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FESTIVAL

ANIMANIA FESTIVAL 2008 - WORLD COSPLAY SUMMIT AUSTRALIAN TEAM PRE-SELECTION 2008 PORTFOLIO

Please submit your portfolio to: cosplay@animania.net.au

To the WCS Australian Round Organisers,

Aly and I (K) have been cosplaying as a duo since last year. But the event which really brought us together was cosplaying at Manifest 2007. Since then, we have done many various photo shoots, and entered in Waicon 2007.

きょう年から、Aly と私 (K) がコスプレー・ツーオーをやっています。Manifest 2007年の時から一緒にコスプレーをやった経験からこそ、私たちがツーオーコスプレーを始めました。その時から、色々な写真ショート、それからパースに行くイベント：Waicon 2007、で一緒に参加しました。

Our aim is to do our best, challenge ourselves to do better than our previous cosplays, and to share our passion of Cosplay with those around us.

私たちの目的は出来れば私たち自身の一番頑張ることにして、以前のコスプレーに比べると自分達自身をチャレンジして、それから私たちのコスプレーパッション、いわゆる、決定的な性格を皆さんと一緒に共にすることだと信じています。

We both work full times jobs - Aly is an Engineering Contracts Administrator and Finance Manager for an International widespread resource energy related Services Corporation and I am a Corporate Secretary & Japanese Interpreter/Translator for a Japanese Energy Company focusing on LNG production.

私達が両方とも全時間従事をして、LNG（天然ガス）に関する会社で働いています。Aly はコントラクト・アドミンのポジションで、それから、私が別の会社で日本語の翻訳・通訳と共に秘書の仕事をやっています。

Together with our dancing classes (and my gymnastics classes), work and an attempt to have some social outings - while also working on 3 cosplay projects at any one time...our lives are extremely busy. Bust despite this, we are passionate for Cosplay and our goal of becoming Australia's representatives, and so, the decision to have this life was an easy one to do. It's the matter of keeping it balanced...balance, making sacrifices, keeping a schedule and lots of Pringles & purikura sessions of randomness are our every day life-styles!

私達のダンス（それと、私の体操クラス）のかかる時間と、仕事、社交性、それから三つのコスプレー・プロジェクトと同時をやっているなんて、毎日の生活がものすごく忙しいです。それが行っても、コスプレーに関する決定的な思い、それから、オーストラリアの代表になる目的と友に、このような生活を生きる決定が簡単でした。一番大事にしなければならない事は『生活のバランス』だと信じています。。。バランス、犠牲にして、スケジュールを作って。。。それから Pringles とプリ・クラ（プリント・クラブのシール）と撮ることを含んで、あれは私達の行き当たりばったりの毎日生活だ！

Yours truly,

Christine "K" Busby, *written and translated on behalf of "Aly & K" of team "Kraftwerk Ninjas"*

TEAM NAME: ***Kraftwerk Ninjas***

TEAM MEMBER 1

Personal information:

First name :

Aly

Last name

Nicole

E-mail address

alyssean@gmail.com

Costume information:

(provide picture in photo section)

Name of character

Sephiroth

Name of Anime/Manga/Games

Kingdom Hearts

Personal experience:

Is this your first Cosplay? (Y/N)

No

If it isn't your first cosplay, tell us some information regarding your previous costumes (Which conventions/events? Which costumes? Did you win any award?)

I have only seriously been cosplaying from about 2006. My first costumes were Amano designed Aerith and Leeloo from the Fifth Element. I then followed up with an Advent Children Aerith costume I wore to cosplay meets.

The first time I won an award was when a friend and I collaborated to make my Ashe Dalmasca costume from Final Fantasy XII. I won Best Female at Wai-con 2006 and an Honourable Mention for my partner and my Dead or Alive costumes which were made by us. After that I made I-no which won Best Female at the GO3 Entertainment Expo and came 2nd for our Advent Children FF7 skit, by which I had made a

TEAM MEMBER 2

Personal information:

First name

Christine, "K"

Last name

Busby

E-mail address

koala019@hotmail.com

Costume information:

(provide picture in photo section)

Name of character

Cloud

Name of Anime/Manga/Games

Kingdom Hearts

Personal experience:

Is this your first Cosplay? (Y/N)

No

If it isn't your first cosplay, tell us some information regarding your previous costumes (Which conventions/events? Which costumes? Did you win any award?)

Since I started doing cosplay, I have completed many costumes conventions and for photo shoots, all of varying skill level, complexity and gender.

As the list of my costumes and awards is quite extensive and lengthy, I have written my cosplays, my awards and involvement in the presentation/skits as a list below in chronological order. (Some costumes may repeat)

- *Kikyuu – Inuyasha*
- *Kagome – Inuyasha*
- *Tohru Honda – Fruits Basket: I wrote the skit,*

Sephiroth costume for my boyfriend.

After that I cosplayed with my two friends to Manifest in which we put together a skit and won best group for our Kingdom Hearts 2 cosplay. I also made and cosplayed Lacus Clyne and Simca from AirGear.

