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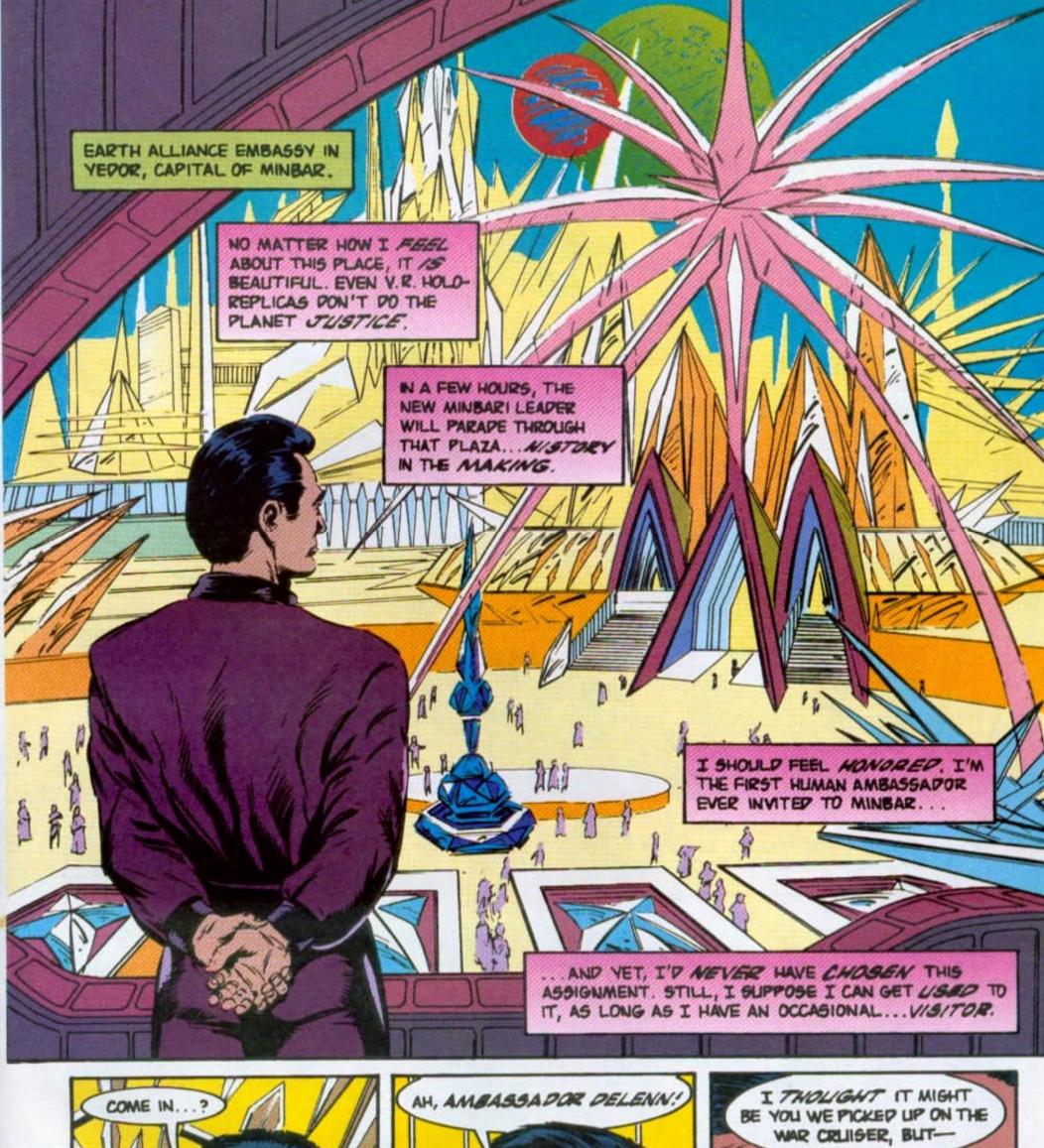
































