

## Course Requirements and Descriptions

Program of Study: Costume Technology

<b>Technology Studio Courses (4 Semesters)</b>	Draping I and II (2 semesters) (including laboratory hours). This course may be taken in your first or second year depending on the rotation with tailoring.	Topics covered in this studio may include: historic and modern foundations, underpinnings and corsetry, fabrics, basic and advanced draping techniques (on a dress form), flat-patterning, drafting, period styles and advanced construction.
	Tailoring I and II (2 semesters) (includes laboratory hours). This course may be taken in your first or second year depending on the rotation with Draping.	Topics covered in Tailoring include: proper measurement-taking, pattern-drafting, fitting techniques and classical bespoke tailoring methods.
<b>Skill-Building Courses (6 Semesters)</b>	The student may select from a variety of choices in the area of costume crafts, digital media, costume shop management, and wig/makeup design. The skill-building courses are chosen by the student with the advice and guidance of the design faculty and the primary mentor.	Millinery, Mask-Making, Fabric-Dyeing and Painting, Armor Design and Fabrication, Classical Tutu Construction, Puppetry, Wig-Making and Styling
<b>Production Laboratory (6 Semesters)</b>	The student conceives, plans and realizes costumes and accessories for productions. He/she will take on a variety of roles within the production process and positions of responsibility during their second and third years. Theatre productions at the university cover multiple genres including plays, dance, musicals and opera.	Positions in costume production include: first-hand, wardrobe supervisor, crew chief, draper, tailor, craftsperson, or assistant manager.
<b>Critical Thinking/Writing (1 Semester)</b>	Courses may include Theatre History, Criticism, Theory, or Performance as Public Practice, Research Methods or Portfolio	
<b>Elective (3 Semesters)</b>	In addition to courses offered at the Department of Theatre and Dance, students may also select courses within the College of Fine Arts and across the university including Computer Science or the Department of Radio-Television-Film. Should students wish to carry a heavier load, they may take more electives with the consent of the head of the theatrical technology program.	
<b>Thesis (2 Semesters)</b>	The graduate Costume Technology thesis should be the capstone of a candidate's graduate work at the University of Texas at Austin. It is an opportunity for the M.F.A. candidate to demonstrate, at a high level, her/his aesthetic, artistic, intellectual and technical acumen. The thesis is subject to the requirements of the university and the Graduate School. This means that a supervisor, usually the student's primary advisor and an additional reader, will examine the thesis in detail. This will be followed with an oral defense of the work.	The thesis will consist of three parts:  1. A demonstration of artistry and technical skill in Costume Technology.  2. A significant original project using digital media demonstrating the candidate's ability to generate new work.  3. A presentation of the candidate's portfolio.