Later in the year I made and cosplayed Marluxia from the Organization 13 and Lightning from Final Fantasy XIII. Skits were co-choreographed by me and Lightning was in the group for Best Performance.

Recently at the Swancon convention, my Jareth cosplay made by both a friend and I won Best Group effort. I also cosplayed the Doctor from Doctor Who that got a great response from everyone including the BBC team guest of honour there.

For all my costumes I have gone to the best lengths I have been able to in order to portray the character as accurately as I possibly can. For some such as Lightning I have even studied Leatherworking with an artisan in order to create the correct look and to experiment with Leather armour.

In all cases I have always endeavoured to excel in accurate representation of character. After all, it adds that something extra to merely just playing dress-ups. Furthermore, the word 'cosplay' itself as all cosplayers are aware, is a portmanteau, combining the dual meaning of costume and play-acting. I don't believe cosplay should be regarded and taken for merely costume and props alone, though at the same time, I shun any forms of cosplay elitism and drama.

Cosplay can mean different things to people with full right. I have endeavoured to express through my cosplays what it means to me.

What got you into cosplay?

I come from an interesting, but not very craft savvy family. I've been into fandom from when I can first remember and I grew up in Singapore, being exposed to anime and video game culture and all it's extras from childhood. I only got back into it when I realized Australia was aware and accepting (mostly) of this phenomenon.

Cosplay for me encompasses not just the elements of costume construction, hair and make up artistry, but also the whole photography and acting true to character aspects. It may sound like I am thinking of cosplay as 'serious business' but actually, as someone who has been in the modeling industry and had lots of exposure to

and edited the music for it.

- *Krad – D.N.Angel: I wrote the skit in Japanese and co-choreographed the fight. My partner won best role-play of character from this performance*
- *Izumi Curtis– Full Metal Alchemist – I wrote and did the stage blocking for the skit. It won best skit for Waicon 2004 Saturday.*
- *Meer Campbell (1) – Gundam Seed Destiny – I wrote and choreographed the skit. This won best skit for Waicon 2004, Sunday*
- *Sora, default costume – Kingdom Hearts II. I edited the music for our group walk on. We won best Group at Waicon 2006, Saturday.*
- *Rinali Lee – D.Grayman – I edited the music for our group walk on. We won Best Group for Waicon 2006, Sunday.*
- *Baiken – Guilty Gear XX*
- *Sora default – Kingdom Hearts II – Edited Music, and co-choreographed the walk on. We won best group for GO3 2007, Sunday*
- *Meer Campbell (2) – Won the most Fun Attendee at the Amaranth Ball 2007 wearing this costume.*
- *Luna-Maria Hwake – Gundam Seed Destiny*
- *Sora – Kingdom Hearts II – I wrote the skit, edited music and came up with the stage movements from the co-concept which our group put together for the Manifest 2007 Festival, Saturday cosplay competition. We won best Group. I also won the best overall Cosplayer for the Saturday competition.*
- *Ringo – Air gear*
- *Sora, Defult – Kingdom Hearts II – I wore this costume at Tokyo Game Show 2007, and was selected to be published in the November issue of Layers! – one of the two big cosplay magazines currently serializing in Japan.*
- *Card Protagonist – FF~Agito~XIII – I co-choreographed the skit and edited the music. This performance won Best skit for Waicon 2007, Saturday.*
- *Sora, Final Form – Kingdom Hearts II, I wrote the skit-script and edited the voice recordings & music to the co-concept, co-choreographed performance together with Aly (Marluxia) at Waicon 2007, Sunday.*

Amongst all of my costumes I've made thus far, I am most proud of making completely myself were my Sora costumes, being both the Default and the Final Form versions. The design process of this costume took a month alone for each version. I also feel that the skills I have learnt thanks to making the Sora Costumes have made me a more independent Cosplayer– skills such as advance sewing techniques, working with various materials, arts, crafts, extreme hair styles, and make-up for different characters & genders. And for prop construction. The areas which I had

theatre studies, it's all just fun really..

Definitely an interesting, challenging, and painstaking hobby. The worth of walking away from a completed piece knowing with full pride that you have made the intangible, tangible is something I take pride in. It's a way of forming a connection with a world of fantasy which I think every creative-minded individual can find truth in I believe.

How long did it take to make this costume?

From conception to construction, about four months approximately.

Material had to be ordered in specially from the UK, drafts and much verbal planning was done as to how to best tackle the logistics of such a costume.

The wings were particularly difficult to approach and their conception and construction went through multiple forms.

Ideas from making out of a music stand, window blinds (as bases from which to build up from of course) and such were all churned and mentally processed.

The technique eventually I settled on I felt had the least amount of flaws, though as someone who works in an Engineering firm in the resource industry, and not having an Engineer's mind, I quickly got a lot of information on what can work and what can't from some of my colleagues. Thanks guys!

Which part of your costume are you particularly proud of?

At the risk of sounding terribly arrogant, I'd have to say all of it because I am still rather bewildered that I even went through with making this costume. It seems like all a rather bizarre dream.

