



# The Odyssey

Costume Research & Design

By Rachel Healy (Costume Designer) & Molly Cornell (Associate Designer)



“Oh Sing to me, Muse”



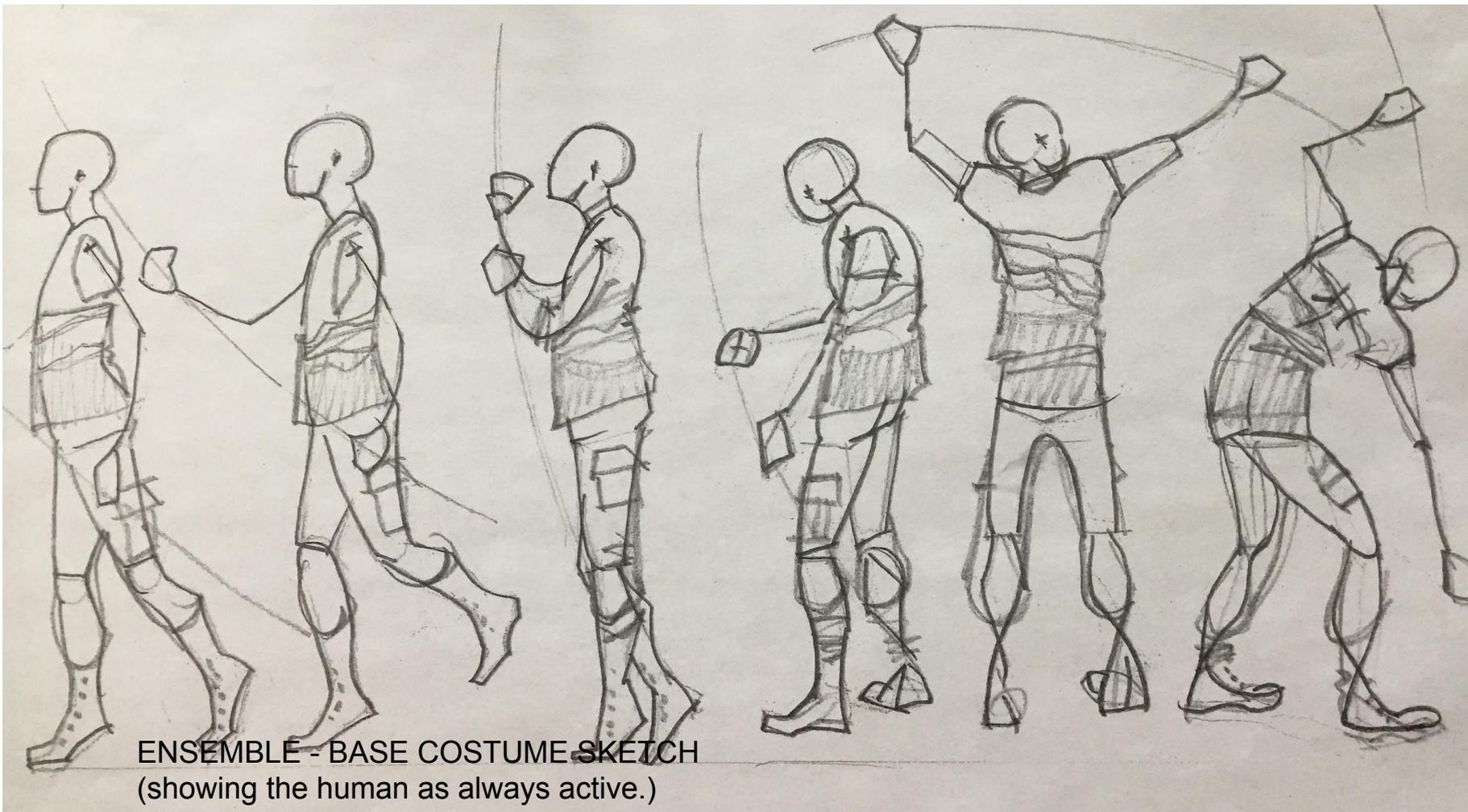
“Oh Sing to me, Muse...” These images are inspiration for the Muse at the top of the play - Grecian Inspired with gold accents.



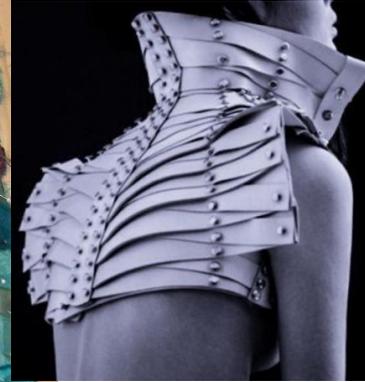
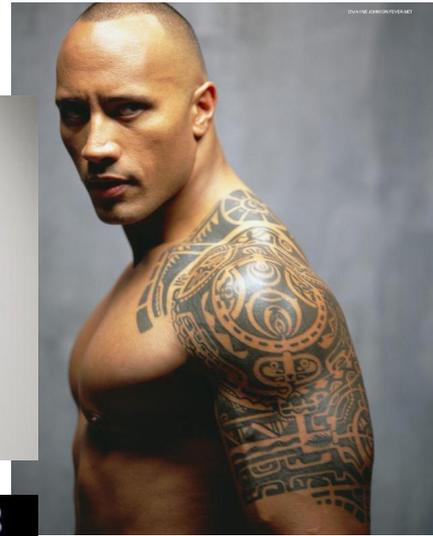
ENSEMBLE Base Look - Each performer will have a t-shirt and cargo pant.



ENSEMBLE Base costume - cargo pant jogger.



ENSEMBLE - BASE COSTUME SKETCH  
(showing the human as always active.)

