

CODENAME

OPERATION THRAWN

♦ Build Manual ♦

▶ EDITION	PUBLIC RELEASE · FREE TO SHARE
▶ SUBJECT	Uniform + makeup
▶ BUDGET	€80-200
▶ BUILD TIME	20-40 hrs
▶ TIMELINE	4 weeks

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

FROM ZERO TO THRAWN

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.

May the Force be with all who walk this path.



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READING ORDER · IF YOU READ NOTHING ELSE

Start here: [Mission Brief](#) — it tells you what you are signing up for.

Before the event: [Game Day](#) — the chapter that matters at hour two.

Everything in between is your build, in order. Take it one section at a time.



READ ME FIRST

This is a field manual, not a novel — you are not meant to read it front to back. Jump to the station you need:

RIGHT NOW Mission Brief + The White Uniform.

BEFORE BUYING The Complete Parts List — order everything in one batch; shipping is the bottleneck.

WHILE BUILDING Work the build chapters in order; each one is a station, not a lecture.

BEFORE THE EVENT Game Day — the only chapter that matters at hour two.

RUNNING LATE? Open the companion WEEK-BY-WEEK calendar and jump to your current week.

■ ONE SITTING RULE

Read Mission Brief + The White Uniform today. Everything else waits until its week.



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.



THE COUNTDOWN

The whole plan on one page — tick the boxes as the weeks fall. The full week-by-week calendar is a separate companion PDF.

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



MISSION BRIEF

*This builds **Grand Admiral Thrawn** — the blue-skinned Chiss strategist of the Empire.*

It is the rare Star Wars build with **no armour and no lightsaber**. It lives or dies on three things: a **sharp white uniform**, **blue skin**, and **glowing red eyes**. Nail those and you are unmistakable across a room.

■ WHY IT'S A GREAT FIRST BUILD

No printer required, low cost, and it photographs beautifully. The hardest part is makeup discipline — not engineering.



THE WHITE UNIFORM

The uniform is 80% of the read. Get it crisp.

Start from a **white double-breasted officer/naval tunic** with a high collar and tailor it to fit. Thrawn's line is clean and severe — no bagginess, no wrinkles.

- ▶ White tunic, high collar, double-breasted
- ▶ White trousers with a sharp crease
- ▶ Tall black boots
- ▶ Black gloves (optional)

⚠ FIT IS EVERYTHING

A \$40 tunic that's **tailored** beats a \$120 one that's loose. Press it before every wear.



BLUE SKIN & RED EYES

The Chiss look: blue skin everywhere visible, red eyes glowing.

Blue Skin

Cover **face, ears, neck and hands** with a blue makeup — cream or alcohol-activated. Blend a little grey in so it reads as **blue-grey skin**, not paint. Set with translucent powder, then a setting spray so it survives the day.

Red Eyes

Red contact lenses are the iconic finishing touch. Buy from a reputable lens seller, follow the wear-time limits, and never sleep in them.

SKINBlue cream/airbrush + grey, sealed with spray

EYESRed contacts — reputable seller only

HAIRSlicked-back jet black, sharp part



RANK, CYLINDERS & DETAILS

The little details are what fans check.

Thrawn wears a **Grand Admiral rank plaque** on the chest and **silver code cylinders** in the chest pockets. Print the cylinders or buy them; print-and-paint the rank bar or source a pin.

- ▶ Rank plaque — get the blue/red bar layout right
- ▶ Code cylinders — silver, 2–6 of them
- ▶ Clean white collar, no stray threads

■ ACCURACY TIP

Reference the Grand Admiral insignia chart — the colour order on the rank bar is a giveaway if it's wrong.



FINISHING & FIT

Pull it together and pressure-test it.

- ▶ Press the whole uniform — every seam
- ▶ Do a full makeup run and photograph it under different light
- ▶ Check the contacts are comfortable for a few hours
- ▶ Practise the posture: still, upright, hands behind the back

Thrawn is about **control**. Stillness and a level stare sell the character more than any prop.



GAME DAY

How to actually be Thrawn when someone walks up.

• • IN-CHARACTER LINES

- ▶ “To defeat an enemy, you must know them.”
- ▶ “I see no value in a contest of strength.”
- ▶ “Your tactics are... predictable.”

Keep it calm and measured. Thrawn never raises his voice — the menace is in the quiet.

⚠ LENS & MAKEUP CARE

Carry lens solution and a small makeup kit for touch-ups. Take the contacts out on the wear-time schedule.

• • MORE GAME DAY LINES

- ▶ “But it was so artistically done.” — *his legendary line from the Heir to the Empire novel — almost admiring*
- ▶ “They’ll be the architects of their own destruction.” — *from Rebels — say it quietly, like the battle is already won*
- ▶ “Long live the Empire.” — *from the Ahsoka finale — calm and polite, that's what makes it scary*

😄 FOR LAUGHS — KID EDITION

- ▶ I have studied the art on your refrigerator. I now know your every move.
- ▶ Your lunch trade was predictable. I foresaw the pudding swap three days ago.
- ▶ My homework is late. But it was so artistically done.

COMPLETE PARTS LIST

Every piece referenced in this manual, grouped by where you get it. Shop in batches — fewer trips, fewer forgotten items.

PRINT THESE PARTS

Your 3D-printing queue. Test-print one piece before committing the whole suit.

- **Code cylinders (×2–6)** — Silver, sit in the chest pockets.
- **Rank plaque** — The blue/red rank bar — print flat and paint, or buy.

BUY THESE

Order all at once — shipping is the bottleneck.

- **White admiral tunic** — Double-breasted, high collar — base to tailor.
- **White trousers + black boots** — Crisp white, tall boots.
- **Red contact lenses** — Reputable seller; mind wear-time.
- **Blue skin makeup + setting spray** — Cream or alcohol-activated, sealed.
- **Black wig or strong gel** — Slicked-back, sharp part.
- **Black gloves** — Optional.

OPERATION SERIES



THE REPAIR KIT

Everything breaks at hour two. A sandwich bag with these seven things turns a costume emergency into a two-minute pit stop.

SUPER GLUE GELReattaches snapped prints and popped seams in 60 seconds. Gel doesn't run.

BLACK GAFFER TAPEInvisible on dark builds — holds a cracked plate through a whole event.

SAFETY PINS + VELCROInstant strap repair, hem fix, cape re-hang.

ZIP TIES (BLACK)Broken buckle, loose greeble, sagging belt box — tie it and move on.

PAINT PEN (BLACK + SILVER)Covers scratches and scuffed edges between photos.

SPARE BATTERIESFor LEDs and soundboards. The saber always dies at the door.

MICROFIBRE CLOTHHelmet fingerprints, lens fog, dusty boots.

■ PACK IT THE NIGHT BEFORE

One bag, one pocket (or a helper's backpack). If you have to go looking for glue, it is already too late.



Mid-build with painty fingers? This is the inside back cover index — every station and its page.

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MAY THE FORCE BE WITH YOU

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

— ALWAYS —

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