



THE ICG NEWSLETTER

Published by the International Costumers Guild
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Volume 6, Issue 6 - Holiday 2007

President's Message

We got steam heat, baby!

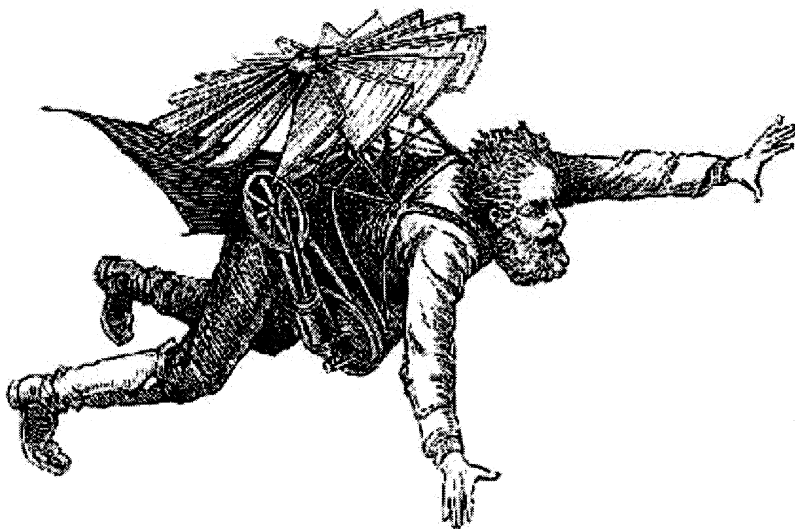
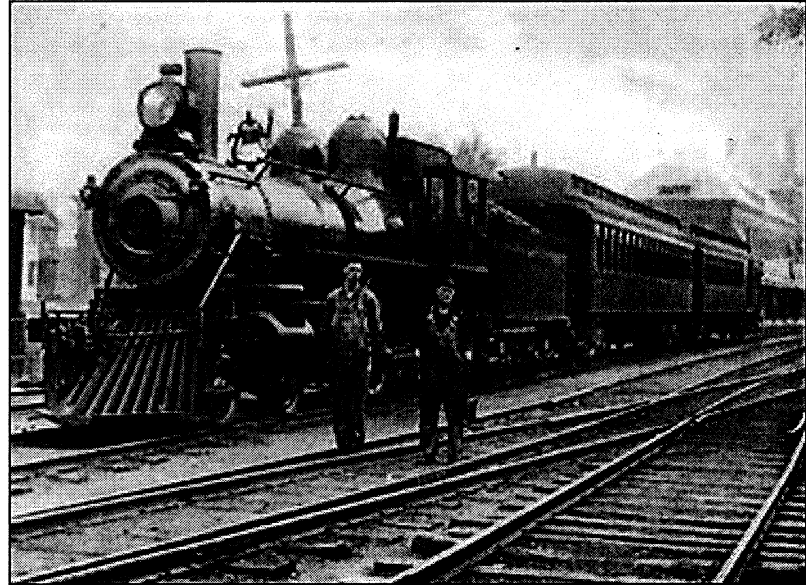
So the latest, biggest, new costumer-friendly trend is Steampunk, which will probably be passé real soon now. A large two-part article on Steampunk starts in this newsletter issue, so I won't even begin to try and explain – just read the article. And before this it was... can't remember?

Well, that's the way it is with trends – one day you're Animé & Cosplay with tens of thousands of people at a single convention and the next you're the only Klingon at the party. Sad, really, 'cause you spent a lot of time & money on that costume. And darn it, you liked being a Klingon.

So what do you do when your favorite "next great thing" is out of style? You can try to see if you'll fit into the new trend. Is there really a place for you amidst all the young and firm (but infinitely less skilled) in your new playground? I say yes: even if it's not one of the main characters, why shouldn't you have fun too? There's bound to be minor characters that you might like. Or you can create your own character that simply fits into that reality.

Or you can wait for the next bus. Sure, Superheroes are all the rage now but your spandex allergy just won't let you play. Wait awhile. As we say here in St. Louis: "Don't like the weather? Stick around, it'll change". Popular costume trends are just like that. A few months, another movie, a hot new TV show/book/computer game or simply a change of season (hot weather affect your outfit choice much?); there'll be something new & tantalizing coming along soon.

