

The GDC logo is centered at the top, with the letters 'GDC' in white. The 'G' and 'D' are connected, and the 'C' is separate. The logo is set against a red diamond shape that points downwards.

GDC

# COSTUMING CONTROL

Integrating a costume designer  
into the character pipeline

Heli Salomaa  
Costume Artist

**GAME DEVELOPERS CONFERENCE**

MARCH 18–22, 2019 | #GDC19

# CONTROL



**REMEDY**

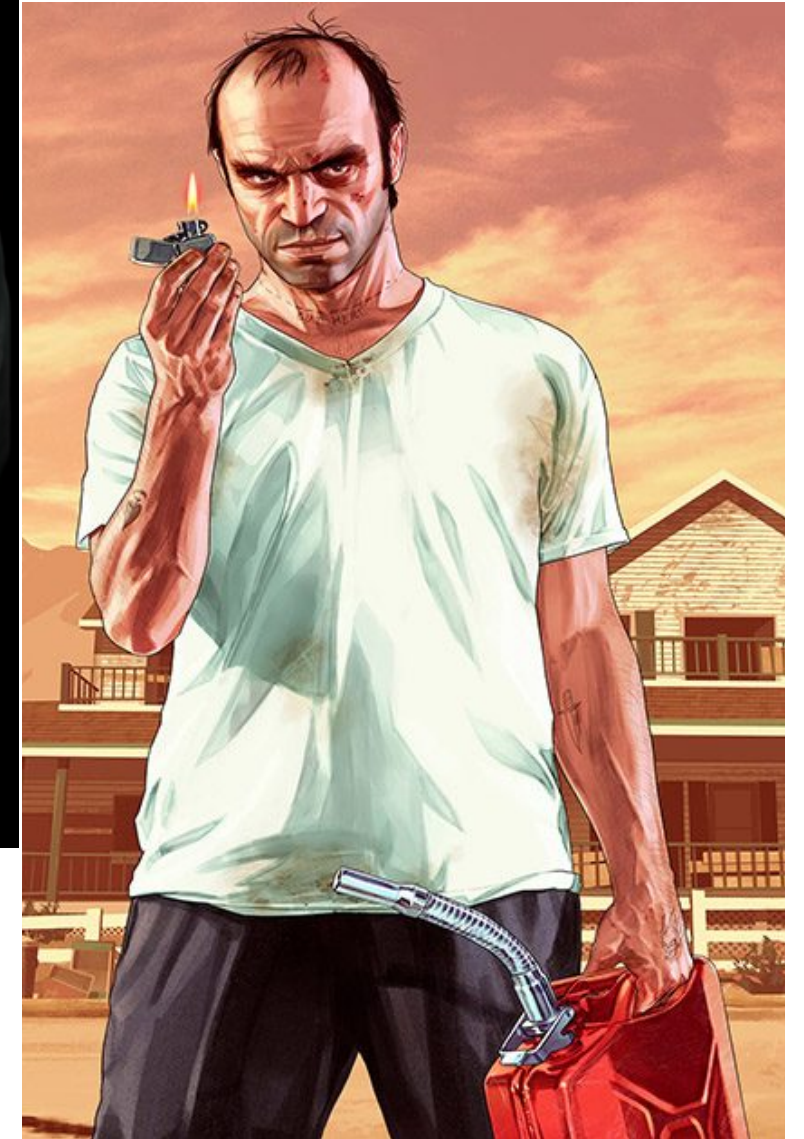
**505**  
**GAMES**



# FASHION



# COSTUME/CHARACTER



# OVERVIEW

- How to integrate a costume designer into the character process?
- Three examples of costume work on Control
  1. Developing the protagonist
  2. Design communication in production
  3. Live action



PRE-PRODUCTION

REMEDY

CHARACTER BIOS

CHARACTER ANALYSIS  
RESEARCH  
REFERENCE MATERIAL  
MOOD BOARDS

CONCEPT ART

GAME DIRECTOR  
WRITER(S)

