

Cactus Needles

Newsletter of the Southwest Costumers Guild

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March 5-9, 2008 - **Winter Range** at the Ben Avery shooting facility, NWC I-17 and Carefree Highway, north of Phoenix, Arizona. The Single-Action Shooting Society's annual tournament of cowboy action shooting. First rate "Sutler's Row," where you can outfit yourself for the wild west. <http://www.winterrange.com/>

March 8-9, 2008 - **Battle of Picacho Peak** at Picacho Peak State Park, Interstate 10 between Casa Grande and Tucson. Grand reenactment of Arizona's only Civil War battle.

March 13-16, 2008 - **National Festival of the West** at Rawhide, near Wild Horse Pass exit (I-10 and SR 202) south of Phoenix, Arizona. <http://www.festivalofthewest.com/>

March 30, 2008, 10AM – **Measure Me*** at Jean's place in Sun City. SWCG workshop. Prepare a complete set of measurements of yourself for your costume projects. It's a lot easier when you have someone else do it! We'll also do a "sweatshop" session to make more fundraiser costume items for upcoming renaissance fairs. Please bring your sewing machine and tools, if they're handy.

April 9-13, 2008 – **Maricopa County Fair** at the state fairgrounds, NEC 19th Avenue & McDowell Road, Phoenix. <http://www.maricopacountyfair.org/>

Mary Ellen Simmons, Home Arts Superintendent for the Maricopa County Fair, stopped by our January sweatshop session at Bookman's to invite SWCG members to participate in the costume, clothing, and other hobby and craft competitions at this year's fair. She left us a stack of entry handbooks and business cards. Grab a copy from Randall or go to the web page.

April 20, 2008 – **Victorian and Steampunk for Dummies** at Mike and Dorothea's place in Tempe. SWCG roundtable. Demos on basic Victorian styles and ideas on how to develop "Steampunk" fantasy personas. (See article in this issue.)

April 25-28, 2008 - **Costume-Con 26** at the Doubletree San Jose hotel in San Jose, California welcomes space cadets, living history aficionados, reenactors, textile designers, theater designers, fursuiters, mascots, cosplayers, fantasy costumers, costume professionals and folks who just like to dress up! We look forward to mixing it up with all types of costumers (and those who appreciate costumes, such as photographers and artists). <http://www.cc26.info/>

May 9-11, 2008 - **LepreCon 34** at the Francisco Grande Hotel in Casa Grande, Arizona. Guests include artist Howard Tayler, authors Emily and Ernest Hogan, local artist Liz Danforth and special FX/makeup artist David Ayres. Go to [LepreCon, Inc.](http://www.leprecon.com/) for more information.

May 19, 2008 – **Across Plus Anime' Event** at Bookman's, NWC 19th Avenue and Northern Avenue in Phoenix. All-day celebration of anime', including a cosplay competition. Contact Shane Bryner ninjakittyofdoom@gmail.com for more information.

May 18, 2008 – **Swap Meet*** at Dorothea and Mike's place in Tempe. Have some fabric, costume pieces or costume supplies you want to get shed of? Why not barter them with your fellow guildsters?

June 21, 2008, 7 PM – **Serenity Now** at The Loft Theater in Tucson. Special showing of Joss Whedon’s film “Serenity” for the benefit of Equality Now. Sponsored by the AZ Browncoats. These showings usually feature costume contests and other fan participation events. Best to buy your tix in advance.

June 21-22, 2008 – **Renaissance in the Pines** at Fort Tuthill Park near Flagstaff, Arizona. This is a fine single-weekend faire in the cool country. Look for your webmaster’s “[MoiRandall’s](#)” costume pavilion among the merchants. www.renaissanceinthepinesinc.com

June 29, 2008 – **Art and Costume*** – SWCG field trip to the West Valley Art Museum, which features an extensive collection of costume from all over the world.

