



# Forum Anime Indonesia 4

*“Geliat cosplay di Indonesia”*

Sabtu, 27 Februari 2016, BIJAC no Tanjoiwai 9

# Persyaratan & Ketentuan FAI 4

1. Setiap peserta dapat menyampaikan pendapat sesuai dengan arahan pembawa acara.
2. Peserta wajib bersikap tertib, sopan, dan santun selama berlangsungnya acara.
3. Seluruh rangkaian acara bebas asap rokok dan makanan/minuman serta tidak diperkenankan merokok, makan, dan minum di dalam lingkungan FAI.
4. Bila panitia melihat adanya indikasi mengganggu kegiatan diskusi maupun pelanggaran peraturan, panitia berhak menegur dan jika berlanjut, mengeluarkan yang bersangkutan pada kesempatan pertama.
5. Terima kasih telah berpartisipasi dalam Forum Anime Indonesia 4.

# Pendahuluan

- Cosplay mulai mewarnai budaya pop di Indonesia
- Setiap event/acara berbasis animasi-komik-game banyak cosplayer hadir
- Lomba cosplay telah diadakan di berbagai wilayah
- Indonesia turut serta dalam kompetisi cosplay di kancah Internasional

# Lebih dekat mengenal Cosplay

- Cosplay adalah sebuah kegiatan yang dilakukan oleh fans:
  - *“Fans are able to digest the media texts that they consume so as to produce their own artworks and be creative on their own terms”* (Jenkins, 1992a, 1992b).
- “Cosplay should be considered a kind of performance art. It is very similar to a stage drama. The difference is that the cosplayer decides which character to play and makes the costumes in imitation.” (Chen, 2007)
- “Cosplay is a Japanese fan term for Costume Play and is similar to western masquerade” (Santoso, 1998).

# Unsur-unsur Cosplay

- Theressa Winge (2006) menyatakan beberapa unsur dalam cosplay diantaranya:
  - Cosplayer
  - Latar sosial
  - Karakter & Role-playing
  - Busana (kostum)

# Perkembangan Cosplay

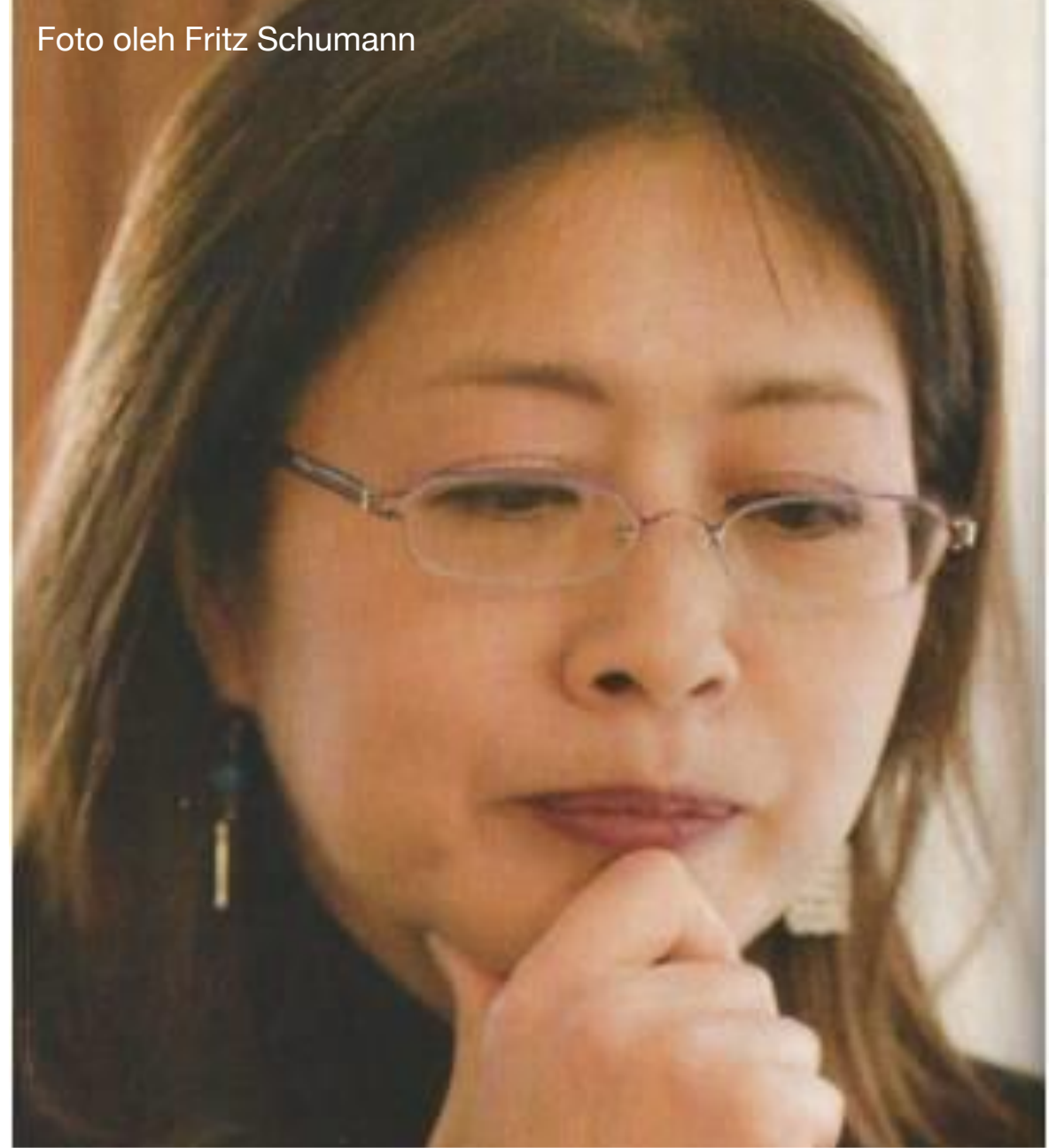
- Ada berbagai pendapat mengenai perkembangan cosplay. Ada yang menyebutkan bahwa cosplay dimulai dari Amerika (cosplay karakter superhero) sejak tahun 1960 dan menginspirasi Jepang. Pendapat lain menyebutkan bahwa cosplay berasal dari Jepang dan dibawa ke Amerika dengan budaya anime & manga. Ada pula pendapat bahwa cosplay dimulai dari Halloween.
- Cosplay di Indonesia mulai terlihat di berbagai event budaya pop, mulai ada perlombaan tingkat regional hingga nasional. Dan ada cosplayer yang turut serta ikut lomba di tingkat internasional.

