

Title	Complex Costume Making Techniques
Module code	CP501
Credit rating	20
Level	5
Indicative scheduled learning and teaching activities	80 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	Design, Management and Technical Arts
Member of staff responsible	Colin Window
ECT*	10
Notional hours of Learning**	200

## AIMS

*The module aims to:*

- Enable you to acquire specialist skills in costume production and build a personal archive of technical and craft information for reference purposes
- Introduce you to the costume requirements of dance performance, and the techniques of working with stretch fabrics
- Extend your knowledge of hair styles as part of historical costume, and the basic techniques of working with wigs
- Introduce you to a range of methods for dyeing, painting and breaking down fabrics
- Give you a basic understanding of millinery

## BRIEF DESCRIPTION OF THE MODULE

The module has four practice-based strands of learning, developing and extending the work of Level 4 into areas of specialist application. You will learn a range of craft skills for fabric dyeing, painting and breaking down, and be introduced to the areas of millinery, wigs and hair styles, both in terms of techniques and as elements within an overall costume design informed by period, fashion, character and narrative. The module also introduces you to costume techniques for dance, and specifically the use of stretch fabrics. As you develop your understanding of these techniques, you will extend your ability to research, collate and archive information on specialist processes for future reference.

## INTENDED LEARNING OUTCOMES

<b>Category of outcome</b>	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	Explain the relationship between head-wear, hair-style, fashion, period, character and narrative in relation to theatrical costume (A2) Articulate some of the key aspects of the relationship between the costume and the physicality of the dance performer (A1, A5)
Intellectual skills	Research, collate and archive appropriate information to enable a clearly specified task to be carried out (B1, B2)
Practical skills	Select and deploy appropriate materials and techniques for the dyeing and painting of fabrics to a given specification (C2) Select and deploy appropriate materials and techniques for the construction of a simple costume for a dance performance to a given design (C1) Select and deploy appropriate materials and techniques for the construction of a period item of head-wear, to a given brief (C1) Select and deploy appropriate materials and techniques to distress theatre costumes to achieve specified aesthetic effects (C2)
Transferable skills and personal qualities	Effectively present and demonstrate techniques and processes to others using appropriate media (D4)

## LEARNING AND TEACHING PROCESSES (INCLUDING THE USE OF E-LEARNING)

You will undertake project research in the specialist areas covered by the module, and learn methods of recording information for future reference. Classes and workshop sessions allow you to explore the techniques applicable to each of the four areas covered in the module, to broaden and deepen your understanding of the relationship between the costume maker, the costume, the performance and the performer. Visiting professionals give master classes and run practical workshops on the specialist skills of the module.

## ASSESSMENT (INCLUDING THE USE OF E-LEARNING)

Assessment task	Length	Weighting within module (if relevant)
<b>Formative Assessment</b> Draft plan for the seminar presentation		
<b>Practical Project Presentation</b> covering the four specialist areas	<b>40-minute presentation</b>	<b>100%</b>

<b>Date of current version</b>	
--------------------------------	--

Title	Period Costume 1
Module code	CP502
Credit rating	20
Level	5
Indicative scheduled learning and teaching activities	80 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	Design, Management and Technical Arts
Member of staff responsible	Colin Window
ECT*	10
Notional hours of Learning**	200

## AIMS

*The module aims to:*

- Develop your ability to plan, research, cut, construct and fit garments, working with an increasing degree of independence
- Broaden your knowledge of male historical costume, and its interpretation for use in performance
- Build on your practical skills, including decoration

## BRIEF DESCRIPTION OF THE MODULE

Module CP502 *Period Costume 1* focuses on male historical costume. You will research a given male garment in order to create a theatrical representation of that garment. You will be expected to determine the construction and decorative techniques used originally, and how best to interpret these using current methods and materials. You will be asked to make considered choices about style and the extent to which you create a period representation or a modern interpretation. The module also requires you to develop and broaden both your technical and interpersonal fitting skills, since you will fit garments to the male form for the first time on the programme.

The module provides you with an opportunity to practise and develop skills and techniques you have already acquired, as well as asking you to be increasingly independent in decision-making at each stage of the process. Throughout, the emphasis is on the relationship between your research, the techniques and processes you choose, and the garment as an item of theatrical costume.

## INTENDED LEARNING OUTCOMES

<b>Category of outcome</b>	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	Relate modern construction techniques and materials to those used historically (A1, A3) Recognise the level of finish required for a given context in which a garment will be used (A2)
Intellectual skills	Plan and carry out appropriate research to guide the interpretation of a given historical garment (B1, B2, B3)
Practical skills	Experiment with fabrics and construction techniques to find suitable ways to realise the aesthetic and technical requirements of a garment (C1, C2, D3) Cut patterns and choose appropriate cut and construction for period costume (C1) Adapt sensitively and appropriately your interpersonal and technical fitting skills according to the gender of the person being fitted (C3)
Transferable skills and personal qualities	Independently plan and manage your own time to complete a well-defined task to a given deadline (D1)

## LEARNING AND TEACHING PROCESSES (INCLUDING THE USE OF E-LEARNING)

The module requires you to work in an increasingly independent fashion, in preparation for production work at Level 5 and the independent study and practice required at Level 6. Tutors will brief you on the project and monitor your progress, providing you with advice and support at key points in your work such as fittings.

