SYLLABUS
PART I
EDISON COMMUNITY COLLEGE
THE 201S   COSTUME DESIGN AND TECHNOLOGY
2 CREDIT HOURS

COURSE DESCRIPTION
Introduction to the principles of costume design and construction with an emphasis on text analysis,
interpretation and use of design concepts. Historical, interpretative and fantasy designs will be covered.
Prerequisite: ART 127S and ART 130S. Lab fee.

COURSE GOALS

The student will:

Bloom's Level		Gen Ed Outcomes
5	1. Design and construct costumes	1, 6
1	2. Identify types of costume designs	1
2	3. Describe the effects of costume design on production	1, 2, 6

CORE VALUES
The Core Values are a set of principles that guide in creating educational programs and environments at
Edison. They include communication, ethics, critical thinking, human diversity, inquiry/respect for
learning, and interpersonal skills/teamwork. The goals, objectives, and activities in this course will
introduce/reinforce these Core Values whenever appropriate.

TOPIC OUTLINE
1. Historical Basis
2. Adaptation Techniques
3. Production Vision/Collaboration
4. Color Symbolisms and Statements
5. Fabric Choices
6. Accessories
7. Aging, Dyeing, and Distressing
8. Wearability