Or you can still kick it old school. Keep doing that Klingon/Star Wars/Pirate/Snow Queen. After all, you still like it, it still fits and you intend to wear it until it falls apart. Good for you, you don't have to be trendy. And attitude counts for a lot in costuming; if you love it & really wear it then nobody can say you should be doing something else just 'cause it's new.



My point? Costuming is about choices; what do you want to wear and who do you want to be today? Like any fashion choice, "what costume will I wear today" is heavily influenced by what is perceived as edgy and current. Some costumers hop on the trend-train faster than others. They have a new costume for every new craze and a closetful of outdated outfits. Others pick a style and stick with it; maybe it's flattering, maybe it reminds them of a good time in their lives. Some of us like to be cutting edge but want to still love the golden-oldies. And that's good too.

So where do you think the next trend will come from?

Nora Mai, ICG President

(Ed: Note: Train photo taken by Fred Dye)

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ICG Web Site: www.costume.org

Membership Report as of November 13, 2007

Chapter Name	Chapter Members (Primary)	Last Updated
Armed Costumers Guild	24	July 2007
Beyond Reality	39	July 2007
Chicagoland	8	February 2007
CG Western Penn	10	March 2007
Dallas/Fort Worth	17	November 2007
Fiber Fantasy Artists	6	September 2007
Greater Columbia	21	July 2007
Greater Delaware Valley	6	June 2007
Middle Tennessee	11	May 2007
New Jersey/New York	27	November 2007
Northern Lights	36	November 2007
SiliconWeb	50	November 2007
Southeastern	15	October 2007
Southwest	22	November 2007
St. Louis	40	November 2007
Utah	11	July 2007
TOTAL	317	

ICG Membership Benefits

Your ICG membership benefits include voting rights and a subscription to this newsletter. Chapters that fail to report their members and submit their dues run the risk of being deactivated. Members of deactivated Chapters who wish to participate in activities as ICG members must join an active Chapter of the ICG.

ICG Email Mailing Lists

ICG-D@yahoogroups.com (General Discussion)
ICG-BOD@yahoogroups.com (Board & Officers)

ICG-D is open to everyone, including non-members. Instructions for subscribing to any of the ICG email mailing lists can be found at this URL:

help.yahoo.com/help/us/groups/groups-19.html

Publication Specifications/Advertising

Deadline to receive materials or advertising for print: The 1st of the month prior to publication. Further, updated information will be included in the next issue. Please get us your submissions and advertisements for the next issue by no later than January 1, 2007.

Electronic Submissions

Electronic submissions must be at least 300 dpi resolution. Material may be formatted as follows: text, RTF, MS Word or Corel WordPerfect. Sorry, we can't accept .txt format. Graphics at 300 dpi resolution in GIF, JPG or TIF. Email to icg-newsletter@costume.org. Please contact us first before sending attachments in email - we're sensitive to viruses!

Hard Copy Submissions (if absolutely necessary)

Send by snail mail to *The ICG Newsletter* address listed on page three of this issue. We reserve the right to retain all hard copy unless accompanied by a SASE.

Advertising Rates

Ad rates for The ICG Newsletter are per issue. Please make payment to The ICG, Inc. and send with advertising copy to *The ICG Newsletter* (email address above). Ads received without payment will not be published. Advertising revenues are used to defray the cost of mailing the newsletter. Additional proceeds benefit the International Costumers' Guild, Inc.

Ad Size	Member Rates	Non-Member Rates
Full Page	\$60	\$120
Half-Page	\$30	\$60
Quarter Page	\$15	\$30
Eighth Page (Business Card)	\$7.50	\$15
Classified Ads	Free	50 cents/word

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Message from the Costume-Con 26 Future Fashion Folio

Never know quite what to make for your next costume?
Want to see a preview of what you'll be seeing on the catwalk at Costume Con 26?
The Future Fashion Folio for CC26 will be hitting the mail shortly!!

This year we've had some amazing entries come in. Our cover is by a newcomer, a middle-schooler from China. I think you'll agree with me that she's a force to be reckoned with and that we'll be seeing her couture designs for many years to come.

We also have a stunning Evil Genius design from another newcomer, a fashion student from India. There are also submissions from some familiar names, including a few that we've missed and are happy to see back.

We had several special categories to start with, and a few more that kind of invented themselves based upon the entries we received. Alien Santa Claus' anyone?

