How to Assemble the Estilde Craftworks' 3D Printed FFXIV Brandihild Cosplay

First off, thank you so much for liking my work enough to try and build a Brandihild yourself! It will be a lengthy print and assembly process, but I hope this document will make it, at least, an easy one.

There are a lot of parts to make a Brandihild, and the cosplay seen at FanFest 2023 was printed completely on an Elegoo Neptune 3. Yes, even the flexible filament parts. It can be done!

When you download the .zip files, you probably noticed that there are some pieces that appear to be more broken apart than others. This is because parts made with flexible filament tend to fail more often with large thin pieces. Seeing as this entire costume is basically just big thin pieces, dividing up the parts was the only way to success. I'm going to break down how it goes together below, along with options for people with larger and better 3D printers than mine.

Also, regarding sizing, this cosplay was originally made for a person who is around 5'3", with a slim build. For people who need to size up to fit this cosplay, I have notes on where adjustments can be made at the end of the construction notes. I am working on making one or two more versions to accommodate more sizes, but I'm just one old lady, so please be patient while I make this happen.

To start, let's make the jacket!

In "**Brandihild-jacket_top.zip**", print 1 each of the following files out of your preferred **rigid filament**. I chose PLA because it's cheap and easily available, but you can choose whichever filament makes you the happiest.

- **Brandihild_jacket_top-collar1.stl**
- **Brandihild_jacket_top-collar2.stl**
- **Brandihild_jacket_top-collar3.stl**
- **Brandihild_jacket_top-collar4.stl**
- **Brandihild_jacket_top-collar5.stl**
- **Brandihild_jacket_top-collar6.stl**
- **Brandihild_jacket_top-PLA-back1.stl**
- **Brandihild_jacket_top-PLA-back2.stl**
- **Brandihild_jacket_top-PLA-back3.stl**
- **Brandihild_jacket_top-PLA-back4.stl**
- **Brandihild_jacket_top-PLA-front1.stl**
- **Brandihild_jacket_top-PLA-front2.stl**
- **Brandihild_jacket_top-PLA-front3.stl**
- **Brandihild_jacket_undershirt1.stl**
- **Brandihild_jacket_undershirt2.stl**
- **Brandihild_jacket_undershirt3.stl**

Print 3 each of the following out of rigid filament.

- **Brandihild_squarebutton.stl**
- **Brandihild_trianglebutton.stl**

> ***Brandihild_jacket_top-PLA-front.stl*** *should only be printed if you happen to have a super fancy 3D printer that can handle very large pieces. In that case, it will replace the following files.*
>
> - *Brandihild_jacket_top-PLA-front1.stl*
> - *Brandihild_jacket_top-PLA-front2.stl*
> - *Brandihild_jacket_top-PLA-front3.stl*

Print 1 each of the following files out of your preferred **flexible filament**. I used ATARAXIA ART Flexible PLA Filament because it's what I had on hand, but any flexible filament with a shore hardness of around 89A should work.

- **Brandihild_jacket-top-FLEX1.stl**
- **Brandihild_jacket-top-FLEX2.stl**
- **Brandihild_jacket-top-FLEX3.stl**
- **Brandihild_jacket-top-FLEX4.stl**
- **Brandihild_jacket-top-FLEX5.stl**
- **Brandihild_jacket-top-FLEX6.stl**

From "**Brandihild-jacket_bottom.zip**", print 1 each of the following files out of your preferred **flexible filament**.

- **Brandihild_coattails-L.stl**
- **Brandihild_coattails-R.stl**
- **Brandihild_jacket_bottom1.stl**
- **Brandihild_jacket_bottom2.stl**
- **Brandihild_jacket_bottom3.stl**
- **Brandihild_jacket_bottom4.stl**
- **Brandihild_jacket_bottom5.stl**
- **Brandihild_jacket_bottom6.stl**

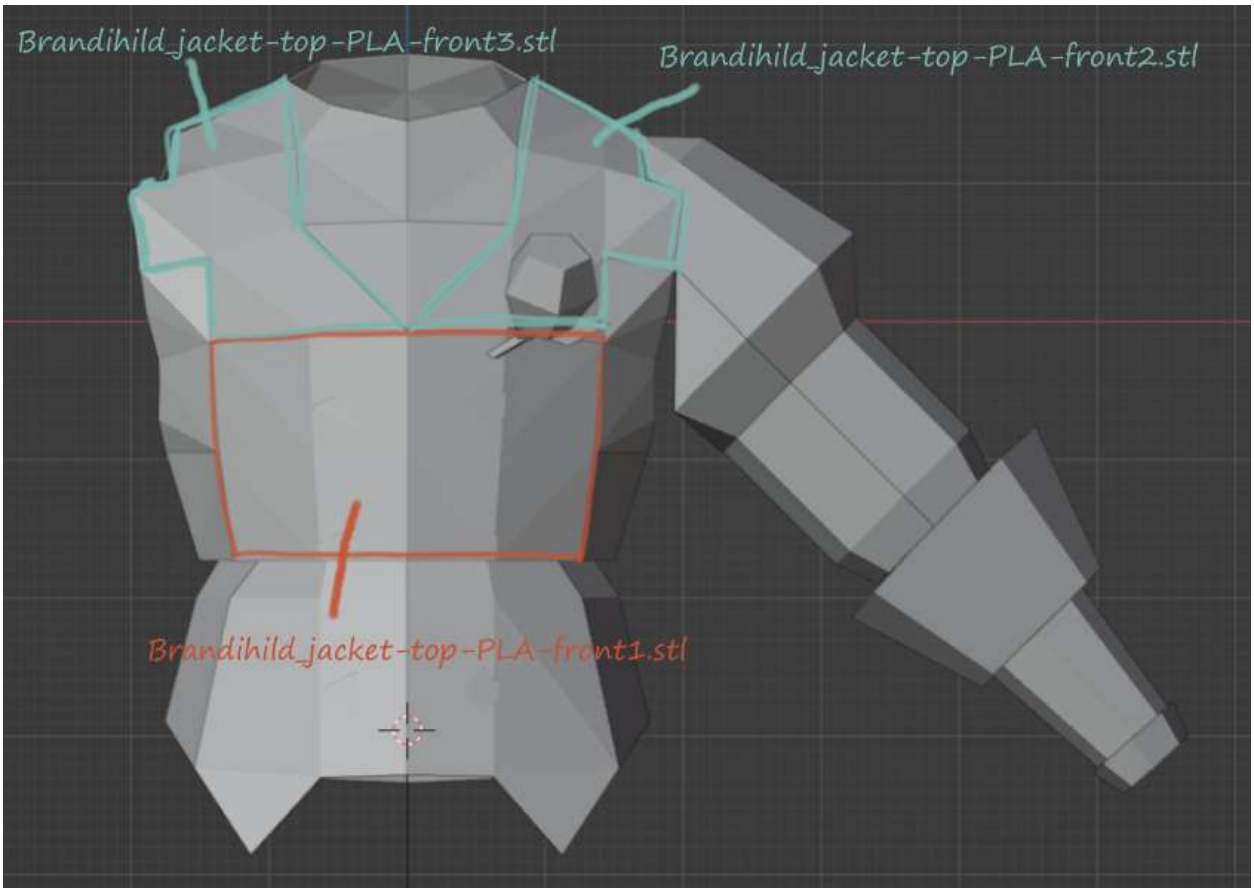
> ***Brandihild_coattails.stl*** *should only be printed if you happen to have a super fancy 3D printer that can handle very large pieces. In that case, it will replace the following files.*
>
> - *Brandihild_coattails-L.stl*
> - *Brandihild_coattails-R.stl*

The Jacket Base

To make things easier for myself, I assembled most of the PLA pieces together before attaching the flexible pieces. This way, I wasn't fighting a bunch of floppy bits when attaching the sturdier bits together. The only exception to this was at the shoulder, but that was because I wanted to be able to adjust at the shoulder later when I was doing the fitting.

If you were able to fit the "**Brandihild_jacket-top-PLA-front.stl**" in your printer, then you can bypass this first step.

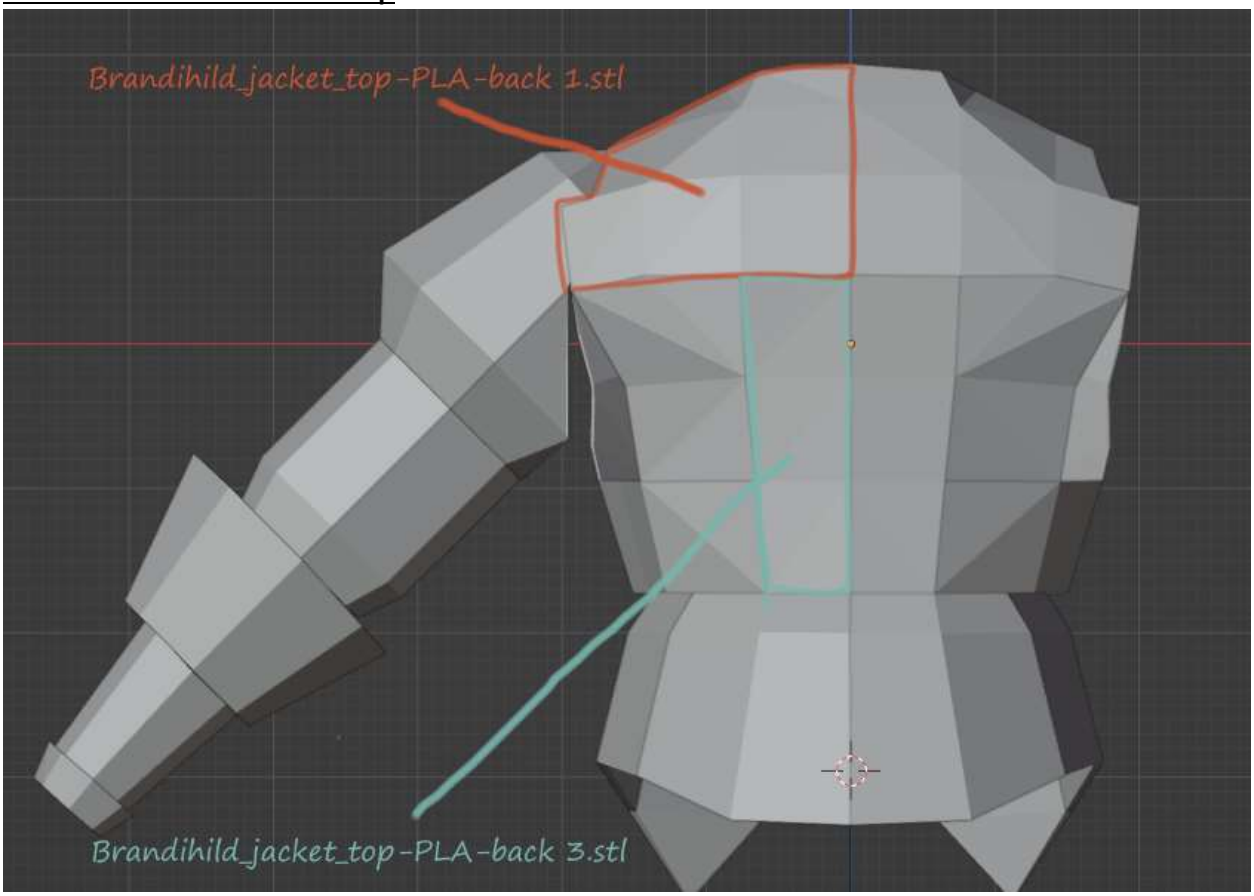
PLA Parts for the Jacket Front Top



Glue or plastic weld the following parts together so they look like above.

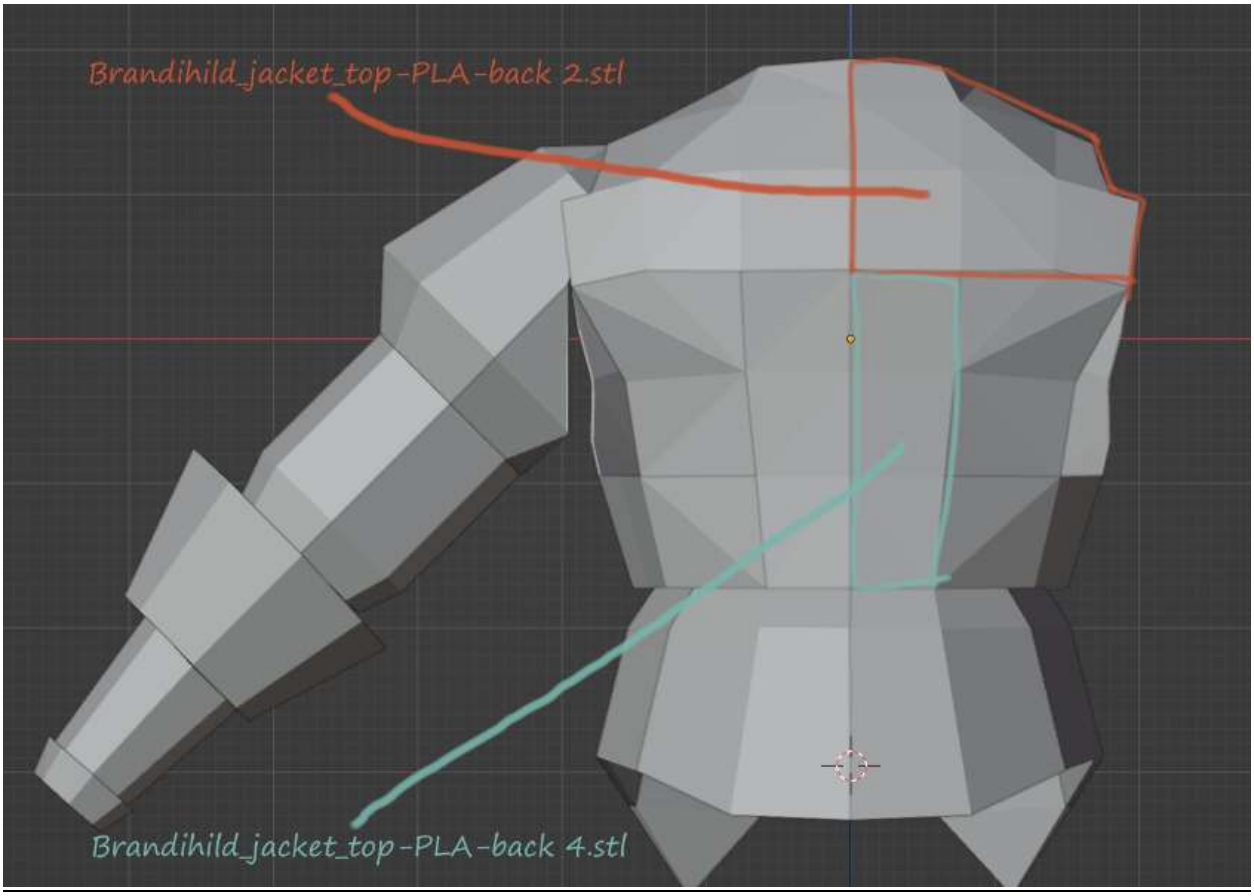
- **Brandihild_jacket_top-PLA-front1.stl**
- **Brandihild_jacket_top-PLA-front2.stl**
- **Brandihild_jacket_top-PLA-front3.stl**

PLA Part for the Jacket Back Top



Glue or plastic weld the following parts together so they look like above. Using flexible filament to do a plastic weld here will increase comfort and durability.

- **Brandihild_jacket_top-PLA-back1.stl**
- **Brandihild_jacket_top-PLA-back3.stl**

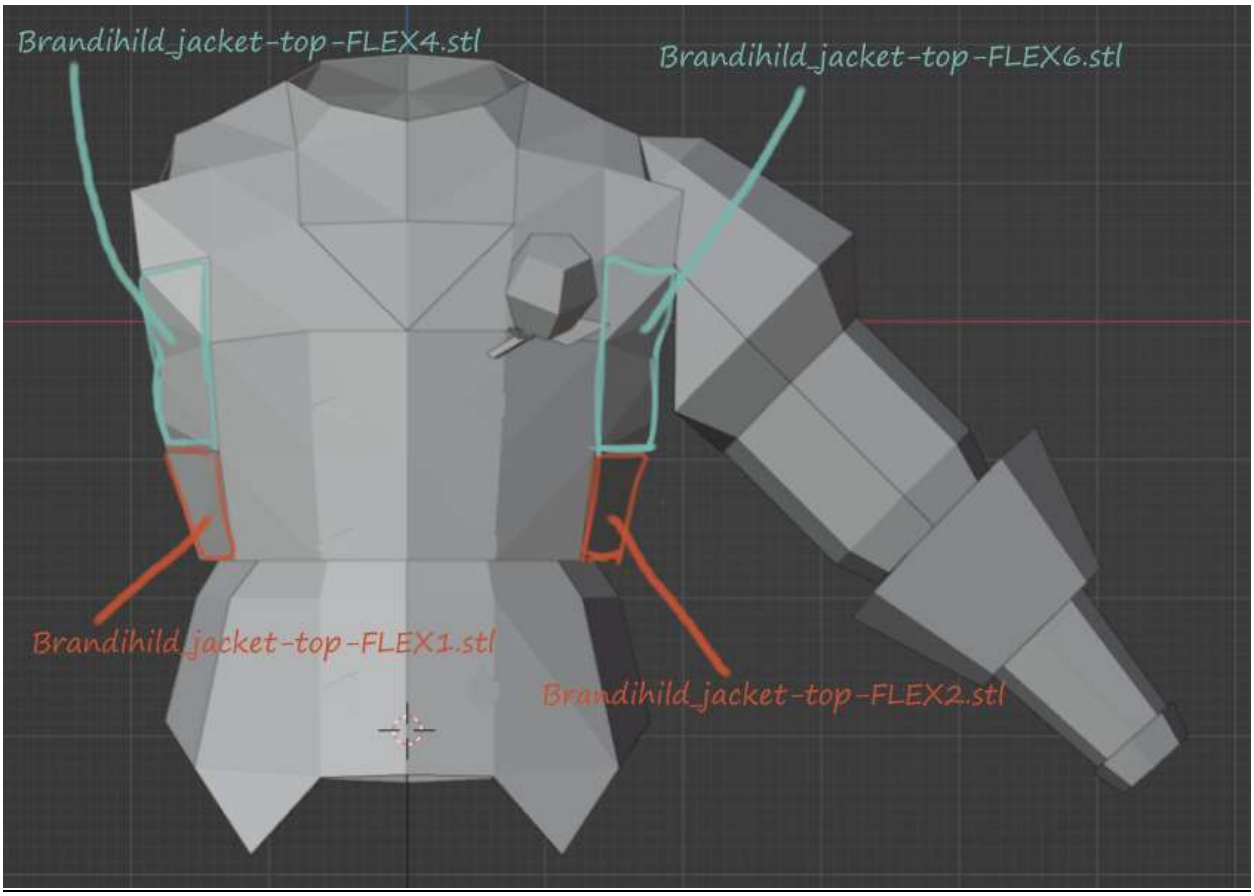


Glue or plastic weld the following parts together so they look like above. Using flexible filament to do a plastic weld here will increase comfort and durability.

