

Focusing the Filth

Distressing Costumes with a Purpose

Why Distress Costumes?

- To show age
- To show action
- To tell a story

Tools

- Graters
- Scissors
- Paint or Dye
- Glue
- Great Stuff
- Iron
- Gimmicky Junk

Samples/Demos

- Living in the Woods (Zombie, Hillbilly Cannibal, etc.)
 - Show distress on hems and pockets
 - “Wipe Hands”
 - Know what your “stains” are
 - Blood?
 - Dirt?
 - Food?
 - Make it look like it smells bad.
- The Puker (with or without snot)
 - Glue is our friend here
 - Think layers of distress (what did the garment look like BEFORE the puking?)
 - Add chunks
- Deification for Fun and Profit
 - Remember it came from the inside
 - Liquid flows down
 - Identify point of origin

Costumes and Lighting

- Always look at your costumes in performance lighting
- Don't light bloody costumes with red light
- Low Light = Bolder Choices
 - Color choices
 - Think shapes
- Avoid "Muddiness"

Costume Designer or Supervisor

- Keeps an eye on the overall design
 - Does the costume still match the story by the end of the run? (Content Creep)
 - Is there too much of one thing? (Variety creates interest)
- Provides additional options to the director

Props vs. Noisemakers

- Props look cool and look scary
- Noisemakers make noise
- Explaining this to actors is often challenging

BONUS BLOOD RECIPE

- Dark Corn Syrup
- Red and Blue Food Coloring (adjust to your own personal taste in blood color)
- A pinch of cocoa powder
 - Tastes Good
 - Makes Blood more Opaque

Thank You!

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