Don't have time for an entire outfit? Don't forget that the Single Pattern Contest has a lovely hat pattern from Lynn McMasters (get it at <http://lynnmcmasters.com/wellington.html>). The team that will actually put on the show has added another Single Pattern option that is in keeping with our Seussian and Evil theme.

With 84 pages of designs (and a stunning color cover!) there's bound to be something here to get your creative juices flowing. Whether you're looking for ideas for dressing the small army you're raising, or an outfit to wear on Mulberry Street, the Future Fashion Folio has something for you. Visit www.cc26.info to register!



We're all going . . . are you?



Costume-Con 26

Adventures in the Costume Continuum!

April 25-28, 2008, San Jose CA

Visit us & register: www.CC26.info

email: info@CC26



A Con is Born!!!

(Ed Note: Ahhh, as a mom myself, I just love getting birth announcements in the mail! Here's one, not for a baby so much, as a brand spanking new convention - no, Henry, not that kind of spanking!) Please lend these lovely-sounding folks in Kentucky all the support you can!)

Hi - My name is Cindy Webb. I am a committee volunteer for a Sci/Fi/Fantasy convention called Conglomeration in Louisville, KY. In years past our convention has been in August and always seemed to land the week before, on or the week after Gencon. After much deliberation we felt it would be best to move our convention to April 18 - 20th in 2008. We have received a great response in doing so.



At this time I am sending out an invite to all costumers within a one to six hour radius of our convention. We are working hard to bring our members informative costuming panels, a competitive hall costume contest, a masquerade contest and more. We are working with a few different costuming companies in our area and online to provide the winners with gift certificates to their dealers tables or online stores. We will be emailing again in the future to give updates to interested parties.

We would appreciate it if you would pass the word along to any of your members that you feel would be interested. Please visit www.conglomeration.org to find out membership and hotel prices.

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Steampunk: The Next Costuming Wave?

by Bruce Mai



If you're a science fiction fan and try to stay plugged into the popular culture, you might have heard of the term "Steampunk," which evolved from the more familiar Cyberpunk genre. Where Cyberpunk is focused on the computer-embedded future, Steampunk's place is in the past. The term was first coined

by author K.W. Jeter in 1987, who said in a letter to *Locus* magazine, "Personally, I think Victorian fantasies are going to be the next big thing, as long as we can come up with a fitting collective term for [authors Tim Powers, James P. Blaylock] and myself. Something based on the appropriate technology of the era: 'steampunks,' perhaps...."

While stories set in the past have been part of the SF landscape for a long time, there could be a new surge of interest in pseudo-historical costuming with the imminent release of the movie "The Golden Compass." The story, an adaptation of the novel by Phillip Pullman, takes place in an alternate universe where magic exists alongside a society and technology resembling the early 20th century.

The best way to describe the sub-genre is pulp science fiction set in the Victorian era. While Jules Verne, HG Wells, and their contemporaries are not considered the originators of Steampunk, their stories are a direct influence. The generally accepted setting is from the beginning of the 1800s until WWI. It is most identified with, but not limited to, British culture. Recent movies with a Steampunk theme include "The League of Extraordinary Gentlemen" and the anime feature "Steamboy." Television shows like "The Wild Wild West," and the short-lived Sci-Fi Channel

series, "The Secret Adventures of Jules Verne," with their plethora of gadgets, are prime examples.

Steampunk is not so much about being historically accurate – rather, it's about evoking the period. Think alternate history. With over a hundred years of fashion to choose from, the costuming possibilities are endless. You can mix and match styles from the 19th and early 20th centuries. Generally speaking, men's clothing choices include dusters, frock coats, bowlers and top hats (and lab coats, to a lesser extent). Beyond the established dresses of the 1800s, ladies have opportunities to cross-dress in tuxedos, dusters, newsboys' outfits and mechanics' overalls, to name just a few.