## ASSESSMENT (INCLUDING THE USE OF E-LEARNING)

Assessment task	Length	Weighting within module (if relevant)
<b>Formative Assessment</b> Second fitting of garment		
<b>Completed garment with technical Log and evaluation</b>	<b>2500-3000 word evaluation</b>	<b>100%</b>

<b>Date of current version</b>	
--------------------------------	--

Title	Production Practice 1
Module code	CP503
Credit rating	20
Level	5
Indicative scheduled learning and teaching activities	160 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	Design, Management and Technical Arts
Member of staff responsible	Colin Window
ECT*	10
Notional hours of Learning**	200

## AIMS

*The module aims to:*

- Introduce you to the realised production work that is a major part of your study at Level 5 and Level 6
- Enable you to take a role in a production process from text and design to completion, working in a collaborative environment with students of your own and other disciplines
- Give you the opportunity to practice your technical and creative costume skills in performance conditions, and to map your skills and methods against professional expectations
- To develop your ability to manage resources

## BRIEF DESCRIPTION OF THE MODULE

This module provides you with your first experience within the programme of working within a production team on a realised production, which acts as a simulation of professional practice. This is the first of two production practice roles that you will undertake in Level 5. You will work as a member of a team, under the leadership of a Level 6 student and alongside Level 6 specialist manufacturers. You will be allocated duties within the construction team, and with tutorial guidance manufacture costumes to meet production deadlines and budget constraints. You will gain experience of fitting costumes to performers, working with a director, running the performance back-stage and get-out routines. The module also gives you the opportunity to study production processes as part of a creative, artistic enterprise, and to examine the professional issues that frame the work of the costume production specialist.

## INTENDED LEARNING OUTCOMES

Category of outcome	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	Demonstrate a basic knowledge of the protocols and health and safety regulations relevant to the work of the costume department (A5) Identify and select techniques, processes and materials appropriate to the artistic and technical requirements of a production (A1, A2)
Intellectual skills	Select, combine and apply existing ideas, techniques and processes to solve unfamiliar but well-defined problems, whilst showing an awareness and understanding of conventional procedures (B1, B3, B5, A5, D3) Reflect critically upon and evaluate your work using given conceptual frameworks (B4, B5, D8)
Practical skills	Under supervision, use appropriate techniques, processes and materials to make and fit items of costume (C1, C2, C3) As a member of a team, manage the preparation, use and maintenance of stage costumes in response to the developing production process (C4, C5)
Transferable skills and personal qualities	Manage your own time and working processes to meet given deadlines as part of the developing production process (D1, D5) Establish and maintain effective working relationships so as to collaborate successfully with other production personnel (D2, D7)

## LEARNING AND TEACHING PROCESSES (INCLUDING THE USE OF E-LEARNING)

You will be involved in the whole of the production process but your main responsibilities will be as a wardrobe assistant. Depending on production requirements, you may undertake any or all of the following processes: the manufacture of the whole or part of a garment; fittings; finding and purchasing materials; dressing the performers during the performance and general costume maintenance.

Your deadlines will be set by the production schedule and by the wardrobe supervisor throughout, but within those you will manage your own time. The module will also require you to apply your research skills and knowledge of period, style and culture in a production environment, testing your ability to determine the most appropriate information and approach to a given situation.

**ASSESSMENT (INCLUDING THE USE OF E-LEARNING)**

Assessment task	Length	Weighting within module (if relevant)
<b>Formative Assessment</b> Draft reflective technical journal		
<b>Practical Production Work, Reflective technical journal with evaluation</b>	<b>2500-3000 word evaluation</b>	<b>100%</b>

<b>Date of current version</b>	May 2017
--------------------------------	----------

Title	Period Costume 2
Module code	CP504
Credit rating	20
Level	5
Indicative scheduled learning and teaching activities	80 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	Design, Management and Technical Arts
Member of staff responsible	Colin Window
ECT*	10
Notional hours of Learning**	200

## AIMS

*The module aims to:*

- Develop your construction skills applicable to making period costumes
- To develop your understanding of the relationship between the fashion of specific periods, social class, and costume construction
- Enhance your awareness of period textiles and their modern equivalents

## BRIEF DESCRIPTION OF THE MODULE

The module builds on your learning in CP502 *Period Costume 1*. You will make a garment in half-scale, using a pattern drawn from a specified published source. Since the garment is not made to fit an individual, the emphasis of the work is on your research and interpretation of period style, techniques and materials, and achieving accuracy of manufacture. You will be required to work with a large degree of independence as you undertake planning, research and construction, although still with tutorial support and guidance at key points.

The module also provides you with an opportunity to develop further and integrate into your work some of the learning from module CP501 *Complex Costume Making Techniques*, as you select techniques to achieve a period look with modern fabrics.

