

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	Level	1-3
Type	Semestral	Semester	1	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 Genésio	António José Santos Meireles	Carlos Manuel Costa Teixeira
15-12-2023	21-12-2023	26-12-2023	11-02-2024