

ELEC 270 : Costume Design

Introduction to costume design. Examination of costume and fashion as means to communicate theme, mood, and character in visual story. Research, develop, and create costumes and fashion design for characters, whether in: cinematic collaboration; staged photography; character and fashion illustration; body art/performance/sculpture; or animation and game design.

Credits 3

Studio Hours 6

Lecture Hours 0

Prerequisites

None.