The main thing that identifies a costume as Steampunk are the accessories. Otherwise, it's just a faux-historical outfit. The distinguishing feature to most accessories is that they are typically over-sized, contain cogs and gears, and may be held together with rivets. There is no miniaturization. Common accessories include anachronistic-looking weapons, especially ray-guns, and possibly gas masks, but it seems that every costume **MUST** have a good pair of goggles (steam power is a grimy business, after all). Electrically-powered equipment is present, but de-emphasized. Props appear to be made from materials common to the 19th century: brass, wood, leather, etc., whether actually made from with those materials or not. Examples are almost always constructed of found objects. (It should be noted that "Steampunk" is already becoming a catch-all description for just about any clothing, device, decoration, etc. that is odd or anachronistic-looking [read: not sleek].) (Continued on Page 6)

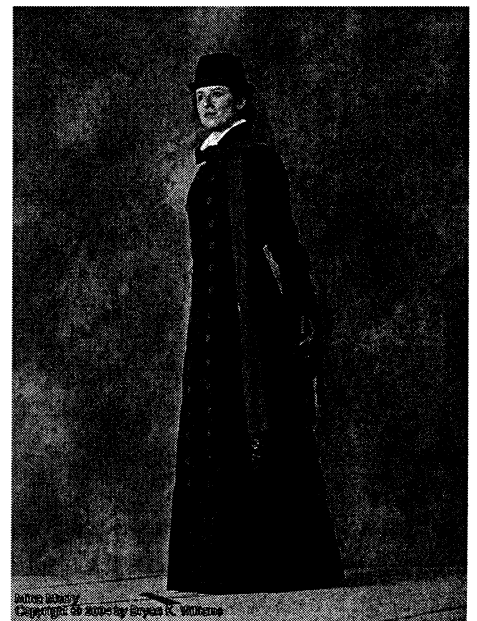


Photo by
Copyright © 2006 by Bruce K. Williams

(Steampunk, Continued from Page 5)

So - where to start? There are three major website resources that provide information on just about anything you're curious about.

The Brass Goggles blog: <http://www.brassgoggles.co.uk/brassgoggles/>. Entries by the owner are posted every few days or so on various topic deemed genre-relevant. Recent subjects have been about Steampunk-themed events, outstanding examples of props, books, other websites, videos, and so on. A separate column on the page links to other websites of interest. It is also attached to The Steampunk Forum.

The Aether Emporium Wikipaedia: <http://etheremporium.pbwiki.com/Wiki>. Features interviews with prominent artists and community members, along with links to resource categories.

Steampunkopaedia by Retrostacha: <http://steampunk.republika.pl/arch/opedia.html>. This Polish site had been closed, but was recently re-opened earlier this year. The English language pages are somewhat out-of-date, but it is still probably the grand-daddy of all Steampunk resources websites. The real danger here is getting a bit overwhelmed with its exhaustive list of lists and links.

Steampunk Magazine: <http://www.steampunkmagazine.com/>. An on-line magazine you can download for free or have sent to you through the mail for a modest \$3. The third issue was released in October. Roughly 40 pages long, article topics have included men's beard styles, short stories, an aviator's hat pattern and interviews with people who make props, musicians, etc.

(Next time: A look at the rapidly growing Steampunk community.)

(Editor's Notes: Thanks very much go to Jay Hartlove and the unidentified photographer of him as Captain Nemo; to Dany Slone, photographed in her award-winner reproduction of Mina from the League of Evil Gentlemen - copyright Bryan K. Williams.)

**The Traveling Academy of Unnatural Science
is proud to announce a
Soiree of Monumental Proportions!!!**

Featuring the aspects of steam-inspired fantasy, including the 3-story Victorian on wheels (Neverwas Haul), Kinetic Steamworks and their traction engines, lectures by esteemed members of the Academy, demonstrations of heavier than air steam flight, non-electrified music, and Victorian-era costumes and entertainment, plus exhibits of krypto-zoology by the illustrious professor, David Apocalypse.

Come one and all this March to our Steampunk Event of 2008 date to be announced soon, but please stay tuned by checking our website www.neverwashaul.com or emailing kathytuckerjsj@comcast.net.

Get out your flying corsets!"

(Note: Neverwas Haul Photo Copyright 2006 Waglit Jim)



CHAPTER NEWS FROM THROUGHOUT SEVEN SEAS

(Arrrrrrrr!)

Report from the St. Louis Costumers Guild: Fall Quarter

After the competition frenzy of NASFiC back in August, the SLUTs laid low for a bit before venturing out to the second annual St. Louis Pirate Festival (<http://stlpiratefest.com/>). The event appeared to be well on its way towards success, run by the same group responsible for the Greater St. Louis Renaissance Festival (having completed it's ninth season this year). Next year, we have tentative plans to bring the entire pirate crew of the good ship The Drunken Iguana to eat, drink and generally make a spectacle of themselves.

