

# TA 012: INTRODUCTION TO COSTUME DESIGN

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**Originator**

trizzi

**Justification / Rationale**

This course will expand the Technical Theatre Curriculum to include all of the basic disciplines required for employment in Technical Theatre Design and Production. The course will serve as a Foundational Course in a new Technical Theatre Certificate.

**Effective Term**

Spring 2023

**Credit Status**

Credit - Degree Applicable

**Subject**

TA - Theatre Arts

**Course Number**

012

**Full Course Title**

Introduction to Costume Design

**Short Title**

COSTUME DESIGN

**Discipline****Disciplines List**

Theater Arts

Stagecraft

**Modality**

Face-to-Face

**Catalog Description**

This course explores the study of costume history, design, and basic construction techniques as an introduction to basic costuming for Theatre, Film, Television, and Live Events. Topics covered include the design process, drawing and rendering, fabrics and their various uses, and costume construction.

**Schedule Description**

This course explores the study of costume history, design, and basic construction techniques as an introduction to basic theatrical costuming for theatre, film, television, and live events. Prerequisite: TA 001

**Lecture Units**

3

**Lecture Semester Hours**

54

**In-class Hours**

54

**Out-of-class Hours**

108

**Total Course Units**

3

**Total Semester Hours**

162

**Prerequisite Course(s)**

TA 001

**Required Text and Other Instructional Materials****Resource Type**

Book

**Open Educational Resource**

No

**Author**

Gillette, J. Michael

**Title**

Theatrical Design and Production: An Introduction to Scene Design and Construction, Lighting, Sound, Costume and Makeup

**Edition**

8th

**Publisher**

McGraw-Hill

**Year**

2020

**College Level**

Yes

**Flesch-Kincaid Level**

12

**ISBN #**

9781259922305

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**Class Size Maximum**

16

**Requisite Course Objectives**

TA 001-Identify the basic elements of drama.

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**Requisite Course Objectives**

TA 001-Identify the types and characteristics of plays and how they formulate into theatre presentation.

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**Requisite Course Objectives**

TA 001-Identify structures of theatre spaces.

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**Requisite Course Objectives**

TA 001-Trace the historical development of the theatre.

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**Requisite Course Objectives**

TA 001-Identify the contributions of each artist to the total production.

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**Requisite Course Objectives**

TA 001-Display a philosophical awareness of theatrical arts.

### Course Content

1. Costume history
2. Costume design
  - Play analysis
  - Forming a design concept
  - Design principles
  - Rendering techniques
  - Plotting the production
  - Budgeting
3. Advanced research techniques
  - Published sources
  - Internet
  - Actual clothing (museums)
4. Fibers and textiles
  - Identifying fibers and weaves
  - Period textiles
  - Modification of fabrics
  - Costume construction methods

### Course Objectives

	Objectives
Objective 1	Use historical research methods in creating a costume design.
Objective 2	Identify costumes from various historical periods.
Objective 3	Correctly use standard costume vocabulary.
Objective 4	Identify fabrics and materials used in costumes.
Objective 5	Analyze a play script to create a design concept.
Objective 6	Utilize costume construction methods to execute a costume.
Objective 7	Evaluate the effective use of costume in production.
Objective 8	Create a design from a design concept.
Objective 9	Analyze a design in terms of budget requirements.

### Student Learning Outcomes

	Upon satisfactory completion of this course, students will be able to:
Outcome 1	Design on paper, a costume for a production, and execute the design and production of an appropriate costume item, involving the selection of appropriate fabric and the utilization of appropriate sewing techniques.
Outcome 2	Demonstrate knowledge of color theory and how color affects the design of costumes for a specific time period.
Outcome 3	Develop practical production costume shop skills working with guest designers on departmental productions.

