



**VIRTUAL
COSPLAY
MAGAZINE**
SEPTEMBER 2025

@psychickyogre



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SEPTEMBER EDITORIAL 2025

EDITED BY MR.COMICS_GOSPLAY

SEPTEMBER EDITORIAL 2025

DEAR READERS,

SEPTEMBER HAS COME, BRINGING ALONG THAT CRISP AIR OF NEW BEGINNINGS, THE COMEBACK TO OUR ROUTINE... BUT ALSO THE WILL TO START AGAIN WITH A DASH, WITH PASSION AND CREATIVITY! DAYS ARE STARTING TO GET SHORTER, BUT THE FIRE OF COSPLAY KEEPS BURNING HOTTER THAN EVER, READY TO GIVE US NEW EMOTIONS, CHALLENGES AND OPPORTUNITIES TO EXPRESS OURSELVES WITHOUT ANY LIMIT.

EITHER YOU'RE BACK FROM A SUMMER FULL OF EVENTS, PICTURES AND NEW CONTACTS, OR YOU'RE PREPARING PROJECTS FOR THE UPCOMING FALL, KNOW THAT WE FROM VIRTUAL COSPLAY MAGAZINE ARE HERE, PUNCTUAL AS ALWAYS, TO ACCOMPANY YOU IN THIS MONTH AS WELL WITH OUR MONTHLY DOSE OF INSPIRATION, COMMUNITY AND LOVE FOR THE NERD AND COSPLAY WORLD



summer is ending...

SEPTEMBER, WITH ITS ENERGY AND TRANSITION, IS THE PERFECT MOMENT TO TOUCH BASE, LEARN SOMETHING NEW AND MAYBE START THAT COSPLAY THAT YOU'VE BEEN POSTPONING. IN THIS NUMBER WE INVITE YOU TO BROWSE EVERY PAGE WITH CURIOSITY, FOR AS BETWEEN ARTICLES, RUBRICS AND INTERVIEWS, MANY SURPRISES ARE HIDDEN, ALL OF THEM THOUGHT TO SURPRISE YOU, MOVE YOU AND, WHY NOT, EVEN MAKE YOU REFLECT.

THE COMMUNITY IS EVER MORE LIVELY, TALENT DOESN'T STOP SURPRISING US, AND THE ENTHUSIASM YOU CONVEY EVERY MONTH IS OUR GREATEST STRENGTH. LET'S KEEP BUILDING TOGETHER A SPACE WHERE EVERY VOICE MATTERS,

EVERYBODY DESERVES TO BE CELEBRATED AND EVERY PASSION CAN FIND ITS HOME.

FASTEN YOUR BELTS, ARM YOURSELVES WITH FANTASY AND CREATIVITY:

THE JOURNEY CONTINUES,

AND SEPTEMBER IS JUST THE BEGINNING

OF A WHOLE NEW SEASON

TO BE EXPERIENCED!

HAVE A GOOD READ,

AND GOOD COSPLAY EVERYONE!



MR. COMICS_COSPLAY YOUR HEAD REDACTOR.

Saiyo's



Wigs

**THE TOOLS OF A
WIGMAKER
PT.2**

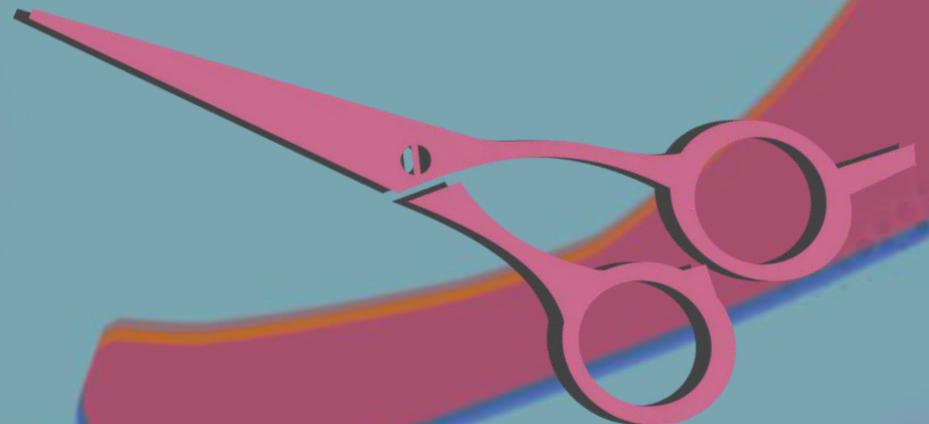
EDITED BY SAIYO_KO

THE TOOLS OF A WIGMAKER PT.2

★ IN THE LAST "EPISODE" BY LOPMETH, BETWEEN BASIC TOOLS AND OTHER ADVICE

THE PROFESSION, OR HOBBY, OF STYLING WIGS IS KNOWN AS FULL OF SATISFACTIONS BUT ALSO OF MANY OBSTACLES GIVEN NOT ONLY BY INEXPERIENCE BUT ALSO BY NOT KNOWING WHAT ADEQUATE TOOLS TO USE TO BRING YOUR PROJECTS TO LIFE. IN THE FIRST PART OF THIS ARTICLE THAT I INVITE YOU TO LOOK THROUGH, LOPMETH (WHOM I GREET WARMLY), HE DEALT WITH THE BASIC TOOLS TO USE TO BE ABLE TO STYLE YOUR WIGS AND THUS OBTAIN MORE THAN SATISFACTORY RESULTS EVEN AT THE VERY FIRST WEAPONS. TO HIS WRITING, HOWEVER, I WOULD LIKE TO ADD SOME MORE TARGETED ADVICE REGARDING A FUNDAMENTAL TOOL:

SCISSORS



I HAVE NOTICED THAT VERY OFTEN THE CUTTING OF LOCKS AND BANGS IS TAKEN FOR GRANTED WHEN, IN REALITY, IT IS ONE OF THE MOST DELICATE AND FUNDAMENTAL PARTS OF ALL STYLING AND THIS IS WHERE SCISSORS BECOME FUNDAMENTAL ALLIES! FORGET THE STATIONERY ONES OR EVEN THE KITCHEN OR OFFICE ONES, IT IS ESSENTIAL TO HAVE SCISSORS SUITABLE FOR CUTTING HAIR IN YOUR HANDS, WITH A COMFORTABLE HANDLE AND ABOVE ALL WITH VERY SHARP BLADES.

THERE IS NO NEED TO INVEST CAPITAL, ESPECIALLY AT THE BEGINNING THERE WILL BE MORE THAN GOOD HAIRDRESSING SCISSORS COSTING A FEW EUROS THAT YOU CAN FIND PRACTICALLY EVERYWHERE, ESPECIALLY ON THE MOST FAMOUS E-COMMERCE PLATFORMS. IT IS ESSENTIAL THAT THE KIT CONTAINS A CUTTING SCISSORS, RECOGNIZABLE BY THE LONG, VERY POINTED, SMOOTH AND VERY SHARP BLADES AND ANOTHER THINNING SCISSORS, MORE PARTICULAR AND IDENTIFIABLE BECAUSE, IN ADDITION TO BEING MORE SQUARE, ONE OF THE BLADES HAS A TEETH WHICH, BASED ON THE QUANTITY OF TEETH, THE "THINNED" EFFECT WILL BE DIFFERENT; FOR EXAMPLE, THE MORE TEETH THERE ARE, THE LESS THE BLADE WILL CUT CLEANLY, CREATING STEPS. I RECOMMEND AN AVERAGE QUANTITY OF TEETH BOTH TO THIN OUT TEASED BASES AND SPIKES AND TO BETTER DEFINE THE TIPS TO THEN CLOSE WITH LACQUER AND GEL.



STARTER KIT

VERY IMPORTANT IN THE CUTTING PHASE IS TO NEVER DO IT HORIZONTALLY EXCEPT TO DETACH ENTIRE LOCKS FROM THE BASES OR TO EQUALIZE BANGS OR EVEN CUTS (SUCH AS HELMETS OR HIME CUTS). IN ADDITION TO MAKING THE CLOSURE OF THE SPIKES A REAL HELL, THE FINAL RESULT WILL BE UNNATURAL, THUS GIVING THE IMPRESSION OF HAVING BEEN CUT WITH AN AXE. ALWAYS KEEP SCISSORS TILTED BOTH WHEN THINNED AND WHEN SHORTENED AND/OR DEFINED.

FINALLY, KEEP YOUR SCISSORS AS CLEAN AND SHARP AS POSSIBLE, AVOID RUSTING OR CHIPPING THEM. HEALTHY SCISSORS=FABULOUS CUTS!

AND WITH THIS WE CLOSE THE CHAPTER OF THE BASIC WIGMAKER TOOLS, IT'S TIME TO DEAL WITH THE FIRST, AND ESSENTIAL, MATERIALS THAT SERVE TO CREATE INCREASINGLY ELABORATE AND ANTI-GRAVITY WIGS!

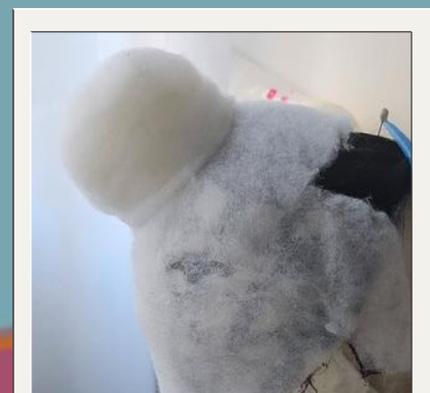
★ NEW CHAPTER: THE ESSENTIAL TOOLS FOR YOUR ANTI-GRAVITY WIGS



WADDING OR BATTING FOAM

ONE OF THE FIRST STEPS TO TAKE TO MAKE YOUR WIG EVEN MORE PROFESSIONAL IS TO CREATE A TAILOR-MADE HARD SHELL SO THAT WHEN YOU WEAR IT YOU DON'T FIT BADLY (TOO BIG/SMALL) GIVING A SUPER NATURAL EFFECT! AND OUR QUINTESSENTIAL ALLY IN THIS PART OF THE PROCESS IS THE "BATTING FOAM" - OR MORE COMMONLY CALLED THE WADDING. USED MAINLY IN TAILORING AND FURNITURE TO FILL DUVETS, SOFT TOYS, QUILTED JACKETS AND MANY OTHER PREDOMINANTLY WINTER OBJECTS, IN WIGMAKING IT IS BASICALLY USED FOR COVERING, THUS CREATING THE HARD CAP WHICH WILL THEN BE COVERED BY PREVIOUSLY TEASED LOCKS OF HAIR, BECOMING A BASE FOR THE RIGID STRUCTURES OF OUR HAIRSTYLE SUCH AS PINS FOR PIGTAILS AND TAILS, HALF SPHERES FOR CHIGNON OR DANGO, SAIYAN MEGA SPIKES AND MUCH MORE.

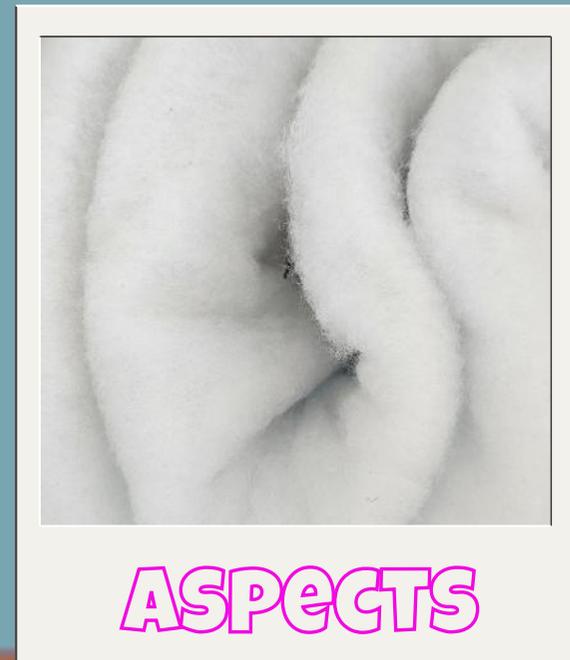
★ **SOME
EXAMPLES**



THIS MATERIAL CAN BE FOUND IN LARGE COMPACT REELS AND IS SOLD BY THE METER IN SHOPS AND MARKET STALLS SPECIALIZING IN FABRICS AND HABERDASHERY OR EVEN IN SOME ONLINE PLATFORMS IN THE SECTOR. IT HAS A WHITISH COLOR TENDING TOWARDS GREY, MADE UP OF SYNTHETIC FIBERS AND IS SPONGY AND A LITTLE ROUGH TO THE TOUCH. IT SPLITS QUITE EASILY WITH YOUR HANDS BUT I RECOMMEND ALWAYS CUTTING WITH SCISSORS TO PREVENT IT FROM FRAYING AND RUINING. BEING A MATERIAL COMPOSED OF PLASTIC FIBERS AND THEREFORE DELICATE WHEN EXPOSED TO HIGH TEMPERATURES, BEFORE IT IS SHAPED WITH A HEAT GUN OR HAIRDRYER IT IS PREFERABLE TO USE STRONGLY HELD CONTACT GLUES OR TRANSPARENT ATTACHMENTS TO FIX IT TO THE SHELL

PREVIOUSLY TREATED, THUS AVOIDING HOT GLUE WHICH COULD PIERCE, DEFORM OR CREATE RELIEFS ON THE ENTIRE SURFACE.

IMPORTANT! AVOID PURCHASING FILLING WADDING, SOLD IN A BAG, IT IS VERY IMPORTANT THAT THE BATTING FOAM REMAINS COMPACT SIMILAR TO A SLAB.



DON'T BE AFRAID TO PATCH THE CAP BY ADDING NEW PIECES WHERE NEEDED IF YOU CUT TOO LITTLE THE FIRST TIME OR GLUED A LITTLE BADLY AND HOLES HAVE BEEN CREATED WHEN YOU GO TO HEAT IT WITH THE HEAT GUN (DON'T EXCEED 180/200° AND KEEP IT AT A SUITABLE DISTANCE SO AS TO AVOID COMPLETELY BURNING THE FIBRES) OR THE HAIRDRYER, TO MAKE THE WADDING TOTALLY ADHERE AND MAKE IT RIGID, EVERY ADDITION WILL BE SMOOTHED AND YOU WILL NOTICE PRACTICALLY NOTHING. ONCE THE WADDING HAS COOLED AND HARDENED WELL, IT CAN BE COLORED WITH ACRYLIC SPRAY CAN OR AIRBRUSH AND SUBSEQUENTLY COVERED

DISPASSIONATE ADVICE: CHOOSE A SHADE SIMILAR TO THAT OF THE FIBERS YOU ARE GOING TO USE, THE RESULT WILL BE MUCH MORE HOMOGENEOUS AND PLEASANT!



