

Bigimotik Cosplay presents *Violet Evergarden*

Colossal Con East 2021 – Craftsmanship – Master Division



Violet Evergarden is set in a fantasy Victorian/Edwardian world, recovering from a massive war. Many people are trying to reconnect with their loved ones through written letters. They turn to Auto Memory Dolls, talented girls trained in writing and typing, to help them find the right words to say.

Violet Evergarden, an ex-military girl struggling to adjust to civilian life. She has been referred to as a “living doll” based on her lack of outward emotions and exquisite manner of dress. She spends most of her time traveling to her clients.

Techniques

- Wig cutting and styling
- Drafting/draping/modifying patterns
- Sewing, tailoring, and finishing
- Sculpting and resin casting
- 3D modeling and printing
- (Faux) leatherwork
- Armor / thermoplastic manipulation
- Paper craft

Components

- Chemise, bloomers, corset
- Bum roll, petticoat, dress, bustle
- Jacket, Boots, boot covers
- Pin, broach
- Scarf, belt
- Wig
- Automail hands
- Umbrella, letters

Costume - Undergarments

Drafting (chemise, bloomers), busk/grommet setting (corset), sewing



Violet is fantasy Victorian so I used Victorian references when building her undergarments.

The art book shows her lace-trimmed bloomers and chemise. The art does not reference a corset, I elected to make a period-appropriate over bust corset to achieve the silhouette.

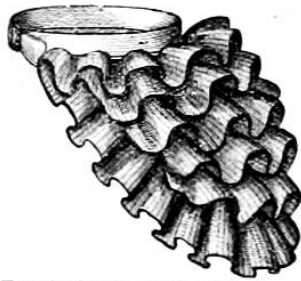


Costume – Bustle and supporting garments

Historical research, drafting, sewing



Mohair bustle, 50c



Tampico bustle, small ruffles, 10 and 12 inches long, 75c

Violet's skirts in the anime are rigid, which suggests she is not wearing a cage or hoopskirt. My bum roll is a combination of a bum roll and ruffled bustle, inspired by images from Victorian magazines.

The bustle's ruffles are interfaced and stuffed with netting to ensure they puff out correctly. To avoid crushing during transport, the bustle is fully detachable using hooks and buttons, which is another idea taken from a Victorian fashion plate.



Costume - Dress

Pattern drafting, sewing, tailoring

One of the details I wanted to capture were the lines in the bodice, sleeves, and front panel. Her hemline in the front is ruffled: I interpreted this to mean the lines were pleats and used a pleated chiffon overlay, being as careful as possible to match the pleats.

The dress is fully lined in brown material to match the action shots from the anime, which show only dark brown under her skirts.



Costume - Jacket

Pattern drafting, sewing, tailoring, finishing

I wanted to make Violet's jacket as street-wearable as possible. The fabric is Prussian blue wool and the collar is attached via buttons to make transport and laundering easier later on. The sleeves are trimmed with top-stitched gold faux leather.

The lining is a soft white pinstripe to give the same feel as the pleated chiffon in case the jacket flashed open or the sleeves were visible in the cut-outs.

There is a heavy duty snap that holds the jacket closed; this snap is obscured by other aspects of the costume.



