COURSE LEARNING OUTCOMES (CLOs)
1. Identify and apply the elements of design.
2. Utilize primary and secondary research materials.
3. Communicate creative ideas thru collages, sketches, and rendering.
4. Deliver clear, concise design presentations.
5. Collaborate with others.
6. Offer constructive criticism
7. Develop and create a portfolio.
8. Develop a working knowledge of the history of costume.
9. Develop a working knowledge of shop tools and safety procedures.
10. Analyze a script for the purpose of costume design.

OUTLINE

I. Introduction to course
   A. Introduction to equipment
   B. Workplace safety

II. Principles of design
   A. Applying the play text to the principles of design
   B. Symbolizing the role and the meaning of clothing
   C. Coordinating sets and costumes

III. Exploration of collaborative design process
   A. Working in groups
   B. Leadership
   C. Peer evaluation
   D. Communicating in group design
   E. Budgeting

IV. Basics of sewing
   A. Hand sewing
   B. Machine sewing
      1. Serging
      2. Standard machine sewing
      3. Machine maintenance
   C. Measurements
      1. Body position of the actor
      2. The measurement chart

V. Communicating effectively thru design
   A. Rendering
   B. Sketching
   C. Collage

VI. Process of costume design
A. Theory of costume design
B. Color theory
C. Textures
D. Types of fabrics
E. Dyeing
F. Painting

VII. Costume patterning
A. Period research
B. Silhouette
C. Line
D. Purchasing fabric
E. Positioning fabric and cutting
F. Costume assembly
G. Hats and hair
H. Accessories

VIII. Alterations

IX. Portfolio Development
A. Principles of presentation
B. Communicating the design vision