

Costuming

The Art of Not Being Naked.

Costuming

Costuming is the purposeful choice of clothing on a character.

Costumes should reflect the character, the time period and the concept of a show.

Costumes also encompasses hair, makeup, and accessories, as well as things like armor.



Costuming

Like other areas of tech, it can be broken up into various jobs at different stages.

- Concept and design
- Creation
- Adjustments
- The run of the show



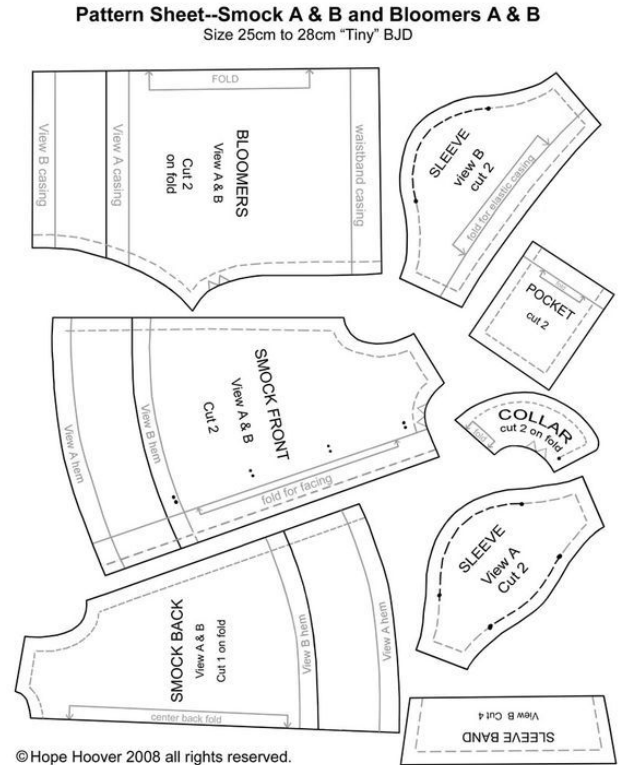
Concept and Design

- The **Costume Designer** will meet with the director to discuss ideas and character.
- They will then **sketch and render** costumes until they find what both they and the director wants.
- They will pick **fabrics** and create or find suitable **patterns** for the creation of a costume.



Creation

- A **Draper** creates the patterns with the designer. A draper and a **First Hand** will lead teams of **Stitchers** in the physical creation of the costumes.
- With a new pattern, they will typically make a **Muslin** version first to test the pattern.
- With the pattern finalized, the final version is made.



Adjustments

During Rehearsals and during the final assembly of a costume, adjustments will be made.

- **Taking in or Letting out a seam** to make a costume a little tighter or looser.
- Adding or changing details like buttons, ties, etc.

Running a Show

- A **Wardrobe Supervisor** is in charge of all the costumes during a show. Seeing that they're maintained, cleaned, set and struck correctly. They also Coordinate the **Dressers**.
- A Dresser helps actors with their **quick-changes**.
- **Hair and Makeup Artists** will do hair and makeup for the actors.



THIS IS BUT A TASTE!

Over the next several classes,
we'll learn

- How to design a costume
- The different aspects of fabric
- How to make a pattern
- How to work a sewing machine
- Hand stitching
- And much more!

