

## Abstract

The development of theatrical costumes isn't possible to separate from the development of civil clothing.

The most important period in history of theatrical costumes is ancient Greece. All next periods based from it or derived inspiration from it.

The period of Renaissance is mainly associated with a phenomenon of English theatre and Italian comedy dell'arte. Both these styles are characterized by specific way of theatrical clothing, where the comedy dell'arte excels their masks and typical characters.

Only in early 20th century costumes began promote themselves as separate area of dramatical production, which is need to be concerned in a detail and is worthy of assignment proper attention.

This is four important turning points in history of theatrical costume. But changes happened in all historical periods and concern a perception of actors' clothing (by spectators and their users) or styles and materials.

There is connection between successful interpretation of theatrical role and a costume, which has an actor on his body during playing on a stage.

Costumes have important function in a connection with a movement. This is possible observe from two angles of a view. For one thing it often happens that a costume needs specific way of a walk, holding body etc., which provide theatrical figure specific expression. This can help actors with better work on a figure and with their feelings. On the other hand clothing can restrict actors. This happens in cases, when the costume is made from unsuitable material, it has bad style or it contains something, what hinders (extreme decorations, whalebones, reinforcement etc.).

Theatrical costume is integral component of every performance. Sometime it is neglected, another time it is too highlighted, but all the time, some way it influences spectators and persons which perform in it.