

DEREE COLLEGE SYLLABUS FOR: DR 4030 COSTUME DESIGN
(Previously DR 4230 The Language of Costume)
(Updated Fall 2020)

3/0/3
UK LEVEL 6
UK CREDITS: 15

PREREQUISITES: NONE

CATALOG DESCRIPTION:

The evolution of costume in a historical and cultural context. Students acquire basic skills in designing costumes for a given production in workshop sessions.

RATIONALE:

Costume design plays a crucial role in theatre and film by allowing characters to be experienced as authentic whilst also offering a key to understanding them and grasping their role in historical, contemporary and/or imaginary narrative. Costume design uses colour, shape, fabric, textures, juxtaposition and more to help turn words on a page into vibrant imagery so as to convey meanings nonverbally as well as making an immediate and powerful visual statement to the audience. This module introduces the theory and practice of costume design along with working and research methods.

LEARNING OUTCOMES:

Upon successful completion of this course, students will be able to:

1. Define historical developments in costume and fashion design, particularly in Europe from the Renaissance period to the present day
2. Identify the connections between fine art and fashion design.
3. Compare costume design in theatre and film, their relation to production, script and the interaction with the performer.
4. Develop individual concepts for costume designs.
5. Build a range of key skills in research, critical reflection, design development, illustration and creative design.

METHOD OF TEACHING AND LEARNING:

In congruence with the teaching and learning strategy of the college, the following tools are used:

- Lectures, class discussions, video presentations.
- Workshops
- Office hours where students can discuss with instructor their concerns over ongoing projects.
- Use of a Blackboard site where lecture notes, assignment instructions, announcements, and other materials related to the module are posted.

ASSESSMENT: Summative:

Portfolio of Critical writings Word count: 2000 words	40%
Portfolio of design for a specific project. Includes costume chart, pictorial research, costume sketches, drawings, character analysis and costume concept (1500 words), etc.	60%

Formative:

1. Mid-term written quiz	0
2. Costume book containing notes from lectures and personal visual material: Drawings, postcards, photos on the evolution of theatre costume.	0

Portfolio of Critical writings tests Learning Outcomes 1, 2 & 3
Portfolio of design tests Learning Outcomes 2, 4 & 5

READING LIST:

REQUIRED MATERIAL:

A selection of texts from the following books:

Barbieri D. Costume in Performance: Materiality, Culture and the Body. 2017

Beward, C. (1995) The Culture of Fashion: A New History of Fashionable Dress (Studies in Design), 1995

LaMotte R. (2010) Costume Design: The Business and Art of Creating Costumes for Film and Television

FURTHER READING: Brambatti.A. and Gianesi B. (2017) Fashion Illustration & Design: Methods & Techniques for Achieving Professional Results. Promo press

English, B. (2013) A Cultural History of Fashion in the 20th and 21st Centuries: From Catwalk to Sidewalk. London: Bloomsbury.

Jaen R. (2017) Digital Costume Design and Collaboration: Applications in Academia, Theatre, and Film, Routledge.

Maclaurin, A. & A. Monks (2014). Costume: Readings in Theatre Practice. Red Globe Press.

Nadoolman Landis D. (2012) Film Craft: Costume Design. Focal Press

Rocamora A. and Smelik (2015) A.: Thinking Through Fashion: A Guide to Key Theorists (Dress Cultures).Tauris

Pride R.(2018) The Costume Supervisor's Toolkit: Supervising Theatre Costume Production from First Meeting to Final Performance (The Focal Press Toolkit Series)Routledge .

Ribeiro, A. (2017). Clothing Art: The Visual Culture of Fashion, 1600-1914. Yale University Press New York.

WWW RESOURCES: www.artslynx.org

COMMUNICATION REQUIREMENTS: Use of proper English for all written and oral assignments

SOFTWARE REQUIREMENTS: Word

INDICATIVE CONTENT:

1. The evolution of Western urban fashion, from its creation in the fourteenth century through the early stages of industrialization; the development of fashion as a contested area of social mores, sexuality and the construction of identity.
2. The study of historical, social and aesthetic contexts of evolution of theatre and film costume.
3. Dress and the impact of technological innovations, the structure of labor and the influence of court and celebrity between the 16-20th centuries
4. The role of clothing and costume in the history of art
5. Wearable technologies and the narrative potential offered by costumes.
6. Use of museums, libraries and galleries in order to apply research techniques.
7. Proportions and techniques used in drawing fashion figures and clothing.
8. Introduction of styles for portfolio design.
9. Basic principles of costume design, including color, form and style.
10. Materiality, performativity and agency of costume.