatrical context. The course will also emphasize basic theatrical wardrobe production practices including preparing, changing, and maintaining wardrobe, and wardrobe cleaning and storing techniques. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Course Outcomes
2. Employ skills required to work backstage preparing, changing, and maintaining theatrical wardrobe before, during, and after a live theatrical performance.
3. Use appropriate fabrics (considering factors such as durability, stretch, texture, and historical accuracy), simple patterns, and basic costume hand and machine sewing techniques to complete a costume for a live theatrical production.
4. Operate all tools and equipment employing industry standard guidelines of use and care.

Course Objectives

- 1. Use basic costume sewing techniques as required in a live theatrical production.
- 2. Determine and execute the proper methods for inventory, cleaning and storing costumes for a live theatrical production.
- 3. Plan and execute a costume quick-change for a cast member as required in a live theatrical production.
- 4. Demonstrate skill in the use of fabrics and simple patterns as required in a live theatrical production.

Lecture Content

Lecture Content Introduction to the evolution of a costume from script to stage Historical styles Theatrical Costume History Principles of

sewing and costume construction Measurements Yardage calculation Introduction to Patterning Methods Flat Pattern Technique Wardrobe Crew Procedures Wardrobe crew duties Wardrobe inventory practices Wardrobe cleaning and storage practices

Lab Content

Lab Content Hand sewing tools and techniques Sewing machine tools and techniques Costume sketch interpretation Fabric qualities Fabric construction Patterns Costume shop operations Costume shop equipment Safety requirements Machines and materials

Method(s) of Instruction

- Lecture (02)
- Lab (04)

Reading Assignments

1. Ongoing reading assignments in relation to topics being covered in class. 2. Play script

Writing Assignments

Written assessments of historical periods of fashion, character evaluations, and director/designer concepts as observed during live theatrical performances.

Out-of-class Assignments

Crew assignments employ various concepts presented in class in actual play production circumstances. Observation of costumes during performance leads to an evaluation of the success of those costumes based on the criteria the student has acquired in class.

Demonstration of Critical Thinking

Critical thinking skills are continually used in the students selection process when making choices in materials, sewing and construction techniques, and procedures that develop during the costume construction process for a specific live theatrical production.

Required Writing, Problem Solving, Skills Demonstration

The students ability to comprehend the various construction techniques presented in class and then synthesize them into a working methodology to effectively diagnose and solve wardrobe problems will contribute to a development of an understanding of the working procedures in costuming and wardrobe for live theatrical productions.

Eligible Disciplines

Drama/theater Arts: Masters degree or Master of Fine Arts in drama/theater arts/performance OR bachelors degree or Bachelor of Fine Arts in drama/theater/performance AND masters degree in comparative literature, English, communication studies, speech, literature, or humanities OR the equivalent. Masters degree required. Fashion and related technologies (merchandising, design, production): Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience. Stagecraft: Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience, Theater arts: See drama/theater arts Masters degree required.

Textbooks Resources

1. Required Cunningham, R.. Basic Sewing for Costume Construction, 2nd ed. Waveland Press, 2012 Rationale: Classic text. No newer edition available. 2. Required Covey, E. Ingham, R.. The Costume Technicians

Handbook, 3rd ed. Heinemann, 2003 Rationale: Classic text. No newer editions available.

Other Resources

1. Play scripts