



## WARDROBE MISTRESS AND COSTUME DESIGNER (2015)

### WARDROBE MISTRESS

**Wardrobe Mistress** (or **Master**) is considered one of the three most key positions in the day-to-day operation of *Merlyn Productions*, and reports directly to the Artistic Director (AD). As with all Company Staff, its intended commitment is for the entire season (i.e.- a full year), not show-by-show, due to the status and training involved.

The Wardrobe Mistress is responsible for management and maintenance of the company's wardrobe. This includes becoming familiar with all current costume inventory, as well as sorting, maintaining, and repairing costumes as needed, before and after each production.

Access to a sewing machine and proficiency in making reversible alterations (hemming, darting, etc) are a must. *Merlyn Productions* possesses a substantial costume stock, which in many cases will yield a suitable garment for a performer, with adjustments. Any additional seamstress skills, such as the ability to draft patterns or to scratch build from existing ones, are considered an excellent asset.

The Wardrobe Mistress typically serves as the Costume Designer for the company's plays (see "Costume Designer", below). However, to account for stock designs or the possibility that the Wardrobe Mistress may not be available to design for the occasional show, the two positions are acknowledged separately.

### COSTUME DESIGNER

**Costume Designer** is a Production Staff position that reports to the Director. This position is typically (but not necessarily always) filled by the company Wardrobe Mistress.

The position of Costume Designer is an artistic one, responsible for the overall costuming of a play or production. (In Stagecraft, she is one of five Designers that head their own departments – the other four being Scenery, Lighting, Sound and Properties.)

Duties of the Costume Designer include:

- Meeting with the Director to determine the overall costuming concepts and parameters for the show.
- Researching era-appropriate clothing styles through the script and other sources.
- Obtaining or taking measurements from all performers.
- Costuming the cast: perusing the company wardrobe for suitable costumes, making alterations as necessary, then either buying, borrowing, or building the rest within a reasonable budget.
- Advising performers on appropriate hair and make-up techniques, as needed.

The Costume Designer may appoint others onto the Costume Crew to assist where necessary, but is still ultimately responsible to the Director for overseeing the completion of a play's costumes on schedule.

This position operates in a very independent way. A successful Costume Designer has the time, motivation, and enthusiasm to work with all aspects of production costuming, and help the characters look their best.

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*"Committed to staging quality theatrical entertainment at an affordable price."*