Our next project for some of our members has a Steampunk theme. To get us into the mood, we have a movie day in December planned to watch some representative examples for both inspiration and amusement. Sometime in March 2008, we intend to have a photo shoot to record everyone's efforts. More on that next time, it's going to be VERY cool!



**THE INTERNATIONAL COSTUMERS GUILD
(COMING SOON TO A GALAXY NEAR YOU!)**

Armed Costumers Guild**ACG**

2705 North Shepard Avenue
Milwaukee, WI 53211
ICG Board Representative: Henry Osier

Beyond Reality Costumers Guild**BRCG**

650 NW 76th St
Seattle, WA 98117-4044
<http://www.brcg.org/>
Contact: Vicki Glover
ICG Board Representative: Kate McClure

Chicagoland Costumers Guild**The Chicago M.O.B.**

c/o Barbara Wright
1926 N. Maple Avenue
Arlington Heights, IL 60004
<http://chicostume.org>
Contact: Barbara Wright
ICG Board Representative: Val Roberts

Costumer's Guild of Western Pennsylvania

1619 Beechwood Blvd
Pittsburgh, PA 15217
Contact: Igor Roussanoff
ICG Board Representative: Igor Roussanoff

Dallas/Ft. Worth Costumers Guild

c/o Maggie Smith
5925 Forest Lane, Suite 505
Dallas, TX 75230
<http://www.dfwcg.org>
Contact: Jennifer Thompson
ICG Board Representative: Jennifer Thompson

Denver Costume and Cosplay Society

www.denvercostuming.org
Contact: Mike Bruno, President, ICG Board Representative

Fibre Fantasy Artists of Canada

c/o Dawn McKechnie
2001 Bonnymede Drive
Suite 148, Building 2
Mississauga, ON L5J 4H8
Canada
Contact: Dawn McKechnie
ICG Board Representative: Dawn McKechnie

The Greater Columbia Fantasy Costumer's Guild**GCFCG**

Post Office Box 683
Columbia, MD 21045
Contact: gcfcg@yahoo.com
ICG Board Representative: Ann Hamilton

The Greater Delaware Valley Costumers' Guild

c/o Sandy Swank Chapter President
246 West Upsal St F-303
Philadelphia, PA 19119-3229
<http://dvcg.bravehost.com/>
Contact: Sandy Swank
ICG Board Representative: Sandy Swank

Middle Tennessee Costumers Guild

7439 Highway 70 South #254
Nashville, TN 37221
Contact: Dennyse Hammen
ICG Board Representative: Dennyse Hammen

NJ/NY Costumers' Guild - Sick Pups

c/o Elaine Mami
1973 Pine Ridge
Bushkill, PA 18324
<http://www.sickpups.or/>
Contact: Elaine Mami
ICG Board Representative: Dora Buck

Northern Lights Costumers Guild

c/o Susan Smith
1 Glen Meadow Road
Franklin, MA 02038
<http://www.northernlights.pothole.com/>
Contact: Susan Smith
ICG Board Representative: Janice Dallas

The St. Louis Costumers Guild**The St Louis Ubiquitous Tailoring Society (SLUTS)**

c/o Bruce Mai
7835 Milan
University City, MO 63130
<http://www.casamai.com/slcg/index.html>
Contact: Bruce Mai
ICG Board Representative: Bruce Mai

Silicon Web Costumers Guild,**The Virtual Costumers Guild**

c/o Carole Parker
630 Barnsley Way
Sunnyvale, CA 94087
<http://www.siwcostumers.org/>
Contact: Jeanine Swick
ICG Board Representative: Aurora Celeste

The Southeastern Costumers' Society**"The SECS Fiends"**

c/o Michelle Belle Isle
336 Jordan Drive
Tucker, GA 30084
<http://www.secsfiends.org/>
Contact: Marissa Wronka
ICG Board Representative: Marissa Wronka

Southwest Costumers Guild (SWCG)

PO Box 39504
Phoenix, AZ 85069-9504
<http://www.southwestcostumersguild.org/>
Contact: Randall Whitlock
ICG Board Representative: Lyn Jeppesen

Utah Costumers' Guild - The Sew-and-Sewzz (UCG)

289 W. Hidden Hollow Drive
Orem, UT 84058-7552
Contact: utahguild@aol.com

EDITOR'S MESSAGE

So, it's happened. We were afraid it would, here in the Hartlove household. But I insisted we could hold it off for a while longer. "No, honey," I assured my husband. "I *can* do it all – I swear!"