# Perkembangan Cosplay

- Di Jepang sendiri cosplay tidaklah seperti yang ada di Indonesia. Cosplayer di Jepang tidak mudah untuk diakui oleh masyarakat. Dalam beberapa acara, para cosplayer hanya mengenakan kostum terbatas di area acara tersebut saja.
- Sedangkan di Jakarta, pemerintah provinsi DKI Jakarta pernah menggelar acara cosplay bertajuk “Jakarta Cosplay Parade”.

Mari Kotani (1958-) mengklaim sebagai orang pertama di Jepang yang melakukan cosplay sebagai karakter manga/anime dalam suatu *event*. Konon, ia mengenakan kostum karakter dari manga *Umi no Triton* karya Osamu Tezuka dalam acara “Ashicon” di tahun 1978.

Kotani kini terkenal sebagai penulis feminis yang menelaah budaya *science fiction* dan anime dari perspektif gender. Beberapa tulisan karyanya di antaranya adalah *Seibo Evangelion*, *Techno-gynesis*, *Techno-gothic*, dan *Otaqueen wa otaqueer no yume wo mita wa*



# Perspektif Teoretis

Foto oleh Fritz Schumann



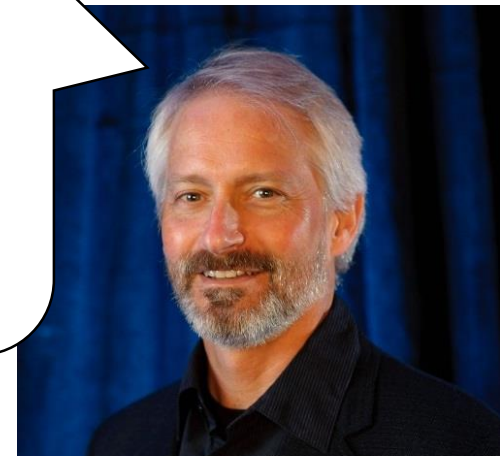
- Otaku have an affinity for fictional contexts (*kyokou no kontekusuto*).
- They resort to fictionalization in order to possess the object of their love.
- Otaku possess fiction by fictionalizing them even further (e.g.: *doujinshi*, *cosplay*).