LEAD CHARACTER ARTIST  
LEAD CHARACTER ARTIST  
LEAD CHARACTER ARTIST  
LEAD CHARACTER ARTIST

LEAD CHARACTER ARTIST, CONCEPT ARTIST

PRODUCTION

MATERIAL SEARCH

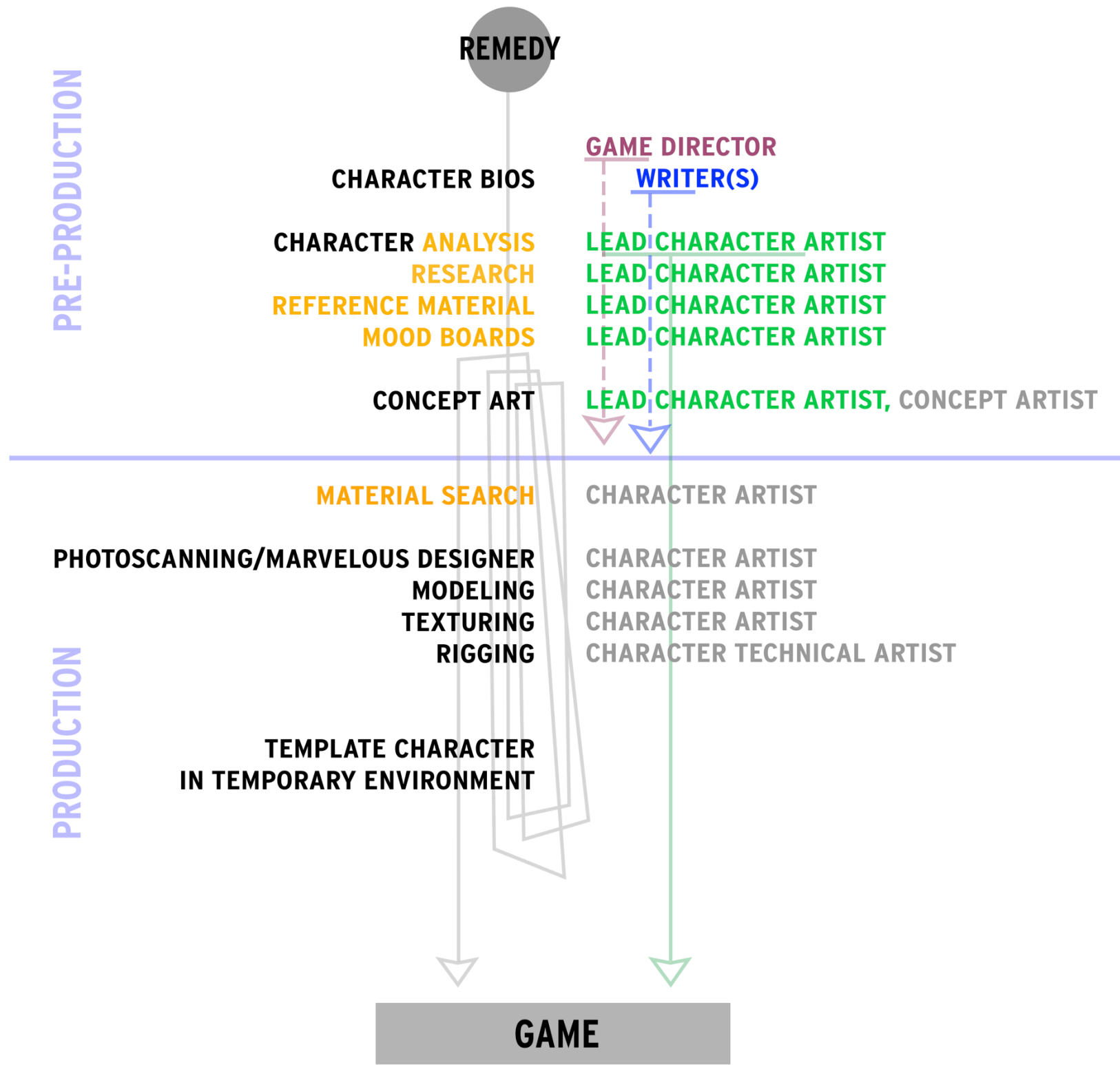
PHOTOSCANNING/MARVELOUS DESIGNER  
MODELING  
TEXTURING  
RIGGING

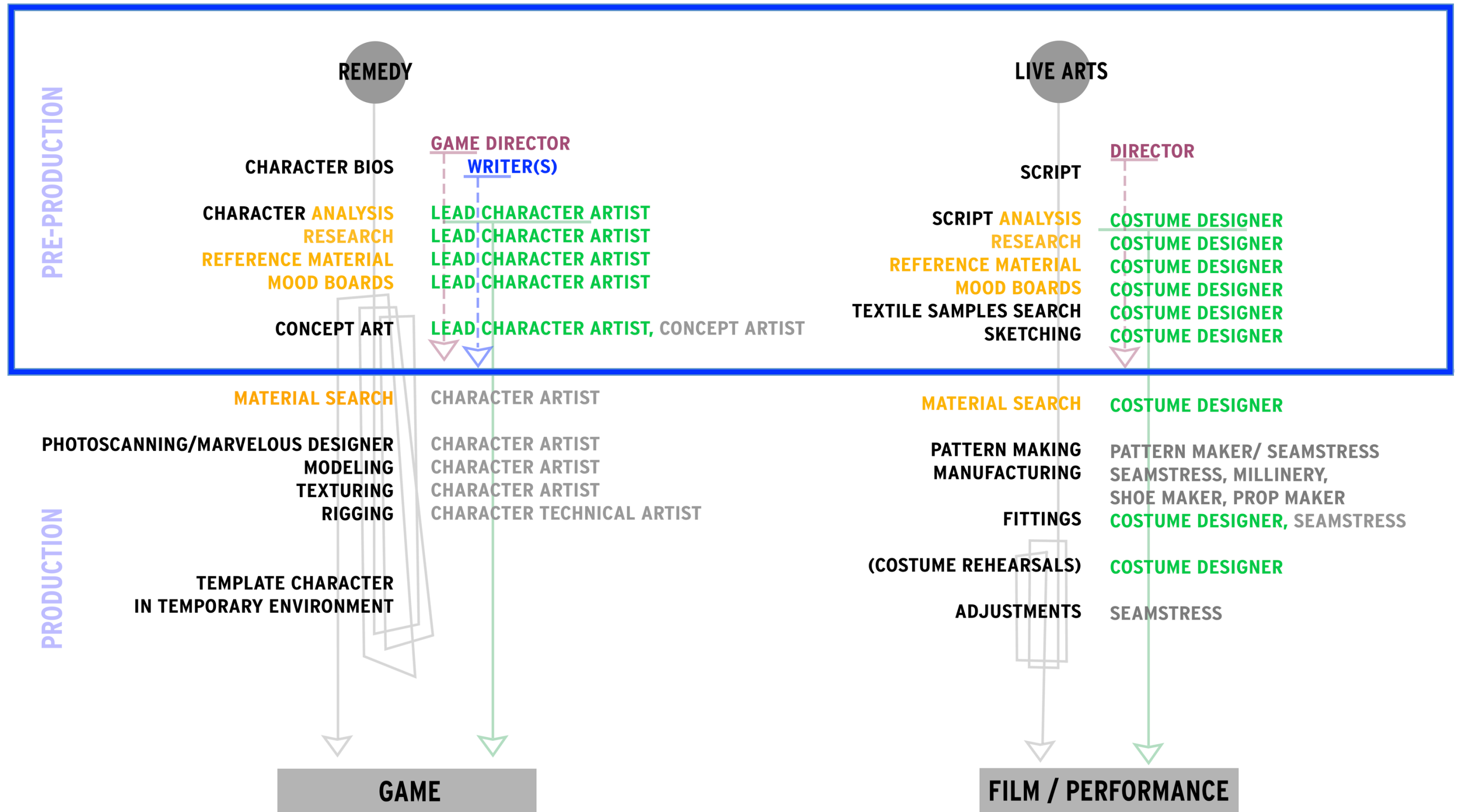
TEMPLATE CHARACTER  
IN TEMPORARY ENVIRONMENT

CHARACTER ARTIST

CHARACTER ARTIST  
CHARACTER ARTIST  
CHARACTER ARTIST  
CHARACTER TECHNICAL ARTIST

GAME







PRE-PRODUCTION

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GAME

LIVE ARTS

SCRIPT

SCRIPT ANALYSIS  
RESEARCH  
