



<b>Course name</b>	<b>Costume Design for Theatre and Film</b>
<b>Entity running the course</b>	Faculty of Interior Architecture and Design
<b>Entity for which the course has been prepared</b>	Department of Stage Design
<b>Course type</b>	core / compulsory course
<b>Year of study / semester, type of studies</b>	year II / sem. III and IV: full-time master's degree studies
<b>ECTS credits</b>	2 pts ECTS
<b>Academic tutor</b>	ac. prof. Urszula Smaza-Gralak
<b>Aim of the course</b>	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.
<b>Prerequisites</b>	Introductory class. Interest in theatre arts, film, art history, fashion history, modern fashion. Ability to use library and iconographic resources.
<b>Learning outcomes:</b>	
<b>- knowledge</b>	Student gains basic knowledge in the area of science that explores 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. Learns about costume design, knows techniques of making costumes.
<b>- skills</b>	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.
<b>- personal and social competence</b>	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, execute realization of their own concepts.
<b>Course content</b>	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.
<b>Course form and number of course hours</b>	Classes are in form of "master-student" individual consultations, with a selection of topics offered. After discussion and accepting projects individual works of art are created, in any chosen technique.
<b>Assessment methods and criteria</b>	50% task execution / activity in classes / working reviews  50% open review
<b>Assessment type</b>	graded pass (winter semester), examination review (summer semester)
<b>Literature</b>	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"
<b>Teaching aids</b>	Watching fashion shows in Poland and abroad, visits to theatres, watching current shows, films, visits to theatre workshops.
<b>Language of instruction</b>	Polish;

