

# Section D

## Costume

Costume needed to reflect and emphasise the individual characters purposes as I'd identified them, and within the greater context of the plays overall message. As in characterisation, I'd work on each character one by one - but this, appropriately, more visually.

Before that though, I'd play with some colour ideas - for the individual but binding them to the overall message.



**Heir** Bright colours, strong, independent

Strong colour fades lighter over play?

Shows him becoming the Historian

→ This could be a motivating fear for Heir! Good idea. Keep.

**Historian** Faded, dull colours

Building off idea for Heir - Historian acts as a counterpoint to him in character, why not in colour?

Historian's costume colour doesn't change? He's reached the end of his journey?

I like the idea of the costume colour changing over the play to reflect the irony of fate; the characters are wearing their failure to self-determine

**Her** Very light, bland colours

ie: white

for 'purity' of inaction - her lack of personality

**Stains**

Dark and reddish stains appear all over the clothes, symbolic of the blood that she associates with childbirth. Shows how fate shines through our attempts to avert it.

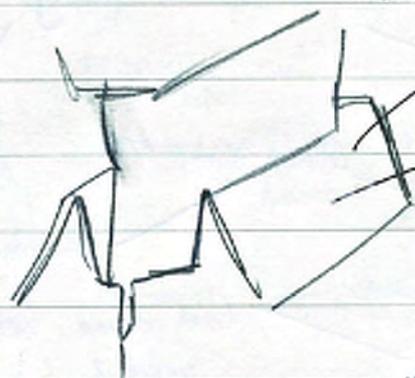
## Draft sketches for Historian

soft collar? Formal but comfortable?



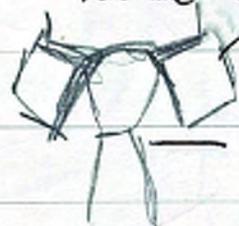
Billowing - will make him look smaller

stiff high collar (starched?) shows traditional formality



better for Heir?

Is formal too much? Costume represents attempt to self determine - so less elaborate for Historian

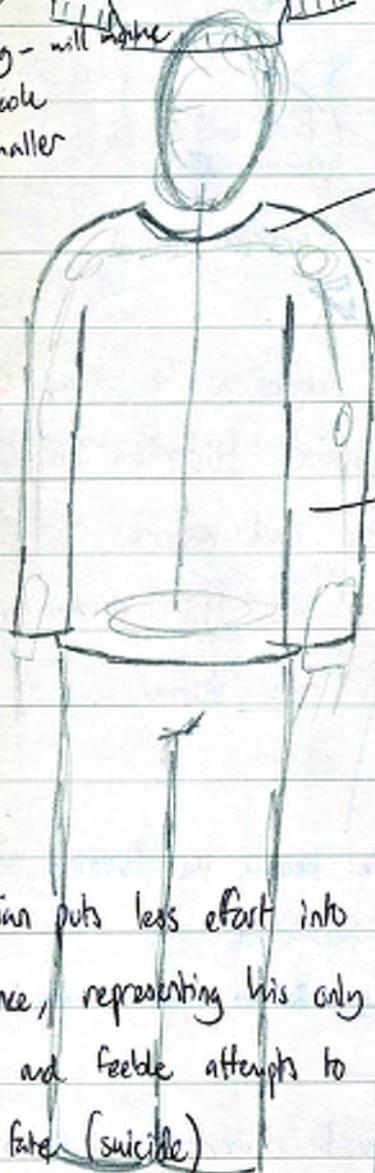


tie, etiquette



hand collar uncomfortable, constantly rubbing neck. hint to Heir strangulating him

~ zones  
"comfortably, almost carelessly dressed" (Hsee, Hadda Golder)



clothes too big, comfort over style

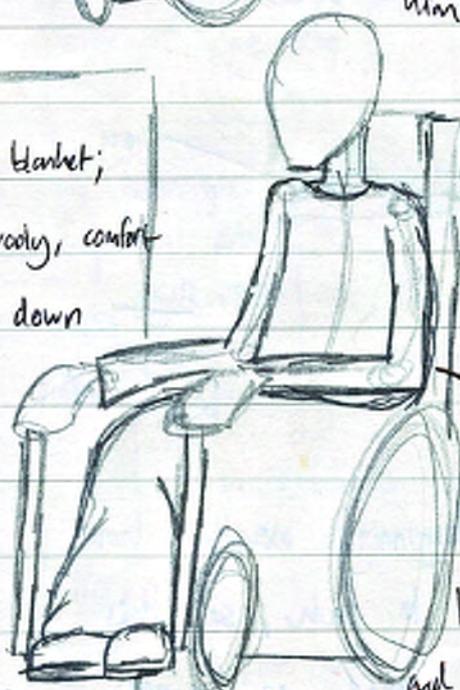


wheelchair collection of pipes, sense of it not being solid nor stable? long that something so flimsy constrains him

