

Course Outline

COURSE: THEA 25 **DIVISION:** 10 **ALSO LISTED AS:**

TERM EFFECTIVE: Spring 2017 **CURRICULUM APPROVAL DATE:** 05/09/2016

SHORT TITLE: COSTUME DESIGN

LONG TITLE: Fundamentals of Costume Design

Units	Number of Weeks		Contact Hours/Week		Total Contact Hours
3	18	Lecture:	2	Lecture:	36
		Lab:	3	Lab:	54
		Other:	0	Other:	0
		Total:	5	Total:	90

COURSE DESCRIPTION:

Students will study costume history, design, and basic construction techniques as an introduction to basic theatrical costuming. Fabrics and their various uses will be investigated. (C-ID: THTR 174) **ADVISORY:** THEA 15, Introduction to Design or THEA 7, Theatre Appreciation.

COREQUISITES:

CREDIT STATUS: D - Credit - Degree Applicable

GRADING MODES

L - Standard Letter Grade

REPEATABILITY: N - Course may not be repeated

SCHEDULE TYPES:

- 02 - Lecture and/or discussion
- 03 - Lecture/Laboratory
- 04 - Laboratory/Studio/Activity
- 047 - Laboratory - LEH 0.7

STUDENT LEARNING OUTCOMES:

1. Employ Historical research methods in creating costume design

Measure: Projects

PLO: 1,3

ILO: 3,6

GE-LO: C1

Year assessed or anticipated year of assessment: 2017

2. Recognize costumes from different historical periods

Measure: Quizzes

PLO: 1,3

ILO: 1,2,3

GE-LO: C1

Year assessed or anticipated year of assessment: 2017

3. Employ standard costume vocabulary

Measure: Midterm, projects

PLO: 6

ILO: 1,2,3,6

GE-LO: c1

Year assessed or anticipated year of assessment: 2017

4. Identify fabrics and materials used in costumes

Measure: Quizzes, projects

PLO: 3,5

ILO: 1,2,3

GE-LO: C1

Year assessed or anticipated year of assessment: 2019

5. Analyze a play script to create a design concept

Measure: Projects

PLO: 4,5,6

ILO: 3,7

GE-LO: C4, C5

Year assessed or anticipated year of assessment: 2019

6. Utilize costume construction techniques to execute a costume

Measure: Projects

PLO: 2,3,5

ILO: 2,3,6

GE-LO: C1, C2, C3

Year assessed or anticipated year of assessment: 2019

7. Evaluate the effective use of costume in production

Measure: Review/critique

PLO: 5,6

ILO: 1,3,4,

GE-LO: C2

Year assessed or anticipated year of assessment: 2019

8. Analyze a design in terms of budget requirements. Measure: Paper/project

PLO: 5

ILO: 1,3,4

GE-LO: C1

Year assessed or anticipated year of assessment: 2019

PROGRAM LEARNING OUTCOMES:

1. Describe significant movement genres in theatre history, and to elaborate on their social and cultural significance.
2. Work effectively in a team, having developed collaboration and teamwork skills through class exercises, assignments and performances.
3. Articulate the differences in theatrical styles and modes of creation. Students participate in both the organic creative process (in which the students participate in the creation of the performance or play) and the most traditional approaches to theatre and performance using an established or already created text.
4. Discuss and critique theatrical performances, articulating the playwright's view and director's interpretation of the text. Students can evaluate the various technical elements of the production (costume, sets, lights, sounds), to determine whether they support or detract from the production and text.
5. Demonstrate practical knowledge regarding responsibilities of the different technical and creative jobs related to theatre and theatre production.
6. Master fundamental concepts and vocabulary relating to acting through class exercises and public performance.

CONTENT, STUDENT PERFORMANCE OBJECTIVES, OUT-OF-CLASS ASSIGNMENTS

Curriculum Approval Date: 05/09/2016

10 Hours

Content: Introduce and demonstrate basic concepts of costume design principles and the necessary skills needed to in the execution of costume design. Emphasis will be placed on drawing, including figure drawing and costume sketching. Students will learn how to form a design concept and apply design principles. Introduce basic Rendering and Sewing techniques.

