



# Glitz & Glitter

Mid-November 2001

## FROM YOUR LOCAL PRESIDENT

BY MICHAEL BRUNO, PRESIDENT

Well, another month behind us, and the year's almost over.

Last month's meeting was our Halloween Party. It was lightly attended, but I think we all had an enjoyable time. We watched some Masquerade Videos, Costume Con 17 and World Con '93. We also discussed some future ideas for the Guild, more on those later. Those attending were our host, Vandy, myself, Daren, Dave, and our new member Amanda Berman and her parents. Things wrapped up about 11 pm.

The topics we discussed were the idea for a mascot. We're currently represented by a group of characters created by Vandy, but I feel it would be nice if we could narrow it down to a single Mascot. My idea was for the Millennium Millipede. I'm sorry, but I didn't take notes and don't remember if there were any other suggestions. I would also like to see us develop our own costuming award, to be given at local conventions, as well as any other conventions the people may travel to. I would like to see an award for Novice Presentation. Other groups have Novice awards, but I don't think there are any specifically for Presentation. The purpose of the award would be to not only reward and inspire new costumers, but also to promote the Guild. We discussed several possibilities for a name for the award as well as what it should look like. Continuing with my Millennium Millipede idea, the each award would be a segment of the Millipede, building the future of costuming. I remember that Vandy and Dave had ideas, based on the Rocky Flats; I'll let them elaborate in the future.

I'd like as many people as possible to submit their ideas on these topics, so that we can vote on them early next year, probably March.

We also discussed the newsletter. When we established our dues in March of this year, we didn't really have a newsletter, other than I'd try to at least mail out a single page of information each month. We've now grown to, on average, an eight page newsletter each month. Currently, the dues that we collect for the local chapter (\$4) are enough to cover postage. Up until last month, that is all that we were paying; however, we are now paying for printing as well. Currently, to print and mail an eight page newsletter, it costs about \$1 per issue. We need to decide soon, how to handle the situation. Either, raise the membership rate to include the cost of the newsletter to probably \$20/year, or add a separate subscription rate of \$12/year for the newsletter. That would put our level of dues on par with most other ICG chapters. Personally, I think that we have a pretty good newsletter, but it could be better with more submissions from members. Please contact me with your views as soon as possible, we need to make a decision soon.

I strongly encourage all current members to respond to me on these topics. It's not my guild, it's our and it's only what you make of it. We are currently operating on the input of only a handful of members.

I'd also like to start looking for a replacement as President of the Guild. I think that we have several enthusiastic and capable individuals. I also foresee that next year, I may be devoting more time next year to the SCA, not that I intend to neglect the Guild, but I feel that a change could be good for us.

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### Special points of interest:

- Convention Report: MileHi Con
- How To . . .
- Message of the ICG President herself!
- All the latest on Guild activities

# ICG PRESIDENT'S MESSAGE FOR NOVEMBER

BY DARLA KRUGER

November 2001 ICG President's Message Hello everyone. I hope your Halloween was both fun and safe. I also hope my message this month finds everyone getting their lives back to normal. I know things have been tough. I myself have been known to phase out once in a while, but I'm finding things getting better.

As promised, I have a special offer for all ICG members. Recently, I was contacted by a wonderful publisher about a book deal just for us. Boydell & Brewer [<http://www.boydell.co.uk/>] publishes some amazing books on historical clothing subjects. Their specialty is the Medieval period, but apparently they'll be expanding their costume book list beyond just this particular subject. For now, however, they've offered all their costuming titles to us at a 25% discount. They sent us a copy of one of their more recent titles, "Textiles and Clothing, c. 1150-c. 1450." Jess Miller is presently reading it and will review the book for us. So far, she says it's amazing. I'm looking forward to hearing what Jess has to say. In the meantime, I'm including a copy of Boydell & Brewer's flier with their book titles and descriptions, prices, and order forms with the hard copy of this message. I'm asking all the chapters of the ICG to please include a copy of this flier with your newsletters so all ICG members may receive this benefit. This is a great opportunity to take advantage of being an ICG member and I hope you all enjoy this perk.

This isn't the end of our search for added ICG membership benefits. I can't promise, but we're working on another book publisher who has a much wider range of subject matters in the costuming field, and we're even approaching an on-line fabric dealer to try and get special discounts for our members. We'll let you know as more companies come forward with special offers.

Darla Kruger President, ICG

# CONVENTION REPORT: MILEHI CON 33

BY MICHAEL

Well, with the exception of the Masquerade starting 30 minutes late and judging somehow taking incredibly long, I'd say that the costuming portion of MileHi Con was a resounding success.

