

ROBOT - Makeup and Costuming Technical Guide

Makeup

Robots are a **makeup-heavy** species.

At minimum, all visible skin should be covered in makeup, preferably silver or metallic in color. **Players can minimize the areas they need to put makeup on by wearing gloves, long sleeves, leggings or tights.**

We suggest using **metallic pigment makeup**, such as Mehron Metallic Powder, as your base. Mehron recommends using mixing liquid with the powder, but some players find this hard to remove, even when Barrier Spray is used prior to application. Mixing the powder with a face-friendly moisturizer or sunscreen makes this makeup relatively easy to remove (test this at home first, in case your skin reacts badly to it).



Process (simple):

Put on any shirts that you need to pull over your head before you begin applying makeup. Powder makeup can be messy; you may wish to use a smock. If applying moisturizer or barrier spray, do that at this point. Fixative spray can be applied throughout the process, or just at the end.

- If you're only using silver makeup, you need only apply the base layer to your entire face and any visible portions of your neck (and hands, if not wearing gloves). Apply barrier spray (if using it).

Process (complex):

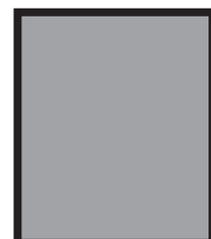
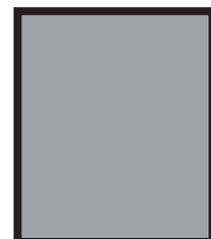
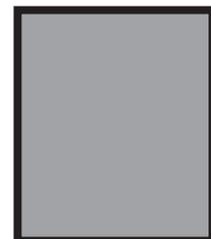
If you are doing a more complicated design for your character's face, with drawn-on seams and rivets, you will need a few more tools. Lay out your design beforehand and include visual reference in your makeup kit. Once you have the design, you can pick up additional supplies, such as other makeup colors, eyeliners and lipstick. (This method also allows for other base colors instead of the standard metallics).

- Before you apply your base layer, draw out the design on your face.
- Once you're satisfied with the layout, you can begin blocking in areas with makeup, rather than applying an overall base layer. This reduces the amount of makeup you will be wearing.
- Go back in after you've applied your blocked areas, and redefine any lines or edges that were smudged in the process. Do any blending at this point as well, and apply any eyeliner and lipstick.
- If you're happy with how it looks, apply barrier spray and you're done!

Popular Reference: Adjutant (Starcraft). EDI (Mass Effect). Steam Powered Giraffe.

A note regarding Masks:

Because their desired costume includes it, or for the sake of simplicity, some players skip the makeup requirement for the face by wearing a mask at all times when in character. This is acceptable, but does have some serious drawbacks. Many players find wearing a mask for hours is uncomfortable in practice - it will inevitably become necessary to break character and remove the mask for relief or safety while game is in session. Players who wish to wear a mask should keep this in mind and remove themselves from any active game scenes if they need to remove their mask - or plan ahead and wear silver makeup under the mask so they can stay in-game. If your helmet *is* your character's face, make sure it is well ventilated and breathable.



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Costume

Robot costuming is quite varied. To narrow your scope, decide what purpose your robot was designed for. Was it well-maintained over the years? Is its body visibly patched or showing damage?

Clothing: Some humanoid models dress in human garb (the easiest to portray, you need only worry about makeup for your head and hands). Others are more comfortable in battle gear or armor. Some robots are built so unusually or are modified to a point where they cannot or will not wear normal clothing. This depends on the personality and purpose of the Robot - players may decide what clothing best suits their character. It is also perfectly reasonable for a robot to 'change bodies' by uploading itself into the new hardware (so a player can change their character's look completely, if they wish. A robot might even have a 'wardrobe' of a few hardware models).

Armor. One way to set yourself apart from other armored species/races is to wear armor that looks as though it is part of, or wired directly into, your character's body. Start with a streamlined base layer of black or silver, leggings or shirts that either have armor built in (such as motocross and motorcycle armor) or have printed patterns that mimic the look of robotic limbs. (Most other species/races wear their armor over conventional clothes).

Some robots have built in armor or metal plating (particularly those models who are more closely related to machinery than their more streamlined siblings, or those who were active and sustained damage in the War of Extinction) that prevent them from wearing clothing. There are ways to achieve this look with purchased items, but it is easier to create a unified look with custom-built armor or modified sports armor. EVA Foam and thermoplastics (such as sintra and worbla) are extremely versatile materials from which to build costume armor. LED lights may be incorporated, but for player safety should have a filtering layer applied over them to diffuse the light emitted.

Players may also combine and mix aspects of each of these styles.

What about Mechs and Giant Robots? If a player wishes to portray a large or very non-humanoid robot, that's cool! Your costume **must** be LARP safe and mobile. Test your mobility, comfort and combat readiness at home before wearing a bulky costume; it will save you much frustration in the field. At this time, we do not permit drone or puppet-style robot PCs. If you have any doubts, you may contact us.

Popular Reference: There are too many to name!

