

BUTTE COLLEGE

COURSE OUTLINE

I. CATALOG DESCRIPTION

DRAM 15 - Costume Construction I

3 Unit(s)

Prerequisite(s): NONE

Recommended Prep: FASH 9 and FASH 74

Transfer Status: CSU

34 hours Lecture

51 hours Lab

This course is a study of 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).

II. OBJECTIVES

Upon successful 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 a production
- H. Create a design from a design concept
- I. Analyze a design in terms of budget requirements

III. COURSE CONTENT

A. Unit Titles/Suggested Time Schedule

Lecture	
<u>Topics</u>	<u>Hours</u>
1. Costume history: Purpose and form of costuming	5.00
2. Costume construction tools and techniques	5.00
3. Costume design: Play analysis	3.00
4. Forming a design concept	3.00
5. Design principles	2.00
6. Rendering techniques	4.00
7. Plotting the production	2.00
8. Budgeting	2.00
9. Advanced research techniques: Published sources, internet sources, actual historical samples (museum collections)	2.00
10. Fibers and textiles: Identifying fibers and weaves	2.00
11. Period textiles	2.00
12. Modification of fabrics	2.00
Total Hours	34.00

Lab

<u>Topics</u>	<u>Hours</u>
1. Working with a commercial pattern	6.00
2. Construction techniques	18.00
3. Fabric analysis	3.00
4. Basic sewing techniques	16.00
5. Understanding of historical garment patterns	8.00
Total Hours	51.00

IV. METHODS OF INSTRUCTION

- A. Lecture
- B. Homework: Students are required to complete two hours of outside-of-class homework for each hour of lecture
- C. Demonstrations
- D. Problem-Solving Sessions
- E. Display of Time Period Garments
- F. Guided observation, either in live or recorded performance, to observe costume design and purpose

V. METHODS OF EVALUATION

- A. Quizzes
- B. Projects
- C. Class participation
- D. Written Assignments
- E. Garment Construction
- F. Critiques of Drama Costuming

VI. EXAMPLES OF ASSIGNMENTS

- A. Reading Assignments
 - 1. Read the chapter in your text on understanding stage costumes and be prepared to respond to the discussion questions during class.
 - 2. Read trade publications, such as "Fashion Institute of Design and Merchandizing Magazine." Develop a personal catalog of all pertinent material.
- B. Writing Assignments
 - 1. Write a detailed costuming proposal, including a budget, to costume a college-level period production.
 - 2. Write a critique of a live performance, outlining the design and use of costumes in the production.
- C. Out-of-Class Assignments
 - 1. Attend a live performance of a contemporary play. Be prepared to discuss costume design of the production.
 - 2. Choose a character from a contemporary dramatic work, and complete one costume design and build project for that character. Project will include pattern-making, cutting, and sewing to completion for presentation to the class.

VII. RECOMMENDED MATERIALS OF INSTRUCTION

Textbooks:

- A. Armstrong, Helen J. Patternmaking for Fashion Design. 5th Edition. Prentice Hall, 2009.
- B. Cunningham, R.. The Magic Garment. 2nd Edition. Waveland Press, 2009.

Materials Other Than Textbooks:

A. Basic sewing equipment

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