



from 2004 to 2007 **Cosplayers.Players.Kigurumi**

Cosplay, short for "costume play", is type of performance art in which participants don costumes and accessories to represent a specific character or idea. Characters are often drawn from popular fiction in Japan. Favourite sources include manga, anime, tokusatsu, comic books, graphic novels, video games, hentai and fantasy movies. Role play includes portrayals of J-pop and J-rock stars, Taiwanese puppet characters, science fiction characters, characters from musical stories, classic novels, and entertainment software. Any entity from the real or virtual world that lends itself to dramatic interpretation may be taken up as a subject. Inanimate objects are given an anthropomorphic forms and it is not unusual to see genders switched, with women playing male roles and vice versa.

Cosplayers often interact to create a subculture centred around role play. A broader use of the term cosplay applies it to any costumed role play in venues apart from the stage, regardless of the cultural context.

Historically, the term "gamer" usually referred to someone who played role-playing games and wargames. More recently, however, the term has grown to include players of video games, ironically becoming more associated with this group than the original, at least in mainstream culture . While the term nominally includes those who do not necessarily consider themselves to be gamers (i.e., casual gamers), it is commonly used to identify those who spend much of their leisure time playing or learning about different games.

There are many gamer communities around the world. Many of these take the form of web rings, discussion forums and other virtual communities, as well as college or university social clubs. Stores specializing in games often serve as a meeting place to organize groups of **players**. Prior to the emergence of the Internet, many play-by-mail games developed communities resembling those surrounding today's online games.

Kigurumi is the Japanese name for costumed performers who represent cartoon characters, often animals. The name comes from the Japanese verb *kiru* (to wear) and noun *nuigurumi* (stuffed toy).

A subset of kigurumi in otaku and cosplay circles is anime kigurumi. In this style of representation humanoid characters are portrayed through the use of masks and bodysuits (the bodysuit is known in Japan as a *zentai*) that completely covers the bodies of cosplayers. The performer is known as an *animegao* or "doller". A doller outfit consists of a full bodysuit, usually in a fleshtone color, combined with clothing and accessories appropriate for the character. A mask covers the head with a wig and perhaps a hat to complete the look. The performer looks through eyeholes in the mask.



























Exhibited at:

KGallery, Legnano, Italy_febbruary 2007
maicollection, Verona, Italy_january 2007
KGallery, Legnano, Italy _ september 2006



On the Web and in Print:

Featured on Losingtoday.com "Aestetica videoludica" 02/2007

Mention in L'Unità.it "Tecno-Mimesi: paesaggi postdigitali" 02/2007

Mention in Exibart on paper "Arte e letteratura, collane a confronto" 02/2007

Mention in Random mag "Aestetica videoludica" 01/2007

Featured on Arte Mondadori "Net Generation" 07/2006

Cover for Mauro Ceolin monograph, Johan & Levi 2006

Cover for Esseredonna 03/2006

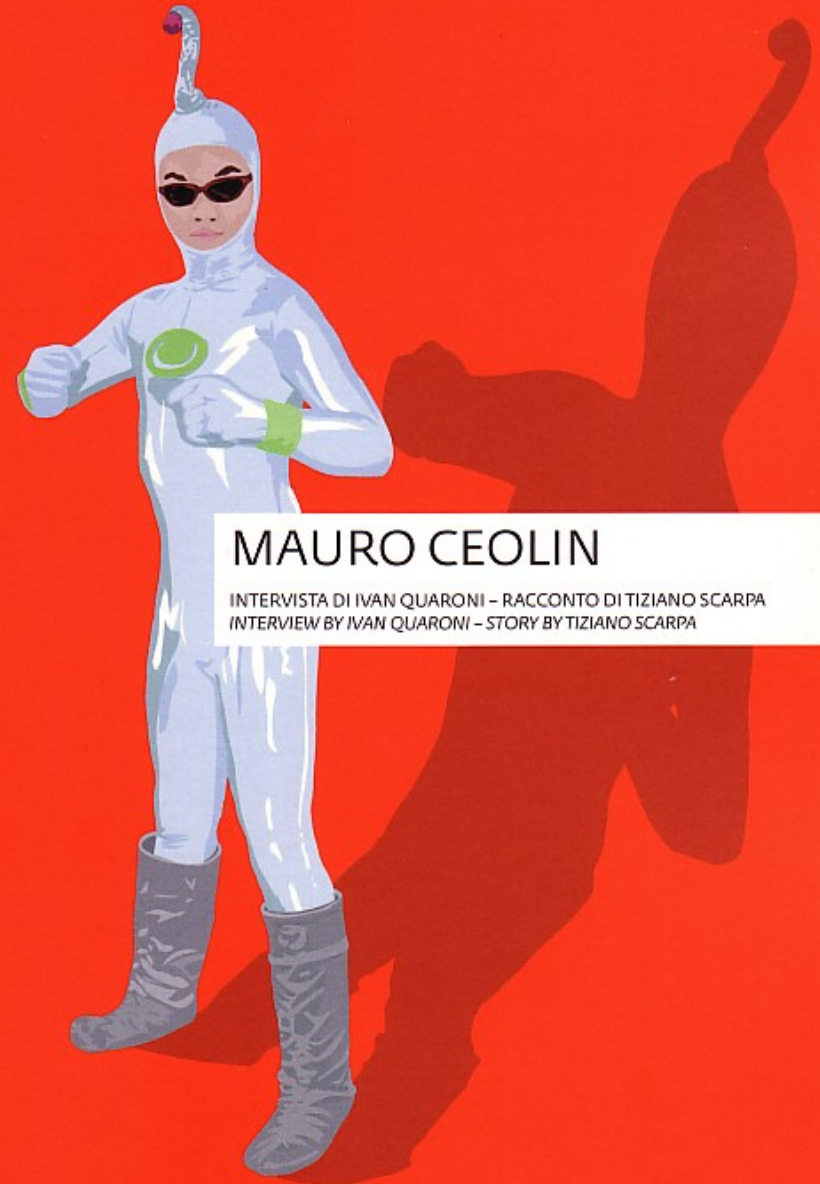
Interview for Espoarte "Mauro Ceolin" 01/2006

Featured on D La Repubblica "Vite in 3D" 12/2005

Featured on NOmagazine 09/2005

Featured on Random "Cosplay" 09/2005

Interview for thatsart.it "Mauro Ceolin. Una ricerca post-digitale" 07/2005



MAURO CEOLIN

INTERVISTA DI IVAN QUARONI - RACCONTO DI TIZIANO SCARPA
INTERVIEW BY IVAN QUARONI - STORY BY TIZIANO SCARPA



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