- **Brandihild_jacket_top-PLA-back2.stl**
- **Brandihild_jacket_top-PLA-back4.stl**

Do not glue together the center back! This is how you will get your body into the outfit. If you seal it up, you will just have a low poly statue instead.

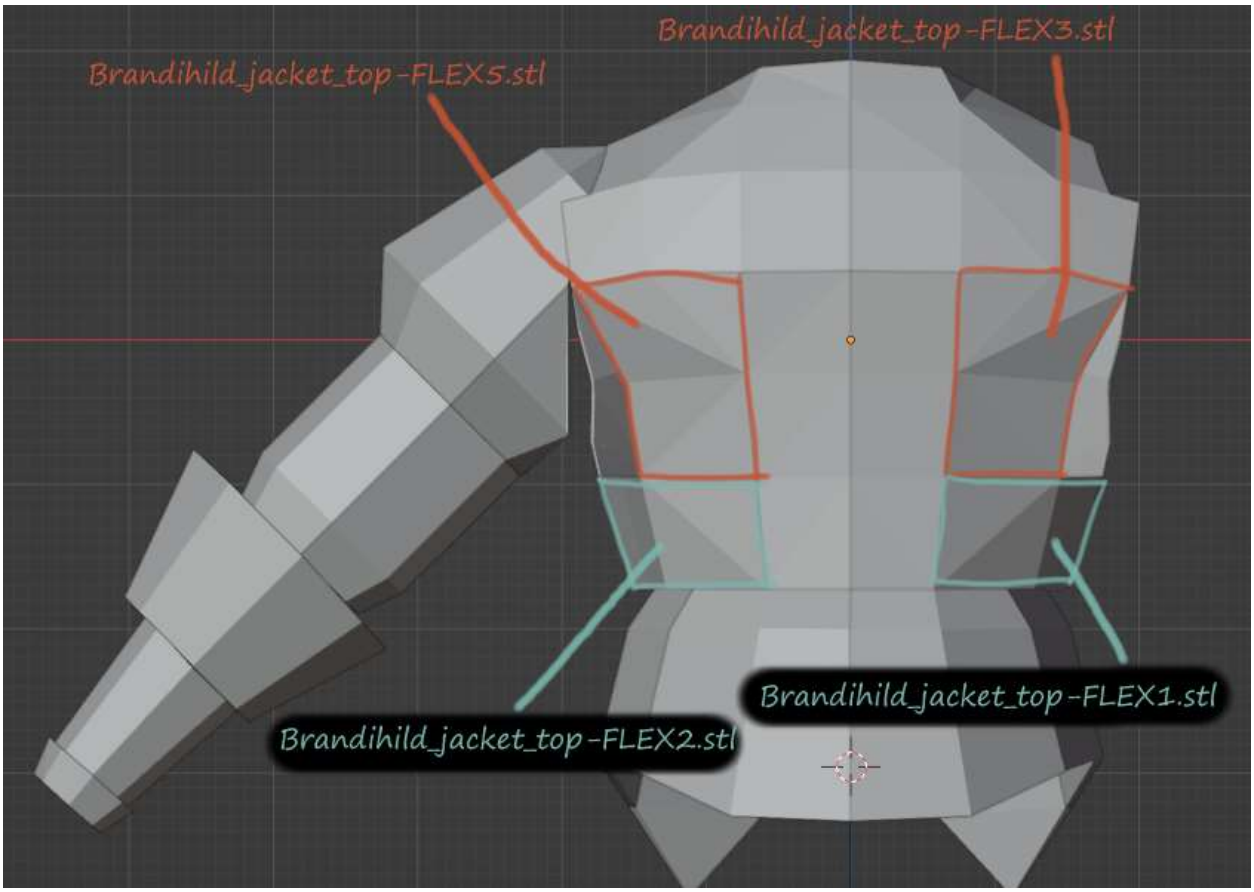
Flexy Part for the Jacket Front Top



Glue or plastic weld the following parts together so they look like above. Please use flexible glue or plastic weld filler for this to ensure the seam does not break when flexing.

- **Brandihild_jacket_top-FLEX1.stl**
- **Brandihild_jacket_top-FLEX2.stl**
- **Brandihild_jacket_top-FLEX4.stl**
- **Brandihild_jacket_top-FLEX6.stl**

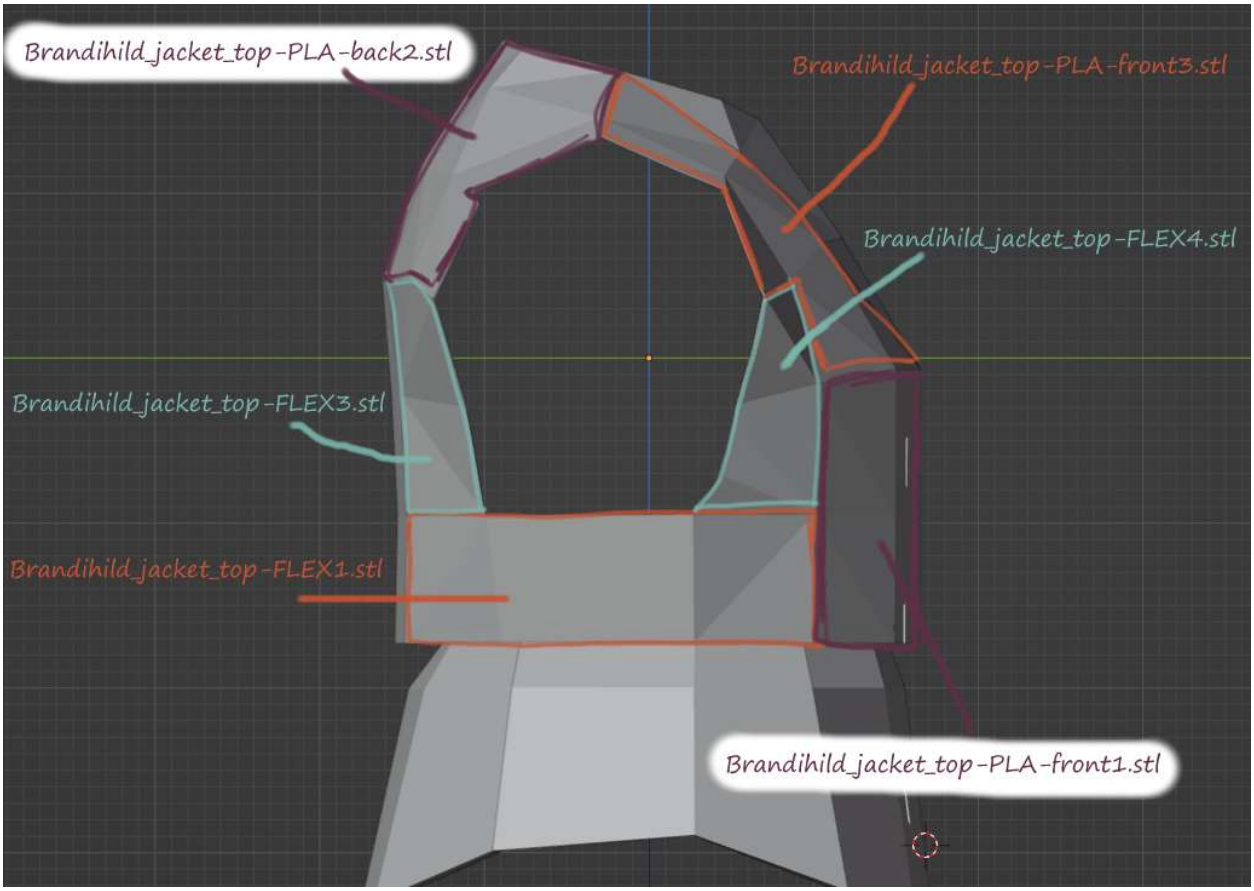
Flexy Part for the Jacket Back Top



Glue or plastic weld the following parts together so they look like above. Please use flexible glue or plastic weld filler for this to ensure the seam does not break when flexing.

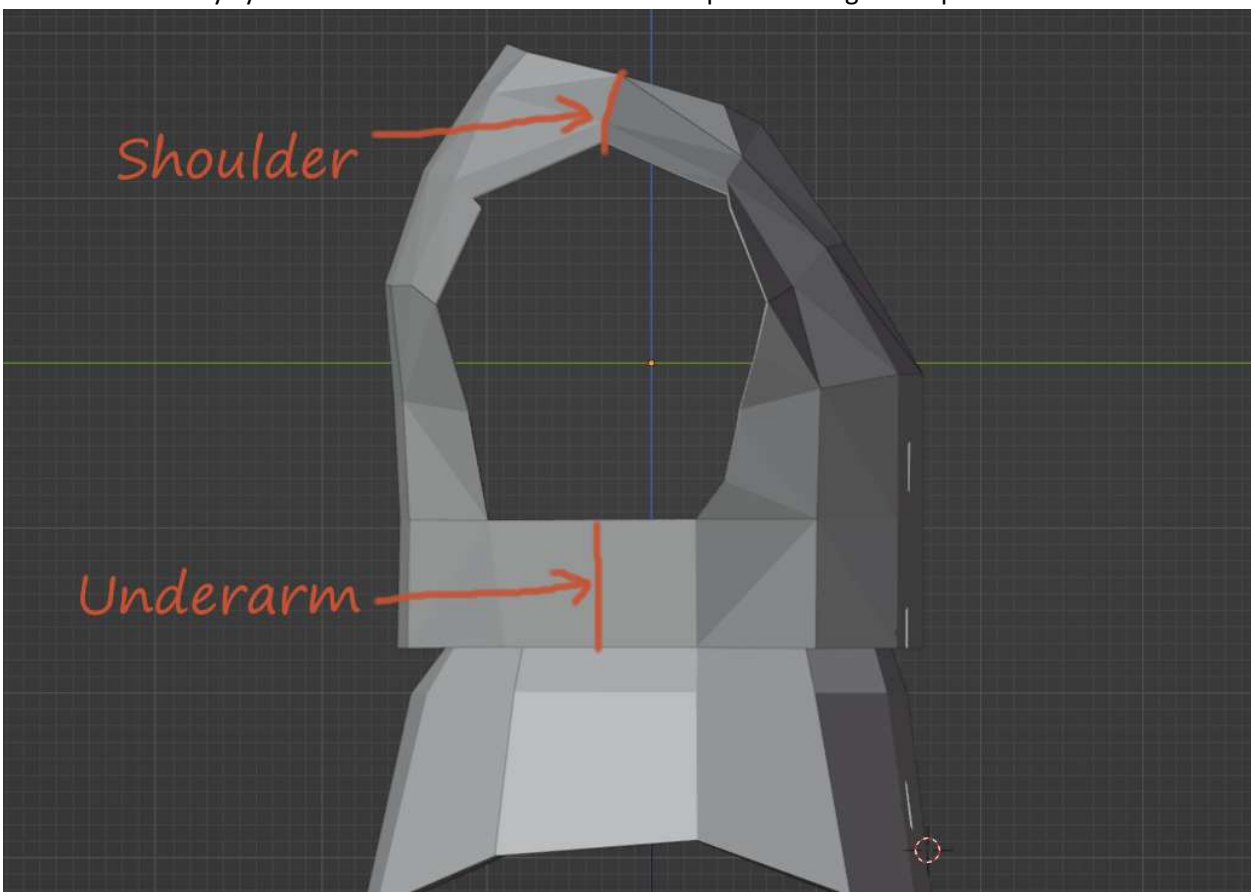
- **Brandihild_jacket_top-FLEX1.stl**
- **Brandihild_jacket_top-FLEX2.stl**
- **Brandihild_jacket_top-FLEX3.stl**
- **Brandihild_jacket_top-FLEX5.stl**

Once the flexy pieces are attached together, you can attach it to the rigid parts. The above references should help with lining things up, but here's also a side view to help.



Glue or plastic weld the pieces together. Once everything is all assembled/dried/cooled, try it on. If you need more room or less, now is the time to make those adjustments.

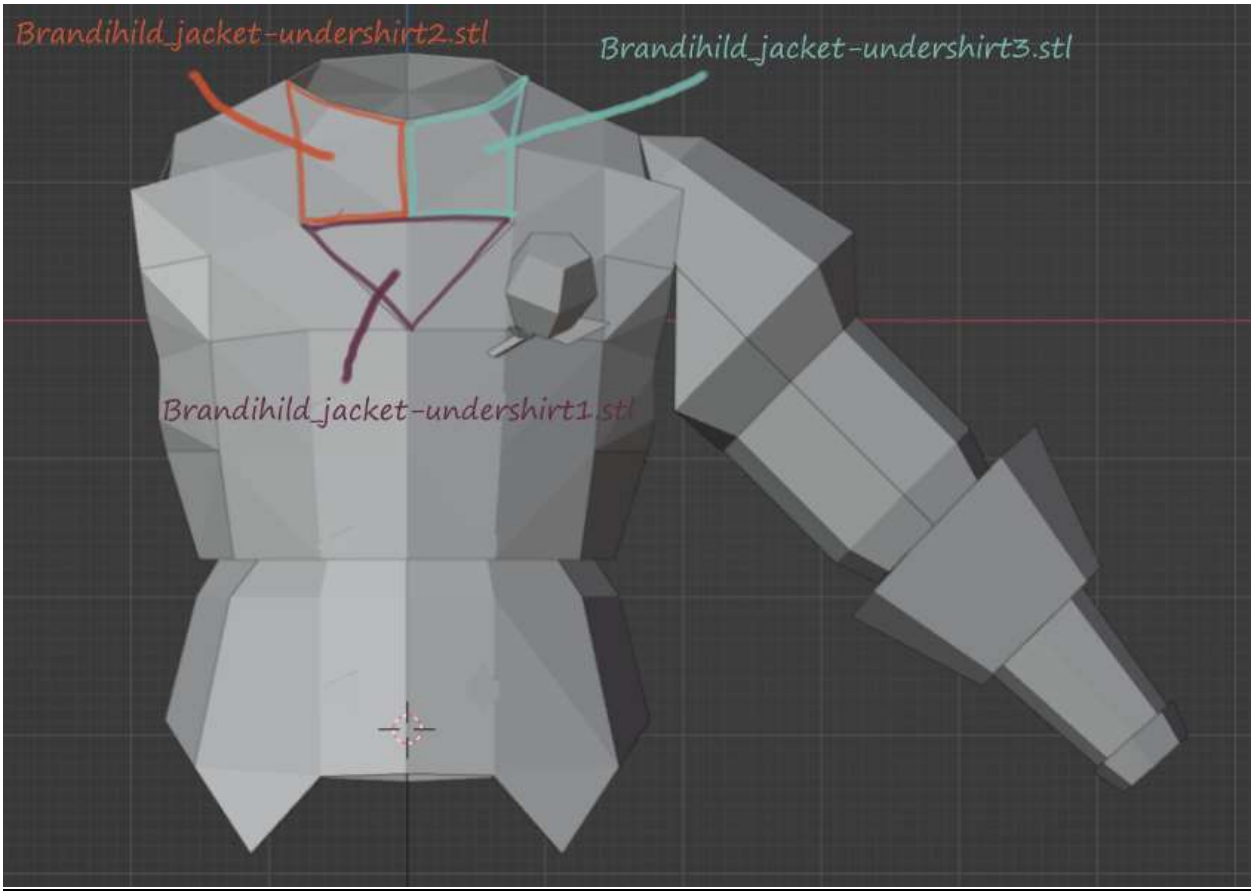
There are two ways you can add or subtract material to help with fitting this top.



