

BATMAN

THE DARK KNIGHT RETURNS



CHRISTOPHER STRATOS - COSPLAY PROGRESS BOOK



BATMAN

THE DARK KNIGHT RETURNS

C O S P L A Y

CONTENTS

IntroductionPage 3

My cosplayPage 4

SCULPTINGS

CowlPage 5

Gloves Page 6

Belt Pouches .. Page 7

FABRICATION

Symbol Page 8

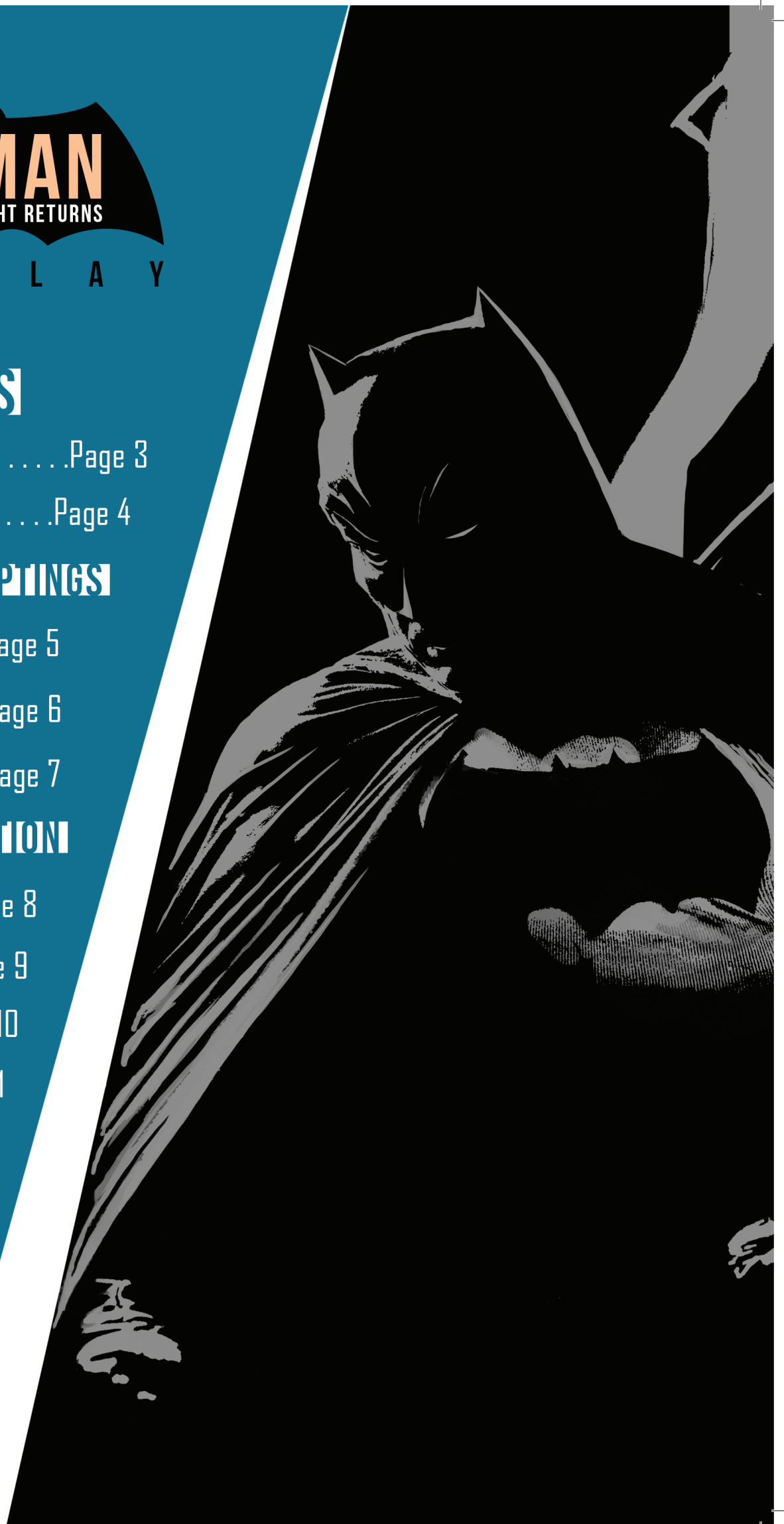
Batshuit Page 9

Muscles ... Page 10

Belt Page 11

BootsPage 12

CapePage 13



BATMAN

THE DARK KNIGHT RETURNS

C O S P L A Y

INTRODUCTION THE CHARACTER

The Dark Knight Returns is a 1986 four-issue comic book miniseries starring Batman, written by Frank Miller, illustrated by Miller and Klaus Janson, and published by DC Comics. When the series was collected into a single volume later that year, the story title for the first issue was applied to the entire series. The Dark Knight Returns tells an alternative story of Bruce Wayne, who at 50 years old returns from retirement to fight crime and faces opposition from the Gotham City police force and the United States government.

The story also introduces Carrie Kelley as the new Robin and culminates with a confrontation against Superman.



BATMAN

THE DARK KNIGHT RETURNS

C O S P L A Y

COSPLAY OF MY CHARACTER

My character cosplay is based on the animated movies
Batman: The Dark Knight Returns.

Its a two-part
direct-to-video animated superhero film,
an adaptation of the 1986 comic book
