

# MONTOUR FOUNDATION FOR THE PERFORMING ARTS

SERVING THE STUDENTS OF THE MONTOUR SCHOOL DISTRICT

---

## \*\*\*COSTUME COMMITTEE\*\*\*

**Purpose:** *This committee assists with the creation of costumes to meet the Director's vision of each scene. Most years, the MFPA makes costumes, however in years when a decision is made to rent costumes instead, this committee will have a much smaller role. Included with making costumes is making smaller props that go with the costumes (larger props are the responsibility of Set/Stage & Props Committee).*

**Membership:** *This is one of the busiest committees. The "sky is the limit" on how many people we need to participate in this committee. A chairperson and preferably a co-chair are required. Other members should include all skill levels of creativity.*

**Clearance:** *Members of this committee are required to have clearances because of the contact they have with the students. Please see the MFPA if you need information on this.*

**Time frame:** *It seems like we never start early enough with this committee. Realistically, this committee starts slowly after the New Year, and gets busier and busier until the night before the show opens. Even during the show, we need costume people to help make adjustments, repairs, etc. up until closing night.*

**Budget:** *Any expenditure over the budgeted amount for your committee must be approved by the MFPA Board.*

### Duties:

1. Work with the Director and Producer to determine how each character should be dressed in each scene.
2. Do research on available materials and costume pieces either on the Internet at home or by visiting local fabric stores. Samples and pricing are often needed for review by the Director and Producer in order to determine the best fit for a particular costume or group of costumes to have them look the best yet to make them the most economical way.
3. Measure members of the cast and create a spreadsheet with various measurements for the costume committee members to use in making costumes.
4. Provide sewing, alterations, and occasionally, small prop making to achieve the desired costuming of each character in each scene.