CHRISTINE CROOK

COSTUME DESIGN/ LIVE ART/ EDUCATOR

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Professional Work

COSTUME DESIGN (selected)

Birds In the Moon	Elkhanah Pulitzer, Director	NY Phil/Broad Stage LA	2021
Phantasmagoria	Ariel Craft	Cutting Ball/Mugwumpin	2021
Elizabeth Cree	Sam Helfrich	West Edge Opera Festival	2021
Gloria	Eric Ting	A.C.T. San Francisco	2020
A Seat At The Table	Deb Slater	ODC San Francisco	2020
The Threepenny Opera	Elkhanah Pulitzer	West Edge Opera Festival	2019
Abraham In Flames	Roy Rallo	Z Space	2019
Weightless	Becca Wolff	BRIC Brooklyn	2019
Men On Boats	Tamilla Woodard	A.C.T. San Francisco	2018
Bernstein's Mass	Elkhanah Pulitzer	Lincoln Center NYC	2018
Quartett	Elkhanah Pulitzer	West Edge Opera Festival	2018
Dream Of Kitamura	Philip Gotanda	UC Berkeley	2018
In Event Of Moon Disaster	Natalie Greene	Mugwumpin	2018
Fugue	Eric Garcia	Detour Dance	2017
Black Rider	Mark Jackson	Shotgun Players	2017
Ultra Showgirls	D'Arcy Drollinger	SF Oasis	2017
Pancho Villa From A Safe Distance	Shawn Sides	Ballroom Marfa	2016
Hamlet	Mark Jackson	Shotgun Players	2016
Powder Her Face	Elkhanah Pulitzer	West Edge Opera Festival	2016
Caught	Susannah Martin	Shotgun Players	2016
Transformations	Roy Rallo	SFO Merola Opera Program	2016
The Lighthouse	Brian Staufenbiel	Opera Parallele	2016
Heart of Darkness	Brian Staufenbiel	Opera Parallele	2015
Eurydice	Erika Chong Shuch	Shotgun Players	2015
Antigonick	Mark Jackson, Hope Mohr	Shotgun PLayers	2015
Lulu	Elkhanah Pulitzer	West Edge Opera	2015
Lucia di Lammermoor	Elkhanah Pulitzer	LA Opera	2014
Hydrogen Jukebox	Elkhanah Pulitzer	West Edge Opera Festival	2014
Mahagonny Songspiel	Brian Staufenbiel	Opera Parallele	2014
Our Town	Susannah Martin	Shotgun Players	2014
Twelfth Night	Jon Tracy	Shotgun Players	2014

Fences	Derrick Sanders	Marin Theatre Company	2014
Hundred Days	Anne Kauffman	Z Space	2014
Hir	Niegel Smith	Magic Theatre Company	2014
Edward Gant's Amazing Feats	Beth Wilmurt	Shotgun Players	2013
Romeo and Juliet	Shanna Cooper	Cal Shakes	2013
Ainadamar	Brian Staufenbiel	Opera Parallele	2013
Terminus	Jon Tracy	Magic Theatre	2013
Woyzeck	Mark Jackson	Shotgun Players	2013
Assassins	Susannah Martin	Shotgun Players	2013
Circle Mirror Transformation	Kip Fagan	Marin Theatre Company	2012
Four Saints In Three Acts	Brian Staufenbiel	Opera Parallele	2012
Metamorphosis	Mark Jackson	Aurora Theatre Company	2011
The Aliens	Lila Neugebauer	SF Playhouse	2012
A Lie Of The Mind	Susannah Martin	Boxcar Theatre Company	2012
Beardo	Patrick Dooley	Shotgun Players	2011

LIVE ART Performance Installation (selected)

Birdhouse Town	Christine Crook	Southeastern Louisiana	2021
FILF Music & Fashion Event	Christine Crook	The Uptown Bar Oakland CA	2018
Laughing & Crying	Repulsive Women	Z Space	2017
The Lightbox Art Residency	Christine Crook	The Lightbox Detroit	2017
Das Ist Kunst - Berlin	Christine Crook	Institut für Alles Mögliche	2017
Hawkmoon	Christine Crook	Shotgun Players	2016
Minnie & Mickeu's Drunk Birthdau	Christine Crook	Street Front Windows	2017

