



















AS A KNOWN FRIEND

OF SINCLAIR, DELENN HAS











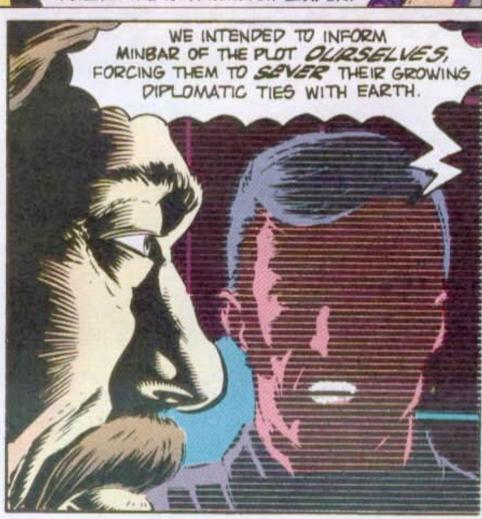










































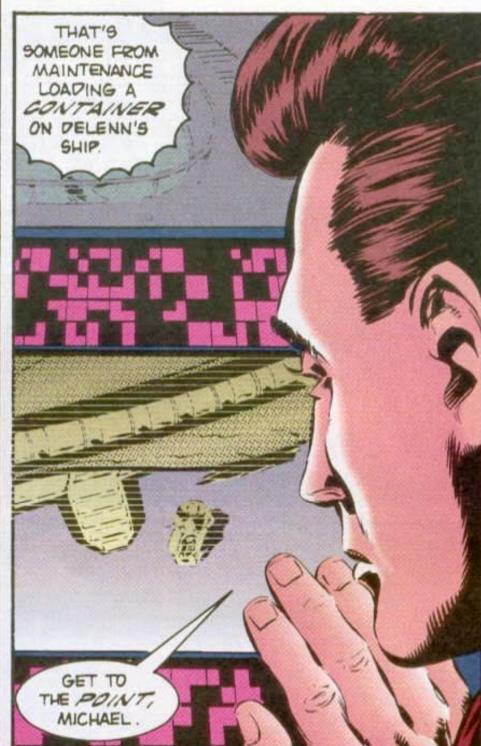




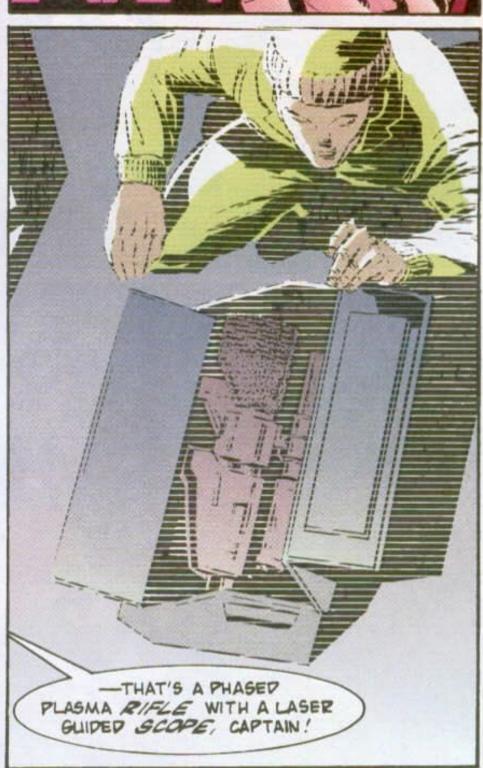




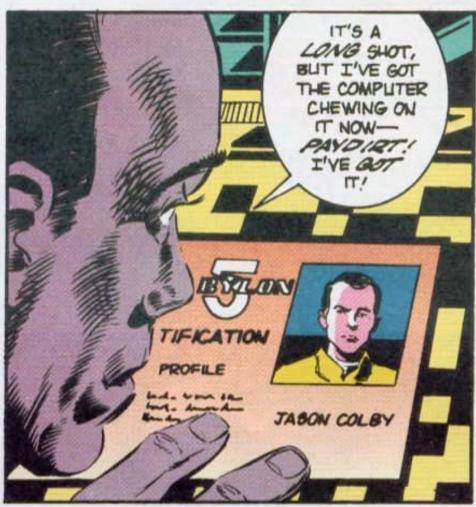


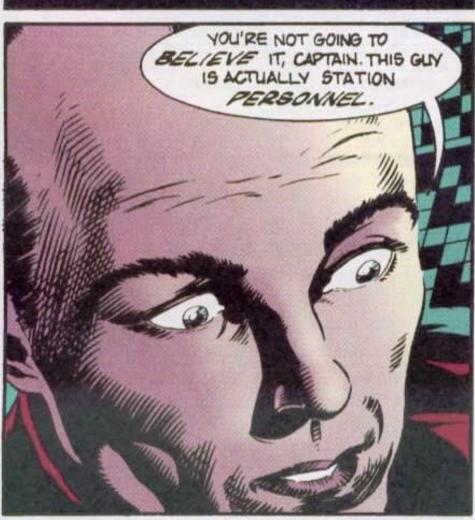










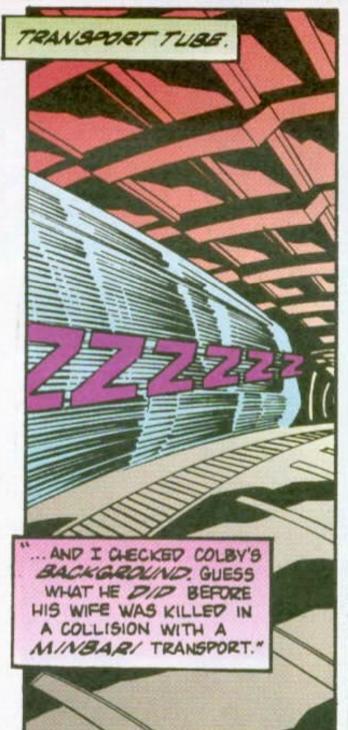










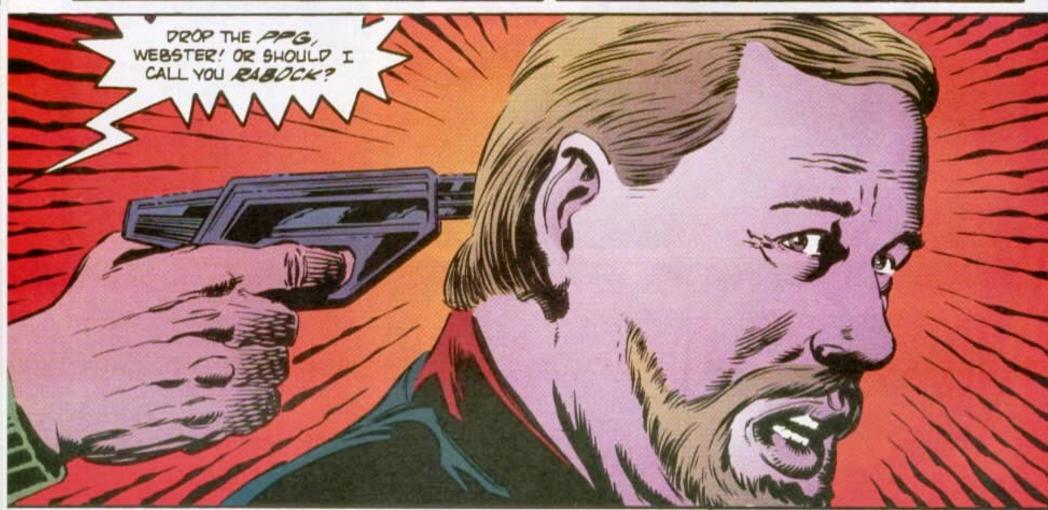






















































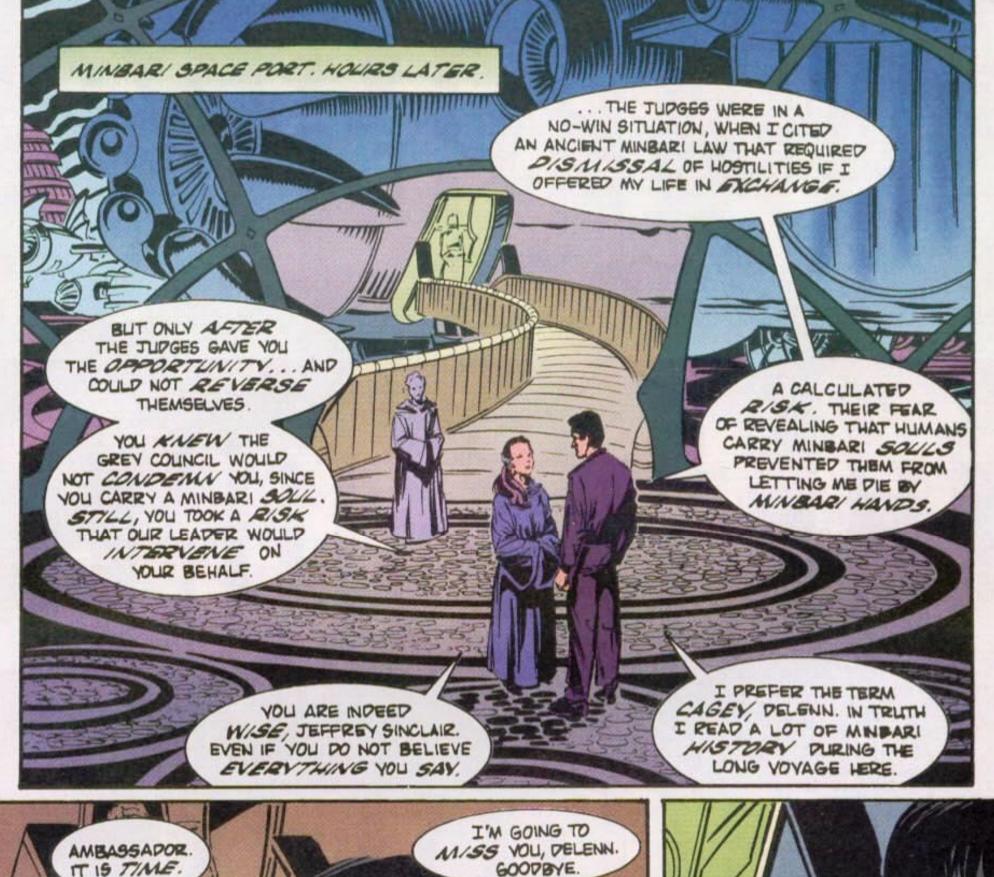
































"It was the dawn of the third age of mankind... ten years after the Earth-Minbari war. The Babylon Project was a dream given form. Its goal: to prevent another war, by creating a place where humans and aliens could work out their differences peacefully. It's a port of call, home away from home, for diplomats, hustlers, entrepreneurs, and wanderers. Humans and aliens, wrapped in two million, five hundred thousand tons of spinning metal... all alone in the night. It can be a dangerous place, but it's our last, best hope for peace. This is the story of the last of the Babylon stations. The year is 2259. The name of the place is... B A B Y L O N

COSTUMES FOREIGN WORLD

BY ANN BRUICE

There are many different races of aliens and people on Babylon 5. As you might guess, designing and creating clothes for all those characters keeps the Wardrobe Department continually challenged.