The Dark Knight Returns by Frank Miller.
It was directed by Jay Oliva, who
worked as a storyboard artist on
Man of Steel,
Under the Red Hood, Year One and
Batman v Superman:
Dawn of Justice.

Several other Batman veterans
were also involved in the film.
Part 1 was released September
25, 2012, and Part 2
was released
January 29, 2013.
A deluxe edition combining
both films was released
on October 8, 2013.
It is the 15th film in the
DC Universe Animated
Original Movies
series.



SCULPTINGS

THE COWL - GLOVES - BELT POUCHES

CREATING THE COWL

The Batman Cowl as always in every movie had to be done by sculpting-molding-casting way.

In order to create the batman cowl, I used an old molded head of mine as an armature, so the mask could fit exactly on my head and my face. For sculpting I used Monster clay which is a Premium Grade Modeling Clay, that is a re-useable sulfur free, professional oil/wax based sculpting medium.

After sculptin, comes the difficult part, the molding.

"Molding sculptures is half of the art".

I made a wall around the head in order to mold it in 2 parts of fiberglass polyester.

Finally after demolding, the 2 pieces of fiber have to get cleaned off any remaining pieces of clay from the inside of the prototype sculpture.

Now the mold is ready to be casted with black tinted silicone.

After an hour of curing, the cowl was ready to fight crime!



