

NEW COURSE PROPOSAL

DATE NOVEMBER 14, 2005  
 PROGRAM AREA PERFORMING ARTS

1. **Catalog Description of the Course.** *[Follow accepted catalog format.]*

Prefix PA Course# 384 Title COSTUME DESIGN Units (3)

6 hours Activity per week

- Prerequisites
- Corequisites

**Description**

PA 384 COSTUME DESIGN (3)

A studio/activities course in which students develop costume designs through a process of character and script analysis. Period research, visual design, rendering and fabrication skills are achieved through practical exercises. Basic costume construction, including drafting and draping, result in the creation of costumes for theatrical, musical and dance productions.

ART 384 COSTUME DESIGN (3)

A studio/activities course in which students develop costume designs through a process of character and script analysis. Period research, visual design, rendering and fabrication skills are achieved through practical exercises. Basic costume construction, including drafting and draping, result in the creation of costumes for theatrical, musical and dance productions.

- Gen Ed Categories
- Lab Fee Required
- Graded**
- CR/NC
- Repeatable for up to 6 units
- A - F
- Optional (Student's choice)
- Total Completions Allowed 2
- Multiple Enrollment in same semester

2. **Mode of Instruction.**

	Units	Hours per Unit	Benchmark Enrollment	Graded Component	CS # (filled in by Dean)
Lecture	_____	_____	_____	<input type="checkbox"/>	_____
Seminar	_____	_____	_____	<input type="checkbox"/>	_____
Laboratory	_____	_____	_____	<input type="checkbox"/>	_____
Activity	3	2	24	<input checked="" type="checkbox"/>	_____

3. **Justification and Learning Objectives for the Course.** (Indicate whether required or elective, and whether it meets University Writing, and/or Language requirements) *[Use as much space as necessary]*

Justification: Elective in the Art and Performing Arts Programs.

Learning Objectives:

Upon completion of this course students will be able to:  
*(Press enter for the next bulleted item)*

1. Identify basic historical costumes by period and garment name.
2. Implement basic rendering and fabrication skills and apply them to costume design projects.
3. Demonstrate the elements of good design as it applies to costumes in theatrical, musical and dance productions.
4. Demonstrate skills that will clearly express thoughts and ideas to others.
5. Apply costume fabrication techniques and create their own costume design for class projects and selected performances.

4. Is this a General Education Course YES  NO   
If Yes, indicate GE category and attach GE Criteria Form:

- A (English Language, Communication, Critical Thinking)**  
A-1 Oral Communication   
A-2 English Writing   
A-3 Critical Thinking   
**B (Mathematics, Sciences & Technology)**  
B-1 Physical Sciences   
B-2 Life Sciences – Biology   
B-3 Mathematics – Mathematics and Applications   
B-4 Computers and Information Technology   
**C (Fine Arts, Literature, Languages & Cultures)**  
C-1 Art   
C-2 Literature Courses   
C-3a Language   
C-3b Multicultural   
**D (Social Perspectives)**   
**E (Human Psychological and Physiological Perspectives)**   
**UD Interdisciplinary**

5. **Course Content in Outline Form.** [Be as brief as possible, but use as much space as necessary]  
(Press enter for the next bulleted item)

- Historical Elements of Costume Design
- Two and Three-Dimensional Design Processes in Costume Design
- Communicating with Directors and fellow Designers
- Line, Shape and Perspective in Drawing and Rendering for Costume Design
- Drawing the Figure: Anatomy and Body Shapes
- Elements of Style and Composition
- Rendering the Sketch Idea - Techniques for Sketches in Color
- Fabrics, Color, Texture: Fabric and Palette selection
- Garments and Accessories
- Fabrication of Final Costume Design Projects

Does this course overlap a course offered in your academic program? YES  NO   
If YES, what course(s) and provide a justification of the overlap?

Does this course overlap a course offered in another academic area? YES  NO   
If YES, what course(s) and provide a justification of the overlap?

Signature of Academic Chair of the other academic area is required on the consultation sheet below.

6. **Cross-listed Courses (Please fill out separate form for each PREFIX)**

List Cross-listed Courses

ART/PA Costume Design

Signature of Academic Chair(s) of the other academic area(s) is required on the consultation sheet below

Department responsible for staffing: Art or Performing Arts

7. **References.** [Provide 3 - 5 references on which this course is based and/or support it.]  
(Press enter for the next number)

1. Landis, Deborah. Costume Design, Focal Press, 2003
2. Anderson, Barbara and Cletus. Costume Design, Orlando, Harcourt Brace College Publishers, 1998
3. Pecktal, Lynn. Costume Design: Techniques of the Modern Masters, Watson Gill Publishers. 1999
4. Ingham, Rosemary and Covey, Liz. The Costume Designers Handbook, Portsmouth, Heinemann Educational Books, 1992

**8. List Faculty Qualified to Teach This Course.**

Performing Arts Faculty and Art Faculty

**9. Frequency.**

a. Projected semesters to be offered: Fall  Spring  Summer

**10. New Resources Required. YES  NO**

If YES, list the resources needed and obtain signatures from the appropriate programs/units on the consultation sheet below.

a. Computer (data processing), audio visual, broadcasting needs, other equipment)

b. Library needs

c. Facility/space needs

Projects may be created in the Art Complex studios or actual location of production.

**11. Will this new course alter any degree, credential, certificate, or minor in your program? YES  NO**

If, YES attach a program modification form for all programs affected.

Jack Reilly, MFA, Professor of Art

Proposer of Course

11-3-05

Date

## Approvals

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Program Chair

Date

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General Education Committee Chair

Date

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Curriculum Committee Chair

Date

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Dean

Date

**California State University Channel Islands  
New Course Proposal Consultation Sheet**

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1. Course Title: PA 384 COSTUME DSEIGN

2. Program Area: PERFORMING ARTS

**Recommend Approval**

<b>Program Area/Unit</b>	<b>Program/Unit Chair</b>	<b>YES</b>	<b>NO</b> (attach objections)	<b>Date</b>
Art				
Biology				
Business & Economics				
Education				
English				
History				
Liberal Studies				
Mathematics & CS				
Multiple Programs				
Psychology				
Library				
Information Technology				