

# WCS 2018

## Construction report

# FRANCE

## Biohazard Revelations

(Real Name) <b>Eva ALAIME</b>	(Real Name) <b>Léna DESFONTAINES</b>
(Cosplay Name) <b>Annhella</b>	(Cosplay Name) <b>Leena</b>
(Character) <b>Jill VALENTINE</b>	(Character) <b>Jessica SHERAWAT</b>

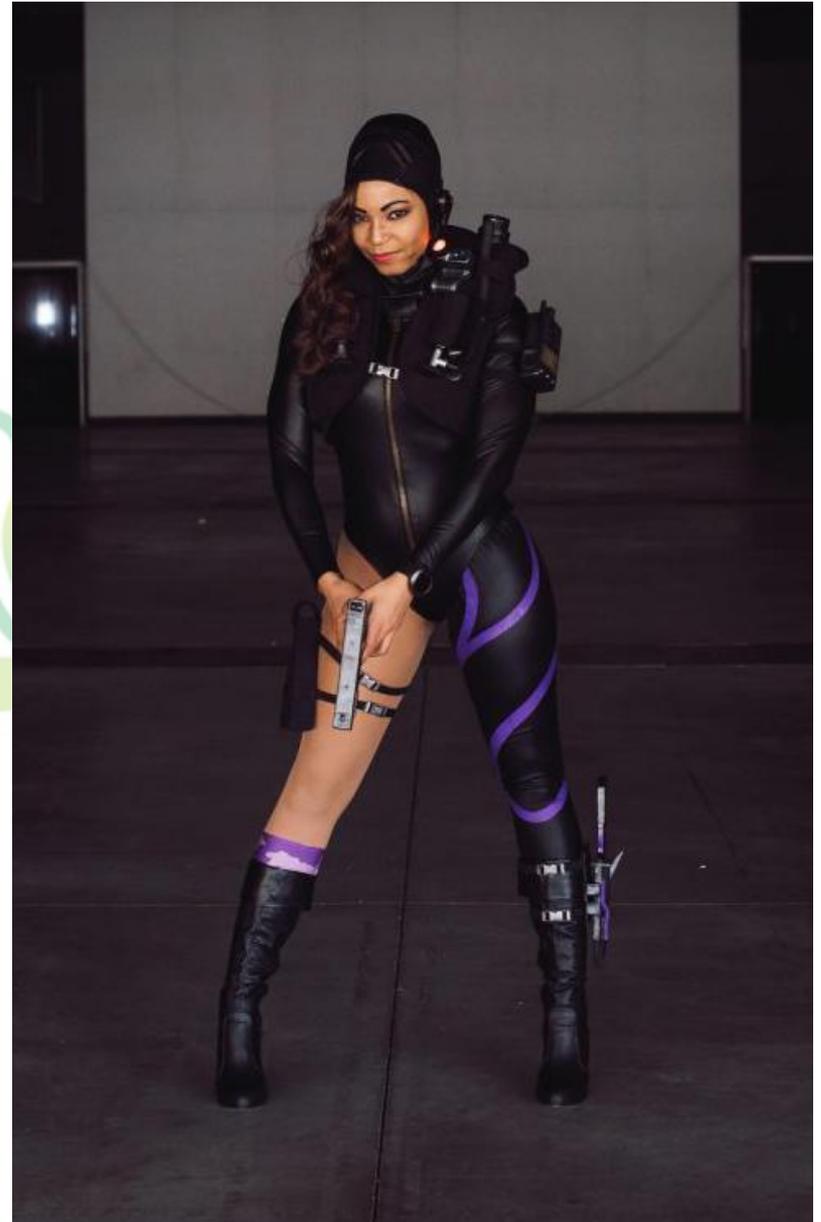
# Overall image 1

Jill VALENTINE



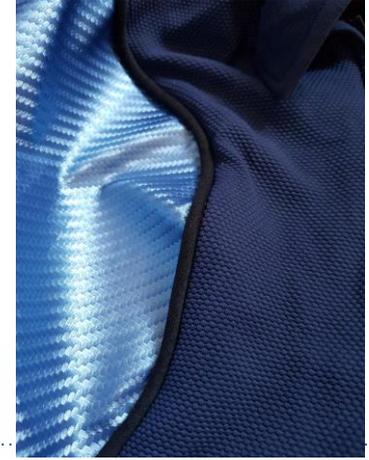
# Overall image 2

JESSICA SHERAWAT



# Costume construction 1

**Jill VALENTINE**



**Materials :** Fabric ( 3 different types on the suit, only one of them is stretch). Foam, worbla, and PETG for vacuum forming.