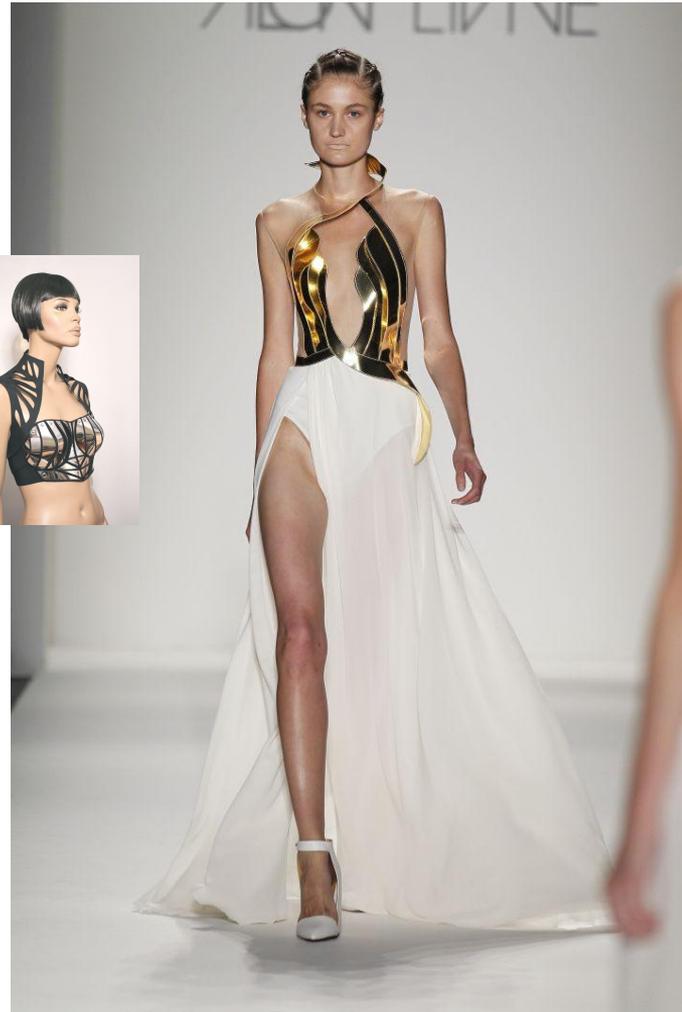
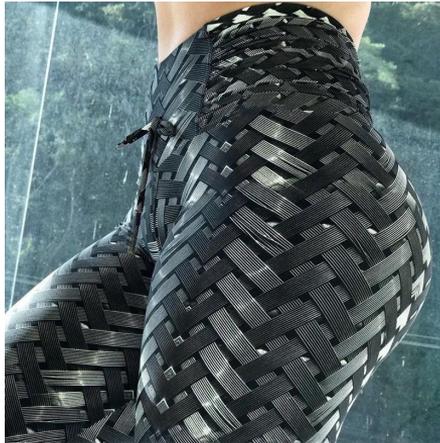


Zeus - on top a leather woven spine (strength) and his Skirts show a woven coloration of earth and sky.



Poseidon - Brother to Zeus...his garment was inspired by a wave. From toe to head we see a swell, a crest, the break, and the frothy foam.





Athena, a goddess, a guide, a warrior, a bad-ass! Active wear with an open weave vest (similar to Zeus.)



- > ZIP-OUT HOOD
- > LONG COAT CLOAK
- > A-SYM SHIRT/TUNIC
- > PATCH WORK TROUSER

> gaiters  
or wrapped?

ODYSSEUS (TRAVELING CLOTHES)



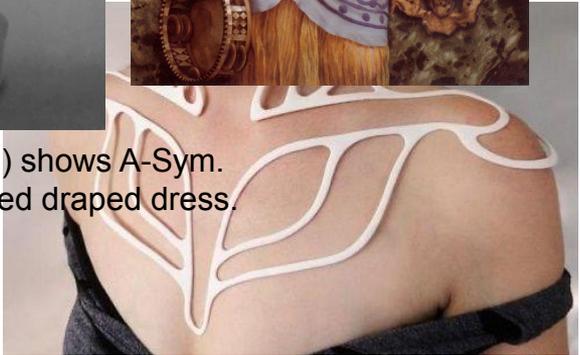
Odysseus - in Patched Raw Linens. He is a traveler, a veteran of many wars and the leader of Ithaca.



(above) shows A-Sym. Wrapped draped dress.



To show sleeve and wrapping belt idea.



Penelope of Ithaca, Wrap dress, Neckpiece and robe will all be made in-house



PENELOPE

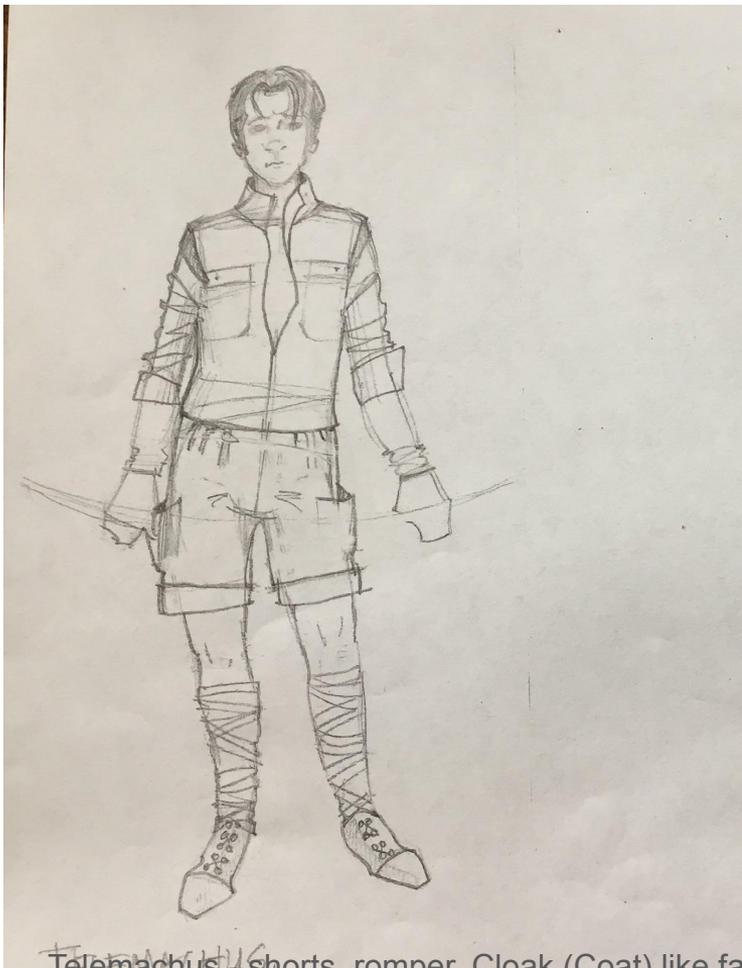
## Built Dress...by Miranda Betancourt

### Penelope:

This dress should reference the drape-y quality of grecian garments but be a “wrap dress” for ease in and out for different characters....I imagine a “feel” of nakedness and vulnerability with this garment which, simply put, means a nude colored slip under. The dress can be built in two pieces, ie. a skirt and blouse. The belt is a 2” wrapped idea (see pics on previous page) but will be fixed to the skirt or dress like an obi. The sleeves bell and have gathering or tucks with buttons holding it at  $\frac{3}{4}$  length.

Fabrics: TBD Dupioni/Shantung Silk - something with texture?





