

ANDROID - Makeup and Costuming Technical Guide

Makeup

Androids are considered **makeup-light**, however, the minimal makeup requirements are essential to making your character identifiable as such.

The primary requirement for an Android is that they have **two triangular marks** (Δ). One must be visible at all times (on the face or neck) and the other can be visible or hidden as per your preference.

Modeled to closely resemble humans, Androids still have something of the 'uncanny valley' to them. Specifically, their skin has an artificial quality to it, a shine or shimmer which can be achieved by applying a sheer powder or light layer of makeup.

Suggestions: Other ways to convey artificiality include using traditional makeup to outline brows, eyes, and lips to give them a less a natural look. Costume contacts are also a good choice, but are not required.

Costume

Androids look perpetually 'new'. They maintain a polished, clean appearance which can seem out of place in some of the more rough-and-tumble parts of the galaxy. Situations would need to be quite extreme for an Android to show visible damage and disarray.

Like Robots, Androids were built with specific occupations in mind - - programmed right down to their clothing preferences. Even those who have thrown off their old professions will still cling to these vestiges of what they were created to be. **It's an excellent idea to consider what your Android's purpose might have been to help you come up with their costuming theme. Think stereotypes - what would a computer decide the best clothing for that occupation is?**

Entertainment Units:

Based on styles seen in the performing arts: glamorous, loud, glittering garments to match their sociable personas. Entertainment Units are the most likely to go over-the-top with their fashion choices. Look to red carpet styles, stage garments and makeup, costumes, formal and special occasion attire, glam rock and new wave fashions. (Keep in mind your ability to move around in comfort).

Education Units:

Designed to teach, and so garbed in clothing that resembles that of classical professors, scholars, sages, professionals, nannies and caretakers. Suits, ties/bowties, sweatervests, business-formal clothing, uniforms of specific professions. Some Education Units intended for very young children may take on the aspect of dolls or other toys to better hold the attention of their wards.

Guardian Units:

Intended to be bodyguards, security forces and soldiers, Guardian Units might wear suits, trenchcoats, and streamlined uniforms. For units which were intended for undercover work, they may mimic the style of an Entertainment or Education Unit.