**Explanation :** - bodysuit made from scratch, with taping pattern. The big pouch is all functional (zippers, different parts, and surprises inside). Each part of the costume, included the fabric ones, are painted with airbrush, to weathering, giving depth and for better color match.

## Costume construction 2

### JESSICA SHERAWAT - FABRIC PARTS



**Materials :** 2 different vinyls, latex, flex.

**Explanation :** As the costume is entirely black, I played on textures using two different glossy vinyls. I used a pattern to sew the body and left leg. I took the liberty of adding yokes on the back to adjust the body. I mounted a biker zipper on the front, which are bigger, and casted those on the back and arms in latex to keep a great freedom of movement. I created my own pattern for the purple drawings on the leg and then used flex, a vinyl thermo adhesive.

# Costume construction (Extra)

**Jill VALENTINE**



**Materials :** wood and aluminium for vacuum forming machine  
ski boots , fabric.

**Explanation :** For those costumes, I specially made a vacuum forming machine, in order to make smooth plastic pieces I used a pair of ski boots, modified the top of it with hand sewing, cut of details, and painted it ( 6 different layers of color).

# Costume construction (Extra)

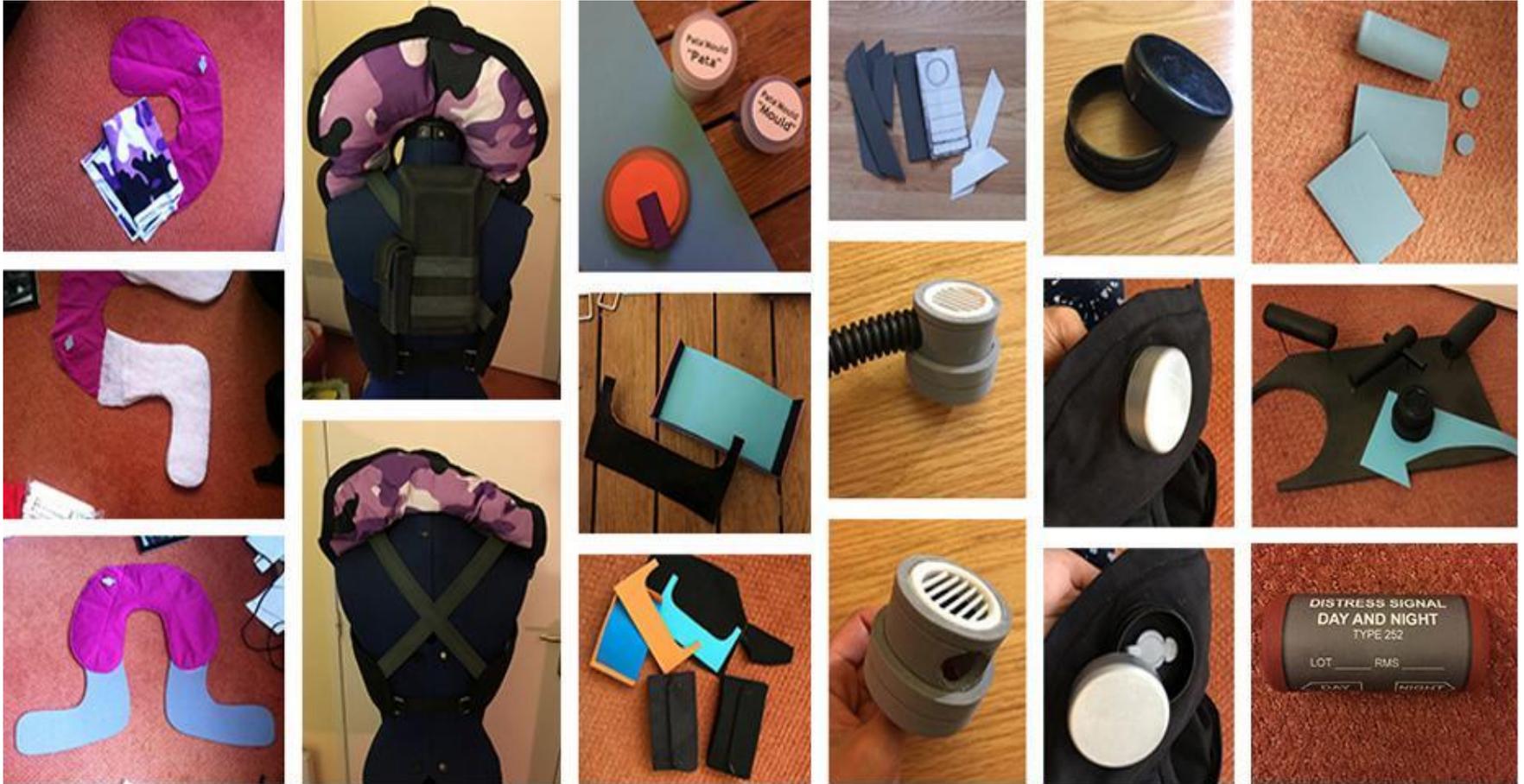


Materials :

Explanation (EX: methods, working period, comments, etc.)

