



THEA 142 - Introduction to Stage Costume Course Outline

Approval Date: 05/10/2018

Effective Date: 06/01/2018

SECTION A

Unique ID Number CCC000595050

Discipline(s) Drama/Theater Arts
Stagecraft

Division Arts and Humanities

Subject Area Theater Arts

Subject Code THEA

Course Number 142

Course Title Introduction to Stage Costume

TOP Code/SAM Code 1006.00 - Technical Theatre/Theatre Design and
Technology* / D - Possible Occupational

**Rationale for adding this course
to the curriculum** Update to match C-ID descriptor.

Units 3

Cross List N/A

Typical Course Weeks 18

Total Instructional Hours

Contact Hours

Lecture 0.00

Lab 0.00

Activity 108.00

Work Experience 0.00

Outside of Class Hours 54.00

Total Contact Hours 108

Total Student Hours 162

Open Entry/Open Exit No

Maximum Enrollment 20

Grading Option Letter Grade or P/NP

**Distance Education Mode of
Instruction**

SECTION B

General Education Information:

SECTION C

Course Description

Repeatability May be repeated 0 times

Catalog Students will study costume history, design and fashion, as well as basic construction techniques as an introduction to theatrical costuming.

Description
Schedule
Description

SECTION D

Condition on Enrollment

- 1a. **Prerequisite(s):** *None*
- 1b. **Corequisite(s):** *None*
- 1c. **Recommended:** *None*
- 1d. **Limitation on Enrollment:** *None*

SECTION E

Course Outline Information

1. Student Learning Outcomes:

- A. Analyze dramatic literature
- B. Show a cultural and artistic appreciation of theater arts
- C. Demonstrate basic theater production skills

2. Course Objectives: Upon completion of this course, the student will be able to:

- A. Use historical research methods in creating a costume design.
- B. Identify costumes from various historical periods.
- C. Correctly use standard costume vocabulary.
- D. Identify fabrics and materials used in costumes.
- E. Analyze a play script to create a design concept.
- F. Utilize costume construction methods to execute a costume.
- G. Evaluate the effective use of costume in production.
- H. Analyze a design in terms of budget requirements.
- I.

3. Course Content

- A. Costume and fashion history
- B. Costume design
 - a. Play analysis
 - b. Forming a design concept
 - c. Design principles
 - d. Rendering techniques
 - e. Plotting the production
 - f. Budgeting
- C. Advanced research techniques
 - a. Published sources
 - b. Internet
 - c. Actual clothing and fashion
- D. Fibers and textiles
 - a. Identifying fibers and weaves
 - b. Period textiles
 - c. Modification of fabrics
 - d.

4. Methods of Instruction:

Critique: Oral or written group critiques analyzing finished examples of student work related to specific course assignments.

Lab: Design Lab: Apply concepts and skills to course content through guided stagecraft

exercises. Lab time will include both one-on-one and all-group instruction.

Lecture: Lectures: Image and video-enhanced lectures covering core concepts, terminology, and historical development of stagecraft followed by all-class or small-group discussions on the same topics.

Observation and Demonstration: Stagecraft demonstrations covering techniques, concepts, and material applications.

Projects: Collaborative Learning: Peer critiques reinforcing students' capacity to think critically about course assignments and enhance their ability to explain the results of this analysis to other students.

5. Methods of Evaluation: Describe the general types of evaluations for this course and provide at least two, specific examples.

Additional assessment information:

- A. Attendance/Class Participation
- B. Class Work
- C. Critiques
- D. Exams/Tests
- E. Homework
- F. Individual and/or Group Projects
- G. Lab Activities
- H. Papers
- I. Skills/Competency Tests

Letter Grade or P/NP

6. Assignments: State the general types of assignments for this course under the following categories and provide at least two specific examples for each section.

- A. Reading Assignments
Students will read from text, supplemental texts, and instructor handouts.

For example:

Read Chapter 5 from the textbook about developing the costume.

Read Chapter 8 from the textbook about interpreting a sketch.

- B. Writing Assignments
 - 1. Students will read the script or scripts that are being produced at Napa Valley College during the semester.
 - 2. Students will maintain a journal assessing their costume projects.
- C. Other Assignments
Research and design costume projects.

7. Required Materials

A. EXAMPLES of typical college-level textbooks (for degree-applicable courses) or other print materials.

Book #1:

Author: Richard La Motte
Title: Costume Design 101
Publisher: Michael Wiese Productions
Date of Publication: 2010
Edition:

Book #2:

Author: Rebecca Cunningham

Title: Magic Garment - Principles of Costume Design

Publisher: Waveland Press

Date of Publication: 2009

Edition:

Book #3:

Author: Rebecca Elliot and Peter Marks

Title: William Ivey Long: Costume Designs, 2007-2016

Publisher: Cameron Art Museum

Date of Publication: 2017

Edition:

B. Other required materials/supplies.

- make-up kit, sewing kit