**Tamaki Saito** (Director of Medical Service at Sofukai Sasaki Hospital)

- *Limited animation* menekankan penggunaan citra sarat informasi.
- Desain karakter informatif (*communicable bodies*) menghasilkan penampilan yang mudah dikenali dan mudah berpindah antar media.
- Penggemar anime berperan aktif mengonstruksikan dunia anime dari potensi informasi melalui karya-karya derivatif (*doujinshi*, *garage kit*, *cosplay*).
- Serialisasi tanpa akhir: perpindahan antar media dan aktivitas fans memungkinkan karakter anime memiliki eksistensi sendiri yang terus berlanjut sekalipun ceritanya sudah tamat.

**Thomas Lamarre** (Professor of East Asian Studies and Art History & Communications Studies at McGill University)

Foto dari project east306

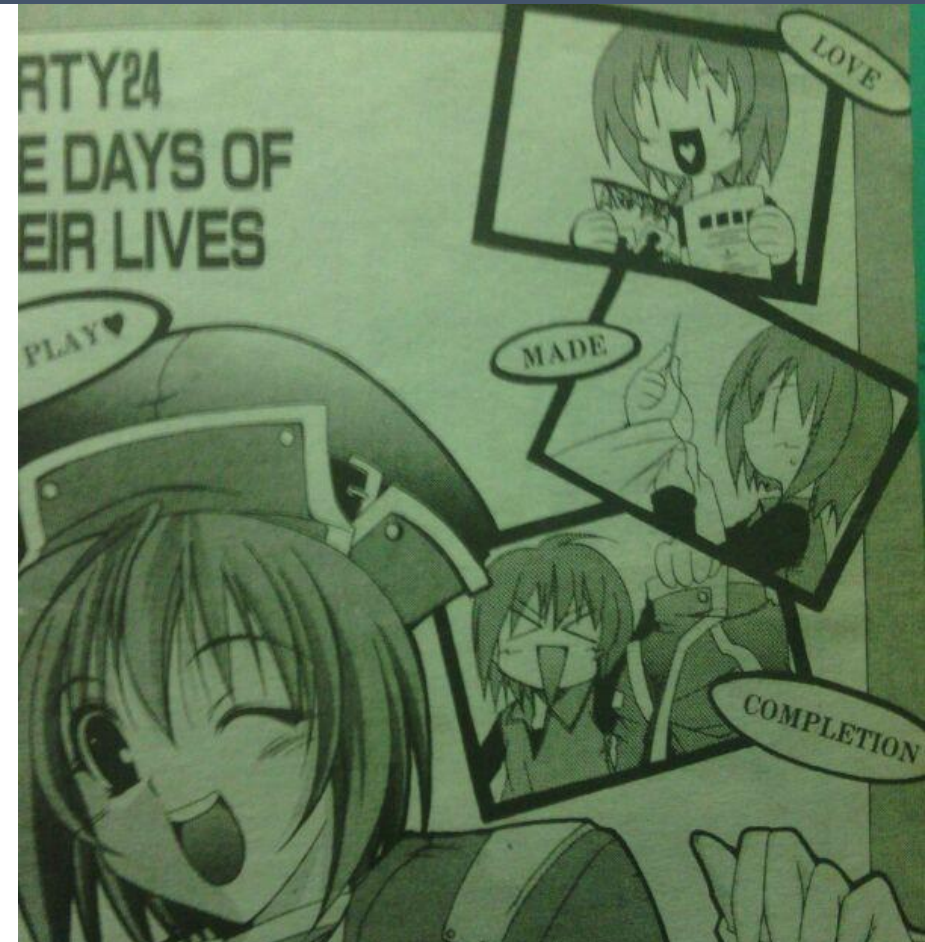


# Motivasi Bercosplay

- Ada cosplayer yang bercosplay untuk memakai kostum dan datang ke event untuk bertemu sesama cosplayer dan berinteraksi disana.
- Motivasi lain dalam bercosplay adalah kemampuan finansial untuk mewujudkan kostum impian. Ada anggapan bahwa cosplay adalah hobi yang buang-buang uang semata.
- Meski demikian ada pula cosplayer yang mendapat uang dari cosplay, baik sebagai penjual, maker, ataupun memberi/menerima product endorsement.
- Apakah ber-cosplay karena memang hanya ingin populer, atau seiring berjalannya waktu menjadi semakin populer karena cosplay.
- Sengaja ikut karena memang ingin ikut lomba.
- Ada pula cosplayer yang semula aktif sebagai model.

# Play with Costume

- Dalam mewujudkan kostumnya, cosplayer ada yang membuat sendiri, ada pula yang membeli.
- Kreativitas dalam cosplay pun mulai dipertanyakan karena banyaknya cosplayer yang hanya membeli segala kelengkapan kostumnya untuk dikenakan.