Costume - Footwear

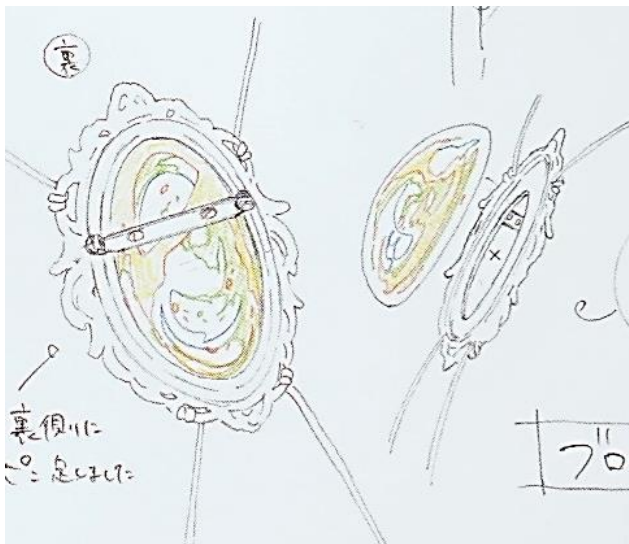
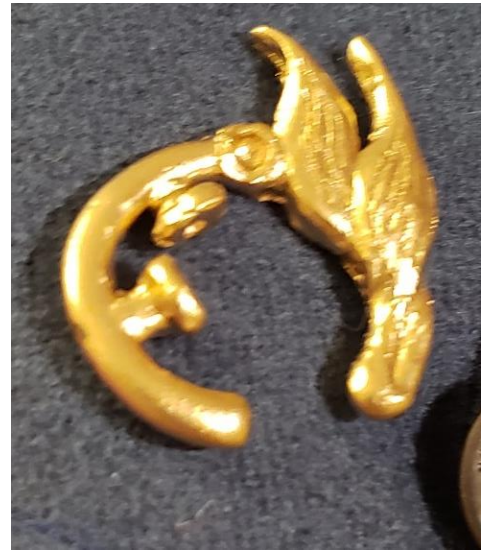
Leather painting, pleather work, grommet setting

The leather boots were painted. The main portion of the boots were the spat-like covers that start at the top of the foot and extend up the leg. A custom pattern was used to replicate Violet's winding front/side seams laced with over 90 grommets and 10 yards of ribbon.



Accessories – Brooch, Pin

Clay sculpting, resin casting, jewelry fittings (pin, necklace)



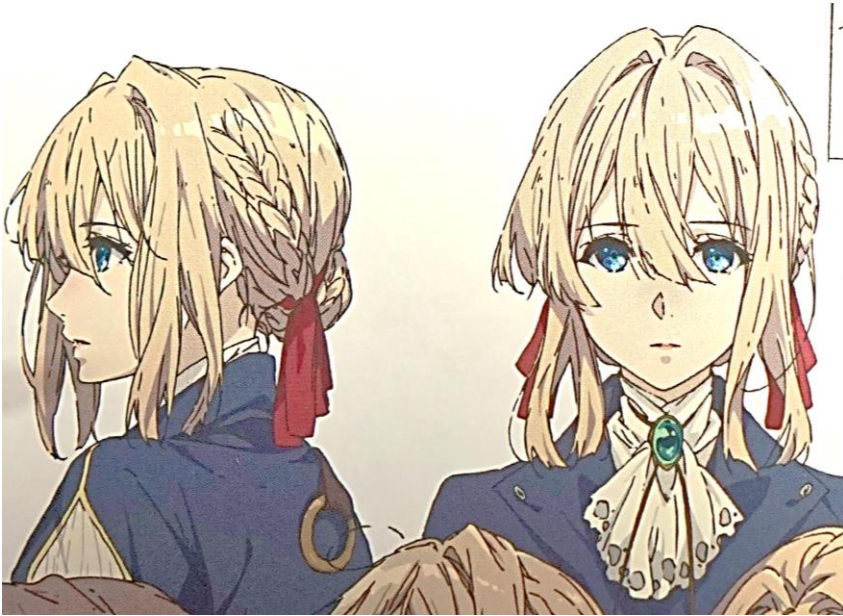
Both the gem and pin followed the same process:

1. Sculpt in clay and create a silicone mold
2. Cast in dyed resin; for the gem this included suspending foil and glitter to make the shine more dynamic
3. Wet sand and polish to a glossy finish
4. Spray non-gems with gold paint and attach fastenings



Accessories – Scarf, Wig, Belt

Wig styling, pleather work, 3D printing



The scarf is a simple pattern with eyelet trim, combined with machine embroidery. The wig is an Arda Wigs Eowyn braided into buns, with cut bangs that were feathered and styled.

