

# EASTERN ARIZONA COLLEGE

## Costume Construction

Course Design  
2017-2018

**Course Information**

**Division** Fine Arts  
**Course Number** THC 140  
**Title** Costume Construction  
**Credits** 2  
**Developed by** William Nidiffer/Revised by Steven Higginbotham  
**Lecture/Lab Ratio** 1 Lecture/2 Lab

**Transfer Status**

ASU	NAU	UA
THP Dept Elective	TH Departmental Elective	TAR 116

**Activity Course** Yes  
**CIP Code** 50.0500  
**Assessment Mode** Pre/Post Test (50 Questions/100 Points)  
**Semester Taught** Upon Request  
**GE Category** None  
**Separate Lab** No  
**Awareness Course** No  
**Intensive Writing Course** No

**Prerequisites**

None

**Educational Value**

A. To General Education

This class will provide the student with a fuller, richer look at the art of theatre. The class will also teach them math skills through pattern drafting and measurement, using basic sewing and cutting tools, making and using patterns, draping.

B. To Major/Program

From a practical standpoint, there are usually more job openings in technical theatre (which includes costuming) than in most other areas of the theatre or performing arts. Many theatres and organizations cannot afford to hire more than one individual to run a theatre program, so it is beneficial for an individual to know the various technical demands of the theatre, as well as artistic and performing needs. This class will aid in preparing a student for such responsibilities.

C. Other

This course will help students prepare for course work at the university level by providing the skills necessary to pursue advanced courses in design, costume construction, and costume history.

## **Description**

This is the foundational course for all other courses in Costume Design and Costume Technology. The techniques you learn in this course will become your building blocks for all other courses in this area of study. The skills samples provide an opportunity for hands-on practice of standard costume-construction methods.

## **Supplies**

None

## **Competencies and Performance Standards**

### **1. Develop basic skills, theory and practice of costume construction, through creative application of skills learned in the course.**

#### **Learning objectives**

*What you will learn as you master the competency:*

- a. Demonstrate the technical skills needed to construct costumes for the theatre.
- b. Cut, sew, and fit costumes for a show.

#### **Performance Standards**

*Competence will be demonstrated:*

- o in class activities, projects and discussions
- o in individual work

*Performance will be satisfactory when:*

- o learner demonstrates the technical skills needed to construct costumes for the theatre through sample construction
- o learner cuts, sews, and fits costumes for a selected theatrical production
- o learner manages costumes for a show
- o learner prepares a sample resource binder of projects completed and be evaluated on thoroughness and accuracy and use it in the implementation of their final project

### **2. Explain and describe the different components of a costume shop—its operating procedures, organizational structure, and personnel.**

#### **Learning objectives**

- a. Explain costume shop organization, responsibilities, layout and equipment.
- b. Describe the roles of personnel and protocol of the shop.

#### **Performance Standards**

*Competence will be demonstrated:*

- o in class activities, projects and discussions
- o in individual work

*Performance will be satisfactory when:*

- o learner demonstrates knowledge of costume shop organization, responsibilities, layout and equipment
- o learner describe roles of personnel and work within the protocol of the shop verbally, on short quizzes, and final exam

**3. Develop skill in teamwork and collaboration.**

***Learning objectives***

*What you will learn as you master the competency:*

- a. Work in a team manage time.

***Performance Standards***

*Competence will be demonstrated:*

- o learner works in a lab environment and is required to schedule equipment usage as part of the classroom team

*Performance will be satisfactory when:*

- o learner completes crew assignment

***Types of Instruction***

Classroom presentation

***Grading Information***

**Grading Rationale**

- 25% lab work
- 20% quizzes
- 20% running crew
- 15% attendance
- 10% final exam
- 10% Strike

**Grading Scale**

- A 100-90%
- B 89-80%
- C 79-70%
- D 69-60%
- F 59% and below