
Cosplay World

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Cosplay Girls 2 Quarto Publishing Group USA

Cosplay, short for "costume play", has grown from its origins at fan conventions into a billion-dollar global dress phenomenon. Costuming Cosplay takes us from elaborately crafted DIY costumes to online fandoms, examining how the practice of portraying fictional characters from popular culture through dress and performance has become a creative means of expressing and playing with different identities. With an approach that ranges from admiration and role-play to gender performance, this is the first book to fully examine the subculture and costume of the Cosplay phenomenon. Drawing on extensive first-hand research at conventions across North America and Asia, Therèsa M. Winge invites us to explore how Cosplay functions as a meritocracy of creativity, escapism, and disguise, and offers a creative realm in which fantasy and new forms of socializing carry as much importance as costume. Illustrated with color photographs of both celebrity and amateur Cosplayers, Costuming Cosplay is essential reading for students and scholars of fashion and costume, popular culture, anthropology, gender, and media studies, as well as global players and fans of Cosplay.

Cosplay World DH Publishing Inc

An exploration of cosplay and its relationship with the realms of its global fandom, performance, and the modes of fictional existence Flourishing far beyond its Japanese roots, cosplay has become an international phenomenon with fervid fans who gather at enormous, worldwide conventions annually. Here, author Frenchy Lunning offers an intimate, sensational tour through cosplay's past and present, as well as its global lure. Through a culmination of years of personal research on cosplay, and growing out of Lunning's wealth of scholarship, conference presentations, and cosplayer interviews, Cosplay is a unique and necessary examination of identity, performance, play, and otaku fandom and culture in relation to contemporary theories. With discussions covering construction, masquerades, and community through

performance, Lunning presents cosplay as a dynamic and ever-evolving global practice. She combines the fascinating viewpoints of cosplayers with observational, in-depth research on cosplay history and practice, and a deep dive into critical theory involving the modes of fictional existence, in order to understand its global expansion. Augmented with beautiful photographs, this is an engrossing, lively read that explores a complicated and often misunderstood history and meditates on how cosplay allows its participants to create and construct meaning and identity.

A Guide to Manga, Anime and Video Game Cosplay Rowman & Littlefield

Cosplay, a blend of costume and play, has taken off in popularity around the world. This entertaining and enlightening volume introduces readers to the wide and vivid cosplay world. They will learn the history of this creative outlet and how some people have taken this colorful and whimsical hobby and made it into a lucrative business. Whether the reader is interested in costumes, makeup, acting, photography, or another aspect of cosplay, this book provides inspirational yet practical examples of people who have made careers out of creative cosplay.

The World of Critical Role Emereo Publishing

Women's Manga in Asia and Beyond offers a variety of perspectives on women's manga and the nature, scope, and significance of the relationship between women and comics/manga, both globally as well as locally. Based on the activities since 2009 of the Women's MANGA Research Project in Asia (WMRPA), the edited volume elucidates social and historical aspects of the Asian wave of manga from ever-broader perspectives of transnationalization and glocalization. With a specific focus on women's direct roles in manga creation, it illustrates how the globalization of manga has united different cultures and identities, focusing on networks of women creators and readerships. Taking an Asian regional approach combined with investigations of non-Asian cultures which have felt manga's impact, the book details manga's shift to a global medium, developing, uniting, and involving increasing numbers of participants worldwide. Unveiling diverse Asian identities and showing ways to unite them, the contributors to this volume

recognize the overlaps and unique trends that emerge as a result. A Guide to Manga, Anime and Video Game Cosplay National Geographic Books

All over Japan, hardcore fans of animation, video, games and manga comics are dressing up in their latest cosplay (short for costume play) outfits -, especially young women. Devotees spend countless hours and hard-earned yen transforming themselves into their favourite characters. Now you can catch them strutting their stuff at conventions, amusement parks, and clubs! A first-time peek at this whacky subculture, this title is filled with colour photos of girls re-inventing themselves as street-fighting chicks, emerald-haired princesses, and a few things you have to see to believe.

Gender in Japanese Popular Culture Springer Nature

The Ultimate Guide to Cosplay, Costumes and Conventions!

Presented in a kitschy, comic-book style, Epic Cosplay Costumes combines fantabulous illustrations with all the how-to information you need for creating your own cosplay designs. Award-winning artist Kristie Good (aka Karmada) shares techniques for making must-have pieces to mix and match into original costumes--from hand-sewn garments to armor made with Worbla and EVA foam. In addition to her step-by-step instructions for pulling together attention-grabbing designs, she shares expert advice for making the most of conventions, striking a pose, and strutting your stuff at costume competitions. Whether you're a hero, heroine, villain, or sidekick, Kristie gives you the power to create the most talked-about designs with Epic Cosplay Costumes! KAPOW!