CONTACT OR WATER GLUE

ENTERING THE WORLD OF WIGS AND ESPECIALLY ANTI-GRAVITY WIGS INVOLUNTARILY BRINGS YOU CLOSER TO MANY NEW TOOLS, BUT ALSO BRINGS YOU TOGETHER OLD ALLIES, THUS EXPANDING YOUR KNOWLEDGE ON THE SUBJECT! IN THIS CASE WE WILL DISCOVER THE VARIOUS TYPES, AND USES, OF THE MANY GLUES AND ADHESIVES ON THE MARKET BECAUSE IT IS ESSENTIAL TO KNOW THEIR DIFFERENCES AND CHOOSE THE RIGHT TYPE APPROPRIATE MOMENT SO AS TO AVOID UNPLEASANT ACCIDENTS OR UNPLEASANT RESULTS.

LET'S START WITH THE MOST CLASSIC OF GLUES, AN IRREPLACEABLE COMPANION OF EVERY COSPLAYER:

HOT GLUE



ECONOMICAL, VERY EASY TO USE AND AVAILABLE PRACTICALLY EVERYWHERE, IN THE FIELD OF WIGMAKING IT IS MAINLY USED TO HERMETICALLY FIX HEAVY STRUCTURES AND ACCESSORIES, ATTACH FAKE HAIRLINES, FIX CLOTHESPINS, PIPES, WIRE, MAGNETS AND MUCH MORE BEFORE ADDING LOCKS AND HAIR. WORKING WITH HEAT IT CAN BE RE-HEATED AND SHAPED TO ITS BEST ADVANTAGE, SANDED AND "EASILY" REMOVED IF APPLIED IN THE WRONG PLACE ON CERTAIN SURFACES. FOR COMPARISON IT'S LIKE MORTAR FOR THE BRICKS OF A HOUSE. I STRONGLY ADVISE AGAINST USING IT TO CREATE LOCKS, BEING BOILING IT IS NOT POSSIBLE TO SHAPE IT WITH BARE HANDS WHEN IT IS LIQUID, FURTHERMORE, IF IT IS HANDLED IT BECOMES OPAQUE, GRAINY, CREATING ANNOYING THREADS SIMILAR TO COBWEBS, COMPLETELY RUINING THE SYNTHETIC FIBERS OF THE WIG.

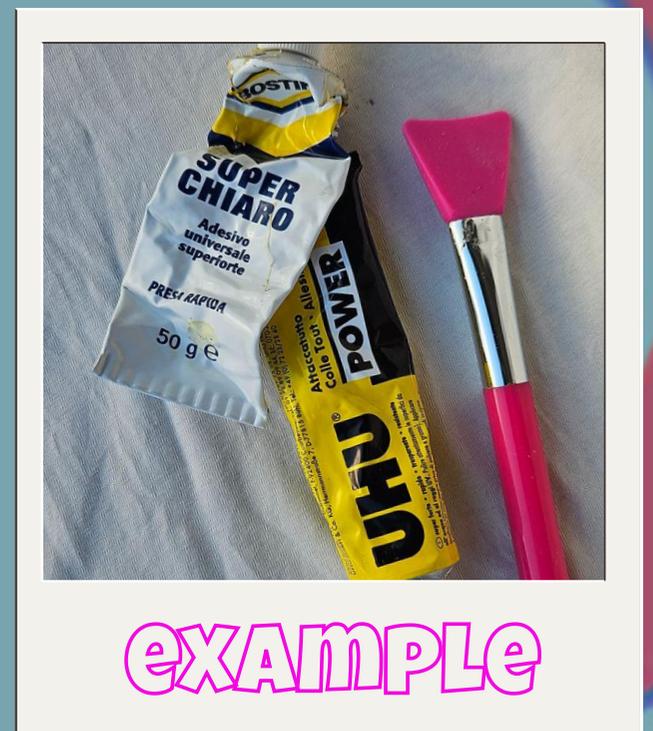


IT CAN BE USED TO COVER THE SHELL BUT BY DRYING VERY QUICKLY YOU RISK CREATING BUDS OR EVEN NOT GLUING ANYTHING, CREATING A HARD AND ANNOYING LAYER TO THE TOUCH, WHICH IS WHY IT IS BETTER TO USE THE



UNIVERSAL GLUE

TRANSPARENT AND EXTRA-STRONG ADHESIVE, PERFECT NOT ONLY FOR CREATING LOCKS (BOTH FOR COVERING THE SHELL AND FOR FAKE ATTACHMENTS) BUT ALSO FOR ATTACHING THEM TO THE BASE OF THE WIG. IT SPREADS QUICKLY AND EASILY WITH A PLASTIC BRUSH OR A SPATULA, EVEN MADE-UP. IT DOES NOT CLUMP, DOES NOT SPIN AND DOES NOT BECOME DULL OR YELLOWISH. THE GLUED END BECOMES VERY RIGID WHEN DRY, GIVING THE POSSIBILITY OF CUTTING IT AS DESIRED.



EXAMPLE

HOWEVER, IT REMAINS A LITTLE SHINY WHEN COMPLETELY DRY, SO IT IS BEST NOT TO OVERDO IT IN TOO VISIBLE PLACES. THIS GLUE IS ALSO USED DURING THE PREPARATION OF THE FABRIC CAP BEFORE IT IS COVERED WITH WADDING. IT FLATTENS AND STIFFENS BOTH THE HAIR RESIDUES AND THE FABRIC PART, CREATING AN INVISIBLE LAYER THAT ACTS AS A BASE FOR THE NEW WADDING "BASE".

HOWEVER, TO AVOID THAT SHINY EFFECT WITHOUT HAVING TO RESORT TO THE AIRBRUSH, TO CREATE LOCKS OF ANY COLOUR, WIDTH AND LENGTH IT IS RECOMMENDED TO USE A STRICTLY TRANSPARENT

WATER GLUE

**STRICTLY
TRANSPARENT**



SAMPLE

VERY OFTEN IT IS SOLD IN TRANSPARENT PACKAGES AND IN FACT, BEING VERY LIQUID, IT WILL RESEMBLE WATER THICKENED WITH AIR BUBBLES HERE AND THERE. THIS TYPE OF GLUE, MOREOVER, IT IS NICE THAT, ONCE DRIED COMPLETELY, IT STIFFENS THE FIBERS LIKE A CLASSIC HANGER BUT BECOMES COMPLETELY TRANSPARENT, ALMOST NOT ALTERING THE COLOR AND TEXTURE OF THE LOCKS AND LEAVING NO ANNOYING RESIDUES LIKE VINYL GLUE WOULD (ALSO USED FOR LOCKS, AIRBRUSH REQUIRED FOR FINE STYLING). PERFECT FOR SPREADING WITH BRUSHES, SPATULAS AND MUCH MORE, IT HAS A LITTLE LONGER DRYING TIMES HAVING TO USE QUITE A BIT OF PRODUCT TO MAKE THE ENDS OF THE LOCKS SUPER RESISTANT.

RECOMMENDED BUT NOT ESSENTIAL, IT WOULD BE A GOOD IDEA TO PUT THE GLUE IN A PLASTICIZED DISPENSER, SUCH AS THE ONE FOR SAUCES. THIS WILL AVOID RUINING THE ENTIRE BOTTLE (IF YOU HAVE ONE OF 1 L OR MORE) AND SPREADING A LOT OF GLUE AND WASTING IT.

CONTACT GLUE

LAST BUT NOT LEAST THE CONTACT GLUE . IRREPLACEABLE COMPANION OF THE COSMAKER IN ALMOST ALL AREAS OF CRAFTING. ADHESIVE (AVAILABLE BOTH LIGHT AND DARK) PERFECT FOR ALMOST ALL MATERIALS RANGING FROM FABRIC, WOOD, PLASTIC AND MUCH MORE. IT HAS A CRAZY SEAL WHEN IT DRIES AND IS VERY EASY TO APPLY, AS WELL AS GIVING THE POSSIBILITY OF REPOSITIONING THE SIDES OR OBJECTS TO BE GLUED BEFORE IT DRIES COMPLETELY. THE MAIN FLAW OF THIS MATERIAL IS THAT TO FUNCTION PROPERLY BOTH SURFACES TO BE GLUED TOGETHER MUST BE SPREAD WITH PRODUCT AND IT IS PRACTICALLY IMPOSSIBLE TO APPLY AS A METHOD TO PERHAPS CREATE LOCKS OR TO COVER THE CAP WITH "FREE" FIBRES. HOWEVER, IT CAN BE USED TO APPLY ACCESSORIES, VARIOUS OBJECTS, MAGNETS AND ALL THOSE THINGS WITH SMOOTH SURFACES.

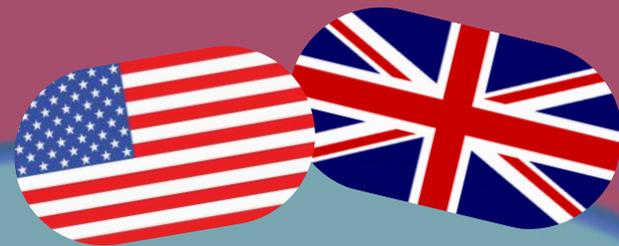


**DISPASSIONATE ADVICE, ALWAYS AIM FOR THE
CLEAREST AND MOST TRANSPARENT GLUE
POSSIBLE, SO THAT AT THE END OF THE JOB IT
DOESN'T FORM STAINS, RUINING EVERYTHING.
AND I APPLY THIS ADVICE TO ALL THE GLUES AND
ADHESIVES I WORK WITH. BETTER SAFE THAN
SORRY, ALWAYS!**

APPENDIX AND CONCLUSIONI

BEFORE CONCLUDING, I WOULD LIKE TO DEDICATE A LITTLE SPACE TO SOME KEYWORDS THAT YOU WILL OFTEN HEAR IN THE WORLD OF WIGMAKING, ESPECIALLY IF YOU ARE LOOKING FOR ADVICE OUTSIDE OF ITALY!

★ KEYWORDS:



- **HARD CAP > THE RIGID SHELL CREATED TO MEASURE WITH WADDING OR OTHER MATERIAL.**
- **FAKE HAIRLINE > THE HAIRLINE OF THE WIG CREATED WITH PREVIOUSLY SHAPED LOCKS GLUED ONTO THE PART OF THE CAP IN CONTACT WITH THE FACE.**
- **STYLING > PHASE OF WORK WHERE YOU STYLE; IT DIVIDES, CUTS, THINNS AND GIVES SHAPE TO THE CHARACTER'S HAIRSTYLE.**
- **FINISHING > LAST PHASE OF THE WORK; THE SPIKES AND THE BASE IN GENERAL ARE CLEANED, AIRBRUSHED, ACCESSORIES ARE ATTACHED, FIXED WITH FOAM AND POLISHED.**

I WOULD LIKE TO ADD, FOR COMPLETENESS, SOME DISPASSIONATE ADVICE WHICH I HOPE WILL BE USEFUL TO YOU IN YOUR WORK: THE FIRST, AND MOST IMPORTANT IS TO BE PATIENT, DON'T RUN BECAUSE HASTE IS A BAD ADVISOR, UNFORTUNATELY WITH WIGS IT IS VERY EASY TO MAKE MISTAKES AND RUIN EVERYTHING ESPECIALLY BY CUTTING AND GLUING, IF YOU HAVE AN OLD AND/OR DAMAGED WIG, USE IT AS A TEST AND TRAIN ESPECIALLY WHEN PURCHASING NEW TOOLS OR TESTING NEW TECHNIQUES! FURTHERMORE, ALWAYS BUY WITH AWARENESS, DON'T AIM FOR MEGA SAVINGS BECAUSE THE FINAL QUALITY OF THE WORK IS INVOLVED. ESPECIALLY THE BASICS OF WIGS, SPEND A LITTLE MORE AND AIM FOR QUALITY FIBERS AND ABOVE ALL



HEAT-RESISTANT

OR, FOR EXAMPLE, WITH GLUES AIMED AT BRANDS ALREADY USED BY OTHER PROS (SUCH AS UHU, BOSTICK OR CLAW), NOTING THE FINAL RESULT WITH YOUR OWN EYES.

IT'S GOOD TO SPEND A LOT EARLIER SO YOU DON'T HAVE TO DO IT LATER, SOMETIMES SPENDING A LOT MORE ON TIME AND MONEY.

AND WITH THIS APPENDIX WE CONCLUDE THIS MONTH'S "JOURNEY" TO DISCOVER THE TOOLS OF A WIGMAKER, HOPING WHOLEHEARTEDLY YOU WILL CONTINUE TO FOLLOW US IN THE NEXT ISSUE, IN OCTOBER! THANKS FOR READING THIS FAR, SEE YOU SOON.



**EDITED BY
@SAIYO_KO**



BEST OF COLLAB

SYNAESTHETIC_SODALEMON



THE IMPORTANCE OF LIS INTERPRETATION AT COMIC CONVENTIONS

EDITED BY .AKIRAKA

THE IMPORTANCE OF LIS INTERPRETATION AT COMIC CONVENTIONS

HI EVERYONE!

IT'S ME AGAIN, AKIRA - A DEAF COSPLAYER. WELCOME TO THE SECOND PART OF THE MAGAZINE, WHERE I WANT TO TALK ABOUT SOMETHING VERY CLOSE TO MY HEART: ACCESSIBILITY AND IMPORTANCE OF HAVING LIS INTERPRETERS AT EVENTS.

WHY DOES IT MATTER SO MUCH?

FOR MANY OF US WHO ARE DEAF, LIP-READING IS A KEY WAY TO FOLLOW CONVERSATIONS.

BUT THAT ONLY WORKS IF THE PERSON IS RIGHT IN FRONT OF US AND SPEAKING CLEARLY. ON A STAGE,

FOR EXAMPLE, WHEN SOMEONE HAS A MICROPHONE COVERING THEIR MOUTH, OR WHEN THEY SPEAK TOO FAST, IT BECOMES

ALMOST IMPOSSIBLE TO UNDERSTAND WHAT'S BEING SAID. EVEN SOMETHING AS SIMPLE AS BUYING A TICKET CAN BECOME FRUSTRATING.

STAFF OFTEN SPEAKS QUICKLY, LOOKING DOWN, OR TURNING THEIR HEADS WHILE TALKING - ALL THINGS

THAT MAKE LIP-READING IMPOSSIBLE.



@_AKIRAKA

PEOPLE I'D LIKE TO SEE AT THE CONVENTION

THAT'S WHERE A LIS INTERPRETER MAKES ALL THE DIFFERENCE. WHETHER AT THE TICKET DESK OR ON STAGE, AN INTERPRETER ENSURES THAT NOTHING GETS LOST, BREAKING DOWN BARRIERS AND MAKING THE WHOLE EXPERIENCE ACCESSIBLE. AND NO - IT'S NOT TRUE THAT HEARING AIDS OR COCHLEAR IMPLANTS MAKE INTERPRETERS UNNECESSARY. LIS INTERPRETERS ARE AN EXTRA LAYER OF SUPPORT FOR US, AND THEY GIVE US ACCESS TO COMMUNICATION IN A WAY THAT TECHNOLOGY ALONE CANNOT.