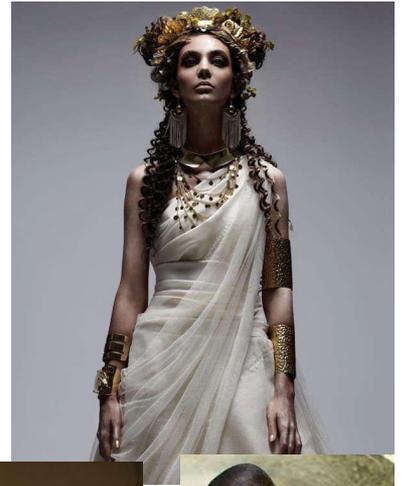
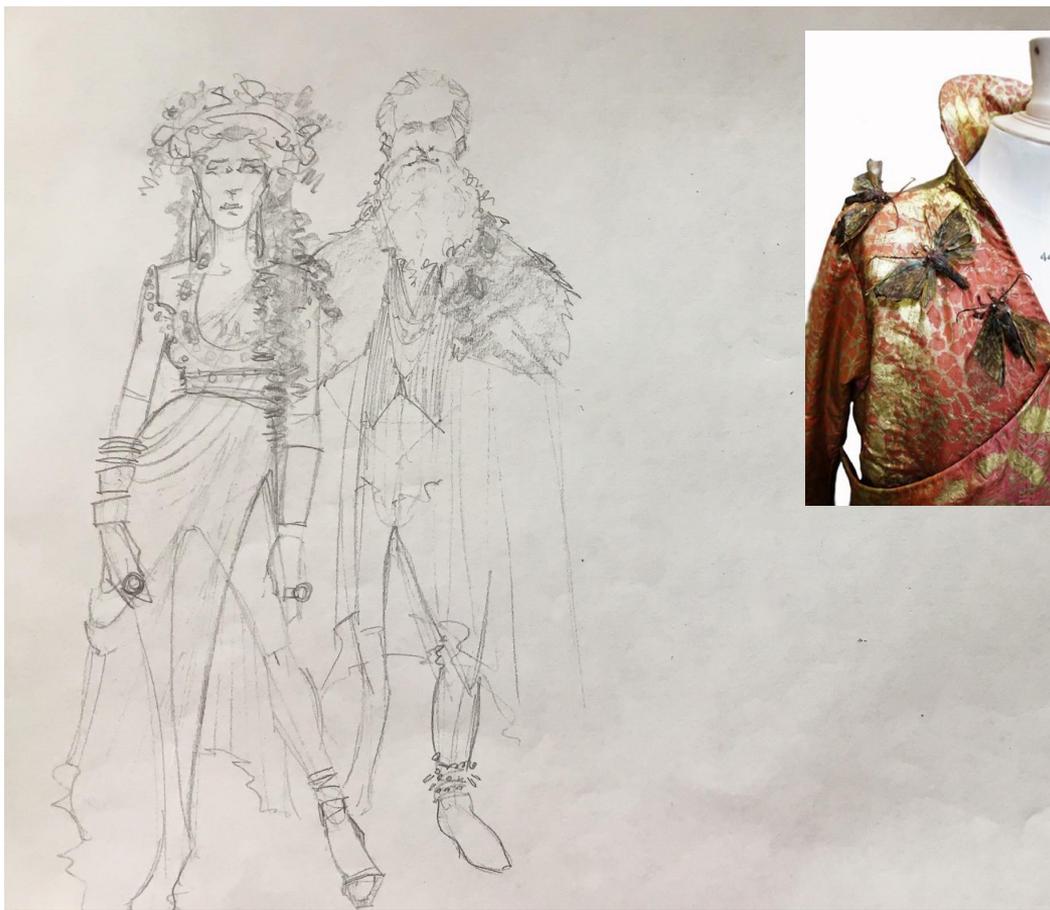
Telemachus shorts, romper, Cloak (Coat) like fathers.



The People of Ithaca...Modern Grecian Inspired



Eumaeus & Eurycleia - in Ithaca



Helen & Menelaus:

Elements of Beauty: Grecian and Nature Combined



Isle of Calypso



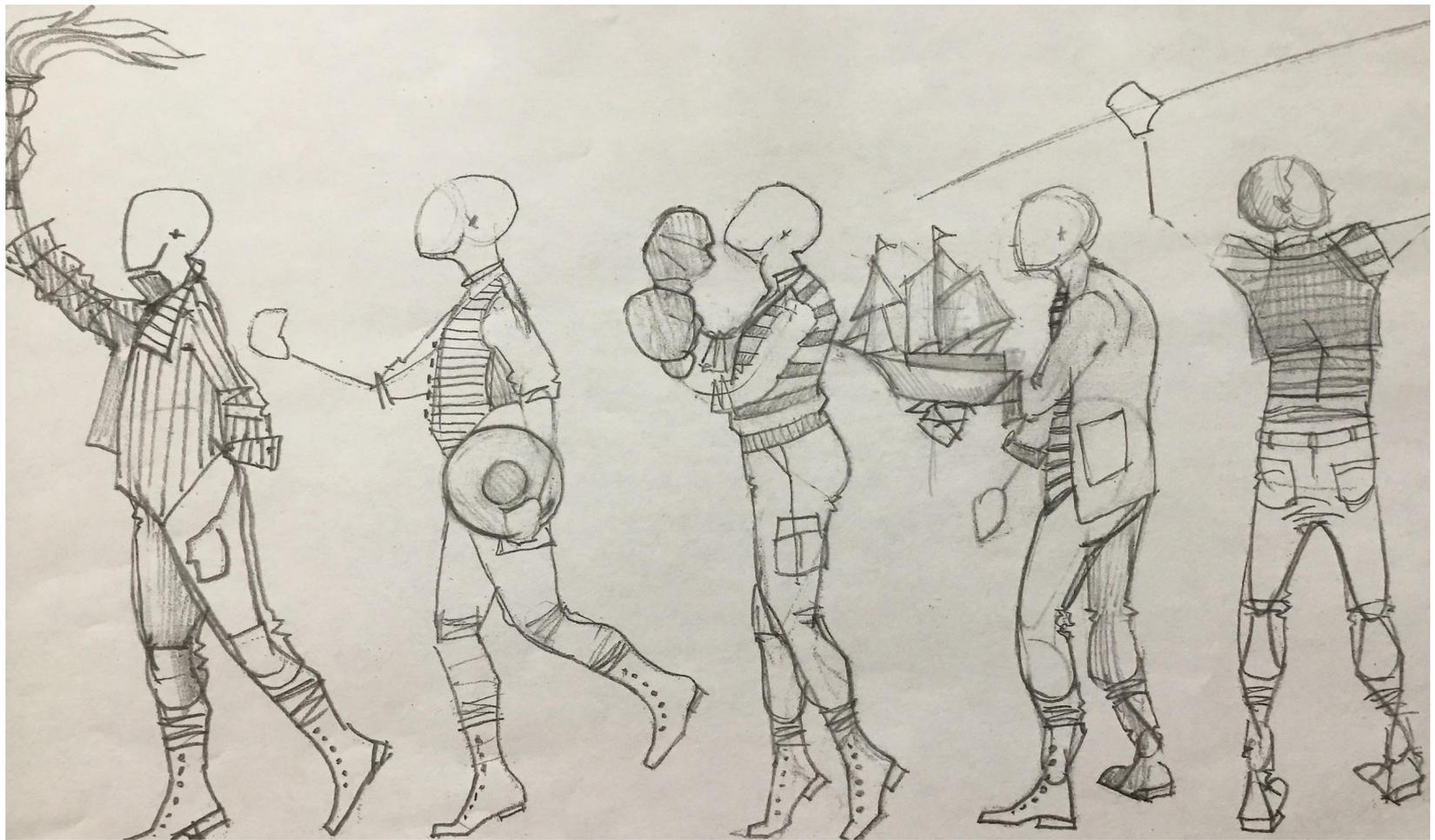
Nausicaa and her mother, Arete - Isle of Phaeacian People



