



Course Outline

2026-2027 Catalog

DRAM 15 - Introduction to Stage Costume

Catalog Description

Transfer Status: CSU/UC

Unit(s): 3.00

Activity: 102.00 Contact hours/51.00 Out of class hours/153.00 Total hours/3.00 Unit(s)

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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).

Objectives

Upon successful completion of this course, the student should be able to:

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

Course Content

Topic Titles / Suggested Time Topic		
	<u>Lecture/Activity</u>	
<u>Topics</u>		<u>Lec Hrs</u> <u>Act Hrs</u>
Costume history		6.00
Costume design		36.00
1. Play analysis		
2. Forming a design concept		
3. Design principles		
4. Rendering techniques		
5. Plotting the production		
6. Budgeting		
Advanced research techniques		6.00
1. Published sources		
2. Internet		
3. Actual clothing (museums)		
Fibers and textiles		12.00
1. Identifying fibers and weaves		
2. Period textiles		
3. Modification of fabrics		
Working with commercial pattern		6.00
Construction techniques		6.00
Fabric analysis		6.00
Basic sewing techniques		18.00
Understanding of historical garment patterns		6.00
Total Hours:		0.00 102.00

Methods of Instruction

- A. Demonstrations
- B. Discussion
- C. Homework: Students are required to complete one hour of outside-of-class homework for every two hours of activity

- D. Problem-Solving Sessions
- E. Reading Assignments
- F. Display of time period garments; guided observation, either in live or recorded performance, to observe costume design and purpose.

Methods of Evaluation

- A. Exams/Tests
- B. Research Projects
- C. Portfolios
- D. Projects
- E. Written Assignments
- F. Garment construction; critiques of drama costuming

Examples of Assignments

Reading Assignments

1. Read the chapter from the textbook about developing the costume and be prepared to discuss it in class.
2. Read the chapter from the textbook about interpreting a sketch and be prepared to respond to the discussion questions during class.

Writing Assignments

1. Prepare a brief costume proposal for a production, outlining the design and use of costumes in the production. Your proposal should be no more than 500 words.
2. Maintain a journal assessing your costume projects. Each project should have a journal entry of at least 500 words.

Out-of-Class Assignments

1. 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. Submit your project as a complete portfolio.
2. Attend a live performance of a contemporary play. Write a 750-word review of the costume design of the production. Present your review to the class.

Recommended Materials of Instruction

Hollie Poe Durbin. (2022). The Costume Designer's Toolkit: The Process of Creating Effective Design. *Routledge Press*, 1st. 978-0367858285.

Other Learning Materials

Instructor handouts; production scripts

Minimum Qualifications

Family & Cons Study/Home Ec
Fashion & Related Technologies
Drama/Theater Arts (Masters Required)
Stagecraft

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