@_AKIRAKA

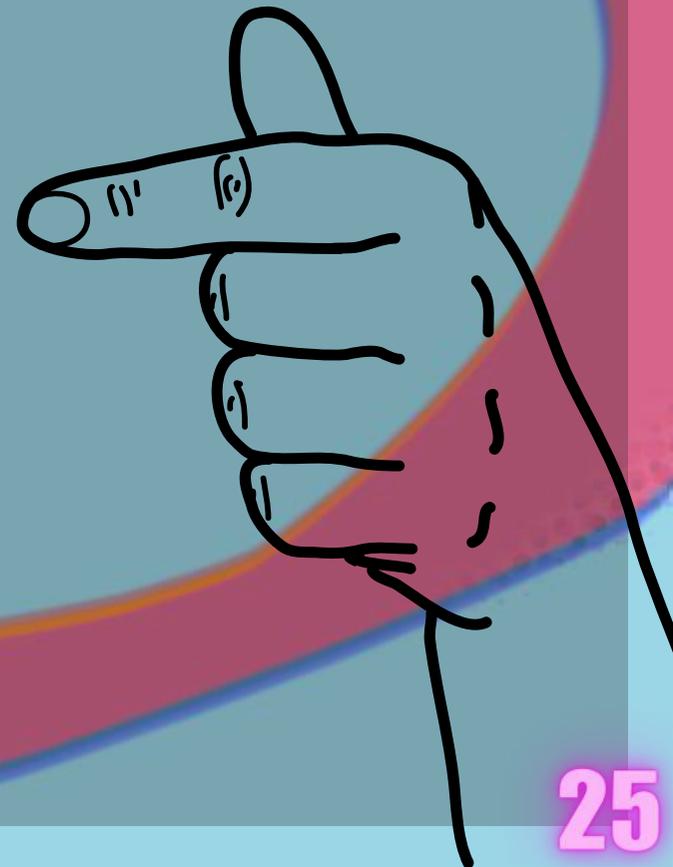
FUN, BUT WITH LIMITS...

PERSONALLY, I LOVE WATCHING CONTESTS ON STAGE. THEY INSPIRE ME, HELP ME LEARN, AND MAYBE ONE DAY I'LL BE BRAVE ENOUGH TO STEP ONTO THAT STAGE MYSELF. BUT WITHOUT A LIS INTERPRETER, I SOMETIMES END UP "TUNING OUT" SIMPLY BECAUSE I CAN'T FOLLOW WHAT'S HAPPENING. WITH INTERPRETATION, THOUGH, I'D NOT ONLY STAY ENGAGED - I'D ALSO BE ONE STEP CLOSER TO MAKING ONE OF MY DREAMS COME TRUE (NO SPOILERS YET... YOU'LL SEE!). THANKFULLY, SOME CONVENTIONS ALREADY PROVIDE LIS INTERPRETATION, AND IT CHANGES EVERYTHING. I GET TO ENJOY THE EVENT FULLY, UNDERSTAND WHAT'S GOING ON, AND FEEL PART OF THE COMMUNITY.

SO
MUCH
FUN



@_AKIRAKA



CONVENTIONS, ARE YOU LISTENING? LISTEN TO US!

HOW AMAZING WOULD IT BE IF ALL CONVENTIONS INVESTED IN LIS INTERPRETERS? IT WOULD MEAN REAL ACCESSIBILITY, REAL INCLUSION, AND A BETTER EXPERIENCE FOR EVERYONE.

CURIOUS TO KNOW MORE ABOUT MY JOURNEY WITH DEAFNESS? OR MAYBE YOU'D LIKE TO LEARN LIS YOURSELF?

COME VISIT ME ON MY PROFILE - I'LL BE SHARING ITALIAN SIGN LANGUAGE WITH YOU STEP BY STEP.



I CAN'T WAIT TO SEE YOU THERE! ❤️



BEST OF COLLAB

DONNECTOR_NERD



CRAZY
sewing PT 4

EDITED BY KARLOTTINI

WELCOME BACK TO THE SEWING INDUSTRY!

★ OR AT LEAST, WE'LL TRY!

WE BROKE UP WITH THE TRANSCRIPTION OF THE MEASUREMENTS ON OUR PAPER PATTERN, WHICH CLEARLY VARY DEPENDING ON OUR NEEDS AND MEASUREMENTS.

IN MY CASE FOR EXAMPLE, I WANTED TO MAKE A SLIGHTLY FLARED SLEEVE, SO I DIDN'T KEEP THE SLEEVE IN THE RECTANGULAR PATTERN, BUT GAVE IT A TRAPEZOIDAL SHAPE.

IN FUTURE ARTICLES, IF YOU WANT, LET'S SEE THE DIFFERENCE BETWEEN THE TYPES OF SLEEVES, AND HOW TO GET THEM. TODAY, HOWEVER, WE WANT TO GO FAST, THIS PROJECT CAN EASILY BE AN ENTRY LEVEL, OF COURSE YOU WILL HAVE TO PAY ATTENTION TO SOME CRITICAL POINTS.

DON'T FORGET TO FOLLOW US ON OUR INSTAGRAM PAGES!

**@VIRTUALCOSPLAY_
@VIRTUALCOSPLAYMAGAZINE
@VIRTUALVOYAGERS_
@VIRTUALJUMP_**



FIRST I TRANSCRIBED THE MEASUREMENTS ON THE FABRIC, FOLLOWING THE PAPER PATTERN, AND CUT EACH SHAPE, ALWAYS KEEPING THE TOLERANCE MARGIN/HEM.



PLEASE NOTE, THE MARGIN IS ESSENTIAL, WHEN YOU HAVE TRACED THE LINE OF YOUR MEASUREMENT ON THE FABRIC, TRACE ONE SIDE DOTTED AND PARALLEL, ABOUT 2 CM AWAY, SO AS TO HAVE THE OPPORTUNITY BOTH TO ADJUST IF NECESSARY AND TO MAKE A TURNED HEM, TO BLOCK THE FABRIC SO THAT IT DOES NOT FRAY, AND LEAVE A CLEAN RESULT.



NOW I HAVE ALL MY LITTLE PIECES, AND I WANT TO SEE BEFORE WE GO SEWING, THAT EVERYTHING IS OK. ALWAYS DO SOME CHECKS BEFORE STARTING TO SEW, YOUR MODEL MAY HAVE BEEN PERFECT, BUT PERHAPS YOU HAVE MADE SOME INACCURACIES IN BRINGING IT BACK TO FABRIC.



WE PUT THE MODELS ON TOP OF OUR MANNEQUIN, IF YOU DON'T HAVE IT YOU WILL HAVE TO DO IT ON YOURSELF, WITHOUT GETTING STUNG AND WITHOUT LOSING THE PINS.

I STOP EVERYTHING WITH PINS, INSIDE OUT (YOU REMEMBER, WE DON'T HAVE TO REPEAT THAT YOU ALWAYS SEW INSIDE OUT, RIGHT?)

AND I TRY IT ON THE DUMMY TO MAKE SURE WE'RE GETTING CLOSER TO THE RESULT.

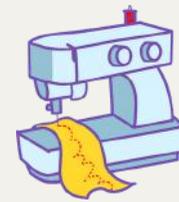
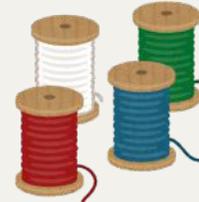
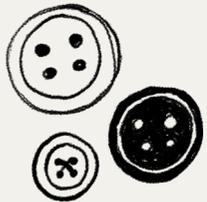
DON'T FORGET TO FOLLOW US ON OUR SOCIAL MEDIA!



WE'RE MAKING GOOD PROGRESS!



TESTING OF OUR CUTS, PAIRED WITH PINS, SLEEVELESS FRONT AND BACK OF THE TORSO.



I'D SAY WE'RE THERE! SO WE NEED TO TAKE COURAGE AND START SEWING. AS FOR THE SLEEVE, THE EASIEST THING IS TO SEW IT WHEN IT IS STILL OPEN AND ONLY AFTER CLOSING THE "TUNNEL", BUT SINCE I LIKE TO COMPLICATE MY LIFE, I FIRST SEWED THE WHOLE SLEEVE WELL AND THEN SEWED IT ATTACHED TO THE REST OF THE BODY



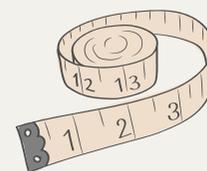
**I PAIRED THE SLEEVE ALREADY
SAWN, AROUND THE ARMPIT,
ALWAYS INSIDE OUT, THEREFORE
WITH THE LEFTOVER OF EXPOSED
FABRIC.**



SLEEVE LENGTH



**IF YOUR SLEEVES ARE STILL
"OPEN", DO A TEST, ATTACH THEM
(ALWAYS UPSIDE DOWN) TO THE
MANNEQUIN, SECURE THE PINS
TIGHTLY AND GO TO THE SEWING
MACHINE, FIRST SEW THE ARMPIT
ROUND, THEN CLOSE THE OPEN
SIDE OF THE SLEEVE ALONG THE
LENGTH, SO IT WILL BE MUCH
MUCH EASIER!**

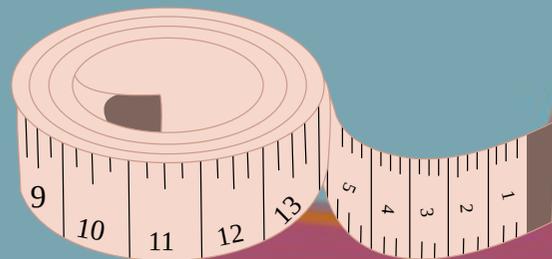


WE'RE MAKING GOOD PROGRESS!

IF YOU ALSO PROCEED LIKE THIS, BE CAREFUL, BECAUSE WHEN YOU ATTACH THEM TO THE BODY YOU WILL STILL HAVE TO WORK BACKWARDS, BUT HAVING ALREADY SEWN THE SLEEVE, YOU WILL NOT HAVE AN EASY LIFE PAIRING THE FABRICS, USE LOTS OF PINS AND BE CAREFUL NOT TO CLOSE THE SLEEVE! YOU NEED THE SPACE UNDER YOUR ARMPIT OPEN, OTHERWISE WHERE DOES YOUR ARM GO? SO BASICALLY, YOU'LL SEW ALONG A CIRCUMFERENCE, GO SLOWLY, AND CHECK EVERY FEW SECONDS IF YOU'RE STILL SEWING THE RIGHT PARTS.

IF YOU HAVE LITTLE MARGIN, OR YOU HAVE THE WRONG CUT, OR THE FABRIC TENDS TO FRAY A LOT, USE A NICE STRONG SEAM, NOT A SIMPLE STRAIGHT STITCH BUT RATHER A ZIGZAG, OR SOMETHING EVEN STRONGER, SO THE THREAD OF THE FABRIC WILL STOP "RUNNING", GETTING DESTROYED.

IF YOU DON'T STOP IT, AND IT FRAYS, WASHING YOUR DRESS AND WEARING IT COULD LITERALLY GET RID OF IT!



DOUBLE STITCHING

THIS IS WHY IN THE PHOTO YOU SEE A DOUBLE SEAM, THE LINE STITCH FOR THE GARMENT LINE, AND IMMEDIATELY BEHIND A ZIGZAG TO STOP THE THREAD.



CLOSING POINT, TIGHT KNIT, THIS ALLOWS YOU TO STOP THE FABRIC, AND TO HAVE A KIND OF EXPOSED "EMBROIDERY", WE USE IT WHERE WE HAVE NO MARGIN TO MAKE A HIDDEN STITCH, AND THEN WE WANT A MORE "CUTE TO THE EYE" STITCH.

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OUR INSTAGRAM PAGES!**

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TIPS FOR A PRECISE RESULT

AS REGARDS THE EDGES, FOR EXAMPLE, OF THE LOWER PART OF THE KIMONO, OR OF THE OPENING ON THE LEGS, YOU HAVE A FABRIC CUT RAW, AND YOU HAVE TO FINISH AND CLOSE IT AGAIN, THE EASIEST, FASTEST AND CLEANEST WAY, IT'S MAKING A HEM AND TURNING IT ONCE AGAIN ON ITSELF, GETTING WHAT YOU SEE IN THE PHOTO, PLEASE CHECK THAT EVERYTHING IS THE SAME AND IT'S STRAIGHT!

WE HAVE TURNED AND TURNED OUR LITTLE "HEM" ON ITSELF AND NOW WE SEW, EITHER IN THE CENTER, OR ON THE LEFT, WITH A LINE STITCH, YOU WILL SEE VERY LITTLE, AND IF YOU GO STRAIGHT, IT WILL GIVE A VERY PRECISE RESULT.

IF YOU SEWED EVERYTHING INSIDE OUT, ATTACHED THE SLEEVES TO YOUR TORSO, FINISHED THE EDGES AND CUT THE LEFTOVERS OF THREAD AROUND, YOU SHOULD HAVE GOTTEN HERE.

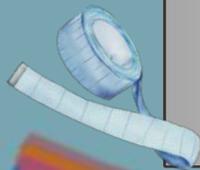
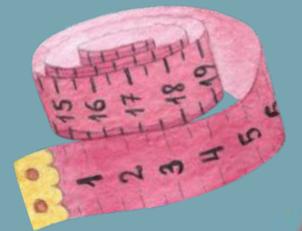


HERE'S WHAT WE'VE GOT SO FAR!

FINAL RESULT

YOUR SIMPLE KIMONO IS FINISHED, MINE IN THE PHOTO IN PARTICULAR DEFINITELY NEEDS TO BE IRONED, BECAUSE THAT'S SCARY AS HELL!

AT THIS POINT YOUR CREATIVITY REIGNS SUPREME, DO YOU WANT TO ADD A BORDER OF A DIFFERENT COLOR? SOME EMBROIDERY? SOME PATCHES? A DRAWING? IN SHORT, YOUR KIMONO IS NOW READY TO BE DECORATED, OR KEPT NATURAL, IT'S UP TO YOU!



**KIMONO FINISHED,
BEFORE IRONING.**

BELT AND LAST TIPS

AH, AS A BELT I USED THE RIGHT AMOUNT OF FABRIC TO SHOW YOU THE EFFECT, BUT CLEARLY YOU HAVE TO SEW THAT TOO! MEASURE A LONG BELT THAT YOU ALREADY HAVE AT HOME, OR SIMPLY CHOOSE THE LENGTH, THE HEIGHT, REPORT THE HEIGHT DOUBLED ON A FABRIC OF YOUR CHOICE, AND THE LENGTH, SO THAT YOU WILL GET A RECTANGLE! (EXAMPLE, BELT 5CM HIGH AND 95CM LONG, I WILL HAVE TO DRAW A 10CM X 95CM RECTANGLE AND FOLD IT BACK ON ITSELF IN THE MIDDLE OF THE 10CM) YOU FOLD IT ON ITSELF HALFWAY UP, AND CLOSE IT BY SEWING IT.

HERE'S YOUR SOFT BELT!

DO YOU WANT IT STIFF? INSERT PADDING IN IT, THE FOAM MAT IS FINE TOO!



I KNOW I KNOW, I WENT A LITTLE FAST, BUT FOR ANY QUESTIONS, OR DIFFICULTIES WRITE TO ME OR COMMENT! AND ABOVE ALL, LET US KNOW IF YOU TRY TO MAKE IT HAPPEN TOO!