There are more than just costume elements involved for our cosplays.

Are there any parts of your costume which you would like the judges to pay particular attention to? If yes, please specify which part and why.

I would be very happy if the judges focused on the whole outfit and regard the way in which it comes together. I think there are too many elements which caused much grief and pain for me to focus on just one..

previously lacked experience had been overcome, with the most influential one being sewing for me, having only touched my first sewing machine in 2004. Now I am more confident in creating costumes and the associated props, and I also want to learn even more craft and sewing techniques to make my costumes more accurate and am constantly challenging myself to be as perfect as realistically possible to the characters costumes.

As a performance Cosplayer, I also believe in behaving/moving and writing skits to create the mannerisms of the character, with this coming from my acting and drama passion from age 5. This has continued to grow strong as I have been involved in acting groups in my teenage years, and also in my university years, when I was a film/documentary & soap-opera producer in the university media department. I would be in charge of the whole unit productions from concept to completion in every aspect., including the accounting, leadership side, script-writing, hair, make-up, costumes acting positions, right through to the technical lighting, editing and music aspects.

As for the body-performance aspect, since November 2007, I have expanded my movement ability range, having taken up ballroom and also hip/hop dance classes together with Aly. I also gymnastics, so as to make entertaining skit content and to imitate characters (for example Sora) who do quite physical, flexible and action movements.

What got you into cosplay?

Well, the first reason why I become interested in cosplay is because I had a background of acting, music, and art - completely different compared to my military and medical background family. So, put together with my interest in anime and Japan, as well as the timely beginning of my Japanese language studies, it created the perfect foundation to start cosplaying!

Today, I find that it is an outlet for me to express the fandom & creative side of myself, what with working in a professional office environment. It also allows me to continue my passion of acting, and enjoying entertaining those around me.

How long did it take to make this costume?

From Concept to completion, approximately 4 months.

Did you use any unusual technique or material?

The armour technique was rather strange and devised by my partner. Involving heated stoves and pans in which to mould foam rubber mats into our shoulder plates.

The boots are also modded to look like flat soled boots when in fact they are about five inch high heels.

Wig styling was taught to me by a friend, and I especially brought a lot of knowledge and background to it having cosplayed Aerith and other impossibly fringed (mainly Tetsuya Nomura based) characters.

Haistyles especially of the fringed variety I can quite comfortably tackle and do well in which makes me somewhat pleased. At least there is one area that won't go wrong!

Photo section:

Costume progress section:

Please attach photos here of your costume being made with comments.

We have included a journal-esque type article with our photos attached to the back of this portfolio template. Please refer to that for our photo documentation.

Character picture section:

Please attach photos here pictures of the character.

Again please refer to the back of this portfolio template for full annotated reference pictures of our chosen characters.

Which part of your costume are you particularly proud of?

With the sacrifice of everyday luxuries like going out with friends, cooking a decent meal and sleeping, plus the effort and time I have put into learning new techniques and refining myself so as to do the best possible job in portraying and cosplaying Cloud, I have pride in all of my work that I have put into this costume and co-creating the skit together with Aly.

Are there any parts of your costume which you would like the judges to pay particular attention to? If yes, please specify which part and why.

When cosplaying, I believe that an overall accuracy – everything from wigs, eye-brow make-up, to shoes and props and portraying the character, should be noted and is the best way to judge/create a costume. Thus, I would say to take note of my cosplay as a whole – because when brought together, all of the smaller parts create the final art piece of the completed cosplay.

Did you use any unusual technique or material?

There are a number of techniques which have been used to complete this costume, but I would like to focus on one in particular as it is, to my knowledge, my technique.

After doing research on the internet, I realized that I didn't have access to half of the materials that the American forums had described to make armor. Thus I used what I had in my house: Craft glue, heated pots and pans, craft foam, wig heads and hair spray!

In order to get the round shoulder/leg shapes, I used a method similar to that of a blacksmith – heating metal, bending it into shape and then cooling it to retain a form. However, this time I was using craft foam for material and a heated pot base to make the surface of the foam the right temperature to enable it to be manipulated, but not melted.

Not only glue, but hardened hairspray makes a fantastic hard and crisp coating (that and I ran out of glue), and so I experimented and it worked for me. This is probably the technique that saved me at least 10 coats of normal glue to make the foam armor – plus, I could do it in my bathroom.

Of course this is only one step in a process with a number of them, however, I am very happy with

Completed Costume section:

If you have completed your costume (optional), please attach completed costume photos here with any comments.

the effect which has been achieved from using my knowledge of materials and a bit of experimentation.