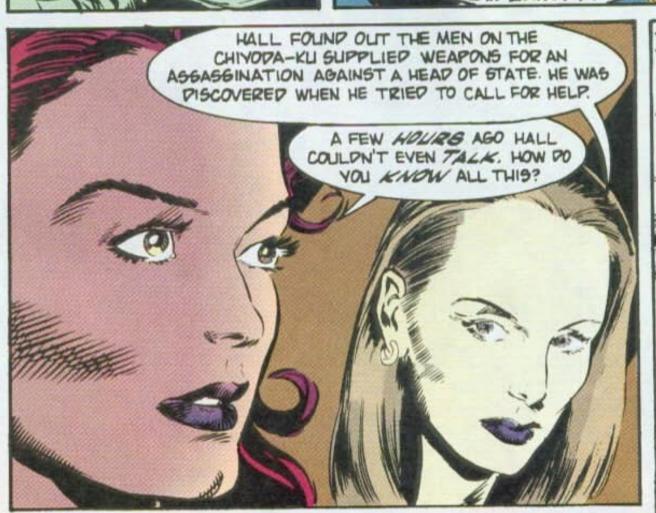




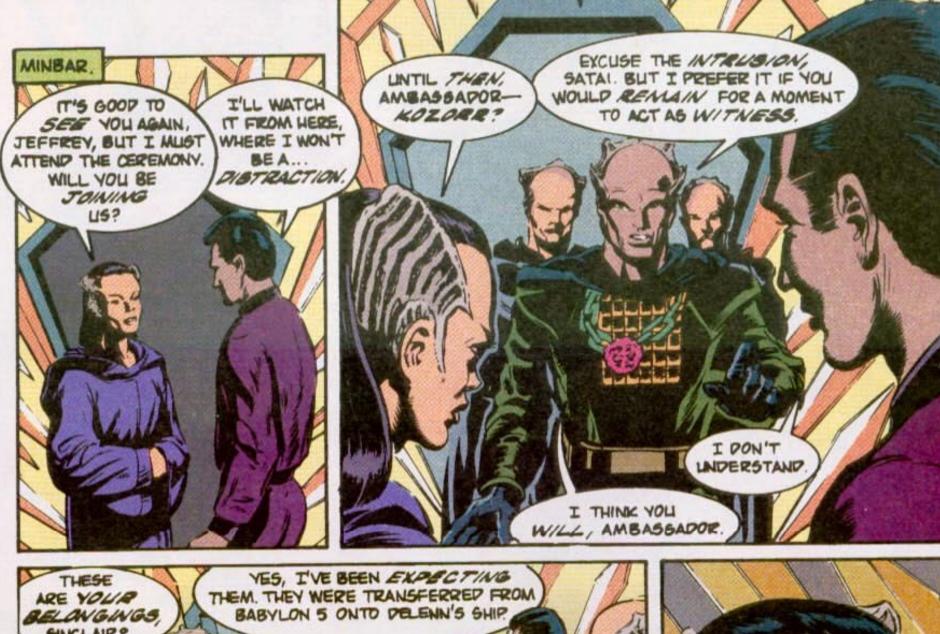
























MAKEUP FOR AN ALIEN WORLD

BY RUSSELL JOHNSON

With credits ranging from NIGHT OF THE LIVING DEAD to THE DARK HALF, the makeup team of Everett Burrell and John Vulich is no stranger to... the strange.

And when offered the opportunity to create alien effects for the science-fiction television drama Babylon 5, Vulich and Burrell, co-founders of Optic Nerve Studios, jumped at the chance to stretch their creativity. Since opening in 1989, Optic Nerve has risen to become one of the best up-and-coming makeup effects houses

in the industry, but bringing a top level of quality to the small screen would be the studio's toughest job yet.

One of the most challenging aspects of taking over the BABYLON 5 project from John Criswell (who created the alien effects for BABYLON 5's two-hour movie premiere) involved modifying the design of the Minbari. The androgynous look that Minbari Ambassador Delenn sported in the pilot was deemed too harsh and unattractive, so Vulich and **Burrell returned to designer Steve** Burg's original concepts for inspiration. They abandoned the previously-used prosthetic chin extension and created a more subtle forehead appliance (a foam latex attachment).



Mira Furlan as Ambassador Delenn, Babylon 5's Minbari liaison.

The resulting design better incorporated actress Mira Furlan's natural features and gave the character a more angelic, feminine appearance. Last-minute inspiration provided the now familiar blue patterning seen on the heads of all Minbari, roughly analogous to human freckles.

In addition to refining the Minbari look, Optic Nerve's on-set makeup artists, including Greg Funk and Will Huff, worked to halve the prosthetic application time. from four hours to two. They began prepainting all appliances with the same "Shibui" prosthetic makeup that's also used to blend the appliances into the natural

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During the intense first season spent creating alien makeup effects for BABYLON 5. John Vulich and Everett Burrell, co-owners of Optic Nerve Studios, often kidded that B5 would be their ticket to the Emmys. But on July 21, they received a fax from the Academy of Television Arts and Sciences

that put all kidding aside. They had been nominated for a 1994 Emmy for Outstanding Achievement in Makeup.

Running against well-established competition like SATURDAY NIGHT LIVE and STAR TREK: THE NEXT GENERATION, Burrell and Vulich knew they were the dark horse to win. As the new kids on the block, just receiving a nomination seemed significant. Nevertheless. on awards night, Vulich and Burrell were summoned to the stage, along with co-nominees Greg Funk, Ron Pipes, and Mary Kay Morse, to receive their own Emmy statuettes.