The underarm does not have a clear side seam that you would cut along, but seeing as it's underneath your arms, it will be difficult to see, so you don't have to be as careful about making it perfect. You can easily add 2 ½" on each side, expanding the chest part up to 5" total. Adjusting the underarm will change how the shoulder sits, so you may need to sand down the edges or a small amount of flexible filler to make it look nice. You can also add some material to the shoulder, but I would suggest no more than ½" on each side, as you will have to make bigger changes to the collar later if you add much more than that.

The other way to change things is to use some 3D design software (I use Blender because it's free!) to combine the pieces, resize them digitally and reprint the ones you have changed. If you want to do this, be sure to attach all the following files, to ensure everything will fit together properly. I only suggest this way of resizing if you are comfortable with 3D software, as there can be a bit of a learning curve if you have never used this kind of software before.

Undershirt

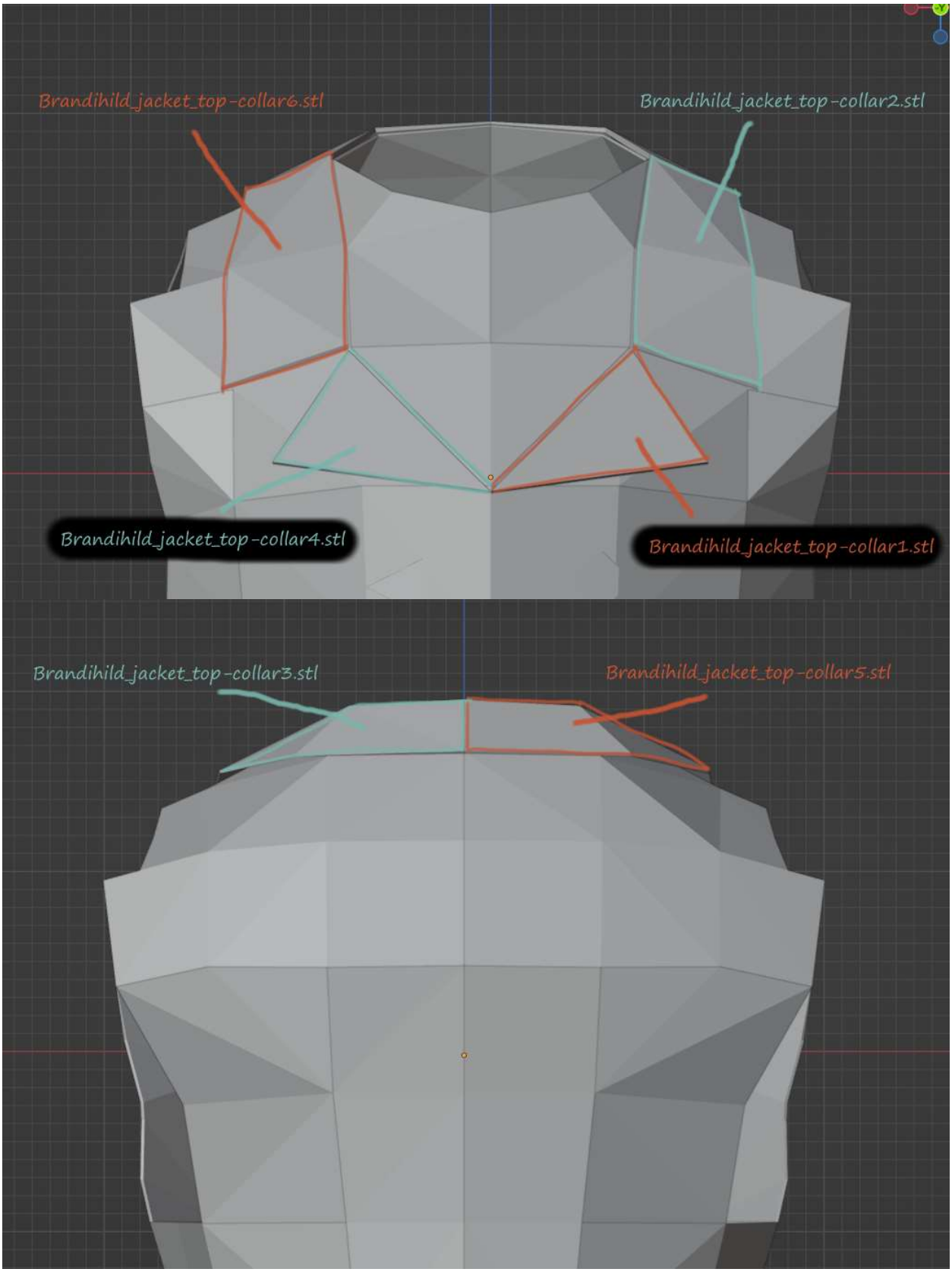


Pretty straightforward. Just as before, join the following pieces so it looks like the image above.

- Brandihild_jacket_undershirt1.stl
- Brandihild_jacket_undershirt2.stl
- Brandihild_jacket_undershirt3.stl

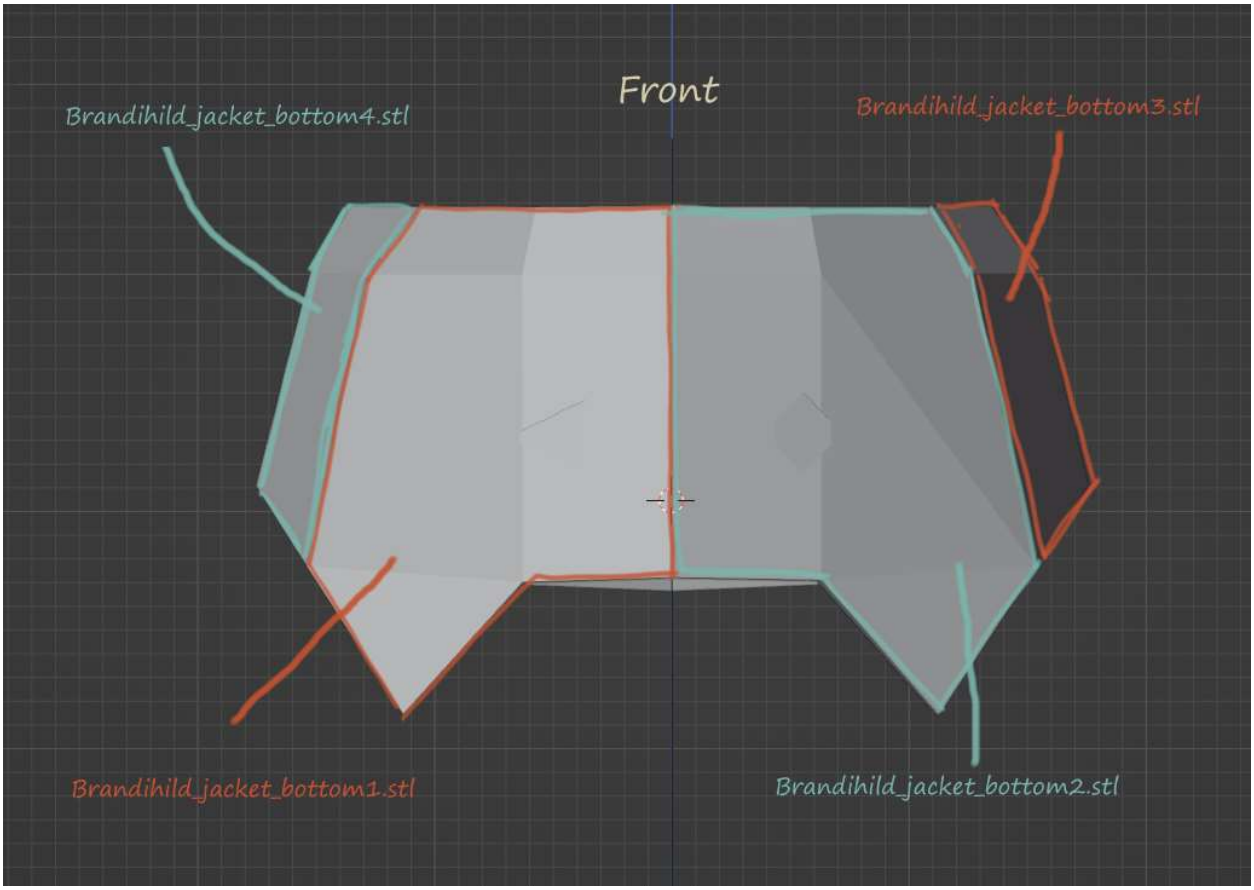
Do not attach the completed undershirt to the main jacket yet. That will happen later.

Collar


Brandihild_jacket_top-collar6.stl
Brandihild_jacket_top-collar2.stl
Brandihild_jacket_top-collar4.stl
Brandihild_jacket_top-collar1.stl
Brandihild_jacket_top-collar3.stl
Brandihild_jacket_top-collar5.stl

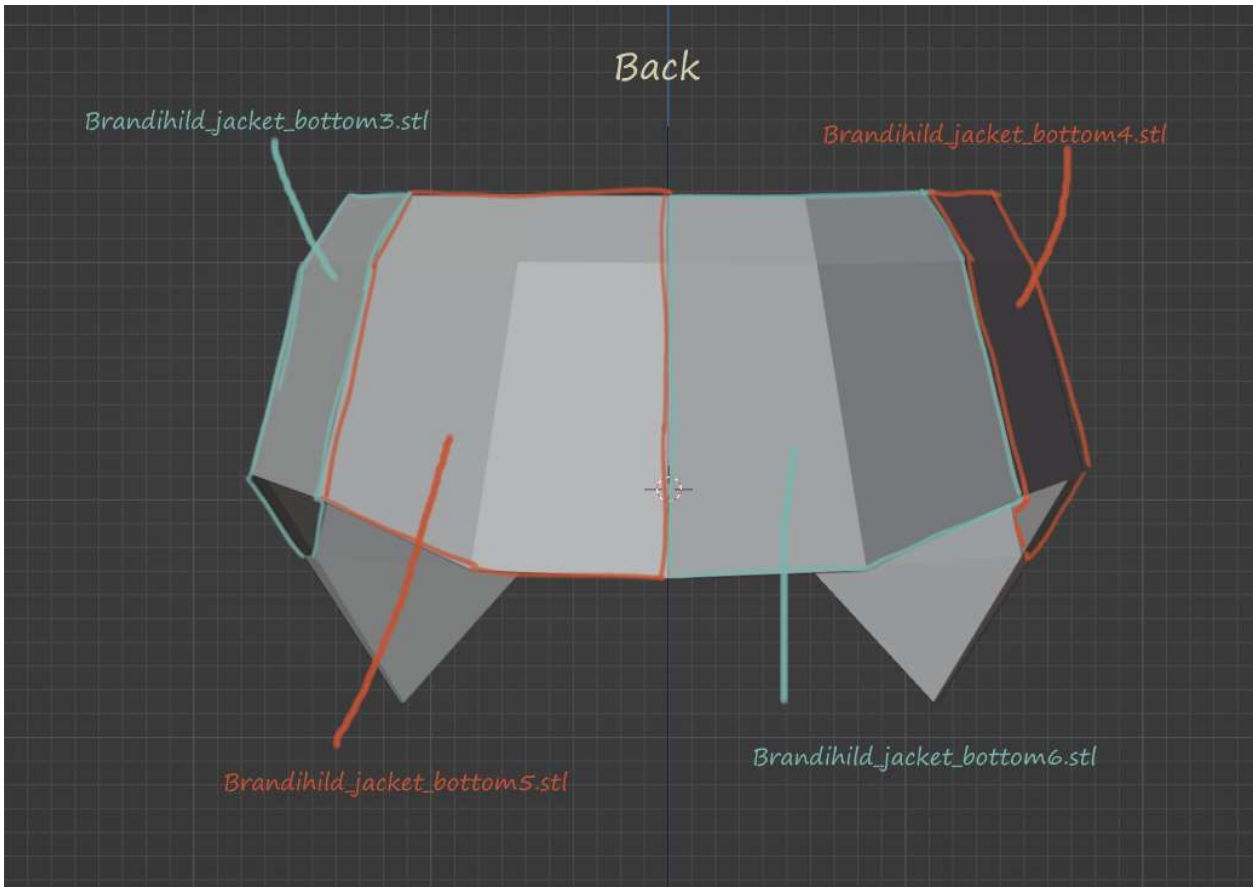
You do not need to permanently attach these collar pieces together yet, as they will be held together with fabric later, but I taped them in place, just to make sure everything was fitting together correctly at the shoulder. Plus trying on the jacket with the collar just makes you feel more gentlemanly!

Jacket Bottom



Glue or plastic weld the following parts together so they look like above.

- **Brandihild_jacket_bottom1.stl**
- **Brandihild_jacket_bottom2.stl**
- **Brandihild_jacket_bottom3.stl**
- **Brandihild_jacket_bottom4.stl**



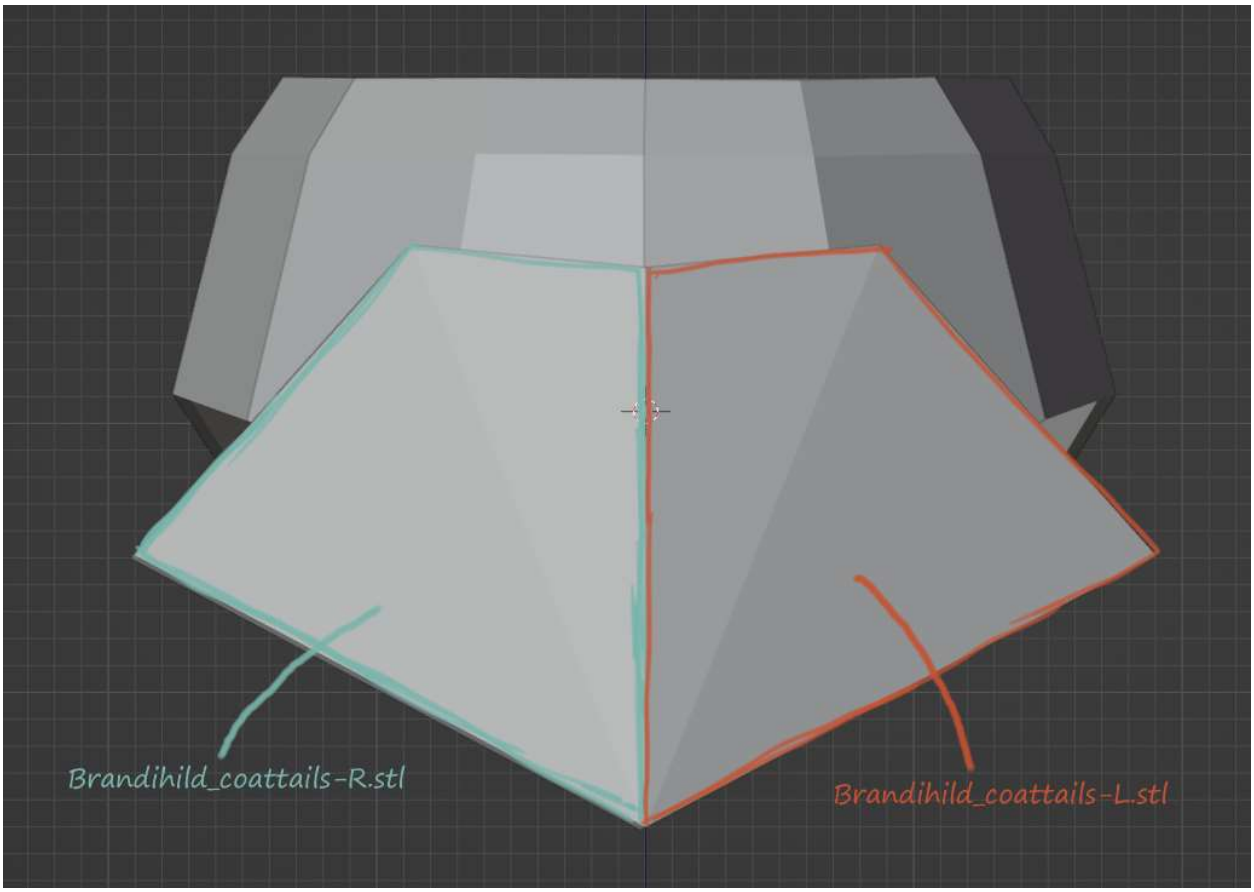
Glue or plastic weld the following parts together so they look like above.

- **Brandihild_jacket_bottom3.stl**
- **Brandihild_jacket_bottom4.stl**
- **Brandihild_jacket_bottom5.stl**
- **Brandihild_jacket_bottom6.stl**

Do not glue together the center back seam, as that is how you will get into the costume.

Coattails

If you were able to fit the "**Brandihild_coattails.stl**" in your printer, then you can bypass this step.



Glue or plastic weld the following parts together so they look like above.

- **Brandihild_coattails-L.stl**
- **Brandihild_coattails-R.stl**

Jacket Base Complete!

At this point, you will have attached together the top and bottom part of the jacket! Congrats! You've completed the biggest part of the build!

Now it's time to make the sleeves!

