COSTUME DESIGN

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Course Description

This class centers on the elements and principles of design with students working toward visualizing characters for Encore Co. stage productions. Students develop skills in costume design and construction while costuming four plays per year, and they gain a basic knowledge of elements of costume design, including color, line, shape, and texture; and principles of design, including harmony and balance. They learn the role of costume designer from the initial design stage through dress rehearsals, organizing and managing costumes during the course of productions. They apply design elements to rendering theatrical costumes, and they are versed in a basic history of costumes in the theatre.

Class Expectations

- Due to the collaborative nature of this course, all students are expected to actively participate, cooperate, abide by all safety regulations, and demonstrate respect for their peers and supplies in the classroom and while working backstage.
- Cell phones and other items of distraction should not be used in class.

Assignments & Grading Policy

- Demonstrate your work ethic through daily participation
- All projects are completed in class.
⇒ Participating in the design and construction of costumes is the goal of this class. If you are absent, you are missing the experience, therefore, your grade will be negatively affected. After four absences (per quarter), zeros will be given for participation regardless of the reason for the absence, excused or unexcused. Outside assignments will not be offered to increase your grade.
- Design Projects and Production Projects
- 1st Semester Quarter assessments
- 2nd Semester Production Design Presentation and Costume Portfolio
- Each semester grade is the average of the two quarter grades.
- Late work is not an option.

Competition & Lettering in Drama (Optional)

- District IV Drama Competition (November) w/class presentation of tech entry AND
- Idaho State Drama Competition (December) OR 10 "Thinkin' Theatre" points AND
- Grade level "A" in this class

Field Trips (Optional)

- Viewing live performances is an invaluable part an educational experience in theatre. Every production offers new ideas for students to build on regarding all aspects of theatre (acting, staging, lighting, makeup costume, sound)—it is the culmination of what is being taught in the classroom, and these types of field trips are highly recommended to students. Four trips per year are offered to Boise theaters. These are not a required part of the course.

"Good costume design should be a seamless part of the production."

Semester One

Fabric Types

Using the Machines

Elements of Design

Designing Theatrical Costumes

Illustrating Costume Renderings

Personification Costume Project

Script Analysis & Costuming

Concept Research

Costume Design & Acquisition
- **October—Marvel Spotlight**
- **December—Snow White & the Seven Elves**

Quarter Assessments

Semester Two

Designer Research Project— Mini Costume Replica

Time Period Silhouettes

Victorian Bodice Project—Hack n Sew

Animal Gloves/Character Shoes

Character Makeup

Costume Design & Acquisition
- **March—The Lion King, Jr.**
- **May—Swan Lake**

Production Design & Portfolio Presentation