Costume Technology 2
The objective of this course is to teach students all the necessary skills to be successful as a technician working in the Indiana University Costume Shop. We will refine your sewing skills by addressing various methods of hand sewing and machine sewing techniques. We will also learn basic dyeing and about the use of original or commercial patterns. At the conclusion of this course, students will have all the skills necessary to perform in the costume shop. They will be able to address intermediate problems encountered in costume construction. They will be able to utilize the vocabulary of techniques to best articulate what they see and wish to create.

Introduction to Flat Patterning
The objective of this course is to develop your flat patternmaking skills. It will teach you the process for drafting basic slopers (bodice, sleeve, skirt, collars) using individual measurements. We will explore the manipulation techniques to alter slopers to achieve individual design elements. You will learn to work in both full and half scale. At the conclusion of this course, students will be able to address advanced manipulation of flat patterns for three dimensional costume construction. They will be able to utilize the vocabulary, techniques and processes to best articulate what they see and wish to create. The development of multi-dimensional thinking will prove success in this class.

Portfolio Seminar for the costume technician
This course is a one-credit course repeatable for up to three credits and should be taken in the Fall Semester every year. The first year prepares students to consider, evaluate and state academic and professional goals as well as learning how to develop portfolio content and outlines. By the second year students are preparing both digital (websites) and hard copy portfolios along with resumes for summer employment and internships. In the third year, students finalize their portfolio content and layout and prepare dossiers that include resumes, curriculum vitae, cover letters, design philosophy statements and teaching statements culminating in a mock interview at the end of the semester.

Introduction to Draping
This class will develop your costume draping skills. We will learn basic to intermediate draping skills. We will explore effective communication between the costume technician and costume designer. The examination of costume sketches, research and photos will enhance your ability to interpret and create accurate and acceptable costumes. We will learn how to manipulate a variety of fabric in different ways to create the most desirable results. At the conclusion of this course, students will be able to interpret sketches, research or photos in order to create unique three dimensional costumes. They will be able to utilize the vocabulary, techniques and processes to best articulate what they see and wish to create. The development of multi-dimensional thinking will prove success in this class.

Period Construction 15-17th and 18-19th C
These studio courses focus on the patterning, fit and construction of garments from the 15th-17th Centuries or 18-19th Centuries. These classes will enhance your knowledge and understanding of period construction techniques, including corsets, lower body understructures and clothing. We will learn about appropriate period research; both documentary and visual research will be examined and utilized. At the conclusion of this course, students will be able to research period costumes and construction. They will also be able to construct a garment appropriate for theatrical use, by modifying accurate historical data to create the most usable garment for today’s figure.

**Tailoring**
This class will introduce you to essential Tailoring techniques. We will explore patterning, fitting and altering a tailored garment. We will go step by step through the stitches and process of making the inner structure to a well-tailored jacket. This includes mastering the padding stitch, constructing the canvas front, learning all the fine details of a tailored garment (piped and welt pockets, bound button holes etc.). At the conclusion of this course, students will be able to address the construction of a tailored garment. They will understand how to use older patterning systems to create the pattern for a period men’s garment. They will also be able to properly alter and fit a pre-made tailored garment. They will be able to utilize the vocabulary, techniques and processes involved in tailoring. The development of multi-dimensional thinking will prove success in this class.

**Advanced Draping**
This class will refine and master your advanced draping skills. We will continue to explore effective communication between the costume technician and costume designer. The examination of costume sketches, research and photos will enhance your ability to interpret and create accurate and acceptable costumes. We will explore the draping of irregular shapes and using unusually fabrics. At the conclusion of this course, students will be able to interpret sketches, research or photos (realistic and fantasy costumes) in order to create unique three dimensional costumes. They will be able to utilize the proper vocabulary, techniques and processes to best articulate what they see and wish to create.

**Fabric Science/ Textile History**
This course will explore the science of fabrics and textiles as well as cover the history of textile development. At the conclusion of this course, students will have a firm grasp of different types of fabric, natural and man-made, as well as the specific properties of each type as well as what sort of processes can be. Topics such as: Language and terms of textiles, usage of current technology, functional and technical aspects of fabrics, materials and methods of textile production, interrelationship of fiber, yarn, fabric structure and finish, performance expectations and behavior of fabric, relationship of fiber properties to fabric behavior and corresponding history related to textile development.

**Costume Design I**
The objective of this course is to provide an in-depth introduction to the theory & practice of costume design. Students develop an understanding of character and script analysis, theatrical composition, collaboration with directors, designers and actors and continue mastering their
rendering skills. The primary media studied in this course is watercolor, although there will be opportunities for students to explore other media.