Transported to Another World Union Square & Co.

The detailed craft of creating a unique costume, props, and makeup to bring both beloved and reviled characters to life has become a serious art form in the past decade. Today, cosplay is one of the hottest hobbies around, with huge international conventions and competitions making headlines around the world. In this volume, filled with insider info, helpful tips, spectacular color photographs, and dynamic graphics, readers learn not only how to enter the world of cosplay, but how to conquer it.

Cosplay for You Rizzoli Publications

Picking up where Creative Cosplay left off, this new volume prepares costume enthusiasts to create out-of-this-world effects from head to toe! Cosplayers of all experience levels have much to gain from Amanda's expertise as a national cosplay competition winner and judge. Learn the basics of making an original costume pattern, using prosthetics and latex, and customizing fabric through dyeing and painting. Transform yourself into the character of your choice with Special Effects (SFX) makeup. SFX makeup uses prosthetics and smaller on-skin materials to create illusions — such as wounds, scars, deformities, or supernatural features — directly on the skin.

A Kid's Guide to Fandom Univ of Wisconsin Press

Bring your cosplay dreams to life with your own two hands! The Best Cosplay Tutorial Guide Ever! Get ready to impress ordinary mortals with your superhuman costume-making skills. You can do it no matter what your experience level with this, the first full step-by-step technique book on cosplay--with no sewing!

Internationally known cosplayer Kamui Cosplay (a.k.a. Svetlana Quindt) shows you how to easily create elaborate costumes and successful props out of items available at your local arts and craft or hardware stores: turn foam into a realistic axe, create a breastplate from scratch and use a glue gun to modify just about anything. You will even learn the best and most accessible techniques for working with specialty cosplay materials such as Worbla! Packed with more than 30 step-by-step demonstrations that teach the skills you need to bring all your favorite characters to life no matter the genre, Kamui Cosplay deconstructs the work that goes into making a complete costume, from the first thought to the final photo. Tutorials cover design planning, fabricating body armor, 3D painting techniques and more. Best of all, you can adapt every lesson to use in all future fandom projects spanning video games, books, anime, movies and even your own original characters! Includes: • How to choose a costume and find good reference art • A short shopping list of necessary materials and tools for beginning cosplayers • Basic safety tips • A beautiful photo gallery featuring inspiring images from other cosplayers • Next steps--how to grow your workshop, take professional photos, participate in contests and join the cosplay community

The Art of Cosplay C&T Publishing Inc

Cosplay is a growing phenomenon across the world, though still centred in Asia. It is generally agreed to have originated from fan

events in Japan. Cosplay is a term that merges the words "costume" and "play". Most wearers make their costumes themselves and they take great pride in showing off their skill with complex and intricate get-ups. They are usually worn to attend events or conventions, with the wearer assuming the character of their costume. As the twenty-first century art of dressing up, Cosplay enables you to adopt the persona of your favourite character or hero from manga or anime, or your most loved comic book, video game or sci-fi film. Mixing fantasy with creativity, it is all about the fun of role-playing your ultimate hero or heroine. Cosplay - The Fantasy World of Role Play is a celebration of this unique cultural expression and features page after page of glorious characters in their amazing costumes, from all around the world. Cosplay - The Fantasy World of Role Play also traces the various trends and genres within Cosplay and explores its origins and history as well as the cultural differences between how Cosplay is experienced in Japan, America and Europe. antasy World of Role Play also traces the various trends and genres within Cosplay and explores its origins and history as well as the cultural differences between how Cosplay is experienced in Japan, America and Europe. antasy World of Role Play also traces the various trends and genres within Cosplay and explores its origins and history as well as the cultural differences between how Cosplay is experienced in Japan, America and Europe. antasy World of Role Play also traces the various trends and genres within Cosplay and explores its origins and history as well as the cultural differences between how Cosplay is experienced in Japan, America and Europe.