# Costume construction (Extra)

## JESSICA SHERAWAT - SAFETY JACKET

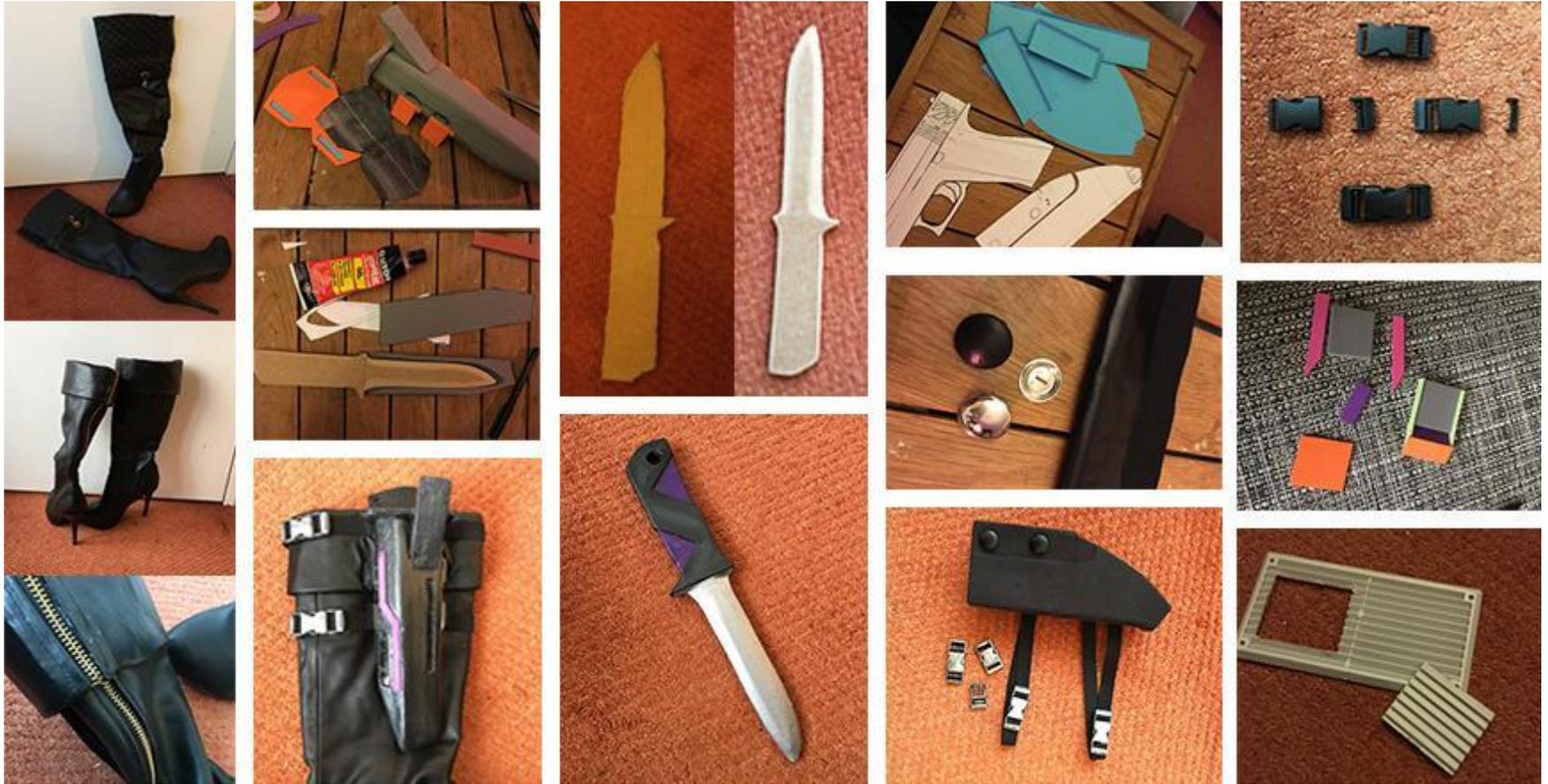


**Materials :** foam, inflatable pillow, fabric, cardboard, plastic.

**Explanation :** to actually inflate my vest, I used an inflatable travel cushion as a base. I then glued it on foam, add some fabric foam and cover it with black fabric. I redesigned the pink camo with photoshop and printed on Lycra. The back pack is foam covered with painted fabric, I molded the button and cast it in resin. Pockets are made with thin foam and cardboard, covered with fabric. The respirator is made in foam and I used an electric cable. The cushion can be accessed by a screw cap I cut from a bottle. The air tanks are made of foam, cardboard and plumbing parts.

# Costume construction (Extra)

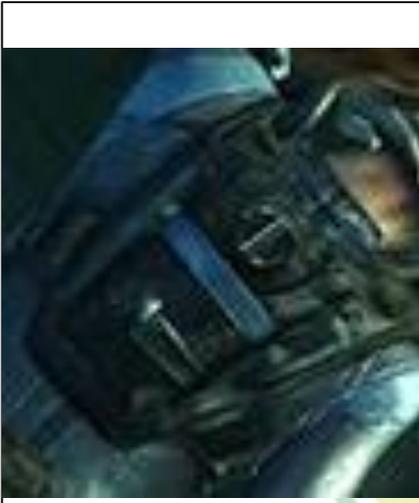