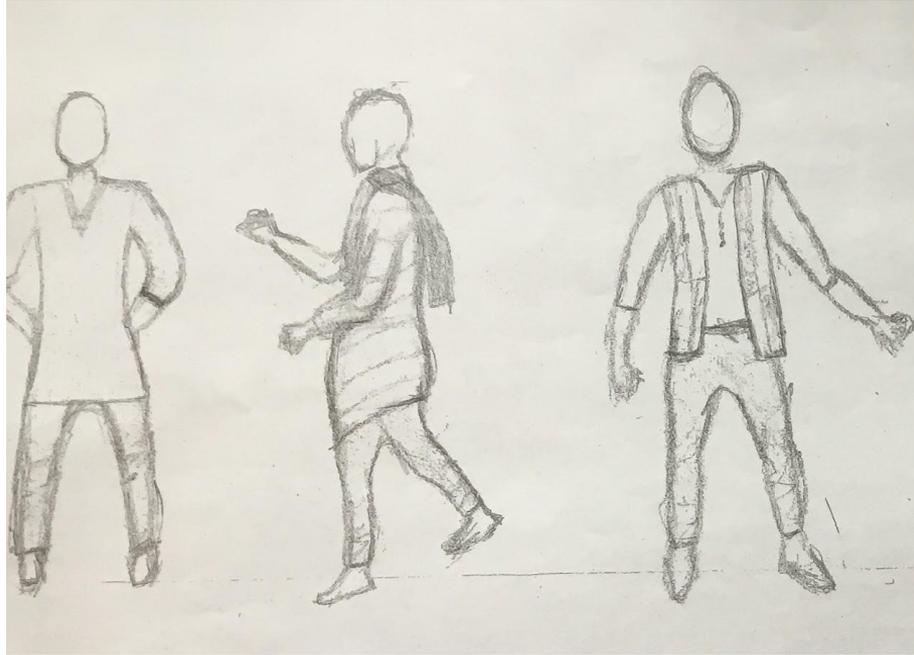
The Isle of the Phaeacian People - Think...The Kennedy's The Yacht Club, Country Club



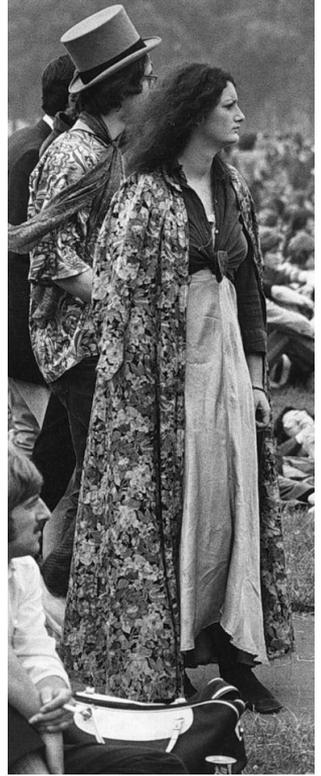
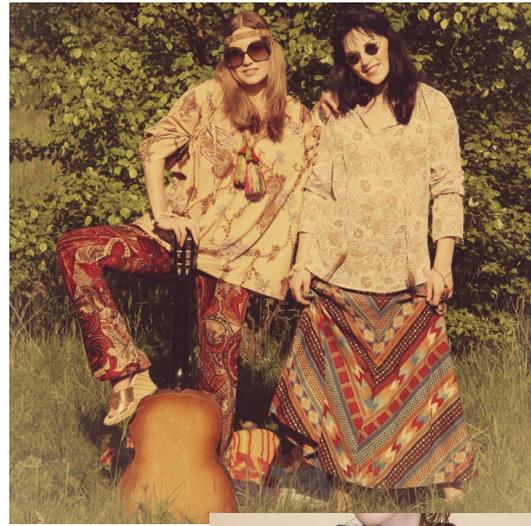
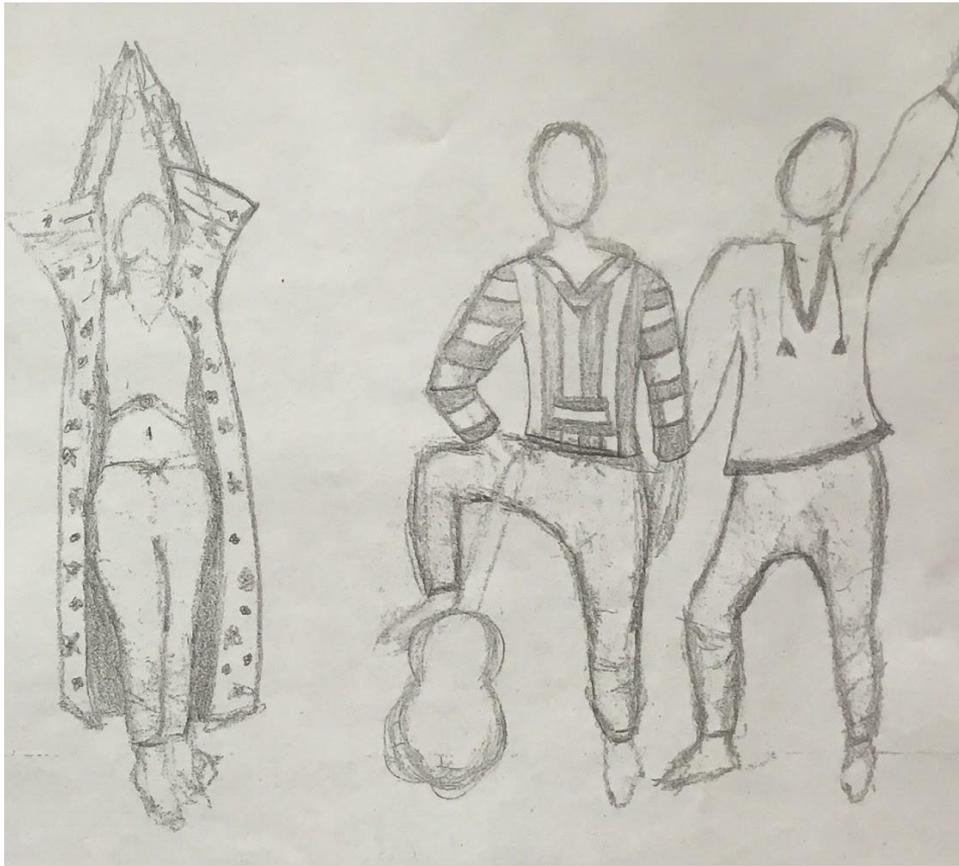
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The Isle of the Phaeacian People



