

Episode I: Cosplay 101

- I. Coscast - NerdReactor
 - a. Joey Rassool, Jordan Brown, Matthew Lewis
 - b. Currently 46 episodes

- II. Basics
 - a. Cosplay = Costume Play
 - b. Art of dressing up as a specific character or to embody an idea
 - c. Sources
 - i. Anime
 - ii. Manga
 - iii. Film
 - iv. TV shows
 - v. Books

- III. Reasons to cosplay
 - a. Most cosplayers cosplay because of one or a combination of 3 things
 - i. To express adoration for a character, or in feeling similar to a character in personality, seeking to become that character
 - ii. To enjoy the attention that cosplaying a certain character brings
 - iii. To enjoy the creative process, and the sense of personal achievement upon completion

- IV. Origins
 - a. The word "Cosplay"
 - i. Disclaimer: many believe that "cosplay" originated in Japan. Not true.
 - ii. Coined in 1984 by Nobuyuki (or Nov) Takahashi of the Japanese studio "Studio Hard"
 - 1. At Worldcon in Los Angeles
 - 2. Impressed by the hall and the costumed fans and reported on both in Japanese science fiction magazines.
 - 3. Reported on it in Japanese magazines
 - a. Sparked the Japanese cosplay movement
 - 4. The way in which it was named reflects a common Japanese method of abbreviation which combines two words
 - iii. Anime and manga began gaining popularity in the US in the mid-1990's
 - 1. Cosplay reintroduced to the US at this time
 - a. Leads many to believe that cosplay was invented in Japan
 - b. First incidence of 'cosplay'
 - i. First World Science Fiction Convention
 - 1. Caravan Hall in New York

2. 1939
 3. Friends Forrest J. Ackerman and Myrtle R. Douglas became the first costumed convention attendees
 - ii. Forrest J. Ackerman (Myrtle R. Douglas)
 1. 22 at the time
 2. Dressed in a “futuristic costume” that resembled a starship pilot
 - a. Designed and created by Myrtle R. Douglas
 - iii. Myrtle R. Douglas
 1. 35 at the time
 2. Dressed in a gown recreated from the film Things to Come (1933)
- V. Differences between Eastern and Western cosplay
- a. DISCLAIMER
 - i. I AM SURE TO ANNOY PEOPLE WITH THIS ONE. THERE ARE A LOT OF DIFFERENCES. PLEASE LET ME KNOW your TAKE ON THE DIFFERENCES IN COSPLAY BETWEEN THE CULTURES.
 - b. Eastern
 - i. Japan especially
 - ii. Cosplay is more about 'playing' an existing character - looking and acting like that character
 - iii. It is possible to be a “professional cosplayer”
 - iv. They don't have the same type of cons we do, and they don't usually compete in masquerades.
 1. For the most part:
 - a. Go to an event
 - b. Get dressed there (nobody would dare wear their costume on the train)
 - c. Have their pictures taken in costume
 - d. Take their costume off
 - e. Go home.
 - f. Example: At Comiket you're only allowed to wear costumes in the photo area; you can't wear them around the convention floor
 - v. Can buy complete costumes in stores in Japan
 1. Isn't an emphasis on actually *making* the costumes
 2. Emphasis on modeling
 - c. Western
 - i. Cosplay is a lot (if not mostly) about making your outfit
 - ii. Conventions are the primary gathering locations for cosplayers
 - iii. more common for Western cosplayers to recreate characters from live-action series than it is for Japanese cosplayers

- iv. masquerades are common in western conventions, while not seen so much in eastern ones
 - 1. masquerades – competitions where cosplayers put on a skit
 - v. Western costumers also include subcultures of hobbyists who participate in Renaissance Faires or the Society for Creative Anachronism, live action role-playing games, and historical reenactments.
 - vi. Emphasis on construction and skill
- d. Sarah's input
- i. There are also little pockets in between like Germany, where some of it's about the construction and its really well done but then others like that Riku cosplayer where the fan-service is more important. But then you can also equate it to the society of each.
 - ii. like here in America it reflects American's desire almost insane need for an almost impossible level of perfection but is considered a fauxpas to do it through methods not given by nature or skill, Photoshop being considered cheating almost

VI. Competition

a. American conventions:

i. Masquerade

1. Skits and (sometimes) construction judging

ii. Hall costume contest

1. Construction judging

b. European Cosplay Gathering (finals: Japan Expo in Paris, France)

c. Euro Cosplay (finals: London MCM Expo in London, England)

d. Nordic Cosplay Championship (finals: NärCon in Linköping, Sweden)

e. World Cosplay Summit

i. Growth

1. Began in 2003 with 4 countries
2. 2012, now has 20 participating countries

ii. Format

1. Preliminaries held in participating countries
2. One winning team from each country is then sent to Nagoya, Japan
3. Championship contest and parade is held in Nagoya

iii. Regulations

1. Team of 2
2. Costumes must be from Japanese anime, manga, video games and tokusatsu

a. Tokatsu

- i. Japanese term that applies to any live-action film or television drama that usually features superheroes and makes considerable use of special effects

ii. Examples

1. Films: *Godzilla*, *Gamera*
2. superhero TV serials: *Kamen Rider*, *Metal Hero*
3. mecha dramas like *Giant Robo*
4. combination programs: *Ultraman* and *Super Sentai*

3. Costumes must be handmade

iv. Judging

1. Panel of usually 5 guest judges from the anime, manga and cosplay community.
2. Criteria
 - a. 10 points for costume, 10 points for performance, and 5 points for faithfulness to the original work, for a maximum total of 25 points.
 - i. Performance (10 points): level of performance, inventiveness, entertainment.
 - ii. Costume (10 points): design, faithfulness to the original characters costume.
 - iii. Fidelity to Original (5 points): level of faithfulness of the performance towards the original story and characters

<http://www.cosplay-ftw.com/what-is-cosplay.html>

<http://en.wikipedia.org/wiki/Cosplay>

<http://www.costuming.org/history.html>