Historian's blanket; thick and wooly, comfort weighing him down

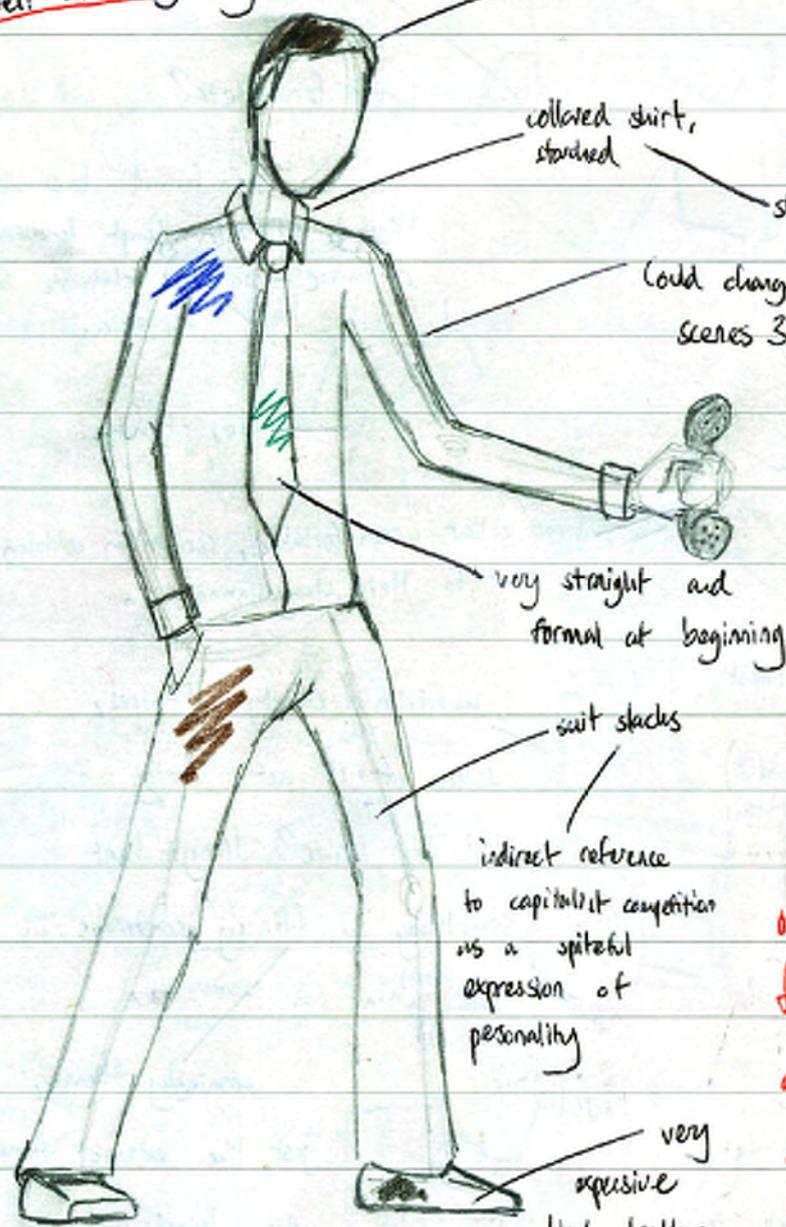
seemingly flimsy, just like external forces pushing towards fate

Historian puts less effort into appearance, representing his only limited and feeble attempts to avert fate (suicide)



Solid chair? Almost throne-like - the Historian as the last bastion of etiquette and compassion, image of an ancient king

Slippers - age, comfort

Draft Sketches for HeirHeir at beginning

or → clearer change  
 strong brown, fade grey over time

begins to resent Historian, lose interest in upholding etiquette

like Heir; at opening, he's maintaining society's norms, using them for his benefit

stiff inhuman selfishness, without compassion

could change costume 4 times within play, scenes 3, 6, 9 before entrance, 12

writing would work around these changes - he needs extreme changes and time for it  
 softening color

