

COMBAT UTILITY UNIFORM PLATE  
**ART GUIDE**  
FOR THE CANDIDATE PLATE ARTIST

In 1983 the Marine Corps commissioned Captain D. J. Neary to paint a series of uniform plates depicting the various uniforms worn by Marines. The intent of the 1983 series was two-fold: provide an easily understandable, highly accurate pictorial supplement to the Uniform Regulations, and to historically record with great precision the actual appearance of Marine Corps uniforms. Although some details of a few uniforms have changed in appearance since then, many of the uniforms we wear are still accurately illustrated by the 1983 series.

The introduction of the Combat Utility Uniform is the first new uniform in over a generation intended for standard wear by Marines. Accordingly, a new plate will be created as a supplement to the 1983 series. To accomplish this, the President of the Uniform Board has directed that a task group be convened to coordinate the creation of the new uniform plate. Members include:

- *Deputy, Inspector General Marine Corps (IGMC)*. Chair of the task group and responsible for oversight of the plate painting and print production.
- *Program Manager, Infantry Clothing Equipment (ICE)*. Vice Chair of the task group and responsible for technical clothing support of the project.
- *Head, Graphics CVIC Quantico*. Art liaison of the project and responsible for all art production coordination.
- *Equipment and Printing Specialist, HQMC*. Print liaison and responsible for print production coordination

- *Material Curator, Historical Division*. Consultant for historical coordination.
- *Secretary-Recorder, MCUB*. Uniform regulations advisor and overall project manager.

The quality of art used in the Combat Utility Uniform Plate will have as high a standard of quality as the 1983 plate series. This challenging prospect means that we require the best artist the Corps can offer. The work will be demanding both artistically and professionally.

After the plate artist has been selected and assigned temporarily to MCUB, the artist will first review in detail requirements for plate format and style, and then will help supervise the photography of selected models. From these photos, the artist will develop individual line figures, or detailed sketches, to capture the correct detail in pose, anatomy, clothing and equipment prior to actual plate painting. Once the task group has confirmed selected line drawings, the artist will then continue on to final plate painting. Once the painting is complete, the plate will then be turned over to print production. The artist will be on hand to inspect initial production runs to ensure print quality.

This art guide is intended to help artist candidates by providing project background, as provided in this introduction, details of the selection process from MARADMIN 324/02, and photographs of uniform details to help develop portfolio submissions. Selection as the Combat Utility Artist is a unique opportunity for a Marine artist to make a lasting impact on our Marine culture. Good luck and Semper Fidelis!

**MARADMIN 324/02**

**Date signed:** 06/12/2002 **MARADMIN Number:** 324/02

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MARADMIN 324/02

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SUBJ/ARTIST SELECTION FOR COMBAT UTILITY PLATES//

POC/CAPT D. W. DUKES/-/MCUB/TEL: (703) 432-3265/ EMAIL:

DUKESDW@MCSC.USMC.MIL//

RMKS/

1. SITUATION. THE MARINE CORPS UNIFORM BOARD WILL DEVELOP A NEW UNIFORM PLATE DISPLAYING THE COMBAT UTILITY UNIFORM WHICH WILL COMPLEMENT THE EXISTING UNIFORM PLATE SERIES. THE UNIFORM PLATE WILL SERVE AS AN ILLUSTRATIVE SUPPLEMENT TO THE UNIFORM REGULATIONS AND AS A DETAILED HISTORICAL RECORD OF THE NEW COMBAT UTILITY UNIFORM. AS SUCH, THE UNIFORM PLATE MUST BE CREATED WITH EXACTING ATTENTION TO ARTISTIC DETAIL. THE UNIFORM PLATES ARE AMONG THE BEST KNOWN MARINE ART PROJECTS IN THE CORPS, AND THE ARTISTIC STANDARD ESTABLISHED BY PAST UNIFORM PLATES DEMANDS THE MOST TALENTED ARTIST. IT IS THE INTENT TO SELECT THE ARTIST FROM THE EXCEPTIONAL TALENT POOL WITHIN THE MARINE CORPS. ACCORDINGLY, A FAIR AND EQUITABLE COMPETITION WILL BE ESTABLISHED TO IDENTIFY THE BEST AND MOST FULLY QUALIFIED ARTIST FOR THIS PROJECT.

