



COSPLAY DESIGN

Wednesdays, January 26-April 27 (no class Feb 23 and Apr 6; 12 weeks)

11:15am-12:45pm

Ages 11-14

Students learn about prop engineering, costume design, and special effects associated with being a true cosplayer as they master the science behind bringing to life their favorite science fiction fandoms. Semester ends with our first ever DSC*CON. Laptop or tablet is required for some classes. All lab costs are included in registration fee.

Instructor: Candra Umunna, BSc

Location: STEM Lab (suite 21)

Course fee: \$275 OR \$25/lab

10% sibling discount

Register for full semester or individual labs.

LAB SCHEDULE:

Color Blending - Wednesday, January 26

Students are introduced to color theory and methods of combining stage and special effects makeup to create realistic colors and palettes.

Scars and Scabs - Wednesday, February 2

Students explore how scars, cuts, and scabs can be brought to life utilizing polymers.

Prosthetics - Wednesday, February 9

We investigate the physical characteristics of latex used widely in prosthetic SFX as we practice application techniques.

Digital Effects - Wednesday, February 16

Kids learn the basics of digital SPX application to photos and videos to bring physical cosplay to life. Laptop or tablet is required for this class.

Cosplay Weaponry - Wednesday, March 2

Students learn about designing and engineering prop weapons while exploring low-density building materials that are light-weight but detailed.



Headpieces and Masks - Wednesday, March 9

Students strengthen measuring skills as they examine structural sculpting with everyday materials to create various headpieces and masks.

LEDs - Wednesday, March 16

Students learn about the benefits of LEDs when working with electrical components as they try to incorporate lighting in different props.

Armor and Hardware - Wednesday, March 23

This week, we learn about the properties of heat sensitive EVA foam and try molding and manipulating with metals to form sturdier cosplay outfit accessories.

Cosplay Wigs - Wednesday, March 30

Today, we discuss the characteristics of hair fibers as we work on shaping synthetic hair into sculptural pieces.

Sewing Basics - Wednesday, April 13

Students investigate different textiles and learn the basics of hand sewing as we work on different ways to fabricate items of clothing.

Cosplay Design and Build - Wednesday, April 20

Students have time to design and layout their own cosplay and work on a specific aspect of their outfit based on various scientific principles.

DSC*CON - Wednesday, April 27

Students work to complete their personal cosplay designs and show off their engineering skills and creativity.

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