Photo section:

Costume progress section:

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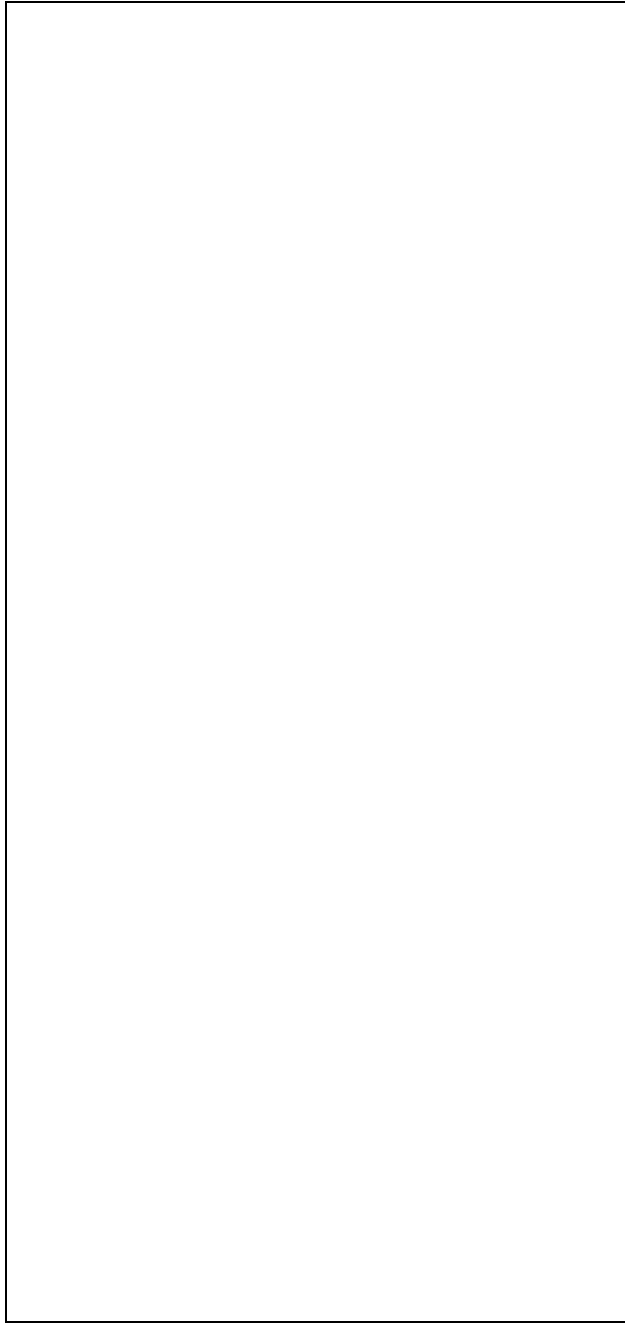
Character picture section:

Please attach photos here pictures of the character.

Again please refer to the back of this portfolio template for full annotated reference pictures of our chosen characters

Completed Costume section:

If you have completed your costume (optional), please attach completed costume photos here with any comments.



SKIT SECTION

Skit outline

Please provide an outline of your skit

We intend to have a video playing which will include our skit music, pre-recorded voices etc. playing from the moment we are announced and are given leeway to present our material. We intend to walk onstage, Cloud first. Then Sephiroth. This is to be timed with the music. We say a few lines of dialogue, have a bit of a villain-hero face off before ending at a particular climax.

Audio visual

Does your skit contain any music?

Yes it does contain music, it will be pre-recorded as part of the video.

If yes, please tell us the format of the music and its length (time)

The format will be part of the video (from .mp3 initially) and is approximately two and a half minutes long.

Does your skit contain any video?

Yes it will all be in video format.

If yes, please tell us the format of the video and its length (time)

It will approximately two and a half minutes long and the format will be in .avi

Anything else?

We're the only WA team here..please have mercy..

Reference Pictures of Characters: (Please see separate folder for annotations):





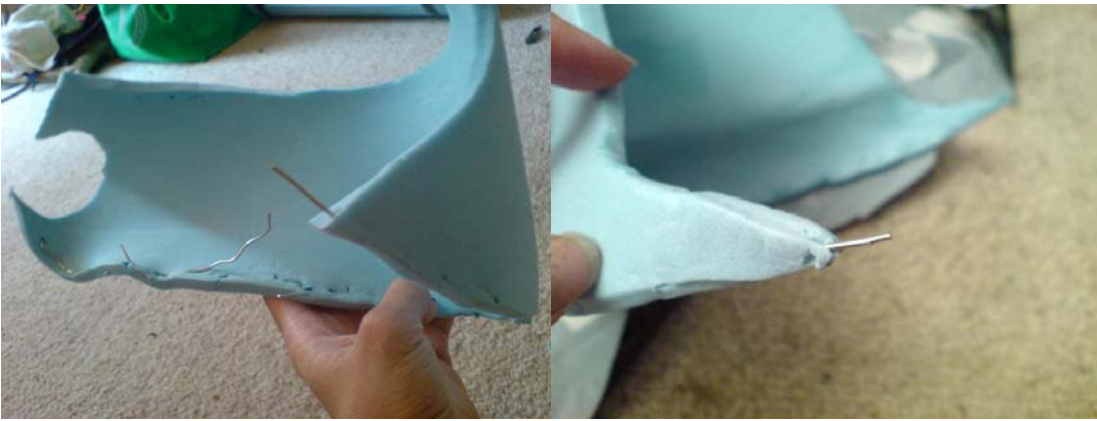
Pictures of Costume Progress Thus Far:



Shot showing Cloud's shoulder armour and the beginnings of the Sephiroth shoulder armour. At this stage heat moulding is just beginning and the foam is cooling in between heat exposure from stovetop.