2. MISSION. USMC SELECTS THE BEST AND MOST FULLY QUALIFIED ARTIST (BASED UPON FAIR AND EQUITABLE COMPETITION) TO CREATE A COMBAT UTILITY UNIFORM PLATE THAT IS CONSISTENT WITH THE ACCURACY AND QUALITY OF THE HISTORIC UNIFORM PLATE SERIES FOR THE MARINE CORPS.

3. EXECUTION

A. COMMANDERS INTENT. SELECT THE BEST AND MOST FULLY QUALIFIED MARINE (ACTIVE OR RESERVE) TO SERVE AS THE ARTIST (CREATOR) OF THE COMBAT UTILITY UNIFORM PLATE.

B. CONCEPT OF OPERATIONS (SELECTION). MARINES INTERESTED IN PARTICIPATING IN THE UNIFORM PLATE PROJECT AS THE PLATE ARTIST WILL SUBMIT ART PORTFOLIOS NLT 45 DAYS FROM THE RELEASE DATE OF THIS MESSAGE TO THE PROJECT'S ART LIAISON FOR REVIEW. THE ART LIAISON WILL EVALUATE SUBMISSIONS AND NARROW THE SELECTION OF POTENTIAL ARTISTS TO FIVE FINALISTS. THE UNIFORM PLATE PROJECT TASK GROUP WILL THEN REVIEW THE FIVE FINALISTS AND SUBMIT RECOMMENDATIONS (VIA THE PRESIDENT, MARINE CORPS UNIFORM BOARD) TO CMC FOR FINAL SELECTION. ARTIST SELECTION RESULTS WILL

BE PUBLISHED VIA ALMAR.

C. COORDINATING INSTRUCTIONS

(1) TIMELINE:

(A) BEGIN ART PORTFOLIO SUBMISSIONS UPON RELEASE/RECEIPT OF THIS MESSAGE.

(B) PORTFOLIO SUBMISSION DEADLINE WILL BE 45 DAYS FROM RELEASE OF THIS MESSAGE.

(C) PORTFOLIOS WILL NOT BE ACCEPTED AFTER THIS DATE.

(2) CANDIDATE ARTISTS SHALL INDICATE THEIR INTENT TO COMPETE BY EMAIL CORRESPONDENCE TO [PLATEARTIST@NT.QUANTICO.USMC.MIL](mailto:PLATEARTIST@NT.QUANTICO.USMC.MIL). THE EMAIL SHOULD PROVIDE NAME, RANK, COMMAND, ESTIMATED DELIVERY OF PORTFOLIO AND ARTIST POC INFORMATION. CANDIDATE ARTISTS SHALL ALSO ADVISE WHEN PORTFOLIOS HAVE BEEN MAILED TO THE PROJECT LIAISON. IT IS RECOMMENDED THAT ALL PORTFOLIOS BE MAILED BY METHODS OFFERING A TRACKING MECHANISM. THE MCUB AND SELECTION COMMITTEE WILL NOT BE RESPONSIBLE FOR LOST OR MISADDRESSED PORTFOLIOS. IT IS THE RESPONSIBILITY OF THE ARTIST TO ENSURE DELIVERY.

(3) ARTIST CRITERIA FOR SELECTION

(A) THE COMBAT UTILITY PLATE SHALL BE OF COMPARABLE ARTISTIC QUALITY WITH PAST UNIFORM PLATES. ARTWORK SUBMISSIONS WILL INCLUDE A PORTFOLIO CONSISTING OF APPROXIMATELY 15-20 PRELIMINARY SKETCHES, SOME LOOSE, SOME VERY DETAILED AND AT LEAST THREE FINAL PRODUCTS IN A FULL COLOR MEDIUM CONSISTENT WITH THE 1983 UNIFORM PLATES. ALL PORTFOLIOS WILL BE RETAINED ON FILE BY CVIC QUANTICO AS REFERENCE FOR POTENTIAL FUTURE PROJECTS.

