



THE ICG NEWSLETTER

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Volume 6, Issue 6 - Holiday 2007

President's Message

We got steam heat, baby!

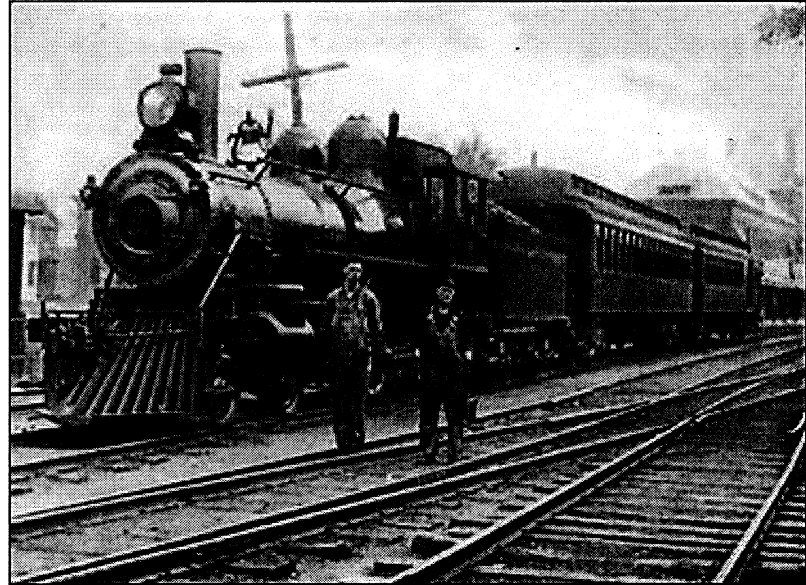
So the latest, biggest, new costumer-friendly trend is Steampunk, which will probably be passé real soon now. A large two-part article on Steampunk starts in this newsletter issue, so I won't even begin to try and explain – just read the article. And before this it was... can't remember?

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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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)

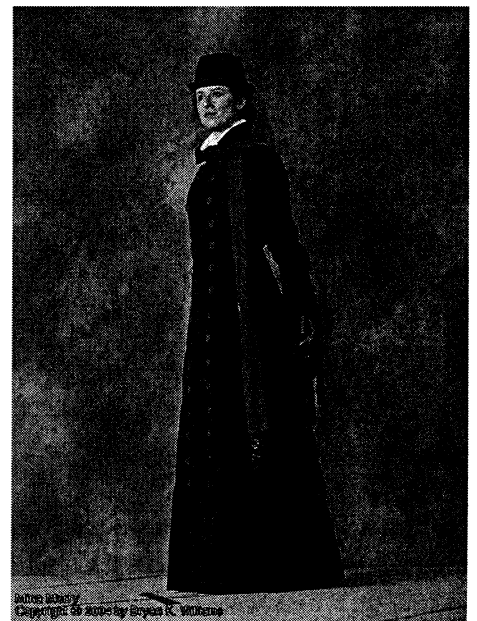


Photo by
Copyright © 2006 by Bruce K. Williams

(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
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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)



