## COSTUME DESIGN PROJECT

## COSTUME DESIGN PROJECT GUIDELINES

Choose ONE character from the play we read OR read another play in the same time period/ genre and design a unique concept costume for that character.

You may do a traditional costume (from that time period) OR create a modern adaptation.

1) CHARACTER ANALYSIS: Read the script and do an analysis of your character. Write down key lines that give you insight into their character. What do other characters say about them? What do their actions reveal about their motivations? Choose several adjectives to describe your character and what colors best reflect those adjectives? What style costume best reflects your character? What patterns? What shape, lines, and design? This is PAGE 1 of your project.
2) RESEARCH: Create a research page with at least 5 images that support your vision for that character's costumes. These are INSPIRATION points NOT COSTUMES TO COPY. This could be research into the time period and costumes or images that are metaphors for your character and fuel your concept for your design. Cite your sources for these images. These can be printed and put on a page. Color images will have to be printed somewhere other than the Theatre classroom. This is PAGE 2 of your project.
3) DESIGN your costume and make a color rendering of it on a figure paper OR draw your own figures. Accurately reflect the shape, color, patterns, design elements of the costume. You may use fabric swatches if you would like to, but they are not necessary. Add any shoes or accessories that your character would need. This is PAGE 3 of your project.
4) WRITE at least one paragraph about your process and design elements and choices. Why did you stay traditional? Or how did you make this costume modern? Why the color choices? Shape choices? Design choices? This is PAGE 4 of your project.
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CHARACTER: $\qquad$ PLAY: $\qquad$

| COSTUME DESIGN | 5 | 4 | 3 | 2 | 1 |
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| Character <br> Analysis, <br> Theme, <br> Concept | Demonstrates analytical and creative choices that enhance the script. <br> Accurately reflects a complete Character Analysis and has a clear and original concept. |  | Demonstrates analytical choices that support the script. Reflects some Character Analysis and has a fairly clear and somewhat original concept. |  | Demonstrates weak or unclear analytical choices and/or do not support the script. Does not reflect an understanding of the character and concept is not fully present or noted |
| Research | 5+ images including time period clothing and images pertaining to the design concept (metaphor). Design is a clear inspiration and extension of research collected. Sources are cited. |  | 5 or more images including time period clothing and images pertaining to the design concept (metaphor). Design is a clear inspiration of research collected. <br> Sources are cited. |  | Fewer than 5 images including time period clothing and images pertaining to the design concept (metaphor). Design is a copy of an item from research collected or has no connection to research images, or is missing. |
| Design Color Rendering | Demonstrates creativity and detail that enhance the script and aligns with statement and costume. Color reflects the characterization and play theme. |  | Demonstrates creativity that supports the script and aligns with statement and costume. Color reflects the characterization and play theme. |  | Demonstrates weak or no connection to the script, statement or costume, or is missing. Color choice does not reflect the characterization and/or theme. |
| Statement | Design elements are effectively incorporated, communicate designer's intent and enhance the script; illustrates exemplary understanding and application of design concepts. |  | Design elements are effectively incorporated, communicate designer's intent and support the script; illustrates understanding and application of design concepts. |  | Design elements are ineffectively or not incorporated and/or ineffectively communicate designer's intent and/or does not support the script; illustrates inaccurate or ineffective application of design concepts. |
| Costume | Costume enhances the character by including several details that accurately reflect the character as analyzed. Advanced craftsmanship. |  | Costume supports the character by including details that accurately reflect the character as analyzed. Proficient craftsmanship. |  | Costume does not support the character with details that accurately reflect the character as analyzed. Developing craftsmanship. (or is missing) |

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