

Professional Portfolio

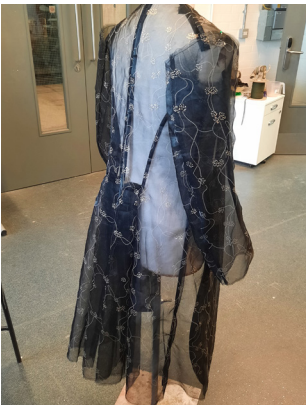
Nella Guess



Making the Beast



The original concept of this design was inspired Rococo gothic designs. I wanted him to have a ghost-like appearance and so the main feature of his design is a translucent grey dresscoat.



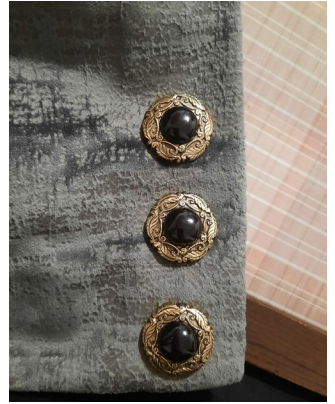
I made the dresscoat out of a black organsa with gold detailing backed it all in net to give it some stability. All of the edges were finished with black bias binding to make sure it kept very neat.



I made a black cotton shirt as the base layer to the costume and then made a grey waistcoat out of a crushed velvet fabric.



I then made the breeches out of a matching fabric to the waistcoat, this image was the first fitting, where I found it needed to be taken in.



I then sewed on some buttons onto the waistcoat and breeches, but only on the outer layer as they were actually closed with poppers.



I decorated the tights with a gold lace trim. I did this to give them more interest to break up the grey colours in the Beasts costume.



I sculpted and painted the back of the glove details, making the filigree details with foam clay and then painted it gold with a black undertone.



I made a Jobot out of a ratty lace, to give an impression of distress, as is in shown in the original concept art.

Making the Horns

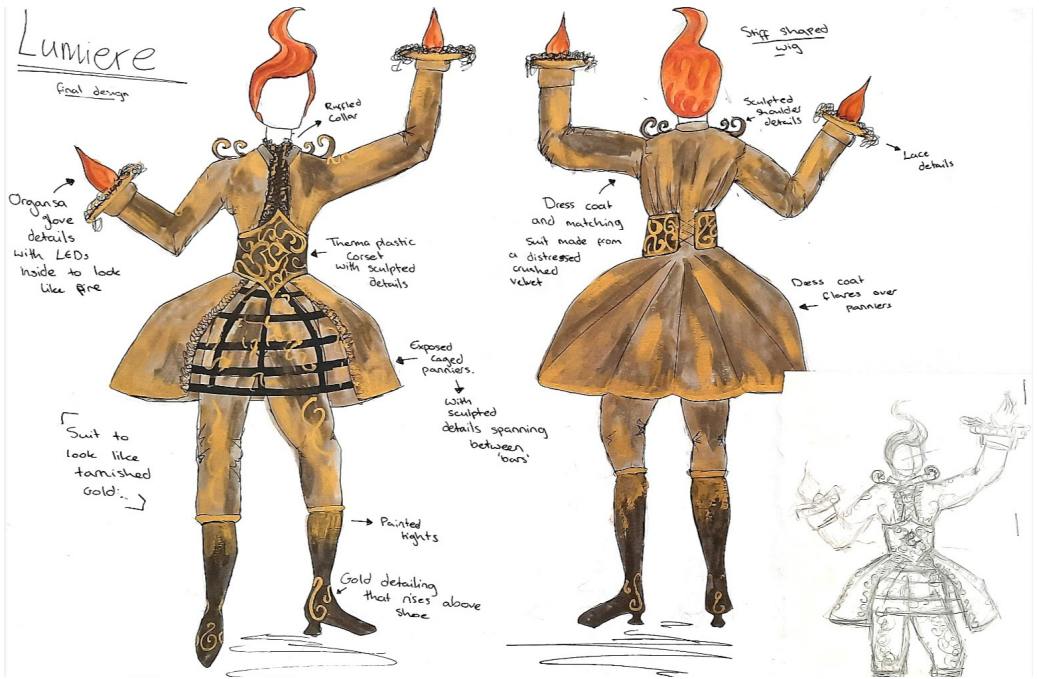
A key feature of his design was also the horns and spines. I made these out of foam clay which had a layer of net in the base of them which then allowed them to be sewn into the coat and the wig easily. I textured them with a dremel and then painted them with a black acrylic base coat and then dry brushed a lighter grey and then a final layer of gold to bring out all the texture I had made in them.





I think that this costume represents the original concept art very well in its accuracy to design. For the photoshoot, I made sure that my models' makeup reflected that of the original gothic and rococo inspiration. I am very happy with the outcome of this costume and it challenged me to use new materials and greatly improved my sewing skills.

Making Lumiere



Following the same design inspiration at the Beasts' costume, he was also inspired by 18th Century Rococo and gothic designs.



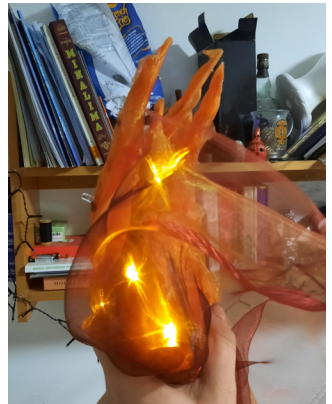
The shirt of the Lumiere was white to make a base for the concept of the candle and then I created the dresscoat out of a gold crushed velvet fabric. I then did a test fitting on my model over a toile of panniers and liked the shape it was giving.



I made the final panniers out of ribbon chanel and steel boning. I made them so that they were caged like the concept and then finished them with trim detailing.



I made the corset details from the concept with a worbla shell and foam clay sculpting. I then painted it with an undertone of black to dull the gold.



For the gloves I wanted to add more interest so I rigged up some LEDs that had a flame flicker effect.



I adapted an existing wig to become the flame for Lumiere's head piece. I created a cage in the middle which I used as the main frame for it.



The shoes had the same filigree detailing as the worbla corset. In order to stick the foam clay to the shoes I had to coat them in PVA glue.



I made the earrings for Lumiere out of some buttons that I clipped the backs off and then attached some beads to add interest.

Filigree details



To make all the filigree details on elements of the costumes I free-handed a design based on the filigree found in 18th Century pieces. I then sculpted all of the details out of foam clay as it was light weight and easy to use. Once I had done that each piece was primed in grey as this would even out the colour difference between the clay and the other material, and then undercoated it in black before the final layer of gold. The black made the gold aged in tone.



Flame Gloves

As mentioned above, to make the gloves more interesting I experimented with adding LEDs to them. I ended up putting these in the palm of the hands so that it would illuminate the glove from the base. I then created a cuff that would surround it and textured it with layers of lace to replicate the look of melting wax. I also varied the colour and textures of the lace to add more definition to them.





I am very happy with the outcome of this costume and I really like how it reflects the original concept drawing. I love how the back of the coat flares out with the panniers and I love how the layers of lace add a variation in texture. I had many challenges thrown at me in this project and I am proud of what I was able to achieve.

About Me:

I have developed a keen love for creating costumes that leave a theatrical impression. As someone who has aphantasia I find that I am most creative when making something physical. I enjoy working with challenging materials and I am not afraid to delve into projects that have a lot of new aspects to learn. I also love making models and sculpting as I previously studied fine art and graphic design, giving me a good eye for detail.