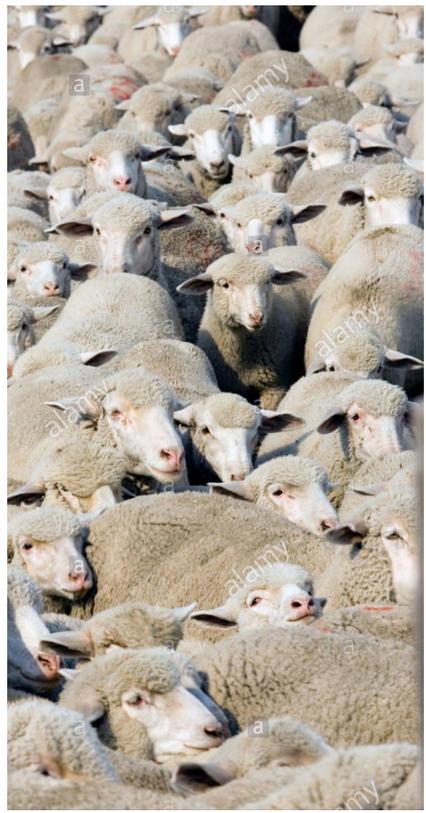
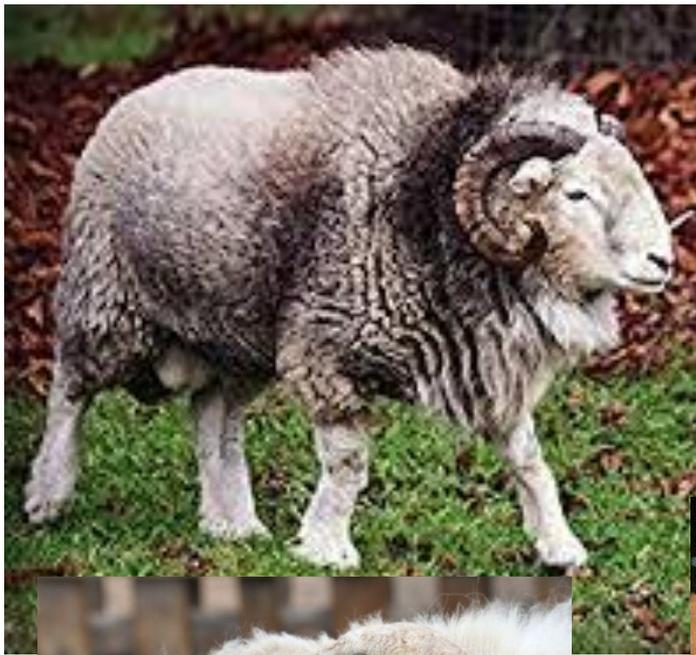
(Molly Cornell) The LOTUS EATERS - Think 1960s LoveFest.



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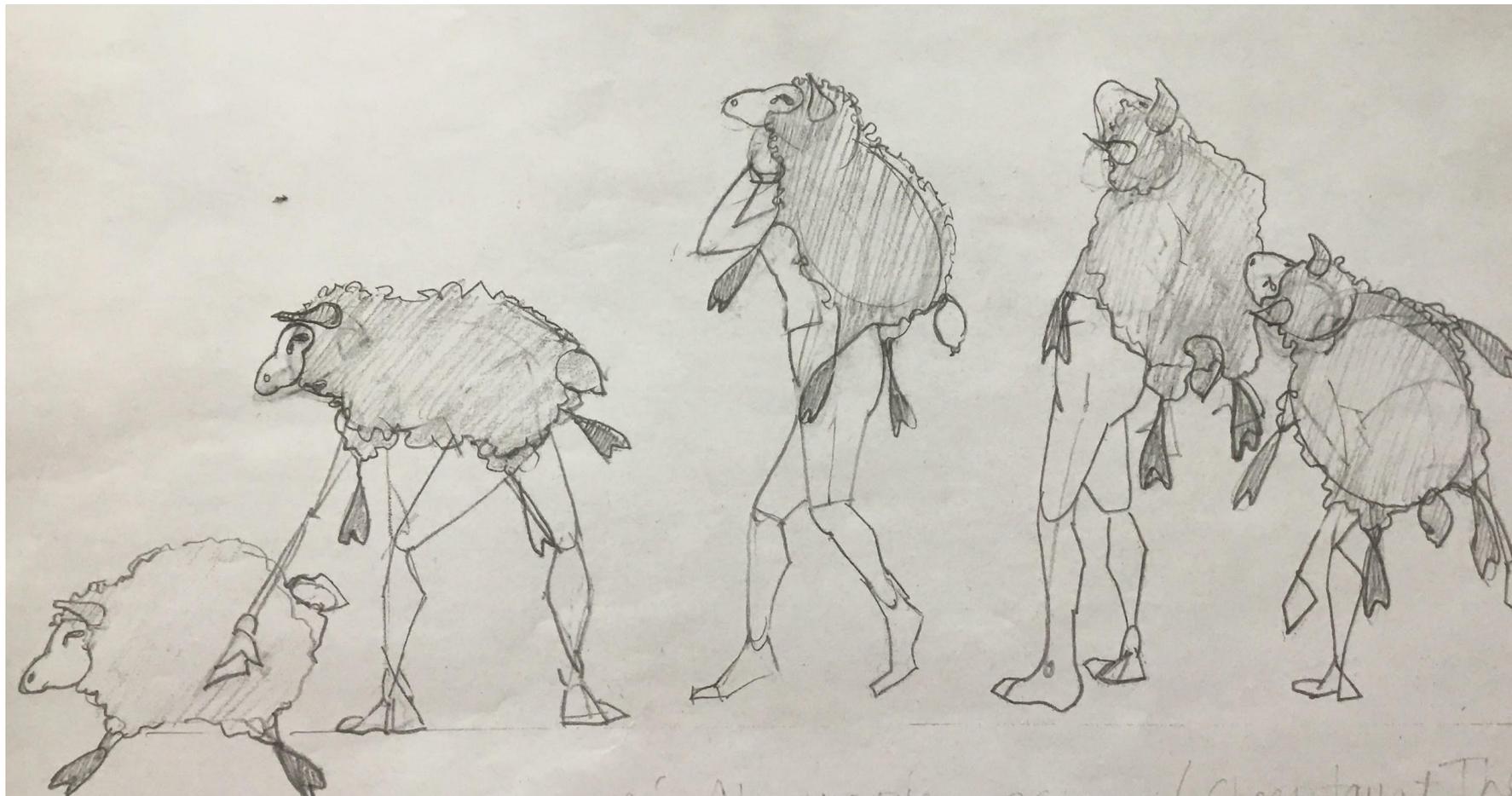


The Cyclops and his herd of sheep. (Done with Puppetry)



