



El Camino College

COURSE OUTLINE OF RECORD - Official

I. GENERAL COURSE INFORMATION

Subject and Number: Theatre 189
Descriptive Title: Costuming for the Stage

Course Disciplines: Drama/Theater Arts
or Stagecraft

Division: Fine Arts

Catalog Description: This course covers the theory and practice of costuming for the stage including historical background, basic costume design techniques, cutting, fitting, sewing, patternmaking, fabric design and dyeing, proper use and maintenance of equipment, and the duties of wardrobe crews and chiefs. Students must attend selected theatre events.

Conditions of Enrollment: *You have no defined requisites.*

Course Length: ☒ Full Term ☐ Other (Specify number of weeks):
Hours Lecture: 2.00 hours per week ☐ TBA
Hours Laboratory: 3.00 hours per week ☐ TBA
Course Units: 3.00

Grading Method: Letter
Credit Status: Associate Degree Credit

Transfer CSU: ☒ Effective Date: Prior to July 1992
Transfer UC: ☒ Effective Date: Prior to July 1992

General Education:

El Camino College: _____

CSU GE: _____

IGETC: _____

II. OUTCOMES AND OBJECTIVES

A. COURSE STUDENT LEARNING OUTCOMES (The course student learning outcomes are listed below, along with a representative assessment method for each. Student learning outcomes are not subject to review, revision or approval by the College Curriculum Committee)

- SLO #1 safe costume shop tool usage
1. Upon successful completion of this course students we able to discuss and employ safe costume shop tool usage.
 2. SLO #2 costume design

Upon successful completion of this course students will be able to analyze and critique a costume design for a theatrical production.

SLO #3 theatrical pants

3. Upon successful completion of this course students will be able to calculate, measure, and create a pair of theatrical pants.

The above SLOs were the most recent available SLOs at the time of course review. For the most current SLO statements, visit the El Camino College SLO webpage at <http://www.elcamino.edu/academics/slo/>.

B. Course Student Learning Objectives (The major learning objective for students enrolled in this course are listed below, along with a representative assessment method for each)

1. Describe and identify the needs of a given play.

Other exams

2. Discuss and interpret several costume styles, silhouettes, historical considerations and thematic concepts applicable to a given play.

Objective Exams

3. Compare and analyze reasons for producing a play in a certain style.

Laboratory reports

4. Identify the various types of styles of costume for given historical plays.

Objective Exams

5. Analyze the artistic and practical reasons for designing the costumes for a play in a particular style.

Objective Exams

6. Critique the design theory and approach selected for the purposes of choosing a production style for a given play.

Objective Exams

7. Devise a plan of action to effect the design concept including the preparation of renderings, making and/or altering patterns, and fabric selection to be used in a costume design.

Performance exams

8. Evaluate the use of color renderings in the construction of costumes.

Objective Exams

9. Select the medium, (watercolor, acrylic, or color pencil), for the purposes of creating costume design renderings.

Performance exams

10. Select the various colors and kinds of fabrics for a given play.

Performance exams

11. Prepare, design and construct patterns for garments not available in the current marketplace.

Performance exams

12. Identify, interpret, and employ several types of stitches and sewing techniques utilized in basic sewing projects.

Performance exams

13. Assemble fabric cut by the cutter for costumes designed by costume designer.

Performance exams

14. Analyze advanced research techniques used in the designs of costumes.

Written homework

III. OUTLINE OF SUBJECT MATTER (Topics are detailed enough to enable a qualified instructor to determine the major areas that should be covered as well as ensure consistency from instructor to instructor and semester to semester.)

Lecture or Lab	Approximate Hours	Topic Number	Major Topic
Lecture	5	I	Script Analysis and Costume Design A. Identifying the various needs of a given play B. Analyzing reasons for producing a play in a certain style C. Interpreting costume styles, silhouettes, historical considerations and thematic concepts applicable to a given play
Lab	10	II	Script Analysis and Costume Design A. Identifying the various needs of a given play B. Analyzing reasons for producing a play in a certain style C. Interpreting costume styles, silhouettes, historical considerations and thematic concepts applicable to a given play
Lecture	10	III	Costume History A. Identifying the various types of "styles" of costume for given historical plays B. Reasons for designing the costumes for a play in a particular historical style C. Advanced research techniques including published sources, internet, and actual clothing.
Lab	5	IV	Costume History A. Identifying the various types of "styles" of costume for given historical plays B. Reasons for designing the costumes for a play in a particular historical style
Lecture	5	V	Design Theory A. Design theory and approach for the purposes of choosing a production style for a given play
Lecture	7	VI	Drawing and Rendering A. Preparing costume renderings