Anna has been in contact with the museum director, who may be able arrange a special look for us at portions of the costume collection not currently on display. We’d need 5 to 10 people to commit to the museum trip to make this practical. If you’d be interested, contact Anna at annamc@ix.netcom.com.

July 27, 2008, 4PM – **Pooling Around*** at Tasha and Chuck’s place in northwest Phoenix. SWCG’s annual costumed pool party. This year’s theme: Steampunk.

August 1-3, 2008 – **Costume College** in Van Nuys, California. A whole weekend of costuming workshops sponsored by Costumer’s Guild West. The college is full for this year, but you can join a waiting list at www.costumecollege.org.

August 24, 2008 – **Say Cheese*** at Mike and Dorothea’s place in Tempe. Bring some of your costumes for a photo shoot.

August 29-31, 2008 - **CopperCon 28** at the Embassy Suites Paradise Valley, 4415 East Paradise Village Parkway South in Phoenix, Arizona Annual fan-organized science fiction convention. www.coppercon.org

CopperCon is On!

CopperCon 28 now has a hotel and dates, as noted above. This means there WILL be a masquerade and your Editor will be the director. Watch these pages for details about the staging, features and themes. I’d love to have your support in this venture. The best thing you can do is to show a costume at the masquerade, in or out of competition. The next best thing is to volunteer as crew. We’ll need people to help set up the stage and lights, register the contestants, and help them out in the green room. –Randall

September 28, 2008 – **Fabric Field Trip*** (tentative). Some of our members have a lead on a fabric inventory for sale. If this pans out, we’ll go have a look. If not, we may do another fundraiser sweatshop.

October 19, 2008 – **Not All Dummies are Duct Tape*** (tentative) at Jean’s place in Sun City. We have a lead on an alternative method to build a personally fitted dresser dummy, but more research needs to be done to see if it’s practical. Keep watching this space.

November 30, 2008 – **Evening in the Garden*** at the Phoenix Botanical Gardens. Get together in the evening to walk the annual “Las Noches de las Luminarias” event. Wintry costume highly encouraged.

December 28, 2008 – **Holiday Party*** SWCG Social and annual officer elections. Location to be announced.

July 2-6, 2009 - **FiestaCon** (WesterCon 62) at the Tempe Mission Palms hotel in Tempe, Arizona. Guests so far include author Alan Dean Foster, Analog editor Stanley Schmidt and artist Todd Lockwood. Sponsored by [LepreCon, Inc.](#)

September 4-7, 2009 - **North American Discworld Convention** in Tempe, Arizona. The first convention in the United States for fans of Terry Pratchett's Discworld, featuring guest of honor Terry Pratchett himself. www.nadwcon.org Sponsored by [LepreCon, Inc.](#)

SWCG Special Workshops at Bookman's – We have the following Saturdays in 2008 reserved from 9AM to 2 PM at the Bookman's Entertainment Exchange at the Northwest Corner of 19th Avenue & Northern in Phoenix. Come join us for stitching and conversation.

February 23

March 29

April 26

We understand that all Bookman's locations will be closing their community rooms later this year in order to install coffee bars. Lori, the community room coordinator, informed me by e-mail that the above dates will be honored, but no more meeting reservations will be accepted after March 31.

The editor wishes to express warmest thanks to Bookman's for their hospitality over the past two years. These Saturday get-togethers have been a lot of fun and an excellent chance to introduce ourselves to the public. We're certainly open to suggestions for another place to hold these kinds of meetings.

