GROSSMONT COLLEGE

COURSE OUTLINE OF RECORD

Curriculum Committee Approval: 04/26/2022

GCCCD Governing Board Approval: 06/14/2022

THEATRE ARTS 102D – THEATRE PRODUCTION PRACTICUM: COSTUMES IV

1. Course Number Course Title Semester Units

THTR 102D Theatre Production Practicum: Costumes IV 2

Semester Hours: 6 hours laboratory 96-108 hours 96-108 total hours

1. Course Prerequisites

A “C” grade or higher or “Pass” in Theatre Arts 102C or equivalent.

Corequisite

None

Recommended Preparation

None

1. Catalog Description

Supervised participation in advanced level costume design, construction and fabrication for a Theatre Arts production.

1. Course Objectives

The student will:

* 1. Plan, propose and implement a process by which an advanced level component of costuming will be realized.
  2. Interact with other members of the theatrical production in a respectful, courteous, professional and safe manner.
  3. Practice advanced level costume production techniques to facilitate a theatrical production.
  4. Demonstrate advanced level ability to responsibly and predictably initiate and complete assigned tasks associated with a costume element(s).
  5. Contribute to Theatre Arts productions that expose students and audiences to diverse stories and perspectives.
  6. Evaluate and assess the final completed technical component.

1. Instructional Facilities
   1. Theatre arts complex—Stagehouse theatre.
   2. Lab theatre.
   3. Costume shop.
   4. Makeup room.
   5. PVAC.
2. Special Materials Required of Student
   1. Appropriate clothing as required for a specific position within the production.
   2. 11”x14” sketchpad.
   3. Watercolor paper. page 2
   4. Art supplies (watercolors, brushes, colored pencils).
3. Course Content
   1. Work on an advanced component of costuming for a Theatre Arts Department production, which will be presented to an audience.
   2. Production/creation process for costume elements.
      1. Design.
      2. Drawings/sketchings/renderings.
      3. Implementation.
      4. Technical/Dress rehearsals.
   3. Advanced techniques of costume construction.
      1. Proper use of Costume Shop equipment (sewing machines, industrial sewing machines, blind hemmer, sergers, industrial irons) and tools.
      2. Sewing techniques.
   4. Proper sizing and labeling of garments.
   5. Understanding of and participation in the costume design and implementation process.
   6. Strike (production tear down)
4. Method of Instruction
   1. Demonstrations.
   2. The student will be assigned a specific job title/assignment applicable to construction of specific garments/costumes.
   3. Drawings and individual verbal instructions will be given as to how certain costume related assignments for the production will be accomplished.
   4. Attendance at selected performances.
5. Methods of Evaluating Student Performance
   1. Successful implementation and completion of costume construction, management, and problem-solving tasks according to established schedules.
   2. Respectful feedback on construction skills and application of knowledge.
   3. Final project performance (work methods, interaction with others, dedication, reliability, and competency).
6. Outside Class Assignments
   1. Reading of specific production scripts.
   2. Appropriate research related to design for Theatre Arts Department productions.
   3. Drawing/Design for assigned costume element(s).
7. Representative Texts
   1. Representative Text(s):

Script(s) related to production(s) being produced in the Theatre Arts Department.  
Examples:

* + 1. Nottage, Lynn. *By the Way, Meet Vera Stark*. New York, NY: Dramatists Play Service, Inc.,2011
    2. Hamill, Kate. *Pride and Prejudice*. New York, NY: Dramatists Play Service, Inc.,2017.

b. Supplementary texts and workbooks:

Ingham, Rosemary and Liz Covey. *The Costume Technician’s Handbook*. Portsmouth, NH: Heinemann Educational Books, Inc., 2003.

Addendum: Student Learning Outcomes

Upon completion of this course, our students will be able to do the following:

* 1. Demonstrate safe work habits in the costume construction area.
  2. Design, construct, set-up or manage a technical component of costuming for a production.
  3. Demonstrate the ability to work collaboratively and respectfully with costume shop personnel, actors, directors, and other technical and design staff.