(Previously DR 4030 Costume Design)		UK LEVEL 6
(Updated Fall 2021)		UK CREDITS: 3/0
PREREQUISITES:	WP 1010 Introduction to Academic Writing WP 1111 Integrated Academic Writing and Ethics WP 1212 Academic Writing and Research	
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	s will be able to:
	 Describe historical developments in costum particularly in Europe from the Renaissance day. Analyse costume in art works and ider between fine art and fashion design. Compare costume design in theatre and production, script and the interaction with the linterpret text and character and develop in costume designs. Develop a range of key skills in research, cri development, illustration and creative designs. 	e period to the presentify the connection film, their relation to performer. Individual concepts tical reflection, designation of the period of the present of the pre
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:	
	First Assessment: Portfolio of critical writings (2000 words)	40%
	Final Assessment: Portfolio of design for a specific project (including costume chart, pictorial research, costume sketches, drawings, character analysis and costume concept)1800 words.	60%

	Formative:	
	Mid-term written quiz Costume book containing notes from lectures and personal visual material: Drawings, postcards, photos on the evolution of costume.	0
	First Assessment tests Learning Outcomes 1, 2 & Final Assessment tests Learning Outcomes 2, 4 &	5
	Students are required to resit failed assessments in this module.	
INDICATIVE READING:	REQUIRED READING:	
	Barbieri, Donatella. Costume in Performance: Materiality, Culture ar Body. Bloomsbury Visual Arts, 2019.	
	Holt, Annie. <i>Modernizing Costume Design, 18</i> Advances in Theatre & Performance Studies). Rout	
	Pantouvaki, Sofia and McNeil, Peter. Performa Perspectives and Methods. Bloomsbury Visual Arts	
	RECOMMENDED READING:	
	Breward, Christopher. The Culture of Fashion. Fashionable Dress (Studies in Design), 1995.	: A New History of
	Brambatti, Manuella. Fashion Illustration & Techniques for Achieving Professional Results. Pro	
	Edwards, Lydia. <i>How to Read a Dress: A Guide to C</i> the 16th to the 21st Century. Bloomsbury Visual Ar	
	English, Bonnie. A Cultural History of Fashion in the 20th and 21 Centuries: From Catwalk to Sidewalk. Bloomsbury, 2013. Granata, Francesca. Fashion Criticism: An Anthology. Bloomsbury Visu Arts, 2021.	
	Kollnitz, Andrea and Pecorari Marco. Fashi Performativity: The Complex Spaces of Fashion. Bl 2021.	*
	Levin, L. <i>Performing Ground: Space, Camouflage a In.</i> Palgrave Macmillan, 2014.	and the Art of Blending
	Jaen, Rafael. <i>Digital Costume Design and Collabo Academia, Theatre, and Film.</i> Routledge, 2017.	ration: Applications in
	Maclaurin, Ali and Aiofe Monks. Costume: Reading Red Globe Press, 2014.	s in Theatre Practice.
	Mida, Ingrid. <i>Reading Fashion in Art</i> . Bloomsbury V	/isual Arts,2020.

Ribeiro, Aileen. Clothing Art: The Visual Culture of Fashion, 1600-1914.

	Yale University Press New York, 2017.
	Rocamora, Agnes and Anneke Smelik. <i>Thinking Through Fashion: A Guide to Key Theorists</i> (Dress Cultures). Tauris, 2015.
	Pollatsek, Shura. <i>Unbuttoned: The Art and Artists of Theatrical Costume Design</i> . Routledge, 2016
	Pride, Rebecca. The Costume Supervisor's Toolkit: Supervising Theatre Costume Production from First Meeting to Final Performance. Routledge, 2018.
INDICATIVE MATERIAL: (e.g., audiovisual, digital material, etc.)	REQUIRED MATERIAL: RECOMMENDED MATERIAL:
COMMUNICATION REQUIREMENTS:	Use of proper English for all written and oral assignments
SOFTWARE REQUIREMENTS:	Adobe Illustrator Adobe Photoshop
WWW RESOURCES:	www.artslynx.org
INDICATIVE CONTENT:	 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. The study of historical, social and aesthetic contexts of evolution of theatre and film costume. Dress and the impact of technological innovations, the structure of labour and the influence of court and celebrity between the 16-20th centuries The role of clothing and costume in the history of Art. Wearable technologies and the narrative potential offered by costumes. Use museums, libraries and galleries in order to apply research techniques. Proportions and techniques used in drawing fashion figures and clothing. Introduction of styles for portfolio design. Principles of costume design, including colour, form and style. Materiality, performativity and agency of costume.