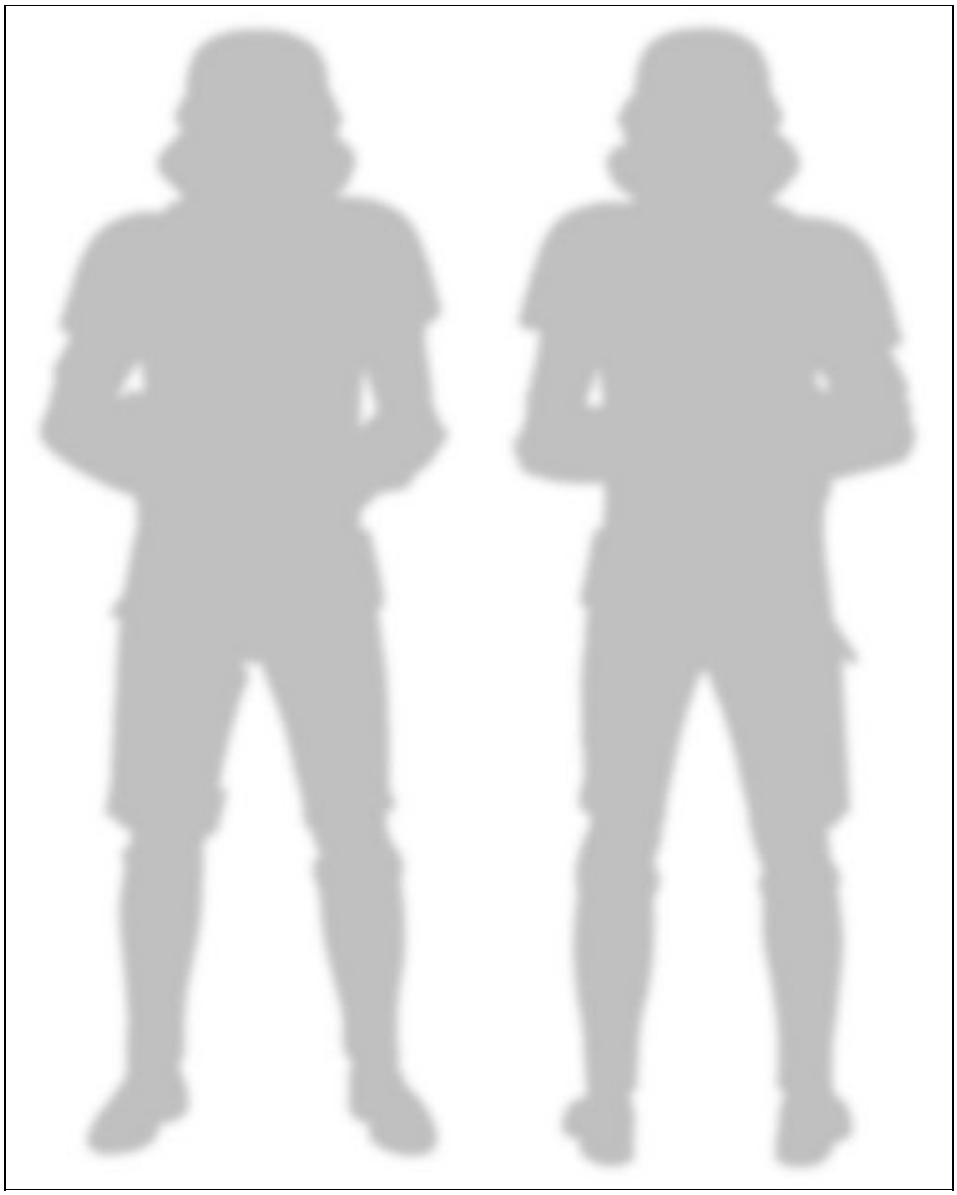
COSTUME REFERENCE LIBRARY

Clone Trooper Echo, Blue Handprint



Model **MODEL NAME**, Photo by **PHOTOGRAPHER NAME**

Description: Clone Trooper, Blue Handprint
Prefix: TC
Detachment: Clone Trooper Detachment
Context: The Clone Wars, season 1
Echo first appears in Season 1, Episode 5, "Rookies". He first appears as a standard grunt, but receives a blue handprint on the left breast from Captain Rex.

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: Effective June 1 2012, the 501st will no longer be approving realistic interpretations of Clone Wars CG characters. The armor sculpt must match the character being recreated. See this thread at clonetroopers.net for the differences between the sculpts.

- This CRL is a work in progress.
- While this costume must be approved by the Legion Membership Officer, submissions should still go to the local GML, who will post the application in the appropriate section of the Legion forum.
- If you have this costume and would like to assist with this CRL, please contact your detachment leader!
- Please note that the use of the word "should" below does not indicate that a requirement is optional. All instances of should will be replaced with must as this guide is completed.

Required Costume Components

The following costume components must be present and appear as described below for approval .

Helmet
For 501st approval:

- Clone Wars style helmet required. Movie style helmets cannot be combined with animated armor.
- Helmet must be painted matte or satin white. If weathered, the weathering should be shades of grey.
- Black visor extends down through the entire frown area.
- Narrow fin on dome.
- Raised bump at each ear, 1" - 1.25" in diameter.
- 4 Vents on each side of helmet. May be painted black or grey, or cut out and filled with black mesh.
- Primer grey stripe around back of dome.
- Raised white circle at the back of the helmet.
- Rectangular indent at the back of the helmet may be primer grey or heavily weathered white.

