Judging Criteria for the Cosplay Contests 2023

Accuracy

Assesses how close the cosplay is to the original/reference. It's in the responsibility of every contestant to provide high quality reference pictures, showing the character as exact and detailed as possible. **Makeup and styling is judged as a normal element of your cosplay** (Face-/Bodypaint, lenses, wig, etc.)

The following table shows possible scores as well as their meaning and what is important to the jury*:

Score	Details (does not count for original designs)	Proportions	Colors, Texture & Surface	For original designs: originality/ innovativeness, design
1-3	The costume misses important details or they are extremely different from the reference or the reference is so simple that there are barely any details	Proportions are completely wrong, there's no consistent overall look	Colors are extremely different from the reference, the surface does not match the reference or only from a distance	The design is extremely simple and the elements do not fit together at all, there is no consistent overall look
4-6	The costume has all necessary details, but they do not match the reference from up close OR it has very little challenging elements	All important elements of the costume have matching proportions, also in relation to each other, but the details do not	Colors are a good match to the reference and the surface/texture are a good match from up close	Most design elements are a good match and fit together, but it's very simple, the overall impression is okay
7-9	The costume has all elements and is very detailed, the reference is challenging accordingly	Proportions of all important parts are a perfect match and the details are a good match regarding the reference	Colors are a perfect match and the surface / texture are a very good choice regarding the reference	Almost all design elements are a good match and it fits together very well, detailed, challenging and the overall impression is very good
10	All elements as well as all details are a perfect match, the reference is very challenging	Proportions of all elements are precise and a perfect match	Colors, texture and surface are perfect	All design elements fit together perfectly, are challenging and the overall impression is fantastic

Construction

Assesses the construction of a cosplay. Variety and difficulty of used techniques as well as how good they were used at the crucial points. there are bonus points for robustness and flexibility (however it will be considered that certain damage can't be avoided during transport, etc.)

Weathering is a technique on its own and does of course not influence robustness points. Robustness does evaluate how well a costume was made, i.e. are there any seams popping open as soon as there is any movement, are parts falling off or poorly attached, etc. Those are **bonus points** - if you can't sit down (we can't glitch like 3D models) there won't be any points lost. It's there to reward someone who took an effort to provide flexibility/mobility and doesn't have to wrap everything in bubble wrap.

However you will lose points if lack of mobility does influence the overall impression. The following table shows possible scores as well as their meaning and what is important to the jury*:

Points	Diversity	Difficulty	Movability (Bonus)
1-3	The costume shows very little used techniques at a normal skill level	Techniques used are mostly very simple	The costume falls apart and/or has extreme, visible damage
4-6	The costume shows some techniques at a good skill level	The techniques used are mostly average to hard	The costume seems robust, has little to some damage and is quite mobile
7-9	The costume shows some techniques used perfectly OR a lot of techniques at a good skill level	The techniques are mostly difficult	The costume has very little damage and is very mobile
10	The costume shows a huge number of techniques used perfectly	Techniques are mysterious even to the judges	The costume has absolutely no damage and is extremely mobile

Performance

Judging a performance is always very hard as it is something very personal (someone who never played Zelda won't get insider jokes). This category judges how well the essence of a character is displayed for a dramatic performance; how funny / entertaining it is for a comedy / parody performance; or the skill level of a talent based performance.
A good performance should entertain the audience, no matter what style is chosen and without dependence on the audience knowing the source material.

The following table shows what judges should pay attention to. It is to consider that the level of entertainment is more important than showcasing:

Points	Level of Entertainment	Showcasing
1-3	The performance is flat and barely entertaining	The stage was barely used, there was little movement so the audience could not see the full costume
4-6	The performance fits the character, but is flat. Somewhat entertaining, but not memorable	The stage was used and there was some movement, so the audience saw most parts of the costume
7-9	The performance has flair and / or makes the character alive, overall entertaining and solid	Good use of the stage and movement so the audience got a good view on the whole costume. The performance maybe even had parts to highlight certain elements of their costume
10	The performance is very good and memorable, very entertaining and shows the essence of the character perfectly OR is very funny for a comedy performance OR shows a perfect skill level for a talent based performance	Very good use of the stage and a lot of movement so the audience saw the full costume very well. There were elements in the performance only to highlight certain elements of the costume

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