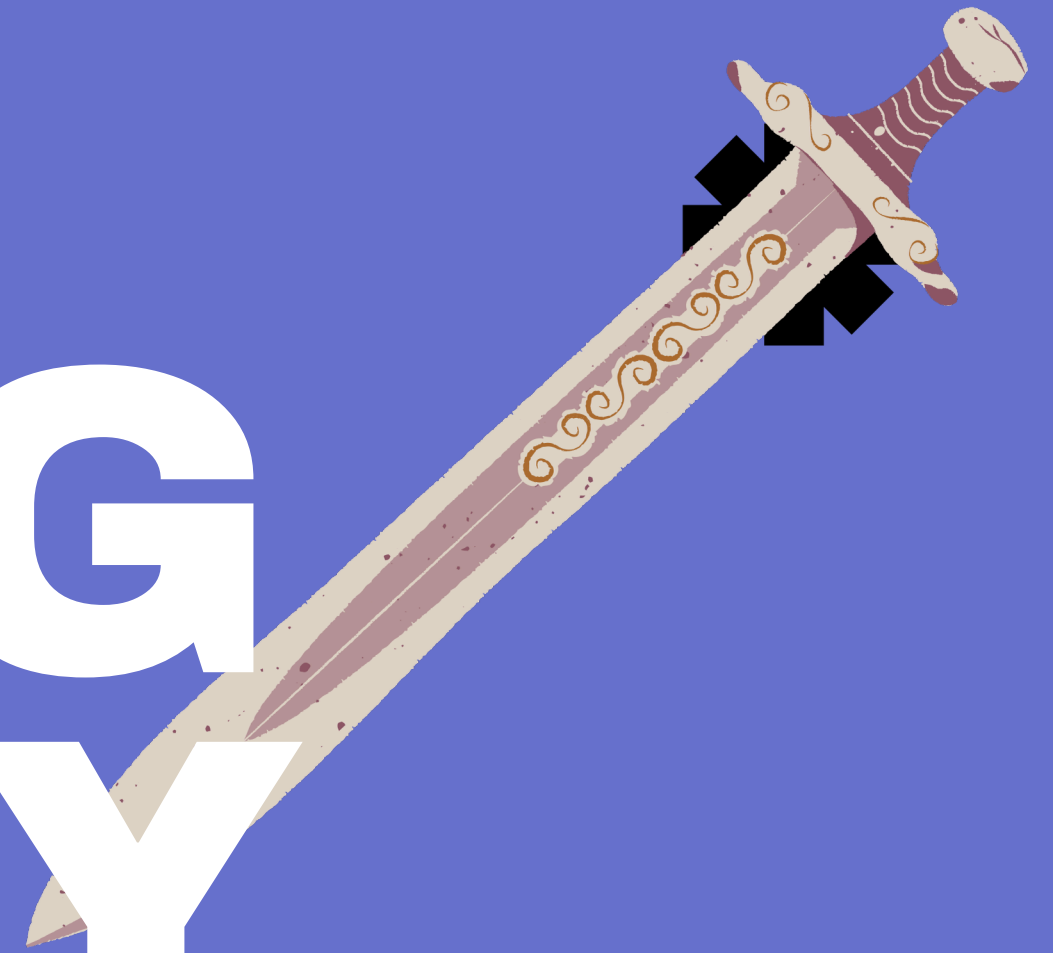
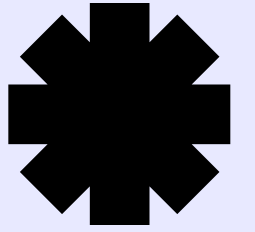


DESIGNING A COSPLAY



Getting Started:



DESIGNING YOUR OWN COSPLAY IS AN EXCITING WAY OF EXPRESSING YOUR CREATIVITY BY TAKING AN ORIGINAL, 2D OR DIGITAL CHARACTER AND BRINGING THEM INTO REALITY.

**THIS CAN BE FOR ANY LEVEL OF EXPERIENCE!
FROM EASY "CLOSET COSPLAY" (SIMPLE CHARACTERS USING
PREMADE CLOTHING AND EASY ACCESSORIES/MAKEUP)
TO EXPERT LEVEL BUILDS! (SEWING, FABRICATION, PROSTHETICS
ETC)**

**THE PROCESS BOILS DOWN TO FIVE MAIN STAGES: RESEARCHING
REFERENCES, BREAKING DOWN THE BUILD, DRAFTING PATTERNS,
SOURCING MATERIALS, AND FINALLY; CREATING!**

**WHEN IT COMES TO OPTIONS;
THE LIMIT DOES NOT EXIST!**

1

RESEARCH AND REFERENCE GATHERING



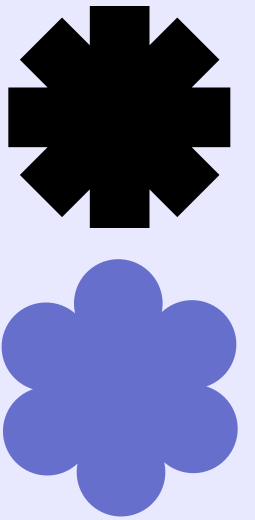
Before picking up a tool, you need to understand the character from every angle.

