Fightsaber Costume Guidelines

1. General Guidelines

The following are meant as a reference for members planning to design their own characters and signature performance costumes, but are not by any means, intended to be a final guideline.

2. Original Characters

Fightsaber members are encouraged to create an **original character** for their on-stage persona, and should put some thought into making this character's appearance and personality a unique and memorable one.

As such, members should avoid using costume elements that are iconic to a particular in-universe faction unless there are approved backstory ties relevant to the current performance storyline, or unique to a particular canon character.

For example, an original character should not be wielding Obi-Wan's lightsaber, and a Temple Guard lightsaber should not be wielded by a non-Temple Guard character.

3. Designing your Stage Costume:

Color Swatches (and associated shades): *http://bit.ly/2xmkk6T*

Pick colours and textures that are complementary and create a visually interesting look. This will help draw the attention of the audience and enhance your presence on stage.

- **Primary Swatches for Light Side Characters:**

  - Brown
  - Grey

- **Secondary Swatches and Accent Colors for Light Side Characters:**

  - Black
  - Blue
  - Green
  - Yellow

- **Primary Swatches for Dark Side Characters:**

  - Black

- Red

- **Secondary Swatches and Accent Colors for Dark Side Characters:**

  - Brown
  - Green
  - Grey
  - Purple

Details and Embellishments

Add details to your costume that reflect your character's personality and backstory.

These can range from in-universe allegiance patches, icons and insignias, to embellishments and accessories.

You should also vary the textures of fabrics and other materials used in your costume to give it greater appeal. Varied textures catch the light better on stage, create contrast, and will help you stand out.

Your costume should not:

- have visible real-world branding or logos (especially patches, including the Fightsaber patch)

- be constructed entirely out of shiny and reflective fabrics such as satin as they can appear gaudy and blend poorly under stage lighting

Your costume should:

- have details that pay homage to the Star Wars mythos

- build upon your character's backstory

Costume Construction

Your costume should:

- be sturdy and well-made, even if designed to look as primitive as possible.

- fabric edges for garments should be finished (sealed or hemmed)

- dyed or painted components should be sealed to prevent colour transfer and damage

Tunic

The following styles are not allowed:

- Kimono/Gi-like construction

Robe/Cloak

Robes and cloaks should take reference from the Star Wars universe, though medieval cuts and styles can be used as inspiration for construction.

- **Original Trilogy Jedi/Sith**

    - No visible seam line on hood

    - Edges should be hemmed neatly

    - Sleeves should be

The following styles are not allowed:

- Hood shapes that follow other notable popular culture series e.g. no Assassin's Creed eagle beak hoods

Armour

Armour should follow Star Wars genre conventions, but can vary depending on which era the reference comes from.

The following styles are not allowed:

- Modern-era armour (No tactical vests or motocross armour)

Helmets/Headgear

- Should allow for reasonable field of vision

- Should be reasonably fastened/padded so that movement will not affect vision

General Finishing

- Armour should be well-finished, with a generally smooth surface

- Unpainted foam is not accepted

- Any visible edges or undersides of armour should be painted to match the armour (typically black or a suitable metallic shade)

Fastening Methods

The Star Wars universe avoids most modern-era style fastening methods. Members will want to keep this in mind when designing costumes, so that any visible fastening methods are canon-friendly.

- Some recommended fastening methods include:

  - Pop Rivets

  - Laces (leather cord and leather laces strongly preferred)

  - Monkhead Studs/Sam Browne Studs

  - Chicago Screws/Binding Posts

  - Strapping (with nylon webbing, leather or fabric)

  - Clips

  - Hooks/clasps

  - Buckles

The following fastening methods are not allowed:

- Zippers (invisible zippers are permitted only if properly installed)

- Buttons

Belts

- Bar buckles must be unobtrusive

- Belt buckles with visible and/or recognizable brand logos and motifs are not allowed

- The use of Cobra buckles, etc are encouraged to remain in keeping with the aesthetic