# Cosplay & Karakter

- Salah satu pertimbangan dalam bercosplay adalah pendalaman karakter (in-chara). Oleh karena itu kemiripan dengan karakter menjadi salah satu fokus utama.
- Namun ada beberapa cosplayer yang berperilaku berbeda dengan karakter yang di cosplay-kan (Out of Character)
- Pemilihan karakter di-cosplaykan mulai beragam, selain dari komik, game dan animasi Amerika dan Jepang, kini mulai ada pula cosplay dari karakter lokal.
- Perlombaan cosplay khusus karakter lokal sudah mulai diadakan, salah satunya di Re:Con 2015.

# Cosplay & Bisnis

- Cosplay dianggap sebagai pelanggaran hak cipta atas kekayaan intelektual. Disisi lain cosplay juga bisa dijadikan sarana untuk pengembangan IP.
- Selain sebagai hobi cosplay juga dapat membuka peluang bisnis baru, seperti jasa penjual-pembuat kostum, juga jasa fotografi cosplay.

# Crossplay, Genderbend, & Trap

- Crossplay is where a cosplayer employs gender reversal (i.e., a female who dresses as a male character or vice versa). Depending on the cosplayer's objectives, the crossplay may portray the opposite gender with accuracy or it may have humorous intentions within its display (e.g., dress, role-playing, etc.). (Winge, 2006)





Foto oleh Halimun Muhammad

Foto oleh Fritz Schumann



(Eiji Otsuka) argued that an appreciation of cuteness was one way to resist the masculine capitalistic system of the postwar era. Male otaku like cute things. Many moe artists say that they want to be a cute girl. Otaku are the weak boys, but their weakness is also flexibility.

**Go Ito** (Associate Professor, Faculty of Arts, Department of Manga, Tokyo Polytechnic University)

# Cosplay Hijab

- Dalam perkembangannya mulai muncul cosplayer yang memodifikasi kostumnya dengan hijab.
- Para cosplayer hijab ini pun mulai membentuk komunitasnya sendiri, ada fanpage bernama Hijab Cosplay Gallery yang mengumpulkan berbagai cosplayer hijab di seluruh dunia.



# Perspektif Pelaku

Foto oleh Androniki Chistodoulou



- I liked cute clothes from a very young age, and I also like anime. I wanted to wear the cute clothes that the characters I like did. I wanted to become them and see what it was like.
- I make most of my costumes now. If you compare the costumes I make to professional costumes, mine are pretty shabby. But even so, it is something that I did myself. It represents my interest in the character and my creativity. It is more meaningful if you make the costume yourself. Each costume is like a memory.

**Natsuki Fujiwara**

# Perspektif Pelaku

**Yoko Inui** Foto oleh Androniki Chistodoulou

- When I want to cosplay, it is first because I like the character. I want to cosplay as the two-dimensional character. But I am a human, so I can't completely become the character. Cosplay is sort of "2.5 dimensional," a mixture of the character image and human body.
- Cosplay is in some ways a *henshin*. Cosplayers are otaku of *henshin*.
- People who have money can use it to buy a costume, no matter the price, or have it custom made. I do buy costumes, but I make the things that I can't buy.
- People who only love the two-dimensional character criticize all cosplay. They might say I'm ugly or don't look like the character at all. It isn't fair to only allow those who look most like the character to cosplay, and no one could possibly look like these characters anyway. I think people should be allowed to cosplay as the characters they like. They do it for themselves, so if someone doesn't like it, he or she can just look away.



# Cross-play



Foto dari Qlioplus

When I watch anime, I am watching the female characters. The female characters are the ones I like. So, when I cosplay, it is as the characters that I like, the female characters. I just love the characters. I want to show that love. People who see the character that I cosplay will want to know more about her. It's like a promotional campaign. I am happy that people know about the characters I love, and that I can play a small part in supporting them. I want to share the things I love with everyone.

**Jienotsu** (K-1 World MAX 2010 -70kg Japan Tournament winner)

I understand that some men want to cosplay as female characters. After all, I sometimes cross-play as male characters. Girls are allowed to wear both skirts and pants, but men aren't allowed to wear skirts. It is sad that guys aren't given as much freedom as girls. It is not the case that people who were born as men but want to become women turn into cross-play. Rather, it is because these men love the female characters that they want to cosplay as them. As long as they aren't causing trouble for others, then I think cross-play should be allowed. In Japan, many events are banning cross-play, especially guys dressing as girls. Some people think that cross-play makes others uncomfortable or ruins the mood. It is really too bad.

**Yoko Inui**