If you are recreating an existing character, look for official art, screenshots from games/movies, and 3D character model viewers. If you are designing an entirely new character, search for references that may help with certain design aspects: ie. Textures, color palettes, elemental designs, similar looking creatures or characters.

Create a Reference Board: Save your images using tools like Pinterest or a local folder on your tablet/computer. Or print out references for easier physical access.

Distinguish Details: Decide which elements you want to prioritize. Focus on distinct visual textures like metallic armor, glowing weapons, fabrics or the characters makeup.

2. Costume Breakdown

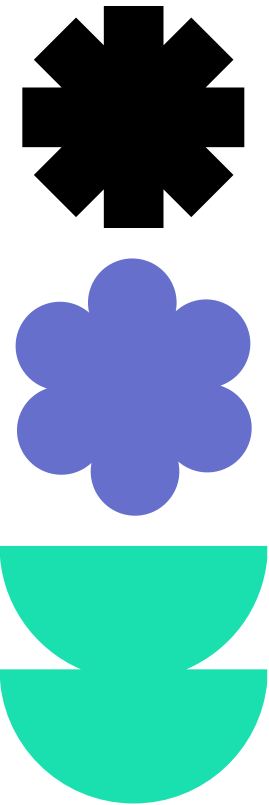


Deconstruct the outfit piece by piece to figure out what you actually need to build.

- **Make a List:** Separate the costume into categories (e.g., base clothing, armor, props, wig, and footwear).
- **Assess Your Skills:** Be honest about what you can make from scratch versus what you can thrift, alter, or buy.
- **Keep it Realistic:** Start with simpler, manageable designs if you are a beginner, and work your way up to complex builds.

3

PATTERN MAKING AND SIZING



A pattern acts as a 2D template that you will use to cut out your fabric or foam. Or, you can cut apart/alter already made items found almost anywhere! (Unused items around the house, dollar stores or thrift stores are a great place to check)

Using Already Made Pieces: Get a better fit by putting items on inside-out and pinning or marking where you should sew or glue to make the fit perfect for you. Buy multiple items and "Frankenstein" them together to achieve your desired look! There are very few rules.

Find Existing Patterns: Instead of starting from nothing, look for commercial sewing patterns from brands like Simplicity or McCalls, or foam templates from well-known creators on Etsy.

The Duct Tape Method: For custom, form-fitting pieces, you can wrap your torso in plastic wrap, cover it with duct tape, draw seamlines directly on the tape, cut it off, and use it as a custom sewing pattern.

Always Make a Mockup: Before cutting into expensive materials, make a test version using cheap scraps, or fabric (like an old bedsheet) to ensure it fits perfectly.

4.

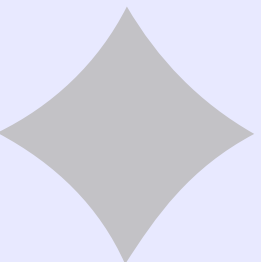
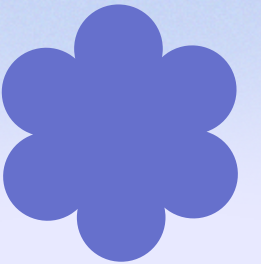
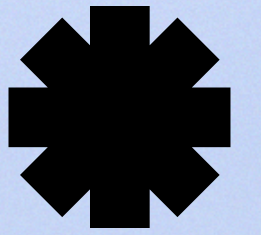
CHOOSING MATERIALS

The material dictates the look and feel of your cosplay.

Sewing: Cotton and linen are great for beginners as they are easy to sew and non-stretchy. For more advanced flowing or shiny looks, use silks, vinyl, or leatherette.

Armor and Props: EVA foam is the industry standard because it is cheap, lightweight, and easy to shape. Thermoplastics like Worbla are also popular for intricate, rigid pieces.

Detailing: Fabric paints, airbrushes, and rotary tools for adding battle scars to armor will elevate your design.



5. EXECUTION!

It's time to start building!!

Always start with key elements first and leave pieces that don't necessarily DEFINE your character until last. This will ensure that even if you don't finish everything you set out to, that you will still have a character to work with in the end. You can always make the character better at your next opportunity, rather than rushing through an entire build.

Most importantly; **EVERYONE STARTS SOMEWHERE!** Don't worry about it not being perfect..