Cloud's leg armour progression, foam cuttings, ready for heat moulding.



Example of a technique in which wire is threaded through the foam to give it shape and stability after moulding, here shown in Cloud's leg armour.



Material cutting



Shoe modification



Sephiroth boots, Modified from Red five inch high heeled vinyl boots. A new sole was created out of high density plastic and foam padding to give the impression of a flat soled boot and to cover the obvious woman's heel gap.



Drafting the pattern for the boots, attaching fusible interfacing to the pleather before creating bootcovers.



Wig styling.



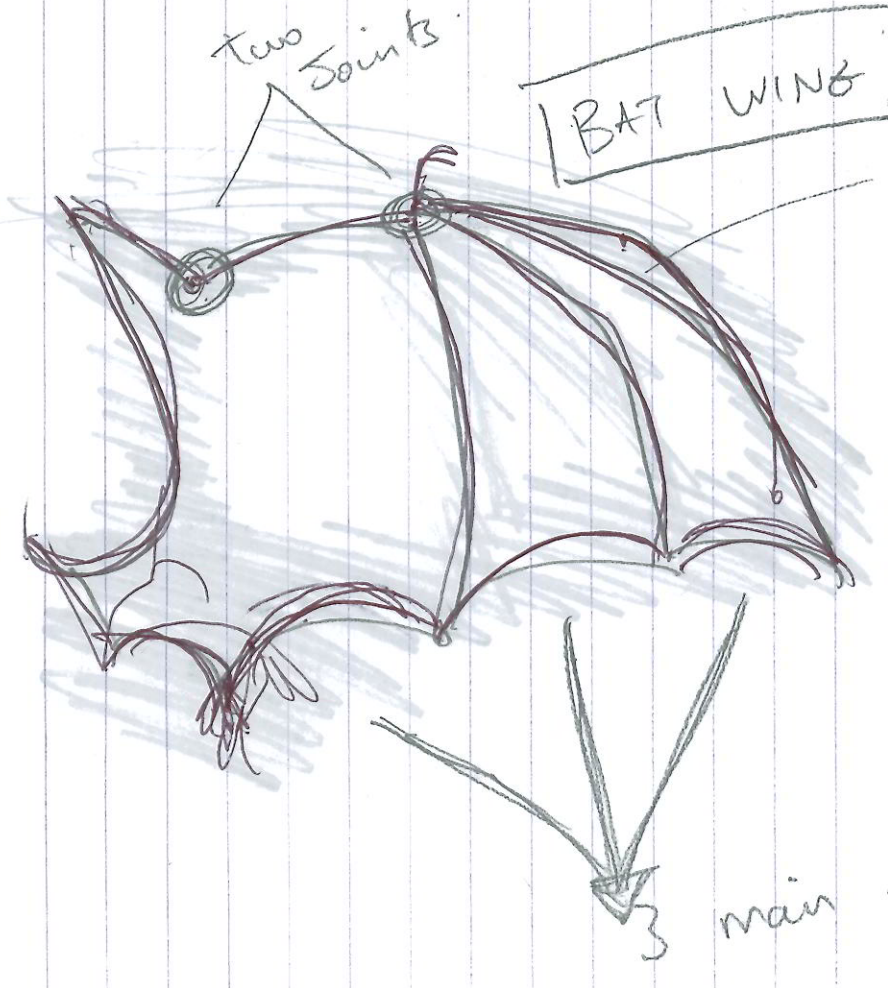
Progress shots of the Cloud and Sephiroth shoulder armour, the shot on the right show the stages after heat moulding in which paper mache, glue water and hairspray are used to make the surface hard.



Attempts to dye fabric for Cloud's top.



Fabric (vinyl and pleather) was ordered in from the UK specially for this project.



Two Joints

BAT WING

outer frame has 2 bones - extra support.