## JESSICA SHERAWAT - BOOTS, KNIFE, HOLSTER, RADIO



**Materials :** foam, fabric, cardboard, plastic, wood.

**Explanation :** I bought thigh high boots and cut the top to replace it with a black vinyl hem. I then split the boots open and sewed zippers. I cut several layers of wood that I stuck together to make the knife. I then sanded it and painted it. I used the knife to draw the scabbard, cut out of cardboard and foam, then painted and fixed on the boot. I made the holster cardboard and foam, covered with fabric. I created double fasteners by cutting and gluing them back. The radio is made out of foam, thin foam and a ventilation grill.

## More details



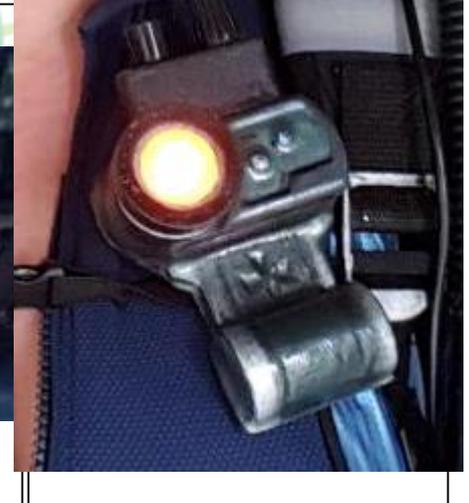
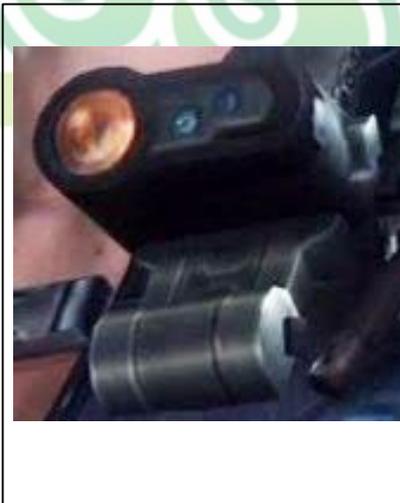
**Backpack :** ( foam, plastics, fabric, metal)  
Structure made with foam, covered of fabric. All parts hand painted. Button made from PETG vacuumed.



