

CODENAME

OPERATION THRAWN

◆ Week by Week ◆

- ▶ EDITION FREE TO SHARE · WEEK BY WEEK
- ▶ SUBJECT Uniform + makeup
- ▶ SCHEDULE 4 weeks plan
- ▶ BUILD TIME 20-40 hrs
- ▶ FORMAT Do this, then that

**A LONG TIME AGO, IN A WORKSHOP FAR, FAR
AWAY....**

4 WEEKS WEEK BY WEEK

Grand Admiral Thrawn – the blue-skinned Chiss tactician. No armour, no saber: a crisp white Imperial admiral's uniform, blue skin, glowing red eyes and an ice-cold stare. This is a makeup-and-tailoring build, not a print job.

Steady wins. May the Force be with you.



4 WEEKS TO THRAWN

Week 4	Source the white tunic, trousers and boots; order red contacts and blue makeup	.
Week 3	Tailor the tunic; make or print the rank plaque and code cylinders	.
Week 2	Practise the blue-skin makeup – test colour, sealing and photos under light	.
Week 1	Full dress rehearsal, contact-lens fit check, posture and that cold expression	.
APPENDIX	Quick reference & game day	.

🕒 YOUR FIRST WEEKS — WHERE MOST BUILDS DIE

Nearly every abandoned build dies in the first quarter: parts not ordered, printer not tested, nothing started. Win the first weeks — order everything, print one test piece — and the rest is downhill.



PICK YOUR BAR

*No armour, no saber — this build lives or dies on blue skin and a knife-sharp white uniform. Pick how far you take it. The same build can be finished to three different bars — pick yours **now**, because builders who polish for the wrong one burn weeks.*

LEAN · €80-120

Casual

Reads as Thrawn at 5m under party lighting: cheap blue cream makeup on face and hands, a thrifted white tunic, red FX contacts (or dark makeup faking the glow), and slicked black hair. Skip the rank plaque, code cylinders and tailored fit — silhouette plus blue skin carries the recognition.

EFFORT · ~14 hrs

MID · €130-200

Convention

Reads as Thrawn at conversation distance: alcohol-activated or quality cream blue blended evenly into hairline and ears, a properly fitted white admiral tunic with gold epaulettes, plus a printed-and-mounted rank plaque, collar insignia and a couple of code cylinders. Most builders land here — sealed, sweat-proof makeup and a crisp collar are what sell it on the floor.

EFFORT · ~28 hrs

501ST · €250+

Approved

Reads as Thrawn under inspection: airbrushed Chiss-blue with correct value gradient and a matte seal, screen-accurate red sclera lenses, a tailored gaberdine-weight tunic in the exact Grand Admiral white, machined or resin-cast rank plaque, correct code-cylinder count and collar tabs, and a styled wig or hairline-perfect cut. 501st approval demands every insignia placement, button and seam match reference.

EFFORT · ~40 hrs



THE FALLBACK PLAN

*A first-time build of this suit is **20–40 hrs** of hands-on work across **4 weeks**. Life happens — so decide right now what gets cut when the clock wins. Finished beats perfect.*

BEHIND EARLY Drop first: Black Gloves. Nobody will notice at 5m.

BEHIND LATE Simplify next: White Trousers + Boots, Black Belt + Identity-Disk Buckle — buy instead of make, or borrow.

EMERGENCY Every printed part has a buy option. Switching one part to bought can save a whole week.

ALWAYS The final week is for wearing it, not building it — dress rehearsal beats one more coat of paint.

🕒 THE HONEST RULE

If a piece is not started two weeks before the event, it is not in this year's costume. Build it for the next one.



SOURCE THE WHITE TUNIC, TROUSERS AND BOOTS; ORDER RED CONTACTS AND BLUE MAKEUP

WEEK 4

Source the white tunic, trousers and boots; order red contacts and blue makeup.

PARTS IN PLAY THIS WEEK

CRITICAL Blue Skin — ⌚ 3h · €25

Blue-grey, not cartoon blue — mix in a little grey so it reads as skin under light.

CRITICAL White Admiral Tunic — ⌚ 6h · €60

Get it fitted — a baggy tunic ruins the whole silhouette.

MEDIUM White Trousers + Boots — ⌚ 2h · €35

Bright white, sharp line down the leg.

PROGRESS · PHASE 1 OF 4 · 25% THROUGH THE PLAN



TAILOR THE TUNIC; MAKE OR PRINT THE RANK PLAQUE AND CODE CYLINDERS

WEEK 3

Tailor the tunic; make or print the rank plaque and code cylinders.

PARTS IN PLAY THIS WEEK

CRITICAL White Admiral Tunic — ⌚ 6h · €60

Get it fitted — a baggy tunic ruins the whole silhouette.

HIGH Rank Plaque + Collar Insignia + Code Cylinders — ⌚ 3h · €25

This is the detail people check — get the 12-tile plaque colours right and don't forget the silver bar-and-triangle on each collar.

PROGRESS · PHASE 2 OF 4 · 50% THROUGH THE PLAN



PRACTISE THE BLUE-SKIN MAKEUP — TEST COLOUR, SEALING AND PHOTOS UNDER LIGHT

WEEK 2

Practise the blue-skin makeup — test colour, sealing and photos under light.

PARTS IN PLAY THIS WEEK

CRITICALBlue Skin — ⌚ 3h · €25

Blue-grey, not cartoon blue — mix in a little grey so it reads as skin under light.

PROGRESS · PHASE 3 OF 4 · 75% THROUGH THE PLAN



FULL DRESS REHEARSAL, CONTACT-LENS FIT CHECK, POSTURE AND THAT COLD EXPRESSION

WEEK 1

Full dress rehearsal, contact-lens fit check, posture and that cold expression.

PROGRESS · PHASE 4 OF 4 · 100% THROUGH THE PLAN



MAY THE FORCE BE WITH YOU

"To defeat an enemy, you must know them."

— ALWAYS —

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