GAVILAN COLLEGE

5055 Santa Teresa Blvd
Gilroy, CA 95023

Course Outline

COURSE: THEA 25   DIVISION: 10   ALSO LISTED AS:

TERM EFFECTIVE: Summer 2024   CURRICULUM APPROVAL DATE: 06/11/2024

SHORT TITLE: COSTUME DESIGN

LONG TITLE: Fundamentals of Costume Design

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

Out of Class Hrs:	72.00
Total Learning Hrs:	162.00

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.

PREREQUISITES:
        Completion of , as , with a grade of or better.

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

        05 - Hybrid

        71 - Dist. Ed Internet Simultaneous

        72 - Dist. Ed Internet Delayed

        737 - Dist. Ed Internet LAB-LEH 0.7

STUDENT LEARNING OUTCOMES:

By the end of this course, a student should:

1. Employ historical research methods in creating a costume design.

2. Analyze a play script to create a design concept.

3. Utilize costume construction techniques to execute a costume.

COURSE OBJECTIVES:

By the end of this course, a student should:

1. Recognize and identify costumes from different historical periods.

2. Employ standard costume vocabulary.

3. Identify fabrics and materials used in costumes.

4. Utilize basic sewing skills.

5. Develop and present sketches and drawings in relation to various costume design assignments.

6. Employ basic mask-making and make-up skills.

7. Analyze a design in terms of budget requirements.

8. Evaluate the effective use of costumes in production.

COURSE CONTENT:

Curriculum Approval Date: 06/11/2024

LECTURE CONTENT:

7 Hours

Lecture Content: Introduce and demonstrate basic concepts of costume design principles and the necessary skills needed 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.

7 Hours

Lecture 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.

7 Hours

Lecture Content: Lecture on 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.

7 Hours

Lecture Content: Introduction of construction/production techniques for costume design. Discussion on employment of vintage patterns and adaptation.

3 Hours

Lecture Content: Discussion of advanced costume rendering techniques for design and how to apply skills to manipulate drawing and rendering media.

COURSE CONTENT (CONTINUED) :
LECTURE CONTENT (CONTINUED):
3 Hours

Lecture Content: Presentations on understanding fiber, textiles and fiber manipulation and the use of other special effects/technology in costume design.

2 Hours

FINAL EXAM.

LAB CONTENT:
10 Hours

Lab Content: Introduce and demonstrate basic concepts of costume design principles and the necessary skills needed 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.

10 Hours

Lab Content: Collaborate with other artists such as designers, dancers, choreographers, and directors and be able to produce costume designs based on the project. Work on budgeting for a production. Introduce the use of commercial patterns.

10 Hours

Lab Content: Discussion on 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 .

10 Hours

Lab Content: Adaptation of vintage pattern construction and fitting. Mask and Make-up workshops and design projects.

7 Hours

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

METHODS OF INSTRUCTION:
Class Participation, Class Workshops, Critiques, Exams/Tests, Homework, Individual and/or Group Projects, Lab Activities, Papers, Skills/Competency Tests.

OUT OF CLASS ASSIGNMENTS:

Required Outside Hours 14

Assignment Description

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

Required Outside Hours 14

Assignment Description

Out-of-Class Assignments: Readings from Textbook, Play/Performance Text 2, Design Project 2, Design Budget Project

Required Outside Hours 14

Assignment Description

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

Required Outside Hours 14

Assignment Description

Readings from Text. Adaptation of Vintage Pattern for Construction and Fitting. Mask/Make-up Design Project.

Required Outside Hours 6

Assignment Description

Out-of-Class Assignments: Readings from Text, Play Text 4, Design Project and Analysis 4

Required Outside Hours 6

Assignment Description

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

Required Outside Hours 4

Assignment Description

Study for exams.

METHODS OF EVALUATION:

Writing assignments
Evaluation Percent 15
Evaluation Description
Percent range of total grade: 10% to 20%
Written Homework;
Critiques

Problem-solving assignments
Evaluation Percent 25
Evaluation Description
Percent range of total grade: 20% to 30%
Design Projects,
Final Portfolio

Skill demonstrations
Evaluation Percent 30
Evaluation Description
Percent range of total grade: 20% to 30%
Skills/Competency Tests,
Lab Activities

Objective examinations
Evaluation Percent 15
Evaluation Description
Percent range of total grade: 10% to 20%
Exams/Tests

Other methods of evaluation
Evaluation Percent 15
Evaluation Description
Percent range of total grade: 10% to 20%
Class Participation

REPRESENTATIVE TEXTBOOKS:

Teaching Costume Design and Costume Rendering A Guide for Theatre and Performance Educators, Jennifer Flitton Adams, Routledge, 2023 or a comparable textbook/material.
ISBN: 9780367608415
12+ Grade Verified by: Jan Janes

ARTICULATION and CERTIFICATE INFORMATION

        Associate Degree:

                GAV C1, effective 201670

        CSU GE:

                CSU C1, effective 201670

        IGETC:

        CSU TRANSFER:

                Transferable CSU, effective 201670

                Not Transferable

        UC TRANSFER:

                Transferable UC, effective 201670

                Not Transferable

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: THTR

CSU Crosswalk Course Number: 174

Prior to College Level: Y

Non Credit Enhanced Funding: N

Funding Agency Code: Y

In-Service: N

Occupational Course: E

Maximum Hours:

Minimum Hours:

Course Control Number: CCC000555520

Sports/Physical Education Course: N

Taxonomy of Program: 100700