Costume Design (BFA)

This program is offered by the Leigh Gerdine College of Fine Arts/Conservatory of Theatre Arts and is only available at the St. Louis home campus.

Program Description
It is our mission to train our future colleagues to become visionaries, creators and leaders in the next generation of American professional theatre.

Learning Outcomes
At the end of their training in costume design, students will be able to:

• Analyze the script/characters and develop an advanced, coherent visual concept that takes into account style, period and creative research for theatrical use.
• Research any period of costume history with attention to historical context, silhouette, period detail, fabric use, accessories and hairstyle.
• Analyze period silhouette and manipulate it for character and concept.
• Create a coherent, conceptual world of the play through costume design with attention to the specific style needs of opera, ballet, musical, theatre for young audiences and other performance styles.
• Illustrate costume designs through drawing and color application with attention to construction detail for opera, ballet, musical, theatre for young audiences and music video.
• Choose fabrics and trims for execution of designs, based on understanding of textiles and their use.
• Work with the director, other designers and the actors in a collaborative production process.
• Conduct a fitting with each actor in the designed costume(s).
• Lead a team of costume construction specialists through the production process, with attention to wardrobe run, tailoring, draping, pattern drafting, millinery, fabric modification, crafts, budget and time management.

Special Requirements
Only courses completed with a grade of C- or above will count toward fulfilling the specific requirements of the major.

Auditions/interviews are required for all students planning to major in theatre at Webster University. Auditions/interviews are held each year during the spring semester for entrance into the following fall session. Both on-campus and off-campus audition sites are available to prospective theatre students. No video auditions are accepted.

Degree Requirements
For information on the general requirements for a degree, see Baccalaureate Degree Requirements under the Academic Policies and Information section of this catalog.

• 99 required credit hours
• Applicable University Global Citizenship Program hours, with accommodations for theatre BFAs
• Electives

Global Citizenship Program for Theatre BFAs
• GLBC 1200 Global Cornerstone Seminar
• 3 credit hours from courses designated ‘Roots of Cultures’ (THEA 2030, THEA 2040, THEA 2050 or MUTH 1030 can fulfill GCP and major requirements simultaneously)
• 3 credit hours from courses designated ‘Social Systems & Human Behavior’ or ‘Global Understanding’
• 3 credit hours from courses designated ‘Physical & Natural World’ or ‘Quantitative Literacy’ (SCIN 1410 can fulfill GCP and major requirements simultaneously)
• KEYS 4XXX Global Keystone Seminar

NOTE: Except where specified otherwise, the above courses must not also satisfy major requirements. GCP skills requirements are fulfilled through Conservatory instruction. ‘Arts Appreciation’ is satisfied in meeting the requirements for the major.

Required Courses
• CONS 1010, CONS 1020, CONS 2010, CONS 2020, CONS 3010, CONS 3020, CONS 4010, CONS 4020 (the Conservatory sequence or its equivalent) (72 hours)
• ART 1110 Introduction to Drawing (3 hours)
• ART 1120 Principles of Drawing (3 hours)
• ART 1130 Figure Drawing for Theatre Majors (6 hours)
• DESN 1210 Design Concepts (3 hours)
• DESN 1220 Design: 3-D (3 hours)
• THEA 2030 History of Theatre: Greeks to Elizabethan (3 hours)
• THEA 2040 History of Theatre: Restoration to 1915 (3 hours)
• THEA 2050 History of Theatre: 1915 to Present (3 hours)

Recommended Elective:
• DANC 1550 Stagecraft for Dance I (3 hours)