The belt pieces were 3D modeled, printed, sanded, and finally sprayed with metallic paint for a glossy metallic finish. The belt is made from pleather that was glued and top-stitched.



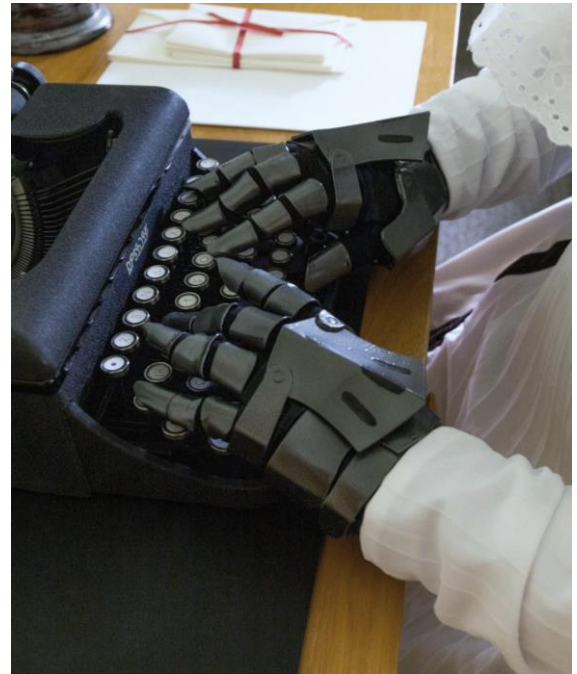
Accessories – Metal Prosthetics

Spandex sewing, EVA foam, Thibra / therma plastic, magnets

The prosthetic hands have (3) components:

- Spandex/nylon black gloves
- Hands: EVA 2mm craft foam
- Fingers – (28) Thibra thermoplastic rings and fingertips

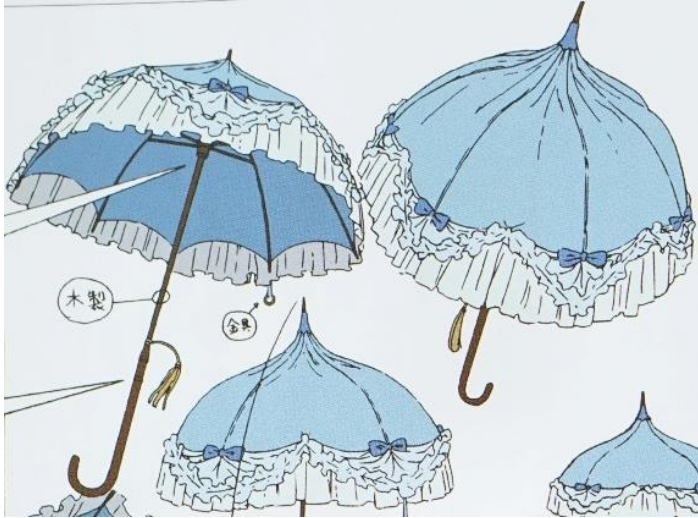
All pieces were treated with a sealer, plastic-dip, primer, auto-paint, and gloss coat. The metal components attach with small magnets.



Props - Parasol

Patterning, textile dying, sewing, threadcraft

Violet's parasol started out as a basic gothic umbrella that was deconstructed and then rebuilt using cotton materials. The ribbons were custom dyed to match the fabrics. A handmade tassel and closure were made to be consistent with the reference images.



Props - Letters

Paper craft, illustration/inking, writing/transcribing

Letters are a critical part of Violet Evergarden's setting. To make them more realistic, I composed a letter to Violet and her reply. Both letters were translated into the show's language and character set.

I created custom envelopes from scratch that matched the specifications in the art book precisely. The letters were "stamped" with washi-tape style stickers drawn by hand, with the correct postage. Post office and post master marks were inked by hand.

Violet's stationary was made with cream paper, red ink and finished with a red wax seal to match the art book and show's opening sequence. Her friend's stationary was made with beige paper, blue ink and a blue wax seal to match other letters in the show.