STAY TUNED FOR THE NEXT CHAPTER!



BEST OF COLLAB

SWEETCHAOSLIX

A woman with long dark hair, wearing a large straw hat with a blue band, a red spaghetti-strap top, blue jeans, and long brown boots. She is playing a red electric guitar. She is standing next to a brick pillar with green foliage to the right. The background is a textured wall.

**BE
SOMETHING
ELSE TO BE
YOURSELF**

EDITED BY FORBICINACOSPLAY

BE SOMETHING ELSE TO BE YOURSELF

COSPLAYING IS NOT SIMPLY DRESSING UP; IT MEANS TO TAKE ON SOMEONE'S LOOK AND LIFE.

COSPLAY IS A FORM OF PERSONAL LIBERATION, IDENTITY EXPRESSION, AND SOMETIMES EVEN RECONCILIATION WITH ONE'S ADOLESCENT SELF. IT HELPS OVERCOME THE CONSTRAINTS OF SOCIAL ROLES AND PREJUDICES.



SNOW WHITE



THE POWER OF COSPLAY!

THE POWER OF COSPLAY, BEYOND GENDER AND AGE. THERE'S A SUBTLE MAGIC TO COSPLAY: IT'S NOT JUST MAKE UP, FABRIC, AND DETAILS...IT'S THE REAL POSSIBILITY OF BECOMING WHO WE WANTED TO BE, REDISCOVERING THAT THRILL, ADOLESCENT-LIKE, THAT MADE US LOVE SPECIFIC CHARACTERS, SPECIFIC WORLDS THAT YOU CAN FINALLY EXPERIENCE! YOU CAN TRANSFORM INTO A MERMAID PRINCESS OR A FAIRY OF LIGHT, AS WELL AS INTO A SUPERHERO OR A WARRIOR. YOU HAVE ALL THE OPPORTUNITIES IN THE WORLD TO BE EXACTLY WHO YOU WANT TO BE! COSPLAY ALLOWS YOU TO BRING OUT PARTS OF YOURSELF NORMALLY HIDDEN IN EVERYDAY LIFE: THE SHY, OR SENSITIVE, OR STRONG, OR REBELLIOUS SIDE.

**DON'T FORGET TO FOLLOW US ON
OUR INSTAGRAM PAGES!**

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FREEDOM TO EXPRESS ONESELF

✦ **A RETURN TO ADOLESCENCE, BUT IN OUR OWN WAY. FOR MANY COSPLAYERS, THE INITIAL IMPULSE STEMS FROM A DEEP CONNECTION WITH CHARACTERS THEY LOVED AS CHILDREN, OFTEN AT AN AGE WHEN THEY LACKED THE COURAGE, SPACE, OR FREEDOM TO FULLY EXPRESS THEMSELVES. THUS, YEARS LATER, THAT COSTUME BECOMES AN ACT OF RECONCILIATION. IT'S A WAY TO GIVE VOICE TO A PART OF THEMSELVES THAT REMAINED SILENT AT THE TIME. PLAYING THOSE CHARACTERS' ROLES FEELS LIKE SAYING: "I SEE YOU. NOW YOU CAN COME OUT. NOW YOU ARE FREE."**



TRISS MERIGOLD

BEYOND GENDER, BEYOND LABELS

 **BEYOND GENDER, BEYOND LABELS. ONE OF THE MOST POWERFUL ASPECTS OF COSPLAY IS FLUIDITY: FOR INSTANCE, GENDER ISN'T A LIMITATION, BUT RATHER AN ELEMENT TO BE EXPLORED WITH CREATIVITY AND AWARENESS. IMPERSONATING A CHARACTER FROM ANOTHER GENDER ISN'T "DISGUISE" IN THE CLICHÉD SENSE OF THE TERM, BUT INSTEAD A PROFOUND EXPERIENCE OF IDENTITY.**

FOR SOME, IT'S A GAME; FOR OTHERS, IT'S A DISCOVERY; AND FOR SOME OTHERS, IT'S A SMALL LIBERATION, EVEN: FINALLY BEING ABLE TO EXPRESS A PART OF THEMSELVES THAT IS KEPT HIDDEN IN EVERYDAY LIFE, NOW WITHOUT BEING JUDGED

(BUT MAYBE BEING APPRECIATED FOR THEIR COURAGE, LOYALTY, AND PASSION, INSTEAD!).



ROGER RABBIT

THE KEY WORD IS: HAVING FUN

COSPLAY CREATES A UNIQUE SPACE WHERE SOCIAL CONSTRUCTS ARE LOOSENED.

IT DOESN'T MATTER IF YOU'RE MALE OR FEMALE, YOUNG OR OLD, THIN OR CURVY, IF YOU HAVE A HIGH-PITCHED VOICE OR A SCAR ON YOUR FACE: WHAT MATTERS IS THE LOVE YOU PUT INTO "BEING YOUR CHARACTER". COSPLAY IS BORN FROM A GENUINE PASSION, AND THE COMMUNITY (PERHAPS NOT ALL OF IT) HAS LEARNED TO RECOGNISE THE VALUE NOT MERELY OF THE COSTUME, BUT OF THE PERSONAL STORY THAT ACCOMPANIES IT. NO ONE ASKS YOU TO "BE THE SAME" AS THE CHARACTER, BUT TO REPRESENT THEIR ESSENCE. THIS MAKES CROSSPLAY AND FREE REINTERPRETATIONS A SAFE SPACE FOR THOSE WHO PLAY WITH GENDER IDENTITY, AESTHETIC EXPRESSION, OR SIMPLY WANT TO EXPERIMENT.

**JUST
BE
YOURSELF**



♥ WEARING A CHARACTER, TELLING A STORY. THE MOMENT YOU LOOK IN THE MIRROR WITH YOUR FINISHED COSTUME (WITH WIG, MAKEUP, ACCESSORIES...) ISN'T JUST A "MASK". IT'S A SILENT DECLARATION: "THIS IS WHO I AM. THIS IS WHO I LOVED. THIS IS WHO I WANTED TO BE." AND EVERY TIME SOMEONE ASKS YOU FOR A PHOTO, VOICES A COMPLIMENT, GIVES YOU A SMILE... WELL, THAT PART OF YOU FINALLY GETS THE LIGHT IT DESERVES.

🎵 IN CONCLUSION. COSPLAY ISN'T JUST PERFORMANCE: IT'S ALSO LIBERATION, REDEMPTION, TRANSFORMATION. AND IF IT ALLOWS US TO LIVE A LIFE DIFFERENT FROM OUR OWN, EVEN IF ONLY FOR A DAY, THEN PERHAPS THAT'S WHERE WE REDISCOVER OUR DEEPEST TRUTH.

YOU ARE
THE
BEST



NICO ROBIN





BEST OF COLLAB

MARILYN_SPARDA

BALI



LIPS TIPS

EDITED BY LISA.COSP_

LIPS

HI GUYS!

WELCOME BACK TO THIS NEW SECTION OF THE VIRTUAL MAGAZINE!!

TODAY I'LL TELL YOU ABOUT LIPS AND HOW TO HIGHLIGHT THEM TO THE MAX.

LIPS ARE A FUNDAMENTAL ELEMENT OF THE FACE AND SHOULDN'T BE OVERLOOKED IN MAKEUP.

IN THE COSPLAY WORLD, THERE ARE VARIOUS METHODS TO ENHANCE OR MODIFY THEM, AND THERE ARE MANY TECHNIQUES DEPENDING ON THE STYLE YOU WANT TO ACHIEVE.

BUT BEFORE WE START TALKING ABOUT LIPS MAKEUP, WE NEED TO USE PRODUCTS TO MOISTURISE THEM AND PREPARE THEM FOR MAKEUP ITSELF: LIP BALM OR LIP OIL PREVENTS DRY LIPS AND MAKES THEM MORE HYDRATED.

THERE ARE DIFFERENT TYPES, INCLUDING PLUMPING, HYDRATING AND COLORED.



SO LET'S MOVE ON TO MAKEUP! 

THERE ARE VARIOUS COSMETIC PRODUCTS TO BE ABLE TO RECREATE DIFFERENT TECHNIQUES AND STYLES:

● **LIPSTICK = CAN BE GLOSSY, MATTE, CREAMY OR EVEN METALLIC.**

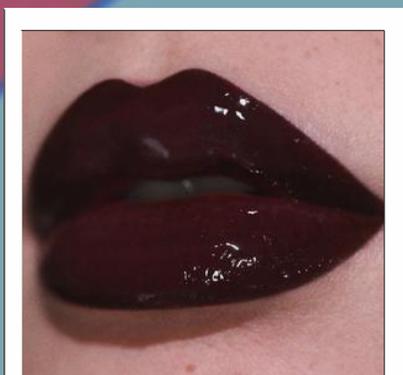
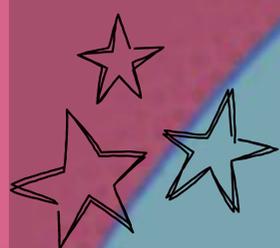
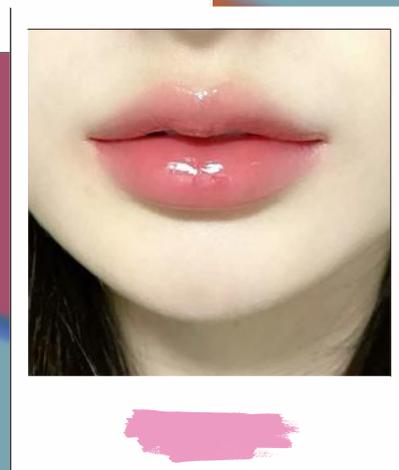
● **LIP GLOSS = VOLUMISING TO PLUMPING OR TRANSPARENT; SOMETIMES THE LATTER CAN BE APPLIED ALONE TO ADD SHINE, OR IMMEDIATELY AFTER LIPSTICK TO CREATE A WET, SHINY EFFECT AND INTENSIFY THE COLOUR.**

● **LIP PENCILS = THEY ARE VERY SMOOTH AND SOFT, AND CAN BE COMBINED WITH LIPSTICK OR USED ALONE. THEY DEFINE THE EDGES OF THE LIPS, PREVENT SMUDGING, AND IMPROVE COLOUR.**



AS FOR TECHNIQUES, SOME EXAMPLES ARE:

- KOREAN LIPS = LIP STYLE WHERE THERE IS HARMONY BETWEEN TWO SHADES OF LIPSTICK, WITHOUT COLOUR BREAKS, SO THAT THE LIPS APPEAR NATURAL, BEAUTIFUL AND FULL. THE EFFECT IS OFTEN SOFT AND DELICATE, WITH PINK OR FUCHSIA BEING THE PREDOMINANT COLOURS, APPLIED ONLY IN THE CENTRE OF THE LIPS, TAPPING WITH YOUR FINGERS OR A BRUSH TO BLEND EVERYTHING (THE DARKER SHADE IS DABBED ON, WHILE THE LIGHTER SHADE IS APPLIED BY TAPPING ON THE EDGES). BEFORE STARTING THE PROCEDURE, IT IS A GOOD IDEA TO APPLY A LITTLE CONCEALER AND THEN TAP IT TO MAKE THE LIPS EVEN.



-DARK LIPS = GIVES A MORE INTENSE AND MARKED EFFECT.

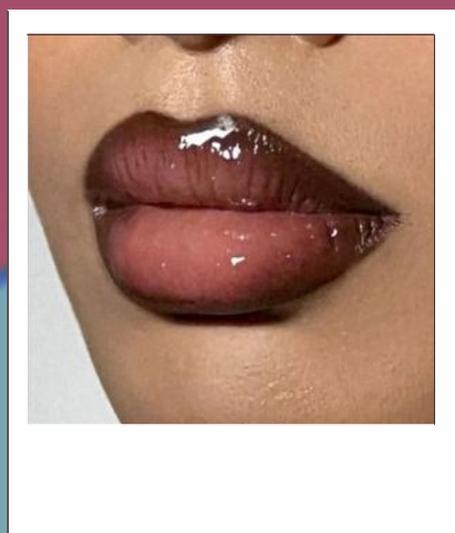
THEY ARE CHARACTERISED MAINLY BY DARK COLOURS SUCH AS BLACK, BURGUNDY, PURPLE AND BROWN.

IF DESIRED, YOU CAN ALSO ADD A GLOSS. FOR THIS TECHNIQUE, IT IS BEST TO USE A LIP PENCIL OF THE SAME COLOUR TO DEFINE THE OUTLINE AND PREVENT IT FROM SMUDGING. YOU CAN ALSO CREATE A GRADIENT EFFECT: USE A SPONGE TO BLEND THE LIPSTICK COLOUR TOWARDS THE SIDE OF THE LIPS AND THEN APPLY A TRANSPARENT GLOSS IN THE CENTRE.

- SMOKEY LIPS = THE EFFECT IS BLURRED, WITH A DARKER EDGE THAT FADES INWARD AND A LIGHTER CENTRE.

APPLY A LIP PENCIL THAT IS DARKER THAN YOUR LIPSTICK TO OUTLINE THE LIP, THEN MOVE ON TO YOUR CHOSEN LIPSTICK, AND FINALLY ADD A LIGHTER COLOUR IN THE CENTRE. THE EDGES ARE BLENDED WITH A BRUSH OR FINGERS TO OBTAIN A GRADUAL EFFECT.

COOL!



WOW

FOR THOSE WHO WANT TO CREATE AN OVER LIP LINE, THAT IS, LARGER LIPS, YOU CAN SIMPLY USE THE LIP PENCIL AND PROCEED BY OUTLINING THE EDGE, ENLARGING WHERE NECESSARY, AND GRADUALLY COLOURING INWARDS.

THE OVERLINE CAN ALSO BE DRAWN WITH A BRIGHT SHADE AND THE GLOSS IS USED IMMEDIATELY AFTERWARDS.

FOR THOSE WHO WANT TO MAKE THEM LOOK SMALLER, THEY CAN OPT FOR DARK-TONED LIPSTICKS.

WARNING! YOU SHOULDN'T OVERDO IT WITH THE OVER LIP-LINE!

