Costumes

**A Costume Designer's Obiectives are:**

1. To support the theme, tone and style of the play.

2. To locate the characters in time and place.

3. To help define each character.

4. To answer the practical needs of the actor in performance.

5. To make sure that the costumes are stylistically consistent with the other elements of design.

**What can costumes show?**

G gender – Is the gender clear, or should there be ambiguity?

L location – not just place but time as well

O occupation – This does not need to be a uniform. How could you suggest on off-duty cop?

O occasion – What is the character dressed for? Is it a casual or formal event?

P personality – Is the character loud and confident or quiet and shy?

S status – What is the person’s status in society, and her status compared to other characters?

**Things to consider when designing a costume:**

Shape – does it change the shape of the actor? Does it have parts that stick out?

Fit – is it baggy or snug?

Color – how does this show personality or connection to other characters?

Texture – rough, smooth, fine, or coarse.

**COSTUME SHOP PERSONNEL:**

**Costume Shop Manager:**

-has a good knowledge of the history of period dress.

-is responsible for the organization and maintenance of the shop facility.

-hires and supervises the shop personnel.

**Costume Cutter:**

-has an extensive knowledge of the cut of period styles.

-has an extensive knowledge of construction and assembly methods for the theatre.

**First Hand:**

-has a good knowledge of period styles and how they are assembled.

-is a skilled seamster and has a working knowledge of the various machines and equipment

**Stitcher/seamster:**

-takes instruction from the first hand in assembly methods.

-is a skilled sewer.

**Dyer/Painter:**

-dyes, paints, distresses fabric and costumes to designer's specifications

-good working knowledge of dyes and paints, and safe handling of same

**Shopper:**

-sources and purchases all types of materials, notions and supplies for costume construction

-good knowledge of local resources

**Wigmaster:**

-in charge of building or buying wigs, hairpieces and facial hair following costume designer's requirements

-knowledge of period hair, facial hair styles

**Milliner:**

-interprets designs and builds all manner of headwear