SCULPTINGS

THE COWL - GLOVES - BELT POUCHES

CREATING THE GLOVES

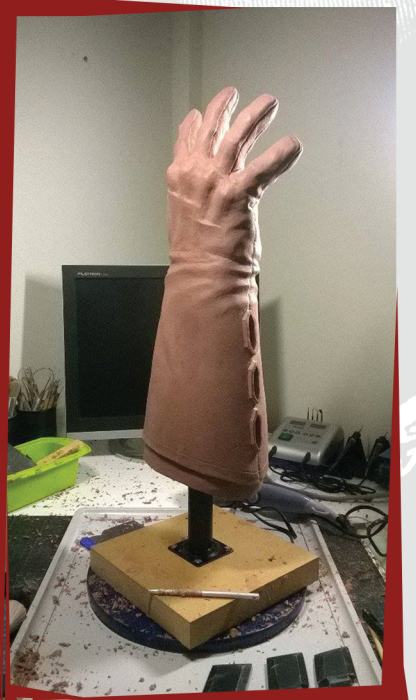
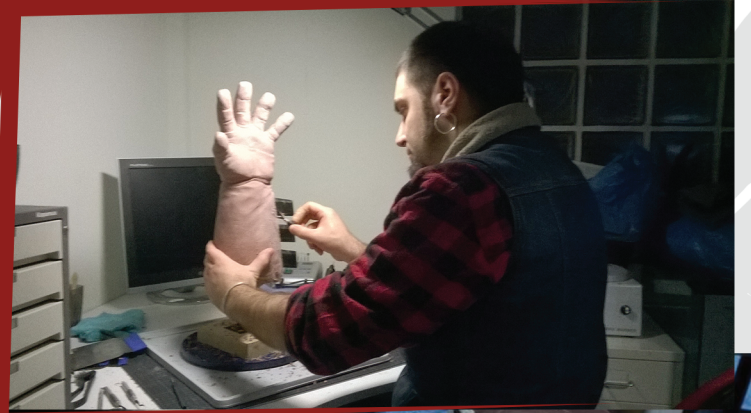
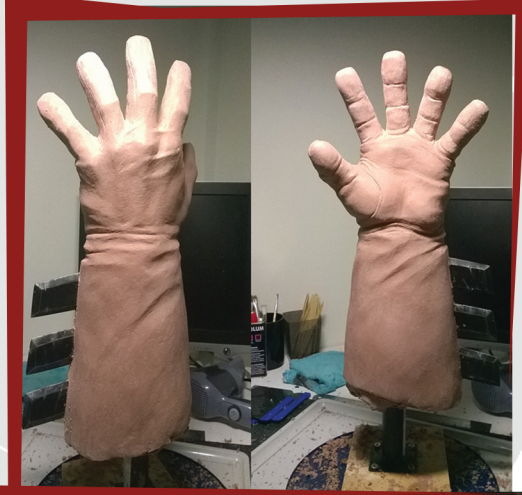
Batman wears black leather gloves with fins on the sides

Therefore, I also sculpted them in order to give them a leather look. I used the same method as the cowl: Sculpted -molded -casted. But this time I used gypsum for molding and Latex for casting which are less complicated materials than silicone and fiber.

So after molding the sculptures with gypsum, I cleaned my mold again and cast latex in. Latex is air cured, and it dries inwards. Depending on how many days is left in, it will thicken accordingly.

The final product is Black of course.

As for the fins themselves I used PVC sheets, that I machined!



SCULPTINGS

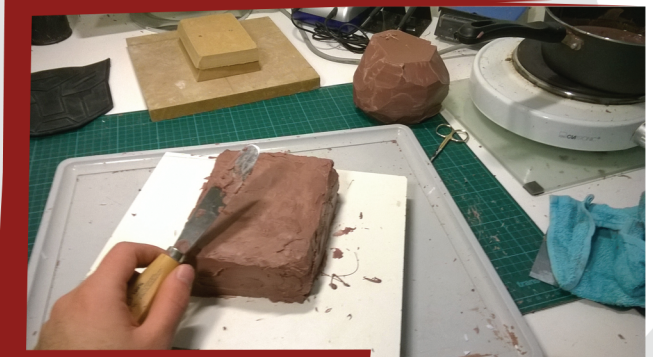
THE COWL - GLOVES - BELT POUCHES

CREATING BELT POUCH

In order to achieve a comicbook look, guess what? Oops, I sculpted again!

I used Monster Clay just like I used for the gloves and casted liquid latex.

Then I painted them for a realistic feeling and the same colour with the belt.



FABRICATION

SYMBOL-BATSHUIT-MUSCLES
BELT-PANTIES-BOOTS-CAPE

CREATING THE SYMBOL

Batman's symbol usually features black and yellow colours. But in Frank Miller's Dark Knight the symbol is a more plain and wider black insignia.

Therefore, I cut 2 black pieces of leather in a shape that I created and printed in Adobe Illustrator.

