

Silicon Web Costumers' Guild

Silicon Web Staff

President: [Kevin Roche](#)
Vice-President: [Dana MacDermott](#)
Treasurer: [Bruce MacDermott](#)
Secretary: [Deb Salisbury](#)
Web Site Editor: [Kathe Gust](#)
Virtual Costumer Editor: [Philip Gust](#)



President's Message

Kevin Roche*

Giving Thanks for Costume Technology

Technology and costuming... what's your first thought when you see those words together? I imagine those of you who have seen my costumes glow, rotate, and head off to explore the universe on their own probably have a good guess what my first thought was... but you'd be surprised.

Zipppers. Followed closely by Velcro. Two bits of technology that let us costumers don, fasten and fit our own clothes with fair alacrity and without a retinue of dressers.

One might be also inclined to look at the chemical technology that gives us not only amazing dyes and pigments, but the entire gamut of synthetic fibers and textiles... after all, we know how paltry my

wardrobe would be were it not for the invention of spandex! And let's not neglect all those handy adhesives and plastics developed over the last few decades (E6000 is my friend!).

Perhaps I'll just look at the motley assortment of sewing machines in our workroom (what is the collective noun for sewing machines? We don't have enough for a full squadron... perhaps a flight of sewing machines? a wardrobe? I've seen online suggestions for a *seam* or a *sweat* of sewing machines... but I digress -- big surprise). The level of mechanical stitching sophistication available to the hobbyist sewer/costumer is remarkable these days.

Or perhaps we should simply look to the root technology -- the automated loom. Which takes us right to the Jacquard Loom and the start of information technology. That is the big game changer. We can research garments, history, and techniques faster and over an international collection of sources; more information available to more people right from their homes than has ever been possible before.

We can also *share* that information, and our interests, with like-minded folk around the world in the blink of an eye,

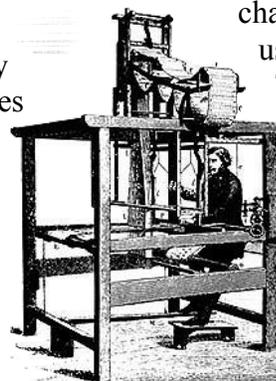
collaborating, commiserating and celebrating with people we might never have met in days gone by... and that, of course, is the fundamental nature of the Silicon Web Costumers Guild.

Normally, I would take the time to update you on any great and terrifying changes impending in the International Costumers Guild, but it's been a pretty quiet year, and I'll leave some room for Dana to share any specifics she's focussed on as your BOD rep. One happy change -- the ICG's shift to electronic distribution of the newsletter means the Guild is no longer running on quite such a shoestring, and there may be opportunities in the near future for chapters and members to propose what new uses for funds would be appropriate!

There's a sideways intersection of costuming and technology for you.

Wearing my other hat as co-chair of [Westercon 66](#) (and hence board member of [San Francisco Science Fiction Conventions, Inc.](#)), I've been involved in developing SFSFC's anti-harassment policy. You may be aware of several unhappy incidents in the

last couple of years involving harassment, one of the most visible at [Readercon](#). We have since been working to create a solid general anti-harassment policy for SFSFC that can be used to write specific rules for Westercon 66 and other SFSFC events.



When we costume, we are by design going to attract more public attention; that does not, however, mean that we are public property. Costumes Are Not Consent, as the posters at Convergence so cogently stated. If you are attending or organizing an event, find out if there is a anti-harassment policy (and reporting procedure for violations). If not, ask why? (Or, if it's your event, develop one!). And whether there a stated policy, keep your eyes and ears open and come to someone's aid if you think it's needed. Let's keep our costume spaces safe and fun!

And finally -- a little co-chair gift for the holiday season. If you haven't yet registered for Westercon 66 (July 4-7, at the Hilton Arden West in Sacramento, CA), let me offer an incentive. Use code "virtuality" when [registering](#), and you can save \$5 off the regular attending membership rate!

Have a grand holiday season, and I'll see you out and about*.

PS: Wearing my other other hat as editor of [Yipe!](#) online magazine, I'm happy to report that it's back in publication, with a big October "Cocktails vs Zombies" issue. I know Phil wants articles from you for *The Virtual Costumer*, but I want them, too, for *Yipe!* -- especially if they are about the more social aspects of going out in costume.



*In costume. With zippers. And velcro. And spandex!



From the Editor *Philip Gust**

The theme of this last issue for 2012 is "Costuming and Technologies." So many technologies have contributed to making costuming what it is today, that anything approaching complete coverage would be nearly impossible. Instead, this issue focuses on a few obvious ones as well as several that, while equally important, are less obvious.

I have a long-standing interest in costume photography, and this month I have an opportunity to contribute in this area. I introduce the color photos by Sergei Mikhailovich Prokudin-Gorskii, who captured images of people in the vast Russian Empire at the turn of the 20th Century. His ingenious camera enabled him to educate the world about both what people wore, and the colors they wore as well.