I'd like to start by thanking all those guild members and friends who helped out, Vandy Vandervort, Robbi and Curtis Dyer, Pierre and Sandy Pettinger, Dave Kinnaman, Greg Bradt, Linda Peterson, Andrea Wernz-Hurt, Chris and Kimberly Rose, Melissa Scheel, Tori Schneider, David Hang and other volunteers. (I hope I'm not forgetting anyone.)

Starting on Friday night, the Costumer's Party seemed to go well. We watched the Masquerade Videos from Worldcon '98 and '00 as well as a mixed masquerade tape that I've compiled. Over the course of the night, we cycled about 3 dozen people through my room. I definitely think we should do it again next year. We also had one new member pay her dues at the party, Amanda Berman. I hope everyone makes her feel welcome.

Saturday, as usual was my busy day. Masquerade Registration opened at 10 am in conjunction with the Costume Display in the Art Show and the first Costume panel of the day. All of the costuming panels that I arranged seemed to go very well, and seemed to be well received by the attendees. All of the panels had at least a dozen people attending. The Needles and Sequins panel on Sunday had the most people, filling the small room it was in. Over all, the Costuming from Art tour of the Art Show was the most popular. People were in the Art Show waiting for it start before 11 am on Saturday.

As mentioned earlier, the Masquerade went on 30 minutes late with a total of 20 entries. I think I just got overwhelmed the last hour before showtime with details. I definitely think that I need an assistant for next year. Any volunteers?

The complete running list and awards from the Masquerade are as follows:

## MileHi Con 33 Masquerade

There were a total of 20 entries: 9 Junior, 11 Adult (3 Advanced, 8 Novice)

Masquerade Director and MC: Michael Bruno

Judges: Kimberly Jewell  
Linda Peterson  
Tri-Destiny (Gentry, Paige & Kat Leigh)

# MILEHI CON

BY MICHAEL

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## Entry/Division

#1/Jr Vampire Princess  
Kyria Dane

#2/Jr Dinosaur  
Darrion Dane

#3/Jr Tweety Bird  
Samantha Dane

#4/Jr Grease Lightning  
Sarah Starsky

#5/Jr Punk  
Jenny Buck

#6/Jr Kat Goddiss  
Jessica McCormick

#7/Jr Child's Regency Dress  
Rachel Sartucci

#8/Jr Card Captors  
Eryn Lucas

#9/Jr First Year Student at Hogwarts  
Gregory Sartucci

#10/N Starchild Little Miss Muffet (incorrectly signed up as Little Bo Peep)  
Gail Barton

#11/N A Child of the Night  
Amanda Berman

#12/N Riff Raff  
Scott Sworts

#13/A Sasami – A Japanese Schoolgirl  
Alicia Faires

#14/N General Koyotl  
Luke Dutka

#15/N 'Pau Zphoto Zhaan  
Marissa Schuster

#16/A L'Esprit de Richelieu  
Pierre Pettinger  
Sandy Pettinger

#17/N Buffy the Vampire Slayer  
Dean Rhoadarmer  
Lannie & Veronica

#18/N The Maiden, The Mother and The Crone  
Catherine Grotta  
Merida Richardson  
Lassira Richardson

# MILEHI CON

BY MICHAEL

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#19/N Qui Gon Volg  
Joe Greene

#20/A Yume No Senshi  
Andrea Wernz-Hurt  
Kimberly Rose  
Chris Rose  
Melissa Scheel  
Tori Schneider

## Awards

### Young Fan Awards

Most Magical: First Year Student at Hogwarts  
Gregory Sartucci

Electric Presentation: Card Captors  
Eryn Lucas

Sweet Elegance: Child's Regency Dress  
Rachel Sartucci

Most Purrr-ecious: Kat Goddiss  
Jessica McCormick

Scariest Mask: Punk  
Jenny Buck

Most Retro: Grease Lightning  
Sarah Starsky

Total Package: Tweety Bird  
Samantha Dane

Scariest Growl: Dinosaur  
Darrion Dane

Best Hiss: Vampire Princess  
Kyria Dane

### Adult Awards

Best in Show: Yume No Senshi  
Andrea Wernz-Hurt  
Kimberly Rose  
Chris Rose  
Melissa Scheel  
Tori Schneider

Audience Favorite: 'Pau Zhoto Zhaan  
Marissa Schuster

Best in Class Advanced: L'Esprit de Richelieu  
Pierre Pettinger  
Sandy Pettinger

Best in Class Novice: General Koyotl  
Luke Dutka

# MILEHI CON

BY MICHAEL

(Continued from page 4)

## Judges Choice Awards

Make-up and Elegance: 'Pau Zhoto Zhaan  
Marissa Schuster

Future Potential: The Maiden, The Mother and The Crone  
Catherine Grotta  
Merida Richardson  
Lassira Richardson

Performance and Detail: Riff Raff  
Scott Sworts

On Sunday, we still had two costuming panels left, Needles and Sequins, the Masquerade wrap-up, and Anime Costuming 101. Robbi spent a lot of time talking some nice ladies who had entered this year's Masquerade, as their first entry ever. Due to her outreach, we now have two new members in Colorado Springs. I hope everyone has the chance to meet them soon. That brings out total new members gained from MileHi Con to three!