More Calendar Items for February

Submitted by Mahala Sweebe

I gleaned the following from "Highroads," a monthly magazine published by Arizona AAA, so the info should be accurate. The first item was featured in the newspaper last year or two. They showed a couple of pages. Really interesting. Modern art illumination! --Mahala

Must-See Exhibits

Now through March -- the Phoenix Art Museum is hosting the Illuminated Manuscripts show, featuring the first handwritten and illuminated Bible produced since the advent of the printing press 500 years ago. Following in the tradition of ancient scribes and artists, each page of the sacred text is decorated or "illuminated" in paint and gold, creating an original artwork on oversized vellum. The show juxtaposes the nearly complete work, begun in 1998, with collections of rare and ancient manuscripts and early printed Biblical texts. Call 602-257-1222, or phxart.org

February 14 to 17 -- 54th annual Tucson Gem and Mineral Show, Tucson Convention Center, 260 S. Church in downtown Tucson. Admission \$9 adults, children 14 and under are admitted free

with one paid adult. 10 a.m.-6 p.m. Feb. 14-16 & 10 a.m.-5 p.m. Feb. 17. Call the show office at 520-322-5773 or log on to tgms.org or visittucson.org. More than 250 dealers, offering everything from precious gems and metals to jewelry and fossils to lapidary supplies. (Can be a good source of beads.) Up to two weeks before, other dealers will set up shop in stores and hotels around the city.

February 9-10 -- Visiting Nurses Book Sale (VNSA), Arizona State Fairgrounds Exhibit Building, 1826 W. McDowell Rd., Phoenix. 602-265-6805 or vnsabooksale.org. Almost all of the remaining books will be 1/2 price on Sunday.

February 16-17 -- Arizona State Button Society Annual Show. Embassy Suites, 1515 N. 44th St., Phoenix. 928-443-9831. The event will showcase buttons entered in competition, educational displays and a variety of buttons for sale by dealers from across the United States.

February 23 -- Dolls, Bears and More Show & Sale. North Phoenix Baptist Church, 5757 N. Central Ave., Phoenix. 623-935-9204. There will be over 100 tables of merchandise, and a variety of dolls in competition.

February 23 -- Parada del Sol Parade, Westworld (Equidome Arena), 16601 N. Pima Rd., Scottsdale. 55th Parada del Sol Rodeo Feb. 29-March 3. Contact: scottsdalejaycees.org

Costuming Workshops at Glendale Public Library
Foothills Branch, 19055 N. 57th Ave
Uncovered by Anna M.C.

The Foothills Branch Library of the Glendale Public Library system is sponsoring several Renaissance-themed programs through February and March; some of them are being done with the help of the SCA. I thought these might be of special interest to costumers:

Curative and Prayer Bracelet Workshop
Tuesday, February 12, 2008, 6:30 pm, Roadrunner Room

Participants in this workshop will discover the practical ways during the Renaissance in which beads, created from natural materials, were used as forms of prevention, protection, healing, solace, and prayer. Using materials provided, each person will create his or her own bracelet to wear home. Instructed by a representative from the Bead Museum. Space is limited. Please call 623-930-3846 to register.

Embellished Brocade Pouch Workshop
Tuesday, February 26, 2008, 6:30 pm, Hummingbird Room

The clothing styles of the Renaissance Period were simple and elegant. Wearing decorative pouches was a way for men and women to show their creativity and status. Join artist and instructor, Christy Puetz to learn more about this exciting time period. You will have the opportunity to show your creativity by embellishing a brocade cloth pouch of your own. Space is limited. Please call 623-930-3846 to register.

Head Circlet Beading Workshop
Tuesday, March 4, 2008, 6:30 pm, Roadrunner Room

This workshop will focus on glass bead making during the Renaissance time period, as well as its influence on trade and religion. Participants will make head circlets using various crystals, stones, pearls and glass beads. Instructed by a representative from the Bead Museum. Space is limited. Please call 623-930-3846 to register.