I glue them together so to be thicker and then I made some texturing to finalize it, with scratches and in the ending I glue the leather piece on the bodysuit with petrol glue.



FABRICATION

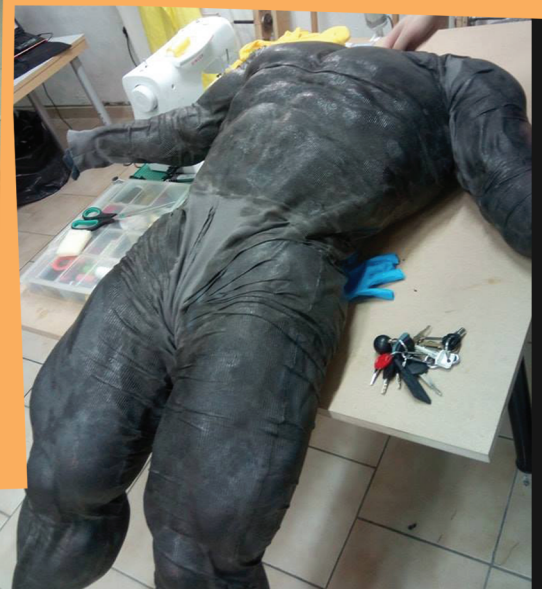
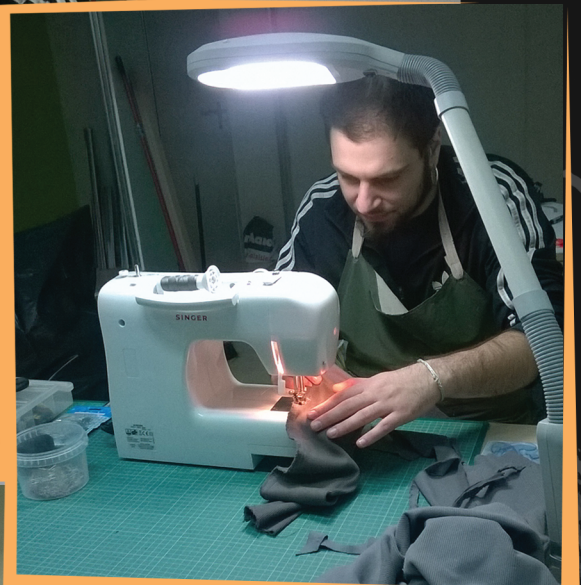
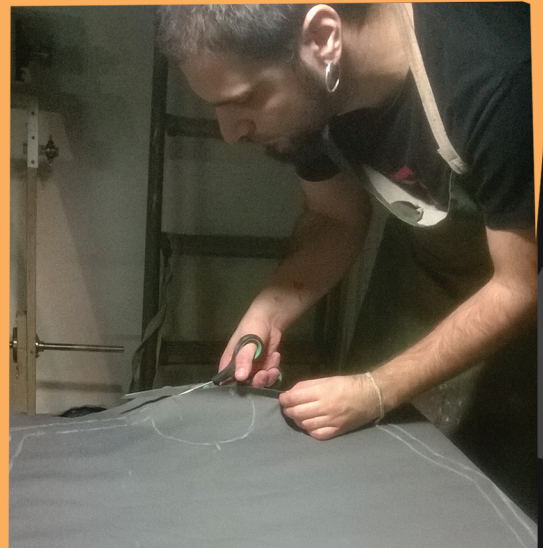
SYMBOL-BATSHUIT-MUSCLES
BELT-PANTIES-BOOTS-CAPE

CREATING BATSHUIT

Bat suit (shirt and trousers):

I designed the templates for certain trousers by measuring my "fake" muscles and I used grey elastic cotton fabric.

To finalise it, in order to keep up a wrinkled look I used latex with a sponge and then I used my dry brush technique on the muscles and the clothe itself.



