

## Cosplay Challenge

Cosplay is the practice of dressing to resemble a fictional character from a movie, book, or video game. Cosplay can also depict an original character or a historical character.

Participants in this challenge will construct a cosplay costume. Start with a photo or drawing of the character that inspired the costume. Use any crafting techniques and any materials to make the costume. Pre-made, purchased costume kits, or parts of kits are not allowed. Accessories may be purchased. Do not include real or realistic weapons. The purchased garments may be used as a starting point for the costume (purchased jeans with sewn western shirt and vest; purchased blouse with a handmade poodle skirt and scarf). The costume and its theme must be 4-H appropriate. For instance, you can modify the Wonder Woman outfit to wear pants, tights, or a longer skirt. The participant must be able to walk, sit, and use stairs while in the costume. "DisneyBounding" is not considered Cosplay for this challenge. There is no 4-H project requirement; *any 4-H member may enter this category.*

Please **PRINT CLEARLY!**

Name: \_\_\_\_\_ Club: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: \_\_\_\_\_ Grade: \_\_\_\_\_ Years in 4-H: \_\_\_\_\_

Birth Date: \_\_\_\_\_ Age (as of Dec 31<sup>st</sup>): \_\_\_\_\_

Clothing Leader's Name: \_\_\_\_\_

Phone: \_\_\_\_\_

Did you buy any portion of your garment? \_\_\_\_\_

If yes, what did you purchase?

Why did you choose to make this garment?

## 2020 California 4-H State Fashion Revue - Cosplay Challenge Scorecard

Name \_\_\_\_\_  
 County \_\_\_\_\_  
 Division  Junior: 9-10  Intermediate: 11-13  Senior: 14-19

Placing  Medalist: 25-28  State Winner  
 Blue: 18-24  
 Red: 11-17  
 White: 7-10

	Excellent 4	Very Good 3	Satisfactory 2	Needs Improvement 1	Score
<b>EXHIBITOR</b>					
<b>Self Esteem Poise/Posture</b>	Exhibits confidence. Self assured. Models costume to its best advantage. Good use of gestures and facial expressions.	Confident. Poised and graceful with good posture. Appropriate use of gestures and facial expressions.	Presents costume with some enthusiasm and poise. Limited facial expressions	Appears awkward or ill at ease when presenting costume. Additional practice will help increase confidence.	
<b>Personal presentation/ Grooming</b>	Fresh and well groomed. Neat in appearance. Skin, hair, nails clean and well cared for. Shoes spotless and in good condition.	Well groomed. Neat in appearance. Skin, hair, nails clean. Shoes clean and in good shape.	Neat in appearance. Skin, hair and nails clean. Shoes need attention.	Appearance needs more attention: skin, hair, nails and/or shoes are untidy or soiled.	
<b>Verbal Communication  Interaction with Evaluators</b>	Thorough knowledge of character, construction techniques, care, fabric and fiber content, and cost. Engages confidently with evaluators. Makes full eye contact.	Able to answer questions regarding costume character, care, fabric content, and construction techniques. Engages with evaluators. Makes eye contact.	Basic knowledge of character, construction techniques and care. Limited eye contact and engagement with evaluators.	Able to answer questions with prompting but nervousness prevents further engagement with evaluators. Unfamiliar with costume character.	
<b>COSTUME</b>					
<b>Creativity &amp; Originality</b>	Outstanding vision in character development and costume creation. Unusual and original techniques used to enhance the design. Demonstrates inventive skills.	Good design elements. Creative techniques used in character development and creation of costume. Inventive use of imagination.	Some enhancement to the design. Innovation and imagination lacking in some aspects of the costume and character development.	Little innovation shown in character development, design, detail, or flair of costume.	
<b>Use of Color and Materials</b>	Exceptional use of materials and color, expressing individual personality.	Skillful use of materials and color. The scheme shows innovation.	Materials, texture, and color work together.	Materials and color scheme not compatible with the characteristics of the costume.	
<b>Workmanship as it relates to fit and outside appearance</b>	Well-constructed and will stand up to wear. Construction detail suited to style and materials. Costume fits well and is clean and neat. Learning skills challenged.	Minor construction flaws which do not affect the overall fit, appearance or durability of the costume. Costume is clean and neat. Difficulty of skills at appropriate level.	Construction techniques show. Noticeable defects affect fit, durability and appearance. Relatively easy skills used.	Costume has major defects which detract from overall appearance and fit. Costume shows wear. Learning of new skills not demonstrated.	
<b>Coordinated total look</b>	Costume embodies theme and invites closer inspection. Embellishments and accessories are well coordinated and strongly enhance style and overall look of the costume.	Costume and theme are coordinated. Embellishments and accessories are complement the style and overall look of the costume.	Costume and theme are related. Embellishments and accessories add some interest to costume.	Costume and theme are unrelated. Embellishments and accessories look incomplete. The relative proportion of various design elements is not cohesive.	
<b>EVALUATOR:</b>					<b>TOTAL POINTS</b>

Disqualification: Costume or outfit theme not 4-H appropriate. Outfit uses pre-made costume, purchased costume kit or part(s) of a kit.

Comments: What was especially good about this entry and what could be done to improve it?