Grants/Award

Bridging The Gap Grant - Award \$3000 - Berlin Residency with Institut für Alles Mögliche 2016

Theatre Bay Area CA\$H Grant - Award \$4000 - Repulsive Women/ Laughing & Crying 2017

Theatre Bay Area CA\$H Grant - Award \$2000 - Hawkmoon 2015

SF Bay Area Theatre Critics Circle Award - Best Costume Design 2012 - A Lie Of the Mind

SF Bay Area Theatre Critics Circle Award - Best Costume Design 2011 - Beardo

Education

MFA in Costume Design, University of California, San Diego 2009

Related coursework in Costume Design, Costume History, Rendering, Scenic Design, Lighting Design, Sound Design, Text Analysis, Life Drawing.

BA in Theatre, Dance, and Performance Studies, University of California, Berkeley 2005

Related coursework in Theatre History, Dance, and Performance. Focus on Text Analysis, World Cultures, Postmodernism, Costume Design, Acting, and Production Work. Special training in Costume Crafts, and Hair & Makeup.

AA Liberal Arts, Ventura City College, Ventura 2003

Liberal Arts related coursework, focused studies in Theatre and Costume Design, and Apparel Design. Special coursework in Millinery, Mask Making, and Corset Building.

Teaching

Lecturer, Academy of Art University, San Francisco - Fall 2014 - Present

Courses Taught:

Intro to Costume Design - FSH140 - UNDERGRADUATE - Taught 10X

A project focused study of Costume Design within the context of "world building", and visual storytelling. Students explore multiple processes towards development of design ideas, and garment manipulation techniques. Resulting in projects that engage learning through a mixture of 2D and 3D experiments.

<u>Costume Production - FSH 242/342 - UNDERGRADUATE- Taught 3X</u>

Mentorship and Advising of student designers on department productions. Students work from start to finish on department or professional stage productions learning skills and job duties related to costume sourcing, fitting, altering, wardrobe, technical rehearsals, and strike.

Costume Design for the Stage - FSH182 - UNDERGRADUATE- Taught 2X

Students explore the framework of designing costumes for the stage; including script and character analysis, scenic breakdown documents, design research, and project development for contemporary, ancient, and found texts.

Costume Design for Film - FSH181 - UNDERGRADUATE - Taught 2X

A project based class exploring the process of designing costumes for the screen. A focus on the details of costumes, hair & makeup for close up shooting, and organization of design information and continuity in the nonlinear structure of the film shooting process.

Costume Design I - FSH661 - GRADUATE LEVEL- Taught 3X

A project based class investigating targeted research and design for three primary genres of theatre. Comedy, Tragedy, and History. Students use research and inspiration to develop costumes that define archetype and genre.

Costume Design II - FSH662 - GRADUATE LEVEL- Taught 3X

A project based study delving into the methodology of opera, musicals, dance, and avant-garde theatre. Students use targeted research to create heightened design worlds, non verbal storytelling, and explore bold unconventional design in opposition to tradition.

Costume Design IV - FSH664 - GRADUATE LEVEL- Taught 1X

Students create 2D and 3D projects exploring the genres of Fantasy, Period, and Science Fiction films using costume as the focal element of storytelling.

Lecturer, University of San Francisco - Fall 2014 - Present

<u>Costume Design - THTR 390 - UNDERGRADUATE- Taught 3X</u>

This class explores the costume design process with emphasis on visual thinking and using non-verbal language to communicate social and political messages with design. Course includes lessons in script analysis, research, concept building, collage, and rendering. Also projects utilizing basic sewing and fabric manipulation. Students also learn visual and oral presentation skills.

Independent Study Costume Design- UNDERGRADUATE - Taught 2X

Mentorship and Advising of student designers for the costume design on department productions.

Guest Lecturer, Stanford University - Summer 2017

Taylor Mac Arts Intensive - UNDERGRADUATE/GRADUATE

A two part lecture and presentation relating to the non-traditional costume design process for a workshop based class participating onstage as "Dandy Minions" in Taylor Mac's *A 24 Decade History of Popular Music* at The Curran Theatre in San Francisco.

Guest Artist, Tamalpais High School - Fall 2016 - Spring 2019

Mentorship and Advising of student designers, and student technicians for the costume design & construction of theatre productions within the Conservatory Theatre Ensemble education program.