REFERENCE MATERIAL  
MOOD BOARDS  
TEXTILE SAMPLES SEARCH  
SKETCHING

DIRECTOR

COSTUME DESIGNER  
COSTUME DESIGNER  
COSTUME DESIGNER  
COSTUME DESIGNER  
COSTUME DESIGNER

MATERIAL SEARCH

PATTERN MAKING  
MANUFACTURING

FITTINGS

(COSTUME REHEARSALS)

ADJUSTMENTS

COSTUME DESIGNER

PATTERN MAKER/ SEAMSTRESS  
SEAMSTRESS, MILLINERY,  
SHOE MAKER, PROP MAKER  
COSTUME DESIGNER, SEAMSTRESS

COSTUME DESIGNER

SEAMSTRESS

FILM / PERFORMANCE

PRE-PRODUCTION

REMEDY

CHARACTER BIOS

CHARACTER ANALYSIS  
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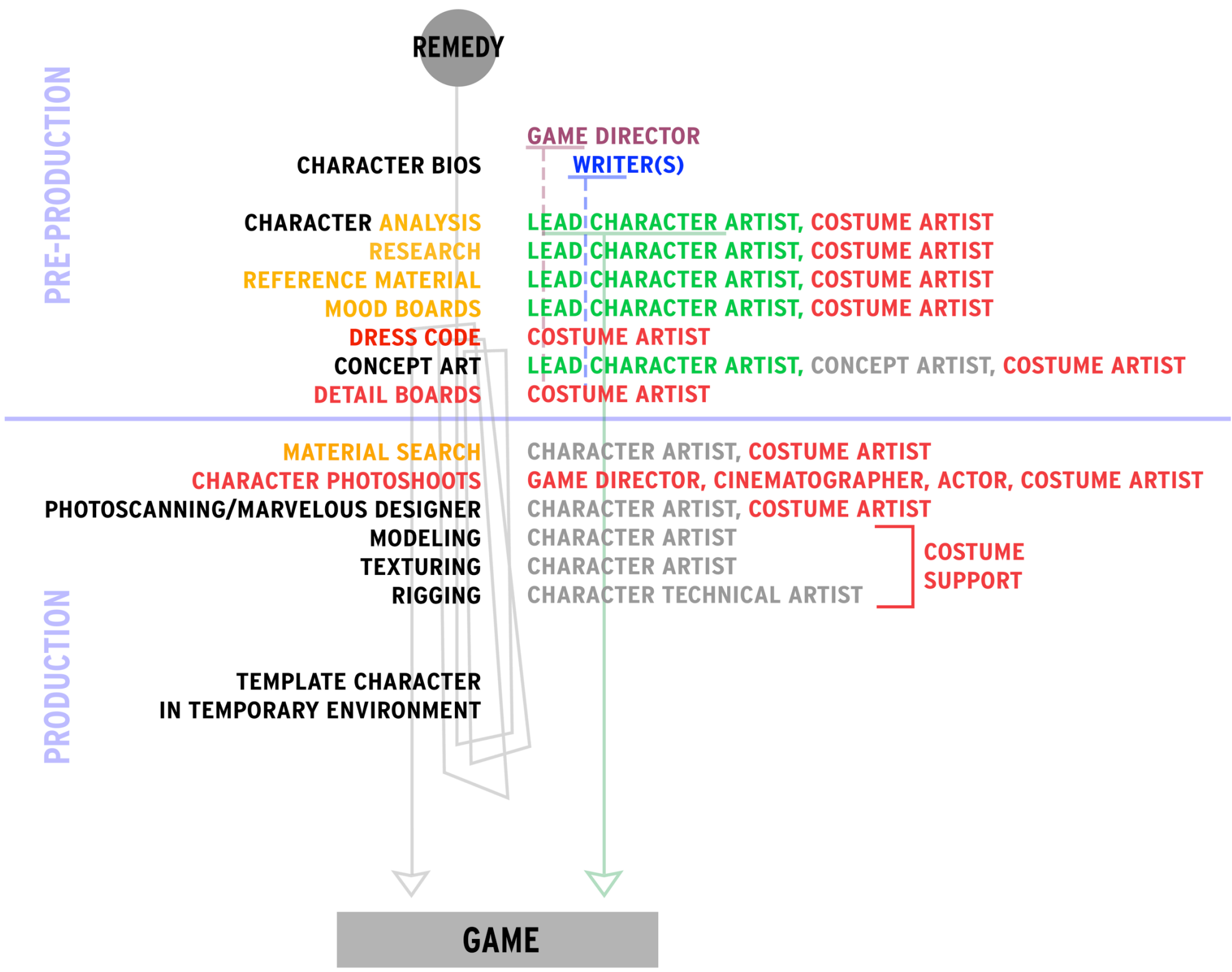
COSTUME DESIGNER

