

# Julius Caesar

In general, a world with a lot of blacks and metallics. A world that is rich, structured, and elevated. Perhaps a bit of the sense of Hunger Games Capital in the extravagance of it all? Or perhaps some 90's element, with that businesswear shape, but in an elevated way.

The neutral colors of the world are black, gray, gold, and silver. Other pops of color will dignify status and contrast. I want all of the other colors to really pop against the dark bases.

There will be a differentiation between the Brutus side and the JC side with warm and cool colors.

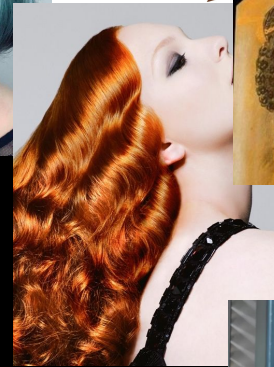
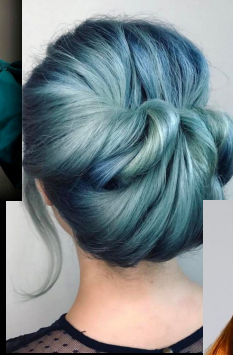
I hope to have a cool mix of pieces that have drape and softness with pieces that are more structured and linear.

Im excited about trying different ways to do the year stamping. Perhaps these are dates that are important to each character, or perhaps they're just a piece of the style.



# Soldiers

# Portia / Calphurnia



Only available in brown, but could add different color details, or add some black to tone the color down if needed

# Senators / Upper class



Love the belts, caplet ideas, sashes.... Those elements that bring in the drapery of the classic roman pieces. Want to work these in in vibrant, contrasting colors - perhaps warm and cool colors for opposing sides

Lots of accessories - epaulettes, belts, rhinestones, earrings - things that bring shine, movement, and also a toughness to them

Look into stamping of the years - what years did each of them come to power, what dates are important to them?

Slicker fabrics - more suits, blazers, things with shine and structure?

# Lower class / citizens

Less accessories, though maybe still the stamping

Less colors - they are so easily swayed, but metallics will still be present

Perhaps more streetwear will be present, though perhaps not... still open on this, depending on what pieces are easiest to find. Ultimately, I want color to and overall grandeur to be the biggest differentiator between classes, less so style of clothing.