FABRICATION

SYMBOL-BATSHUIT-MUSCLES
BELT-PANTIES-BOOTS-CAPE

CREATING MUSCLES

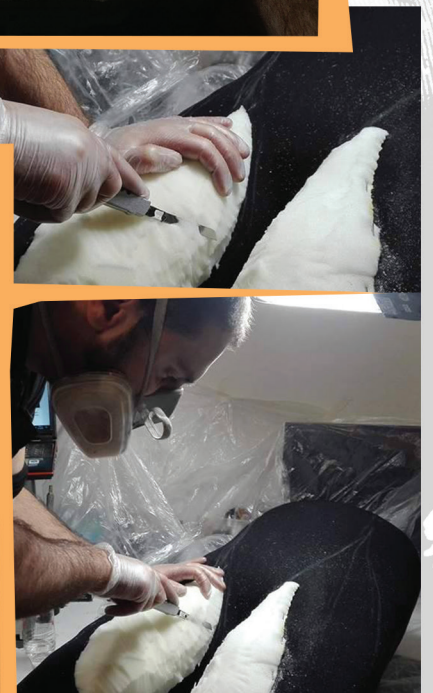
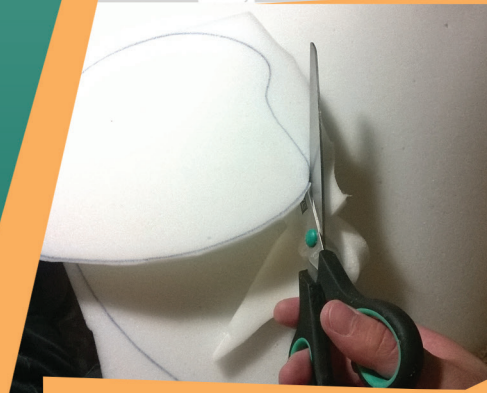
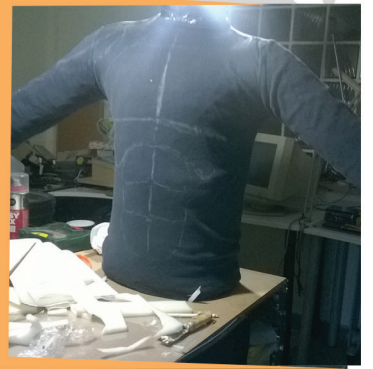
Creating the muscles to look big and strong, I had to exercise everyday and work out very hard.

Well nope... I just used foam. It's a material that is used for pillows or anything that has to do with bed and couches!

So for base, to create the muscles I used a doll in the right size of my body which also had to be made by me. Pieces of foam had to be cut and formed into muscles with a drilling tool!

In the end I used petrol glue to stick the parts of foam on a cloth and finish the details!

Now I have the body of Arnold Schwarzenegger without a minute in the gym!



FABRICATION

SYMBOL-BATSHUIT-MUSCLES
BELT-PANTIES-BOOTS-CAPE

CREATING BELT & "PANTIES"

For the belt I used leather that I cut myself, then pierced it and fitted the buckle. I made it a pretty solid holder for my pouches.

For Batman's "panties" I simply used the same faux leather and stitching that I used for the cape.



FABRICATION

SYMBOL-BATSHUIT-MUSCLES
BELT-BOOTS

CREATING THE BOOTS

For practicality, instead of sculpting the boots from scratch like I did with the gloves, I heavily modified lower parts of wellies, by cutting off and keeping the soles along with the part that covers the toes.

Now I had to use plenty of EVA foam in order to completely remake and reshape the boots into the aesthetics of the comicbook. The upper part of the boots was also made with EVA foam and I used petrol glue and leather to cover and finalise it.



FABRICATION

SYMBOL-BATSHUIT-MUSCLES
BELT-BOOTS

CREATING THE CAPE

For the cape I used faux leather that took indeed a lot of space on my lab's floor in order to be cut into pieces and shaped into arcs just like how bat wings end.

Because I'm Batman!



