

# Silicon Web Costumers' Guild

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## President's Message Kevin Roche\*

Organization?

If your President were organized in the classic sense, he wouldn't be dashing off this message the same night it's due. When, however, have I ever done anything the normal way?

Andy and I have just run the gauntlet of Further Confusion, Gallifrey One, and BarBot 2013 is coming up in a week. I built a fleet of flying saucer costumes for FurCon, classic leather batwing chaps & a sheriff's vest for myself (and a player piano costume for the folded Murphy bed in our parlor) for Gallifrey, and am finishing modifications to ThinBot (my martini-mixing robot, if you haven't met it) for BarBot.

Our workspace looks a mess, but we actually do know where most everything is.

I credit that to the liberal use of plastic bins, a spreadsheet listing everything in the bins in our storage unit, and the existence of said storage unit. I'm lucky enough to have a strong visual memory of how I organized the unit, so I can dive in and out in less than five minutes in most cases.

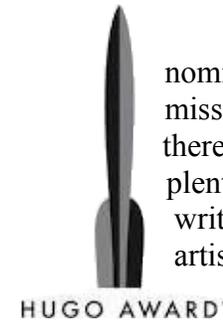
What's saved my projects of late, however, has been access to our local [TechShop](#). Not for the tools, which are nice, but for the enormous work space and very large tables. Having to pack a project to go work on it in the TechShop space forces me to organize its components, plan my time, and dramatically reduces my distractions once I start working on it. The flying saucers and chaps were all patterned and cut on those very handy giant tables. If you live in a tiny space like ours, but have a shared workspace like that available to you, I recommend you give it a try. Even if other organizational models have collapsed under the entropy of your normal work habits, you may find the active organization required to work in a shared space a tremendous help.

Donning my other hat for a moment, [Westercon 66](#) is currently at 320 members and growing, and we're starting to get replies from our program surveys. If you are

thinking of attending, don't forget the SiW discount!

We're now looking forward to quite a spring here in the Bay Area: BarBot, FogCon, Nova Albion, RoboGames 2013, plus a panoply of PEERS and GBACG events. What's happening in your neck of the woods?

Pardon me while I dive back into the accelerated entropy that is my studio...



HUGO AWARD™

P.S. If you are eligible to nominate for the Hugo Awards, don't miss the March 31 deadline! While there is no costume Hugo, there are plenty of SiW members who are fan writers, fanzine editors, and fan artists whose work you might want to consider nominating!



## From the Editor Philip Gust\*

For many costumers, Spring mean that it's time to clear out the clutter, get the "sewing room of shame" in order, and organize costuming projects for the coming year. In this issue, we bring you articles about how costumers organize things, from their work spaces to projects that they start and sometimes even

**AWESOME!**  
**WESTERCON 66!**  
THE 2013 WEST COAST SCIENCE FANTASY CONFERENCE  
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complete. We hope this issue inspires you in your costuming endeavors.

The issue leads off with an article by professional theatrical costumer Gail Wolfenden-Steib who just remodeled her home costume shop. How she used her experience in professional costume shops to organize her own space is a lesson in efficiency for all of us.

The Harry Ransom Center at the University of Texas at Austin recently completed a multi-year conservation of five dresses worn by Vivien Leigh in *Gone With the Wind*, which were designed by Walter Plunkett and donated by director David. O. Selznick. Jill Morena, Assistant Curator for Costumes and Personal Effects, describes the conservation project, how museum workspaces were used, and the difference between conservation and restoration.

Veteran masquerade videographer Stephen Nelson reveals his secrets for preparing, shooting, and post-production of masquerade videos. Using simple equipment and a few basic techniques, you too can produce a quality masquerade video.

Two authors in this issue have costumed for royalty. The first is Deborah Lynn Dixon, who for the last 25 years has designed the stunning costumes for the Krewe of Contraband Royal Court that they wear to a series of Mardi Gras events, culminating in a grand ball. Together with writer Terry Banker, Deborah describes the amazing full year cycle of planning, construction and fitting for this year's

costumes, which she did in her Colorado studio, 1300 miles away.

Internationally known paper costume artist Isabelle de Borchgrave has also dressed royalty – in her case a Belgian Queen for marriage to a Spanish Prince. In her article, she takes us inside her studio on the outskirts of Brussels, Belgium for a look at where she and her staff create the amazing paper clothing for exhibits like the one at the San Francisco Legion of Honor in 2011.

Three weeks before BayCon 2012, Jean Battiato found out that she was responsible for organizing and running the costume masquerade. Did we mention that she has only entered a few herself, and this is the first one she has ever run? For those who find themselves in this position, Jean's story is a must-read.

Charles and Kendra Wayman decided to try for a prize at the 2012 Worldcon masquerade. They succeeded with their steampunk entry, which included a mechanical flying pack that looks like it could just about get off the ground. They won for Best in Master Class, and received the coveted SiW “Dreamcatcher” award for the ingenious flying pack. Their article describes the steps Charles followed to create this wacky device.

Elizabeth Hayes, who writes “The Pragmatic Costumer” blog, reminds us that a very old technique for organizing a stash is still very effective. Her article shows some historic examples of swatch books.

Finally, costuming and makeup wizard Mette Hedin takes us behind the scenes of her seven week adventure to study FX makeup at the famous Neill Gorton Prosthetics Studio outside London, England. She talks about how she and her classmates worked in the studio, and some unexpected lessons that she learned along the way.

Here is a quick preview of what is upcoming in VC. The May 2013 issue explores the world of Furry costuming. The Furry community designs and creates costumes that portray animal characters, and brings their creations to life by developing unique personalities for their characters. Although sometimes controversial, their costumes are always entertaining. The August 2013 issue turns back time to the Georgian and Regency periods, from George I in 1714 to the death of George IV in 1830. Historical movies and popular romantic literature are set in this period, so it is fitting to feature the costumes of the dashing heroes, dark villains, and elegant ladies who inhabit this world.

I'm pleased to announce that the November 2013 issue will be “Hats Off!”, a celebration of hats, masks, and headgear. From historical to fantasy and sci-fi, this issue will explore things that costumers put on their heads and the unique construction techniques that are used to make them.

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.