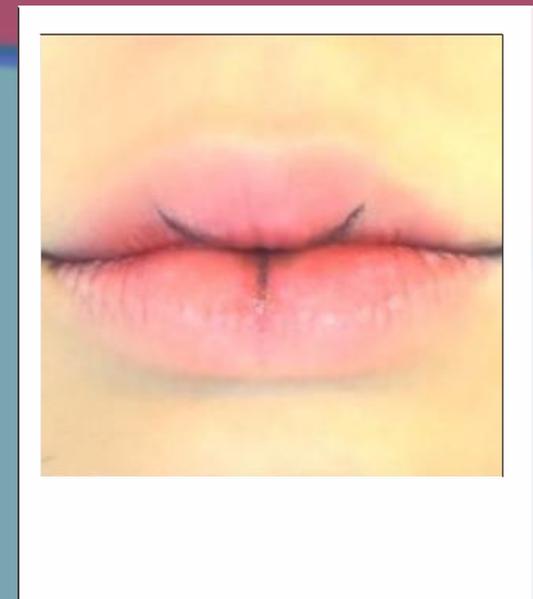
WE'VE TACKLED LIP MAKEUP FOR COSPLAY FEMALE... AND THE MALE ONES? HERE'S A PERSONAL TIP: WHEN I'M COSPLAYING A MALE CHARACTER, I DON'T USE ANYTHING SPECIAL, I LEAVE MY LIPS AS THEY ARE, WITHOUT LIPSTICK OR LIP LINER, OR I APPLY A LITTLE CONCEALER OVER THEM AND BLEND IT OUT. IF THE CHARACTER HAS A SPECIFIC LIP COLOUR, LIKE PURPLE OR OTHER MORE STRIKING COLOURS, I USE EYESHADOW AFTER APPLYING CONCEALER. IF THE CHARACTER HAD, FOR EXAMPLE, BRIGHT RED LIPS, I WOULD USE A LIPSTICK OF THAT COLOUR.



SCAN HERE



ANOTHER TIP IS TO USE A PENCIL OR EYELINER ON THE SIDES OF YOUR MOUTH TO "LENGTHEN" IT, IN A CERTAIN SENSE (BUT IT DEPENDS ON YOUR TASTE AND WHAT YOU WANT TO ACHIEVE), AND TO APPLY A BLENDED LIPSTICK OR PENCIL ONLY IN THE CENTER OF YOUR MOUTH, AFTER APPLYING CONCEALER, BUT ALWAYS IN A SOFT AND NOT EXCESSIVE MANNER.



**WE'RE DONE FOR TODAY!
I HOPE THIS WAS HELPFUL, AND AS ALWAYS, IF YOU
HAVE ANY QUESTIONS, COMMENTS, OR
SUGGESTIONS, PLEASE ASK!
GOODBYE, GUYS, AND SEE YOU IN THE NEXT ARTICLE!**





COUPLE
PHOTOSHOOTS

EDITED BY SARA_LUNARY

COUPLE PHOTOSHOOTS

HELLO EVERYONE! I'M SARA (KNOWN AS LUNARY), AND TODAY I WANT TO SHARE WITH YOU ALL SOME TIPS ABOUT PHOTOSHOOTS WITH TWO PEOPLE.

THOSE TIPS MIGHT BE HELPFUL IF YOU WANT TO TAKE SOME PICTURES WHILE COSPLAYING AS A COUPLE, BUT MORE OFTEN, JUST NOT TO FIND YOURSELF WITHOUT ANY IDEAS....AND ALL WITH THE PURPOSE OF HAVING LOTS OF FUN WITH YOUR FRIEND!

SOMETIMES, DURING CONS AND EVENTS, IT HAPPENED THAT I TOOK SOME PHOTOS WITH SOMEONE ELSE, EVEN WHEN THAT WAS A PERSON I HAD JUST MET! (SO, PEOPLE THAT I MET COMPLETELY RANDOMLY, SIMPLY BECAUSE WE WERE WEARING MATCHING COSPLAYS).

EVEN IF YOU BARELY KNOW EACH OTHER, IT'S TOTALLY POSSIBLE FOR BOTH OF THE PARTIES INVOLVED TO HAVE FUN AND TAKE SOME GOOD PICTURES TOGETHER, AS LONG AS YOU BOTH FEEL IT COULD BE WORTH IT AND ENJOYABLE!

BUT LET'S GO BACK TO THE MAIN POINT OF THIS ARTICLE: HERE ARE SOME THINGS YOU MIGHT WANT TO THINK ABOUT WHEN YOU WANT TO SHOOT WITH YOUR FRIENDS OR YOUR PARTNER.



@SARA_LUNARY

AFFINITY

IT MIGHT SEEM TRIVIAL, BUT IT'S NOT: YOU'LL NOTICE EVEN IN THE PHOTOS, HOW MUCH YOU FEEL COMFORTABLE AROUND THE OTHER PERSON. WHAT CAN MAKE THE FINAL PHOTOS EVEN BETTER, IS YOUR AFFINITY WITH THE CHARACTER YOU'RE COSPLAYING! THE BEST THING TO DO, FOR EVERYONE INVOLVED, IS TO FIND CHARACTERS THAT YOU LOVE, AND TO AGREE ON THE POSES YOU WANT TO DO BEFOREHAND: THIS WILL MAKE IT EASIER BOTH FOR THE COSPLAYERS, AND THE PHOTOGRAPHER, TO DO A GOOD JOB.

WOW!



@SARA_LUNARY

DO SOME RESEARCH FANART e IMAGES

IT'S VERY IMPORTANT TO HAVE SOME REFERENCES READY BEFORE TAKING THE ACTUAL PICTURES: IT WILL BE EASIER TO POSE WHEN YOU HAVE A CLEAR IDEA OF THE RESULT YOU'RE PLANNING TO ACHIEVE! WHAT CAN HELP YOU THE MOST IS TO SEARCH FOR ICONIC MOMENTS TO RECREATE: IF YOU FIND IT DIFFICULT TO GET INSPIRED, IT'S ALWAYS BEST TO LET YOURSELF BE GUIDED BY CLEAR REFERENCES.



@SARA_LUNARY



INTERACT WITH EACH OTHER AND THE ENVIRONMENT

THIS IS EXTREMELY IMPORTANT FOR ANY KIND OF PHOTOSHOOT. WHETHER YOU'RE TALKING PICTURES ALONE OR WITH OTHER PEOPLE, INTERACTING WITH YOUR SURROUNDINGS MAKES THE PHOTOS FEEL MORE DYNAMIC, AND LESS STATIC. FOLLOWING THE SAME PRINCIPLE, IF YOU INTERACT WITH YOUR PARTNER, EVERYTHING FEELS SPONTANEOUS AND THAT WILL ALLOW YOU TO TELL A STORY SIMPLY THROUGH IMAGES.

LEAGUE



@SARA_LUNARY

LAST BUT NOT LEAST: HAVE FUN!!!

AVOID POSES THAT MAKE YOU FEEL UNCOMFORTABLE. EVERYONE CAN HAVE A NICE TIME AND ENJOY THEMSELVES, WHEN THERE'S A GOOD AND HONEST COLLABORATION BETWEEN THE COSPLAYERS AND THE PHOTOGRAPHER.

HAVE
FUN
!!!



HOTEL

@SARA_LUNARY



BEST OF COLLAB

SHINYINCOS



**LITTLE
GOOSEBUMPS -
COSPLAY
STORIES**

EDITED BY DAN.COSPLAY._

LITTLE GOOSEBUMPS - COSPLAY STORIES

WELCOME TO THE NEW, CRAZY COLUMN DEDICATED TO COSPLAY MISADVENTURES. WE'LL TELL THESE STORIES WITH A TOUCH OF IRONY, BECAUSE IF WE WERE TO TELL THEM SERIOUSLY, WE'D HAVE TO PUT THE NUMBERS OF VARIOUS SUPPORT LINES AT THE END OF THE ARTICLE. NEXT TIME, THERE WILL BE TWO OF US, BUT THIS TIME YOU'RE STUCK WITH JUST DAN.

BEFORE WE START WITH A BANG, LET'S PROPERLY INTRODUCE THIS NEW SECTION.



WHERE DID THE IDEA COME FROM AND WHAT'S ITS PURPOSE?

THE IDEA WAS BORN FROM CONSTANTLY SEEING AND EXPERIENCING INAPPROPRIATE BEHAVIOR FROM VARIOUS COSPLAYERS TOWARD ONE ANOTHER, FOR THE MOST DISPARATE REASONS.

OUR MAIN PURPOSE IS TO EXPOSE THE BAD SIDE OF THE COSPLAY COMMUNITY (WHILE KEEPING THINGS LIGHT AND IRONIC), WITH THE HOPE THAT, ONCE IN THE SPOTLIGHT, PEOPLE MIGHT THINK ABOUT TONING THINGS DOWN A BIT.

(LET'S ALL BELIEVE IT! REPEAT IT IN YOUR HEAD LIKE A PETER PAN MANTRA: "I BELIEVE IN DECENT COSPLAYERS, I SWEAR, I SWEAR!")

★ WHAT ABOUT PRIVACY?

IT WILL ALWAYS BE GUARANTEED. THE NAMES OF THOSE DIRECTLY INVOLVED WILL NEVER BE DISCLOSED FOR ANY REASON. BOTH THOSE WHO WRITE TO US AND THOSE WHO HAVE COMMITTED THE "SIN" (ADAM, GET OUT OF DAN!) WILL BE KEPT COMPLETELY ANONYMOUS. IN FACT, WE RECOMMEND YOU DON'T EVEN WRITE US THE NAMES OF YOUR TORMENTORS—JUST TELL US ABOUT YOUR MISADVENTURES.

★ WHERE CAN YOU WRITE TO US?

IN OUR VIRTUAL COSPLAY STORIES, YOU WILL OCCASIONALLY FIND A LINK TO CONTACT US ANONYMOUSLY!

IMPORTANT NOTICES

- **WE ONLY REPORT WHAT WE'RE TOLD. IF YOU FEEL SINGLED OUT, KNOW THAT YOU ARE 1000% THE ONLY ONE WHO CAN RECOGNIZE YOURSELF IN THESE STORIES. IF YOU UNMASK YOURSELF, WE WON'T TAKE ANY OF THE BLAME.**
- **SINCE WE WILL MOST LIKELY BE DEALING WITH TOPICS THAT SOME PEOPLE MIGHT FIND SENSITIVE, WE WILL INCLUDE TRIGGER WARNINGS BEFORE EACH ARTICLE TO ALLOW YOU TO SKIP CONTENT THAT MIGHT AFFECT YOUR SENSITIVITY.**

**ALRIGHT, LET'S START WITH A BANG!
THE FIRST STORY COMES FROM LUISELLA (AN INVENTED
NAME, OF COURSE. I KNOW IT'S HARD TO BELIEVE, NO
MATTER HOW OVERUSED IT IS, BUT I ASSURE YOU IT IS!),
WHO TELLS US:**

BODYSHAMING

"I'VE BEEN COSPLAYING FOR A LONG TIME; I'M AN AVERAGE COSPLAYER. I TEND TO MAKE MY OWN COSTUMES, PROPS, AND WIGS, AND I LIKE TO GIVE A UNIQUE TOUCH TO CHARACTERS OR CREATE LESS-KNOWN OR MORE MARGINAL ONES.

A FEW YEARS AGO, I FOUND OUT THAT A GIRL WHO COSPLAYS IN THE SAME FANDOM AS ME WAS ORGANIZING A PHOTO AND VIDEO EVENT AND WAS LOOKING FOR COSPLAYERS TO PARTICIPATE. I CONTACTED HER, WE TALKED A LITTLE, AND I TOLD HER I WAS INTERESTED IN PARTICIPATING, BUT THAT I HAD A NOT-SO-WELL-KNOWN VERSION OF THE CHARACTER AVAILABLE. AFTER THAT, SHE DISAPPEARED AND NEVER RESPONDED AGAIN.

TIME PASSED, AND I STARTED TO WONDER... DID SHE GHOST ME FOR MY WEIGHT? I WON'T GO INTO DETAIL, BUT IN THE END, IT SEEMS THAT'S WHAT HAPPENED INDEED."

★ DAN'S COMMENT:

DAN'S COMMENT:

"IF I WERE IN YOUR SHOES, I FEEL THE WORST PART WOULD HAVE BEEN SPENDING TIME WORRYING THAT YOUR WORK WASN'T ENOUGH.

AT THE SAME TIME, I WOULD HAVE BEEN DISAPPOINTED TO DISCOVER THAT AN ARTIST WAS BEING DISCARDED FOR SOMETHING THAT HAD NOTHING TO DO WITH THEIR ART QUALITY.

SOMETHING SIMILAR HAPPENED TO A DEAR FRIEND OF MINE RECENTLY.

I'M SENDING YOU A BIG HUG:
YOU'LL FIND BETTER PEOPLE
ON YOUR PATH!"



STORY NUMBER TWO

THIS HAS HAPPENED TO ME, TOO—THREE TIMES IN 15 YEARS OF COSPLAY, WITH THE LAST TWO BEING QUITE CLOSE TOGETHER. DAMN IT. THE PROTAGONIST OF OUR STORY IS MARIAGIUSEPPINANNACHIARA (ALL ONE WORD, OF COURSE. NEVER HEARD THE NAME? WELL, GO OUTSIDE AND TOUCH SOME GRASS!)

FAKE FRIENDS – GHOSTING

"HI, THIS STORY IS FROM A FEW YEARS AGO. I STARTED COSPLAYING AFTER LOCKDOWN AND IMMEDIATELY GOT CLOSE TO A GROUP OF GIRLS IN MY AREA. THEY HAD BEEN COSPLAYING FOR YEARS, AND AT FIRST, THEY WERE SWEET AND KIND. WITH ONE IN PARTICULAR, I WAS SUPPOSED TO DO A COUPLE'S COSPLAY THAT I REALLY CARED ABOUT.

I HAD JUST TURNED 18 AND, BETWEEN SCHOOL AND WORK, I HAD VERY LIMITED TIME TO MAKE THE COSPLAY MYSELF. SO, I TURNED TO A SEAMSTRESS FOR THE COSTUME AND A WIGMAKER FOR THE WIG.

I REGRET IT NOW, BUT AT THE TIME I THOUGHT IT WAS WORTH SPENDING ALMOST TWO THOUSAND EUROS TO BE ABLE TO DO THAT COSPLAY WITH HER.

IT HAD TAKEN ME MORE THAN SIX MONTHS TO SAVE UP THE NECESSARY AMOUNT, AND THE MOMENT THE COSPLAY WAS READY ... SHE DISAPPEARED.



FAKE FRIENDS - GHOSTING

SHE STOPPED ANSWERING MY MESSAGES, AND SHE NO LONGER ATTENDED THE FAIRS AND LOCAL SPOTS WE USED TO GO TO. IN SHORT, WITH NO EXPLANATION, I WAS REMOVED AND CAST ASIDE. TO THIS DAY, I DON'T KNOW WHAT I DID TO DESERVE IT. HOWEVER, I DO KNOW THAT AS LONG AS I CONTINUE WITH THIS PASSION, I WILL NEVER DO A COUPLE'S COSPLAY WITH SOMEONE AGAIN. I'LL MAKE MY OWN COSTUME, AND IF I FIND SOMEONE WHO HAS THEIR OWN AND WANTS TO TEAM UP, THAT'S GREAT BUT I WILL NEVER INVEST TIME AND MONEY FOR OTHERS AGAIN."



**REMEMBER TO FOLLOW US ON
OUR PAGES ON INSTAGRAM!
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★ **DAN'S COMMENT:**

"AS I MENTIONED ABOVE, I'VE ALSO COME ACROSS PEOPLE WHO ACT THIS WAY.



I ALWAYS THINK, 'CAN YOU AT LEAST TELL ME WHY YOU'RE ACTING THIS WAY? NO, BECAUSE I'D LIKE TO KNOW IF YOU'RE THE JERK OR IF I DID SOMETHING WRONG.' I UNDERSTAND YOUR POSITION COMPLETELY.

