

HEAD OF COSTUME / COSTUME DESIGNER

The role of the Costume Designer is to create the characters' outfits and costumes and balance the scenes with texture and colour etc. The Costume Designer works alongside the Director and other creative personnel. The Costume Designer may also collaborate with hair stylist, wig master and makeup artist.

The Costume Designer should define the character through costume. The Costume Designer selects accessories and apparel to communicate who a character is, where they are from and what role in the story they play. The first step in the design process is to read the script and meet the Director and other members of the Design Team for the play. This provides familiarization with characters and story.

Next, the Costume Designer will create a costume plot which follows characters through the progression of the production, changing their attire when appropriate. This plot can include sketches, photographs or computerized images that are presented to the director and design team. After the vision has been agreed upon, the Costume Designer will work with their team to either build, rent or shop for costumes, ensuring that the budget for costumes is maintained. The costume designer is also responsible for supervising fittings. It is the designer's responsibility to ensure that every costume is ready by the specified deadline. This is the pre-production process.

When production begins, the Costume Designer manages their team and makes sure each costume is implemented in the way intended. This can include continuity, use in the correct scene and dressing the actors.

The above description is designed to provide emerging community based theatre makers with little previous production experience a framework of the position. This is not a comprehensive listing of all duties associated with the role. Positions are subject to change depending on the specific needs of the project.