Renaissance Costuming Demonstration
Thursday, March 6, 2008, 7:00 pm, Roadrunner Room

The care and creation of clothing was very expensive and time-consuming for the people of Renaissance Europe, so each garment was designed with a particular function or season in mind. Join us for a demonstration of many types and styles of Renaissance clothing, and learn about their uses, as well as patterns and sewing techniques. Presented by the members of the Society for Creative Anachronism. For more information, please call 623-930-3844

Renaissance Redux: A Renaissance Faire
Saturday, March 29, 2008, 10:00 am to 4:00 pm, Roadrunner, Hummingbird Rooms and outdoors

The Renaissance was a lively time in history, where the arts and sciences flourished, yet the nobility and pageantry of the Middle Ages persisted. Join us for a Renaissance Faire, featuring singing, dancing, demonstrations of armed combat, displays of beautiful art, and much more! Presented by the members of the Society for Creative Anachronism. For more information, please call 623-930-3844.

There are a lot of additional Renaissance-themed programs featuring dancers, singers, and musicians. For full details, see the Foothills Library section of the events brochure at http://www.glendaleaz.com/Library/documents/EventsJan08_000.pdf

Anna Invites the Guild to Participate in Glendale Public Library Programming

Would any Guildsters possibly be interested in hosting some costume programming for the Glendale Public Library? I was thinking that having between three to six programs in early October to tie in with Halloween would be terrific. "Beyond Store-Bought: Custom Costumes for Halloween" is a possible title for the programming series; "Homemade Halloween: Crafting your own Custom Costumes" is another, but I'm open to suggestions. Individual programs could cover modifying store-bought patterns; modifying thrift-store finds and enhancing store-bought costumes; reproducing this year's popular movie looks; creating the right general look for certain historical eras (Victorian, Renaissance, whatever); a make-your-own simple cape/hat/etc. workshop; basic cosplay; and/or anything you can think of that would tie into the theme. These all don't have to be run by the same person -- if six different Guildsters are interested, that's great. By the same token, if one Guildster wants to do four programs, that's great, too. I'm easily pleased!

If you'd like to do this, I'd need your program titles and desired dates and times by mid-July at the latest, so I have time to work with you and get everything settled by the end of July; our three-month calendars go to print at the beginning of August. Our programs generally run

between one hour and an hour and a half, but we could probably arrange something longer if you need the time. This would be a great way to benefit both the library and the SWCG, since the library would get fun, free programming for patrons, and the SWCG would receive free publicity and potential new members. We promote our programs heavily via internal publications, press releases to the newspaper and radio, etc., so the SWCG's name could receive a lot of exposure, especially considering how much the newspapers like to promote holiday events.

The Glendale Public Library is located at 5959 W. Brown St., Glendale, AZ, 85302. Library hours are 9am to 9pm Monday through Thursday; 9am to 6pm Friday; 9am to 5pm Saturday; and 1pm to 5pm Sunday. Please email me at annamc@ix.netcom.com if you would like more information. Thanks!

Convention Meeting Locations Changed

The Central Arizona Speculative Fiction Society and several other local SF convention planning organizations have met regularly at the JB's Restaurant at I-17 and Indian School Road for many years. This is about to change. This restaurant will no longer be open evenings, so it will not be practical for meetings.

Beginning on February 29, 2008, CASFS will meet at the JB's Restaurant location at 1818 West Montebello in Phoenix. This is the former "Elephant Bar" location, next to the new Super Target store at Christown Mall. Some of our favorite staff, including ace waitress Glenna, will be transferring to the new location. *Beware: 19th Avenue and Montebello are currently torn up for light rail construction*

ICG Lifetime Achievement Award Nominations Are Open

Nominations for the International Costume Guild's lifetime achievement award are open through the end of February. Submit your nomination to the ICG president. Detail can be found at: <http://costume.org/lifetime/lifetime.html>

From the Mailbox

Society for Creative Anachronism, Barony of Atenveldt *Southwind*, January, 2008

Annual "Atenveldtus Glorious" arts & sciences special issue includes costuming articles on 14th Century Embellishment, Assisi Embroidery, A Brief Overview on Clothing Textiles in Renaissance Europe, Sewing/Tracing Hints, Sormeh (Kohl or Kuhl) – 16th Century Safavid Persian, and Tapestry Weaving for Absolute Beginners.

