



VIRTUAL COSPLAY MAGAZINE

SEPTEMBER 2026
BECKYSCOSPLAY

PH: SAMUEL_LAZUCCA

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EDITORIAL **September** **2026**

Written By Mr.Comics cosplay
Ph: attiliophotō



EDITORIAL

SEPTEMBER 2026

Welcome back, crew! So, how did the return to reality go? If the impact with the alarm clock on the first working morning was dramatic and the tan line has already almost completely vanished, don't panic: it just means that you have officially survived the holidays (or the traffic of returning to the highway).



We've arrived in September, the month of good intentions in the air, gym memberships that will last until mid-October, stormed stationery stores, and the crisp air that reminds us how nice it is not to melt on the couch (although in reality, my thought is unfortunately that this summer weather will last for quite a while).





EDITORIAL SEPTEMBER 2026

Whether you're stuck at your desk again with a hot coffee in your hand, or you're part of the "Gradual Return Team" that stares into the void while still dreaming of the sound of the waves, calm down: even this month, I'm covering your back.

After the August spoilers, however, I decided to change the game completely for this start of the season. No anticipation, no fanfare about content, no "tasting" at the right time. This month we play with hole cards.



EDITORIAL SEPTEMBER 2026

What awaits you when you flip through these pages? I'm not going to tell you anything at all.

Only those who have the curiosity, patience, and passion to get lost in our pages will find out what we have pulled out of the cylinder to get you started on the right foot.



Suffice it to say that there is a lot of flour in our sack and that this month's menu will make you instantly forget the trauma of late summer.

THE END



EDITORIAL SEPTEMBER 2026

So, lower your visor, retrieve a cup of your favorite drink, and get ready to dive into this new adventure, page after page.

Happy return, good hunt for surprises, and, please, keep the bench!

Your Mr. Comics



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BEST OF COLLAB

MONI_CHWAN
PH: TOTOROPH



conventions of THE MONTH September 2026

Written By Virtualcosplay_
Ph: vergios_world

month cons

ITALY

MAGICO MONDO DEL COSPLAY

4th - 6th September 2026

MESSINACON

4th - 6th September 2026

TREVISOCON

5th - 6th September 2026

ALECOMICS FESTIVAL

5th - 6th September 2026

MODENA NERD

5th - 6th September 2026

FIRENZE COMICS

5th - 6th September 2026

DIANOMIX

5th - 6th September 2026

PALERMO COMIC CONVENTION

10th - 13th September 2026

UN MARE DI COMICS

11th - 13th September 2026

TERNI COMICS (TERNI)

11th - 13th 13 September 2026

MILANO COMICS & GAMES

12th - 13th September 2026

GENOVA COMICS & GAMES

12th - 13th September 2026

MOSTRA MERCATO FUMETTI e DISCHI (SCANDICCI)

12th - 13th September 2026



month cons

ITALY

FOLLOMIX

18th - 20th September 2026

WONDERCON 2026 - ANGRI, CASTELLO DORIA (SALERNO)

18th - 20th September 2026

MILANO ARTIST ALLEY - PARCO ESPOSIZIONI NOVEGRO (MI)

19th - 20th September 2026

ALBISSOLA COMICS

19th - 20th September 2026

BOLOGNA FUMETTO / URCA FESTIVAL

19th - 20th September 2026

LA SPEZIA FANTASY, COMICS & GAMES

19th - 20th September 2026

GIGACON TUSCANY

19th - 20th September 2026

TREVISO COMIC BOOK FESTIVAL (TCBF)

25th - 27th September 2026

TIFERNO COMICS FEST & GAMES

26th - 27th September 2026

OLTRECON

26th - 27th September 2026

BETTY B FESTIVAL (1ª TAPPA)

26th - 27th September 2026



month cons

WORLD

EUROPE

EAST EUROPEAN COMIC CON (EECC) - BUCAREST (ROMANIA)

11th - 13th September 2026

COMIC UND MANGA CONVENTION (CMC HAMBURG)

5th September 2026

MADE IN ASIA (FALL EDITION) - BRUXELLES (BELGIUM)

18th - 20th September 2026

COMIC CON NORTH EAST - NEWCASTLE (UK)

26th - 27th September 2026

ZURICH POP CON & GAME SHOW - ZURICH (SWITZERLAND)

26th - 27th September

USA AND REST OF THE WORLD

DRAGON CON - ATLANTA, GEORGIA (USA)