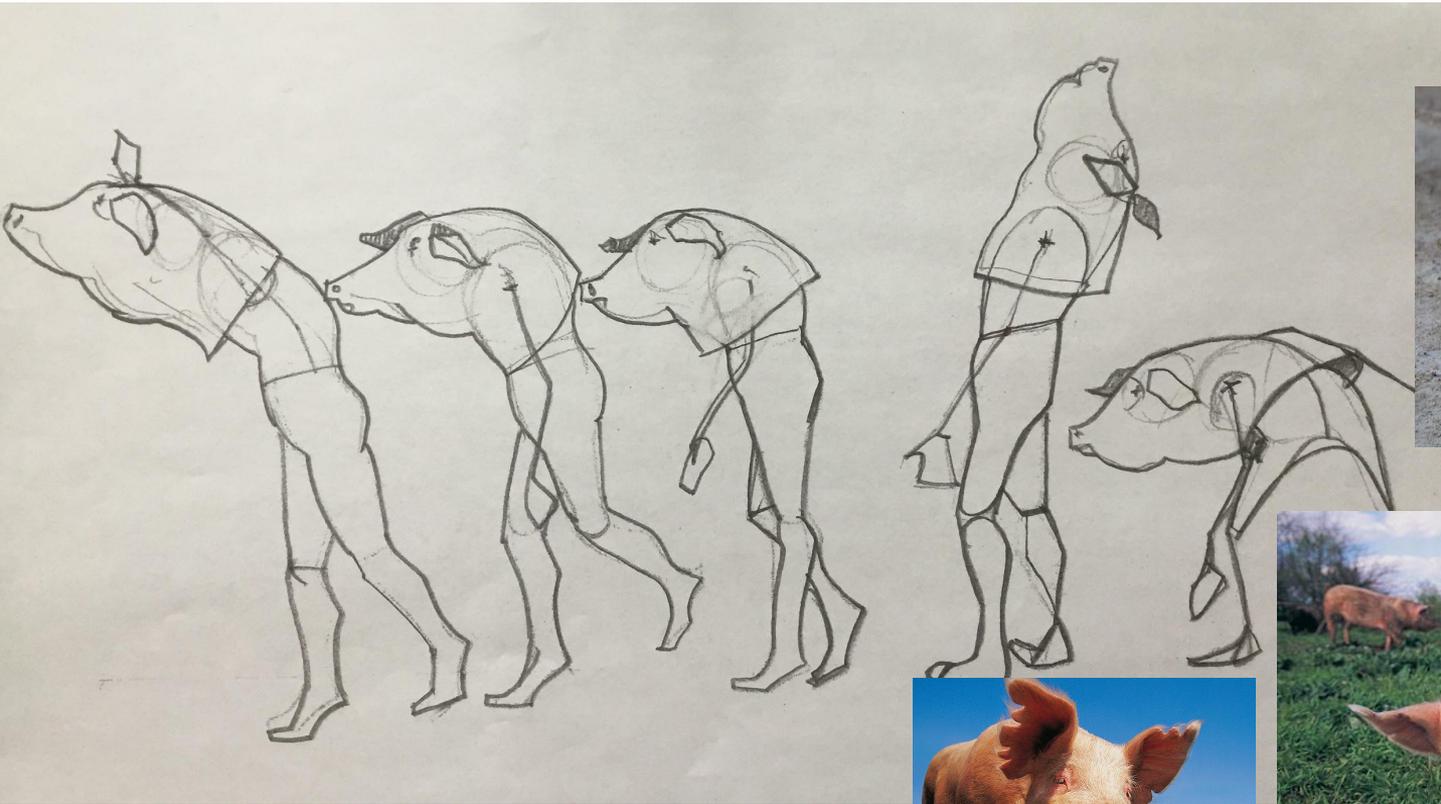
Rams and Sheep







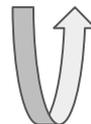
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On Circe's Isle - Enchanted Animals & Swine



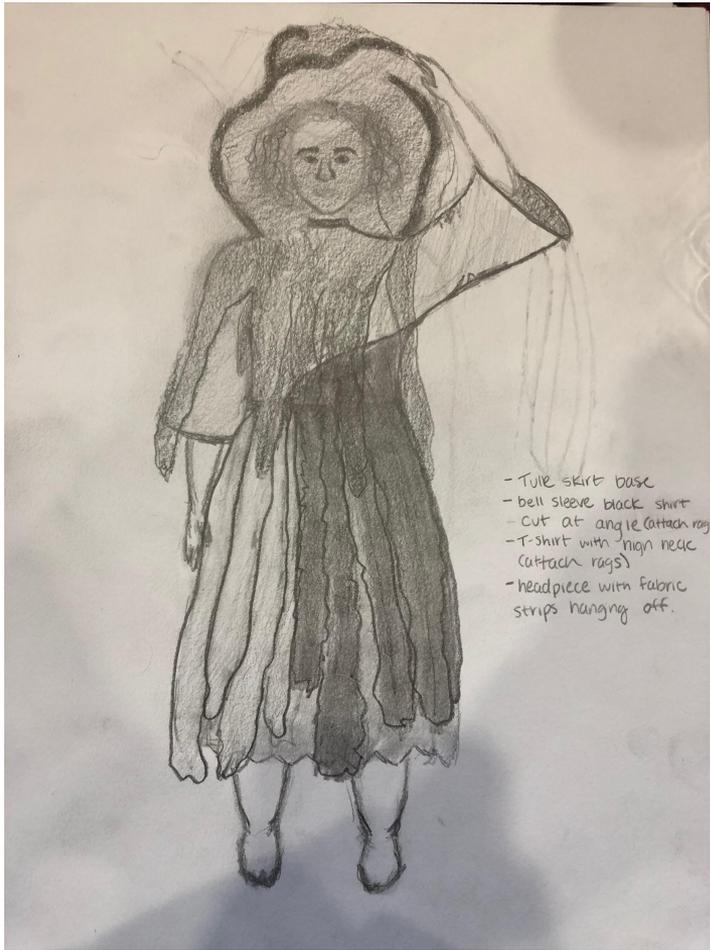
This image acts as the main inspiration showing the veil between life and death.



(Molly Cornell) The UNDERWORLD: Tiresias and Ody. Mother



Underworld



- Tulle skirt base
- bell sleeve black shirt
- cut at angle (attach rag)
- T-shirt with high neck (attach rags)
- headpiece with fabric strips hanging off.