As Costume Designer for Babylon 5, I have been, since the first season, informed and enlightened by series creator J. Michael Straczynski, Production Designer John lacovelli and Producer John Copeland — though they have given me tremendous freedom to develop my own ideas. as well.

One of J. Michael's clearest desires was to create widely, and sometimes wildly, divergent and detailed characters for B-5. My job: to prepare divergent and detailed costumes for all of them.

HUMANS

Humans on B-5 needed both "uniformed" and "civilian" appearances. Within the uniformed world, there were Earthforce Uniforms — command and noncommand. Class A and Formal Dress, plus other personnel outfits, like spacesuits, ground crew jumpsuits, security uniforms, Med Lab attire, and surgical scrubs, to name a few. Each outfit was designed with the idea that it belonged to a specific class of worker, with a specific function, on a thriving, working space station.

But the designs had to satisfy the aesthetic of the year 2259, too. So, we used unusual fabric combinations and texture detail, plus a complex system of medals and patches to distinguish rank, to create job-specific uniforms. The designs were influenced by world military uniforms from the past 150 years. Both J. Michael and John Copeland believed viewers would relate best to Earth history, that is, costumes that tie together our past, present, and future.

Civilian outfits needed to represent a melting pot, so we blended contemporary silhouettes with timeless ethnic fabrics and shapes. This colorful mix gives the world of B-5 a rich and varied texture — especially appropriate since J. Michael has sometimes compared Babylon 5 to Ellis Island.

PSI CORPS

Talia Winters's Psi Corps tailored suits retain a quasi-uniform look, with contrasting earthtones behind strong black asymmetrical shapes. As a member of Psi Corps. Talia wears a special Psi Corps pin, plus black leather gloves in public, to keep her telepathic powers in check.

DELENN, as she appeared during BABYLON 5's first season On the right are swatches of the fabric used to create her outfit.

ALIENS, ALIENS

Our greatest challenge was to create costumes for the vast cast of alien characters. Most of our energy was devoted to our three alien ambassadors, who represent the aligned alien races. Eccentric in their own ways, each comes to 8-5 with a unique culture and a particular agenda.

Londo Mollari is the Centauri Ambassador. According to J. Michael, the Centauri Republic was once a formidable, imperialistic power. But the people have been weakened by luxury and leisure — they now define themselves through acquisition and outward appearance. Given this quideline, I derived Londo's costume silhouette from late 18th-century pre-Napoleonic attire. His costume is a tribute to excess, replete with gold

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NEXT UP: SHADOWS PAST AND PRESENT

A new story begins, in which Garibaldi revisits his first meeting with Jeffrey Sinclair — and unearths some new problems. Written by Tim DeHaas, based on a premise by J. Michael Straczynski, with art by John Ridgway.

