

Course Unit	Costume Designing	Field of study	Visual Arts
Bachelor in	Arts Recreation and Production	School	School of Education
Academic Year	2023/2024	Year of study	3
Type	Semestral	Semester	1
Level	1-3	ECTS credits	5.0
Code	9933-660-3103-00-23		
Workload (hours)	135	Contact hours	T - TP 40 PL - TC - S - E - OT 14 O -

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Jacinta Helena Alves Lourenço Casimiro da Costa

#### Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Understand the historical, social, cultural, artistic and cultural aspects of costume and costumes;
2. Know the tools, instruments and materials for the construction of costumes;
3. Know the techniques, methods and processes of construction of costumes;
4. Design costumes, with technical rigor and creativity, applying the knowledge acquired;
5. Reflect on the work carried out in a holistic and constructive perspective, evaluating processes and products of work.

#### Prerequisites

Before the course unit the learner is expected to be able to:  
Without pré-condition

#### Course contents

1. Historical, social and cultural analysis of the use of costumes in an artistic context;
2. The costume as an element of scenic communication;
3. Knowledge of the tools, instruments and materials of construction of costumes;
4. Knowledge of techniques, methods and processes construction of costumes;
5. Character creation and characterization;
6. Design, creation and modeling of costume projects in the context of the performing arts.

#### Course contents (extended version)

1. Historical, social and cultural analysis of the use of costumes in an artistic context;
2. The costume as an element of scenic communication;
3. Knowledge of the tools, instruments and materials of construction of costumes;
4. Knowledge of techniques, methods and processes construction of costumes;
5. Character creation and characterization;
6. Design, creation and modeling of costume designs in the context of the performing arts.

#### Recommended reading

1. BAARLE, E. & MARTIN, C. (2017). Interpreting themes in textile art. London: BB Hardback;
2. HEALEY, E. (2017). Stitch, fabric and thread. London: Search Press;
3. NAKAMICHI, T. (2016). Pattern magic 3. Editorial Gustavo Gili;
4. RACINET, A. (1995). Enciclopédia histórica do traje. Lisboa: Edições 70;
5. UDALE, J. (2015). Diseño têxtil. Tejidos e técnicas. Barcelona: Editorial Gustavo Gili.

#### Teaching and learning methods

Use of expository / interrogative methodologies; Field trips; Technical demonstrations; Experimentation; Participatory / collaborative practice; Problem-solving; Individual and group practical work; Presentation, discussion and reflection on the projects.

#### Assessment methods

1. CONTINUOUS ASSESSMENT - (Regular, Student Worker) (Final)
  - Practical Work - 70%
  - Reports and Guides - 30%
2. EXAM EVALUATION - (Regular, Student Worker) (Supplementary, Special)
  - Projects - 60% (nº 4 art. 7 Frequency and Evaluation Regulations - Classification obtained Continuous Assessment)
  - Practical Work - 40% (Theoretical practical work proposal with the respective technical report and oral presentation.)

#### Language of instruction

Portuguese, with additional English support for foreign students.

#### Electronic validation

Jacinta Helena Alves Lourenço Casimiro da Costa	Helena Maria Lopes Pires Génésio	António José Santos Meireles	Carlos Manuel Costa Teixeira
15-12-2023	21-12-2023	26-12-2023	11-02-2024