What is a costume?

• A costume is any garment or accessory worn by or carried by an actor portraying a character on stage or film. Costumes include undergarments when those influence the visible shape of the outer garments.

What does a costume do?

• A costume helps define the character, both for the actor and the audience

• What messages can the audience get from costumes?

    – Gender
    – Age
    – Socio-economic status
    – Occupation
    – Self esteem
    – Personality
    – Location
    – Time of year
    – Weather conditions

Are there any wrong choices or answers?

• Technically, you can make and defend any claim about what a character wears—BUT—every choice the designer makes communicates something to the audience

• As designers, we have to anticipate what a costume will "say" to the average audience member

• We use the Elements and Principles of Design to guide our choices

Elements of Design

• Color
• Line
• Shape
• Form
• Texture

Color

Dimensions of Color

Hue—general term or family name, for example

Value—lightness or darkness of a hue

Tints—hues with white added

Shades—hues with black added

Neutrals—black, white, and grays express no hue

Intensity—brightness or darkness of a hue (also called saturation, Chroma, purity or vividness)

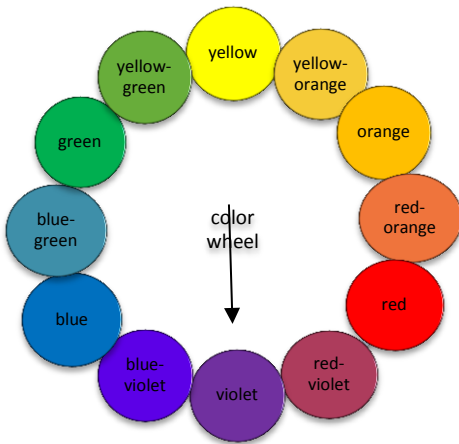**Color Theory**

- **Primary Colors**

    - **Red, Blue, Yellow**

        - Colors cannot be mixed from other hues

- **Secondary Colors**

    - **Orange, Green, Violet**

        - Exactly half each of two primaries

- **Tertiary Colors**

    - **Red-orange, yellow-orange, yellow-green, blue-green, blue-violet, red-violet**

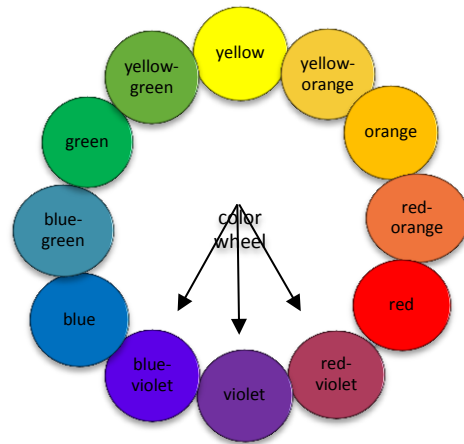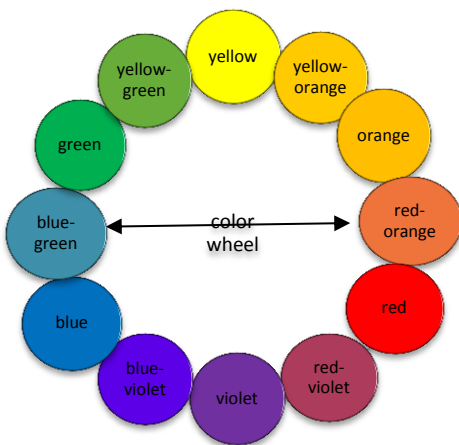   - Limitless results dependent on how much of each hue used in mix
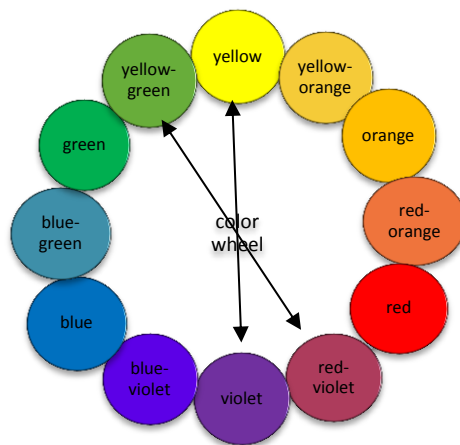
Color Wheel
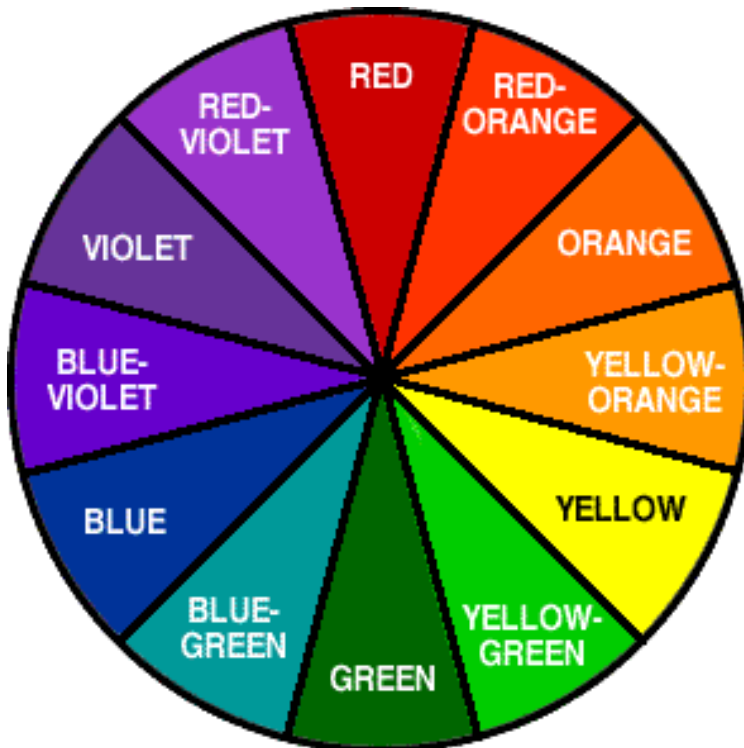
Color Schemes

