



Course name	Costume Design for Theatre and Film
Entity running the course	Faculty of Interior Architecture and Design
Entity for which the course has been prepared	Department of Stage Design
Course type	core / compulsory course
Year of study / semester, type of studies	year V / sem. IX and X: full-time master's degree studies
ECTS credits	27 pts ECTS / sem. 9, 28 pts ECTS / sem. 10
Academic tutor	ac. prof. Urszula Smaza-Gralak
Aim of the course	This module assumes to teach skills in theory of modern design, based on historical background of fashion industry over the last century, and research into trends and styles of fashion and clothing designed for the demands and needs of fashion, theater and film industries. The aim of the course is to teach students how to creatively develop, test, apply, package and be able to defend their creative designs when presenting them to the industry.
Prerequisites	Interest in theatre arts, film, art history, fashion history, modern fashion. Ability to use library and iconographic resources.
Learning outcomes:	
- knowledge	Student gains basic knowledge in the area of history of fashion, theatre costume, history of clothing and changes in garment forms, its interrelations with ethnic circumstances, economy and social issues. Student learns about basics of costume creation craft, meets problems of visual form, composition, space, colour, proportions in context of theatre stage, bandstand, film. Learns about costume design, knows techniques of making costumes.

- skills	Student can prepare final and technical projects. Has the ability to design a garment concept. Can describe the project, knows rules of construction, can make a prototype in any given technique. Has the ability to adjust form of visual expression to a specific show, film or performance.
- personal and social competence	Student can creatively interpret a literary text, form opinions and judgements, express themselves. Can present projects, understands the need to work in team, can cooperate, lead a technical team, work as a designer's assistant.
Course content	Executing assignments, which are projects about general and detailed aspects of costume or garment design. Semester ends with a presentation of created items. Selected questions in the area of techniques and technologies of costume design.
Course form and number of course hours	Classes in a design studio, lectures, individual critiques in form of "master-apprentice" classes.
Assessment methods and criteria	50% task execution / working reviews 50% open review
Assessment type	graded pass (winter semester), examination review (summer semester)
Literature	Basic literature; books on history of art, architecture, and interior design; works about design, typography, advertising; publications about authors, designers and supplementary literature; thematic magazines; encyclopaedias, dictionaries, albums; internet resources. Collection of Kioto Institute. Moda. Koln. Taschen/TMC Art. Lehnert Gertrud - "Historia mody XX wieku". Zenobiusz Strzelecki - „Współczesna scenografia polska”, „Konwencje scenograficzne”, Maguelonne Toussaint-Samat „Historia stroju”, Francois Bocher „Historia mody”, Ela i Andrzej Banach „Słownik mody”, Edward Gordon Craig „O sztuce teatru”, Barbara Król-Kaczorowska „Teatr dawnej Polski”, Kate Mulvey i Melissa Richards „Kanony Piękna 1890-1990” , „Historia mody”, „Moda kobieca XX wieku”, „Die Mode”, „O modzie XX wieku”, „The Book of Kostume” (Crown), „ИСТОРИЯ КОСТЮМА”, „The Complete Kostume History”, „Polska plastyka teatralna” .
Teaching aids	
Language of instruction	Polish.