COSTUME REFERENCE LIBRARY

Jesse (Phase II)

Model **CT 3619**, Photo by **John B.**

Description: Clone Trooper Jesse (Phase II)
Prefix: CT
Detachment: Clone Trooper Detachment
Context: The Clone Wars: Season 4

Jesse serves in the Grand Army of the Republic as a hard-fighting, well respected soldier. As a loyal Republic trooper, Jesse proudly wears the cog-shaped symbol of the Galactic Republic. Jesse is well-mannered and often shows concern for other troopers.

The 501st approval requirements are listed in black.

In the page below, items listed in blue are recommended features that will improve the quality of the costume. Items listed in red are intended to further enhance the finished costume.

For 501st membership only the requirements in black need to be met.

IMPORTANT: The "Animated" armor design, seen in The Clone Wars CG Series, differs from the "Realistic" armor design used to create characters from the theatrical films and graphic novels.
See this thread at clonetroopers.net for the differences between the sculpts.

This Visual Guide has been reviewed by the detachment staff and the LMO team and is certified for use as a minimum approval guideline for GMLs. GMLs are free to approve this costume type.

- Any uncertainties or questionable aspects of the submitted costume should be brought to the appropriate DL/GML peer review section of the legion forum.

Required Costume Components

The following costume components are present and appear as described below.

Helmet
For 501st approval:

- Armor is painted matte or satin white.
- A large Galactic Republic symbol covers nearly the entire front and top of the helmet dome.
- The blue line across the top of the eye lens extends around to the back of the helmet and converges with the larger blue section on the rear quarter.
- The helmet eye lens and nose area are outlined in blue with the lines converging to a point over the lower chin area.
- The rectangle ear caps are painted grey.
- 6 vents on each side of helmet.
    - Vents may be painted black or grey, or cut out and filled with black mesh.
- The rear of the helmet has an indented band that is filled with a slightly darker shade of blue than what is on the front of the helmet.
- Each rear quarter of the helmet, from the backside of the earpieces to the center rear section, is painted blue, including all four walls of the indented section.
- The center round cap, on the rear of the helmet, is painted grey.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.

Neck Seal
For 501st approval:

- Neck seal is black in color with no ribbing.
- No logos or labels are visible.
    - If the seal is not incorporated as part of the under suit, a balaclava or other similar covering is acceptable.

For level two certification (if applicable):

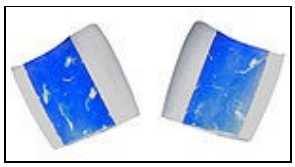
- Neck seal closes in the front via (2) small black snaps.

Under Suit
For 501st approval:

- Black non-textured material, either one-piece or two-piece construction with no visible zippers or logos.

Shoulder Armor
For 501st approval:

- Armor painted matte or satin white.
- Shoulders have wide, vertical, center blue stripe.
- Shoulders have all rounded edges.
- Shoulder armor is not symmetrical.
    - ♦ The shoulders slightly curve back at the bottom.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.



Upper Arm Armor
For 501st approval:

- Armor is painted matte or satin white.
- Each bicep has a blue vertical stripe down the center which is aligned with the shoulder armor.
- Armor is cylindrical with no rear indent.
- Armor is seamless.
    - ♦ No visible traces of how the armor was assembled are shown.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.

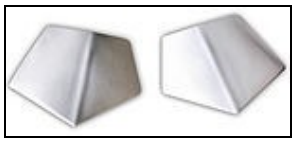
Forearm Armor
For 501st approval:

- Armor painted matte or satin white.
- Front of each forearm has a blue stripe.
- Right forearm has a compad with 6 raised buttons, with a larger rectangle above them. A smaller raised section is closest to the elbow.
- Armor is seamless on the outside edge.
    - ♦ Due to the shape of the armor, a butted seam is acceptable on the inside if required.
- Elbow plate is integrated into the forearm armor.

- Elbow section has a center blue stripe.
    - ♦ Stripes on front of forearm and elbow pieces do not align.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.

For level two certification (if applicable):

- Armor is seamless.
    - ♦ No visible traces of how the armor was assembled are shown.



Hand Plates
For 501st approval:

- Armor is painted matte or satin white.
- Hand plates are mirror images of each other.
- Hand plates have an angled peak that comes to a point over the index or middle finger, just past the main knuckle of the hand.
- Armor is weathered with shades of grey.

Gloves
For 501st approval:

- Black over the wrist gloves made of leather, nylon, or other low pile fabrics.
- Gloves cover any exposed skin.
- Gloves do not show any labels or logos when the armor is worn.

Chest Armor
For 501st approval:

- Armor is painted matte or satin white.
- Center of chest has a vertical blue stripe which starts below the top edge of the armor and ends short of the bottom edge.
- Shoulder straps are white.
- Lower portion of the chest is shaped to match the abdomen armor.
- Chest and back plate match together at the sides with no open gap.
    - ♦ There is a butted seam line present between the Chest and Back armor.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.

