

Course Unit	Costume Design and Props		Field of study	Visual Arts	
Bachelor in	Arts Recreation and Production		School	School of Education	
Academic Year	2022/2023	Year of study	2	Level	1-2
Type	Semestral	Semester	2	ECTS credits	5.0
Code	9933-660-2201-00-22				
Workload (hours)	135	Contact hours	T -	TP 18	PL 20
			TC -	S -	E -
			OT 16	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, Marta Isabel Escudeiro Aguiar

Learning outcomes and competences

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

1. Historically frame the references of the costume;
2. Graph the human figure through the technical bases;
3. Use graphic representation techniques in character creation;
4. Develop the artistic sensitivity and creativity applied to the design of costumes and props;
5. Graph the construction of models of costumes and props;
6. Perform basic modeling and scales;
7. Plan models for the pre-production of costumes and props;
8. Analyze, select and represent materials for the realization of designs of costumes and props.

Prerequisites

Before the course unit the learner is expected to be able to:
Without pre-conditions

Course contents

1. Historical Contextualization - Costume, costumes and props; 2. Study and representation of the human figure; 3. Creation of characters; 4. Design of costumes and props - Processes, methods and techniques; 5. Modeling - Plane and three-dimensional 6. Pre-production models of costumes and props - Planning; 7. Materials - Study, analysis and selection.

Course contents (extended version)

1. Historical Contextualization - Costume, costumes and props;
2. Study and representation of the human figure;
3. Creation of characters;
4. Design of costumes and props - Processes, methods and techniques;
5. Modeling - Plane and three-dimensional;
6. Pre-production models of costumes and props - Planning;
7. Materials - Study, analysis and selection.

Recommended reading

1. GOLDSTEIN, N. (2010). Figure drawing: the structure, anatomy and expressive design of the human form. New Jersey: Pearson/ Prentice Hall;
2. JEFFERIES J., CONROY D., CLARK H. (2015). The Handbook of Textile Culture. Bloomsbury Academic;
3. KIDD, MARY T. (2002). Stage Costume Step by Step. London: Ed. Betterway Books;
4. RACINET, A. (1995). Enciclopédia Histórica do Traje. Lisboa: Replicação, Lda;
5. THUSRTON, J. (2000). The Theater Props Handbook - A Comprehensive Guide to Theater Properties, Materials, and Construction, Handbook. Crozet. VA.

Teaching and learning methods

The UC is organized in theoretical lectures of an expository using audiovisual information and supporting texts fomenting the debate and the participation of the students and the individual investigation. The practical component consists of practical classes and proposals of work of development of costumes and props establishing a direct relation with the applicability of the theoretical contents.

Assessment methods

1. CONTINUOUS EVALUATION - (Regular, Student Worker) (Final)
 - Projects - 60%
 - Reports and Guides - 30%
 - Presentations - 10%
2. EXAM EVALUATION - (Regular, Student Worker) (Supplementary, Special)
 - Projects - 60% (nº 4 art. 7 Frequency and Evaluation Regulations - Classification obtained in Continuous Assessment)
 - Practical Work - 40%

Language of instruction

Portuguese, with additional English support for foreign students.

Electronic validation

Jacinta Helena Alves Lourenço Casimiro da Costa, Marta Isabel Escudeiro Aguiar	Helena Maria Lopes Pires Genésio	António José Santos Meireles	Carlos Manuel Costa Teixeira
18-01-2023	19-01-2023	23-01-2023	28-01-2023