SEAMSTRESS

FILM / PERFORMANCE

PRODUCTION

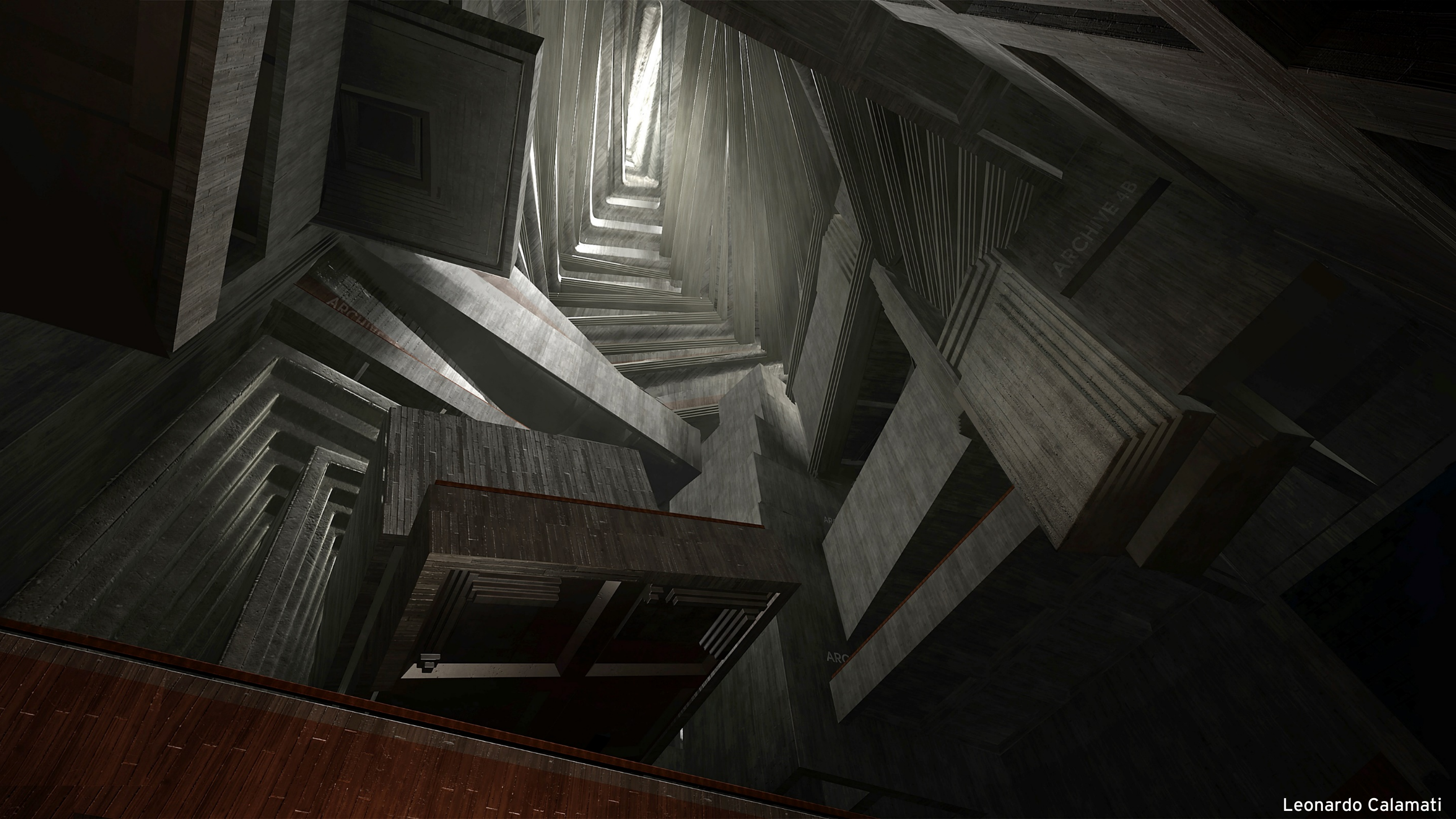






Leonardo Calamati



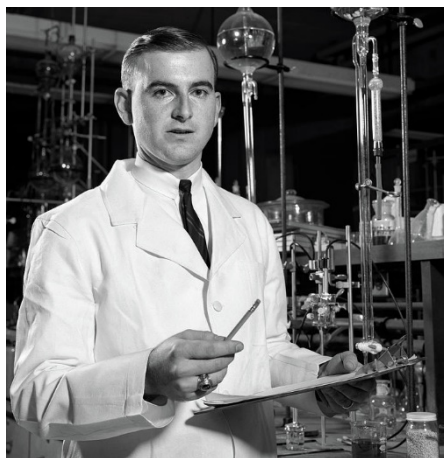






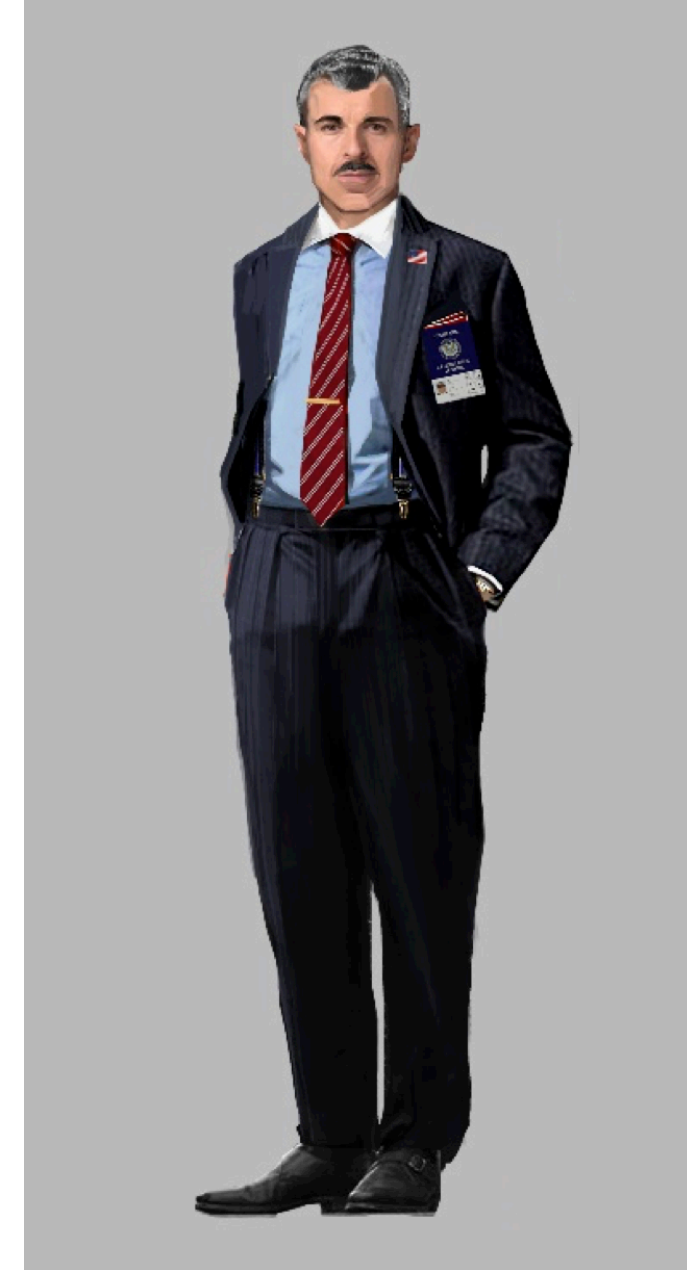


# BUREAU DRESS CODE/NPCs



Stuart MacDonald

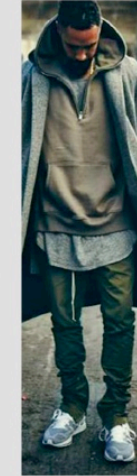




# DEVELOPING THE PROTAGONIST



## Layering options



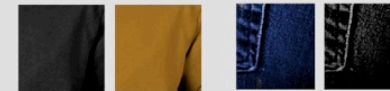
## Accessories



## Optional garments



+



Knit



Tricot



College



Denim



Jesse's own clothes. Simple relatable street clothes  
