

DIY DESIGN STUDIO

2019 COMPETITIONS & CONTESTS

COSTUMER'S GUILD WEST, Inc. AUTHENTIC COSTUME DIVISION 2300

AWARDS

Based upon the Group or Danish judging system, Best in Show & all 1st places will be awarded a CGW Membership. Additional awards of Costume College scholarships will be awarded at the discretion of the selection committee.



RULES

- Entry must have been completed within the last two years, since July 1st, 2017. Note that completion date does not affect the start date of an item.
- Entry must not have been entered in the Costumer's Guild West competition previously.
- If the judges feel that a costume has been entered in the wrong category, they reserve the right to move it to a more appropriate category.
- All entries must include the following documentation, which will not be returned. Any entry without required documentation may be disqualified
 - A 4x6 or 8x10 photo of the costume being worn, including all accessories.
 - An essay describing the character, inspiration, or historical context of the costume.
 - Optional additional documentation can include design elements, description of techniques used, photos of construction in progress, photos of finished costume in use, and anything you'd like to bring to the judge's attention.



Class 1 – Reproduction Manga/Anime /Video Game: Costumes reproduced from graphic novels, Japanese-style animation or video games.

Class 2 – Original or Reproduction Science Fiction/Fantasy: Costumes from tv, film, novels, or the designer's imagination in the realm of the future or any fantasy universe.

Class 3 – Theatrical: Costumes designed for the stage or screen. Documentation should explain any technique that is specific to distance or film viewing.

Class 4 - Historical Interpretation: Fabrics and sewing techniques need not be historically accurate, but should attempt to look historical, creating the "effect" of the historical period, rather than reproducing an authentic garment.

Class 5- Historical Reproduction (garment that could have been worn in chosen period): Fabrics must be as historically accurate as possible with available modern textiles. Visible (both inside and outside) sewing and finishing techniques must be historically accurate, but hand-sewing the complete garment is not required. Historical under-garments required to create the accurate historical look should be noted in documentation or included with entry.



Costumer's Guild West, Inc., a non-profit Southern California costuming and education group, welcomes all types of costumers, whether professional or hobbyist, novice or master. www.costumersguild.org

Costume College® is a one-weekend educational conference on all subjects relating to costuming and clothing. www.costumecollege.net