

# Silicon Web Costumers' Guild

## Silicon Web Staff

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## President's Message **Kevin Roche\***

I am now a Past Worldcon Chair!

That grinning photo of me with two shiny rockets is from my first day back at work at the lab. I'm still trying to get my brain back into "normal" (whatever that means for me) working order.

It was an amazing, fabulous, exhausting weekend including a completely unexpected surprise -- meeting Felicia Day backstage before the Hugos!



Past Worldcon Chair with Hugo and Retro Hugo.  
Photo: Philip Rice.

I started out in a spacesuit, peeled it off to reveal my Galaxy-covered Opposuit and introduced our Guests of Honor, including Sandy and Pierre Pettinger. In the course of the weekend, I had somewhere around 39 meetings and appearances to go to -- including being presented with my very own baseball card!



Outer spacesuit. Photo: Howard Stateman.

I went through four different suits -- the aforementioned Galaxy Guy\*, my illuminated Power Suit (for the Retro Hugos -- the trophy I designed!), the infamous summer-cut Flaminguy\* suit, and my chalkboard-equations-covered Science Faction\* suit. (\* all off the rack from Opposuits.com).

That green-skinned fellow is Grokkar K'uupa, a Chair's Dogsbody, whose job was to



Flamingoguy with Grokkar.  
Photo: Diane Osborne.



Introducing GOHs Pierre and Sandy Pettinger. Photo: Howard Stateman.

make sure I got to my evening events on schedule and that I went to bed on time. (Also known as my bff Cooper Sulma).

I did have a few non-suity costumes: one for the Masquerade night, a couple of my instant superhero outfits, and my just-completed "Mirror, Mirror" James T Kirk Captain's tunic. In two versions -- with trousers for formally accepting a



Illuminated Power Suit at Retro Hugos. Photo: Philip Gust.

Hugo on stage (ironically, for NBC, while wearing a CBS-Paramount property uniform!), and with a mini kilt for partying.

Oh -- For the record, Mirror Universe Kevin is Evil Evil Kevin.

At some point I will have to write up my construction diary on replicating the jewelry for that gold tunic. The signature dagger (visible on my hip in the image of my cross-universal sidewalk conversation with John Hertz) was created with a Cricut and self-adhesive glitter foam.

I also got to meet Spider Robinson, one of my favorite ever authors, and watch him reenergize over the course of the weekend -- and then promise us all a new book as a result of the joy he took from being there. I think in some ways that may have been the pinnacle of the weekend.

Now, I'm plotting for this year's Gay Rodeo, my 40th HS reunion, Halloween, Windycon (Tiki Dalek is going!), Smofcon, Furcon and Gallifrey One. The best part --



Take That, NBC! Photo: Neil Ottenstein.



Mini-kilt "Mirror, Mirror". Photo: Craig Glassner.



Conversation with John Hertz. Photo: Mette Hedin.



Hugo (left) and Kevin Roche-designed Retro Hugo (right). Photo: Kevin Roche.

I'm not in charge of any of them! All I have to do is figure out what to wear.

Keep on Costuming!



## From the Editor *Philip Gust\**

August was a big month for the costuming community in the San Francisco Bay Area where I live, as Worldcon 76 took place this month in San Jose California. This annual event brought together fans and authors of science fiction from around the world. The convention also awarded Hugo awards as well as Retro Hugo awards for 1943. SiW President Kevin Roche not only chaired the convention, but also designed this year's Retro Hugo statue.

As always, costuming played a big role at this year's convention, with costume-related programming, costume exhibits, and of course, the Worldcon masquerade. Costuming has played a role at Worldcons since the first one in 1939 when Forrest J Ackerman and Myrtle R "Morojo" Jones wore their futuristic costumes.



I would like to take this opportunity to congratulate Kevin for putting on an amazing convention, and to all those in the costuming community who worked so hard behind the scenes and in the many panels, exhibits, and the masquerade to make sure that costuming continues to be a highlight at this year's Worldcon.

In his President's Message, Worldcon 76 Chair Kevin Roche gives us his thoughts on organizing and running a Worldcon, and the many demands that are made on the con chair. He also shares some of the costumes that he wore during the convention.

In her Website Spotlight, Lynn Duffield describes an online exhibit, "Worth & Mainbocher: Demystifying the Haute Couture" that juxtaposes the work of 19th century English fashion designer Charles Fredrick Worth, and 20th century American designer Mainbocher (Main Rousseau Bocher). The many resources available in this exhibit will provide a rich source of material for many historical costumers.

The most notorious costume ever to appear at a Worldcon was one worn by cartoonist Scott Shaw! to the LA Con 1 masquerade in 1972. Based on his cartoon character, "The Turd," this gooey mess resulted in the "no peanut butter" rule at future masquerades. In her article, "Sticking to the Rules," Kathe Gust describes her historical research on the event and the "costume," how she recreated Shaw!'s costume out of non-edible materials, and the presentation at the Worldcon 76 masquerade based on Shaw!'s original, which included someone who was in the 1972 masquerade and was dripped on by Shaw! backstage.

Anne Burke is a student of science communication and a self-professed space enthusiast. In her article, "What a Well-Dressed Space Traveler Wears," she describes the role of fashion design in the

spacesuits that will be worn by SpaceX and Boeing astronauts as Americans return to manned spaceflight starting in 2019. She describes how the design of these and other suits have been influenced by the worlds of fashion and sci-fi, and notes that these companies have gone so far as to hire fashion designers and Hollywood costume designers to create a look that is both futuristic and practical.

I was asked to host a panel session at Worldcon 76 on creating a costuming demo



Kathe and Philip Gust on the red carpet at the Worldcon 76 Retro Hugo awards ceremony. Photo: Lincoln Peters.

reel. In it, I explained what a demo reel is, how it is used, and what the important elements are that go into a demo reel. I also outlined tools that can be used to create a demo reel, and showed how I created a costuming demo reel for the costumes that my wife, Kathe and I have created over the years. My article, "Creating a Costuming Demo Reel" is based on the material that I presented during this session.

Costuming legends and ICG Lifetime Achievement Award recipients Bruce and Dana MacDermott are two of the most widely known and respected members of the costuming community. VC recently interviewed them in front of a convention audience at Worldcon 76 in San Jose California about their work as a team, how their individual talents play together, and their involvement as part of larger masquerade entries. The article "Team MacDermott" that appears in this issue is based on their Worldcon interview.

Here is a preview of what is upcoming in VC. For November 2018 the theme will be "Accessories," about all the things that costumers carry or wear to complete their ensembles, and give them extra authenticity, whether for historical, sci-fi/fantasy, or any other kind of costume.

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.