

# THEA 0016B - COSTUME CONSTRUCTION

## Catalog Description

Formerly known as DRMA 16B

Hours: 90 (18 lecture, 72 activity)

Description: Study and implementation of costume construction techniques, from pattern drafting and fabric selection to sewing, serging, fitting, draping, and dyeing. (CSU, UC)

## Course Student Learning Outcomes

- CSLO #1: Demonstrate basic sewing and construction skills.
- CSLO #2: Participate in the preparation for a production.
- CSLO #3: Identify the body measurements needed to construct a costume.

## Effective Term

Spring 2021

## Course Type

Credit - Degree-applicable

## Contact Hours

90

## Outside of Class Hours

72

## Total Student Learning Hours

162

## Course Objectives

Lecture Objectives:

1. Identify the body measurements needed to construct a costume and measure a person's body;
2. choose appropriate materials, tools, and techniques to construct costumes for the needs of a specific production;
3. identify fabric content, its basic properties, its various uses, and its advantages and disadvantages;
4. identify characteristics of specific dyes and dye sample fabrics using dyes including vegetable dyes, cold water dyes, hot water dyes, and aniline dyes; and
5. identify proper laundering techniques for specific fabrics.

Activity/Laboratory Objectives:

1. Record body measurements accurately;
2. draft and sew a sloper from scratch using the measurements taken;
3. execute basic sewing and construction skills including various types of seams, hems, zippers, lacings, ruffling, buttons and buttonholes, snaps and hooks and eyes, grommets, facings, gussets, and bindings;
4. build or alter costumes for a specific production; and
5. implement proper laundering techniques for specific fabrics.

## General Education Information

- Approved College Associate Degree GE Applicability
- CSU GE Applicability (Recommended-requires CSU approval)
- Cal-GETC Applicability (Recommended - Requires External Approval)
- IGETC Applicability (Recommended-requires CSU/UC approval)

## Articulation Information

### Methods of Evaluation

- Classroom Discussions
  - Example: Students will Locate, label and discuss sample swatches representing ten different types of fabric. They will be evaluated on the correct identification of 10 fabrics.
- Problem Solving Examinations
  - Example: Fit your partner's sloper and make any alterations necessary. Students are evaluated by identifying ill-fitting areas and determining appropriate solution to correct the fit.
- Projects
  - Example: Correctly measure a partner from the class and record all of the measurements on a measurement form card. Draft a sloper for your partner from the measurements you have taken and recorded on their measurement card. Students are assessed on the accuracy of the measurements and the usage of the correct formulas to draft the sloper.
- Skill Demonstrations
  - Example: Create a sample book of costuming sewing techniques. Students will be evaluated on how correct samples are identified, level of neatness, level of execution and completion of the book.

## Repeatable

No

## Methods of Instruction

- Activity
- Lecture/Discussion
- Distance Learning

Activity:

1. The instructor will guide the students while they take and record someone's measurements.
2. The instructor will provide sample swatches demonstrating the techniques to identify fabric content, its basic properties, its various uses, and its advantages and disadvantages.

Lecture:

1. Lecture/Discussion: The instructor will lecture on different fibers and techniques used in the making of fabric. Students are expected to actively participate in the discussion.

Distance Learning

1. The Instructor will set-up all assignments and discussion in the LMS to provide a means for an interactive, engaging and an organized learning environment. Tools and apps such as video conferencing, videos, and textbooks will be used as training, discussion platforms, analysis and models for students. On ground demonstrations

and practical use of sewing and construction equipment will also demonstrate and support written study.

## Typical Out of Class Assignments

### Reading Assignments

1. Read assigned chapter from the textbook and be able to identify and discuss sewing notions, their uses, and applications. 2. Read literature found on sewing pattern envelope and be able to locate and compute information regarding size, amount of fabric to be purchased and notions needed.

### Writing, Problem Solving or Performance

1. Writing: Attend two plays and write formal critiques focused on costuming. 2. Problem Solving: Draft slopers for costume development. 3. Performance: Dye basic natural fabrics.

## Other (Term projects, research papers, portfolios, etc.)

### Required Materials

- Costume Construction
  - Author: Katherine Strand-Evans
  - Publisher: Waveland Press
  - Publication Date: 1999
  - Text Edition:
  - Classic Textbook?: No
  - OER Link:
  - OER:
- Historic Costumes and How to Make Them
  - Author: Mary Fernald
  - Publisher: Dover Publications
  - Publication Date: 2006
  - Text Edition:
  - Classic Textbook?: No
  - OER Link:
  - OER:
- The Magic Garment: Principles of Costume Design
  - Author: Rebecca Cunningham
  - Publisher: Waveland Press
  - Publication Date: 2011
  - Text Edition: 2nd
  - Classic Textbook?: No
  - OER Link:
  - OER:
- Authentic Victorian Fashion Patterns
  - Author: Kristina Harris
  - Publisher: Dover Publications
  - Publication Date: 2012
  - Text Edition:
  - Classic Textbook?: No
  - OER Link:
  - OER:

## Other materials and-or supplies required of students that contribute to the cost of the course.

Sewing kits with basic sewing tools and a professional commercial pattern.