For level two certification (if applicable):

- Helmet must be weathered.

For level three certification (if applicable):

Neck Seal
For 501st approval:

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

For level two certification (if applicable):

- Neck seal should close via 2 small black snaps in the front.

For level three certification (if applicable):

Under Suit
For 501st approval:

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

Shoulder Bells
For 501st approval:

- Armor must be painted matte or satin white. If weathered, the weathering should be shades of grey.
- Shoulders should be padded so as not to sit flat against the arms. The top of the bell should sit 3/4" - 1" above the natural shoulder.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):

Upper Arm Armor
For 501st approval:

- Armor must be painted matte or satin white. If weathered, the weathering should be shades of grey.
- Armor has a notch on the lower area of the back of the arm that matches up with the elbow armor.
- Armor must be seamless. No visible traces of how the armor was assembled should be shown.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):

Forearm Armor
For 501st approval:

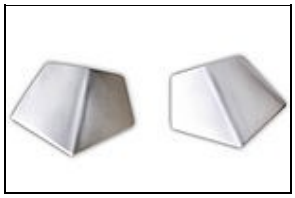
- Armor must be painted matte or satin white. If weathered, the weathering should be shades of grey.
- Left forearm must have a compad that has 4 main square recessed areas and 1 slightly smaller square recessed area. The smaller recess is closest to the elbow.
- Armor must be seamless on the outside 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.

For level two certification (if applicable):

- Armor must be seamless. No visible traces of how the armor was assembled should be shown.
- Armor must be weathered.

For level three certification (if applicable):



Hand Plates
For 501st approval:

- Painted with a base color of matte or satin white.
    - If weathered, the weathering should be shades of grey.
- 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.

For level two certification (if applicable):

Armor must be weathered.

For level three certification (if applicable):

Gloves
For 501st approval:

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

For level two certification (if applicable):

For level three certification (if applicable):

Chest Armor
For 501st approval:

- Armor must be painted matte or satin white. If weathered, the weathering should be shades of grey.
- Lower portion of the chest has a curved notch for the abdomen armor to fit into.
- Chest and back plate must match together at the sides and shoulders with no gap. Butted seam lines are permitted if required.
- Shoulder straps must be placed over the chest and back armor at the seams.
- A blue handprint must be present over the right breast plate. This should have rough edges and minor drips so as to appear to have been applied via a wet hand.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):

Back Armor
For 501st approval:

- Armor must be painted matte or satin white. If weathered, the weathering should be shades of grey.
- Rear tank has detailed area that contains a O11 pattern similar to a stormtrooper.
- Shoulder straps should be placed over the chest and back armor at the seams.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):

Ab Armor
For 501st approval:

- Armor must be painted matte or satin white. If weathered, the weathering should be shades of grey.
- Top edge of the armor is curved to match the chest.
- The ab armor protrudes out in the middle to better up with the chest.
- 4 inset lines divide the ab plate into segments.
- A butted seam between ab plate and kidney is acceptable.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):

Kidney Armor
For 501st approval:

- Armor must be painted matte or satin white. If weathered, the weathering should be shades of grey.
- A butted seam between ab plate and kidney is acceptable.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):

Codpiece and belt front
For 501st approval:

- Armor must be painted matte or satin white. If weathered, the weathering should be shades of grey.
- 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. Butted seams are permitted at this connection if required.
- Cod and Posterior armor should connect at the hips.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):

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

- Armor must be painted matte or satin white. If weathered, the weathering should be shades of grey.
- Belt is approx 3" tall and divided into 1.75" wide segments.
- Cod and Posterior armor should 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

For level two certification (if applicable):

- Armor must be weathered.
- Detonator lines must be recessed.

For level three certification (if applicable):

Belt Boxes
For 501st approval:

- Armor must be painted matte or satin white. If weathered, the weathering should be shades of grey.
- 2 rectangular boxes are mounted at the hips. The top edge of the box is tapered town toward the outside. There is an inset detail near the top of each box.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):

Thigh Armor
For 501st approval:

- Armor must be painted matte or satin white. If weathered, the weathering should be shades of grey.
- Front of thigh armor should have 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 should go up the front of the thigh to the top.
- Armor must be seamless. No visible traces of how the armor was assembled should be shown.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):

Lower Leg Armor
For 501st approval:

- Armor must be painted matte or satin white. If weathered, the weathering should be shades of grey.
- Knee armor is integrated with the lower leg.
- The armor should have a flat center triangle below the knee plate, with the single point facing downward.
- 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 shin.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):

Boots
For 501st approval:

- White, ankle high or tall enough to cover the ankle and eliminate any black undersuit visible at the ankle area in armor. Boots must be 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 must have accurate notched sole.

For level three certification (if applicable):

Optional Accessories

Items below are optional costume accessories. These items are not required for approval, but if present must meet the guidelines below.

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

This is the animated variant of the DC-15S blaster rifle. Manufactured by BlasTech Industries, this weapon is commonly carried by the Clone Troopers of the Galactic Republic in the Clone Wars.

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

This is the animated variant of the DC-15A blaster rifle. Manufactured by BlasTech Industries, this blaster is the standard issue weapon carried by the Clone Troopers of the Grand Army of the Republic.

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

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