Planning for next year should be fairly light until about May, but start thinking now about any panels we'd like to do. It really helps to get on the Programming schedule early.

## THE DECEMBER MEETING, SATURDAY, DEC 1, 1:00 PM

BY MICHAEL

In honor of our 2 new members who live in Colorado Springs, the December meeting will be held at Michael's house in Colorado Springs, Saturday, December 1, beginning at 1:00 pm. With the holiday season upon us, I'm sure that we're all pretty busy, so this month's meeting will be a simple Stitch-n-Rip. Feel free to bring something to work on, something you may need ideas on or just come to chat. Please bring some munchies to share. We can watch the Westercon Video if people want (it runs on the computer not video, so it's a bit difficult to show).

I strongly encourage anyone one coming from Denver to carpool. Since everyone has a nice, new membership list, it shouldn't be too to set something up. Please let me know if you're planning to come, if you can pick up riders, or if you're looking for a ride. I'll try to hook you up. Phone: 719-321-8651, email: bruno@armyofdorkness.org

### Address:

2980 Roche Dr South  
Colorado Springs, CO 80918  
cell: 719-321-8651

### Directions from Denver:

Take I-25 south to Colorado Springs. On the North side of CS, take exit 150. This is for Academy Blvd and the South AFA (Air Force Academy) entrance. Exit the highway and veer left to the first light. If you go right you will enter the AFA. This is light #1. Turn left at the light, cross over the highway and proceed on Academy Blvd. You will continue on Academy (South) until light #12. The cross street at light #12 is Vickers. There is a Chili's on the left. Turn left at light #12 onto Vickers. Proceed down Vickers (East) until the next light. This is Union. Turn left on Union and head up the hill. Look for a "Speed Limit 40" sign on the right at the top of the hill. That street is Garmish, turn right! After making the right onto Garmish, you will want to take the second left onto Roche Dr South. It comes up fast. The house on the corner on the left is 2910, it has butterflies on it. 2980 is the 8th house on the left in the center of a small cul-de-sac off the main street. The house is tan with brown trim with a large pine tree (CO blue spruce) in the middle of the front yard (it partially obscures the house number).

## FROM THE EDITOR

BY MICHAEL

Clipart by Microsoft. All Articles written by Michael.

Contributions to the newsletter are always welcome. Just imagine what the newsletter could be like if more people contributed.

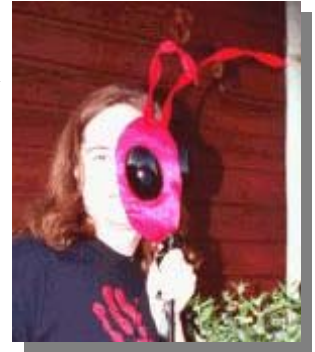
# HOW TO: CONSTRUCTING BUCKRAM MASKS

BY MICHAEL

As there are several SCA events in the near future that are having masked balls, have been doing local SCA costume outreach and teaching mask making. Partly because, I'm also involved in the SCA, and I enjoy making masks. While this technique may not be "period", it could be close and is much closer than simply decorating a plastic mask. This is written from my own process, adapted from what I learned in Judith Rauschfuss' panel at CC16.

To construct Buckram Masks, you will need the following supplies:

- A Styrofoam wig head, with a face
- 1 yard of Milliners Buckram (available at Mill Outlet for \$10.99/yd. Milliners Buckram is coated with a stiffener which will help it to hold it's shape after it's been shaped. Regular Buckram does not have this coating.)
- A bunch of T-pins
- Scissors (not your good fabric scissors)
- X-acto knife
- Large flat container for water (I use plastic storage box about 6" deep.)
- 1 pack fabric wrapped floral wire 22 gauge (available at Hobby Lobby 99c/pack)
- 1/2 yard of Felt or a pre-cut Felt square should work (to line the inside of the mask, should coordinate with your design)
- 1/2 yard of Fabric (foundation for the front of the mask, should coordinate with your design)
- 1 bottle of Tacky Glue (about \$1.50 at Hobby Lobby)
- Several yards of ribbon to tie the mask on
- Dowel rod, 1/4" - 1/2"
- Things to decorate the mask with:
  - feathers
  - fur
  - thinner gauge floral wire
  - flowers
  - fabric
  - paint
  - Model Magic (available at Hobby Lobby \$3.99, if you want to build up a large nose, eyebrows, ears, etc)
  - Etc.



The masks are made from milliner's buckram and formed over a wig head. The finished mask will not be a perfect fit to your own face, but should fit well enough. This is not a fast process and you should probably plan about 4-5 nights to work on it. Please read the instructions thoroughly and estimate your own working speed.