(Molly) UNDERWORLD: Odysseus' Mother



Sirens. Color. Movement



SIRENS: Teacher, Nun, Bride, Nurse, Business Woman, Girlscout



Movement for Scylla - Ensemble



Return to Ithaca and Suitors

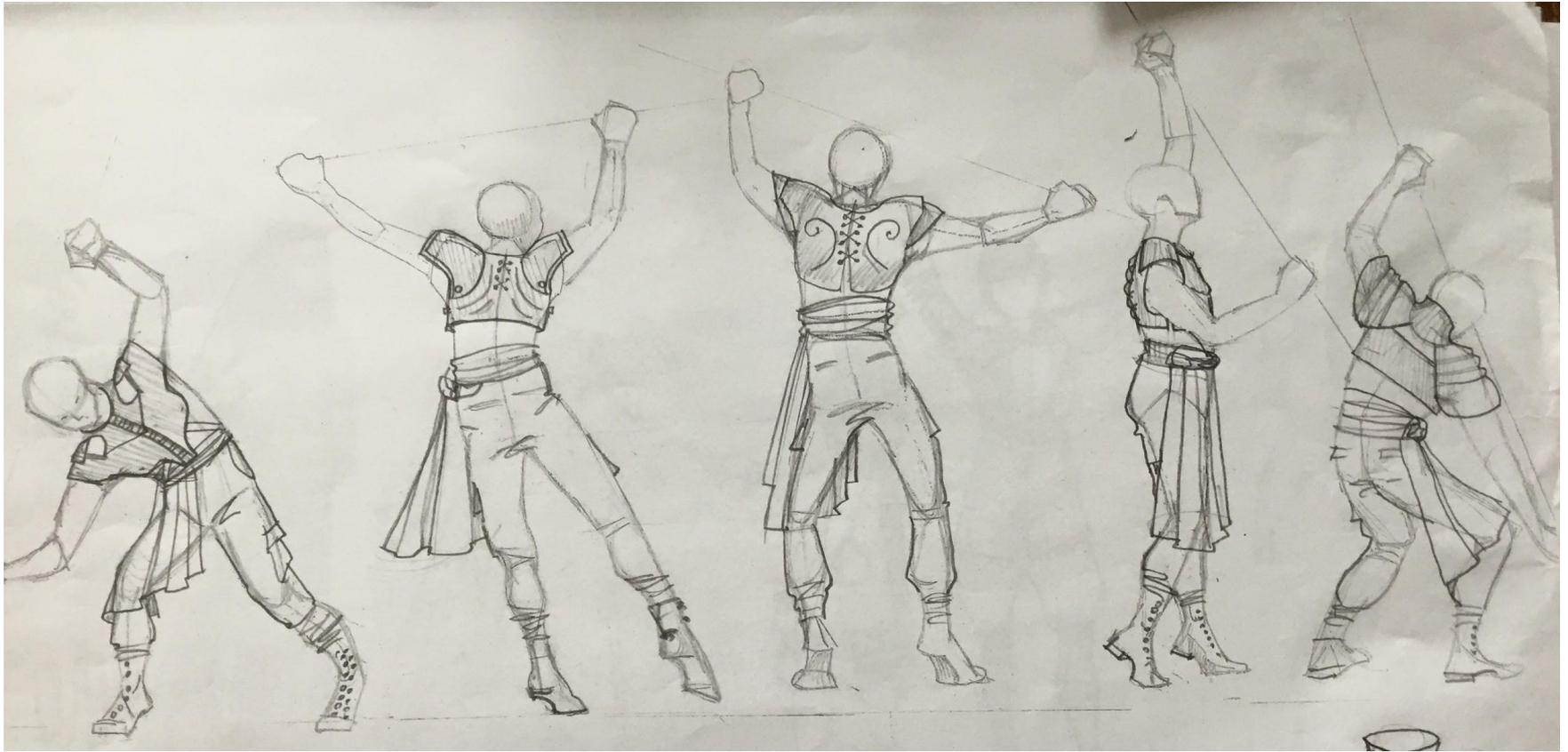


Armor - Shoulder pieces and Breast plates



Suitors Ensemble Movement

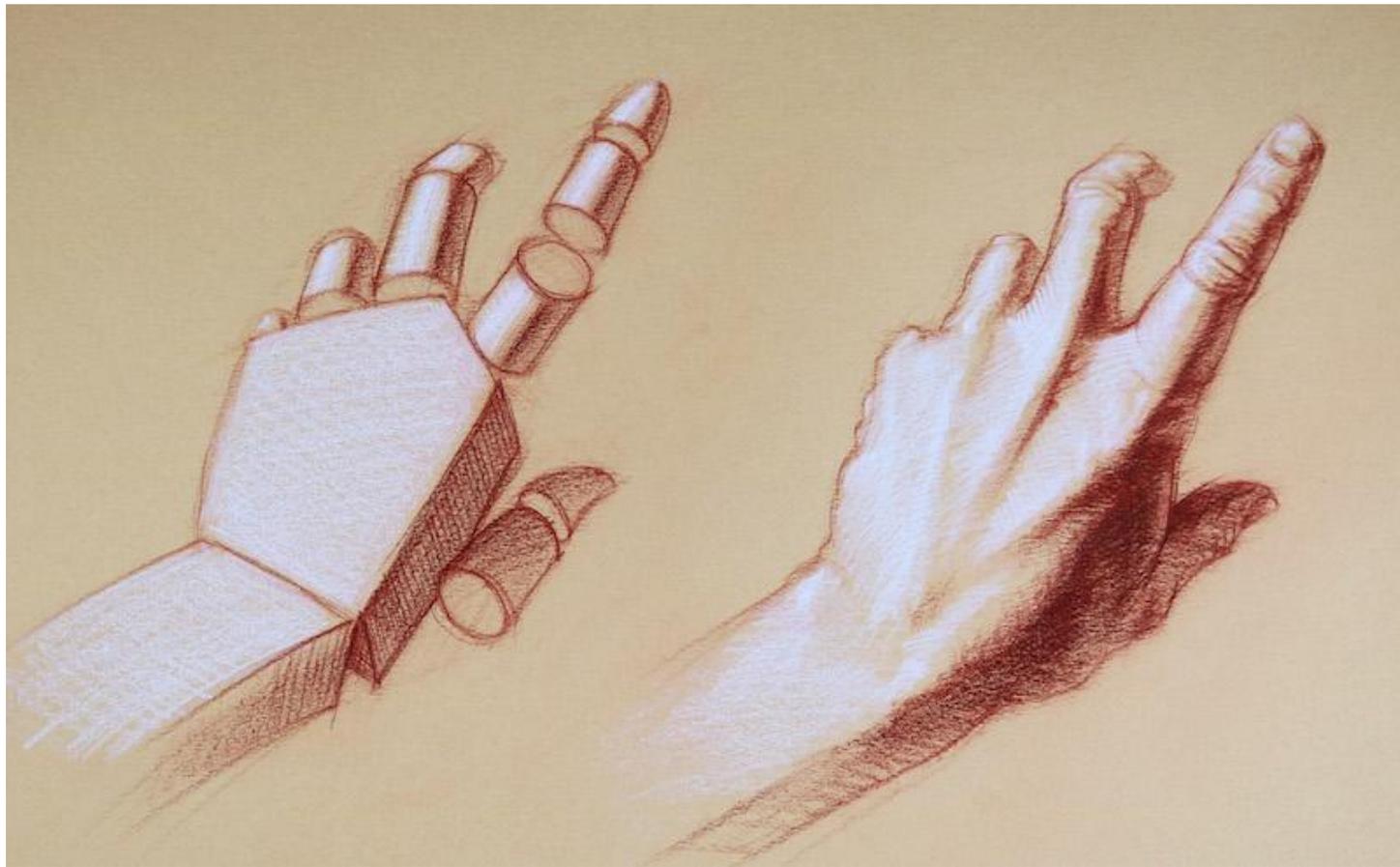
P I L  
O B O  
L U S



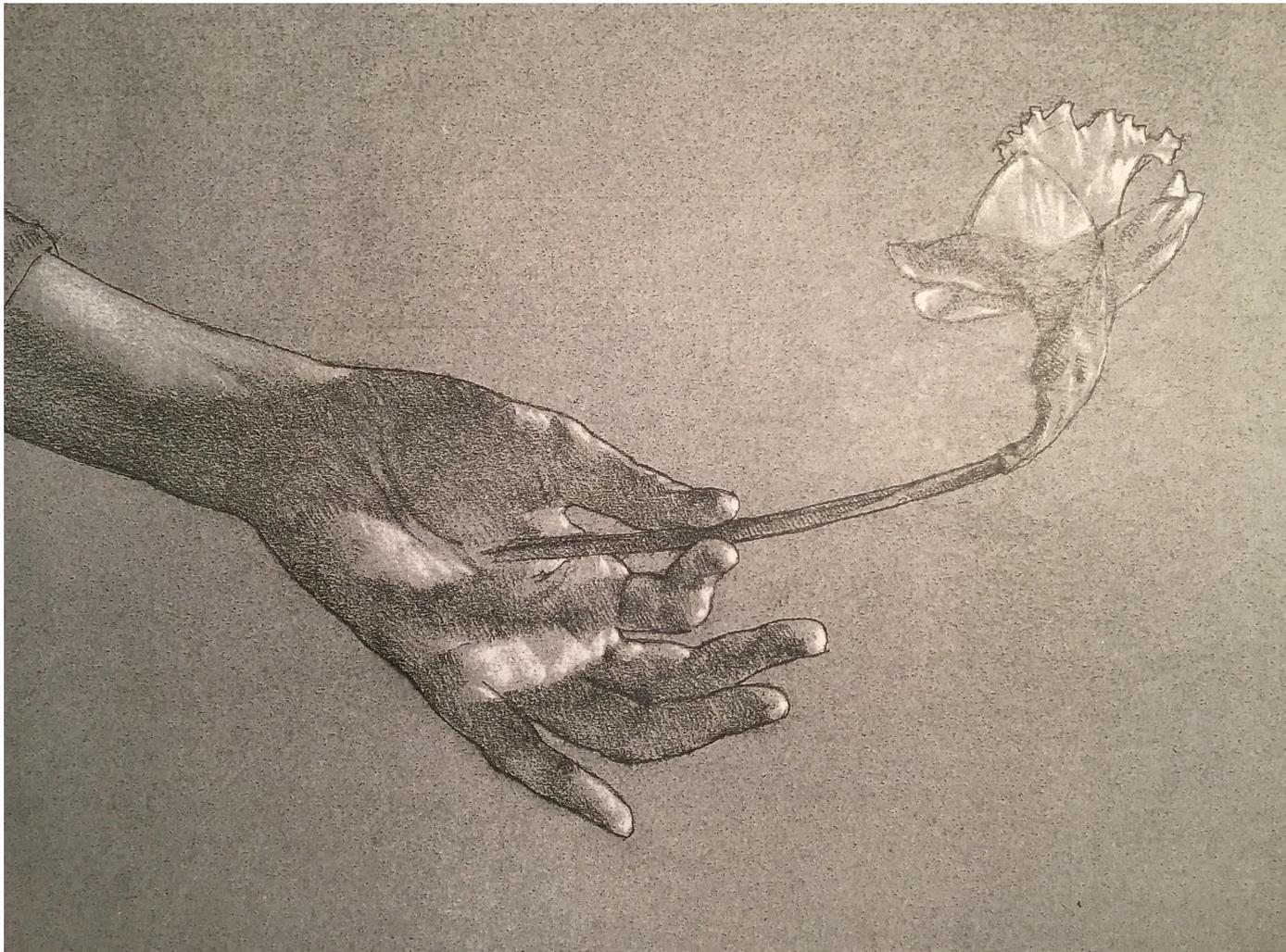
The Suitors all have breast plate Armor Pieces and sashes.

# Odyssey

...FURTHER DRAWING AND PAINTING!



\* **THE HUMAN HAND** - Observe the structure of the hand. Breakdown the parts of the hand into GEOMETRIC Shapes and then Re-draw with FLUIDITY! For a daily exercise, draw multiple gestures of your non-drawing hand in this fashion.



**EXERCISE #1**  
**“Value Drawing of a Hand”**

- The goal of this exercise is to merge the action of the human hand with the action of an organic object to capture a fluid Gesture. Secondly, the use of multiple tools throughout the drawing process allow for the brain-eye-hand coordination to remain actively engaged.

*Cynthia's Daffodil, 1997.*  
the original drawing is  
25" x 19"

## DIRECTIONS FOR EXERCISE #1 - "Value Drawing of a Hand"

*Supplies Needed: White Drawing Paper 11"x14", Art Tape, A soft paper towel or terrycloth, kneaded eraser, a hard-eraser, soft charcoal stick, a charcoal pencil, 4B-8B Pencil, White Pencil or White Pastel, a Well-lit Space, a Hand, an Organic Object to hold in one hand.*