Northern Lights Costumers' Guild, *The Whole Nine Yards*, Issues 1 and 2, 2007.

Susan Smith's review of the NoL costumed high tea at the Colonial Inn in Concord, MA, Repot on the May fabric swap, Rich Fine's Making Costumes You Can Really Wear, Jill Eastlake's Busy Hands: The Expanded Square, Tips on Your Next Con (from an ICG-D List poll), the much-forwarded "Life in the 1500s," piece with folk etymology origins of some common phrases, preview of Arisia Masquerade.

Randall carries incoming newsletters to meetings in his trademark army surplus map case. Afterwards, the newsletters go to Jean for the archives.



New Business Cards!

We've just printed a new set of business cards to promote the guild. The card features Randall's new rendering of the logo, our PO Box address, and our web page address. Pick up a stack of cards at the next meeting to tuck into your wallet and hand out to anyone who might be interested in the guild.

Alternatively, your editor has a Microsoft Word template for Avery brand printable cards into which you can insert your own name and contact information. Ask him to e-mail you the template.

The Costume Closet: Exploring Steampunk

by Randall Whitlock

with special thanks to Mike Contos, Mike Elliot, Libby Bulloff and Kevin Roche

Imagine alternate worlds where the industrial revolution played out a bit differently. Perhaps our sciences of electronics and internal combustion were outpaced by steam power and clockwork taken to their ultimate expression. Queen Victoria may or may not rule, but her influence is felt strongly in the culture. Fair and foul, these are the worlds of "steampunk."

According to Wikipedia, the term "steampunk" was coined by author K.W. Jeter in 1987 to describe contemporary novels by himself, James Blaylock and Tim Powers. The roots of steampunk, however, go much further back. Steampunk stories are arguably the logical extension or reinvention of the works of 19th and early 20th century masters such as Jules Verne, H.G. Wells, Robert Louis Stevenson, Mary Shelley, Edgar Rice Burroughs and Arthur Conan-Doyle, but told with the kind of perspective available only in hindsight.

Ancestral steampunk imagery can be seen in films based on these works, such as Disney's rendition of "20,000 Leagues Under The Sea" and George Pal's "The Time Machine." The idea of retrofitting modern tech into the 19th century was well established by the 1960s TV series "The Wild Wild West" and continued to develop in more recent years with "The League of Extraordinary Gentlemen" (Personally, I liked the comic better than the film). "Briscoe County Junior" and "Legend" (featuring a pre-Stargate Richard Dean Anderson) may have been ahead of their time. The recent film "The Golden Compass" contains some of the visual elements of steampunk, but puts more story emphasis on metaphysics and fantasy.

Once you become aware of it, you begin to see steampunk manifestations in the most unlikely places. I've particularly noticed them in classic children's stories. Tik Tok the clockwork man from the Oz books is a prime example. Think of the improbable musical instruments found in Whoville or the wonky machinery in Willy Wonka's chocolate factory.

Corporate steampunk? Cereal spokesmonster "Frankenberry," with his skull-mounted steam whistle, pressure gage, and riveted eye guards, could be considered a steampunk creation. My fevered imagination now sees Planters trademark "Mr. Peanut" as a mad science collaboration between Doctor Moreau and George Washington Carver.

Steampunk, best described as an aesthetic rather than just a fiction genre, is a rich and rising field for sculptors, prop-makers and home decorators. Steampunk is also particularly well-suited to SF convention hall costumes.

How do you build a steampunk costume? First off, imagine a persona or character. You can re-create a character from your favorite film/comic/prose story or build an original character. Libby Bulloff (Steampunk Issue 2, linked below) describes four basic steampunk character archetypes: the inventor/tinkerer, the street urchin/chimney sweep, the explorer, and the dandy/aesthete. These names are well chosen and I can think of at least one literary or film character to fit each. Mix and match or disregard these archetypes as your imagination guides you.