**Knife :** ( foam, thermocraft, and PETG)  
Knife base from foam, covered of thermocraft, and PETG.



**Gun pouch :** foamed base, covered of fabric, and painted by hand.



**Camera :** 3D printed base, resin cast and then Vacuumed formed with PETG, and LED system with battery attached.

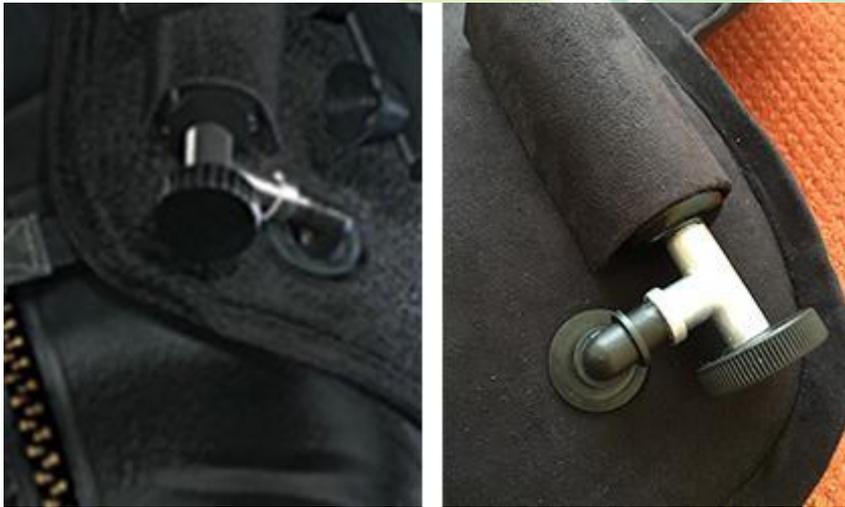
## More details



**Material & Explanation :** the holster is attached to the tights with magnetics, so that I can remove it quickly while changing in zombie.



**Material & Explanation :** the boots are real one I modified to look like the original. I carved the knife from wood and made his scabbard out of foam and cardboard.



**Material & Explanation :** To match realistic pieces, I used plumbing part to make the air suppliers, joints, thumbscrews and copper fitting...



**Material & Explanation :** I used the same fabric as Jill's backpack to add textures. I also painted it to add shadows, like I painted the stripes.

## More details

<p>(Photo of Original Work)</p>	<p>(Detailed Photo of your work)</p>	<p>(Photo of Original Work)</p>	<p>(Detailed Photo of your work)</p>
<p>Material &amp; Explanation :</p>		<p>Material &amp; Explanation :</p>	
<p>(Photo of Original Work)</p>	<p>(Detailed Photo of your work)</p>	<p>(Photo of Original Work)</p>	<p>(Detailed Photo of your work)</p>
<p>Material &amp; Explanation :</p>		<p>Material &amp; Explanation :</p>	

# Hand props 1

Jill VALENTINE

Original Design



Completed



**still work in progress**

# Hand props 2

**JESSICA SHERAWAT**

Original Design



Completed props



# Hand props construction process 2

**JESSICA SHERAWAT**



**Materials :** wood.

**Explanation :** I downloaded the drawing of a Glock 17 and I modified it to match Jessica's Glock 18. Then I printed it, copied it on the wooden board and cut it with the Dremel. I cut several layers to make the empty space for the magazine, then I glued them all together to make the gun. Then I smoothed it with different sand papers. I then primed with Plastidip and finally, I painted it with gray and black paint. I made the laser with a laser diode and cardboard..

# Additional costume (extra)

## RACHEL OOZE

Original Design



Completed props



# Additional costume construction process (extra)

## RACHEL OOZE - THE BODY



**Materials :** vinyl, lycra, latex, silicone, foam.

**Explanation :** I first made a lycra jumpsuit, then added foam to make the prominent breasts and grows on arms and feet. To recreate the skin of the zombie, I chose to use a make up technique, latex mixed with paper. We then realized a pattern for the torn suit and made it in vinyl. The rolls are made of foam covered with leopard fabric, I painted them to add shadows. I finished with a layer of clear silicone tinged with red pigments. I only got 60s to change into this.

# Additional costume construction process (extra)

## RACHEL OOZE - HANDS



**Materials** : lycra, foam, latex, silicone.

**Explanation** : I made a lycra glove for the left hand. The claws and extra arm are made of foam covered with lycra. I then covered everything with latex and paper to give texture. Then painted it and finished it with a layer of silicone.

# Additional costume construction process (extra)

## RACHEL OOZE - HEAD



**Materials** : lycra, foam, latex, silicone.

**Explanation** : I made the head from scratch; I molded the base of the skull out of foam and then glued aluminum foil to make the brain. I covered the brain with latex and paper to add texture, then painted it. I sculpted the hair in foam, sanded it and covered it with latex and paper, then painted it blond. I added the leopard fabric in the hair to make a reminder with the body. I see by the interstices between the locks of hair, but my vision is limited.

