



COSPLAY GUIDE



Del Walker



**A**

Designed for Spec Ops missions, Del's armor is sleek, rounded and fairly untarnished.

B

This armor's IFF system is built of individual LED strips, emitting a blue/white light.

C

Taking cues from the chest piece, the shoulder pads are rounded and flow into the design.

D

Del's armor has a distinct COG blue trim color, with RGB values of: 60/83/120.

E

Green pants are made of wide wale corduroy and have worn pockets on both sides.

F

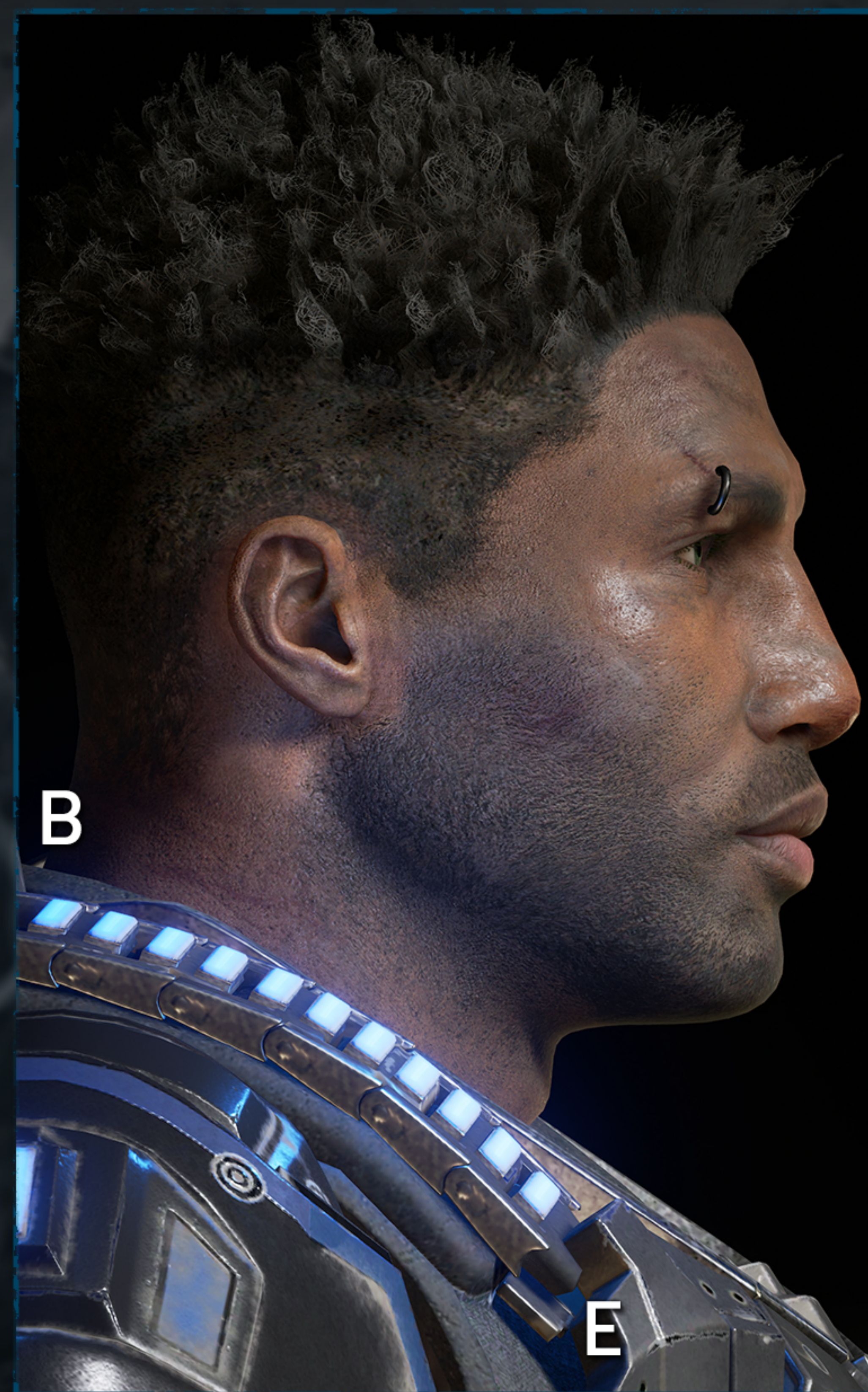
Leather combat boots have a distinct open mid-section for the laces which are not tied tightly at the top.

G

Del has a unique holster. See the Body page for key details on capturing the design.

A**B****C****D****G****E****F**





Del's face is mostly untouched from the effects of combat, despite his time in the COG Special Operations unit before he went AWOL. He sports a distinctive hairstyle that is shortened at the sides and back, as well as a ring on his right eyebrow that's an iconic part of his look. Del has a '5 o'clock shadow' and a fairly fresh scar over his left eye. His eye color is hazel.





A

The yellow undershirt is exposed by the modular nature of his armor, with white sleeve endings on either arm.

B

The armor is more form fitting on Del, molded to the shape of his shoulders. Note the IFF light on the middle of each shoulder.

C

The radio accessory on Del's belt has an illuminated IFF light on the rear.



B



C



E



F



G



H



D



I

D

The other belt accessories are a metallic ammo pouch for clips, and a leather pouch with a unique metallic bauble as a clasp.

E

The belt is a fabric military web belt with a metal tooth clasp. His accessories are all a dark black leather.

F

The combat boots have an open mid-section for the laces. Be sure to add dirt to achieve the worn and used look of the boots.

G

Del's unique holster has a lighter metallic midsection, affixed to leather with bolts. The top leather straps run upwards rather than sideways.

H

Don't miss the padded knuckle area, and small metallic pieces at the end of the glove.

I

The COG IFF Lights are a bright blue, to the point of almost being white at their core.





A **PHOENIX EMBLEM**
Use EPS file provided (Gears4_PhoenixCog.eps)
Print and apply to armor.
RGB: 84/88/96, CMYK: 67/57/48/26



B **COG IFF LIGHT**
RGB: 110/218/253, CMYK: 47/0/1/0



C **COG BLUE ARMOR TRIM**
RGB: 60/83/120, CMYK: 84/68/31/14