According to Vulich, "It was horrifying. Exciting, but horrifying."

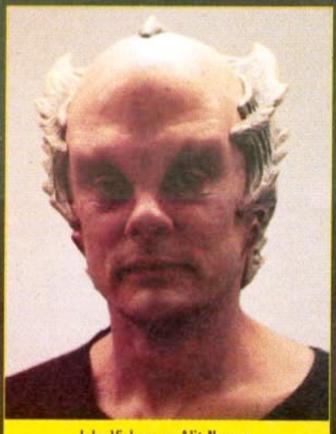
"It was fun," says Burrell, "but my Emmy broke. I hope that's not a bad foreshadowing of things to come." Not likely, considering the Emmy recognition has already produced a number of interesting new job opportunities.

Greg Funk, one of Optic Nerve's key on-set makeup people, still seems a bit overwhelmed by the whole experience: "It's the most Hollywood thing I've ever done!"

NEXT UP: I N HARM'S WAY

The crisis continues as Earth Alliance and the Minbari inch their way toward all-out war! Mark Moretti continues the story, and Carlos Garzon guests on art.

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John Vickery as Alit Neroon, a Minbari warrior from the episode "Legacies."

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lines of the actor's face. Vacuformed plastic templates were created to help the makeup artists air-brush correct blue patterns onto the heads of recurring Minbari players — thus saving time and insuring consistency from show to show.

Without a doubt, the Minbari have proven to be one of the most intriguing alien races to grace the small screen in some time. Not unlike ancient Japanese culture, the societal structure of the Minbari includes warrior castes (such as the Wind Swords), philosophical orders, and clandestine political organizations. Since they represent one of the "superpowers" of the B5 universe, Optic Nerve designers, such as John Wheaton, pay special attention to the development of all featured Minbari players.

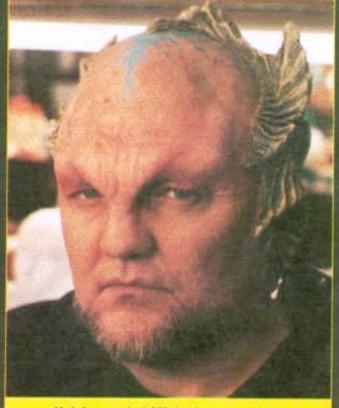
In particular, much thought went into the trademark bone protrusion encircling the heads of the Minbari people. Originally envisioned as a kind of ceremonial

headdress, it evolved into an actual part of Minhari physiology. It was further decided that female Minhari ritually carved their crowns to

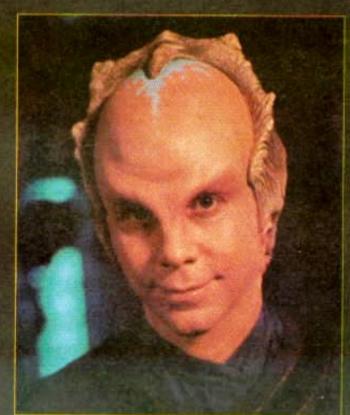
achieve a more decorative effect (like getting their hair done), while males allowed their crowns to retain a more organic look.

Vulich and Burrell took advantage of this physical feature when developing new Minbari characters, too. For example, characters pledged to a warrior caste, such as General Neroon (seen in the episode "Legacies"), were given bones with a rough, jagged look. On the other hand, the crown of Ambassador Delenn's assistant Lennier, played by Lost IN Space alumnus Bill Mumy, has a softer, more rounded design — evoking the image of fawn antlers, to emphasize the character's youth and innocence.

In the early episodes of B5, Minbari men apparently never had to deal with the tedious ritual of shaving. That changed, however, with the introduction of Draal, played by Louis Turenne, in the episode "A Voice in the Wilderness." Turenne was very "attached" to his facial hair, so it was agreed that the bearded look would be incorporated into his makeup.



Kalain, a rebel Minbari portrayed by Richard Grove in the second season episode "Points of Departure."



Veteran SF actor Bill Mumy in the role of Lennier, Ambassador Delenn's impressionable aide.

Vulich and Burrell rationalized this anomaly as a reflection of the character's mystic, almost wizardlike qualities. They also decided that facial hair might appear in the future on characters representing the radical fringe of Minbar society.

A mysterious race, second only to the enigmatic Vorlons in terms of secrets, the Minbari have many exciting surprises — and revelations — in their future. Commitment to detail and quality by the Optic Nerve crew will help make those surprises some of the most fascinating in television science fiction.

RUSSELL JOHNSON

works at Optic Nerve as a project coordinator, puppeteer, and sometimes bartender.