Creative Cosplay C&T Publishing Inc

Whether you're planning a trip to Japan, or are just interested in manga, anime and Japanese pop culture, let Otaku Japan Travel Guide transport you to the global capital of cool If you're crazy about manga, anime, gaming, cosplay, toys and idols, this book is for you. In this practical travel guide, hundreds of iconic shops, restaurants, cafes and clubs across Japan are described in loving detail with precise directions on how to get to each location. Maps, URLs, opening hours and color photographs will transport you the length and breadth of Japan, from snowy Hokkaido to sunny Kyushu, on an unforgettable trip to the centers of otaku culture. The book is also packed with fascinating feature articles where you'll meet idols and game developers, giant robots and

anime trains--and even take a tour around Godzilla's Tokyo Highlights include: Exploring Akihabara Universal Studios Japan Kyoto's International Manga Museum Nagoya's Ninja Museum Licca-chan Castle The World Cosplay Summit ...and much, much more The book is divided into 3 main chapters. Chapter 1 gives comprehensive coverage of attractions in the Tokyo area; Chapter 2 covers the Kansai area (Osaka, Kobe, Kyoto and other major cities in the west of Japan); Chapter 3 covers otaku attractions that can be found in the rest of the country from Hokkaido in the north to Kyushu in the south. Illustrated with more than 300 color photographs and 21 maps, this is an indispensable guide for anyone with an interest in Japan's otaku landscape.

Level Up! Creative Cosplay Bloomsbury Publishing

This book examines cosplay from a set of groundbreaking disciplinary approaches, highlighting the latest and emerging discourses around this popular cultural practice. Planet Cosplay is authored by widely published scholars in this field, examining the central aspects of cosplay ranging from sources and sites to performance and play, from sex and gender to production and consumption. Topics discussed include the rise of cosplay as a cultural phenomenon and its role in personal, cultural and global identities. Planet Cosplay provides a unique, multifaceted examination of the practice from theoretical bases including popular cultural studies, performance studies, gender studies and transmedia studies. As the title suggests, the book's purview is global, encompassing some of the main centres of cosplay throughout the United States, Asia, Europe and Australasia. Each of the chapters offers not only a set of entry points into its subject matter, but also a narrative of the development of cosplay and scholarly approaches to it.

Furry Planet Intellect Books

Anime/manga (Japanese animation and comics) have been increasing in popularity worldwide for decades. But despite being a global phenomenon, there's been surprisingly little psychological research formally studying its devoted fanbase. In this book we aim to do just that with an overview of nearly a decade of research by fan psychologists. Otaku and cosplayers, genre preferences, hentai, parasocial connections, motivation, personality, fanship and fandom, stigma, and well-being - this book looks at all of these topics through a psychological lens. Many of these findings are being presented for the first time,

without the jargon and messy statistical analyses, but in plain language so it's accessible to all readers – fans and curious observers alike!

Cosplay White Owl

"This guide offers background information about how contemporary cosplay has developed as well as nuts and bolts practical information for those wishing to start or continue participation in the hobby." — Booklist Have you ever wanted to escape into a comic book and become your favourite superhero? Or run away into the world of Disney princesses? Well, who says you can't? Maybe it's time you get your cosplay on! Cosplay is a hobby that is sweeping the globe, you can see it at comic cons, book launches, movie screenings and even on popular TV shows such as *The Big Bang Theory* and *Community*. A mix of exciting craft skills, heady escapism and passion for pop culture, it's easy to see why cosplay has become so popular with people no matter who they are, because now they can be anyone they want, and so can you. But how, why and where could you have a go at starting out in the wonderful world of cosplay? With a little bit of help from this handy, dandy guide to cosplay, you can get stuck in. Learn about the history of the hobby (it's been around longer than you'd think!), get your head around picking your first costume, find out how about all the amazing skills people are using to make these costumes, and perhaps even try a few yourself. Who knows, you might be rocking out as Captain Marvel or Flynn Rider at the next big comic con! (And don't worry, there's a guide to comic con in here too.)

1,000 Incredible Costume and Cosplay Ideas Random House Worlds

Help young fans get in touch with their inner geeks with the ultimate guidebook for creating, sharing, and enjoying the world of fandom. Being a fan is a big deal. Whether it's comics, video games, podcasts, cosplay, books, films, or something else, there are so many ways to share and celebrate with the things that you love. So, it's high time for a guide to help young fans navigate the world of fandom and its many flourishing communities—from fan works to cosplay, gaming, podcasting, and more! Filled with history, trivia, tips and advice to getting started, and insight from creators and artists from across pop culture and specializing in a wide variety of mediums, *A Kid's Guide to Fandom* is the perfect geeky primer for young fans. Organized by type of fandom

medium, each chapter offers a brief introduction, facts, history sidebars, and easy to digest information on how to: Create Fan Fic or Fan Art Design and Create a Cosplay Start a Podcast Design and Create Games (video games, tabletop, and other role playing games) Find and Create Supportive Communities Find and Attend Conventions Plus, interviews with popular creatives like Alan Gratz, Erin Lefler, Jen Bartel, Daniel José Older, Rose Eveleth, Kat Kruger, Jordan Dené Ellis, Liz Crowder, and more.