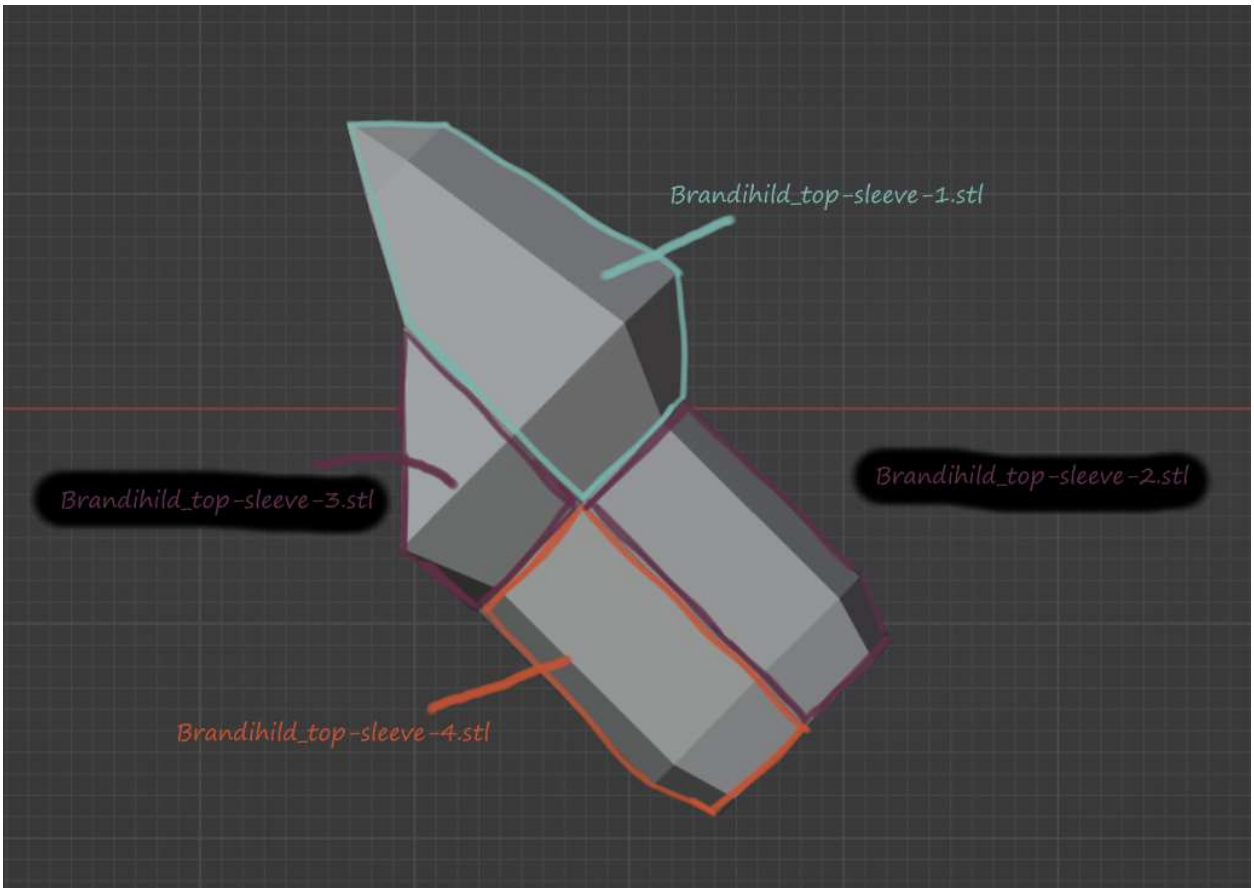
In "**Brandihild-sleeve.zip**", print **2** each of the following files out of your preferred **rigid filament**.

- **Brandihild_cuff.stl**
- **Brandihild_forarm.stl**
- **Brandihild_glove_cuff.stl**
- **Brandihild_top-sleeve-1.stl**
- **Brandihild_top-sleeve-2.stl**

In "**Brandihild-sleeve.zip**", print **2** each of the following files out of your preferred **flexible filament**.

- **Brandihild_top-sleeve-3.stl**
- **Brandihild_top-sleeve-4.stl**

Upper Arm

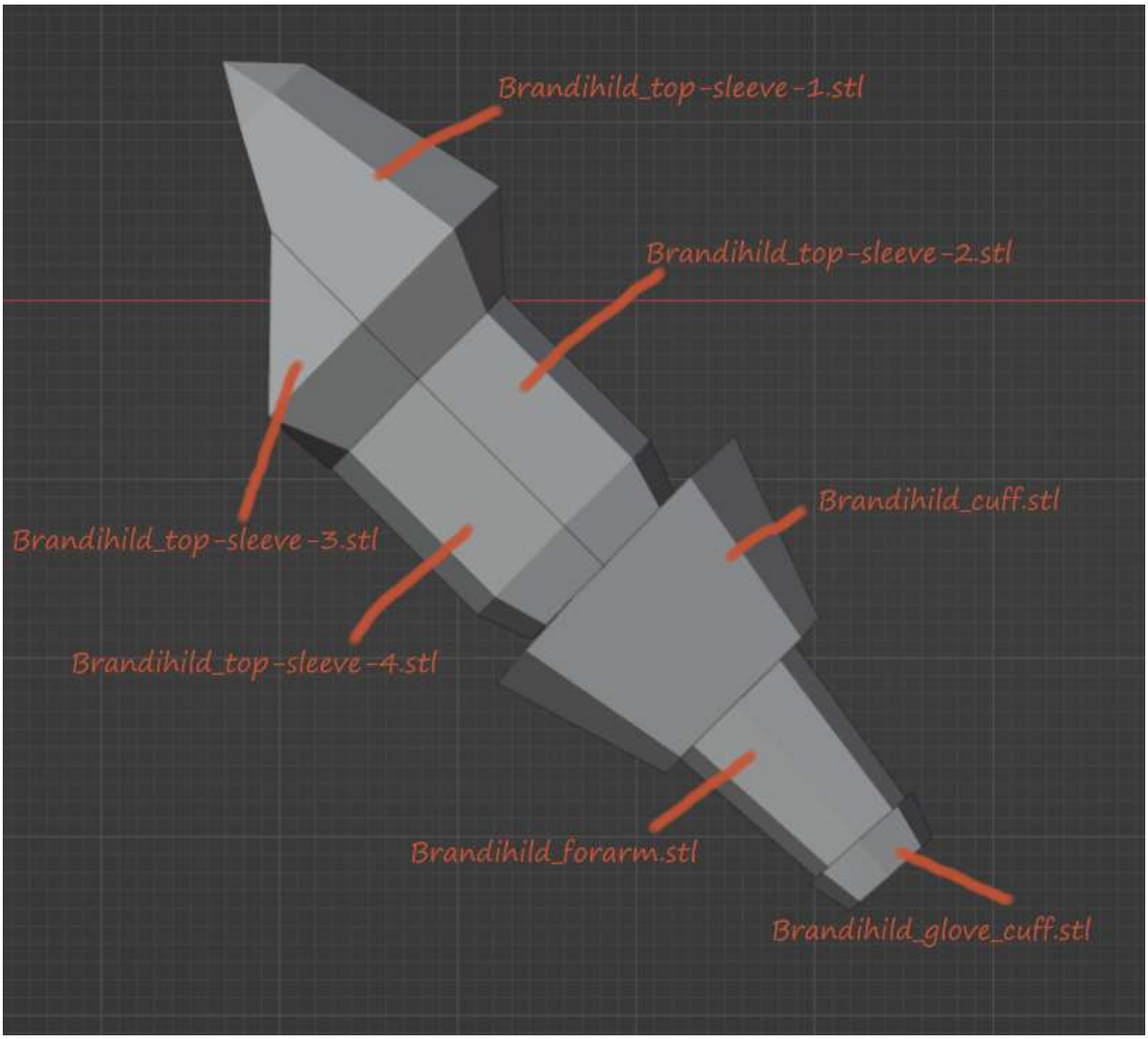


Glue or plastic weld the following parts together so they look like above. Please use flexible glue or plastic weld filler for this to ensure the seams do not break when flexing.

- **Brandihild_top-sleeve-1.stl**
- **Brandihild_top-sleeve-2.stl**
- **Brandihild_top-sleeve-3.stl**
- **Brandihild_top-sleeve-4.stl**

Once one is assembled, make one more. There is no left/right sleeve to worry about 😊

The rest of the arm pieces require no assembly right now, but here's how it goes together for fitting purposes.



Let's move on to the… private region.

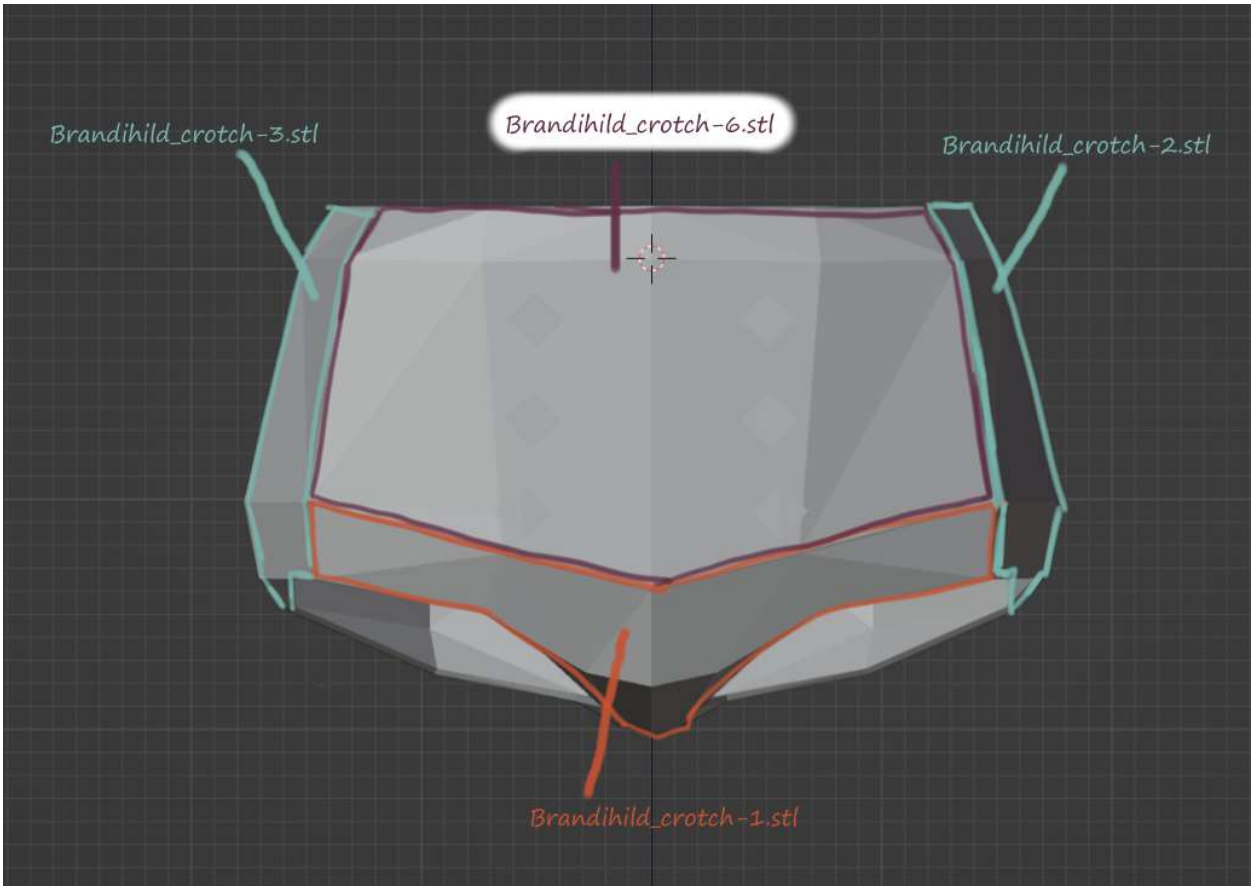
In "**Brandihild-crotch.zip**", print **1** each of the following files out of your preferred **flexible filament**.

- **Brandihild_crotch-1.stl**
- **Brandihild_crotch-2.stl**
- **Brandihild_crotch-3.stl**
- **Brandihild_crotch-4.stl**
- **Brandihild_crotch-5.stl**
- **Brandihild_crotch-6.stl**
- **Brandihild_crotch-7.stl**
- **Brandihild_crotch-8.stl**

AND print **1** of the following files out of your preferred **rigid filament**.

- **Brandihild_crotch_buttons.stl**

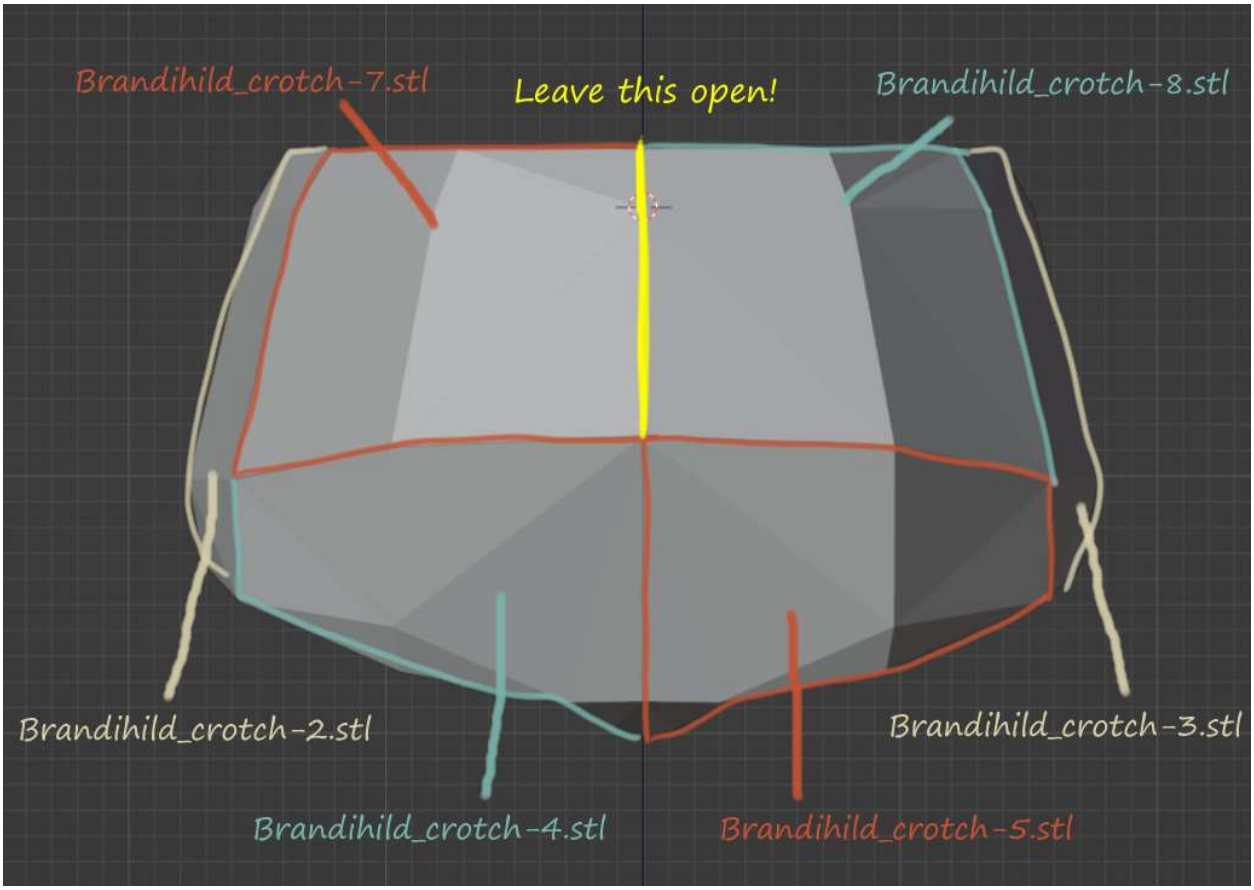
The Crotch Front



Glue or plastic weld the following parts together so they look like above. Please use flexible glue or plastic weld filler for this to ensure the seams do not break when flexing.

