

COSTUME TERMINOLOGY - EVENTS & MORE

EVENTS

Tech Week – The time (usually about a week) from the Paper Tech, through Dry Tech, Cue to Cue, Tech Rehearsal, Dress Rehearsals, to Opening Night. A crazy time with long hours of work and not enough sleep.

Tech Rehearsal – The first full rehearsal with both actors and all technical elements (Lighting, sound, sets) except costumes & makeup included.

Dress Tech – Same as Above, but also throwing costumes into the mix.

Dress Parade/Costume Parade – An event (usually before or right after dress rehearsal) where actors dressed up in their costumes walk & stand on stage in front of the Costume Designer and (sometimes) Director to check how they look in relation to each other.

Dress Rehearsal – A rehearsal in full costume.

Quick Change - When an actor goes off stage and a very short time later comes back on completely re-dressed through the assistance of dressers.

Strike – Breaking down and/or putting away all the sets, props and costumes of a production when it ends. Typically in costuming this requires washing, dry cleaning, returning borrowed and pulled items, repairs, as well as cleaning the dressing rooms.

MORE

Production Concept – A unifying vision or metaphor for all the artistic elements of a production, typically provided by the Director, which ties the production together visually.

Costume Plot/Wardrobe Plot – A detailed list that shows which characters appear in each scene, and piece by piece what they wear in each scene, covering the whole cast and every garment.

Costume Sketches – Rough drawings made for the director and other designers to discuss ideas in early design or production meetings, prior to making full color renderings.

Costume Renderings – Finished full color drawings and/or paintings of costumes you intend to build or substantially alter to show to the design team in meetings, actors, and to the costume studio staff to use as a guide for building/altering costumes.

Gondola Cart – A rolling costume rack with a platform at top and bottom that can be covered for easy transport.

Pull – The process of digging through stock costumes, props or scenic pieces for items that may be used in a production.

Stock – Items already owned by a theatre which have been saved for re-use.

“Read” – The way something appears, or does not appear, from the point of view of the audience: “The knee is stained, but the stain will never *read* on stage.” or, “That is a cute pink dress, but without trim, it will *read* as too boring. Goose it!”

“Knock Down” – The process or action of making something less bright, contrast-y, or new looking: “That orange trim is too hot looking for an old dress, can you *knock it down*?”

“Goose” – The action of making something more bright, contrast-y, or glittery: “That dress is boring next to the rest of the chorus, *goose it*.” Also sometimes refers to bright glittery trim as a noun: “add some goose to her headdress will you?”

Distressing – Artificially wearing down, aging, tearing, fading, staining or dyeing an item to make it look old, damaged or dirty.

Tech/Breakdown – Alternate names for the above. Tech usually implies a mild distressing to simply make the item look not brand new.