Your base clothing should suggest the nineteenth century in some way, but does not have to be completely governed by it. This is an alternate timeline, perhaps an alternate future. The most nitpicking authenticity maven in the world can't say your clothing isn't period for a period that never existed (though some may try).

Good historical pieces for your costume might include top hats, bowlers or flowery bonnets up top; frock coats, double-breasted vests, ruffled shirts, corsets, or riding habits in the middle; high-waisted trousers with suspenders, knickerbockers, jodhpurs or full skirts and bustles lower down; and riding boots, granny boots or spats at ground level. Influences from other cultures, such as turbans, saris or mandarin caps could add some spice.

This is one of those problems you really can solve by throwing money at it. Here in Arizona, wild west reenactment is very popular. You can walk into Wild West Mercantile or stroll the sutlers' row at a western festival to purchase a complete outfit.

If you're on a budget, there is a wealth of sewing patterns available to build your costume from scratch. Duster coats are easy to make. Out of style, too-big suits or prom dresses from a thrift store can be altered to emulate Victorian lines. A simple operation can convert almost any suit coat into a swallowtail coat. Cut the pointy bit off the front of a men's vest to give it a more 1890-ish waistline. Buy the vest a few sizes too big and you can reset the neckline to make it double-breasted.

The real fun begins when you accessorize your semi-historical duds with some retro technology. Here are some possibilities:

Goggles are practically the universal badge of steampunk. It's no accident that one of the most popular steampunk web sites is named brassgoggles.co.uk. Wear your goggles around your hat, across your forehead, around your neck, hanging from a pocket, or (if you're really daring) over your eyes.

My grandfather had a pair of safety goggles from when he worked in a farm machinery plant converted to defense work during World War II. These had screw-in hardened glass lenses, steel mesh sides, black rubber eye cups, a ball chain bridge and a rubber strap. I played with them a lot when I was a kid. Gads, but I wish I knew what became of them!

Goggles can be modified with additional swing-in lenses and other doodads to imply they are some kind of sophisticated scientific instrument or night-vision device. Alternate eyewear might

be built around wire-rimmed or pince nez spectacles. Historical reproductions that can be fitted with your prescription are available.

Brass and bronze, especially with lots of protruding rivets or bolt heads, work well in the aesthetic. If actual metal isn't practical for your project, its luster can be simulated with painted papier mache or plastics.

Clockwork. Put gear trains and springs wherever they would look cool. If not actual gears, these can be gear shapes embroidered or appliquéd onto garments.

Hardwood. Victorian furniture was lavishly carved into scrolls, flowers and those unforgettable clawed feet. Why not work this kind of carving into the handles and flat areas of your tools and props? Walk through an antique store for inspiration.

Tools. If your costumed persona is an inventor, he'll certainly have tools at hand in a pocket vest, a leather or rubber apron, a shop coat, a tool belt, etc. Those brass tools used in the natural gas industry would look particularly cool in your pockets if you can find them.

Armor. Ceremonial swords, helmets and gorgets were part of military dress uniforms through the Victorian period. Why not take these features and gin them up a bit with strange technologies? Pith helmets were standard gear for explorers. Gauntlets, vambraces and pauldrons could be used to suggest a cyborg arm. Perhaps you've been hired to test Professor Invulnerable's nearly bullet-proof vest?

Weapons. I've seen some fantastic things done by altering soft dart guns and water guns, or by merging various recycled parts. Please be careful not to frighten the muggles if your results are too real-looking. I strongly suggest leaving the orange muzzle ring in place on any altered toy. It's there to signal the difference between a prop and a deadly weapon.

Disguises for Personal Accessories. How would Alexander Graham Bell have designed a cell phone? If the TV commercials are to be believed, it has been fashionable to apply rhinestones to cell phone casings. Why not take the same idea and use classic steampunk materials? A PDA case could become a brass and hardwood cigar case. A backpack might be made to look as though it is about to fly away under its own power. How about an MP3 player decorated with a tiny needle and turntable or a player piano roll? My digital camera is carried in a vest pocket on a chain and watch fob. My camera monopod becomes a walking stick when not in use. Someday I may mount one of those chrome skull gear shift knobs on its top.