(B) CANDIDATES WILL ALSO INCLUDE WITH THEIR PORTFOLIO SUBMISSIONS A SINGLE PAGE LETTER IN STANDARD NAVAL FORMAT EXPLAINING WHY THEY ARE QUALIFIED TO PARTICIPATE IN THE UNIFORM PLATE PROJECT. THIS LETTER MUST BE ENDORSED BY THE CANDIDATE'S COMMANDER BEFORE BEING FORWARDED WITH THE ART PORTFOLIO INDICATING HIS OR HER WILLINGNESS TO ALLOW AN EXTENDED TAD OF 4 - 6 MONTHS.

(C) CANDIDATE ARTISTS PORTFOLIOS WILL BE SENT TO THE FOLLOWING ADDRESS:

HEAD OF GRAPHICS  
CVIC G3 (B 034)  
3250 CATLIN AVE  
QUANTICO, VA 22134-5001

(D) EXTENSIONS TO THE 45 DAY DEADLINE MAY BE GRANTED ON A CASE BY CASE BASIS. NORMALLY, FOR FORWARD DEPLOYED MARINES ONLY.

(E) FINAL PLATE COMPOSITION WILL BE CONSISTENT WITH THE 1983 SERIES, WITH FIVE FIGURES WEARING APPROPRIATE VARIATIONS OF THE COMBAT UTILITY UNIFORM PLUS ASSORTED FIELD EQUIPMENT

AND AN APPROPRIATE SETTING AS BACKGROUND. A MEDIUM SUITABLE FOR COLOR SEPARATION REPRODUCTION WILL BE REQUIRED. UNIFORM PLATE EXAMPLES MAY BE VIEWED AT [WWW.TECOM.USMC.MIL/MCUB](http://WWW.TECOM.USMC.MIL/MCUB).

(F) A RESEARCH GUIDE WITH DETAILED PHOTOGRAPHS OF SUBJECT MATERIAL IS AVAILABLE ON THE MCUB WEBSITE TO ASSIST CANDIDATE ARTISTS IN DEVELOPING PORTFOLIO SUBMISSIONS. CANDIDATE ARTISTS MAY DOWNLOAD A PDF FILE COPY FROM [WWW.TECOM.USMC.MIL/MCUB/ARTGUIDE.HTML](http://WWW.TECOM.USMC.MIL/MCUB/ARTGUIDE.HTML).

4. ADMIN & LOGISTICS

A. ADMINISTRATION. THE PLATE ARTIST WILL BE ASSIGNED TAD OR ADSW, AS NECESSARY, TO MCUB AT MCB QUANTICO FOR THE DURATION OF PLATE ART DEVELOPMENT. ESTIMATED DURATION IS FOUR TO SIX MONTHS, BEGINNING AS EARLY AS 90 DAYS AFTER THE RELEASE OF THIS MESSAGE. CANDIDATES MUST HAVE APPROVAL FOR RELEASE FROM THEIR COMMANDS FOR THIS PERIOD OF TIME. DETAILED ASSIGNMENT COORDINATION WITH ARTIST'S COMMAND WILL FOLLOW FINAL SELECTION. ALL EXPENSES FOR TRAVEL, TAD, PER DIEM, AND MATERIALS FOR THE SELECTED ARTIST WILL BE BORNE BY HQMC (MCUB).

B. LOGISTICS. ART SUPPLIES AND OTHER INCIDENTAL EXPENDITURES FOR PORTFOLIO SUBMISSION WILL BE PROVIDED BY THE INDIVIDUAL. ART SUPPLIES AND WORK AREA WILL BE PROVIDED TO THE SELECTED PLATE ARTIST ONCE ASSIGNED TO MCUB AND WORK ON THE UNIFORM PLATE BEGINS.

5. COMMAND & SIGNAL

A. THIS MARADMIN IS APPLICABLE TO THE MARINE CORPS RESERVE.

B. COMMANDERS ARE ENCOURAGED TO ALLOW THEIR TALENTED MARINES TO COMPETE/PARTICIPATE IN THIS HISTORICAL OPPORTUNITY.

C. SPECIFIC QUESTIONS REGARDING ART PORTFOLIOS MAY BE ADDRESSED TO M. A. KURLAND, CVIC QUANTICO, AT DSN: 278-2382 OR [KURLANDMA@NT.QUANTICO.USMC.MIL](mailto:KURLANDMA@NT.QUANTICO.USMC.MIL).

