

# BFA COSTUME

## Course Overview 2024

### First Year

#### SEMESTER ONE

##### **COS7102A Interdisciplinary Collaboration A** (15 credit points)

You will combine with other disciplines to collaboratively produce a number of productions per year. On these productions you will take on roles as costume-makers, assistants and crew. Production projects are allocated taking into consideration the design requirements and each student's interests where possible.

##### **COS7104A Costume Making Techniques A** (15 credit points)

You will develop foundational skills in costume making for performance with a focus on complex alterations, as well as the acquisition of specialist costume making skills and understanding structure and form.

##### **COS7105A Costume Cutting and Construction A** (15 credit points)

You will focus on developing your skills in flat pattern-making and draping techniques. You will develop patterns for complex garments and construct prototypes and relevant samples.

##### **COM7101A Performance and Ideas A** (10 credit points)

You will engage in a theoretical and critical analysis of key forms and conventions of performance, in a range of historical and intercultural contexts up until the beginning of the 21st century. You will also explore how these ideas and practices inform a range of contemporary arts practices.

##### **COM7103A Performance Makers A** (5 credit points)

You will be introduced to the foundational skills, vocabularies and processes which will underlie your ongoing engagement in the BFA courses, and the development of your practice as creative storytellers. This includes processes for ensuring safe and sustainable collaborative practices, as well as maintaining mental health and wellbeing across your academic and artistic careers.

## SEMESTER TWO

### **COS7102B Interdisciplinary Collaboration B** (15 credit points)

You will continue to collaborate with other disciplines to realise a number of productions per year. You will take on roles such as costume-makers, assistants and backstage costume crew, while applying time management and creative problem-solving strategies within your practice.

### **COS7103B Professional Practice B** (5 credit points)

You will be introduced to the tools for project management including managing and monitoring small budgets and workflows; managing time and resources; creating costume department specific documents; and investigating relevant case studies.

### **COS7105B Costume Cutting and Construction B** (15 credit points)

You will further develop your skills in flat pattern-making and draping. You will also start to develop your skills in theatrical tailoring and begin to establish your own hybrid working methods.

### **COS7106B Clothing Cultures and Histories B** (10 credit points)

You will learn the fundamental skills of accessing and curating information to support your practice as a costume professional. You will begin to explore costume and clothing in relation to its cultural, historical, contemporary and conceptual contexts.

### **COM7101B Performance and Ideas B** (10 credit points)

You will explore the impact that a range of 20th century artistic movements and key performance practitioners have on contemporary creative practices, in the second semester of this subject. You will also begin to contextualise your own creative and intellectual foundations as an emerging practitioner.

### **COM7103B Performance Makers B** (5 credit points)

You will further develop the skills, vocabularies and processes which support your practice as an emerging arts professional, in the second semester of this interdisciplinary subject. This includes considering and actioning sustainable practices, integrating emerging technologies into storytelling practices, and developing foundational entrepreneurial skills.

## Second Year

### SEMESTER ONE

#### **COS7202A Interdisciplinary Collaboration A** (10 credit points)

You will expand the depth of your specialist costume-making knowledge. With input from the designer, performer and stage management, you will problem-solve issues, and begin to form independent judgements on scale, proportion, line and detail. You will also engage in a range of digital and analogue fabrication techniques and technologies including leatherwork, digital design, laser-cutting and 3D printing.

#### **COS7205A Costume Cutting and Construction A** (15 credit points)

You will continue to develop skills in the flat pattern-making and draping techniques required for making costumes for performance. You will learn how to create the under-structures to support and create a range of costume silhouettes and forms.

#### **COS7206A Clothing Cultures and Histories A** (5 credit points)

You will continue to develop skills in accessing and curating information to support your practice as a costume professional. In this subject, you will focus on the way costume has been historically represented in a range of cultural contexts, including art, film and live performance.

#### **COS7207A Costume Technology and Art Finishing A** (20 credit points)

You will explore and experiment with art finishing materials and fabrication techniques in this subject. You will develop your understanding of the possibilities of art finishing, fabric printing and 3D printing, working with alternative materials and processes.

#### **COM7204A Contexts of Performance A** (10 credit points)

You will continue to engage in cross-disciplinary discussion and inquiry about the ideas and practices that inform contemporary performance in a variety of forms and contexts, and apply these to your own disciplines, in the second semester of this subject.

### SEMESTER TWO

#### **COS7202B Interdisciplinary Collaboration B** (10 credit points)

You will consult with designers on details of the design and performance requirements of a particular costume or set of costumes for a NIDA production. You will continue to form independent judgements on scale, proportion, line and detail. Also, you will undertake a supervisory role for a small-scale production, in which you will work with stock costumes and focus on sustainability issues.

### **COS7203B Professional Practice B** (15 credit points)

You will develop tools for managing costumes in a screen context, and the processes for organising costumes for a small-scale film project. You'll also develop your knowledge of professional industry contexts in a short industry secondment.

### **COS7205A Costume Cutting and Construction B** (15 credit points)

In this subject you will continue to develop advanced skills in flat patternmaking and draping techniques required for making costumes for live performance and screen contexts.

### **COS7206B Clothing Culture and Histories B** (5 credit points)

You will begin to define a self-directed research project based on your own interests and professional goals. You will develop your skills in practice-oriented research methodologies used in the creative arts.

### **COM7204B Contexts of Performance B** (10 credit points)

You will engage in discussion and inquiry about the ideas and practices that inform contemporary performance in a variety of forms and contexts and apply these to your own disciplines. This subject aims to develop your knowledge and critical response to modern and contemporary performance.

### **COM7203B Student Led Project B** (5 credit points)

In cross-cohort collaborative teams, you will draw on the individual strengths, knowledge and abilities of each member, as well as techniques for devising new work, to contribute to the development and realisation of a short performance.

## **Third Year**

### **SEMESTER ONE**

### **COS7302A Interdisciplinary Collaboration A** (30 credit points)

You will take on a role as a costume supervisor and key costume maker on major productions. Production projects are allocated to students while taking into consideration the design requirements and the student's interests where possible.

### **COS7303A Professional Practice A** (10 credit points)

You will develop your knowledge of professional industry contexts related to the legal and business aspects of professional practice, including report and grant writing, setting up a small business, interpreting contractual agreements and exploring pathways to employment.

### **COS7306A Clothing Culture and Histories A** (5 credit points)

You will continue to develop the skills of accessing and curating information to support your practice as a costume professional. The focus of this subject is in developing skills in archival object-based research and costume in exhibition contexts.

### **COS7308A Independent Research Project A** (15 credit points)

You will plan and implement a self-directed research project based on your own interests and professional goals. You will engage with relevant practices and debate within the creative industries. This practice-based methodology aims to build your knowledge and skills in a specific area of costume practice.

## SEMESTER TWO

### **COS7302B Interdisciplinary Collaboration B** (30 credit points)

You will take on a role as a costume supervisor and/or key costume maker on major productions. Production projects and roles are allocated to students while taking into consideration the design requirements and the student's interests where possible.

### **COS7303B Professional Practice B** (15 credit points)

You will investigate the non-discipline specific skills and knowledge you will require to successfully pursue careers within a professional artistic environment. Secondly, you will continue your introduction and integration into professional industries, networks and communities.

### **COS7308B Independent Research Project B** (15 credit points)

You will implement the practice-based research project which is based on your own interests and professional goals, in the second semester of this subject. The new knowledge about your practice will be shared with your peers in a presentational format.