- **Brandihild_crotch-1.stl**
- **Brandihild_crotch-2.stl**
- **Brandihild_crotch-3.stl**
- **Brandihild_crotch-6.stl**

The Rear

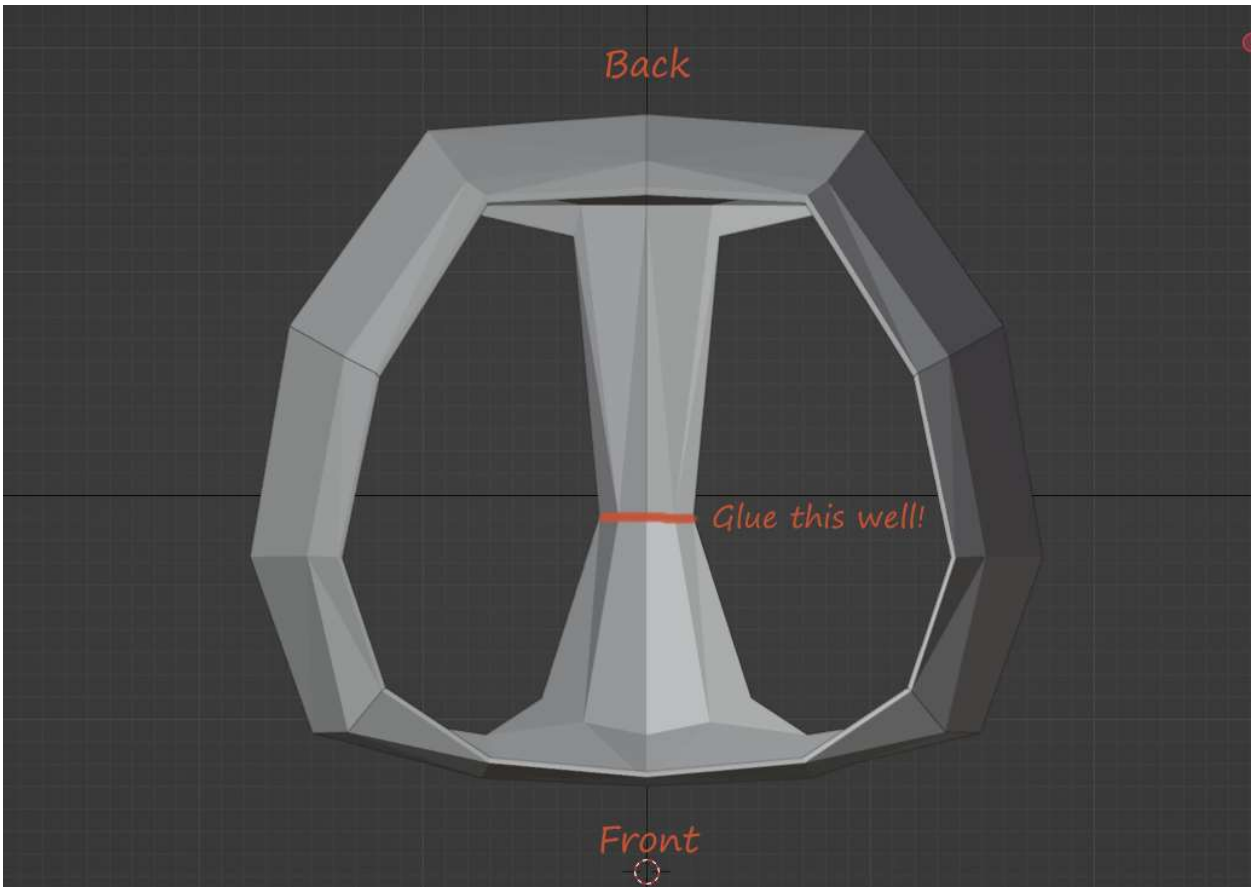


Glue or plastic weld the following parts together so they look like above. Please use flexible glue or plastic weld filler for this to ensure the seams do not break when flexing.

- **Brandihild_crotch-2.stl**
- **Brandihild_crotch-3.stl**
- **Brandihild_crotch-4.stl**
- **Brandihild_crotch-5.stl**
- **Brandihild_crotch-7.stl**
- **Brandihild_crotch-8.stl**

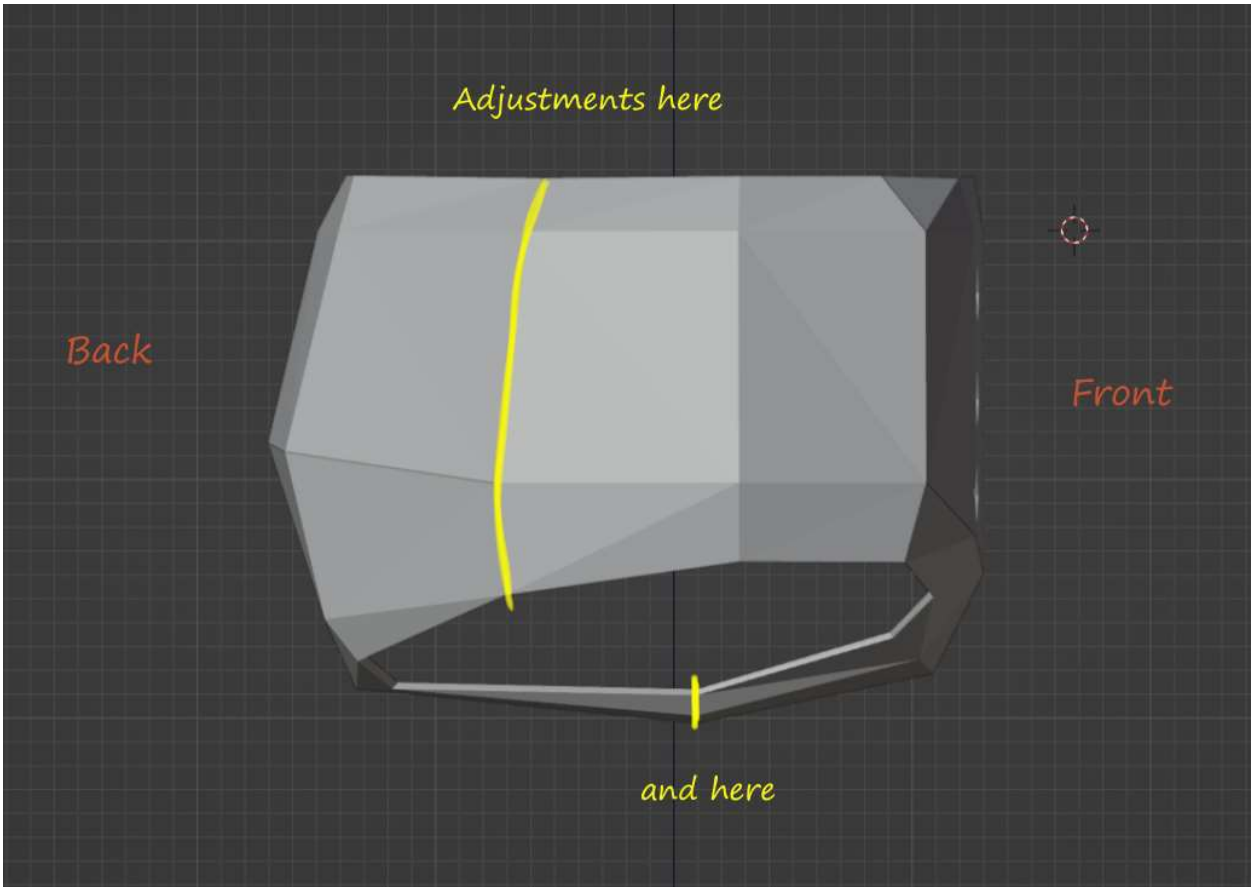
Do not glue together the center back seam between Brandihild_crotch-7.stl and Brandihild_crotch-8.stl. This is so you can pull on your low poly… diaper? I'm still not sure the best way to refer to this costume piece.

Join the front and back



Be sure to secure the seam in the crotch really well, since it's going to flex every time you sit down.

Once you're done, try it on! This piece was the most difficult to fit because people generally have a booty and Brandihild… well he doesn't. It's completely flat.



You can make some adjustments along the side-back seam if you need more room in the trunk. You can also get yourself some more room in the thigh/crotch area by adjusting the bit that goes between the legs. Just be sure to glue it securely after making any adjustments.

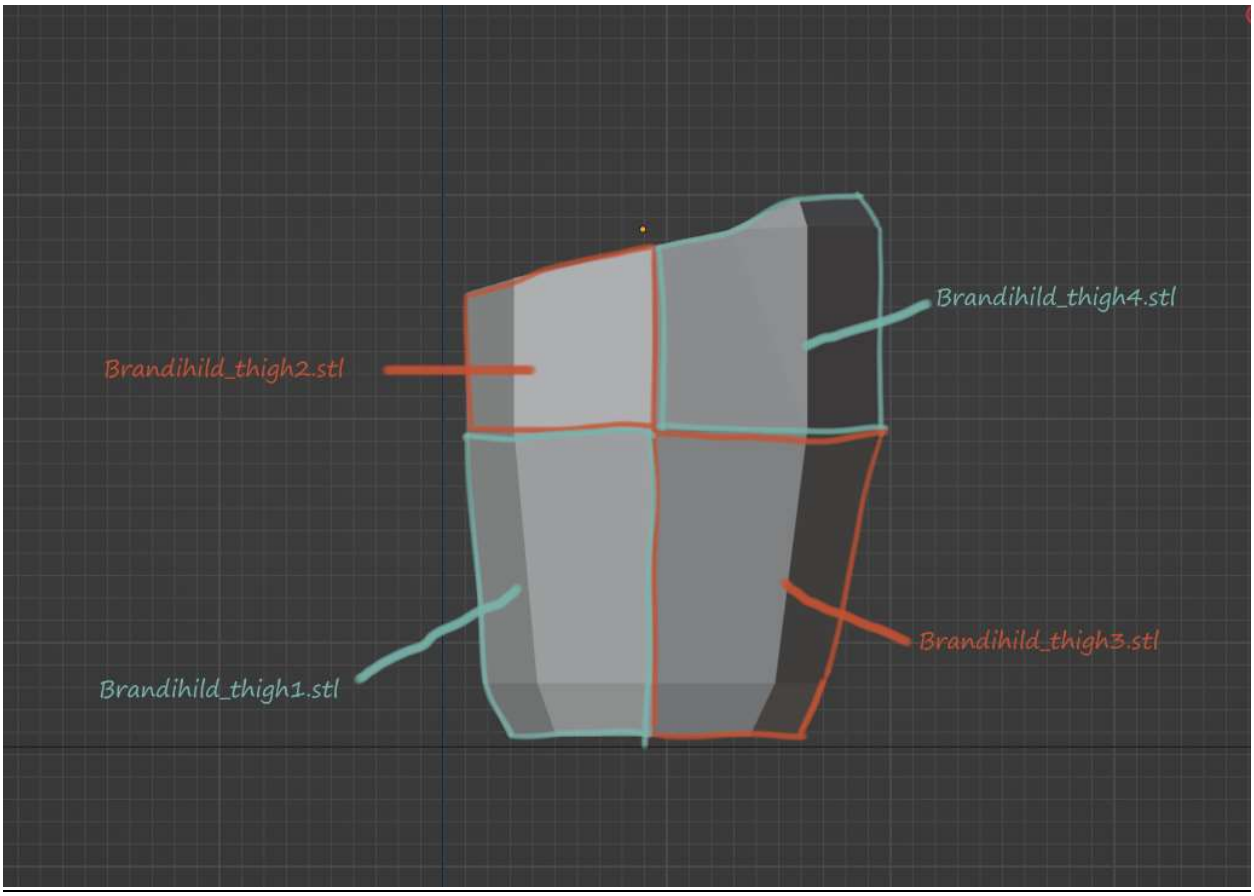
After you're done with that, we can move on to…

LEGS!!

In "**Brandihild-legs.zip**", print **2** each of the following files out of your preferred **flexible filament**.

- **Brandihild_thigh-1.stl**
- **Brandihild_thigh-2.stl**
- **Brandihild_thigh-3.stl**
- **Brandihild_thigh-4.stl**
- **Brandihild_calf-A.stl**
- **Brandihild_calf-B.stl**
- **Brandihild_calf-C.stl**

But first, thighs.

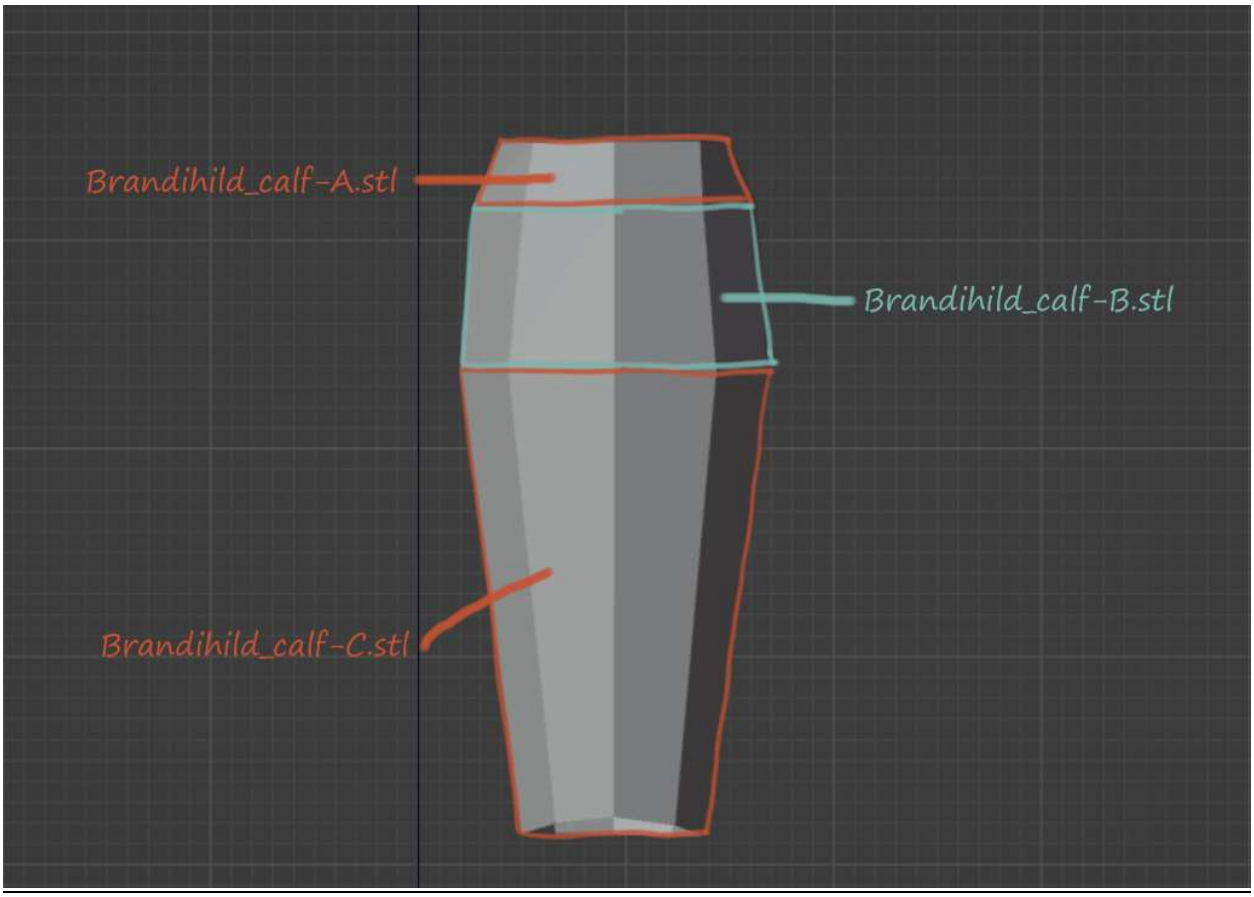


Glue or plastic weld the following parts together so they look like above.

- **Brandihild_thigh1.stl**
- **Brandihild_thigh2.stl**
- **Brandihild_thigh3.stl**
- **Brandihild_thigh4.stl**

Just like with the arms, there is no left/right leg pieces, so just make a second thigh so we can make the…

Calves!



(No, I do not remember why the calf pieces are letters instead of numbers, they just are)

Glue or plastic weld the following parts together so they look like above.

- **Brandihild_calf-A.stl**
- **Brandihild_calf-B.stl**
- **Brandihild_calf-C.stl**

Again, there are no left/right leg pieces, so just make a second calf and you're good to go!

We're getting close to having a complete cosplay! Only one more thing before we get to the mask!

Feet? For free?

In "**Brandihild-shoe.zip**", print **2** each of the following files out of your preferred **flexible filament**.

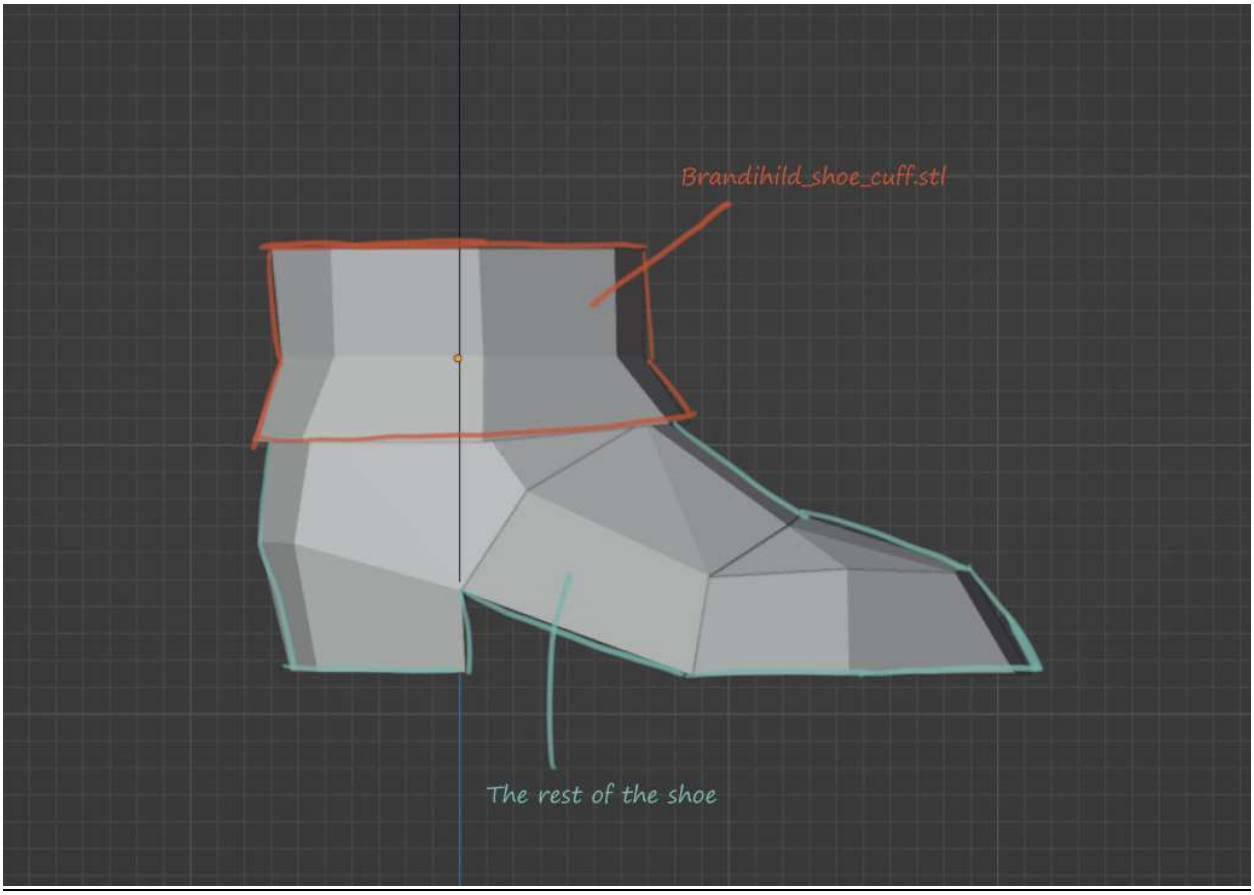
- **Brandihild_heel-A.stl**
- **Brandihild_heel-B.stl**
- **Brandihild_toe-A.stl**
- **Brandihild_toe-B.stl**
- **Brandihild_toe-C.stl**

Print **2** of the following file out of your preferred **rigid filament**.