### Methods of Instruction

Method	Please provide a description or examples of how each instructional method will be used in this course.
Discussion	Students will engage in whole-class and group discussions about the Costume Design process and other pertinent topics.
Demonstration, Repetition/Practice	Students will demonstrate an understanding of the costume design process through the development of drawing and rendering skills.
Lecture	Instructors will lecture on the history of Costume Design and Production as a practical tool for the development and design of a production.
Participation	Students will apply skills, learned in lecture and demonstration, toward the practical construction and maintenance of items used in Costume Design and Production.

**Methods of Evaluation**

Method	Please provide a description or examples of how each evaluation method will be used in this course.	Type of Assignment
Critiques	Students will participate in critiques of their classmates' work, following a guided protocol that encourages active reflection and dialogue. (20% of critiques will be completed out of class; 80% in class)	In and Out of Class
Student participation/contribution	Students will participate actively and appropriately in class discussions, exercises, and projects. (50% of student participation in discussions, exercises, and projects will take place out of class; 50% in class)	In and Out of Class
Presentations/student demonstration observations	Students will prepare and deliver presentations, individually and/or in groups, on relevant course concepts. (50% of presentations and student demonstrations will be prepared and delivered out of class; 50% in class)	In and Out of Class
Term or research papers	Students will write at least one academic research paper that demonstrates an understanding of research, documentation, and synthesis. (80% of the work toward academic research papers will take place out of class; 20% in class)	In and Out of Class
Mid-term and final evaluations	Students will complete midterm and/or final assessments on course concepts. These assessments may be short-answer responses, multiple-choice questions, and portfolio assessments. (50% of midterm and final assessments will be completed out of class; 50% in class)	In and Out of Class
Portfolios	Students will compile a portfolio of design and construction assignments, and then will produce a visual portfolio that reflects on their learning. (80% of work toward a portfolio will be completed out of class; 20% in class)	In and Out of Class

**Assignments**
**Other In-class Assignments**

In-Class Assignments are project-based, will be started in class, and will generally require additional time outside of class for completion.

1. Text analysis and historical research for costume design.
2. Create a Costume Design using industry-specific techniques and tools for Costume Design.
3. Working with a commercial pattern.
4. Construction techniques.
5. Fabric analysis.
6. Basic sewing techniques.
7. Understanding of historical garment patterns.
8. Build a Costume Plot for a production.
9. Build a Production Run and Maintenance chart for a production.

**Other Out-of-class Assignments**

Out-of-Class Assignments are project-based and will generally require 3-6 hours per week.

1. Text analysis and historical research for costume design.
2. Create a Costume Design using industry-specific techniques and tools for Costume Design.
3. Build a Costume Item from an original design using industry-specific techniques and tools for Costume Design
4. Build a Costume Plot for a production.
5. Build a Production Run and Maintenance chart for a production.

**Grade Methods**

Letter Grade Only

**Comparable Transfer Course Information****University System**

CSU

**Campus**

CSU Fullerton

**Course Number**

THTR 277

**Course Title**

Introduction to Costume Design

**Catalog Year**

2021-2022

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**MIS Course Data****CIP Code**

50.0502 - Technical Theatre/Theatre Design and Technology.

**TOP Code**

100600 - Technical Theater

**SAM Code**

C - Clearly Occupational

**Basic Skills Status**

Not Basic Skills

**Prior College Level**

Not applicable

**Cooperative Work Experience**

Not a Coop Course

**Course Classification Status**

Credit Course

**Approved Special Class**

Not special class

**Noncredit Category**

Not Applicable, Credit Course

**Funding Agency Category**

Not Applicable

**Program Status**

Program Applicable

**Transfer Status**

Transferable to CSU only

**General Education Status**

Y = Not applicable

**Support Course Status**

N = Course is not a support course

**Allow Audit**

No

**Repeatability**

No

**Materials Fee**

No

**Additional Fees?**

No

**Approvals****Curriculum Committee Approval Date**

04/21/2022

**Academic Senate Approval Date**

04/28/2022

**Board of Trustees Approval Date**

06/16/2022

**Chancellor's Office Approval Date**

6/18/2022

**Course Control Number**

CCC000632415