

COSTUME REFERENCE LIBRARY

Draa



Model TC 5523, Photo by Mark B.



Description: Draa

Prefix: TC

Detachment: Clone Trooper Detachment

Context: The Clone Wars: Season 2 - Episode 6

Draa serves in the Grand Army of the Republic as a heavy weapons specialist assigned to Green Company of the 41st Elite Corps.

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 sculpt.

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:

- Animated Phase I style helmet.
 - ◆ Movie style helmets are not combined with animated armor.
- Narrow fin on dome.
- Helmet is painted matte or satin white with dark green detail.
- Fin is dark green with patterns continuing down back of dome.
- Front face has a dark green "V" pattern that angles from the vocoder opening at chin and angles back to ear columns. The "V" pattern top edge starts at the top of frown and angles back to top of ear column leaving white triangle areas below the eye area of lens.
- A red two circle symbol with horizontal triangle line cuts is located on the dome above the left eye area. Symbol is reminiscent of the Old Republic military.
- A black eye lens extends down through the entire frown area.
- (4) Vents on each side of helmet.
 - ◆ Vent indents may be painted black or grey, or cut out and filled with black mesh.
- A grey indented helmet band runs around back of dome.
- Raised white circle at the back center of the helmet.
- Armor is weathered with shades of grey.
- Scuff marks on green expose underlying white.
- Scuff marks on dark green expose underlying white.
- Armor is weathered with 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:

- Animated Phase I Shoulder Armor.
- Armor is painted matte or satin white with dark green detail.
- Armor has dark green bottom edge border that rings around the shoulder.
 - ◆ Dark green covers lower 1/3 of both shoulder armor.
 - ◆ Left shoulder has a thin dark green "mirrored G" design marking, with hash marks between, which resembles an animal similar to a fox.
- Shoulders are padded so as not to rest flat against the arms.
 - ◆ The top of the bell sits 3/4" - 1" above the natural shoulder.
- Scuff marks on dark green expose underlying white.
- Armor is weathered with shades of grey.



Upper Arm Armor For 501st approval:

- Armor is painted matte or satin white.
- Armor has a notch on the lower area of the back of the arm that matches up with the elbow armor.
- Armor is seamless.
 - ◆ No visible traces of how the armor was assembled are shown.
- Armor is weathered with shades of grey.

Forearm Armor For 501st approval:

- Animated Phase I Forearm Armor.
- Armor is painted matte or satin white.
- Left forearm has a compad with (4) main square recessed areas and



- (1) slightly smaller square recessed area.
 - ◆ The smaller recess 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, extending up to fit into the notch on the bicep.
- 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.



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:

- Animated Phase I Chest Armor.
- Armor is painted matte or satin white with dark green detail.
- Dark green stripes angle outward and up along sides.
 - ◆ Base of stripes start along sides of abdomen curved notch and angle up and out toward bicep armor.
 - ◆ Stripes cross over elevated chest area and align with dark green inside edge on shoulder armor.
 - ◆ Tops of stripes continue around and onto the back armor. See: "Back Armor" section for details.
 - ◆ When the abdomen armor is in place, these stripes continue onto that armor piece as well. See: "Abdomen Armor" section for details.
- Lower portion of the chest has a curved notch for the abdomen armor to fit into.
- Chest and back plate match together at the sides and shoulders with no open gap.

- ◆ Butted seam lines are permitted if required.
- Shoulder straps are placed over the chest and back armor at the seams.
 - ◆ Shoulder straps are painted matte or satin white.
- Scuff marks on dark green expose underlying white.
- Armor is weathered with shades of grey.



Back Armor
For 501st approval:

- Animated Phase I Back Armor.
- Armor is painted matte or satin white with dark green detail.
- Dark green stripe continues from chest sides and extends behind shoulder area and ends at back box edge, and just below top edge of box.
- Back box detail area contains an 'O11' pattern.
- Shoulder straps are placed over the chest and back armor at the seams.
 - ◆ Shoulder straps are painted matte or satin white.
- Scuff marks on dark green expose underlying white.
- Armor is weathered with shades of grey.



Abdomen Armor
For 501st approval:

- Animated Phase I Abdomen Armor.
- Armor is painted matte or satin white with dark green detail.
- Dark green aligns with chest stripes and forms a 'V' shape with a split center gap.
- Top edge of the armor is curved to match the chest.
- The abdomen armor protrudes out in the middle to match the shape of the chest armor.
- (4) inset lines divide the ab plate into segments.
- Abdomen and Kidney armor connect at the hips.
 - ◆ A butted seam between ab plate and kidney is acceptable.
- Scuff marks on dark green expose underlying white.
- Armor is weathered with shades of grey.



Kidney Armor
For 501st approval:

- Armor is painted matte or satin white.
- Kidney and abdomen armor connect at the sides with no open gap.
 - ◆ A butted seam between the kidney and abdomen armor is acceptable.
- Armor is weathered with 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.



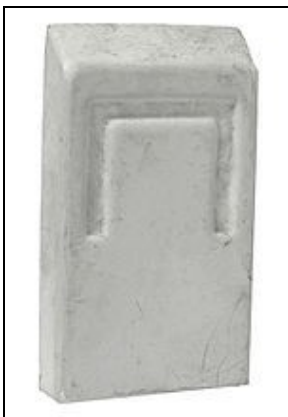
Posterior Armor, Belt rear and Detonator

For 501st approval:

- Armor is painted matte or satin white.
- Belt is approx 3" tall and divided into 1.75" wide segments.
- Posterior armor and Codpiece connect at the hips.
 - ◆ Butted seams are permitted at this connection if required.
- Detonator is centered on the back of belt.
 - ◆ Detonator has 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:

- Animated Phase I Thigh Armor.
- Armor is painted matte or satin white with dark green detail.
- Dark green stripe parallels the top edge and wraps around the armor.



- 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.
- Scuff marks on dark green expose underlying white.
- Armor is weathered with shades of grey.

For level two certification (if applicable):

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



Lower Leg Armor
For 501st approval:

- Animated Phase I Lower Leg Armor.
- Armor is painted matte or satin white with dark green detail.
- Knee armor is integrated with the lower leg.
 - ◆ A dark green vertical stripe extends the full length of front flat surface of the knee.
- The armor has a flat center triangle below the knee plate.
- The calf detail of the armor has a ridge wrapping around the back of the leg.
 - ◆ Due to the shape of the armor, a butted seam is permitted on the inside or back of the leg.
- Scuff marks on dark green expose underlying white.
- Armor is weathered with shades of grey.



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.



DC-15A Blaster Rifle (animated style)
For 501st approval:

Manufactured by BlasTech Industries, this blaster is the standard issue weapon carried by the Clone Troopers of the Grand Army of the Republic.

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



RPS-6 Rocket Launcher
For 501st approval:

Manufactured by Merr-Sonn Munitions, Inc. , this portable rocket launcher is capable of penetrating ray shields and is primarily used as a anti-vehicle weapon.

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- [This CRL is available as a PDF at www.501st.com/databank/Costuming:TC_CW-animated_draa](http://www.501st.com/databank/Costuming:TC_CW-animated_draa)

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