IN FACT, I FIND YOURS CAN BE AN EXCELLENT SOLUTION TO WHAT IS A CONSTANT PROBLEM FOR MANY PEOPLE IN THE COSPLAY COMMUNITY!"



PIERGIOVANNI TELLS US ABOUT THE MADNESS OF SOME FANGIRLS OF A CERTAIN CHARACTER. (IN THIS CASE, THE CHARACTER WILL BE MENTIONED, BUT REPLACED WITH ANOTHER.)

THIS STORY MAKES ME SHUDDER—AND NOT IN THE STYLE OF A WELL-MADE HORROR MOVIE, NO... MORE LIKE SHARKNADO. I JUST WONDER HOW CERTAIN THINGS CAN EVEN HAPPEN.

CHARACTER OBSESSION - "YOU CAN'T COSPLAY WITH THAT PERSON" - DEFAMATION

"GOOD MORNING, I'M A DORAEMON COSPLAYER, AND I WAS PUSHED AWAY, DEFAMED, AND INSULTED BECAUSE... I WENT TO THE FAIR WITH THE NOBITA OF 'ANOTHER PERSON.' WHAT'S ABSURD IS THAT THE 'OTHER PERSON' ALSO COSPLAYS AS NOBITA.

SO, I REALLY CAN'T UNDERSTAND THE PROBLEM WITH MY DORAEMON COSPLAY... I MEAN, YOU BOTH DO NOBITA? TAKE TURNS AND LET'S KEEP THE HARMONY IN THE GROUP! BUT APPARENTLY, I WAS THE ONE WITH THE MOST COMMON SENSE.

OTHER FRIENDS SAY IT WAS A 'BULLET DODGED,' BUT I REALLY GOT ALONG WITH THE QUIET NOBITA OF THE TWO, AND TO THIS DAY... I MISS HIM. EVERY NOW AND THEN, I THINK ABOUT HIM AND THE PHOTOS WE TOOK TOGETHER.

THE WORST THING WAS DISCOVERING, THROUGH ANOTHER MEMBER OF THE GROUP, THAT THE NOBITA WHO CREATED THIS 'PROBLEM' HAD INVENTED ALL KINDS OF LIES.

HE EVEN WENT SO FAR AS TO SAY THINGS LIKE, 'YOU'RE ACTING LIKE THAT DORAEMON' TO INSULT OTHERS. HE EVEN TRIED TO RUIN A PHOTO SHOOT WE HAD AT THE FAIR.

IT HURTS TO THINK THAT THE OTHER PERSON, WHO I THINK IS A GENUINELY GOOD PERSON, BELIEVED ALL THAT NONSENSE AND PUSHED ME AWAY. BUT THEN, WHY? FOR MY CHARACTER? A CHARACTER THAT I HAD ALREADY MADE EVERYONE AWARE OF.

YES, I KNOW I HAVE A STRONG PERSONALITY. AND I KNOW THAT MANIPULATORS DON'T LIKE IT. WHY NOT: I WON'T GET MESSED WITH BY THE FIRST IDIOT WHO COMES ALONG. TO DATE, I'VE ONLY HAD PROBLEMS WITH PEOPLE WHO WANTED TO TAKE ADVANTAGE OF OTHERS.

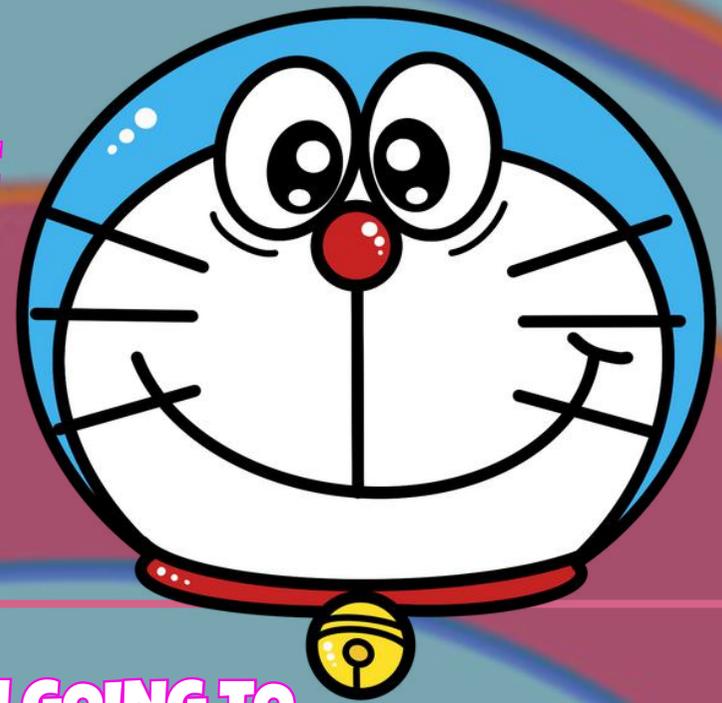
MY ONLY REGRET IS THAT I CAN'T DO ANYTHING FOR THE GOOD NOBITA. HE'LL HAVE TO REALIZE IT ON HIS OWN. BUT SURELY, WHEN THAT DAY COMES, HE WILL FIND ME WITH OPEN ARMS. I ONLY HAVE GOOD THINGS TO SAY ABOUT HIM, DESPITE EVERYTHING. I KNOW HE'S NOT A BAD PERSON.

AND BEFORE ANYONE ASKS: NO, THE BAD NOBITA WASN'T SUPPOSED TO BE DORAEMON. THAT'S WHY I WAS CALM WHEN THE GOOD NOBITA AND I WENT TO THE FAIR WITH THOSE COSPLAYS."



★ DAN'S COMMENT:

"...YOU CAN'T NAME THE MOST HIGH, BUT I WOULD GLADLY DO IT. THESE ARE TRULY TOXIC BEHAVIORS. I HOPE YOU REPORTED IT TO SOMEONE, AT LEAST REGARDING THE PHOTO SHOOT SITUATION.



I KNOW IT'S OFTEN NOT EASY TO SAY, 'I'M GOING TO THE ADMIN OF THE COMMUNITY AND REPORTING THIS'... BECAUSE YOU'RE AFRAID OF BEING A BOTHER OR YOU THINK YOUR PROBLEMS AREN'T BIG ENOUGH TO BE WORTH ANYTHING.



BUT MY ADVICE IS TO DO IT, ESPECIALLY IN THE FACE OF SITUATIONS LIKE THIS THAT BORDER ON THE RIDICULOUS, THE ABSURD, AND... KINDERGARTEN ANTICS. AFTER ALL, BEING PUSHED AWAY BECAUSE WE DON'T LET OURSELVES BE MANIPULATED IS A PROBLEM FOR US "BEAUTIFUL" PEOPLE.

FINE, BUT NOT THE BEST, WE'VE REACHED THE END OF THIS ARTICLE.

I'VE TRIED TO MAKE THE SITUATION AS LESS BURDENSOME AS POSSIBLE, BUT I REALIZE THAT SOME STORIES - IN THIS CASE, ESPECIALLY THE LAST ONE - MAKE YOU THINK:

"BUT WHERE THE HELL AM I?"

"MAYBE IT WAS BETTER IF I GAVE IN TO EATING AROMATIC SEEDLINGS..."

I THANK OUR FIRST THREE BRAVE PEOPLE: YES, GUYS, IT TAKES COURAGE TO TALK ABOUT THINGS THAT HURT US.

LET'S KEEP THIS IN MIND.

YOU WERE FANTASTIC AND VERY HELPFUL.

IF YOU HAVE OTHER STORIES, FEEL FREE TO WRITE TO US, EVEN A HUNDRED TIMES IF NECESSARY!

FOR EVERYONE ELSE, I INVITE YOU TO FOLLOW VIRTUAL COSPLAY AND ALWAYS TAKE A LOOK AT THE STORIES, WHERE YOU WILL FIND A LINK THAT WILL ALLOW YOU TO CONTACT US ANONYMOUSLY!



SEE YOU NEXT TIME, I'LL SEND YOU ALL A HUG AND REMEMBER: YOU ARE NOT ALONE. WE ARE HERE TO MAKE YOUR VOICE HEARD!



BEST OF COLLAB

[_MII.CAS](https://www.mii.cas)



interview OF THE MONTH!

AT KARLOTTINI CURATED BY MR.COMICS

INTERVIEW OF THE MONTH!

AT KARLOTTINI CURATED BY MR.COMICS

1. FOR THOSE WHO DON'T KNOW YOU YET: WHAT'S YOUR NAME, WHERE ARE YOU FROM AND HOW LONG HAVE YOU BEEN COSPLAYING?

HELLO! MY NAME IS CARLOTTA, HENCE MY STAGE NAME KARLOTTINI, IT IS A NICKNAME THAT HAS FOLLOWED ME FOR A WHILE. I WAS BORN IN MILAN BUT I LIVE IN LIGURIA AND HAVE BEEN COSPLAYING, MORE OR LESS, SINCE 2013.

2. WHAT WAS YOUR FIRST COSPLAY AND WHY DID YOU CHOOSE THAT CHARACTER?

MY FIRST COSPLAY WAS ERZA SCARLETT FROM FAIRY TAIL, ONE OF THE FIRST ANIME THAT CAUGHT MY ATTENTION ALONG WITH BLEACH AND NARUTO. I CHOSE HER BECAUSE HER CHARACTER AND PERSONALITY DROVE ME CRAZY, STRONG AND TENACIOUS, COURAGEOUS BUT A LITTLE GRUMPY, ABRUPT, BUT ULTIMATELY GOOD AND GENEROUS, I REFLECTED MYSELF VERY MUCH IN HER. ACTUALLY ALSO LET'S FACE IT, SHE ROCKS!

3. HOW LONG DOES IT USUALLY TAKE YOU TO PREPARE A COMPLETE COSPLAY?

IT DEPENDS A LOT ON THE COSPLAY! THERE WERE COSTUMES THAT I MADE AT NIGHT IN A FEW HOURS, YOU KNOW, CREATIVITY IS REALLY A VERY STRONG ENGINE, IT GIVES YOU ENERGY IN THE WORST MOMENTS! HOWEVER, WHEN IT COMES TO A MORE COMPLEX OR ON AVERAGE MORE STUDIED PROJECT, IT TAKES AT LEAST 1 IF NOT 2 MONTHS, ALSO BECAUSE FIRST I COLLECT A MYRIAD OF IMAGES OF IDEAS, FOR THE MAKEUP, FOR THE COLORS, FOR THE FABRICS, THE LIGHTS, UNTIL I CAN'T IMAGINE EVERYTHING AND I'M NOT CONVINCED! IN THIS PINTEREST IS MY BEST FRIEND!

INTERVIEW OF THE MONTH!

AT KARLOTTINI CURATED BY MR.COMICS

4. DO YOU PREFER TO CREATE YOUR OWN COSPLAYS FROM SCRATCH OR BUY THEM READY-MADE?

AH...THIS IS ALWAYS A BIT OF A TOUGH QUESTION. I KNOW WELL THAT IN THE WORLD OF COSPLAY THERE IS A CONTROVERSY ABOUT IT, I PERSONALLY HAVE ALWAYS BOTH CREATED AND BOUGHT, INDEED VERY OFTEN I BUY AND THEN MODIFY, PERHAPS BECAUSE INSTEAD OF BUYING A FABRIC FROM SCRATCH, I REALIZE THAT IT IS BETTER FOR ME TO BUY A DRESS ON VINTED AND MODIFY IT, WHAT'S WRONG WITH IT? FOR ME THEY ARE BOTH FORMS OF ART AND A HEALTHY ABILITY TO MAKE DO, I ALWAYS SAY THIS: "LIFE IS A QUESTION OF BUDGET, WHO HAS IT LOWER AND WHO HAS IT HIGHER, BUT IT DEPENDS ONLY ON YOU HOW YOU EXPLOIT IT, AND IN ANY CASE, IT CAN ALWAYS GROW!". WE ARE USED TO THINKING THAT THE 400 € DRESS IS SUPERIOR TO THE 50€ DRESS, BUT THIS IS NOT THE CASE! I SAW GORGEOUS THINGS MADE FROM LEFTOVERS FOUND IN THE HOUSE AND THOUGHT "BUT HOW DID THAT COME TO HIM? BRILLIANT!"

5. IS THERE A CHARACTER YOU DREAM OF PLAYING BUT HAVEN'T HAD THE CHANCE YET?

OH GOSH, AN ENDLESS SLEW! ALTHOUGH THERE IS ABSOLUTELY ONE THAT NO ONE WOULD IMAGINE, WHO IS ALSO MY BIGGEST MALE CRUSH: ICHIGO FROM BLEACH, HOLLOW VERSION. IMMEDIATELY AFTERWARDS I WOULD SAY NINA WILLIAMS, BUT SPECIFICALLY, IN HER OUTFIT WITH A TIGHT PURPLE CAMOUFLAGE SUIT...WHAT CAN I TELL YOU, A BOMB OF CHARM AND MUSCLES, A DREAM! SISTER ANNA WILLIAMS TOO, AND THEN...

INTERVIEW OF THE MONTH!

AT KARLOTTINI CURATED BY MR.COMICS

6. WHAT WAS YOUR MOST FUN (OR EMBARRASSING) EXPERIENCE IN A FAIR?

I ONCE BROUGHT THE STARCRAFT-INFESTED VERSION OF KERRIGAN TO THE FAIR, FOR THOSE WHO DON'T KNOW HER, A WOMAN WHO HAS ENTIRELY BECOME AN ALIEN. I WAS WEARING A FULL LATEX SUIT THAT WEIGHED MORE THAN 5KG ALONE I THINK. WE WERE STAYING IN PISA TO SAVE MONEY, SO I WENT LIKE THIS TO THE TRAIN, PASSING THROUGH A KINDERGARTEN WHERE THE CHILDREN WERE IN THE GARDEN, THEY ASKED ME IF I WAS A FOREST FAIRY, AN INCREDIBLE TENDERNESS, AND THEN ON THE TRAIN, HAVING HEELS, I WANTED TO SIT DOWN, BUT THE COSTUME WAS TOO STIFF, SO I SAT DOWN ON THE STEPS HALF LYING DOWN, WITH A SUFFERING FACE. THE HARD PART WAS IN THE EVENING WHEN I HAD TO TAKE OFF THE COSTUME, I HAD SWEATED SO MUCH THAT I COULDN'T GET OUT, I HAD TO HOLD ON TO THE HEADBOARD OF THE BED WHILE A FRIEND OF MINE PULLED THE COSTUME FROM HER LEGS. I THINK I STRETCHED MYSELF A FEW CENTIMETERS TALLER THAT EVENING!



INTERVIEW OF THE MONTH!