Next up is Becky and Mike Maung's report on the stunning kimono they made for this summer's Single Pattern contest at Costume-Con 30. Under the kimono is a amazing Dragon made of several colors of EL wire that glows through the sheer outer garment. The effect when the lights went down on stage was magic. Becky and Mike received Best in Show, as well as the Silicon Web Costumers' Guild "Dreamcatcher" award for innovative use of technology.

Kathe Gust's article on clothing patents proves that when inventors dabble in

costuming, the results are sometimes also pretty wacky. Kathe provides background about clothing patents, and uses her patent searching skills to uncover some of the most wild and outlandish U.S. patents that relate to clothing and costuming from the last half a century.

A physics professor and, with daughter Cordelia an occasional masquerade entrant, Courtney Willis has developed a strong interest over the years in vintage sewing machines. When I first heard about it from his wife Connie, I knew that this was something readers would enjoy. In his article, "Vintage Sewing Machines," he presents a fascinating story about the development of this indispensable invention, and showcases some of the vintage machines in his personal collection. An award-winning educator, his talent for weaving an interesting tale is evident.

Over the last decade, online databases from museums and other organizations have become indispensable tools for researching all kinds of costumes, from historical to sci-fi and fantasy. An earlier issue ([VC vol. 9, issue 3](#), p. 47) introduced the new Academy of Motion Picture Arts and Sciences' Production Art Database. In this issue, Graphic Arts Librarian Anne Coco describes the genesis of the project, how she implemented the database, and effective ways to access the scanned images and descriptions of the many production costume drawings in the collection from famous Hollywood productions.

WWII saw a number of innovations in military clothing, and none more so than the uniforms and accessories worn by soldiers in the field. In this final in a series of articles on the subject, historian and costumer Byron Connell offers details on outerwear, helmets, belts, packs, and firearms that officers relied on in the field. Byron's article on the basics of WWII U.S. Army officer's uniforms appeared in [VC vol. 9, issue 2](#). His article on WWII U.S. Army insignias followed in [VC vol. 9, issue 4](#), and his special feature on the Eisenhower jacket's influence on fashion appeared in [VC volume 10, issue 1](#).

To be blunt, pleating is a pain! Now, a simple invention by costumer, instructor, and maker Ilana Murray makes it possible to turn out perfect pleats by the yard, many times faster than previous techniques. Ilana shares her secret with VC readers, and shows how easy it is to create her pleating machine, that makes both knife pleats and box pleats, from common materials. Following the instruction sheet and photos in the article, you can be turning out perfect pleats tomorrow! What are you waiting for?

Here is a quick preview of what is upcoming in VC. The theme for the February 2013 issue will be "Spring Cleaning," covering a range of costume-related topics including managing large costuming projects, and organizing sewing room workspaces. The May 2013 issue explores the world of Furry costuming. The Furry community designs and creates spectacular costumes that portray animal

characters, both real and imaginary, and bring their creations to life by developing unique personalities for their characters. Although they are sometimes controversial, their costumes are always entertaining. This issue introduces this thriving costuming community and explores the basics of Furry costuming, including construction methods, and sources for materials.

I'm pleased to announce that the August 2013 issue will turn back time to the costumes of the Georgian and Regency periods. This covers the time that George I became King of England in 1714 to the death of George IV in 1830. Many of the recent historical movies and some of the most popular romantic literature are set in this period, so it is only fitting to feature the costumes of dashing heroes, dark villains, and elegant ladies who inhabit this world.

See the Upcoming Issues page of the SiW website for details. Now is a great time to start writing for VC, and share what you know and love with your fellow costumers.

A Great Holiday Gift Idea!

Looking for an inexpensive holiday gift idea for your costuming friends or a young adult in your family? How about a [membership](#) in SiW?

For the cost of two movie tickets, they receive an entire costuming community, and a great costuming magazine, too! You'll get an [announcement](#) to sent with your gift membership.



From the Vice President and ICG Board Representative
Dana MacDermott*

The BOD has been fairly calm and quiet since I have taken over the SiW representative position.

One question that had been raised was he membership status of the Utah Chapter, since they had shown no action, reports or members for a long enough period to justify removing them as chapter of the International Costumers' Guild. I understand that talks are underway which should result in their re-activation.

Our own Carole Parker was just confirmed by the Board as the ICG Newsletter editor. The ICG budget proposed by the Budget and Finance committee for the upcoming year has been posted for examination and discussion.



From the Web Diva
Kathe Gust*

I continue adding books to the [Vintage Sewing Books](#) library as they are discovered by me or suggested by our members. I also continue indexing new issues of VC. This year, I spent considerable time working on a

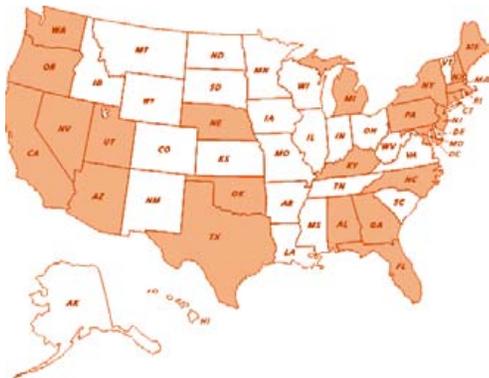
special project for the ICG, which will be valuable to SiW members as well. You'll hear more about it in the coming months. As always, if there are enhancements to the website that you want to suggest, please contact me.



