

Character Analysis

Name/ Role/ Character	
Category	
Function	
Performed by	
Type/ Archetype	
Character Traits/ Energy	
Color scheme	
Patterns/ Structure	
Style	
Silhouette/ Lines	
Technical Specialisation Costume	
Technical Specialisation Stage	
Material Effects	
Movement pattern/ Body language	
Voice/ Speech	





Stage Appearance

Scene	Costume Number	Stage Entry	Location	Stage Exit	Location	Quick-change Timing	Time for Quick-change



Checklist

	✓	Date
Idea		
Sketches created		
Fabrics/ Materials purchased		
Fabrics/ Materials cataloged		
Pattern prepared		
Mockup		
Fit Adjusted		
Fabric cut		
Sewn		
Decorations		
Finished		
Time Management		
Evaluation		
Documented/Photographed		



Costume _____

Name

Number

Storage Location

Tailoring/ Fit/ Size

Costume Parts Total

Props Total

Performer

Quick Change friendly

☐ Yes ☐ No

☐ Assistance needed

☐ No Assistance needed



Introduction Costume _____

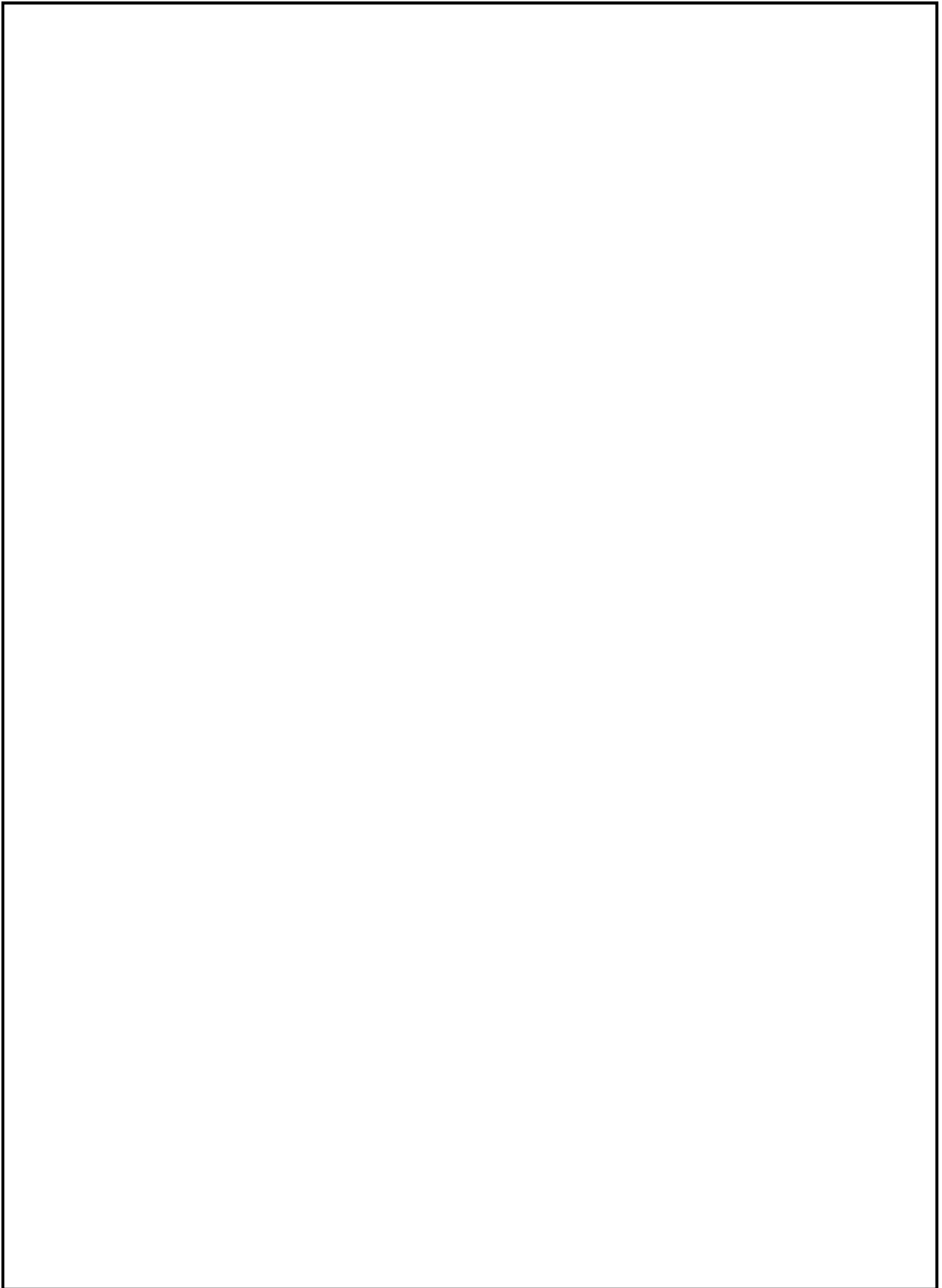
Costume Description

Scenes from _____ till _____

Description										
Details										
Kostume Component										



Sketch



Costume _____

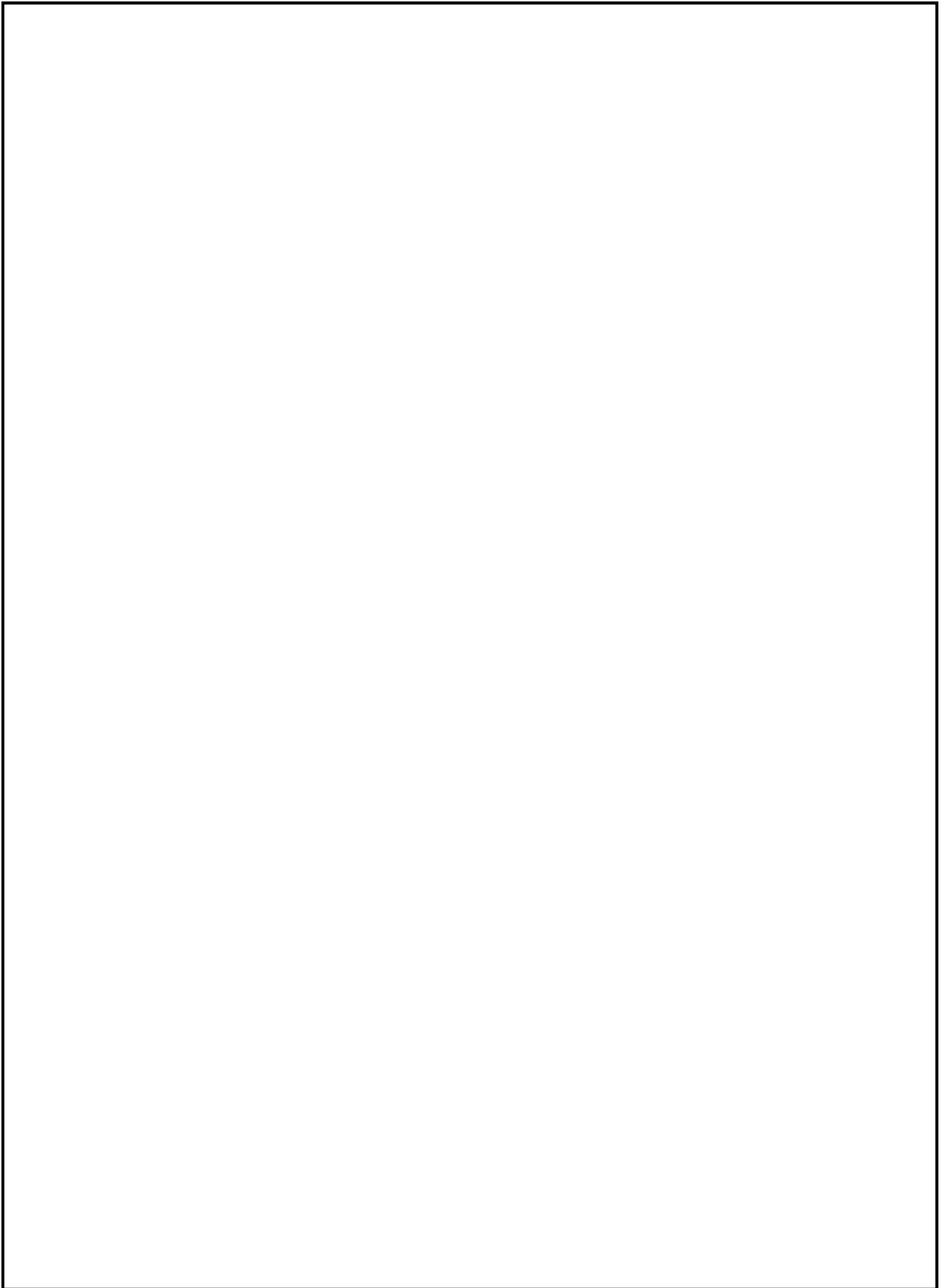
Costume Modification #M _____

Scenes from _____ **till** _____

Modifikation										
Vorher										
Details										
Kostüm- komponente										



Sketch



Decorations/ Embroidery

Detail

Detail