- **Brandihild_shoe_cuff.stl**

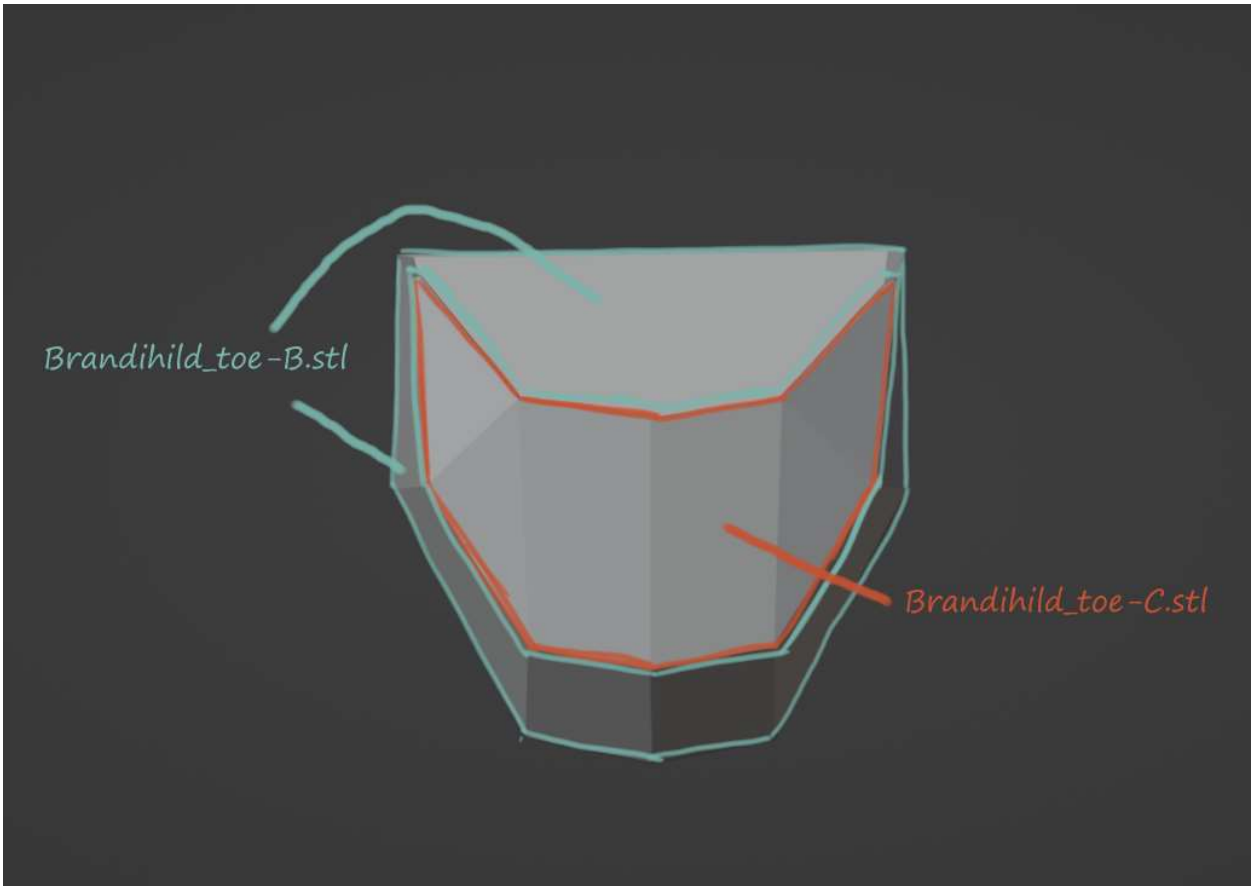
Note: Because I ran out of flexible filament, the heel of the shoes on the costume at FanFest ended up being PLA. This was not ideal, as it was less comfortable and caused the shoes the cosplayer was wearing inside the print to come loose from time to time. However, the shoes did not break completely, so if you're running short on the flexible stuff or just want to save a little cash, you can try this if you want.

The cuff



No assembly required, but since I was constantly trying to put in on backwards, here's the side view on how it should sit. Bigger side to the back, smaller side to the front.

Shoes!

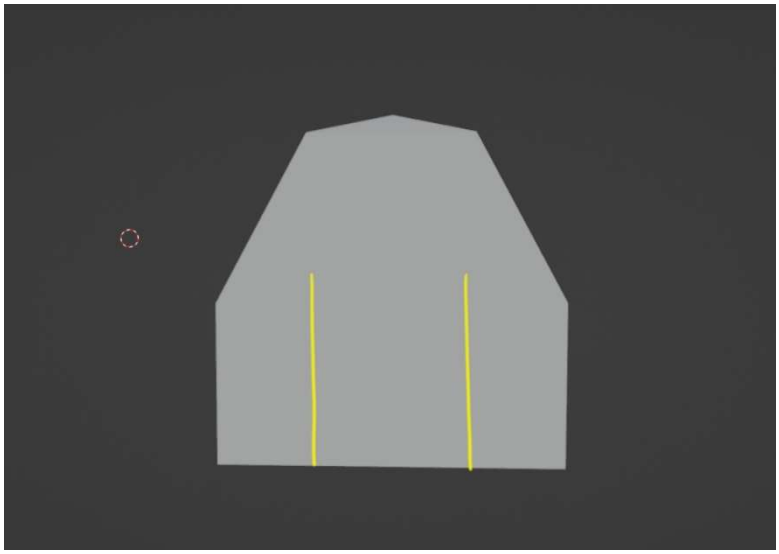


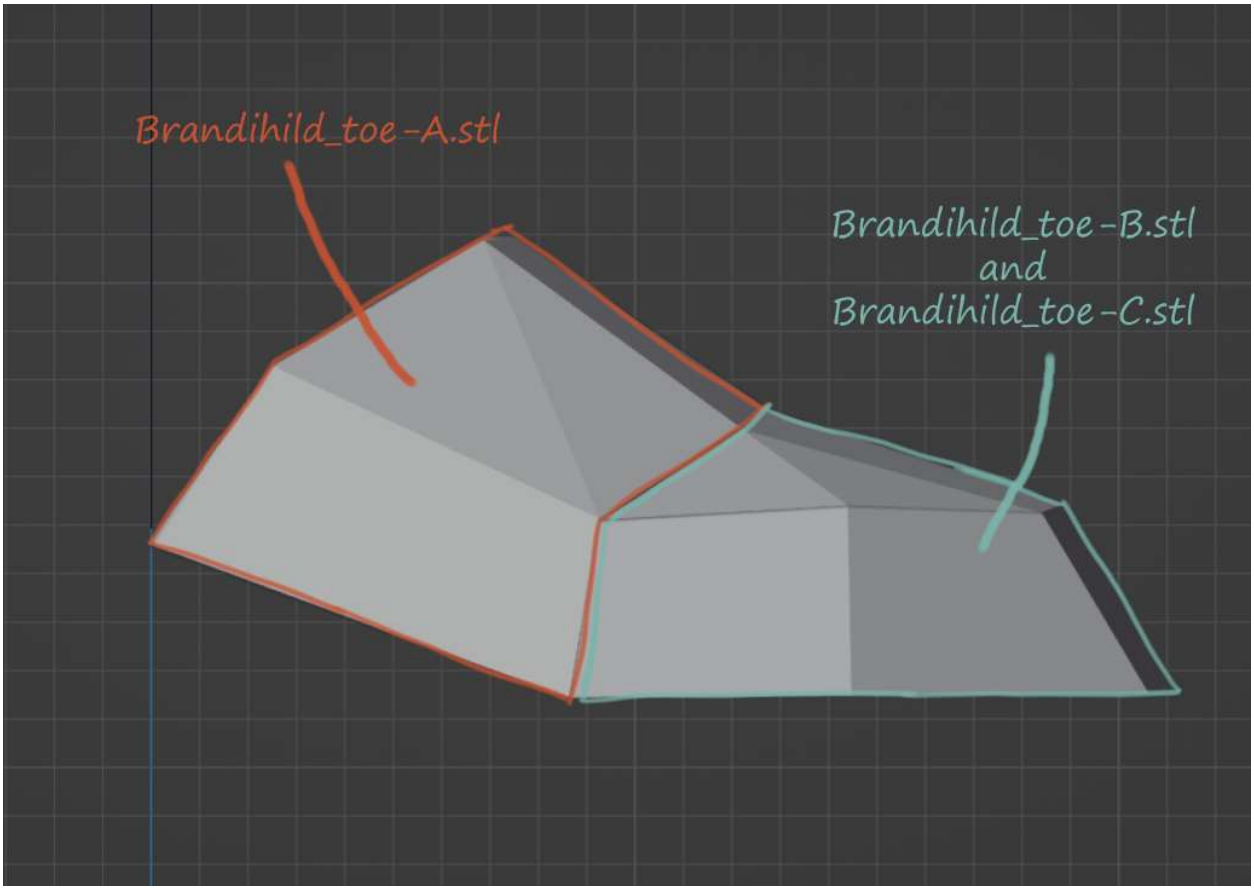
Glue or plastic weld the following parts together so they look like above.

- **Brandihild_toe-B.stl**
- **Brandihild_toe-C.stl**

This seam is difficult to do because it's such a small space. I ended up making some cuts in the bottom of the shoe to give myself some working room. Since the cuts would never be seen on the bottom of the shoe and the flexible material allowed me to just move the flap back in place when I was done.

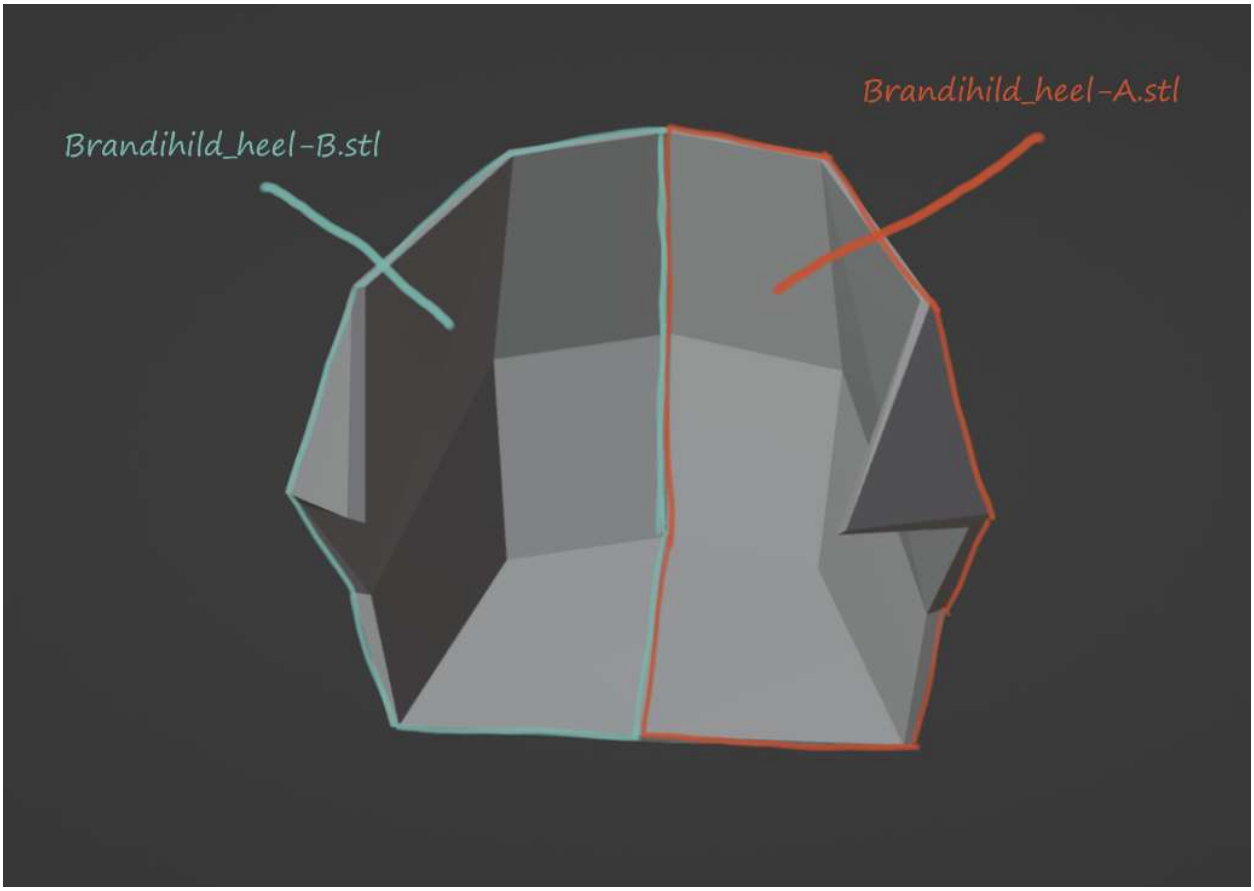
Yellow lines are where I made the cuts.





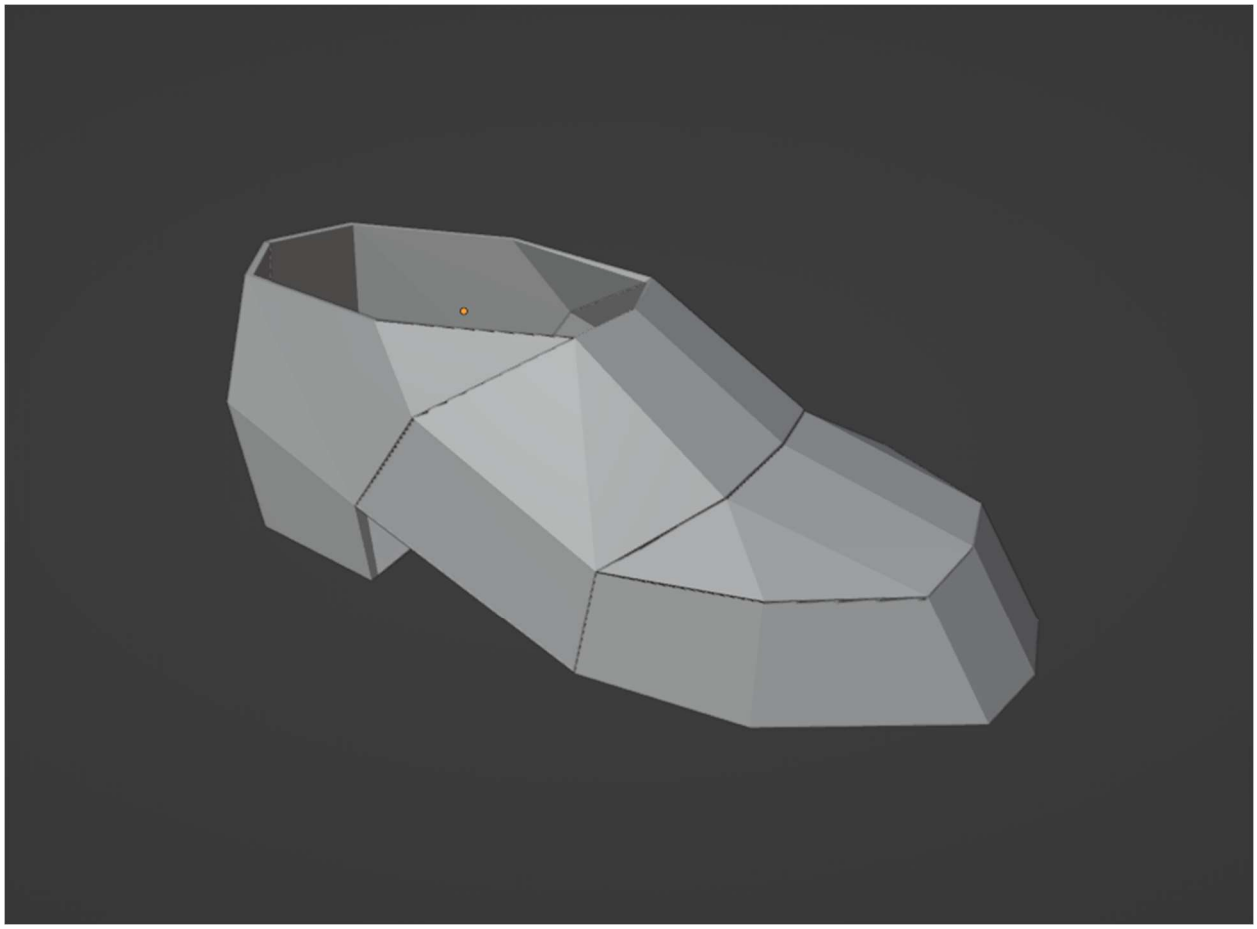
Glue or plastic weld the following parts together so they look like above.