3rd - 7th September 2026

TAMPA BAY COMIC CONVENTION - TAMPA, FLORIDA (USA)

4th - 6th September 2026

FAN EXPO DALLAS - DALLAS, TEXAS (USA)

11th - 13th September 2026

ROSE CITY COMIC CON - PORTLAND, OREGON (USA)

11th - 13th September 2026

GALAXYCON DES MOINES - DES MOINES, IOWA (USA)

11th - 13th September 2026



month cons

WORLD

EDMONTON COMIC & ENTERTAINMENT EXPO - ALBERTA (CANADA)

18th - 20th September 2026

MIDDLE EAST FILM & COMIC CON (MEFCC) - ABU DHABI (UNITED ARAB EMIRATES)

11th - 13th September 2026

COS-MIC / ANIME FEST+ - KUALA LUMPUR / SELANGOR (MALESIA)

10th - 12th September and 25th - 26th September 2026

KYOTO INTERNATIONAL MANGA ANIME FAIR (KYOMAF) - KYOTO (GIAPPONE)

19th - 20th September 2026

OZ COMIC-CON BRISBANE - BRISBANE (AUSTRALIA)

19th - 20th September 2026

COMIC CON COLOMBIA (EDIZIONE MEDELLÍN) - MEDELLÍN (COLOMBIA)

25th - 27th September 2026



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BEST OF COLLAB

MATIME.COS

PH: MARCOALLEGARI_PH



No country for Lonely cosplayers

A Cura di eden.starr
Ph: eden.starr

NO COUNTRY FOR Lonely COSPLAYERS

Looking back, I've gone to a lot of conventions on my own.

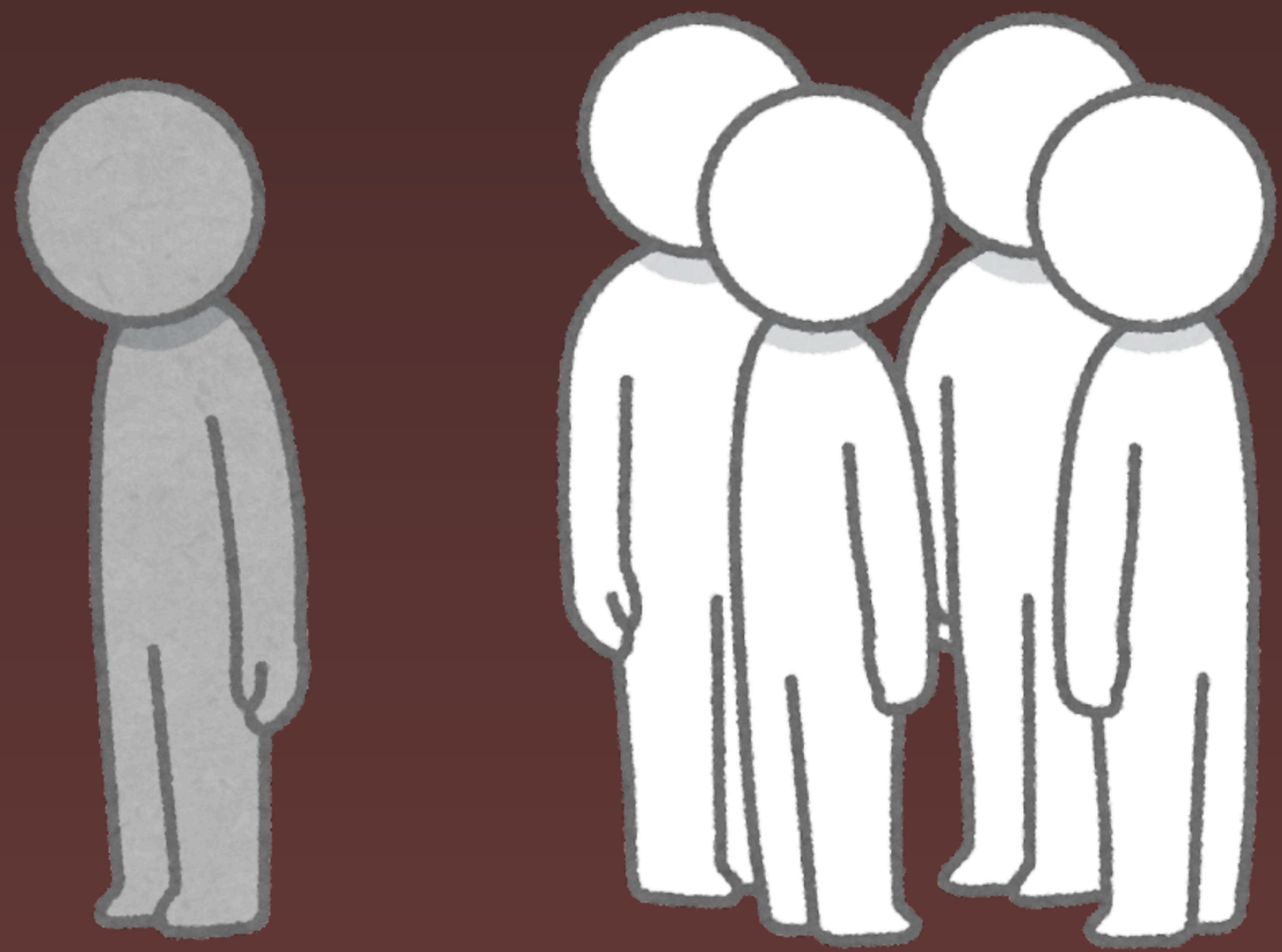
At first, I genuinely thought it would be easier to make friends in a place full of people who shared so many of my interests, but inexperience makes you overlook a lot of variables.