3 main wing sections



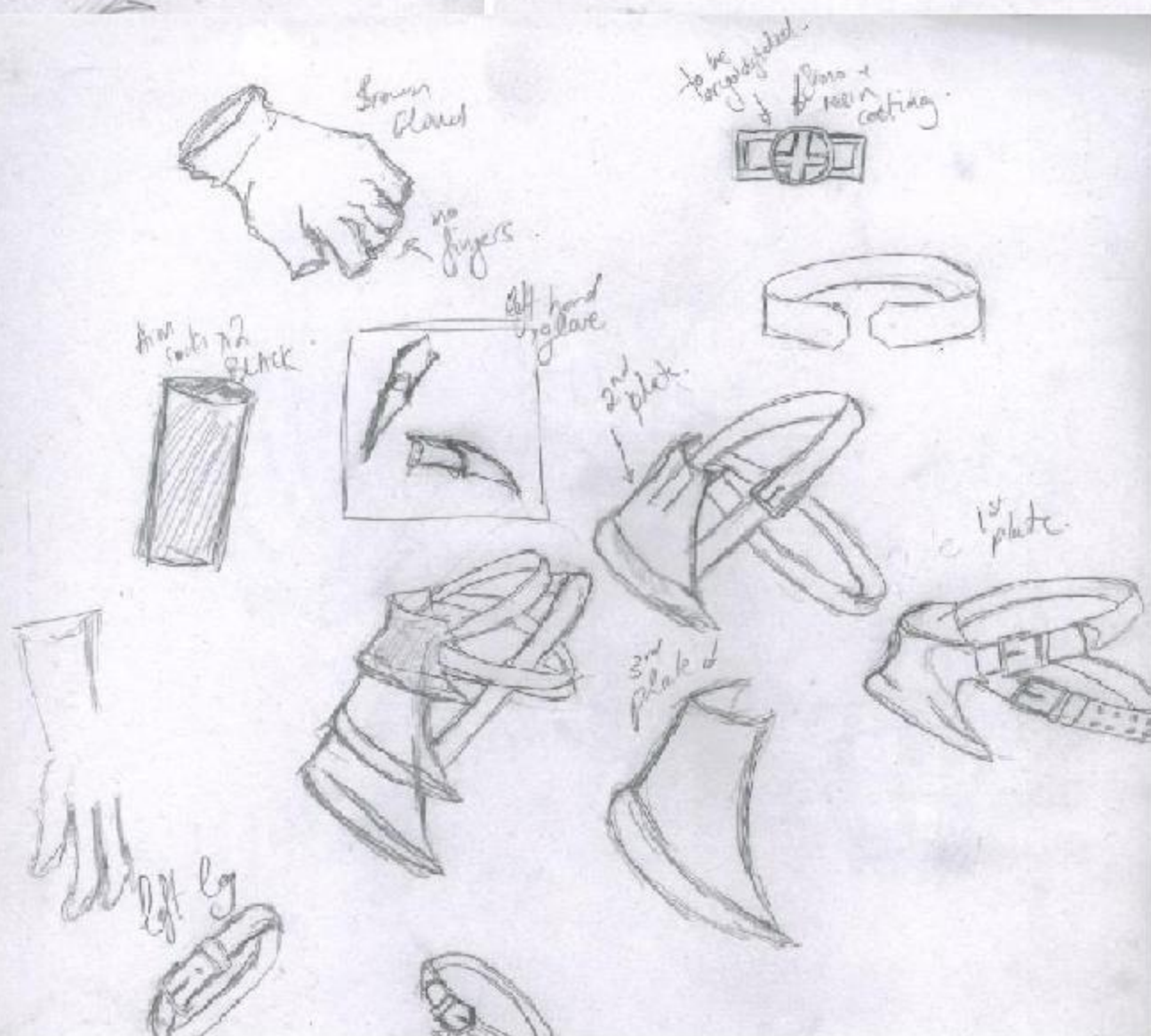
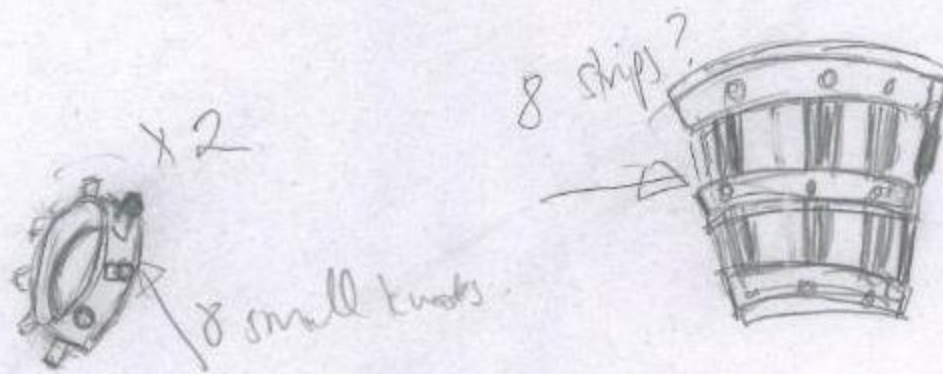
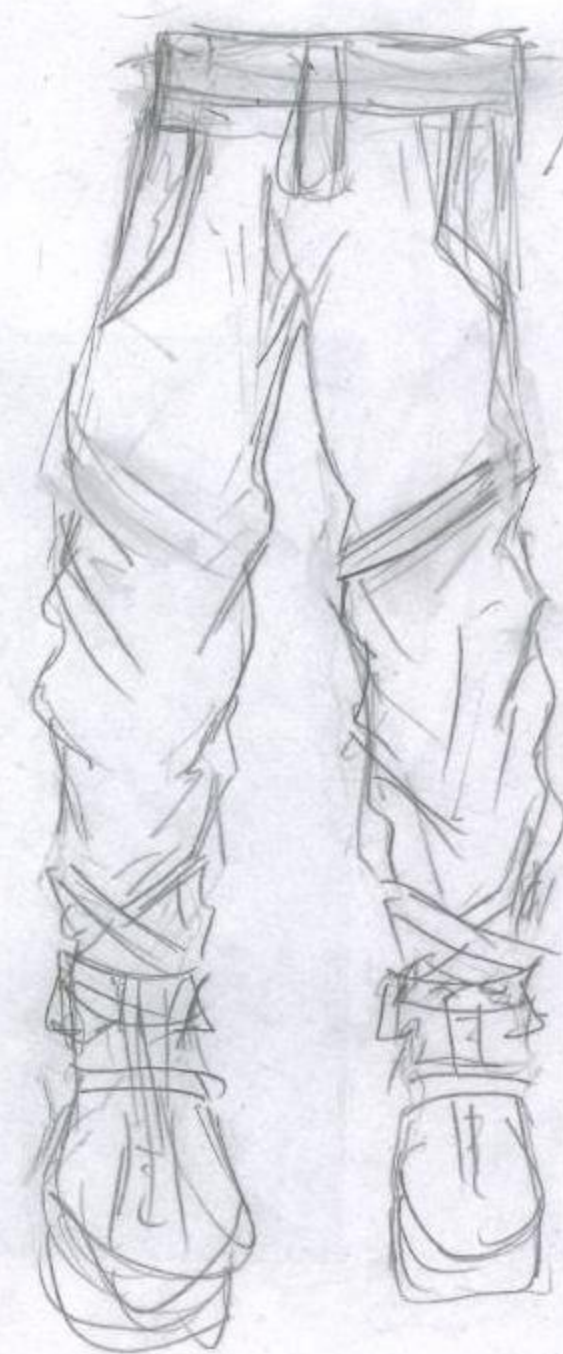
Bat wing