- **Brandihild_toe-A.stl**
- **Brandihild_toe-B.stl and Brandihild_toe-C.stl**



Glue or plastic weld the following parts together so they look like above.

- **Brandihild_heel-A.stl**
- **Brandihild_heel-B.stl**



Glue or plastic weld the following parts together so they look like above.

- **Brandihild_heel-A.stl and Brandihild_heel-B.stl**
- **Brandihild_toe-A.stl, Brandihild_toe-B.stl and Brandihild_toe-C.stl**

I am tired of drawing lines to show how the pieces line up. Hopefully this reference will be enough.

BUT

Now that you're finished with one shoe, you only have to do those steps one more time (unless you're making multiple costumes, in which case RIP your free time).

SHOES COMPLETE!

There's only one thing left to put together now, and it's the most Instagramable part!

The Mask and Accessories!

In "**Brandihild-mask.zip**", print **1** each of the following files out of your preferred **rigid filament**.

- **brandihild_back_hair.stl**
- **brandihild_face.stl**
- **brandihild_front_hair.stl**
- **brandihild_L_sideburns.stl**
- **brandihild_monocle.stl**
- **brandihild_R_sideburns.stl**

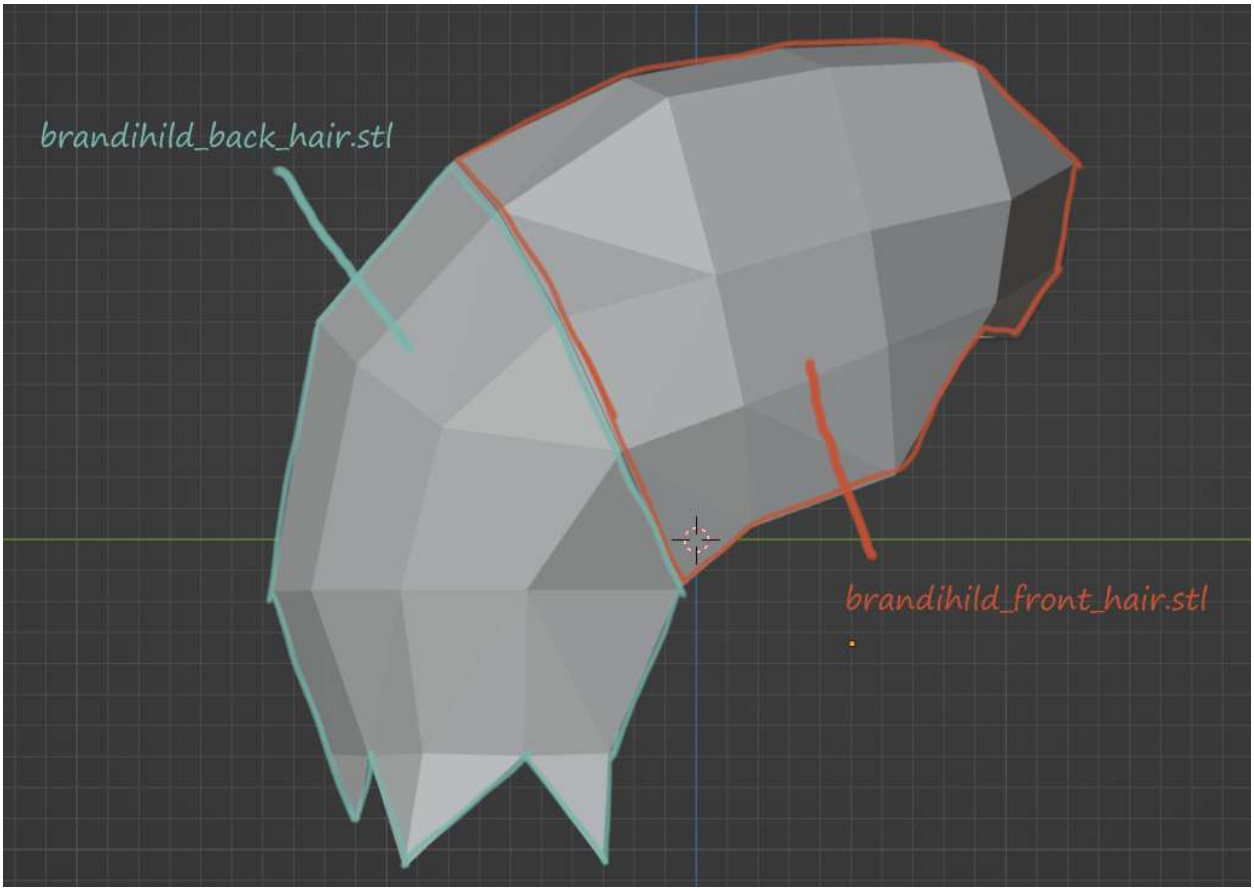
Print **2** of the following out of your preferred **rigid filament.**

- **brandihild_hairclip.stl**

> ***Brandihild_front_neck.stl*** *is an optional piece I designed to create a polygonal look for the neck/throat, but I ended up not using it because the costume would have been far too warm with it on. If you are less concerned about that, then you're welcome to give it a shot. I am not sure about fit problems with this piece, however, so please be patient if you have problems with it.*
>
> *It should be printed* ***1*** *time with* ***flexible filament****.*

In "**Brandihild-accessories.zip**", print **1** each of the following files out of your preferred **rigid filament**.

- **Brandihild_bowtie-1.stl**
- **Brandihild_bowtie-2.stl**
- **Brandihild_Rose1.stl**
- **Brandihild_Rose2.stl**



Glue or plastic weld the following parts together so they look like above.

- **brandihild_back_hair.stl**
- **Brandihild_front_hair.stl**

Once that's done, it's time to paint!

The things that we are painting are:

- The mask
- The forearms
- The rose
- The buttons

There are lots of ways to do this, but this is what I found that works for me! I was in crunch mode during this part, so I don't have photos, but here's what I did.

1. Collect all the parts that need to be painted in one place and lightly sand each one using 120 grit sandpaper. Don't stress too much about getting rid of print lines yet, just sand out the worst bumps.

2. Use Perfect Plastic Putty (Non-affiliate amazon link https://www.amazon.com/dp/B0076LAVFK) to smooth out the layer lines. This putty is water based, so you can dip your finger in water and smooth it well. Some of the crevices might collect more putty than you want, you can use a toothpick to scoop it out when that happens. Once you're happy, let it dry.

3. Sand one more time, using a sanding block with 180 grit to keep crisp polygonal edges. Wear a mask as the plastic putty is super chalky when dried and gets in the air easily.

4. Dust off the pieces and spray with a filler primer. (Non-affiliate amazon link https://www.amazon.com/Rust-Oleum-249279-Automotive-11-Ounce-Filler/dp/B003CT4AM0) Do this outside and wear a mask. It smells terrible. Let it dry in a place that will confuse your neighbors.

5. Paint the base color.

    - I used Rust-Oleum spray paint in Ivory (More non-affiliate amazon https://www.amazon.com/Rust-Oleum-249073-Painters-Purpose-12-Ounce/dp/B002BWORVI) for the face and arms, but in hindsight I should have used a slightly darker color with more orange in it, but it's what I could get ahold of easily.
    - For the rose, I used Krylon Colormaxx spray paint in Gloss Banner Red (Still not an affiliate link https://www.amazon.com/Krylon-K05503007-COLORmaxx-Aerosol-Banner/dp/B07LFPCWBQ).
    - Buttons pieces and hair clips got Rub 'n Buff in Pewter (https://www.amazon.com/Rub-Buff-Metallic-Finish-5oz-

Pewter/dp/B00A2CGWQW/), Monocle got Rub 'n Buff in Autumn Gold (https://www.amazon.com/AMACO-Rub-Buff-Metallic-Finish/dp/B0B3314S74)

- The rest of the pieces, I used just cheap acrylic airbrush paint. (https://www.amazon.com/Tplook-Airbrush-Dilution-Required-Waterproof/dp/B0B9XTH49K/) You don't need to airbrush this paint, if you don't want. I just like it because it has a lot of pigment without a lot of texture.

6. Once everything is dry, use masking tape to create clean lines around Brandihild's goatee. Now you can paint Brandihild's facial hair. Don't forget his polygonal eyelashes like I did! Just as a reminder, it looks like this.

7. Do a protective clear coat to keep your paint job from getting scratched up. (https://www.amazon.com/dp/B00397STRW)

Cover the rest of the parts with fabric!

Here we go! This is the homestretch! If the parts haven't been painted, then they need to be covered in fabric. The only exception is the shoes, which I just printed in black and called it good.

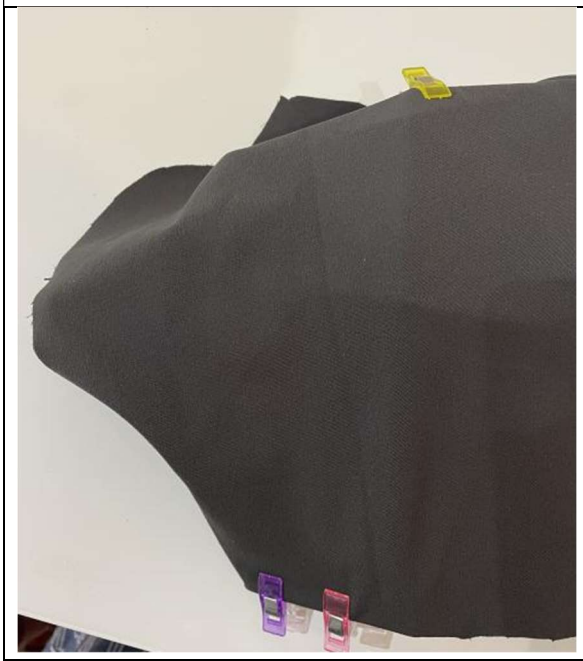
I used 3 different fabrics:

- Matte charcoal stretch suiting
- Shiny black spandex
- Shiny white spandex

I sourced my fabric from a local fabric shop, so unfortunately, I can't link the exact fabric I used, but there are lots of fabric resources out there that you can try. The name of the game here is STRETCH.

You want to pull the fabric tight across the pieces so you can see all those polygonal edges and then glue the fabric in place. If the fabric doesn't stretch, then you'll be constantly fighting to keep everything smooth. Don't do that to yourself. No one needs that kind of stress in their life.

I used these cute quilt clips and binder clips to hold the fabric in place.

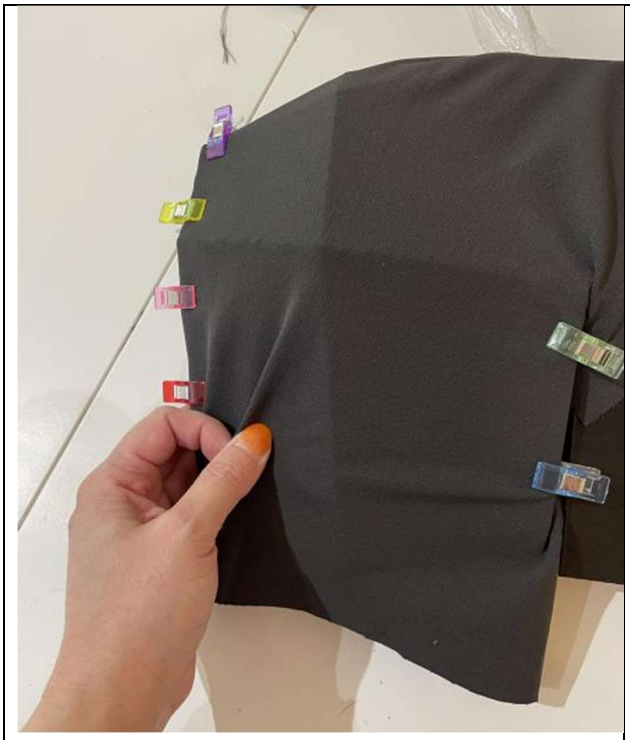
UNSTRETCHED	STRETCHED
	

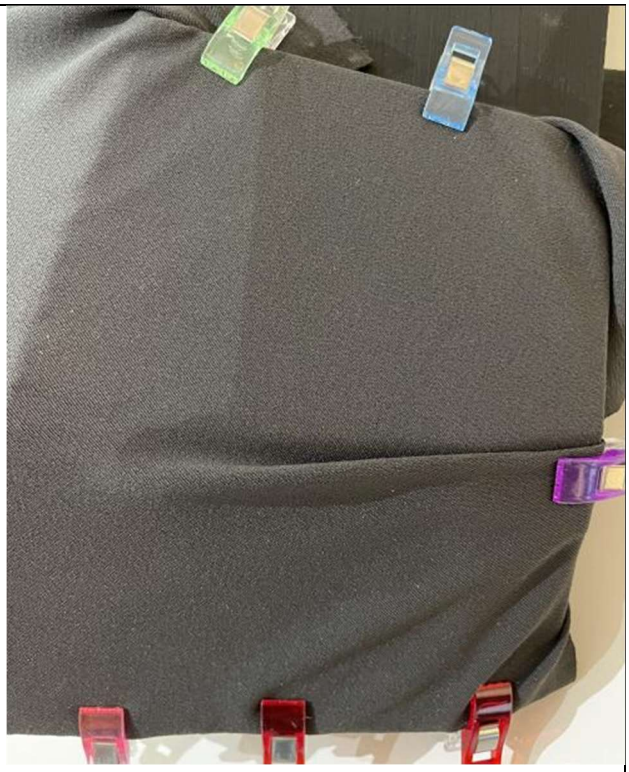
To keep the fabric in place, I just hot glued the fabric to the inside of the piece.

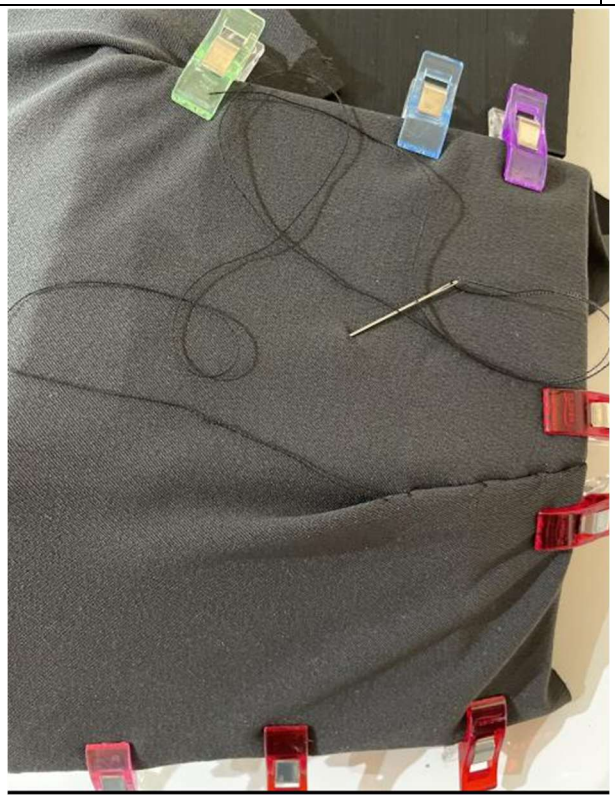
It will kind of look messy on the inside, but no one will see it but you and maybe a cosplay judge.

← This is what it looks like just before gluing. Just remove a clip, place some glue under the fabric, and then reclip. That way, you don't ever have to touch the hot burny places with your fingers.

If, while you are working, you find the fabric is just baggy in a place and you can't seem to get it tight against the piece, then you'll probably need to sew a little dart.







Find a polygon edge, and make a tuck, so it lines up with that edge.

Once that'd done, you can use a ladderstitch to close up that dart and make things look nice.

And by nice, I mean, make neater stitches than this example. This is just to show the process.

Once you're done with the stitches, smooth out the fabric again, and you should be all good.

When covering the legs and sleeves, I just sewed a tube that I thought was big enough, pulled it on the piece, and then made darts using the above method.

So, now that you've got an understanding of how this is going to work; let's remind ourselves what goes where.

Most of the body is covered with matte charcoal fabric.

The collar and cuffs on the upper body are black spandex.

The undershirt and bowtie are white spandex, as well as the sock and cuff on the calves.

Once you're done covering all the naked pieces in low poly clothing, it's time to pull it all together!