From the Secretary
Deb Salisbury*

As of October 31, 2012, the Silicon Web Costumers Guild has 69 members in 25 states.

Alabama	1	Arizona	3
California	33	Connecticut	1
Florida	2	Georgia	2
Kentucky	1	Maine	1
Massachusetts	5	Maryland	1
Michigan	2	Nebraska	1
Nevada	1	New Hampshire	1
New Jersey	1	New York	1
North Carolina	2	Oklahoma	1
Oregon	2	Pennsylvania	3
Texas	2	Utah	1
Virginia	1	Washington	1



From the Treasurer
Bruce MacDermott*

Here is a financial report for the Silicon Web Costumers' Guild as of October 31, 2012 on an accrual basis.

Silicon Web Costumers Guild
Balance Sheet
As of October 31, 2012

	Oct 31, 12

ASSETS	
Current Assets	
Checking/Savings	
1010 · Wells Fargo Checking	282.42
1030 · PayPal	392.82
1070 · Wells Fargo Savings	1,281.46

Total Checking/Savings	1,956.70

Total Current Assets	1,956.70

TOTAL ASSETS	1,956.70
	=====
LIABILITIES & EQUITY	
Equity	
3001 · Opening Bal Equity	794.48
3010 · Unrestrict (retained earnings)	1,181.92
Net Income	-19.70

Total Equity	1,956.70

TOTAL LIABILITIES & EQUITY	1,956.70
	=====

Silicon Web Costumers Guild
Profit & Loss
January through October 2012

	Oct 31, 12

Income	
5000 · Earned revenues	
5210 · Membership dues - individuals	778.00
5310 · Interest-savings/short-term inv	0.09
5490 · Miscellaneous revenue	31.25

Total 5000 · Earned revenues	809.34

Total Income	809.34
	=====
Expense	
8500 · Misc expenses	
8510 · Grants Given	150.00
8520 · Awards	12.00
8530 · Membership dues – organization	444.00
8560 · Outside computer services	107.91
8590 · Other expenses	100.13

Total 8500 · Misc expenses	814.04

8600 · Business expenses	
8620 · Advertising Expenses	15.00

Total 8600 · Business expenses	15.00

Total Expense	829.04

Net Income	-19.70
	=====



Dreamcatcher Awarded at Worldcon 77 Carole Parker*

“Steampunk Airship Pirates” was awarded Silicon Web Costumers' Guild's Dreamcatcher Award at the Chicon 7 masquerade. This year's Worldcon was held in Chicago from Aug. 30 to Sept 3, 2012.

The award went to Charles Wayman, who built the backpack. Kendra, and Paul Wayman joined Charles on stage. Charles and Paul lifted the contraption onto Kendra, who wore it during the presentation. It also won Best Workmanship – Master and a Best Mechanical Work workmanship award

As a masquerade Workmanship Judge, I got to see the insides and how the levers worked properly. The rotor blades turned because of a chain contraption inside. How they got the fire extinguisher to work by having a lever that pressed on the nozzle control was fun to see, too. One of my immediate thoughts was that Rube Goldberg would have been proud.

SiW members Bill Laubenheimer and John O'Halloran participated in making the award. All agreed that “Steampunk Airship Pirates” was definitely deserving of the Dreamcatcher. The biggest reason for the agreement was that "all the gadgets were under the control of the operator and everything worked," Laubenheimer said.



© Richard Man <http://www.richardmanphoto.com>

“Steampunk Airship Pirates” Paul, Kendra, and Charles Wayman. Photo by [Richard Man](http://www.richardmanphoto.com). Richard's Chicon 7 masquerade photos are [available](#) for personal, non-commercial use. Prints are also available for purchase.

Author Acknowledgements

The Silicon Web Costumers' Guild honors the thirty people who generously shared their knowledge and experience in the pages of *The Virtual Costumer* in 2012. The fourteen who are also SiW members are indicated with an asterisk beside their names. Thanks to all!

If you'd like to join them, consider writing an article for one of the 2013 issues. For information, visit VC on-line!



Maral Agnerian



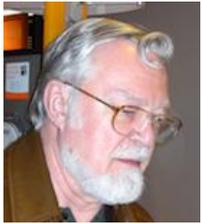
Lisa A. Ashton



Debbie* & Rick Bretschneider



Anne Coco



Byron Connell



Andrew M. Crockett



Lynn Duffield



Rosemary Greene*



Kathe Gust*



Philip Gust*



Danica Lisiewicz



Bruce MacDermott*



Dana MacDermott*



Tara Maginnis*



Ed Martinez



Becky* & Mike* Maung



Ilana Murray



Cherie Oliver



Carole Parker*



Courtney Rayle



Jody Regan



Kevin Roche*



Deb Salisbury*



Elaine Swick Simms*



Courtney Willis



Marjorie Willser



Sa Winfield



Gail Wolfenden-Steib*