CONTINUED FROM PREVIOUS PAGE

bullion and brass scarabs as trim on his purple coat. As we move into later episodes of the second season, Londo's look will become darker, more threatening; his coat will change from purple to midnight blue, with pewter trim replacing the gold. Peter Jurasik, the actor who plays Londo, has encouraged me to add the extras, feeling the more his outfit is cluttered with ornamentation, the greater the façade his character must fight against.

In contrast to the Centauri Republic, the Narns have evolved into an aggressive society, perched to defend what was once a peaceful agrarian culture. Having been suppressed by the Centauri Republic for centuries, the Narns will fight to the death before succumbing again. Hence, we designed the costume for G'Kar, the Narn Ambassador, based on warriors from antiquity. Pieces of his costume range from Roman to Gothic, and though his silhouette is largely classic, the materials of his costume have an organic

quality, unlike Londo's highly refined, faceted look. With a complex layering system, including studded shirt, breeches, codpiece, and boots, everything about G'Kar's costume evokes power.

The Minbari Ambassador, Delenn, holds a highlyrespected position. A quiet, contemplative species, the
Minbari aspire to personal honor and integrity; visually, they
need to evoke a strong, centered image. Delenn's makeup
became more feminine for the start of season one (versus the
series pilot), so her clothes were changed to more feminine
dimensions. The Minbari silhouette is a mix of Asian and
Western Gothic, and the layered fabrics of Delenn's costumes
are silk brocades with small geometric patterns. For season
two, her character made a major transformation, becoming
more human, and we altered her attire accordingly, to stress
a sleeker, more elegant silhouette. To do this, I removed one
layer of garments and streamlined her kimono. We also gave
her a heeled shoe, to complete the long, lean look.

Each ambassador has an attaché (Vir, Na'Toth, Lennier), to assist him or her. As such, Lennier, who serves Delenn, was also transformed for the second season. At the start of season one, Lennier (Bill Mumy) had just arrived from Minhar where he led a sheltered monastic life. So, his costume

reflected a youthful, servile quality. But for season two, Lennier needed to look more sophisticated, less gullible. Taking his existing silhouette, I designed a more complex costume, utilizing intricate line detail and fabric piecing. The result is a more confident, stately Lennier.

This is just the start of basic B-5 costuming. For example, each ambassador also needs ceremonial attire for special state occasions. I've designed outfits for Narn pilots, Narn civilians, Minbari warriors, Minbari acolytes, Minbari pilots, the Minbari Grey Council. Centauri women, Londo's wives, the Centauri Emperor, Centauri Imperial Guards. Centauri clairvoyants... and many others.

From there, the world of B-5 goes on to encompass many non-aligned alien races (most notably the Drazis), plus all the varied characters (both human and alien) who pass through B-5 for an episode or two. It is not uncommon for the Wardrobe Department to dress up to 100 actors, stunt players, and extras in the course of a day. Behind the scenes at B-5 is a bustling world as exciting as the one we endeavor to create.

JOURNEY TO BABYLON 5

BY ANN BRUICE

Becoming Costume Designer for Babylon 5 was a step I never anticipated. Luckily, my training and experience over the past decade have served me well.

I came to the west coast world of design after getting an M.A. in Drama from the University of California Santa Barbara and an M.F.A. in Costume Design from California Institute of the Arts. From

there, I landed work assisting a number of notable designers, including Robert Blackman (STAR TREK: THE NEXT GENERATION, DEEP SPACE NINE), who helped me refine my sense of historical silhouette as well as understand the importance of detail, color, and texture.

From 1986 to 1993, I
worked largely in theatre
around the Los Angeles area,
designing costumes for both
period and contemporary plays.
Twice, I won the Los Angeles
Drama Critics Circle Award for
my work.

For a number of those theatre projects, I collaborated with a Scenic Designer named John lacovelli. John was already working with the producers of Babylon 5, and he convinced them to interview

me. Less than a week later, I found myself on board as Costume Designer. Barely two months after that, we were shooting the first episode. During that time, I put together a wardrobe staff, researched and rendered designs, chose all the fabrics for the costumes, and oversaw fittings and tailoring.

Fortunately, my work in theatre, plus a handful of film and television credits, helped prepare me for the depth and speed required to create the costumes for the world of B-5. Even now, well into our second season, I remain grateful for all those years of formal training and experience—it's the only way I was able to survive Babylon 5!



DELENN, in her second season clothing, with swatches of the fabric used in the costume.