CENTRAL TEXAS COLLEGE  
SYLLABUS FOR DRAMA 1342  
INTRODUCTION TO COSTUME

Semester Credit Hours: 3

INSTRUCTOR: ________________________________

OFFICE HOURS: ________________________________

I. INTRODUCTION

A. This course when completed with a passing grade, fulfills three semester hours credit. It is a prerequisite for most Theatre/Drama courses and counts toward fulfillment of the Performing Arts requirement in many performing arts related fields.

B. This course will fulfill an elective in some areas. Introduction to Costume is a foundation course for all Theatre majors and serves as a general elective for any student.

C. This course is related to all Theatre Arts occupations and to any liberal arts study field.

D. Prerequisite: None

E. Alphanumeric coding used throughout the syllabus denotes the integration of SCANS occupational competencies (C) and Foundation skills (F).

II. LEARNING OUTCOMES

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

A. Understand a working costume design vocabulary.

B. Identify, extract and utilize the dramatic action within a play script.

C. Discuss and identify theme and metaphor in plays.

D. Comprehend elements of costume design and apply to minor and major projects.

E. Develop and prove a design concept.

F. Familiarize and improve theatrical crew working strategies within a given production process.

G. Develop, complete and present a costume design portfolio.

8/17/2015
III. INSTRUCTIONAL MATERIALS

A. The instructional materials identified for this course are viewable through www.ctcd.edu/books

IV. COURSE REQUIREMENTS

Projects: all class projects will involve research, sketches, conceptual metaphor and sometimes full renderings along with tactile examples.

A. Modern Realism project: each student will be expected to research, prepare and implement a costume design project focused on a modern realism play.

B. Period project: each student will be expected to research, prepare and implement a costume design project focused on a period piece from the Medieval, Asian Theatre or Victorian era.

C. Renaissance project: each student will be expected to research, prepare and implement a costume design project focused on a piece from the renaissance or Shakespearean era.

D. Greek/Roman project: each student will be expected to research, prepare and implement a costume design project focused on a piece from the Greeks/Romans.

E. Research paper: (in lieu of a Final Exam) each student will be expected to prepare a research paper from the topics presented in class. Each student will be expected to thoroughly research the topic in terms of costume design and execution. The instructor will define the topic with the student more specifically.

F. Project Critiques: each student will be required to compose a one page critique of four fellow student projects – each critique can be a different project from a different student’s work. In addition, just after each of the presented projects the students will offer an in class verbal critique.

G. Class Participation: Student will be observed every week based upon the following classroom guidelines.

   a) Students are expected to attend every class, be on time, and remain throughout the class.
   b) It is the responsibility of the student to initiate any work missed. Because this class depends on the actor’s participation, lateness or absences of major assignments will only be excused in the event of a serious emergency.
   c) Students are expected to maintain civility, courtesy, and scholastic honesty.
d) Students are expected to participate fully in class exercises and workshops.
e) Students will be expected to work in class with a partner.
f) Be prepared to wear lose clothing, something you can move in without being restricted.
g) Be prepared to read, and read some more, you cannot find appropriate acting material without reading plays!

V. EXAMINATIONS

A. None

VI. Semester Grade Computations:

<table>
<thead>
<tr>
<th>Project</th>
<th>Points</th>
<th>Grade Scale</th>
</tr>
</thead>
<tbody>
<tr>
<td>Realistic project</td>
<td>20%</td>
<td>90-100= A</td>
</tr>
<tr>
<td>Period project</td>
<td>20%</td>
<td>80-89= B</td>
</tr>
<tr>
<td>Renaissance project</td>
<td>20%</td>
<td>70-79= C</td>
</tr>
<tr>
<td>Greek/Roman project</td>
<td>20%</td>
<td>60-69= D</td>
</tr>
<tr>
<td>Project critiques</td>
<td>10%</td>
<td>59 or below=F</td>
</tr>
<tr>
<td>Research paper</td>
<td>10%</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Total 100%</td>
</tr>
</tbody>
</table>

VII. NOTES & ADDITIONAL INSTRUCTIONS

A. Withdrawal from course: If a student is unable to continue in the class, it is his/her responsibility to properly withdraw.

B. Administrative Withdrawal: Students may be administratively withdrawn from the class when their absentees exceed a total of four (4) class meetings in a sixteen week semester. Three times tardy will count as one absence.

C. Incomplete Grade: The college catalogue states, “an incomplete grade may be given in those cases where the student has completed the majority of the course work, but, because of personal illness, death in the family, or military orders, the student is unable to complete all the requirements for the course… It is the responsibility of the student to arrange with the instructor…to complete the course and change the “I” grade within the specified time.”
D. **Make-ups:** The student will be present and on time for all presentations & exams. If unusual circumstances or emergencies should occur and you are required to be absent from class on a due date, special arrangements should be made with the instructor.

