

# Silicon Web Costumers' Guild

## Silicon Web Staff

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## President's Message *Richard Man\**

Like many, we sometimes time the turn of the year by conventions. While we have been preoccupied with more mundane stuff lately to attend some of the conventions, for us, the year starts with Anime LA in January, and continues until LosCon in November.

The big costuming events, of course, are Costume Con and Worldcon. In the blink of an eye, 2009 is already three quarters over and Anticipation, this year's Worldcon, has already come and gone. How are everyone's costuming endeavors going?

This is a very special issue of the Virtual Costumer. A group of costumers held an event called "Costuming by the Book" at Baycon 2009 in May. Philip Gust,

one of the participants, is our guest editor to present their work on designing costumes for a science fiction movie that is set on Mars.

I hope you enjoy this issue as much as I have. It's inspiring to see what a bunch of creative people can do together. Well done!

Have you done an interesting costuming project you'd like to share? Would you like to report on costuming at a convention you attended? We need your article for the next issue of the Virtual Costumer. Articles of any length are welcome. Contact Dana MacDermott and start writing now!



## Guest Editor's Introduction *Philip Gust\**

In our last installment (see [Virtual Costumer, Volume 7, Issue 2](#)), four intrepid teams of costumers (Chris and Christy Bertani, Phil and Kathe Gust, Bryan Little and Mette Hedin, and Bruce and Dana MacDermott) were only weeks away from the deadline to create a set of designs for a fictitious movie, *John Carter of Mars*, based on the first three books of the Edgar Rice Burroughs series.

They planned to present their designs at a special "Costuming by the Book" event at BayCon 2009 in Santa Clara, California from May 22<sup>nd</sup>-25<sup>th</sup> (see <http://www.baycon.org/2009/programming>). The event includes an exhibit of the designs in the BayCon Art Show, and a panel where the teams present and discuss their designs, and answer questions from the audience. The four-day exhibit gives BayCon attendees time to view and compare the designs before and after the Sunday afternoon panel.

Team members were very busy with other things for the convention, and nervous about whether they could complete enough designs and still have time to prepare their

presentations. They also wondered how BayCon attendees would react to this kind of event. Will there be enough interest in the art show exhibit? How many people will come to the Sunday afternoon panel, ready to ask questions?

We're happy to report that the art show exhibit was very successful, with many people viewing the designs and reading the descriptions throughout the convention. The panel played to a full house, with lively discussion among the presenting teams, and many great questions from the audience.

Although tired from all the effort, the teams and the panel moderator are extremely happy, and pleasantly surprised, at how well everything went. Thanks and congratulations to everyone who worked so

hard to make this event a success!

In this special issue of the *Virtual Costumer*, the teams will present their designs, and discuss the process they followed to go from the book to the silver screen. They will also talk about how they prepared their designs for the art show and their reactions to seeing all of the designs side-by-side for the first time. We're pleased to share our experience with the costuming community in this special issue of the *Virtual Costumer*.

We hope that you will come away with a new appreciation for some of the challenges a movie costume designer faces, and a better understanding of the kinds of choices they make along the way.

## Special Note

The original version of this issue was published in the print-oriented portrait layout then in use for VC. When the guest editor for this issue assumed the role of editor starting with Volume 7 Issue 4, the style of VC changed to a screen-oriented landscape layout.

This version of Volume 7 Issue 3 has been reformatted using the new style. It is being released as an alternate to the original version, to coincide with this issue's general availability when Volume 7 Issue 4 is published in Nov. 2009.

