



Working under the supervision of the Artistic Director, Production Manager and Director/Choreographer the **Costume Designer** at *Glorify Performing Arts* is responsible for the vision/creation of the costumes for our productions. The Costume Designer should be able to be flexible, creative under pressure and have strong communication skills. Most importantly the Costume Designer should feel confident they can uphold GPA's Foundational Four (Mission Statement, Vision Statement, Core Values and Business Philosophy).

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### **Costume Designer Responsibilities**

#### **Pre-Production (planning)**

- Meet with Production Team to discuss artistic vision get an understanding of the characters
- Research historical periods and different regions
- Develop costume plots for characters
- Create preliminary sketches of costumes and present them for approval
- Produce final designs with fabric, style and color

#### **Production (creation of the costumes)**

- Work with stitchers to materialize costumes
- Rent or buy ready costumes when necessary
- Insure costumes stay within budget
- Supervise costume fittings and attend dress rehearsals
- Hold a costume parade to gain feedback/ costume approval from the director

#### **Post-Production (close of the show)**

- Assume responsibility of cleaning, returning, storing, or disposing used costumes after the production

#### **Qualifications**

- Degree in fashion design/costume design or relevant field experience
- Excellent communication and people skills
- Well-organized and reliable
- Understand cultural/historical fashion and how it translates onto the stage for theatre and dance
- Ability to think creatively and outside the box with a strong attention to detail

#### **Compensation:**

During our Promo Year the Costume Designer would receive a stipend of \$200 for our main stage production. Upon the launch of GPA into Phase One, this would be increased to \$300 per show.