 Maybe an open hoodie, dark jeans, and the scarf from current concept  
 Something that doesn't appear too out of place on the streets of New York





ROUND 1



ROUND 2





2 x Leather jacket (black & color)



Short coat



Long coat



Sweater



Knitwear



2 x Long sleeved undershirt (fit & loose)













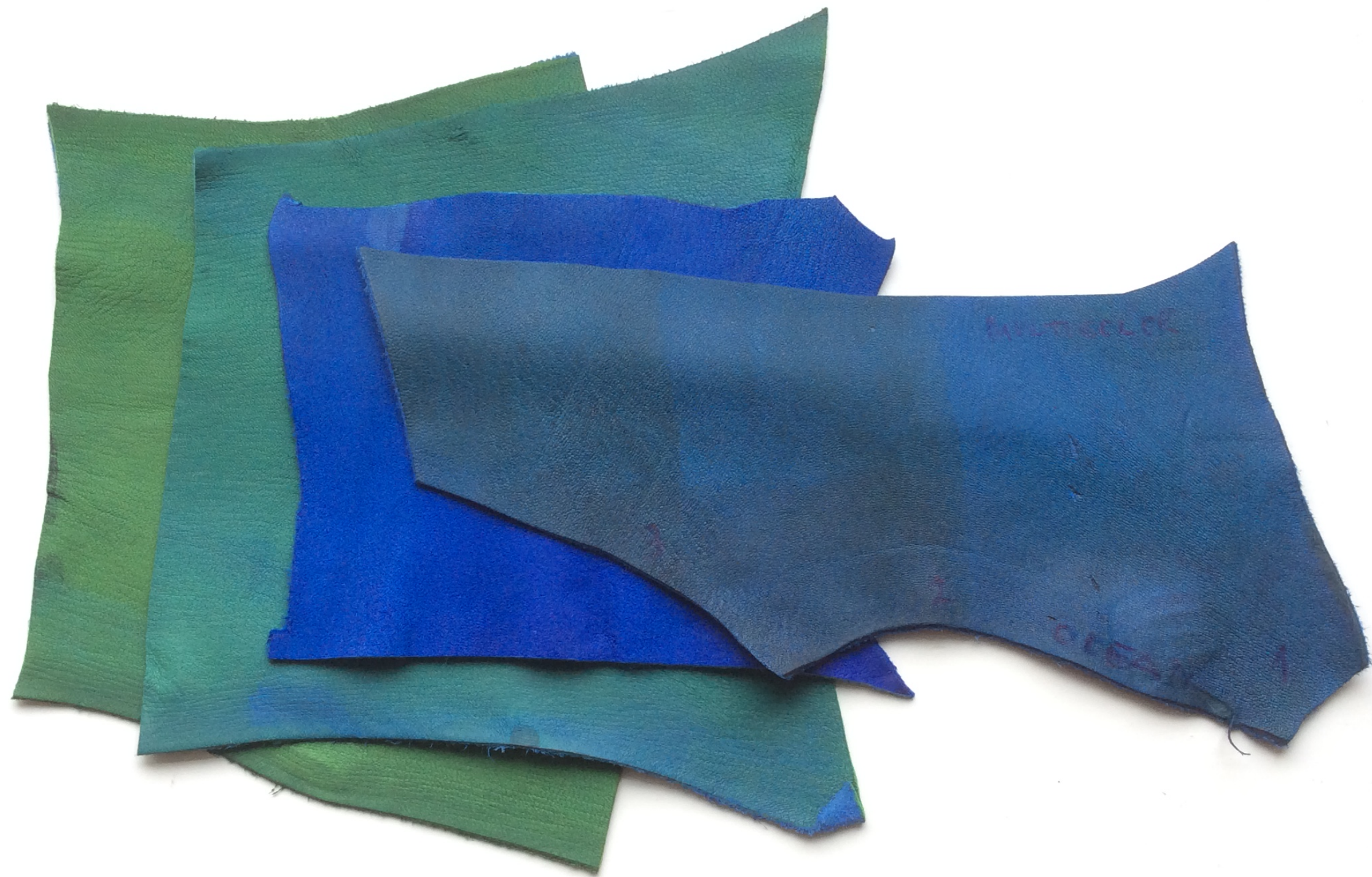
































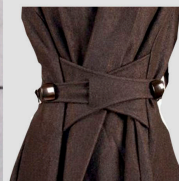
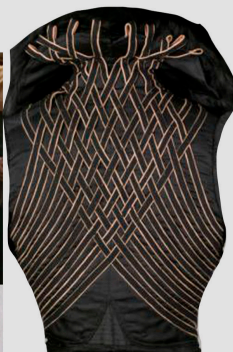
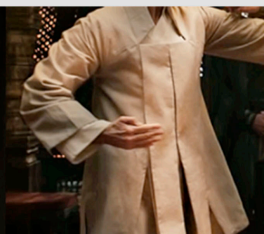