Cloud KH I

first concept
17/01/08.

"Basic shape of bat wing with rough KH I clouds." wing.

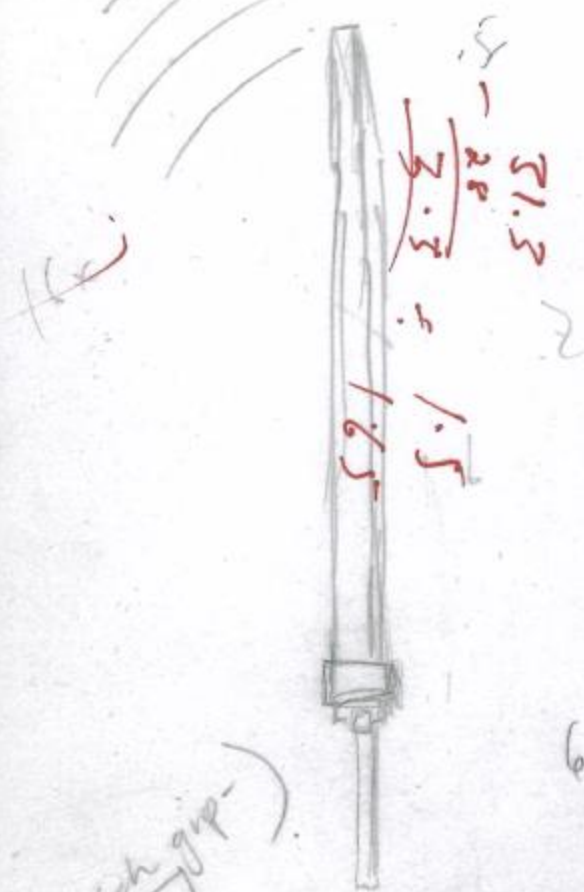
Cloud concept sketches 1 ~ 4
January 29th - 30th
K



