

University of Arkansas – Fort Smith  
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## General Syllabus

### THEA 4553 Costume Design

Credit Hours: 3

Lecture Hours: 3

Prerequisite: THEA 2513 Fundamentals of Design or consent of instructor

Effective Catalog: 2019-2020

#### I. Course Information

##### A. Catalog Description

A practical study of the elements of costume design as they relate to the visual expression of characters and themes.

##### B. Additional Course Information

This course is required for students receiving a Bachelor's degree in Theatre (Design/Tech) or Theatre (Acting/Directing) and is an optional requirement in a theatre minor. It may be taken by students in other disciplines as an elective, if prerequisites are met.

#### II. Student Learning Outcomes

##### A. Subject Matter

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

1. Perform thorough and correct research for costume design.
2. Demonstrate an understanding of costuming from each period.
3. Produce quality renderings, sketches, and other visual design tools.
4. Explain the connection between clothing and character.
5. Utilize and prepare correct costume documentation for productions.
6. Prepare costume designs for multiple construction techniques.
7. Understand the basis of costume shop management.
8. Follow the correct design process to create costume designs for a major production.

## **B. University Learning Outcomes (ULOs)**

This course enhances student abilities in the following area:

### **Analytical Skills**

#### **Critical Thinking**

Continued emphasis on critical analysis of scripts in order to make proper dramatic choices. Also, analyzing scripts for cultural and historical data.

#### **Global and Cultural Perspectives**

Students will have to delve deeply into the choices made by other cultures relating to theatre and life. Information will also be gleaned from how other cultures express themselves through clothing and costume. Study will continue into how theatre crosses boundaries of culture.

## **III. Major Course Topics**

- A. Costume Research
- B. Renderings and Sketches
- C. Costume-Actor Connections
- D. Costume Documentation
- E. Color and Texture
- F. Costume Shop Management
- G. Wigs
- H. Patterning and Draping
- I. Specialty Pieces