Last year, I went to a convention alone for the last time, and it was far from pleasant. It made me think about all those "add yours" stories where people tell you not to stay alone at cosplay conventions for safety reasons, only to stand by and watch it happen anyway.



NO COUNTRY FOR Lonely COSPLAYERS

It's not that anyone forbade me from hanging around them, but nobody made me feel particularly welcomed either. Proximity and connection are two very different things. It feels strange whenever there's a giveaway and you have to tag friends, only to find yourself scrolling through your contact list wondering who you could tag without feeling like a burden. If that's hard, imagine when the question is: "Maybe I should ask someone to do a group or duo cosplay with me."

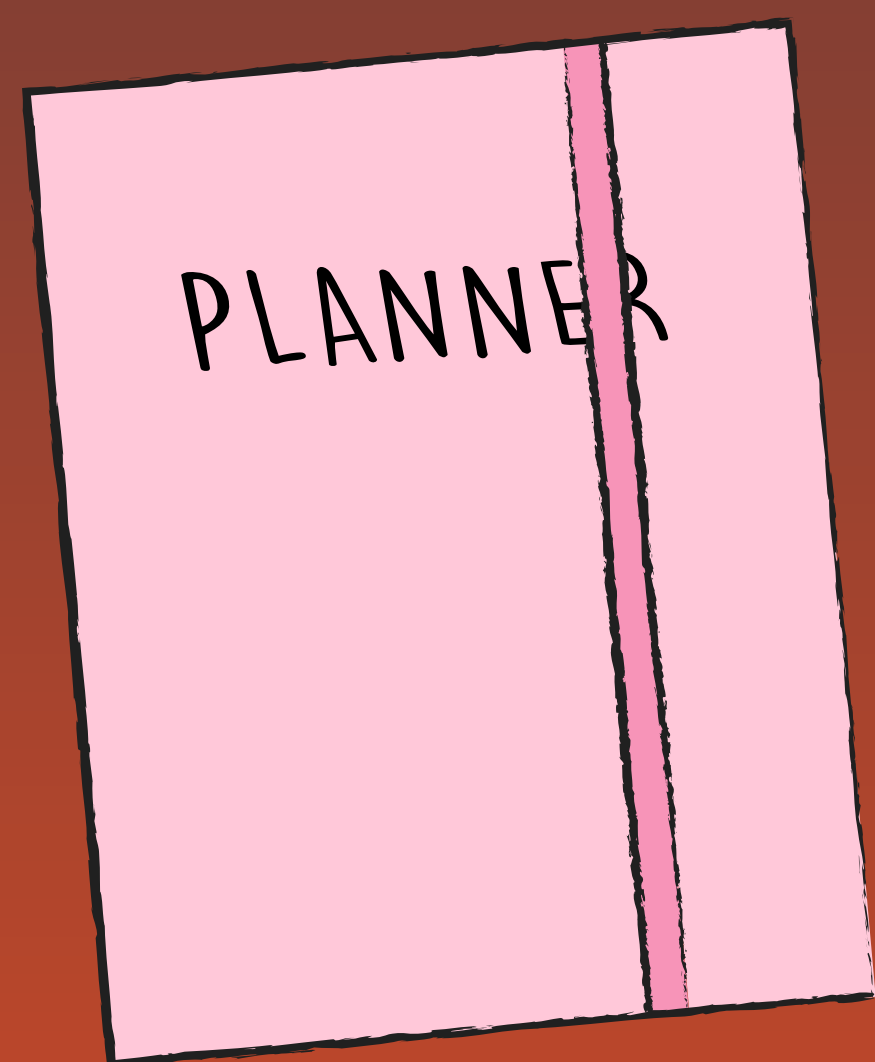


NO COUNTRY FOR Lonely COSPLAYERS

Not to mention that people love making plans, except the ones that involve you never actually happen.

As for me, with some bitterness, I've almost completely stopped interacting with posts where I see my contacts happily making plans and taking photos together both at conventions and outside. It leaves me wondering how much truth there really is behind their reposts.

So, at a certain point, your Plan B becomes your default: the solo cosplay, the convention you skip because no one wants to organize to go there with you, or because everyone has already made plans and you, naturally, weren't considered.



NO COUNTRY FOR Lonely COSPLAYERS

You learn to celebrate the little things, like the new cosplay that just arrived, all by yourself.

Sometimes, the silence after good news is louder than the silence after bad news; I

bought a new cosplay last month and practically nobody knows about it, mostly because I have no one to talk to about it. I don't think this article will "wake up" the community that much, maybe it won't fill the empty chats or kickstart projects that never got off the ground. There's no recipe for making solitude feel like enough; sharing is the best part of this hobby, and being left out hurts.

*enjoy
every
moment.*



NO COUNTRY FOR Lonely COSPLAYERS

Doing things alone isn't always the cool choice, often, it's just what's left. Being on your own can help you grow, but only up to a point, and it would be pointless to deny that everyone would love to have someone to discuss their projects with over dinner on the weekend, or someone to send a photo of a brand-new cosplay to. And yet, sometimes, admitting that this is how things are is the only way to give it a name.