D. GENERAL QUESTIONS REGARDING THE COMBAT UTILITY UNIFORM PLATE PROJECT MAY BE ADDRESSED TO CAPT D. W. DUKES, MCUB (CMC), AT (703) 432-3265 OR DSN: 378-3265 OR [DUKESDW@MCSC.USMC.MIL](mailto:DUKESDW@MCSC.USMC.MIL).

BT

**CANDIDATE ARTIST HELPFUL HINTS**  
**CANDIDATE ARTIST HELPFUL HINTS**

These Media/Paints were used to illustrate the uniform during initial trials:

Brand: Holbein Goaches

- Neutral Grey no. 3
- Olive
- Beige
- Ivory White
- Raw Umber
- Prussian Blue
- Sap Green
- Misty Blue

Windsor & Newton

- Burnt Sienna
- Naples Yellow
- Lamp Black
- Primary Red
- Olive Green
- Primary Blue
- Yellow Ochre
- Permanent White

Getting started

-Plan the process from start to finish.

-Select a media that you're comfortable and proficient with.

-Draw numerous sketches of the textures and specific parts of the uniform, (boots, cover, pocket, collar)

-Drawing from photograph is recommended for better accuracy in portraying the uniform.

-Take good notes of materials used and any experimentation with color achievements.

-Choose an effective yet interesting angle to draw the uniform from. (avoid straight-frontal views)

-Do not use symbolism to portray the subject or uniform. Draw what you see.

-Proportions are important. Distortion of the subject's anatomy can affect the appearance of the uniform.

-Make copies of your original drawing so you can test and practice coloring techniques.

-Keep uniformity in the style you choose to draw with when working on several different pieces. Pay the same amount of detail to each piece.

For additional information contact your local  
**Combat Visual Information Center:**

COMBAT VISUAL INFORMATION CENTERS OF THE MARINE CORPS  
CVIC MCB Quantico, VA  
CVIC MCRD San Diego, CA  
CVIC MCAS Cherry Point, NC  
CVIC HQMC Wash DC  
CVIC MCAS YUMA, AZ  
CVIC MCAS Miramar, CA

CVIC MCAS Beaufort, SC  
CVIC MCAGCC 29 Palms, CA  
CVIC MCRD Parris Island, SC  
CVIC MCB Kaneohe Bay, HI  
CVIC HQMC Wash DC  
CVIC HQMC

*Disclaimer: The Marine Corps does not endorse one particular brand of product over another. The above items are simply used as specific examples of proper color ranges. Due to the nature of paints by various manufacturers having different qualities and names, the above is provided only to assist the candidate artist. Manufacturers or vendors that desire to be included on the list may do so by contacting the Art Liaison, as provided in the MARADMIN. The Marine Corps reserves the right to determine actual relevance to the project when considering inclusion.*