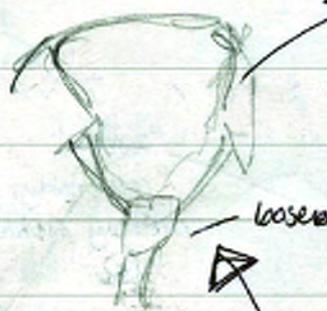
very straight and formal at beginning

suit slacks

indirect reference to capitalist competition as a spiteful expression of personality

very expensive black leather shoes, shiny

become scuffed



looser fit

Heir's appearance changes as he gives up on trying to please Historian by following etiquette and manners, but also as he slips into Historian's dementia and realises his fears

Heir's fate: become the Historian

Historian's fate: death

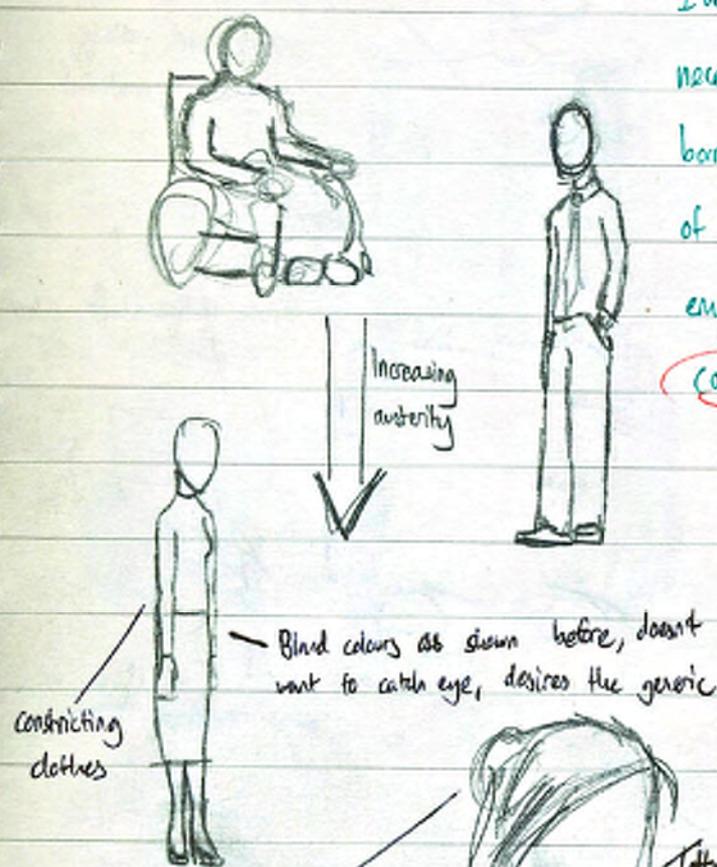
Hers fate: for her pregnancy to come to term

Motivators for character's actions, must be seen in costuming

I know from the beginning exactly how I wanted the Heir to look, so this was just placing the image on paper

Draft sketches for Her

Note on costume - for the costuming of the piece, I've aimed for a sense of normality. This is not necessarily usual for a Brechtian piece, but I'm borrowing more from Albee's 'Zoo Story'; a theatre of the Absurd play where the normality of the costuming emphasises the distancing effects of performance through contrast → with characterisation, set design etc



Blind colours as shown before, doesn't want to catch eye, desires the generic

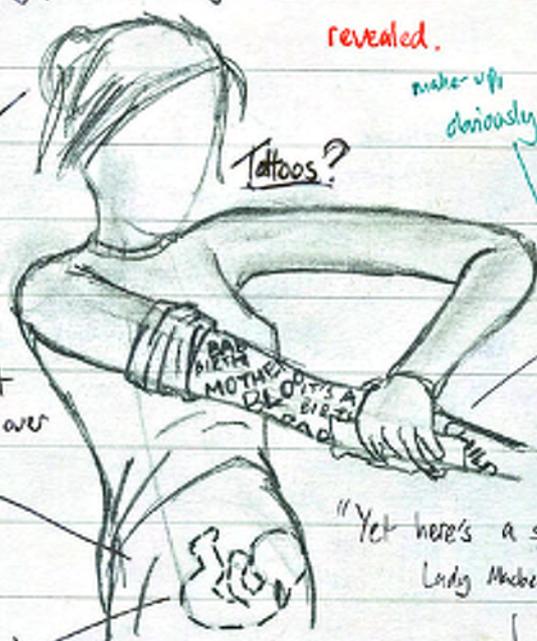
constricting clothes

Besides, I envisage an audience walking in and connecting with the initial visual normality of all three characters in scene one, just to see it removed slowly and the conceptual basis revealed.

constricting clothes

tight bun which unravels as she does?