Monochromatic—all one
hue, includes tints and
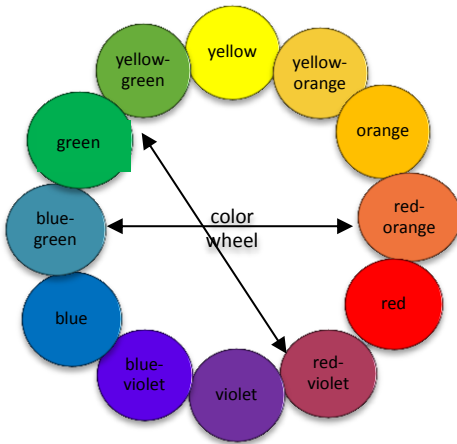shades

Analogous—two-four hues
next to each other
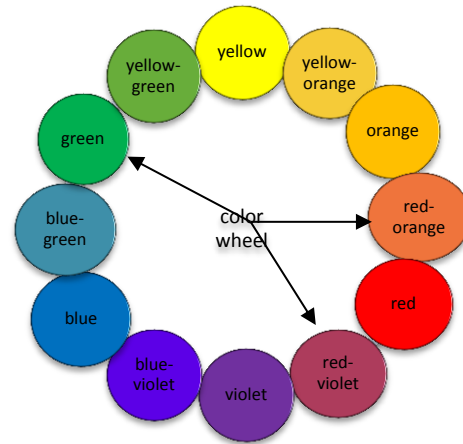
Complementary—two
hues opposite each other

Double Complementary—
two adjacent hues and
their complements

(color wheel diagrams with hues: yellow, yellow-orange, orange, red-orange, red, red-violet, violet, blue-violet, blue, blue-green, green, yellow-green)
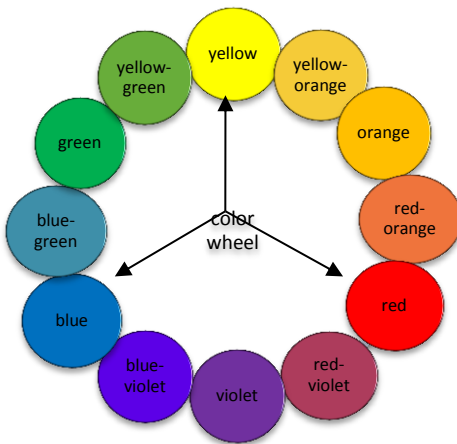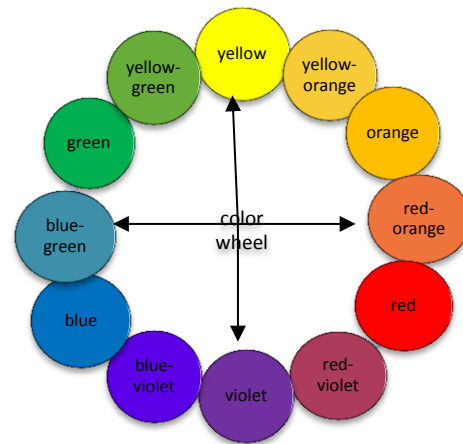
Double split complementary—start
w/complements, choose adjacent hues on
each side and their complements; drop the
original two

Single split complementary—start with
comp., use a hue on each side of one of
the comp, and drop the complement

Triad—three hues equally
spaced on the wheel

Tetrad—four hues equally
spaced on the wheel

Line

8 aspects to a line: each of these is defined and illustrated on your hand out

Path	Contour
Thickness	Consistency
Continuity	Length
Sharpness	Direction

Shape

- Flat space enclosed by a line

- Need to be able to discuss costumes in regard to their silhouette

Form

- Three-dimensional area enclosed by shapes

Texture

- The tactile surface of an object or a visual representation of a tactile surface (doesn't mean just "rough", but any surface quality)

Principles of Design

- The Elements of Design put to work

- Several types of principles

  - Directional

    - Repetition   Parallelism   Sequence

    - Alternation   Gradation   Transition

    - Radiation   Rhythm

  - Highlighting

    - Concentricism   Contrast   Emphasis

  - Synthesizing

    - Proportion: the result of the comparative relationships of distances, sizes, amounts, degrees, or parts to the whole

      - Within each part

      - Between parts

      - Part to whole

      - Whole to environment

    - Scale

- Balance

- Harmony: pleasing combination of elements, a consistency of feeling, mood, and function

    - Beautifully designed costumes and sets that do not support the concept of the play are not in harmony with the production