Introduction to Costume Design

Course Information

Division: Fine Arts
Course Number: THC 141
Title: Introduction to Costume Design
Credits: 2
Developed by: William Nidiffer/Revised by Steven Higginbotham
Lecture/Lab Ratio: 2 Lecture/0 Lab
Transfer Status: ASU NAU UA
Elective Credit TH Departmental Elective TAR 118
Activity Course: Yes
CIP Code: 50.0500
Assessment Mode: Portfolio
Semester Taught: Upon Request
GE Category: None
Separate Lab: No
Awareness Course: No
Intensive Writing Course: No
Prerequisites
THC 140 with a grade of “C” or higher

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 expose students to various historical periods and styles of art. The class will also teach them dramatic analysis through reading of various plays.

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
Students will explore the design process, costume silhouette and detail, and scripts and character analysis within the context of historical theatrical costuming.

Supplies
None

Competencies and Performance Standards
1. Analyze a play with concern for costuming requirements.
   Learning objectives
   What you will learn as you master the competency:
   a. Identify the time period and subsequent fashions.
   b. Identify the different characters.
   c. Explain how the costume design for each character will reflect his/her status in the play.
   Performance Standards
   Competence will be demonstrated:
   o in class activities, projects and discussions
   o in individual work
   Performance will be satisfactory when:
   o learner identifies the time period and its subsequent fashions
   o learner identifies the different characters
   o learner explains how the costume design will reflect his/her status in the play

2. Present a costume design.
   Learning objectives
   What you will learn as you master the competency:
   a. Write a synopsis of the play.
   b. Write a character sketch.
   c. Explain how your design represents the character
   d. Provide basic measurements, colors, and materials.
   Performance Standards
   Competence will be demonstrated:
   o in class activities, projects and discussions
   o in individual work
   o in the final design presentation
   Performance will be satisfactory when:
   o learner writes a synopsis of the play
   o learner writes a character sketch
   o learner explains how the design represents the character
   o learner provides measurements, colors, and materials
Types of Instruction
Classroom presentation

Grading Information

Grading Rationale
60% In class activities, projects
20% Portfolio review
20% Attendance

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