Possible to have pregnant belly? with clay or wax over material wrapped?



make-ups obviously

this is what Her is avoiding

tattoos covered by sweater, but revealed show "mother" and "child" etc

scene 9

"Yet here's a spot"  
Lady Macbeth, Macbeth

Her could say this to her mockingly

Her could say it to herself mockingly, that split personality idea

'stencil' of foetus, shows what her inaction is trying to stop

trying to be 'above' fate, suits her blocking as above others

tight constricting skirt, uncomfortably worn femininity

High shoe, I want her semi-tottering

3 inches?

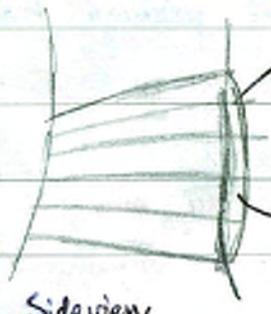
above

# Finals

Character costumes, with technical notes on their use and specifics,

## Plan for Her's pregnant stomach

parallel with wound

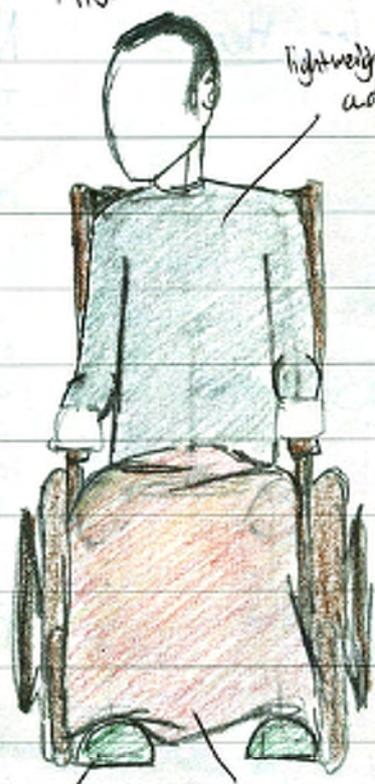


Bandages wrapped around

representational; audience can tell it's not real

Sideview

## Historian



lightweight, should look loose and comfortable

old and strong, foreclosing constraint

Wood and black leather chair

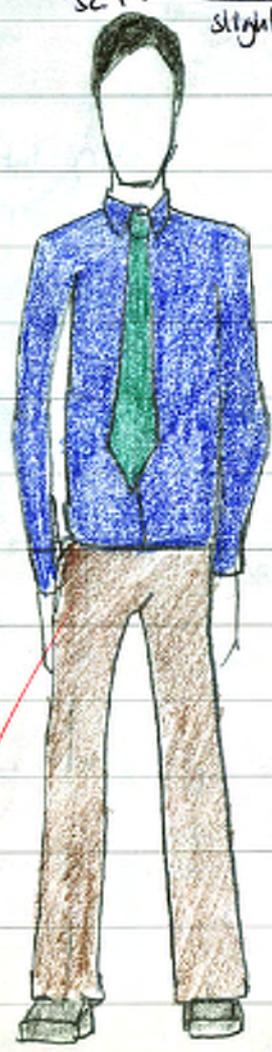


carpet slippers thick wool

Sc. 9 arms revealed here

## Heir

change very gradually, each new costume only slight fade

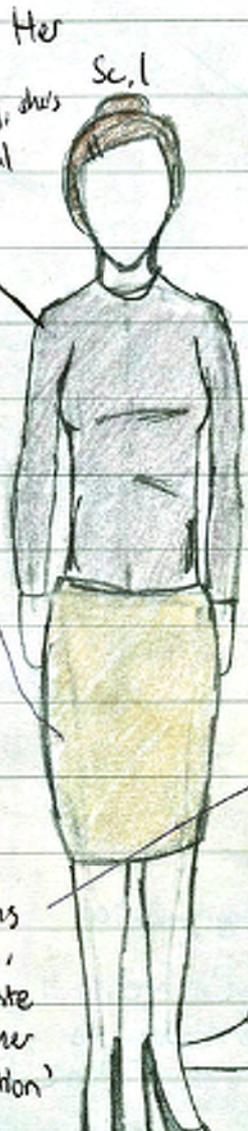


change complete

not heavy, shir's insubstantial

light cotton

stretchy, so can be constricting



Sc. 1 Sc. 12

Stains over time, signify fate destroying her feeble 'inaction' defense

loses shoes Sc. 12, symbolise dealing with fate