- **Original Trilogy-style belts**

  - Must match boots if brown/black

  - Leather or leather-like material

Boots

- No zips on the outside of the boot (inner zips are fine)

- No visible laces on boots (can be concealed with spats or flaps)

- Buckles should be discreet

- Heels should be 4cm or lower

- **Boots for Jedi/Sith characters:**

    - should generally follow the look of traditional riding boots

    - leather texture

The following styles are not allowed:

- Plastic, overly shiny boots

5. Lightsaber Design

If you are performing, you must wield a lightsaber that complements your preferred fighting style, with an appropriate blade color corresponding to your character's alignment.

Your local Council may disallow certain lightsaber hilts or designs deemed unsuitable for performances due to safety considerations at their discretion.

- Each performer's lightsaber must be stunt-ready. Belt hanger sabers are acceptable for non-performers and/or for the sake of aesthetics.

- Hilts must be made of metal, PVC or a similar hardy material.

- Hilt accessories and embellishments should be stage safe. Sharp edges should be sanded down to avoid cuts and accidents from handling and during performances.

- 3D-printed accessories are acceptable if they are strong enough to withstand impact or are otherwise unobtrusive. They must be finished so that print lines are no longer visible.

- Lightsabers must be sufficiently bright. In-hilt LEDs are recommended for performers to avoid LED strip malfunctions.

- Lightsabers with removable batteries are encouraged for extended performances and/or appearances to allow for easy replacement.

- Day blades are required for daytime outdoor activities.

<u>Weathering</u>

Weathering should follow a character's background story and be realistic. The Star Wars universe has a lived-in and worn down look that the weathering should reflect.

<u>6. Wigs</u>

- Sufficiently realistic (not overly shiny or plastic)

- Must be well-secured for performances

<u>7. Functionality and Mobility</u>

Costumes must be designed with unimpeded movement and mobility in mind. Additionally, if you are performing, costume parts must be properly secured and due diligence must be taken to ensure they do not fall apart during a performance.

Your local Council may request that you perform a **<u>Mobility Test</u>**, and recommend changes to ensure that your costume complies with the following guidelines.

While in costume, you must be able to: .

- Lift both arms above your shoulder (above your head if unarmored or lightly armored)

- Bend at the waist

- Perform lunges

- Kick above knee-height (and perform a push kick)

- If you are wearing a helmet, mask or accessory that may potentially obstruct your vision, you must demonstrate that you are able to move up and down a flight of stairs (or on and off stage) unassisted while wearing the item.

Additionally, your costume should be stage safe. Any sharp parts or protrusions should be modified or removed during a performance to minimize the risk of injury to other members and to yourself.

<u>Accessories</u>

Blasters
Replica blasters from the Star Wars universe are accepted

- Toy gun modifications should have:

- ○ ALL branding/logos removed (no Nerf logo)

- ○ A paint job consistent with the Star Wars universe

The following are not allowed:

- ● Real-world gun replicas (though using them as a base for a blaster build is fine)

8. Costume Tiers and Approval

There are two tiers of costume approval.

You are encouraged to work in consultation with your local Council to design your performance costume, and the Council will assess if your costume is suitable for use in sanctioned events and on-stage activities.

- ● **Tier 1**

  - ○ The costume adheres to the guidelines set out above, and is in keeping with in-universe aesthetics.

  - ○ If performing, your costume MUST include a stunt lightsaber (with the appropriate blade color) that complements your preferred fighting style.

  - ○ Make-up, a wig and contact lenses are OPTIONAL.

- ● **Tier 2**

  - ○ The costume adheres to the guidelines set out above, and is in keeping with in-universe aesthetics.

  - ○ The costume includes accessories that enhance character portrayal OR are reasonably screen-accurate.

  - ○ If performing, your costume MUST include a stunt lightsaber (with the appropriate blade color) that complements your preferred fighting style.

  - ○ Make-up, a wig and contact lenses should be used to enhance the overall presentation.