Attaching all the pieces together

This is probably the easiest answer.

Stitches, hot glue, and Velcro.

Stitch or glue together pieces that don't ever need to come apart.

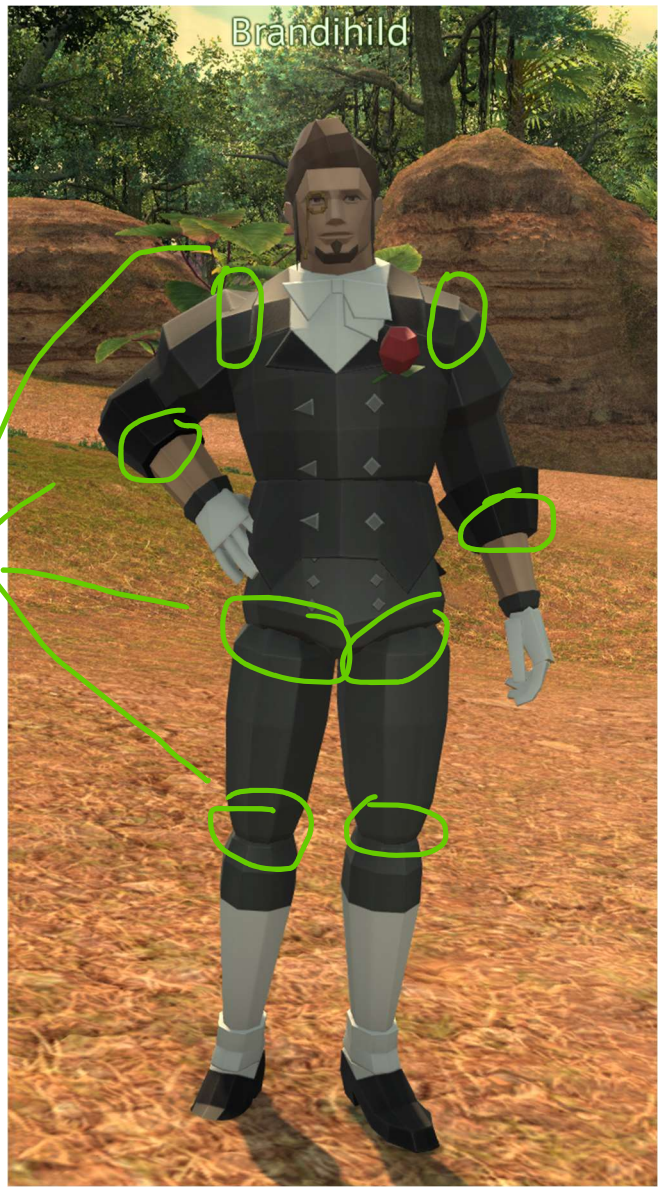
For pieces that you would like to separate so you can fit your low poly masterpiece in your luggage, use Velcro on some matching fabric and then attach those fabric pieces to the 3D printed pieces so the edges don't show.

High five yourself for being smart.

Sorry I don't have much to say here. I could try to show how I attached things, but without the costume here anymore, I would have to remake some pieces, and I am a tired old lady.

The other thing is this is where a lot of fine tuning of your cosplay is happening. Taller people will need more fabric between the pieces than shorter people.

That's basically it.



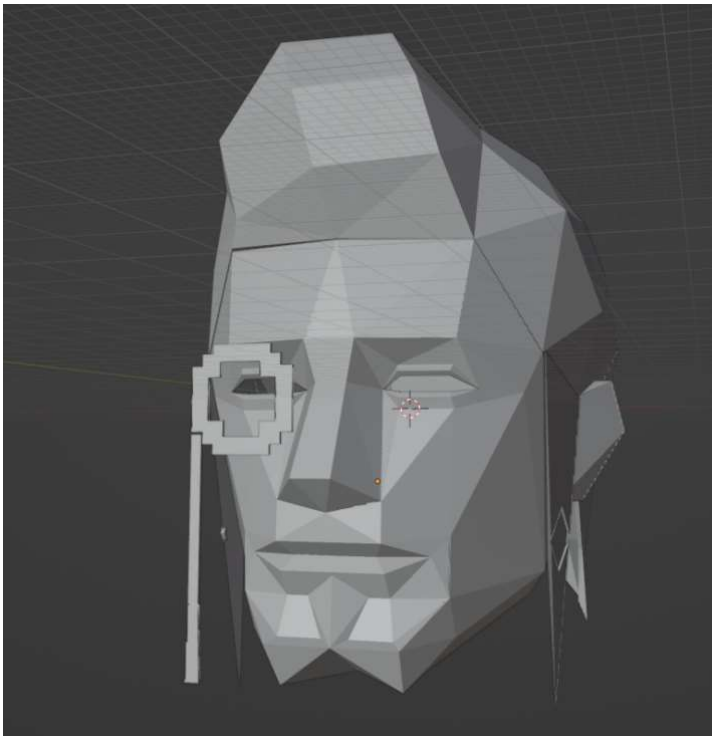
Here's where I ended up using Velcro.

Oh, and I use Velcro on the center back seam and to attach the coattails.

The only exception to the Velcro is when assembling the mask.

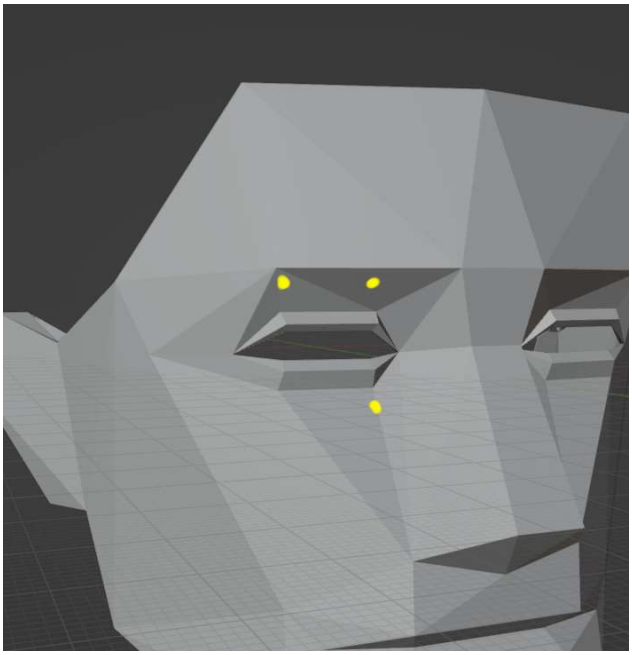
Final Mask Assembly!

There are a couple tasks left before we're done here. The first being the monocle.



It needs to look like it's just kind of floating in front of his eye. I puzzled over this for a while, and I came up with this solution.

I used a small hand drill to make 3 small holes around the eye. Just big enough to push some wire through. Specifically, 22 AWG aluminum craft wire.



Before you drill the holes, put some masking tape over the spot you plan on drilling. That way you won't accidentally mar the paint surface while you work.

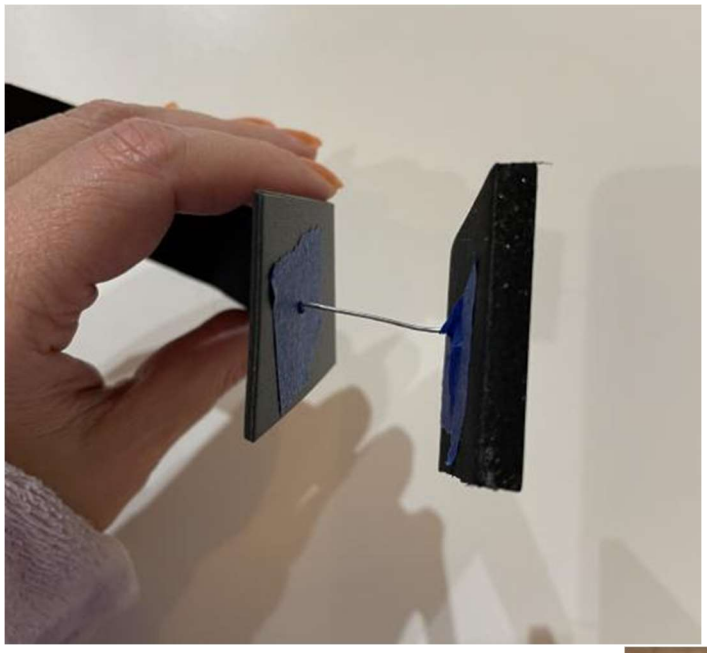
I kept my tape on I was completely done with the monocle, and then tore away the tape at the end. It's a little picky to peel tape away around a wire, but it kept the paint around the eyes in perfect condition.

No wire scratches = 

With some pliers, make a little loop that will sit against the back of the monocle. Try to imagine this black piece of craft foam in the monocle. I'm working with what I've got here.

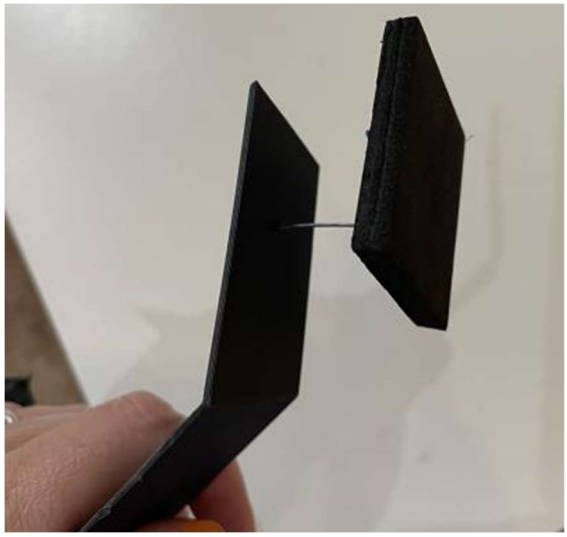
Once you've got a little curly bit that will sit flush against the monocle. Glue it down. I used superglue because it's fast.

In these demo pictures, I used tape. You'll have to imagine that the tape is glue too.



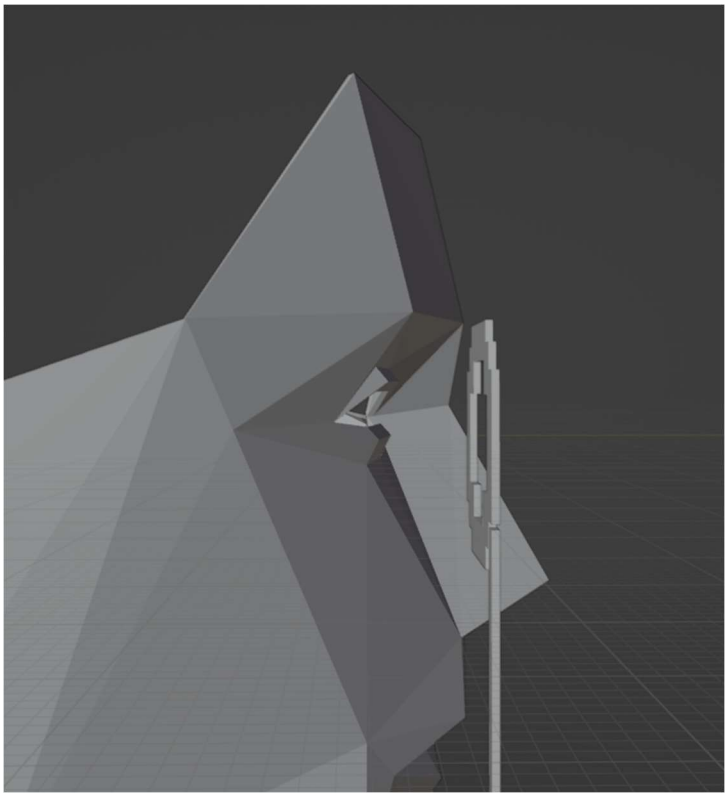
Once the glue on the monocle is dry, you can push the wire through the hole you drilled. If things don't match up perfectly, the wire is pretty flexible, you can probably make it work with some patience.

When the wire looks right from the outside of the mask, trim the wire, and bend it so it won't be pointing aggressively towards your cornea. Use hot glue to cover the wire inside the mask as extra security against pokey wire.



When you're done and the hot glue is cool. The monocle should stay in place, hovering in front of the eye a bit.

For reference, this is about how far away from the eye socket you want the monocle to be.



NEXT!

The eyes are currently empty sockets, staring into the void. This is scary and I hate it. Let's give Low Poly Hildy some eyes.

I have some 4" wide translucent buckram (I'm not cool enough to monatize my links https://www.amazon.com/dp/B08LF4HVBV), which I painted white and brown to look like eyes with the airbrush paint I used earler. It might seem like you can get away without painting the white, but I can tell you, it looks much better with the whites of the eyes painted. Otherwise the bare translucent buckram just looks dark, like the inside of the mask.

And yes, you can see out of the eyes in this mask, even with all the stuff in front of it. It's amazing, actually.

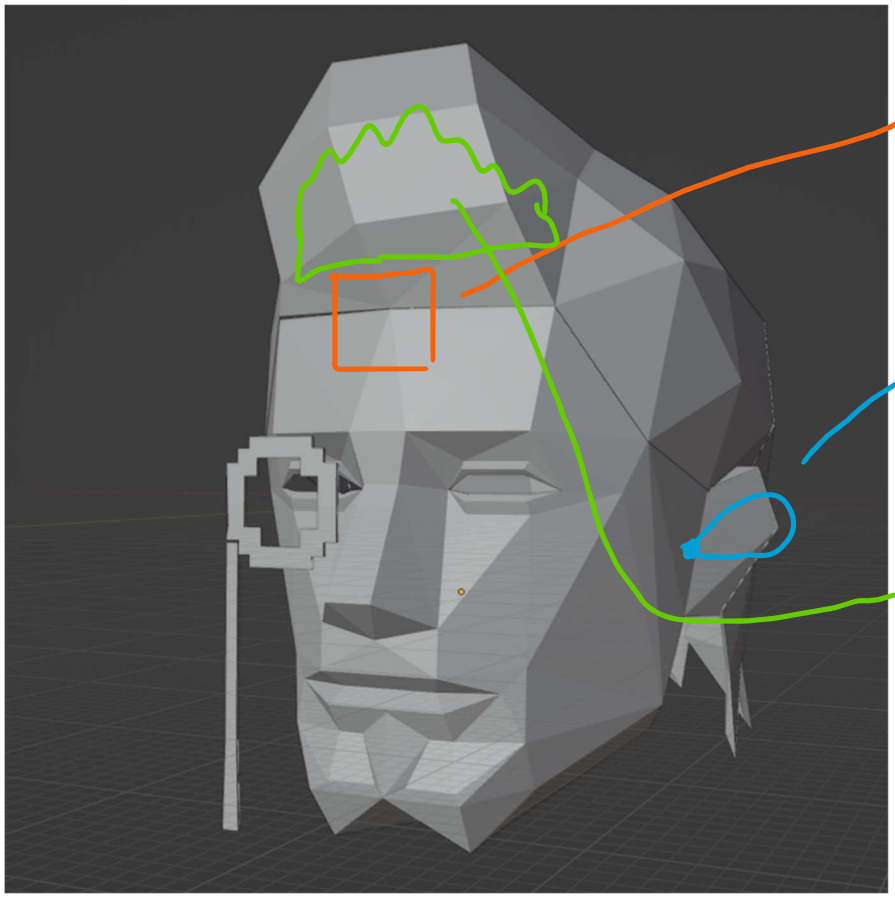
Once the buckram is all dried, glue it to the inside of the mask and trim away any parts that look like they would be annoying to have near your face. Easy!

While you have the glue out, you should probably glue the hairclips to the sideburns and attach those to the mask face. I almost forgot about it, like 3 times.

NEXT AGAIN!

So now that the mask is all set, how are we going to wear this thing exactly?

Well,



Hot glue a piece of 2” wide elastic to act as a hinge inside the mask, attaching the hair to the forehead.

Use elastic for making cloth covid masks to create ear loops that will go over your ears but attach to the inside of the mask near the ears.

Place craft foam in the top of the mask so it sits comfortably on your head.

THAT’S IT! CONGRATS! YOU’VE GOT YOUR MASK READY TO WEAR!

ONE LAST STEP!

It’s the Rose and the buttons.

The buttons are easy. Just got to glue them in place. There are small indents in the prints that you should *hopefully* be able to feel through the fabric. I used Gorilla Glue hot glue for this, and it worked well. 😊

Now, that rose.

The rose was attached to the front of the jacket using almost the same method as the monocle.

The flower and the leaves were hot glued together and then holes were drilled in both the jacket and flower using a hand drill. These holes are going to be bigger than the monocle holes because we need much thicker 12 AWG aluminum wire to hold up the flower.

Hotglue was used to hold the aluminum wire in place in the holes for the flower, and the wire was bent flush inside the jacket and hot glued, so it wouldn't shift.

No photos of this. Granny needs a nap after writing a 45-page document on cosplay.

BUT

THAT'S IT! YOU'RE DONE! CONGRATS ON COMPLETING YOUR BRANDIHILD!

If you finish this project, please let me see your creation on twitter (@estildecraftwrk) or whichever social media you prefer to share your works on. 😊

Also, as much as I sound like a broken record, please consider supporting me though Patreon.

❤️👸❤️👸❤️Estilde Craftworks ❤️👸❤️👸❤️