

How-To Make a Steampunk Costume

by Helene Idels

Start by doing a Google images search of terms like “Steampunk Fashion” or “Steampunk Accessories” to get some ideas. There might also be books about Steampunk available at your local library. A costume does not have to be expensive and can be started by shopping at thrift stores, yard sales and estate sales. Attending festivals, such as Renaissance Faires, is also a good way to gather items to complete your wardrobe. Some people sew their own costumes. Popular colors include brown, copper, gold, rust, and maroon. Some definitions of Steampunk include:

A genre of science fiction that has a historical setting and typically features steam-powered machinery rather than advanced technology. a style of design and fashion that combines historical elements with anachronistic technological features inspired by science fiction. Steampunk is a subgenre of science fiction that incorporates retrofuturistic technology and aesthetics inspired by, but not limited to, the 19th-century Victorian era or the American "Wild West", where steam power remains in mainstream use, or in a fantasy world that similarly employs steam power.

The genre ties in with time travel themes and authors/books and T.V. shows/movies such as Jules Verne, H.G. Wells, and Wild Wild West. These costumes are great fun for ComicCon, Halloween, Dickens Fest, and group walkabouts for example. A delightful outfit can be assembled with the following items. Use your creativity to come up with your own unique attire!

Clothing and Accessories include:

Poet Blouse (aka Pirate Shirt)

Corset

Waistbelt (Utility Belt)

Long Skirt or Dress

Bustle

Mid-ankle boots

Gloves (full or fingerless)

Top Hat or Fastenator

Goggles

Parasol

Watch Fob

Skeleton Keys

Medallions and Broaches

Bracelets and Necklaces

Teacup

Cane/Walking Stick

Gadgets and Gizmos



Helpful Resources:

San Diego Gaslight Expo

<https://www.gaslightexpo.org/>

San Diego Costume Guild

<https://www.facebook.com/groups/333057183295/>