# DESIGN COMMUNICATION IN PRODUCTION

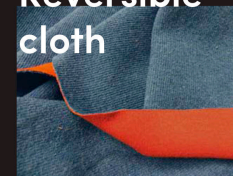




### Cuts and details



### Reversible cloth

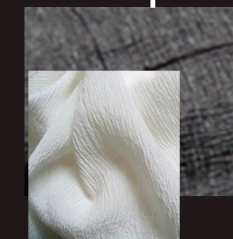


### Monk's cloth



50% cotton  
50% silk

### Silk crepe



### Soft knit



### Handkerchief linen



### Linen canvas



Natural materials  
Geometric and simple cuts and vertical lines  
Layers



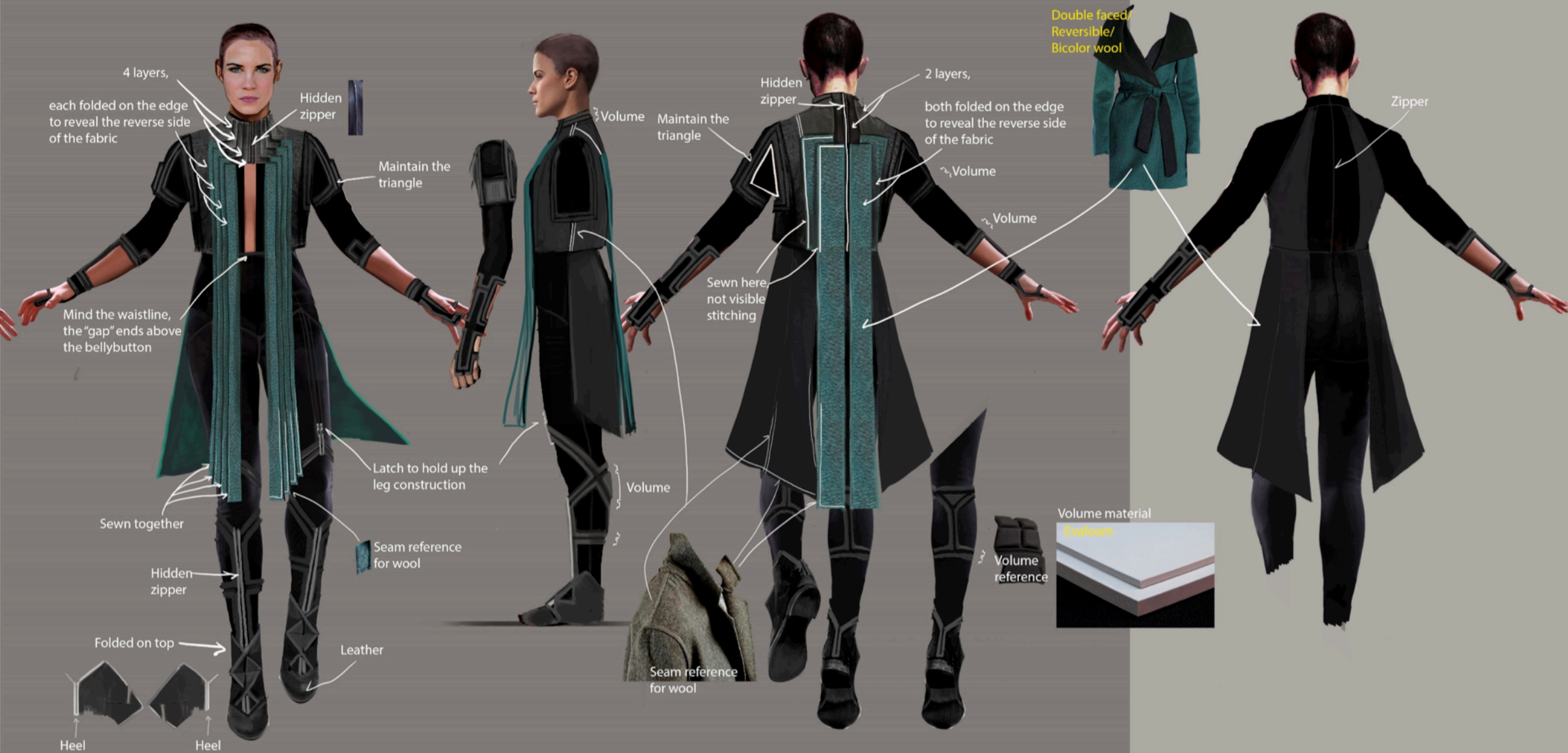




Underlayer- front



Underlayer- back



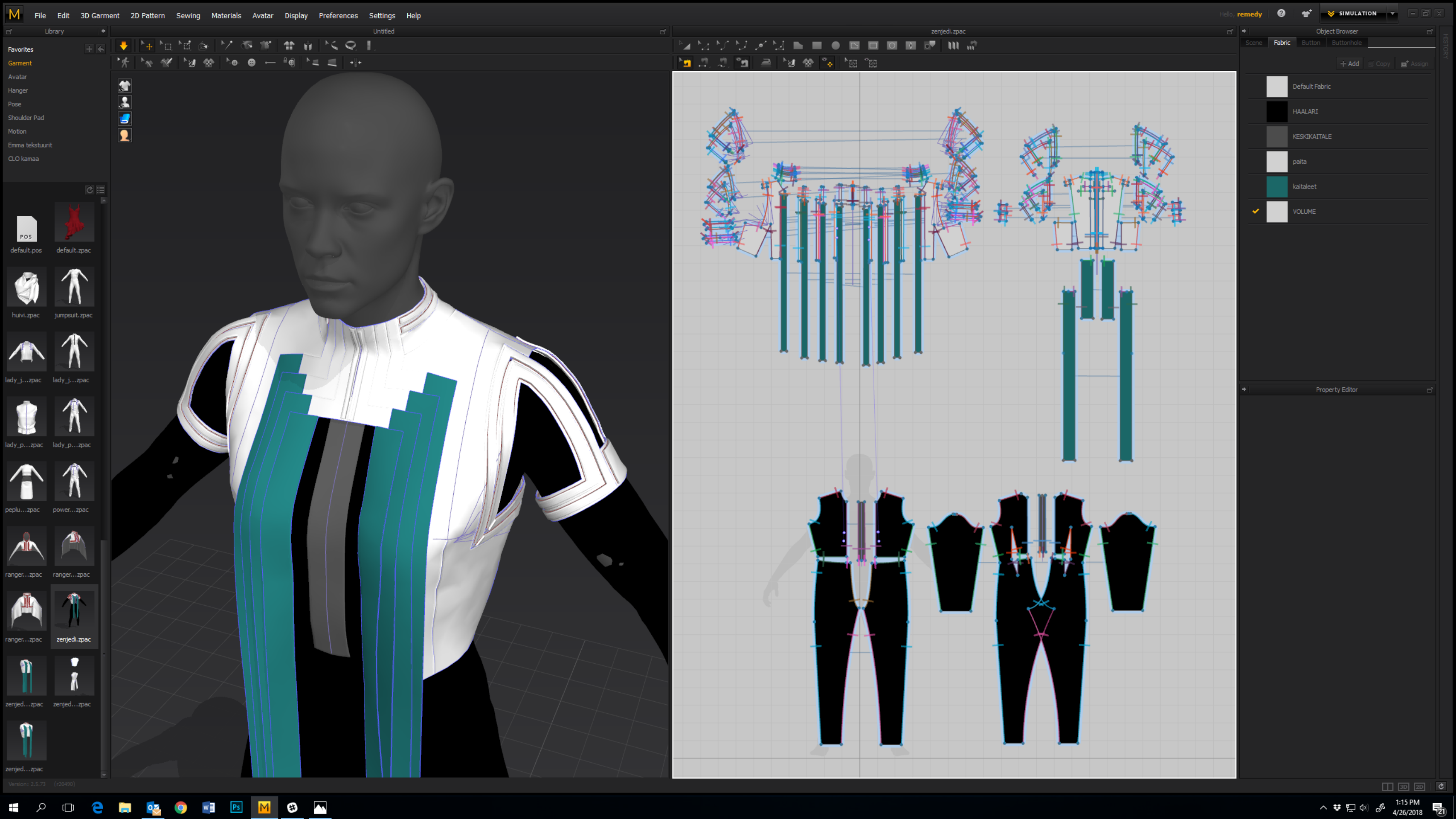




Ville Kinnunen









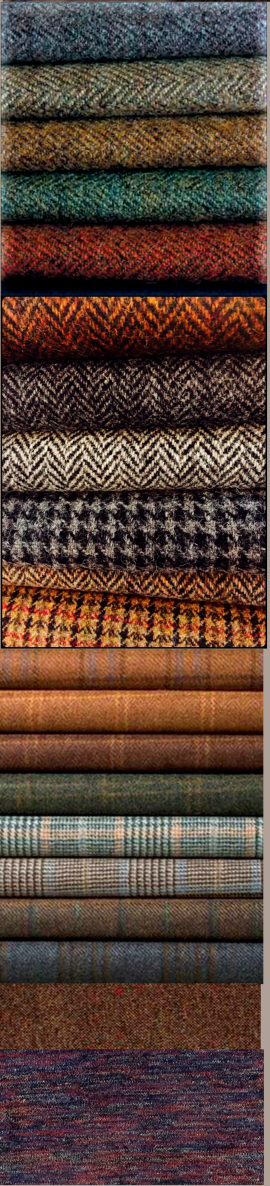


Daniel Garcia

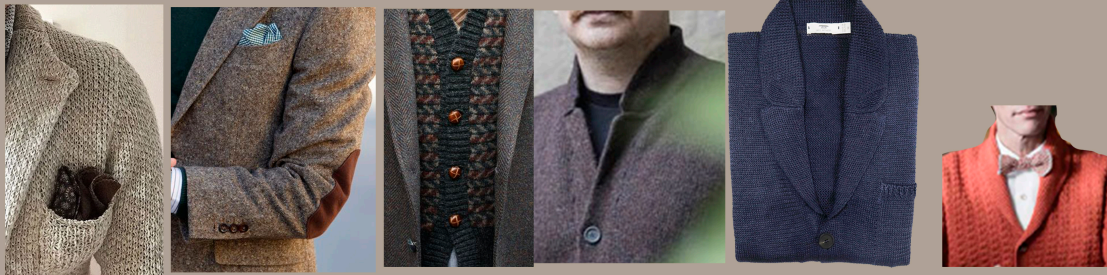


# LIVE ACTION





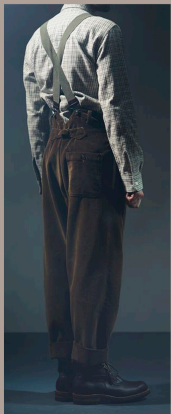