AT KARLOTTINI CURATED BY MR.COMICS

7. YOU HAVE BEEN HERE SINCE THE FOUNDATION OF VIRTUAL COSPLAY AND YOU HAVE SEEN THE EVOLUTION OF THE COMMUNITY FROM THE BEGINNING, ALSO BECAUSE YOU ARE ONE OF THE STAFFERS. WHAT STRUCK YOU MOST ABOUT COMMUNITY GROWTH? WE ARE WORKING ON MANY PROJECTS, INCLUDING MANY PROPOSED BY YOU: WHICH ONE ARE YOU MOST PROUD OF?

ALL TRUE, I'VE BEEN HERE SINCE THE VERY FIRST MOMENTS, AND I MUST SAY THAT IT WASN'T EASY, IT ISN'T EVEN EASY NOW, THERE IS MUCH MORE TO DO THAN WE SEE, MANY OF US HAVE FULL-TIME JOBS AND YET WE DEDICATE A LOT OF OUR FREE TIME TO VIRTUAL. IT STRUCK ME SO MUCH TO SEE THAT WE LEARN MORE AND MORE EVERY DAY, WE HAVE MANY IDEAS, AND AS YOU WERE SAYING, WE ARE WORKING ON MANY PROJECTS. AN HONORABLE MENTION TO THIS MAGAZINE, AS THE YOUNGER ME WOULD HAVE GONE CRAZY HAVING THE OPPORTUNITY TO DO SOMETHING LIKE THIS, TODAY EVERYTHING IS FAST, FEW PEOPLE READ BUT GUYS WE MISS A NOTABLE SLICE OF INVENTIVENESS! FOR THE REST, I PROPOSE MANY THINGS AND I HOPE TO ALWAYS BE ABLE TO PROPOSE THEM, BUT IS IT ALSO NICE TO BE BEHIND THE SCENES, THE PROJECT I AM MOST PROUD OF? FOR NOW I WON'T TELL YOU...IN THE MEANTIME, HOWEVER, THE ANSWER ALSO LIES IN THE GROUP OF COLLABORATORS, SPLENDID BOYS AND GIRLS WHO ARE GIVING US A BIG HAND AND SHARING BEAUTIFUL INITIATIVES TOO!



INTERVIEW OF THE MONTH!

AT KARLOTTINI CURATED BY MR.COMICS

8. BESIDES COSPLAY, DO YOU HAVE OTHER "NERDY" OR ARTISTIC PASSIONS?

TOO MANY! I LOVE WORKING SEA WOODS, WHICH I WILL DEFINITELY USE FOR COSPLAY. I LOVE SINGING, I WRITE POEMS AND STORIES. NERDY PASSIONS...WELL I'VE GOT MY FAVORITE GAMES, DEFINITELY HONORABLE MENTION THE WITCHER, TEKKEN, MORTAL KOMBAT, LEAGUE OF LEGENDS, WORLD OF WARCRAFT BIG SLICE OF CHILDHOOD, I WORKED FOR MORE THAN A YEAR IN A VIDEO GAME STORE THAT RECENTLY ACQUIRED A VERY WELL-KNOWN BRAND IN ITALY, SO I HAD KNOWN A LOT OF TITLES, I LIKE TO HAVE A GENERAL KNOWLEDGE OF EVERYTHING, EVEN IF I DON'T PLAY IT DIRECTLY. I READ AND WATCHED ANIME AND MANGA WITH WHICH I BROADENED MY PASSION FOR COSPLAY SUCH AS BLEACH, NARUTO, FULL METAL ALCHEMIST, HOWL'S MOVING CASTLE, SOUL EATER AND MANY OTHERS! AND IF YOU WANT TO GET MY ATTENTION, OTHER THAN NETFLIX AND CHILL, PROPOSE TO ME A HARRY POTTER MARATHON OR LORD OF THE RINGS!





BEST OF COLLAB

DEADMAN_COSPLAY

FANDOM

OF THE MONTH



Attack on Titan
進撃の巨人

VS



CHAINSAWMAN



FANDOM

OF THE MONTH

THIS COLUMN FEATURES SOME OF OUR COMMUNITY'S ARTISTS WHO THIS MONTH HAVE DECIDED THAT THEIR FAVORITE FANDOMS ARE ATTACK ON TITAN AND CHAINSAW MAN! WE'LL LEAVE YOU WITH A ROUNDUP OF THEIR BEST THEMED SHOTS!



MOMO97FIDIVEN



LISA.COSP_



LAZY_COSP



RYO_COSPLAY_



KIRALIXIAO_COS



KARLOTTINI



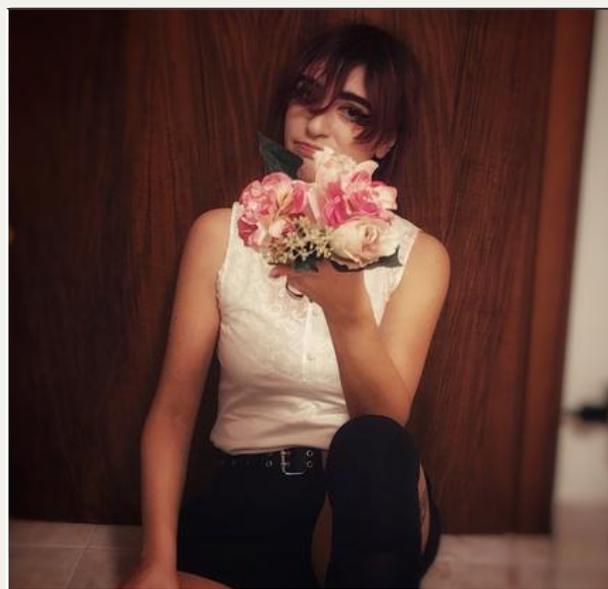
MOONLIGHT.COS



KENNA_COS



B3KKA_03



ANGRY_L1000N



AXIL_DARKO



HOTARUCOSPLAY



PSYCHICKYOGRE



MR.COMICS_COSPLAY



BEST OF COLLAB

LUINIL_GOSPLAY



**COMICS CONVENTIONS
AND COSPLAY EVENTS -
SEPTEMBER 2025
(ITALY)**

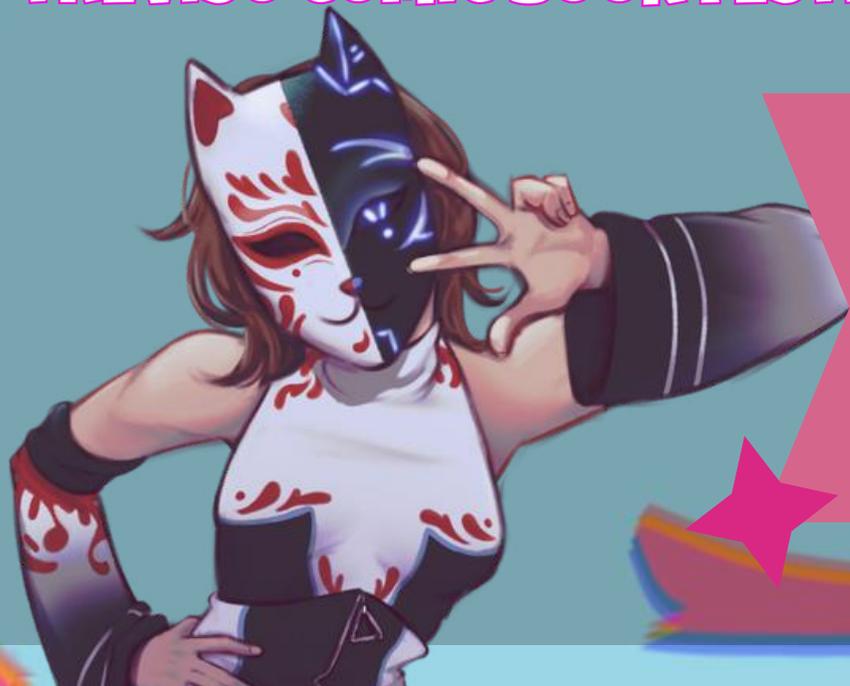
COMICS CONVENTIONS AND COSPLAY EVENTS - SEPTEMBER 2025 (ITALY)

- **MESSINACON (4-6 SEPTEMBER 2025)**
- **ANIMECON CODEVILLA (5-6 SEPTEMBER 2025)**
- **FIRENZE COMIX (5-6 SEPTEMBER 2025)**
- **MODENA NERD SHOW (5-6 SEPTEMBER 2025)**
- **TERNI COMIX (5-6 SEPTEMBER 2025)**
- **MAGICO MONDO DEL COSPLAY (6-7 SEPTEMBER 2025)**
- **ZOOMIX ABRUZZO (7 SEPTEMBER 2025)**
- **PESCARA COMIX&GAMES (11-13 SEPTEMBER 2025)**
- **PALERMO COMIX CONVENTION (11-14 SEPTEMBER 2025)**



COMICS CONVENTIONS AND COSPLAY EVENTS - SEPTEMBER 2025 (ITALY)

- **BETTY B FESTIVAL (12-13 SEPTEMBER 2025)**
- **SMIRRA GAME FEST (12-13 SEPTEMBER 2025)**
- **MILANO COMICS&GAMES (13-14 SEPTEMBER 2025)**
- **TORINO FUMETTO (13-14 SEPTEMBER 2025)**
- **REGGIO CALABRIA COMICS (25-27 SEPTEMBER 2025)**
- **BETTY B FESTIVAL (26-27 SEPTEMBER 2025)**
- **EDITA-FIERA DELL'EDITORIA-MILANO (26-27 SEPTEMBER 2025)**
- **TREVISO COMIC BOOK FESTIVAL (27-28 SEPTEMBER 2025)**



REMEMBER TO FOLLOW US ON
OUR PAGES ON INSTAGRAM!
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@VIRTUALVOYAGERS_
@VIRTUALJUMP_



VIRTUAL JUMP

ANIME AND MANGA

EDITED BY RAAMDEADMAN & VIRTUAL JUMP

CHAINSAW MAN

THE MOVIE REZE ARC

ORIGINAL CREATOR: ATSUKI FUJIMOTO

THEATRICAL RELEASE: SEPTEMBER 19 (JAPAN),
OCTOBER 30 (ITALY)

ANIMATION STUDIO: STUDIO MAPPA

GENRE: ACTION, ADVENTURE, DARK FANTASY,
HORROR

FOCUS OF THE MONTH

EDITED BY RAAMDEADMAN E VIRTUAL JUMP

CHAINSAW MAN - THE MOVIE: REZE ARC - DENJI'S RETURN TO THE MOVIES

FOLLOWING THE SUCCESS OF THE ANIME'S FIRST SEASON IN 2022, CHAINSAW MAN RETURNS TO THE BIG SCREEN WITH A MOVIE, ADAPTING ONE OF THE MOST BELOVED STORY ARCS FROM TATSUKI FUJIMOTO'S MANGA: THE REZE ARC, ALSO KNOWN AS THE BOMB GIRL ARC.

THE MOVIE, TITLED CHAINSAW MAN - THE MOVIE: REZE ARC, WAS OFFICIALLY ANNOUNCED DURING JUMP FESTA 2024 AND IS A DIRECT SEQUEL TO THE ANIME SERIES.

THE MOVIE FOLLOWS DENJI, THE YOUNG DEMON HUNTER WHO, AFTER AN ENCOUNTER WITH MAKIMA, TAKES REFUGE FROM THE RAIN AND MEETS REZE, A GIRL WHO WORKS AT A CAFE. THIS NEW ENCOUNTER MARKS THE BEGINNING OF A STORY ARC FULL OF EMOTION AND TWISTS, DELVING DEEPER INTO THE INTERPERSONAL RELATIONSHIPS AND CHALLENGES DENJI WILL HAVE TO FACE.



YEAH, BUT WHEN AND WHERE?

THE MOVIE WILL DEBUT IN JAPANESE THEATERS ON SEPTEMBER 19, 2025 AND WILL BE DISTRIBUTED BY TOHO. INTERNATIONAL DISTRIBUTION IS HANDLED BY SONY PICTURES RELEASING THROUGH COLUMBIA PICTURES, WITH A RELEASE IN OVER 80 COUNTRIES STARTING SEPTEMBER 24, 2025. IN THE UNITED STATES AND THE UNITED KINGDOM, THE RELEASE IS SCHEDULED FOR OCTOBER 29, 2025, AND IN ITALY STARTING FROM OCTOBER 30.



CHAINSAW MAN

THE MOVIE **REZE** ARC



THE MOVIE IS BEING PRODUCED BY MAPPA, ALREADY KNOWN FOR PRODUCING THE TELEVISION ANIMATED SERIES. TATSUYA YOSHIHARA IS DIRECTING, WHILE HIROSHI SEKO IS IN CHARGE OF WRITING THE SCREENPLAY. THE JAPANESE VOICE CAST INCLUDES KIKUNOSUKE TOYA AS DENJI, REINA UEDA AS REZE, FAIROUZ AI, TOMORI KUSUNOKI, SHOGO SAKATA, SHIORI IZAWA, KARIN TAKAHASHI, MAAYA UCHIDA, NATSUKI HANAE, AND YŪYA UCHIDA.

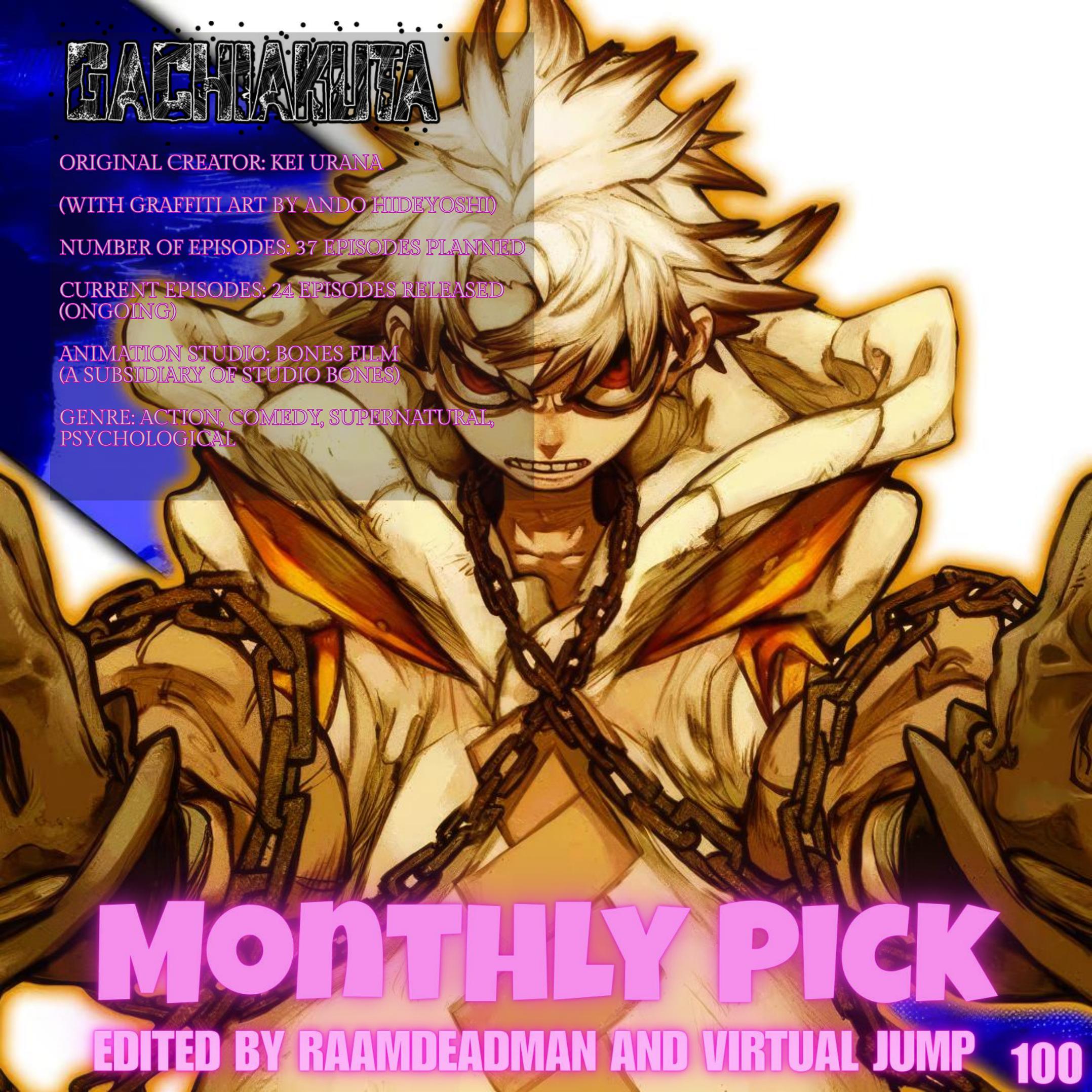
EVERYONE TO THE MOVIES

THE MOVIE'S SOUNDTRACK IS COMPOSED BY KENSUKE USHIO, WHO PREVIOUSLY COLLABORATED ON THE TELEVISION ANIMATED SERIES. THE MAIN THEME, "IRIS OUT," IS PERFORMED BY KENSHI YONEZU, WHILE THE ENDING TRACK, "JANE DOE," IS A COLLABORATION BETWEEN YONEZU AND HIKARU UTADA, KNOWN FOR HER CONTRIBUTIONS TO THE KINGDOM HEARTS SOUNDTRACK.

