

COSTUME DESIGNER ACTIVITY

What is Costume Design?

According to the Academy of Motion Pictures Arts and Sciences, “every garment worn (...) is considered a costume. Costumes are one of many tools the director has to tell the story. Costumes communicate the details of a character’s personality to the audience, and help actors transform into new and believable people on screen.”

Costume design is an integral element of character development in theatre and television and the simplest details can help a designer create costume pieces that represent the character and aid in the storytelling.

When creating a costume design, there are many elements to consider such as age, occupation, activity level which will influence elements like fabric choice, colour, and so on.

Below are some examples of original costume designs by Heidi Hanson for the original Off-Broadway Production and North American Tour of *Dog Man*.

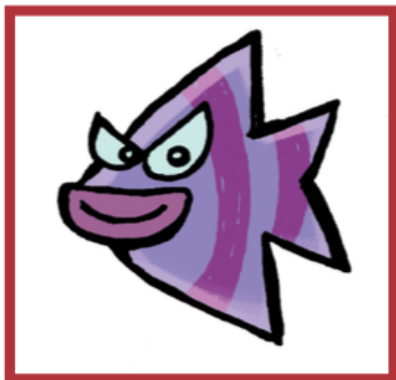


GET INSPIRED WITH CONCEPT DESIGN

Concept Designs

Costume Designers find inspiration in a variety of different places to create their initial design or "concept design." Heidi Leigh Hanson used the Dog Man comic book series as reference and inspiration. Let your students use the comics as a guide in helping them create their characters' costume designs using clothes they have at home.

Below are some examples of original character art.



SKETCH YOUR OWN!

A **COSTUME PLOT** maps out the costumes the character wears through the journey of the play. Consider what this character might wear as their costume if they are going to work, having a big super hero challenge or if they are on vacation?
Use the boxes to create their costume plot

5 Elements of Costume Design.

LINE: What is the outside shape or silhouette

MASS: How big or small?

COLOUR: Which colour or shade?

TEXTURE: What fabric is used and what kind of pattern is on it?

MOVEMENT: Is the fabric stiff or does it move?

WORK

SUPERHERO CHALLENGE

VACATION