Details



Vest pattern



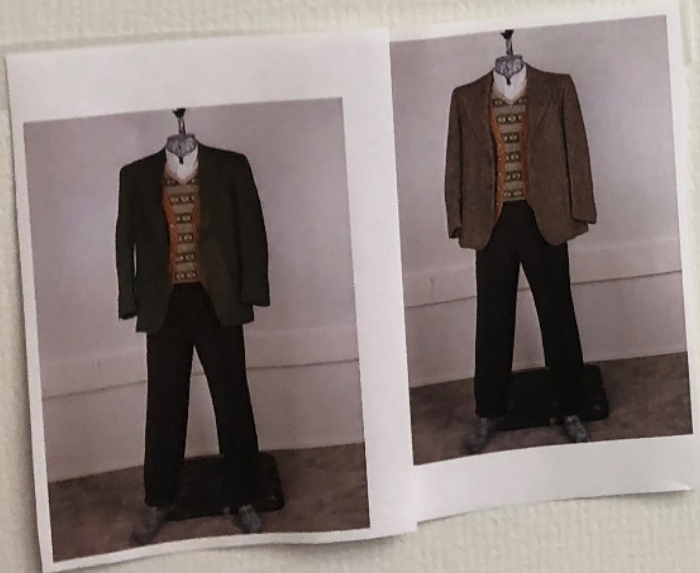
Pants



Textures







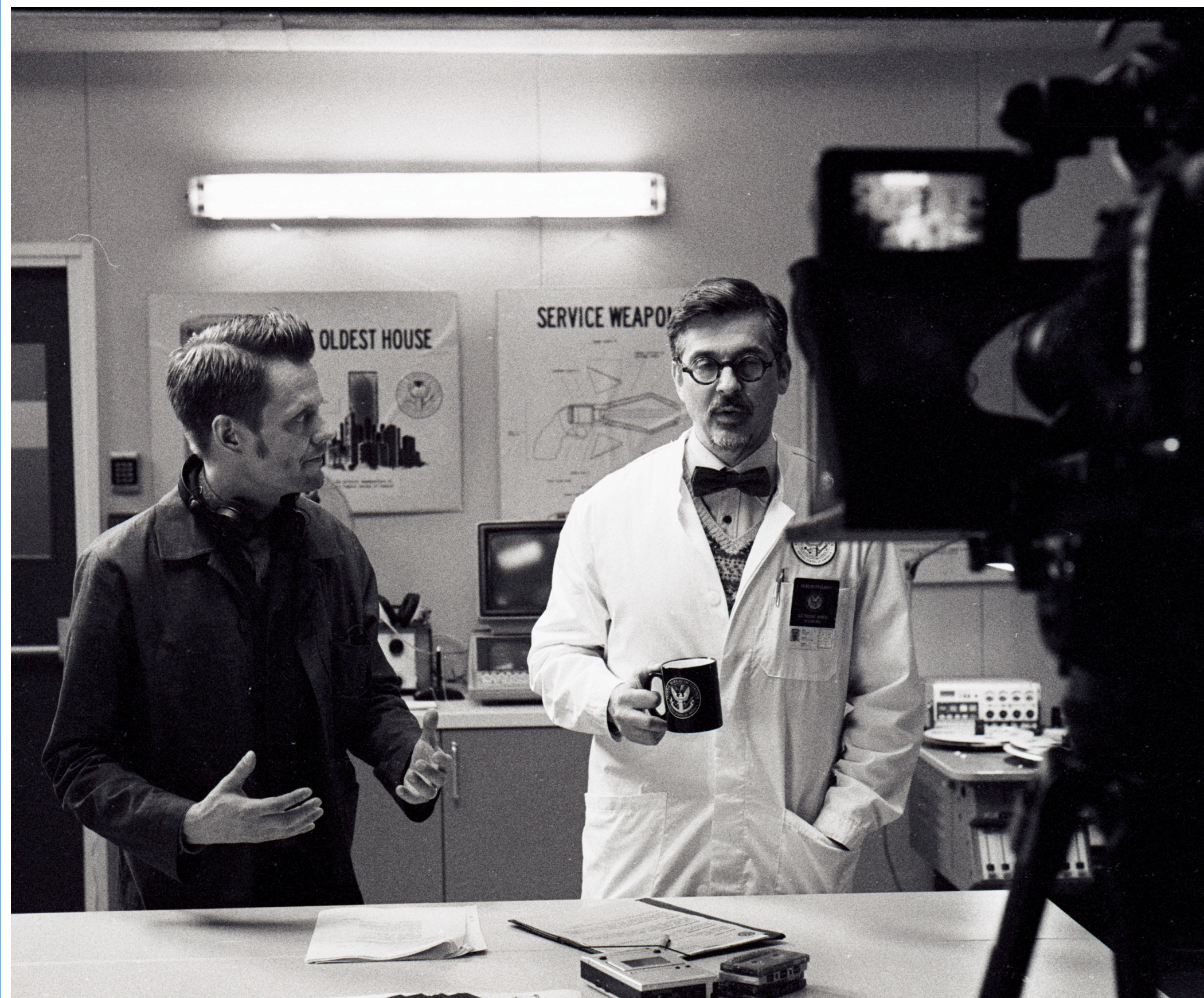
- Lab gozz  
- Sun/party



Scenes per day	2, 3, 4, 5	6A	6B	7, 9	12	13	14	15	18	19	23
Situation	Educational	Py									
Feeling	Charismatic Excited Amused Authoritative Eager Humorous	Giddy Wonder Happy	S. Sour Defensive								
Costume	Outfit 1	Outfit 2	Outfit 3 (slightly different than outfit 2.)	Outfit 4 +protective gloves for scene 7							
	5	5	5	1	6	2					









# TAKE AWAY

- Costume Design = Character Art
- Costume design methods from live arts can add realism to game characters and assist the pre-production and production
- Let's collaborate!



The GDC logo is centered at the top of the slide. It consists of the letters "GDC" in a bold, white, sans-serif font. The letters are partially overlaid by a large, solid red triangle that points downwards. The background of the entire slide is a dark blue with several thin, light blue lines forming a geometric pattern of triangles and diamonds. There are also small, faint icons in the corners: a diamond in the top-left, a square in the top-right, a square in the bottom-left, and a diamond in the bottom-right.

# GDC

# THANK YOU!

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