Back Armor
For 501st approval:

- Armor is painted matte or satin white.
- Back armor has a detail plate consisting of 4 circles and 5 horizontal bars.
- Chest and back plate match together at the sides with no open gap.
    - ♦ There is a butted seam line present between the Back Chest armor.
- Shoulder straps are white.
- Armor is weathered with shades of grey.

Abdomen Armor
For 501st approval:

- Armor is painted matte or satin white.
- Near the top of the abdomen is a short rectangular dash which tapers inward slightly as it travels downward.
    - ♦ When the chest and ab armor are combined, the two dash marks resemble an exclamation point.
- Top edge of the armor is squared off to match the chest armor.
- The abdomen armor protrudes out in the middle to match the shape of the chest.
- The abdomen armor joins at the rear and the join is covered by a center plate.
- Weathering of blue areas include heavy scuff marks and fading.
- Weathering of white areas are shades of grey.

Codpiece and Belt front
For 501st approval:

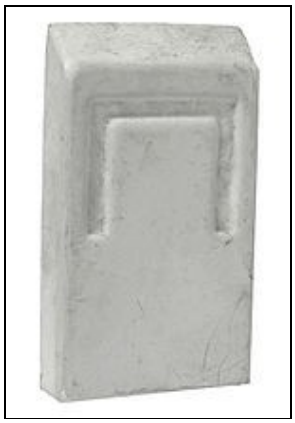
- Armor is painted matte or satin white.
- Belt is approx 3" tall and divided into 1.75" wide segments.
- The front segments have a key/slot detail.
- Belt boxes are mounted at the hips.
- Codpiece and Posterior armor connect at the hips.
    - ♦ Butted seams are permitted at this connection if required.
- Armor is weathered with shades of grey.

Posterior Armor, belt rear and Detonator
For 501st approval:

- Armor is painted matte or satin white.
- Belt is approx 3" tall and divided into segments.
- Cod and Posterior armor connect at the hips.
    - ♦ Butted seams are permitted at this connection if required.
- Detonator is centered on the back of belt with no control buttons.
- The detonator has 2 lines set in approx 1/2" - 5/8" from the edges.
    - ♦ Lines may be recessed or painted on.
- Armor is weathered with shades of grey.

For level two certification (if applicable):

- Detonator lines are recessed.



Belt Boxes
For 501st approval:

- Two rectangular boxes with one mounted on each side of belt.
- Boxes are painted matte or satin white.
    - The top side of the box is tapered outward.
    - There is an inset detail near the top of each box.
- Armor is weathered with shades of grey.

Thigh Armor
For 501st approval:

- Armor is painted matte or satin white.
- Front of thigh armor has a flat triangular area near the knee with a notch cut out for the knee armor.
- From the top of the triangle a ridge line travels up the front of the thigh to the top edge.
- The upper outer edge has an angled section.
- Armor is weathered with shades of grey.

For level two certification (if applicable):

- Armor is seamless.
    - No visible traces of how the armor was assembled are shown.

Lower Leg Armor
For 501st approval:

- Armor is painted matte or satin white.
- Knee armor is integrated with the lower leg.
- The knees are painted dark grey with a narrow horizontal white band across the center.
    - This white band rises as it crosses the face of the knee and drops back lower as it travels around the sides.
- The front of the armor has a triangular detail just below the knee and a hard ridge line down the front of the shin.
- The front of each shin is painted blue.

        - The blue color starts just below the knee section leaving a white band between the blue color and the knee area.
        - This blue color ends short of the lower edge, leaving a white ankle band around the bottom of the armor.
    - Back of the lower legs have an indentation just under the calf that extends down to the ankle.
    - The outside of the calf is seamless.
        - A clam shell opening on the inner seam is acceptable.
    - Armor is weathered with shades of grey.

For level two certification (if applicable):

- Armor is seamless with a trap door access through the indent in the rear of the lower leg.

Boots
For 501st approval:

- White, ankle high or tall enough to cover the ankle and eliminate any black undersuit visible at the ankle area.
- Boots are lace-less and have flat soles.
- Boots have a center strip running from the toe to the ankle.
- A strap across the top of the foot, and 2 flat white discs on either side of the foot, terminating the strap.

For level two certification (if applicable):

- Boots have accurate notched sole.

Optional Accessories

Items below are optional costume accessories. These items are not required for approval, but if present appear as described below.

DC-15S Blaster Carbine (animated style)
For 501st approval:

Manufactured by BlasTech Industries, this weapon is commonly carried by the Troopers of the Galactic Republic.

- This is the animated variant of the DC-15S blaster rifle.

This document and all of the images within were created by and are the property of the 501st Legion. All other uses are prohibited.

- This CRL is available as a PDF at www.501st.com/databank/Costuming:CT_-_Jesse_phase_2

The 501st Legion is a worldwide Star Wars costuming organization comprised of and operated by Star Wars fans. While it is not sponsored by Lucasfilm Ltd., it is Lucasfilm's preferred Imperial costuming group. Star Wars, its characters, costumes, and all associated items are the intellectual property of Lucasfilm. ©2012 Lucasfilm Ltd. & TM. All rights reserved. Used under authorization.

Visit www.501st.com to learn more.