

**Project Description:**

Create a costume design for **three principle characters** in the production you are using for your scenery design project. The design project will include:

- 1. A written character analysis for each of the three that includes:

- A. Overall Desire or intention in the story
- B. Ethical/ Moral stance
- C. Decorum ("proper" behavior, speech, dress)
- D. Age
- E. Relationships to others in the story

Additional points to stimulate your thinking about character:

- overall appearance, • clothing at work and home, • knowledge about politics? • culture?, • education level?
- what was home like when growing up?
- what is the most important thing to this person? • Is this person a "giving" person or a "taker"? • How would you define the character's self image?
- What hobbies or interests would the character have?
- What place does religion have in this person's life?

Costumes should effectively show: character relationships, historical period, a characters relationship to societal norms, the social class of a character, occupation, membership in social groups, organizations or clubs. Additionally, costume can reinforce the style of the production, support the ideas of the performance, and contribute to the overall visual design of the performance.

- 2. Research clothing sources for these characters and compile images that describe the clothing in detail for each character. Organize the images in a presentation using an application such as Powerpoint. Include images that suggest character, and be sure that your images **clearly define** the clothing & accessories that are right for the character.
- 3. Complete a pencil rendering of your costume design for **one of your characters**.

**Due Date:**

- Tuesday, May 12 (Last Day of Class)

## **Costume Design Overview:**

The process of creating a costume design for a performance begins with the performance idea and the decisions about the performers or characters in the production.

### Define the performance and Functions that the costume pieces will fill for the performance.

This may be different for each type of performance- Theatre, Dance, Music, Performance Art, etc. Is the clothing defining character, a particular visual style, membership in a group, a reaction to social norms and conventions, a visual image, a historical period, other goals, or many of these simultaneously?

### Are there particular requirements for the costume due to the performance activity or context?

Things like movement, fight choreography, special effects, safety, microphones for sound reinforcement, size of playing space, etc may determine design decisions.

### Placement in the reality – non-reality continuum

Realistic environment: We are asking the audience to understand that they will experience the performance as a simulated life experience. Non-realistic environment- The performance is a delivery of time-based material- music, movement, narration, images, dance, or integrated forms where realistic imagery is referenced partially or not at all. What does the performance material suggest? What would support the material most effectively?

### Style of Presentation

Is there a distinctive visual approach or idea for the production?. In costumes this may be a historical style or visual style.

### Design clothing for each character or Performer

After determining the context and function of costuming for the performance, complete analysis and research for each performer and character and make design choices. View the clothing in the context of the performer (character), in the context of related groups of characters and in the context of the entire production.