## INTENDED LEARNING OUTCOMES

<b>Category of outcome</b>	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	Justify your approach to making a period garment, in relation to a variety of period manufacturing procedures (A1, A3)
Intellectual skills	Devise and implement an effective research strategy for a well-defined project, making use of a range of sources including primary evidence (B2, B3) Evaluate historical and contemporary sources to realise patterns and choose appropriate cut and construction for an historical garment (B1, C11)
Practical skills	Experiment with fabrics and construction techniques to find appropriate solutions in order to realise a period finish (C1, C2, D3)
Transferable skills and personal qualities	Plan and manage your own time to complete a complex task to a given deadline, adjusting to changing circumstances (D1, D5) Communicate your ideas to an audience of peers using appropriate techniques and media (D4)

## LEARNING AND TEACHING PROCESSES (INCLUDING THE USE OF E-LEARNING)

The module requires you to work in an independent fashion, in preparation for the independent study and practice required at Level 6. Tutors will brief you on the project and monitor your progress, providing you with advice and support at key points in your work. Research is a particular focus for this module, and you will be guided to develop the research strategies required in Level 6, including making use of external sources where appropriate.

## ASSESSMENT (INCLUDING THE USE OF E-LEARNING)

Assessment task	Length	Weighting within module (if relevant)
<b>Formative Assessment</b> Toile and fabric samples		
<b>Seminar Presentation</b> Completed garment, presented through an evaluative seminar	<b>20 minute seminar</b>	<b>100%</b>

<b>Date of current version</b>	
--------------------------------	--

Title	Production Practice 2
Module code	CP505
Credit rating	20
Level	5
Indicative scheduled learning and teaching activities	160 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	Design, Management and Technical Arts
Member of staff responsible	Colin Window
ECT*	10
Notional hours of Learning**	200

## AIMS

*The module aims to:*

- Build on and broaden your experience of realised production work following your learning in module CP503 *Production Practice 1*
- Develop further your ability to take a role in a production process from text and design to completion, working in a collaborative environment with students from your own and other disciplines
- Give you the opportunity to observe and compare the different approaches to their roles taken by other students, staff and visiting professionals
- Give you the opportunity to reflect on your own development and learning

## BRIEF DESCRIPTION OF THE MODULE

The second Production Practice module allows you to build on and reflect upon the skills and processes established during module CP503 *Production Practice 1*. You will work as part of the wardrobe team to produce one or more garments that will develop skills complementary to those you have already gained. The module will further your ability to work to deadlines set by the production schedule and the Wardrobe Supervisor, whilst being aware of the other responsibilities that your role as a wardrobe assistant will demand of you.

Undertaking a second production role in Level 5 will allow you to reflect on the different approaches taken by the other personnel you will interact with and observe, including other members of the wardrobe team, and student, staff or visiting professional directors and

designers. The module will also give you the opportunity to reflect on your own development and learning, as you repeat the principal stages and processes of a production but with differing artistic, technical and logistical requirements.

## INTENDED LEARNING OUTCOMES

Category of outcome	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	Demonstrate a working knowledge of the protocols and health and safety regulations relevant to the work of the costume department (A5) Identify and select techniques, processes and materials appropriate to the artistic and technical requirements of a production (A1, A2)
Intellectual skills	Analyse your work within the costume team, and relate it to other production contexts, including professional contexts (B1, B4, B5, A1, D8) Select, combine and apply existing ideas, techniques and processes to solve unfamiliar but well-defined problems, whilst showing an awareness and understanding of conventional procedures (B1, B3, B5, A5, D3)
Practical skills	Under supervision, select and deploy techniques, processes and materials to make and fit items of costume, showing consideration for the specific production requirements (C1, C2, C3) As a member of a team, manage the preparation, use and maintenance of stage costumes in response to the developing production process (C4, C10)
Transferable skills and personal qualities	Manage your own time and working processes to meet given deadlines as part of the developing production process (D1, D5) Establish and maintain effective working relationships so as to collaborate successfully with other production personnel (D7)

## LEARNING AND TEACHING PROCESSES (INCLUDING THE USE OF E-LEARNING)

As with module CP503 *Production Practice 1*, you will be involved in the whole of the production process but your main responsibilities will be as a wardrobe assistant. Working on a different production with its particular design and other requirements, and with a different production team, will broaden your experience and give you an important opportunity to compare the different practices and approaches adopted. Tutorial support will both guide your practical work and help prompt your reflection on your experience as an ongoing research process, asking you to compare it with your understanding of a range of professional practices.

## ASSESSMENT (INCLUDING THE USE OF E-LEARNING)

Assessment task	Length	Weighting within module (if relevant)
<b>Formative Assessment</b> Draft reflective technical journal		
<b>Practical Production Work, reflective technical journal with evaluation</b>	<b>3000-3500 word evaluation</b>	<b>100%</b>

<b>Date of current version</b>	May 2017
--------------------------------	----------