Costume Overview

Components		Date



Character Overview

Costumes		Date



General Overview

Special Features									
Props									
Costume Components									
Costume (Number)									





Component (Costume/ Props)	Used fabrics (Number/ Amount)	Used materials (Number/ Amount)	Special features	Care Instructions	Quick change friendly
					☐ Yes ☐ No
					☐ Yes ☐ No
					☐ Yes ☐ No
					☐ Yes ☐ No
					☐ Yes ☐ No
					☐ Yes ☐ No
					☐ Yes ☐ No
					☐ Yes ☐ No
					☐ Yes ☐ No

Relationships/ Connections

Relation to (Character)	Type of Relationship	Scene	Development/ Changes	Costume Embodiment								



Character Development

Costume Embodiment/ Modification										
Emotional Impact										
What happens?										
Scene										



Costume Development

Responsibility										
Costume Number/ Modification # M____										
Scene										



Costume Feedback

Costume (Number / Modifika tion)	Special features	Range of motion	Feedback Performer	Feedback Other				



Costume Fitting

Alterations										
Feedback										
Performer										
Costume (Number)										
Date										



Time Management

☐ On Scedule ☐ Delayed ☐ Finished Early										
Time										
Notes										
Costume Component										



Evaluation

Project Component	What worked well?	What didn't work well?	Emotion/ Feeling/ Mood	Notes for next time