x 13.5
6

1 cm

head	7 cm
handle	45 cm
width	30



1 : 6 : 135
6 : 130



(rubber grip)
Tennis

red leather
gripping

6 cm

10 cm

140 cm

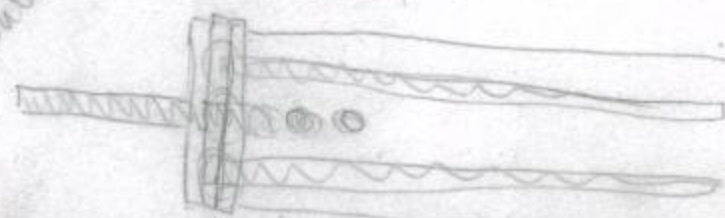
45

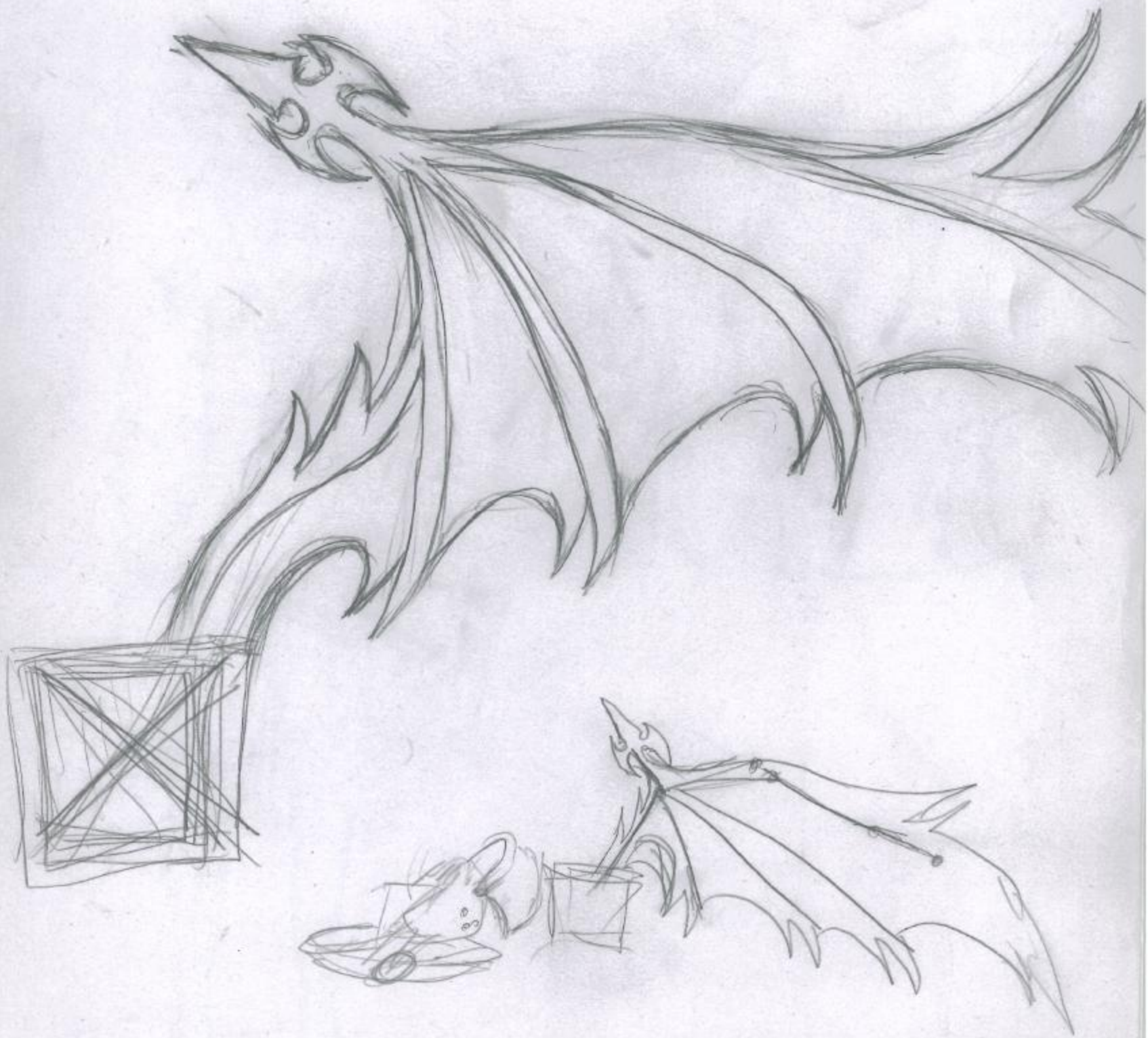
8 cm

30 cm

Textile
traces
of red buttons.

Internal frame





WING CONSTRUCTION

Gloves & wrist cuff embellishments
plastic, vinyl, covering foam.

wig styling
@ Irons / things
hairspray, hairdryer

Possibilities:
- Foam carving, rod attaching it to harness for support.
Exists as single unmovable entity.
slides onto position through back of slit in jacket on to harness.
similar to shelving (movable) slide function

solid or gradient cowbds
foam moulding
with heat, fixative
spray, wire threading
glue & water layers
coating with
silver leather or
vinyl. seaweave
around edges.

Feathers to be carved, real feathers will moult and that is not wanted.
gradient paint will have cleaner finish on foam.

HARNNESS

leather, mudded on parachute harnesses.
weight support testing.
rivets, buckles.
leatherworking.
hopefully metal
finishings if not,
paint, applique.
fastened to wings
by means

Feathers to be carved, real feathers will moult and that is not wanted.
gradient paint will have cleaner finish on foam.

Applique velvet or hand painted red finishings on jacket trim and collar.

BELT BUCKLE

Foam, balsa.
Vinyl.

add a kink?
possibility of streaking wing ends blue.

COLLAR
interfacing, draft pattern, wire.

of shelving brackets technology.

MAKE-UP

paling foundation
base eye accentuation
eyebrow shaping
Foundation layering to define cheekbones.

heavily modified
harness
pattern, plastic coated
wire threaded through.
edging to produce 'stay up' effect.

same sized buckles vinyl straps must likely silver handmade

boots - wire threaded
5 inch thigh highs
boot covered & overlaid to produce flat soled effect
silver vinyl round bottom sewing & glue.

rod core, plastic vinyl braiding perhaps wood? reinforced balsa.
epoxy resin coating silver spray paint - gradient
Paint coating perhaps?