Student Performance Objectives (SPO): Students will develop and present own sketches and drawings in relation to various costume design assignment. Employ basic Sewing Skills

Out-of-Class Assignments: Read Play text, Readings from textbook, Research and Design Project 1

10 Hours

Content: Introduce the idea of collaboration in the theatre arts. Students will learn how to relate and collaborate with other artists such as designers, dancers, choreographers, and directors and be able to produce costume designs based on the project. Students will also learn how to budget any given project. Introduce use of commercial patterns.

Student Performance Objectives (SPO): The student will collaborate with other artists within the given semester to sketch costume design for the current play or movement project within the Theatre Arts Dept. Start to employ basic costume vocabulary. Use commercial pattern for project. Work on budgeting for a production

Out-of-Class Assignments: Readings from textbook, Play/Performance text 2, Design Project 2, Design Budget project.

10 Hours

Content: Lecture and discuss various periods of fashion history to effectively create costume designs within any given period. Explore creative re-use of modern garments for budgeting/time constraints in period productions . MIDTERM

Student Performance Objectives (SPO): Students will research a given time period in fashion history and present designs/renderings to the class.

Out-of-Class Assignments: Readings from text, Play text 3, Design project 3(historical renderings)

10 Hours

Content: Introduction of construction/production techniques for costume Design. Employment of vintage patterns and adaptation thereof. Mask & Make-up workshops

Student Performance Objectives (SPO): Employ/Adapt vintage pattern. Model construction techniques acquired in class. Employ basic mask-making and make-up skills

Out-of-Class Assignments: Readings from text. Adaptation of Vintage pattern for construction and fitting. Mask/make-up Design Project.

7 Hours

Content: Application of advanced costume renderings techniques for Design. Students will apply skills learned in class to manipulate of drawing and rendering media.

Student Performance Objectives (SPO): Master rendering techniques, apply skills learned in class to manipulate of drawing and rendering media.

Out-of-Class Assignments: Readings from text, play text 4, Design Project and Analysis 4

5 Hours

Content: Understanding fiber, textile and fiber manipulation. Use of other special effects/technology in costume design.

Student Performance Objectives (SPO): Develop & create Final Design Project including Renderings, Analysis, Research and Budget

Out-of-Class Assignments: Develop Final Design Project including Renderings, Analysis, Research and Budget

2 Hours

Content: FINAL

Student Performance Objectives (SPO): Present Final Portfolio of Renderings

METHODS OF INSTRUCTION:

Class Participation, Class Workshops, Critiques, Exams/Tests, Homework, Individual and/or Group Projects, Lab Activities, Papers, Skills/Competency Tests

METHODS OF EVALUATION:

Category 1 - The types of writing assignments required:

Percent range of total grade: 15 % to 20 %

Written Homework

Lab Reports

Essay

Category 2 - The problem-solving assignments required:

Percent range of total grade: 15 % to 20 %

Quizzes

Exams

Category 3 - The types of skill demonstrations required:

Percent range of total grade: 25 % to 30 %

Class Performance/s

Performance Exams

Category 4 - The types of objective examinations used in the course:

Percent range of total grade: 15 % to 20 %

Category 5 - Any other methods of evaluation:

Design Projects and Final Portfolio

Percent range of total grade: 25 % to 30 %

REPRESENTATIVE TEXTBOOKS:

Required:

R. Cunningham, *The Magic Garment*, Waveland Press, 2009. Or other appropriate college level text.

ISBN: 9781577666134

Reading level of text, Grade: 12 Verified by: JLH

Other textbooks or materials to be purchased by the student: This textbook is an industry standard for teaching costume design. used in the UC system.

ARTICULATION and CERTIFICATE INFORMATION

Associate Degree:

GAV C1, effective 201670

CSU GE:

CSU C1, effective 201670

IGETC:

CSU TRANSFER:

Transferable CSU, effective 201670

UC TRANSFER:

Transferable UC, effective 201670

SUPPLEMENTAL DATA:

Basic Skills: N

Classification: Y

Noncredit Category: Y

Cooperative Education:

Program Status: 1 Program Applicable

Special Class Status: N

CAN:

CAN Sequence:

CSU Crosswalk Course Department: THEA

CSU Crosswalk Course Number: 25

Prior to College Level: Y

Non Credit Enhanced Funding: N

Funding Agency Code: Y

In-Service: N

Occupational Course: E

Maximum Hours: 3

Minimum Hours: 3

Course Control Number: CCC000555520

Sports/Physical Education Course: N

Taxonomy of Program: 100700