You want to set up your working area before you start, because after you've wet the buckram your hands will be very sticky. You'll need a large workspace, the dining table will be good. Put down some plastic to protect the table, not newspaper, since you're working with water. Set out your wig head and T-pins. This is all you'll need in Phase One. Next put a few inches of warm water in your water container and place it on your work surface. Next cut a piece of buckram big enough to cover the face of the head with about 3 inches all around, while folded in half, so you will have 2 layers.

Next, fold the buckram in half (so there's 2 layers) and float it in the water. The buckram will become very limp when wet. Take it out of the water, wring out the excess and flatten it back out. Next, center it over the face and stretch it across the diagonals and begin to smooth it onto the face. Starting at the nose, push in T-pins to define the line at the bottom of the nose, then do the same around each eye. If you want a defined mouth, do the same along the line between the lips. Next grab the edge of the buckram, pull it tight and smooth, all around the edge, pinning as you go. Be sure to work out all the wrinkles and fold from the center, out

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# BUCKRAM MASKS

BY MICHAEL

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to the edge. It can be done. This line of pins will be roughly the edge of the mask, so make sure you're as far from the "face" as possible.

Next, let it dry overnight. You can speed up this step with a hair dryer. As the buckram dries, it will shrink and tighten up. The loose edge past the pins will be very wrinkled, but the face should be smooth. Next, pull out all of the pins.

This is where you will decide the shape of your mask, half mask or full, smooth on the edge or shaped. Draw the shape you want on the buckram with a pencil. Also draw the shape of the eyeholes and mouth if you want one. If you trace the shape of the eyes on the head, they will be very small. You should probably go at least 1/4" bigger. Now for the hard part, the buckram will be stuck to the head by the stiffener. Slowly and gently, peel up the mask by working your fingers or a small flat object underneath. Try not to just rip it off or turn it inside out.

Now your mask will begin to take shape. First cut out the outline of the mask, then the eye holes and any other holes you may have. You can now try it on to get a feel for how it will look. The mask in this stage will be fairly resilient, but we will improve that. Take your floral wire (22 gauge) or milliners wire and figure out how much you will need to go around the outside with a slight overlap. If you are using floral wire, it only comes in 18" lengths, so, you will most likely use 2 pieces. Plan the overlaps (where 2 pieces of wire meet) to be roughly on the sides. I prefer to sew the wire on with a blanket stitch. I have done it with a zig-zag on the sewing machine, but prefer to do it by hand. Sew the wire all around the outside of the mask, the eyeholes and any other openings you may have. The wire should be at the edge on the backside of the mask

Now, we start decorating. The first step is to put your foundation fabric on the front. Put the mask back onto the head and coat the front of it with Tacky Glue. Then take a piece of fabric and completely cover the front, smoothing it on. Be sure to leave about 1/2" around the outside. Pin it down around the outside and in the eyeholes and let it dry, at least a few hours to overnight. Once the glue is dry, fold the excess onto the back and glue down. Trim and clip around the eyes and fold excess to the back and glue down. Now you can begin decorating your mask. Noses or other protuberances can be molded from the Magic Mold and glued on. The Magic Mold is fairly simple to shape and dries very light weight. Pieces of lighter weight floral wire can be painted and inserted through the mask to make antennae's, whiskers or other affects (leave about 1/2" on the back to glue down). Large beaks

can be cut from buckram, stiffened with wire like the mask and sewn on. The foundation is done, decorate to your hearts content. As you're decorating, think about how you want to wear the mask, tied to your face with ribbons or hand held with a stick. If you decide on ribbons, you will be punching holes on either side of the mask. I try to hide a spot behind the surface decoration where I can punch the holes, through only the foundation, and yet have them hidden.

Once the front of the mask has been decorated, the next step is to line the inside of the mask. I use felt, but anything soft and comfortable on your face should work. Coat the inside of the mask with Tacky Glue. Push the felt into the mask, smoothing it out, then put the mask back onto the head and pin in place until it dries.

The final step is to attach either ribbons to tie it to your head or a stick to hold it. Ties are easy, just use an awl or nail and punch a hole on either side of the mask about 1/4" to 1/2" in from the edge. Fold a length of ribbon (about 2 yards on each side) in half, insert the loop through the hole and then bring the loose ends over the edge and through the loop, pull tight. Depending on how your mask is decorated, you can use several ribbons on each side for more decoration. I've only made one mask on a stick and it didn't work very well, but it was center supported. Putting a stick on one side should be simpler and more stable. Take piece of dowel, whatever size works for you, and decorate to match your mask. I would then try to stitch the dowel to the back of the mask on one side, but you could probably hot glue it.

Now you're finished and should have a fantastic mask to wear to the next ball.