I think it was the swearing that gave me away, though. In several languages, including I am proud to report, Turkish.

But it's true – in tidying up our study ("Honey, have you seen the cat?"), putting away mountains of laundry ("Oh, *there* she is!"), chasing children around the house ("Bye-bye, kitty!"), starting a new job, and getting a freelance writing career off the ground ("It's ALIVE!!!!!!"), and despite the invaluable assistance of the Newsletter Editorial Board as it stood, I ran out of time for the newsletter.

It's been a real treat, putting together the newsletter for the past two years with the Editorial Board. The job has given us at the newsletter an excuse to contact people we would never have had a chance to speak with otherwise ("Hello, Brad? It's Denisen. No, sorry, not Angelina. Yes, I know your number's unlisted, but I have this great idea for an article I'd like you to write – hello? Hello???"), a soapbox for our pet issues ("Violins on TV, a Growing Epidemic!"), and something to do with our free Saturday night(s), after tidying the study, putting away laundry, chasing children around the house, starting a new job and getting a freelance writing career off the ground, not necessarily in that order.

But now it's time to bring in some new blood. Kathleen David has graciously agreed to join the ICG Newsletter Editorial Board, and help us all keep the newsletters going. Kathleen has experience putting together newsletters for other groups as well, so expect to be hearing her voice through emails, telephone lines, and for those of you who may be more connected than others, your cavity fillings, with new article ideas, assignments, and maybe even some format changes.

Meanwhile, no Editor's Message is complete without a long list of thank yous. First of all, thanks to the Editorial Board for their hard work, spell and grammar checking, idea generating and ego boosting. The Editorial Board consists of Nora Mai, Bruce MacDermott, Carole Parker, Dora Buck, and now Kathleen David. Additional thanks specific to this issue go to Bruce and Nora Mai, Dany Slone, Jay Hartlove, Fred Dye, Bob Cudmore, Paul Larner, Bryan K. Williams, and Alys Hay.

This issue is full of exciting information and news – the first of a two-parter by Bruce Mai on Steampunk is here, along with the SLCG's latest news and events, articles from two exciting conventions taking place on both coasts of the U.S. in April of 2008, and, if you're living in or planning to visit the San Francisco Bay Area in the near future, news of a fascinating event in March 2008 brought to us by the creators of the Neverwas Haul.

So happy holidays, everyone! Whether you celebrate Christmas or Chanukah, Kwanzaa or Solstice, have a wonderful holiday season, and, as with every year, here's our hopes that your upcoming year brings untold joys, and your fondest dreams to life!

Denisen Hartlove

ICG Newsletter Editor



NEXT NEWSLETTER DEADLINE: JANUARY 2, 2008
SUBMIT EARLY, SUBMIT OFTEN

THE ICG NEWSLETTER

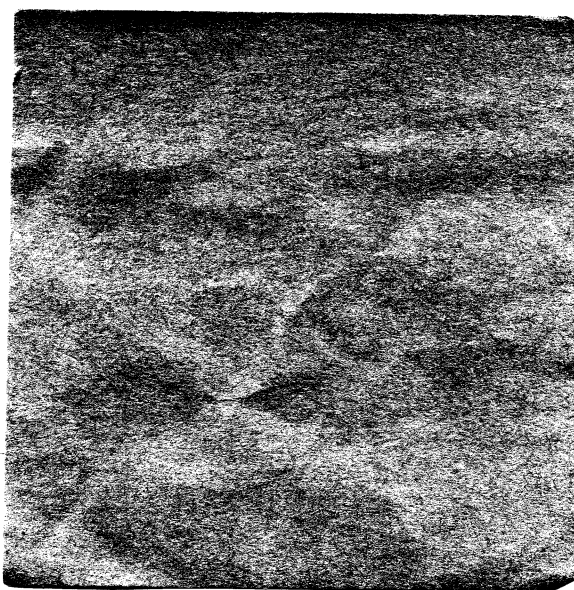


Holiday 2007

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