FIGURE 1. FULL VIEW





FIGURE 2. FRONT TORSO



FIGURE 3. COVER EMBROIDERY DETAIL



FIGURE 4. COVER FULL VIEW



FIGURE 5. COLLAR AND RANK INSIGNIA DETAIL



FIGURE 6. BACK TORSO VIEW

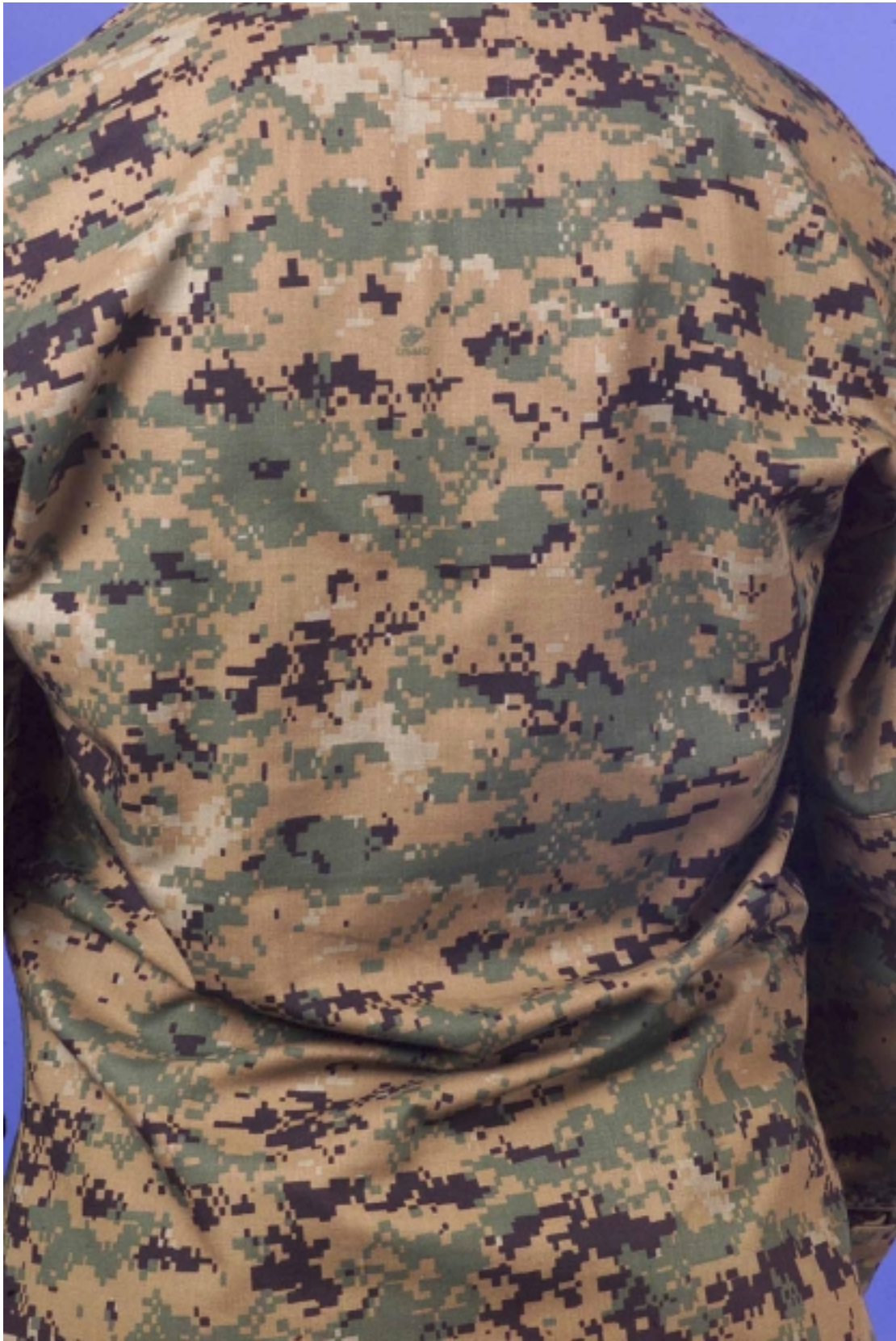


FIGURE 7. FABRIC AND MARPAT® PATTERN DETAIL (BACK VIEW)



FIGURE 8. SERVICE TAPE AND EMBLEM DETAIL



FIGURE 9. NAME TAPE DETAIL



FIGURE 10. LEFT SHOULDER POCKET DETAIL





FIGURE 11. TORSO AND ARM DETAIL LEFT PROFILE



FIGURE 12. LEFT WRIST CUFF WITH HIDDEN BUTTON DETAIL



FIGURE 13. HIDDEN POCKET FOR ELBOW INSERT



FIGURE 14. BREAST POCKET FLAP VELCRO CLOSURE DETAIL



FIGURE 15. MARTIAL ARTS UTILITY BELT AND TROUSER PLEATS DETAIL



FIGURE 16. ELASTIC WAIST AND TROUSER NAME TAPE DETAIL



FIGURE 17. TROUSER SEAT AND NAME TAPE DETAIL



FIGURE 18. LEFT KNEE DETAIL



FIGURE 19. LEFT KNEW QUARTER VIEW DETAIL





FIGURE 20. LEFT CARGO POCKET FLAP DETAIL



FIGURE 21. MARINE CORP EMBLEM PATTERN DETAIL



FIGURE 22. RIGHT BOOT WITH EMBOSSED MARINE CORPS EMBLEM