Cosplay Foundations U of Minnesota Press

The authoritative guide to cosplay written by a legend in the community, and packed with step-by-step advice and fascinating investigations into every aspect of the art. Cosplay—a portmanteau combining "costume" and "play"—has become one of the hottest trends in fandom . . . and Yaya Han is its shining superstar. In this guide to cosplaying, Han narrates her 20-year journey from newbie fan to entrepreneur with a household name in geekdom, revealing her self-taught methods for embodying a character and her experiences in the community. Each chapter is information-packed as she covers everything from the history of cosplay, to using nontraditional materials for costumes, to transforming your hobby into a career—all enhanced with expert advice. Illustrated throughout and easy to use, this practical manual also delights with fascinating stories from the past decades' global cosplay boom. It's the perfect gift for anyone interested in learning (or improving their skills in) the art of cosplay.

Planet Cosplay Simon and Schuster

In recent years, cosplay, which is the act of dressing up as one's favorite character from TV, movies, comic books, video games, or really just about any pop culture media, has grown significantly from a niche community to a massive society of costume enthusiasts creating a worldwide pop-culture phenomenon. For some, cosplaying is a hobby, while for others, it's a lifestyle. In *The Art of Cosplay*, every day cosplayers are transformed into the subject of their own fan art, making them the main character in their own story. Along with being filled with unique character art, this book is filled with interviews, stories and insights from real cosplayers, providing a narrative as to what cosplay means to them. Lavishly illustrated in full color, *The Art of Cosplay* is a book that celebrates real cosplayers and their craft by featuring them in unique and character specific pieces of art. The images in this

book are uniquely specific to the individual, giving life to the character they portray and to showcase the costume they spent so much time and effort creating. Featuring numerous cosplayers from all over the world, *The Art of Cosplay* is sure to give you a new and exciting look at real cosplayers, their fashion and their passion!

Heroes & Villains Immortal Concepts Studios

Cosplay has become one of the hottest trends in fandom . . . and Yaya Han is its superstar. In this comprehensive guide, Han narrates her 20-year journey from newbie fan to entrepreneur with a household name in geekdom, revealing her methods for embodying a character and her experiences in the cosplay community. Information-packed chapters cover everything from the history of cosplay, to using nontraditional materials for costumes, to transforming your hobby into a career. Illustrated throughout, this practical manual also delights with fascinating stories from the global cosplay boom.

Otaku Japan Travel Guide Penguin

Filled with striking images of costume play from around the world, this definitive look at the global phenomenon known as "cosplay" examines its evolution from the fringes of society to the spotlight of modern culture. For over 100 years, men and women around the world have been dressing up as their favorite characters from movies, games, comics, TV, and books. Beginning as a curiosity and hobby for social outcasts, it's now a global phenomenon, fuelled by the Internet and an explosion in geek fandom. This in-depth look at the world of cosplay includes interviews with stars like Yaya Han, Crystal Graziano, and Spiral Cats, offers insights into cosplay's history and current landscape, and explains its creative processes, like how Megan Marie built the perfect Wonder Woman costume. *Cosplay World* features over 200 compelling photographs, showcasing everything from campy 1970s costumes to cutting-edge suits engineered in workshops and built using space-age materials. The result is both a celebration of and an informed look at a popular means of self-expression that continues to fascinate.

The World of Roman Costume Union Square & Company

Do you find yourself sat at home wishing you could be in your favorite video game? Or dream of a time when you pretended you were Sailor Moon? Or do you want to embody your Dungeons and Dragons character for real? What's holding you back? Maybe you

need to introduced to cosplay! Cosplay is a phenomenon that is taking over the world. If you haven't seen it yet, have you not been looking at social media? Cosplay is a mix of exciting craft skills, heady escapism and passion for pop culture that lets you be whoever you want, whenever you want. Cosplay has made its way into TV shows and documentaries, been included as part of film premieres and video game launches, it's even referenced in

the comics, manga and media it comes from! Talk about meta. But what is this super popular hobby? Well, pick up this book, and it's twin A Guide to Movie and TV Cosplay, to get all the answers. Because it's more than just dressing up, promise. With a little bit of help from this handy, dandy guide to cosplay, you can get stuck in. Learn about the history of the hobby (it's been around

longer than you'd think!), where it came from and how it got to be the way it is now, get your head around making and designing costumes, find out how about all the amazing skills people are using to make these costumes, and perhaps even try a few yourself. Who knows, you might be rocking out as Astro Boy, Chris Redfield or All Might at the next big comic con! So why not give it a try and play make believe for a day.