E. **The Final Exam** (or final costume project) will be administered on the scheduled day and time as published in the schedule bulletin unless noted elsewhere.

F. **Topic Approval:** topics chosen by the student for each assignment must be approved by the instructor.

G. **Return of Graded Assignments:** the instructor will return written feedback on scenes after all scenes are completed.

H. **Grading:** grading is highly subjective in theatre courses due to the artistic nature. Demonstrating teamwork, ethics (on time, meeting your commitments, etc.) are essential to the process.

I. **Audience Behavior:** being a good audience member and team player is essential to understanding the nature of theatre. Please do not enter or exit the room during performances.

J. **Tardy:** Students are expected to arrive on time. If you are tardy check with the instructor at the end of class for missed important announcements. 3 times tardy equal 1 class absence. Only four absences are allowed during a sixteen-week semester.

K. **Disability Support Services** provide services to students who have appropriate documentation of a disability. Students requiring accommodations for class are responsible for contacting the Office of Disability Support Services (DSS) located on the central campus. This service is available to all students, regardless of location. Explore the website at [www.ctcd.edu/disability-support](http://www.ctcd.edu/disability-support) for further information. Reasonable accommodations will be given in accordance with the federal and state laws through the DSS office.

**VIII. CLASSROOM GROUND RULES**

1. All discussions of your grade including assignments, attendance, tardiness, etc. should take place during office hours.

2. Please turn off all cell phones, pagers, & other devices.

3. Although we are in an auditorium, proper classroom practices will be the student’s responsibility. Please do not leave the room during class. If you must leave, leave quietly. Do not allow the classroom doors to slam. Occasionally, you are given breaks--utilize these wisely and return promptly. If you should return from break after the agreed upon time you will be counted tardy.
4. NO FOOD OR BEVERAGE IN CLASS!

5. READ YOUR SYLLABUS! This is the first item I turn to when I am trying to help you with the class.

6. The classroom is an inappropriate place for children.

7. Student guests are NOT allowed during rehearsal periods in the auditorium.

IX. COURSE OUTLINE

A. **Lesson One**: define and utilize costume vocabulary and dramatic action in a script as it leads to thematic understanding.

1. Learning Outcome: Upon successful completion of this unit the student will demonstrate an understanding for the costume design vocabulary and text analysis.

2. **Learning Activities**:  
   a. Instructor lecture & demonstration  
   b. Class discussion  
   c. Reading assignments:  
   d. Tool of costume design  
   e. Design exercises

   (C1, C3, C5, C6, C7, C9, C10, C12, C14, F1, F2, F5, F6, F7, F8, F9, F10, F11, F12, F13, F14, F15, F16, F17)

3. **Equipment & Materials**:  
   as appropriate

4. **Audio Visual Aids**:  
   as appropriate

5. **Lesson Outline**:  
   a. Introduction to costume design  
   b. What is the difference between a bobble and a corset?  
   c. Silhouette  
   d. Texture and color  
   e. Patterns  
   f. Character analysis

B. **Lesson Two**: Theme, metaphor and costume design elements in application.

1. **Learning Outcomes**: Upon successful completion of this unit, the learner will utilize the design concept with practical efforts in construction.
2. **Learning Activities:**

   a. Instructor lecture & demonstration
   b. Class discussion
   c. Reading assignments
   d. Understanding and using renderings and tools.
   e. Critical analysis

   (C1, C3, C5, C6, C7, C9, C10, C12, C14, F1, F2, F5, F6, F7, F8, F9, F10, F11, F12, F13, F14, F15, F16, F17)

3. **Equipment & Materials:**

   *as needed for production*

4. **Audio Visual Aids:**

   *transparencies, videos, etc. as appropriate*

5. **Lesson Outline:**

   a. Finding a metaphor after analysis
   b. Intuitive design vs. researched design
   c. Components of a costume design
   d. Building a design
   e. Interpretation
   f. Critiques

C. **Lesson Three:** Developing a costume design on your own and theatrical production responsibility.

1. **Learning Outcomes:** Upon successful completion of this unit the learner will research, develop and execute a specific costume design project along with earning practical experience in production crew.

2. **Learning Activities:**

   a. Instructor lecture
   b. Class discussion
   c. Reading assignments
   d. Sketches
   e. Renderings
   f. Build
   g. Critiques

   (C1, C3, C5, C6, C7, C9, C10, C12, C14, F1, F2, F5, F6, F7, F8, F9, F10, F11, F12, F13, F14, F15, F16, F17)
3. **Equipment & materials**  
   *as necessary*

4. **Audio-Visuels**  
   *as necessary*

5. **Lesson Outline:**
   a. Choosing and discussing a design project
   b. Preparing for design
   c. Building a costume
   d. Engaging critique in a positive and reflective way