			B. Selecting the medium, watercolor, acrylic, color pencil, for the purposes of creating costume design renderings
Lab	8	VII	Drawing and Rendering A. Preparing costume renderings B. Selecting the medium, watercolor, acrylic, color pencil, for the purposes of creating costume design renderings
Lab	5	VIII	Pattern Making A. Preparing, designing and constructing patterns for garments not available in the current marketplace
Lecture	2	IX	Fabrics A. Selecting the various colors and kinds of fabrics for a given play
Lab	8	X	Fabrics A. Selecting the various colors and kinds of fabrics for a given play
Lecture	5	XI	Basic Sewing A. Types of stitches and sewing techniques used in the theatre
Lab	10	XII	Basic Sewing A. Types of stitches and sewing techniques used in the theatre
Lecture	2	XIII	Crafts and Construction A. Assembling fabrics and crafts for costumes
Lab	8	XIV	Crafts and Construction A. Assembling fabrics and crafts for costumes
Total Lecture Hours		36	
Total Laboratory Hours		54	
Total Hours		90	

IV. PRIMARY METHOD OF EVALUATION AND SAMPLE ASSIGNMENTS

A. PRIMARY METHOD OF EVALUATION:

Skills demonstrations

B. TYPICAL ASSIGNMENT USING PRIMARY METHOD OF EVALUATION:

Present a display of fabric choices and line/silhouette for potential use in a student production of "Taming of the Shrew."

C. COLLEGE-LEVEL CRITICAL THINKING ASSIGNMENTS:

1. Present a rendering of one man and one woman in upper-middle class clothing typifying the most obvious silhouette representative of a selected historical period.

2. Prepare a critical review focusing on the costume elements presented in a production by a local venue. The review should be at least two-to-four pages, typewritten, double spaced, and with proper margins. Offer supportive evidence as to why and how the costume design worked or did not work for the production.

D. OTHER TYPICAL ASSESSMENT AND EVALUATION METHODS:

Essay exams
Reading reports
Written homework
Term or other papers
Multiple Choice
Completion
True/False
Other (specify):
Costume design and style applications
Renderings

V. INSTRUCTIONAL METHODS

Demonstration
Group Activities
Laboratory
Lecture
Multimedia presentations
Other (please specify)
Critiques

Note: In compliance with Board Policies 1600 and 3410, Title 5 California Code of Regulations, the Rehabilitation Act of 1973, and Sections 504 and 508 of the Americans with Disabilities Act, instruction delivery shall provide access, full inclusion, and effective communication for students with disabilities.

VI. WORK OUTSIDE OF CLASS

Study
Answer questions
Skill practice
Required reading
Problem solving activities
Written work
Observation of or participation in an activity related to course content

Estimated Independent Study Hours per Week: 4

VII. TEXTS AND MATERIALS

A. UP-TO-DATE REPRESENTATIVE TEXTBOOKS

Betty Edwards and Liz Covey. The Costume Designer's Handbook. Heinemann Educational Books, Inc, 2002.

Qualifier Text: Discipline Standard,

B. ALTERNATIVE TEXTBOOKS

C. REQUIRED SUPPLEMENTARY READINGS

D. OTHER REQUIRED MATERIALS

Smooth finish sketchpad
drawing pencils
colored pencils and/or ink and/or watercolors
colored markers
fabric scissors

VIII. CONDITIONS OF ENROLLMENT

A. Requisites (Course and Non-Course Prerequisites and Corequisites)

Requisites	Category and Justification
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B. Requisite Skills

Requisite Skills

C. Recommended Preparations (Course and Non-Course)

Recommended Preparation	Category and Justification
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D. Recommended Skills

Recommended Skills

E. Enrollment Limitations

Enrollment Limitations and Category	Enrollment Limitations Impact
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Course created by Linda Fossi on 01/02/1986.

BOARD APPROVAL DATE:

LAST BOARD APPROVAL DATE: 07/20/2015

Last Reviewed and/or Revised by William Georges on 10/13/2014