FINALLY, DENJI'S RETURN - ON THE BIG SCREEN THIS TIME - IN "CHAINSAW MAN: THE MOVIE: REZE ARC" IS JUST AROUND THE CORNER. READY TO REV UP YOUR CHAINSAW ENGINES? LET'S GO HUNTING FOR DEVILS!



GACHIAKUTA



ORIGINAL CREATOR: KEI URANA

(WITH GRAFFITI ART BY ANDO HIDEYOSHI)

NUMBER OF EPISODES: 37 EPISODES PLANNED

CURRENT EPISODES: 24 EPISODES RELEASED
(ONGOING)

ANIMATION STUDIO: BONES FILM
(A SUBSIDIARY OF STUDIO BONES)

GENRE: ACTION, COMEDY, SUPERNATURAL,
PSYCHOLOGICAL

MONTHLY PICK

EDITED BY RAAMDEADMAN AND VIRTUAL JUMP

100

GACHIAKUTA - THE ANIME THAT TURNS TRASH INTO POWER

GACHIAKUTA, TRANSLATED AS "LEGIT TRASH," IS THE HIGHLY ANTICIPATED ANIME SERIES ADAPTED FROM KEI URANA'S MANGA, WITH CONTRIBUTIONS FROM GRAFFITI DESIGNER HIDEYOSHI ANDOU. THE SERIES IS DIRECTED BY FUMIHIKO SUGANUMA FROM BONES STUDIOS, KNOWN FOR HIS WORK ON MY HERO ACADEMIA AND MOB PSYCHO 100. THE SCREENPLAY IS BY HIROSHI SEKO, KNOWN FOR HIS WORK ON ATTACK ON TITAN AND MOB PSYCHO 100.

THE STORY FOLLOWS RUDO, A YOUNG MAN FROM A CITY SUSPENDED IN THE SKY, WHERE POORS AND CRIMINALS ARE DISCARDED LIKE GARBAGE. FALSELY ACCUSED OF THE MURDER OF HIS GUARDIAN, RUDO IS THROWN INTO THE "PIT", AN ABYSS POPULATED BY MONSTERS AND GARBAGE.

GACHIAKUTA

GIVE THEM A CHANCE AND YOU WON'T REGRET IT!

THERE, HE REDISCOVERS MYSTERIOUS POWERS LINKED TO ANIMATED OBJECTS, CALLED "VITAL INSTRUMENTS," AND JOINS THE "CLEANERS," A GROUP OF FIGHTERS WHO CONFRONT THE BEASTS AND INJUSTICES OF THE SYSTEM.

THE ANIME PREMIERED ON JULY 6, 2025, ON CRUNCHYROLL, WITH NEW EPISODES AVAILABLE EVERY SUNDAY. THE SERIES IS SCHEDULED FOR 24 EPISODES, WITH THE FINAL EPISODE SCHEDULED FOR DECEMBER 14, 2025.





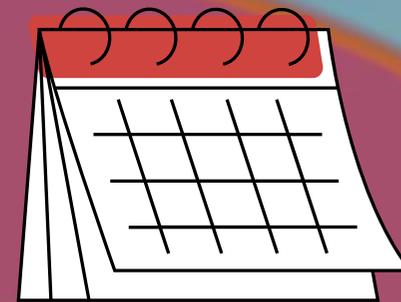
RELEASES OF THE MONTH

EDITED BY RAAMDEADMAN & VIRTUAL JUMP

RELEASES OF SEPTEMBER 2025

2 SEPTEMBER 2025

- **WILD STRAWBERRY VOL. 3**
- **UZAKI-CHAN WANTS TO HANG OUT! VOL. 12**
- **WHAT ABOUT TOMORROW. ASHITA WA DOCCHIDA! VOL. 10**
- **UNA RAGAZZA ALLA MODA. 50TH ANNIVERSARY EDITION**
- **SUPER STRING: MARCO POLO'S TRAVEL TO THE MULTIVERSE VOL. 4**
- **RUROUNI KENSHIN. PERFECT EDITION VOL. 21**
- **THE ADVENTURE OF DAI. DRAGON QUEST VOL. 9**
- **COSMOS VOL. 1**
- **RAIRAIRAI VOL. 1**



RELEASES OF SEPTEMBER 2025

9 SEPTEMBER 2025

- **MY GIRLFRIEND'S CHILD VOL. 2**

12 SEPTEMBER 2025

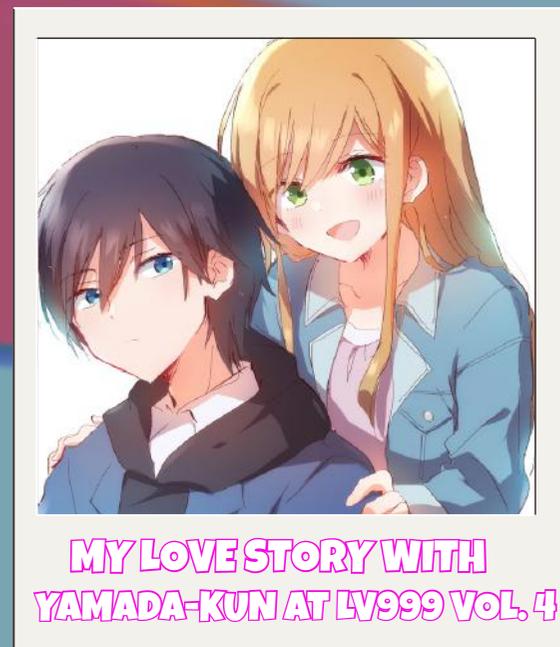
- **CREDIMI, È AMORE VOL. 3**

16 SEPTEMBER 2025

- **MY LOVE STORY WITH YAMADA-KUN AT LV999 VOL. 4**
- **SUPER BALL GIRLS VOL. 2**

23 SEPTEMBER 2025

- **ONE PIECE. EDIZ. VARIANT**
- **ONE PIECE CAMPUS VOL. 1**
- **ONE PIECE VOL. 111**
- **KOMI CAN'T COMMUNICATE VOL. 36**



RELEASES OF SEPTEMBER 2025

23 SEPTEMBER 2025

- **DANDADAN VOL. 20**
- **I DIARI DELLA SPEZIALE VOL. 15**

30 SEPTEMBER 2025

- **MANGA ISSHO VOL. 3**
- **MANGA ISSHO VOL. 1**
- **ARION VOL. 1**
- **LA STORIA DI GENJI. ASAKIYUMEMISHI VOL. 1**



SEGUICI SULLA NOSTRA
PAGINA INSTAGRAM
[@VIRTUALJUMP_](#)
ED ENTRA
NELLA NOSTRA
COMMUNITY
ANIME E MANGA!

The End



VIRTUAL VOYAGERS

GAMING ZONE

EDITED BY ALESSANDRO MARRONE
AND VIRTUAL VOYAGERS



**FOCUS
OF THE MONTH**

**EDITED BY ALESSANDRO MARRONE
AND VIRTUAL VOYAGERS**

FOCUS OF THE MONTH: XBOX DOMINATES THE GAME - MICROSOFT INVADES EVERYTHING

MICROSOFT IS REDEFINING THE RULES OF VIDEO GAMING LIKE NO ONE HAD DONE BEFORE. AFTER ACQUIRING GIANTS SUCH AS BETHESDA AND ACTIVISION BLIZZARD, XBOX NO LONGER AIMS ONLY TO OWN LARGE FRANCHISES (CALL OF DUTY, THE ELDER SCROLLS, DIABLO), BUT TO CREATE A TOTAL ECOSYSTEM, A UNIVERSAL HUB WHERE GAMERS CAN FIND EVERYTHING THEY LOVE.



XBOX



THE MOST SURPRISING CONCEPT? THE INTEGRATION OF STEAM AND OTHER DIGITAL LIBRARIES DIRECTLY INTO THE XBOX ECOSYSTEM. THE XBOX APP FOR PC ALREADY SHOWS COMBINED LIBRARIES, GAME PASSES AND COMPETING STORES UNDER ONE ROOF, ALLOWING YOU TO HAVE ALL YOUR GAMES ACCESSIBLE WITHOUT COMPLEX STEPS.



STEAM®

END OF THE CONSOLE WAR?

THE GOAL IS CLEAR: TRANSFORM XBOX FROM A CONSOLE INTO AN OMNIPRESENT PLATFORM, WHERE PLAYING BECOMES SIMPLE, IMMEDIATE AND UNIVERSAL.

THIS IS NO LONGER A SIMPLE BATTLE BETWEEN PLAYSTATION AND XBOX: MICROSOFT AIMS TO BE THE CENTER OF THE GAMING WORLD, WITH CONTENT AVAILABLE ON CONSOLES, PCS, CLOUDS AND EVEN LAPTOPS. AN AMBITIOUS, BOLD AND RISKY APPROACH AT THE SAME TIME, WHICH REDEFINES THE CONCEPT OF GAMING FOR MILLIONS OF PLAYERS.

THE FUTURE IS ON THE MOVE, AND XBOX WANTS TO BE WHEREVER YOU PLAY.



**SO
MUCH
FUN**

The background of the entire page is a vibrant, stylized illustration from the game Grounded. It depicts a lush, sunlit forest with a large, white, dome-shaped structure on the left. In the center, four small characters are running towards a large, ornate archway. To the right, a large, purple, multi-eyed insect is visible. The sky is filled with butterflies and a large, red, stylized sun or moon. The overall scene is bright and colorful, with a warm, golden light.

GROUNDED

MONTHLY PICK

**EDITED BY ALESSANDRO MARRONE
AND VIRTUAL VOYAGERS**

Grounded 2 - RETURN OF THE mini-GIANT

GROUNDING 2 FINALLY ARRIVED IN EARLY ACCESS ON JULY 29, 2025, BRINGING WITH IT A LOT OF NEW FEATURES THAT PROMISE TO ELEVATE THE MINIATURE SURVIVAL EXPERIENCE TO NEW HEIGHTS. SET IN THE VAST BROOKHOLLOW COMMUNITY PARK, THREE TIMES LARGER THAN THE FIRST CHAPTER, GROUNDING 2 INTRODUCES A VARIETY OF NEW FEATURES THAT ENRICH THE GAMEPLAY. PLAYERS CAN NOW RIDE GIANT INSECTS, KNOWN AS "BUGGIES", WHICH SERVE AS MOUNTS AND ALLIES IN COMBAT. THESE INSECTS CAN BE CUSTOMIZED, BRED AND TRAINED, ADDING A STRATEGIC AND EMOTIONAL DIMENSION TO THE GAME



Grounded 2 - RETURN OF THE mini-GIANT

THE PRESENCE OF OVER 50 TYPES OF CREATURES, INCLUDING NEW ENEMIES SUCH AS ELEPHANT EARS AND CRICKETS, FURTHER ENRICHES THE GAME ECOSYSTEM.

FROM A NARRATIVE POINT OF VIEW GROUNDED 2 CONTINUES THE STORY OF THE FOUR SHRUNKEN TEENAGERS, NOW BUSY UNRAVELING THE MYSTERIES BEHIND THE EXPLOSION THAT REDUCED THEM IN SIZE. THE GAME OFFERS AN IMMERSIVE STORY MODE, WITH RPG ELEMENTS THAT ALLOW PLAYERS TO EVOLVE THEIR CHARACTERS AND FACE INCREASINGLY COMPLEX CHALLENGES.



GROUNDED 2



**RELEASE: 29 JULY 2025
AVAILABLE SU XBOX E PC**



SEPTEMBER 2025 RELEASE

EDITED BY ALESSANDRO MARRONE
AND VIRTUAL VOYAGERS

RELEASES OF SEPTEMBER 2025

1 SEPTEMBER 2025

- **TRAILS IN THE SKY 1ST CHAPTER 3 – PC**

12 SEPTEMBER 2025

- **BORDERLANDS 4 – PC, XBOX SERIES X/S, PS5**

15 SEPTEMBER 2025

- **LEGO VOYAGERS 2 – PC, SWITCH 2**

16 SEPTEMBER 2025

- **ASSASSIN'S CREED SHADOWS: CLAWS OF AWAJI – PC, PS5, XBOX
SERIES X/S**

19 SEPTEMBER 2025

- **DYING LIGHT: THE BEAST – PC, XBOX SERIES X/S, PS5**



RELEASES OF SEPTEMBER 2025

25 SEPTEMBER 2025

- EA SPORTS FC 26 – PC, PS5, XBOX SERIES X|S, SWITCH 2
- SONIC RACING: CROSSWORLDS – PC, PS5, XBOX SERIES X|S

26 SEPTEMBER 2025

- ATELIER RESLERIANA: THE RED ALCHEMIST & THE WHITE
GUARDIAN – PC, PS5, SWITCH 2

GAME
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THANK YOU ALL

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-ANIME AND MANGA EDITED BY RAAMDEADMAN E VIRTUAL JUMP

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SPECIAL THANKS

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THANKS ONCE AGAIN FROM THE #TEAMVIRTUALCOSPLAY.**

