An Interview With

JEFFERY PHIPPS

Costume Designer

THE GRAPES OF WRATH

• Note: Most of the costumes for this production are being “pulled” from stock which means they were already in the present inventory of costumes and will be altered and distressed for use in this show.

1. What are the primary colors used in the costumes? What purpose does this serve?
   “Earth tones—they are people close to the Earth and associated with the land—it is all about the land.”

2. Is there a specific idea that the audience should receive by looking at the costumes?
   “These are very poor people. They were barely getting by before the crisis.”

3. What is the purpose of distressing the clothing?
   “Distressing is a big process for this play—making new things look old and lived in. There is a lot of dying clothes and sandpaper and bleach usage—helps to make people look poorer and closer to the Earth.”

4. Do all the costumes have a darker look? If not, why?
   “No. People who are not so “hand-to-mouth” look better—the degree of distress determines the degree of a character’s economic standing.”

5. How do the costumes relate to the look of the rest of the set?
   “The set designer is using a lot of earth tones—there are western sun sets and a general Dusty feeling—everything looks aged and distressed so as to go together.”