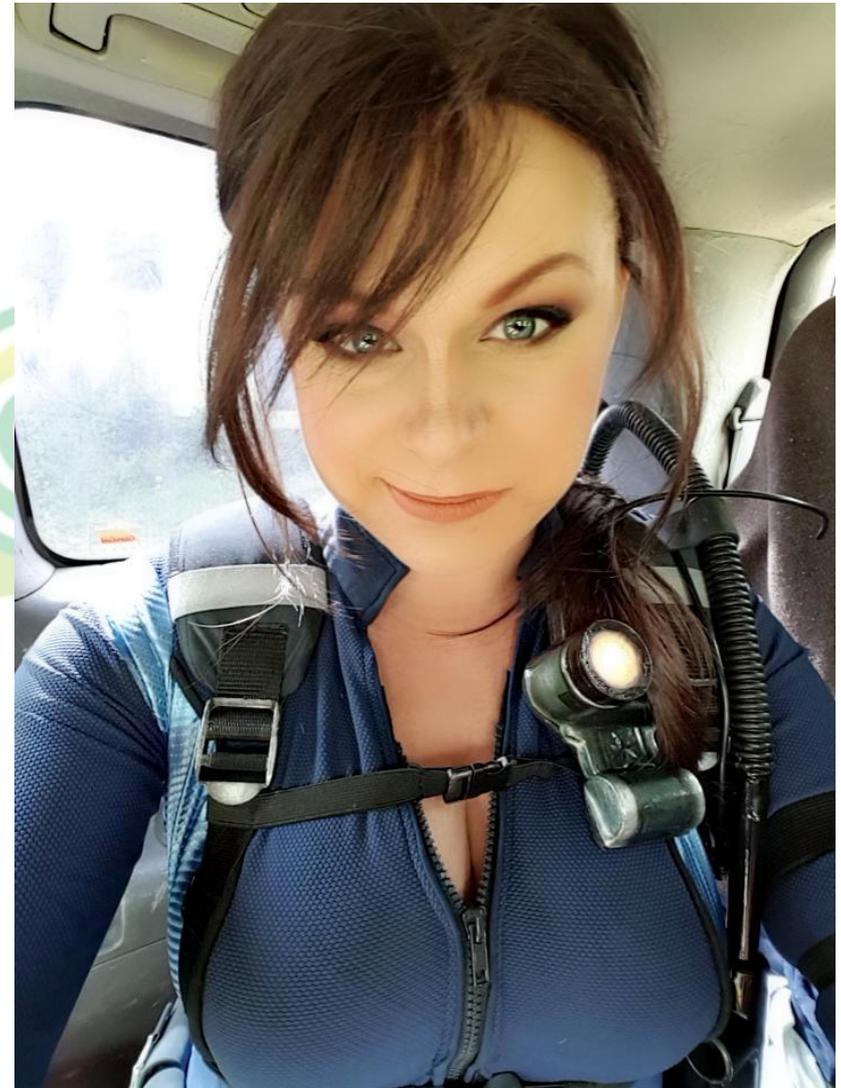
# Wig 1

**Jill VALENTINE**

Original Design



Completed wig



## Wig 2

JESSICA SHERAWAT

Original Design



Completed wig



# Wig construction process 1

**Jill VALENTINE**



Lace front wig, feathered and layered, then styled with hard hairspray.

# Wig construction process 2

JESSICA SHERAWAT



**Explanation :** Jessica's hair can't be seen, so I'll talk about the hood instead. I created the pattern in a canvas, then postponed it on the vinyl. I used the branch of a real microphone and made a cardboard and foam base. I sew a bunch of wig wefts together for the wick. Everything can be disassembled very quickly with magnetics for the needs of the skit.

## Special effect

(Photos)

### Explanation

Different parts of the costume have hidden scares underneath, in order to match the performance

(Photos)

### Explanation

## Special effects



**Explanation :** to reproduce the effect of the scanner in the game (the Genesis), we used phosphorescent paint and a black light flashlight. In normal light, the wall is ordinary, but when Jill turns her Genesis on, the black light reveals traces of blood and footprints...



**Explanation :** everyone knows that a zombie needs a headshot to die ! So we planned to remove pieces of the skull of the zombie to simulate the explosion of his head. The skull's pieces are attached to rings that I pull. Underneath, I made the brain raw and bloody...

# Additional memo

