

Functions of Design

Match the following terms with their definitions and/or examples

 E 1. Tell the Story

 D 2. Personality

 I 3. Rank & Social Status

 B 4. Developmental Changes

 G 5. Time

 J 6. Age & Gender

 A 7. Space

 F 8. Associations

 C 9. Research

 H 10. First Impression

A. The place or location of the action of a play.

B. The evolution of the story or of a character; for example, rags to riches, morning to night, hot to cold

C. The key to successful costume design

D. The inherent qualities of a character (trustworthy, demure, withdrawn, etc.)

E. The primary function of costume design

F. Showing the relationship of one character to another

G. When the play takes place

H. Basic statement made by a costume when initially seen by the audience

I. Royalty or peasant, upper class or middle class, working class or aristocracy, rich or poor

J. Clothing choices based on sex or years of life