**STEP 1: Format the Page.** Using art-tape format/frame your drawing to 9"x12" scale. Ie. crop!

**STEP 2: Add Charcoal.** with a soft charcoal, grey the white page and EVENLY smudge with a soft towel.

**STEP 3: The Pose.** Choose a gestural curve of a hand which extends thru to a fluid object (like a flower or piece of fabric.) You may photograph this pose if it helps maintain gesture.

**STEP 4: Begin Drawing** by 1st erasing the shape of the hand and object. Consider the Negative space for placement.

**STEP 5: Capturing the Light.** When you have the basic Gesture, next **Capture the LIGHT** by adding more charcoal (darker) and achieving medium tones with the eraser. Bounce back and forth between the two tools of kneaded eraser and charcoal.

**STEP 6: Clarify the Gesture.** Using a charcoal pencil or 4B lead pencil **Clarify the Gesture** of the Hand with line. (Consider this step should be a small percentage of the drawing.) Vary the pressure of your hand on the pencil rather than outlining the pose.

**STEP 7: Gain a New Perspective.** At this point, it helps to **Step Back** from the Drawing to gain a new point of view.

**STEP 8: Finish the Drawing** with a white pencil or white pastel Define the **HIGHLIGHT**. This step should create focus and balance in your drawing.



The Human Figure in Motion. Sketching Gesture with Paint and Brush.

EXERCISE #2 DIRECTIONS: Exercise in Sketching the Human Figure



Costume Designer, Desmond Heeley.  
(for Sketching the Human figure with Paint & Brush)



Johan Engels, Costume Design  
(for Sketching the Human Figure using multimedia)