Designing costumes for movies

Films always have a costume designer who is in charge of the look of the clothes for all the characters in the movie.
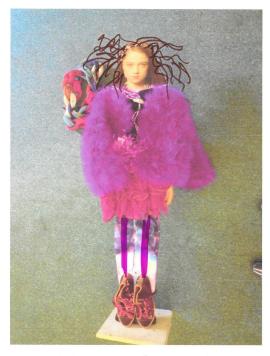
Ruth Myers, who has been working on films, designing costumes for years, agreed to work on our movie.

A good costume makes a character more believable.

Costume designers use 'artboards' when they first start planning outfits. The picture below is a sketch of how we thought Molly Moon might dress when she becomes famous. Costume designers might start with a photo of the actor and then collect snippets from magazines, fabric samples, mud, fake blood…all sorts… then arrange what they have on a board to see what works. Or they might just draw the whole picture from imagination.

Why don't you have a go?

Read the character description. Think about the character, think about the actor cast in the role. Design their costume.

MATERIAL GIRL

CHARACTER - Simon Nockman played by Dominic Monaghan

There was his middle, a barrel-like stomach in a Hawaiian shirt with palm trees and pineapples on it. The shirt was short-sleeved and on his hairy arm the man wore an expensive-looking gold watch.

His black greasy hair started halfway back across his head and hung down to his shoulders. His beard was a small, sharp, black triangle just under his bottom lip, and his moustache was clipped and oiled. In all, he looked like a very ugly sea lion, and, Molly thought, very unlike how she'd imagined a professor should look.

Round his rashy neck, on a gold chain, hung a scorpion medallion that nestled in his hairy chest. The golden scorpion had a diamond for an eye that caught the light and winked at Molly.