Larger Props. Some of the most beautiful steampunk sculpture involves reworking functional modern appliances into the aesthetic, such as Richard Nagy's rebuilt keyboards, flat-panel monitors, and laptop computer casings seen at <http://datamancer.net>. Perhaps life is now imitating art? The laudable One Laptop Per Child (<http://laptop.org>) project's computer designs can incorporate a crank, pedal or pull-cord so they can be used where electricity is not available.

Links. In conclusion, here are a few links to explore with the autotelegraphical capabilities of your personal electrodynamic computational engine:

<http://en.wikipedia.org/wiki/Steampunk>

This is an excellent overview of the literary genre, with many more links.

www.brassgoggles.co.uk

“The Lighter Side of Steampunk,” this site features FAQs, blogs, forums, news and images of many steampunk-related art projects and events.

www.steampunkmagazine.com

This is an entire magazine dedicated to steampunk. Three issues have been produced so far. You can purchase paper editions or download free Acrobat editions in several layout formats. Of particular interest to costumers is Libby Bulloff’s “Steam Gear: A Fashionable Approach to the Lifestyle” in Issue 2. Issue 2 also includes Rachel E. Pollock’s pattern for a Lady Artisan’s Apron, useful around the lab, forge, or barbecue. Issue 3 includes Rachel A. Pollack’s pattern for Spats and Juli(A)’s pattern for an Aviator Cap.

<http://etheremporium.pbwiki.com>

This site includes an eclectic mix of links, wiki, interviews, etc for the steampunk community.

<http://datamancer.net>

This is Richard R. Nagy’s showcase of beautiful steampunk-inspired gadgetry and art projects, including customized computer screens, keyboards and a clockwork electric guitar.

<http://www.youtube.com/watch?v=Gg7fVMiwCvY>

Youtube video of a Wall Street Journal article on Mr. Nagy and his inventions.

<http://steampunkworkshop.com>

Hieronymus Isambard "Jake" von Slatt – Proprietor

Here are many more how-to projects which involve creating useful gadgetry from common materials. His piece on electrolytic etching of brass and copper is particularly useful. Gotta love the computer monitor with claw feet.

www.girlgeniusonline.com

This is Phil and Kaja Foglio’s massively entertaining online comic following the adventures of “Girl Genius” Agatha Heterodyne in an alternate world overrun with mad inventor “sparks.” You can view the entire series online for free. You can purchase the comics on paper or as downloadable acrobat files through DriveThru Comics at <http://comics.drivethrustuff.com>. The Girl Genius web site includes a photo gallery of fan-made costumes. There’s even an audio podcast of Girl Genius plays performed at SF conventions.

<http://pics.livejournal.com/kproche/pic/0009z0z3/g79>

Kevin Roche documents his project to create a costume of Vanamonde Heliotrope, a character from Girl Genius. Kevin is an International Costume Guild Lifetime Achievement Award winner and Chair of Costume-Con 26, to be held in San Jose, California on April 25-28, 2008. www.cc26.info Kevin also appears in this costume on the cover of Progress Report #3 for CC26.

Core Action Correction

Last issue’s photograph of David, Lyn and Randall at TusCon was taken by Jessica Joganic, not Jessica Swatij.

Shameless Commerce Department



Above, Diane hawks the guild's wares at the annual Arizona Renaissance Festival castmembers costume sale on January 12, 2008. Below, Randall is seen at the Two Rivers Renaissance Faire in Yuma on February 2, 2008. Between the two events, we gathered more than five hundred dollars to support SWCG activities. Support your local sweatshop!



You never know when costume news may happen right in front of you. Carry a camera!