**Historic Costume for the Stage**
A survey of Western costume from Mesopotamian and Sumerian times into the twentieth century this course focuses on historical costume as it relates to the society and period in which it lived. Naturally, the successful student will understand the implications of a period or period inspired costume design on the overall visual and conceptual dynamic of a theatrical event. It is also the intent of this course to inspire students to discover and engage costume research resources that will be of benefit as they continue to pursue the discipline of costume design for the performing arts.

**Costume and Character in London Theatre**
A one month study abroad course taught in London. This course provides students an intensive on-site experience into the development of dramatic character and concept through costume design with emphasis on that literature and performance type prevalent in contemporary London and the history of British Theatre especially that of the 18th and 19th centuries. With a course location in the thriving city of London, students will have on-hands opportunities in learning, exploring, touring and viewing art, collections, lectures, performances, studios and many other experiences to study the aesthetic and psychological value of costumes in society and in the performing arts, particularly that of dramatic performance. Course assessment is based on interactive projects assigned specifically to each student’s level of study (i.e. graduate or undergraduate). Methods will include presentation of projects and exercises.

**Research and Collaboration for the Theatre** *(Taught by Design and Technology Faculty)*
This studio course builds and strengthens research, collaboration, communication and artistic/presentation skills. Student teams research, investigate, design and present innovative approaches to major projects, devised to challenge their individual and collective growth as collaborative artists and technologists.

**Other Independent Studies for the Graduate Student**
If a student’s schedule allows there may be opportunities throughout their course of study to have independent studies with the head of the costume area. These independent studies may include specialization in a particular area of costuming, historical research or research methods, an unusual topic related to the field of costuming or further portfolio development, especially for students wishing to branch into multiple areas of the costuming field (i.e. design and crafts, or design and wigs etc.). The amount of course credit is determined on a case-by-case basis according to scope of study, depth and breadth of projects and possibly other criteria.
Thesis
See thesis requirements.

Stage Make-up
(not for graduate credit)
This course is a skills studio in the design and professional application techniques of stage make-up. This course will cover techniques in corrective (including feature modification), old age, period (including a historical overview of the period make-up styles and uses), fantasy, facial hair, 2-D and basic 3-D prosthetic techniques commonly used on stage. Students will also learn techniques in creating effective make-up renderings and charts.

Stage Costuming I
(not for graduate credit)
The intent of this course is to introduce students to the entire process of theatrical costume design and production. Through practical assignments in design, analysis, research, construction and production work, the successful student will develop an understanding and appreciation of the art, craft and discipline of stage costuming. This course will also encourage students to engage and learn to understand the theatre production process.

Independent Study Opportunities
(for Undergraduates)
Assistant Costume Designers were established in the IU Costume Design Program to offer undergraduates interested in costume design an opportunity to shadow and assist an advanced designer on the mainstage season. It is also excellent training for the production designers to learn to appropriately utilize the abilities and talents of an assistant designer. The role of the Assistant Costume Designer can take on many forms depending on the production, the Costume Designer and the part of the season in which the production falls. They may serve as research assistants, design assistants, shoppers or perhaps a combination of all of these areas. Independent study credit is offered and the amount of credit earned is dependent upon the size of the production and depth of experience provided to the student.

Lighting Design and Related Courses:
- Stage Lighting (not for graduate credit)
- Lighting Design
- Lighting Design Aesthetics
- Dramatic Lighting for Environments (taught in tandem with Consulting)
- Lighting Consulting for Theatre Spaces (taught in tandem with Lighting for the Environments)
- Rendering Light
- Advanced Lighting Design
- Lighting Design Workshop (proposed course)
- Independent Study
**Scenic Design and Related Courses:**
- Scene Design I (Not for graduate credit)
- Scene Design II
- Advanced Scene Design
- Studies in Scenic Design
- Rendering
- History of Decor
- Scene Painting I
- Scene Painting II
- Production Design for Television and Film
- Independent Studies Research work.

**Theatre Technology and Related Courses:**
- Stagecraft I (not for graduate credit)
- Technical Drawing
- Electronics for Theatre Technologists
- TD I (Shop Management, Materials, and Equipment)
- TD III (Mechanized Scenery)
- Structural Mechanics
- Rigging I
- Rigging II
- CAD/3D for Theatre
- Sound Design
- Independent Studies

**Many Additional Courses Available to Graduate Students Through the School of Fine Arts:**
- Textiles
- Textile digital printing
- Weaving
- Anatomy for the Artist
- Painting (variety of courses in all mediums)
- Jewelry design and construction
- Sculpture
- History courses and surveys also available