

Theatrical Costuming: Dram 1341 Syllabus

Course Number: Dram 1341

Course Name: Introduction to Costuming

Hours: Lecture 2, Lab 4, Clock hours 6 per week

Semester Credit Hours: 4

Description of Course: Covers theory and practice of costuming with students gaining practical experience in costuming skills such as costume construction.

Textbook: Not at this time

Author:

Purpose and Goals of Course: the purpose of the class is to acquaint students with the theory of costume design, a beginning knowledge of historical period in costume design, the elementary skills of costuming and the completion of a basic costume project.

Instructor Name: Jacque Shackelford

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Office Number: WC

Office Hours: 2-4 M-Th

Course Grade: The grade will be composed of Tests over material, participation in class activities, completed project, a completed costume design, improvement in costuming skills.

Methods of Instruction: Primarily a hands-on class with lecture over the theory section.

Methods of Evaluation: Two end of semester projects, participation and willingness to learn.

Performance/Learning Objectives:

(minimum competencies)

After studying the material presented in this course of study, the student will be able to do the following.

1. Learn the principles of design and
2. Master the meaning of color on the stage
3. Become acquainted with the psychology of clothes
4. *Interpreting the script as a costume designer.
5. Coordinating Sets, Lights and costumes
6. Learning to make the Costume plot
7. Budgeting the costumes
8. Rehearsal costumes
9. Becoming aware of the limitations of the play as referred to the costume.
10. Become acquainted with the methods of procuring costumes.
11. Learn to recognize various periods and their dress.
12. Learn to construct the attire.
13. Learning the methods of “reframing” a costume.