From my desk to yours,
Eden Starr





BEST OF COLLAB

KI.RA.COSPLAY
PH: MATIME.COS



GOOSEBUMBS COSPLAYER STORIES PART 9

Written By dan.cosplay._ &
saky.ycos
Ph: hyperfixated_gremlin_

YOU KEEP YOURS AND I KEEP mine: ANDREA'S STORY

I'd say good morning, but my reply would be "like sh... actually".



In the meantime congrats guys for this column, finally someone can be the voice of who suffered until now.

We're talking 2016 year in which, after finishing chemotherapy and defeating my illness, I decide to begin to live again. I was only 24, I deserved a second chance. In the years of battle against my cancer I was living with my girlfriend and even after my recovery we kept it as it was. The house, tho, was tight for me, way too tight...





YOU KEEP YOURS AND I KEEP mine: ANDREA'S STORY

Gradually she had taken all the space she could find, in my home left to me by my parents, there were only 4 things actually mine and they were the cosplays from before the diagnosis...I'll skip the boring part and tell you about when I started doing cosplay again and how from her "no, I'll never cosplay" we moved on to "sorry, but your friend's cosplays are better than yours, so I'm breaking up with you and settling with him." Which is already absurd, but the worst part comes a few days ago, when chatting at con with an ex-friend of them, I find out that 2018 and 2019 were two years when those two plotted everything. She lived at my expenses while planning the wedding with the other man.



YOU KEEP YOURS AND I KEEP MINE: ANDREA'S STORY

I asked to put "you keep yours and I keep mine" as a title, because if I were to go back I'd let you live with your ex which you called 'horrible person's and I'd mind my own business.



I don't regret the love I had for you, I regret throwing away years for someone who didn't deserve it. I wish you the best and I hope that the kid who'll be born soon will be treated like a human being and not a trophy to show off.



YOU KEEP YOURS AND I KEEP MINE: ANDREA'S STORY

Dan's commentary: I wish I had the words to show my disgust, but sadly I can't find any. I wish you the best and that those people stay as far away from you as possible.



Saky's commentary: I wish I could say something but I don't have any words, I only have disgust. I just hope that these people will take distance from you like never before. I swear I'm at a loss for words.





BEST OF COLLAB

MASKYTA

PH: SAMUEL_LAZUCCA

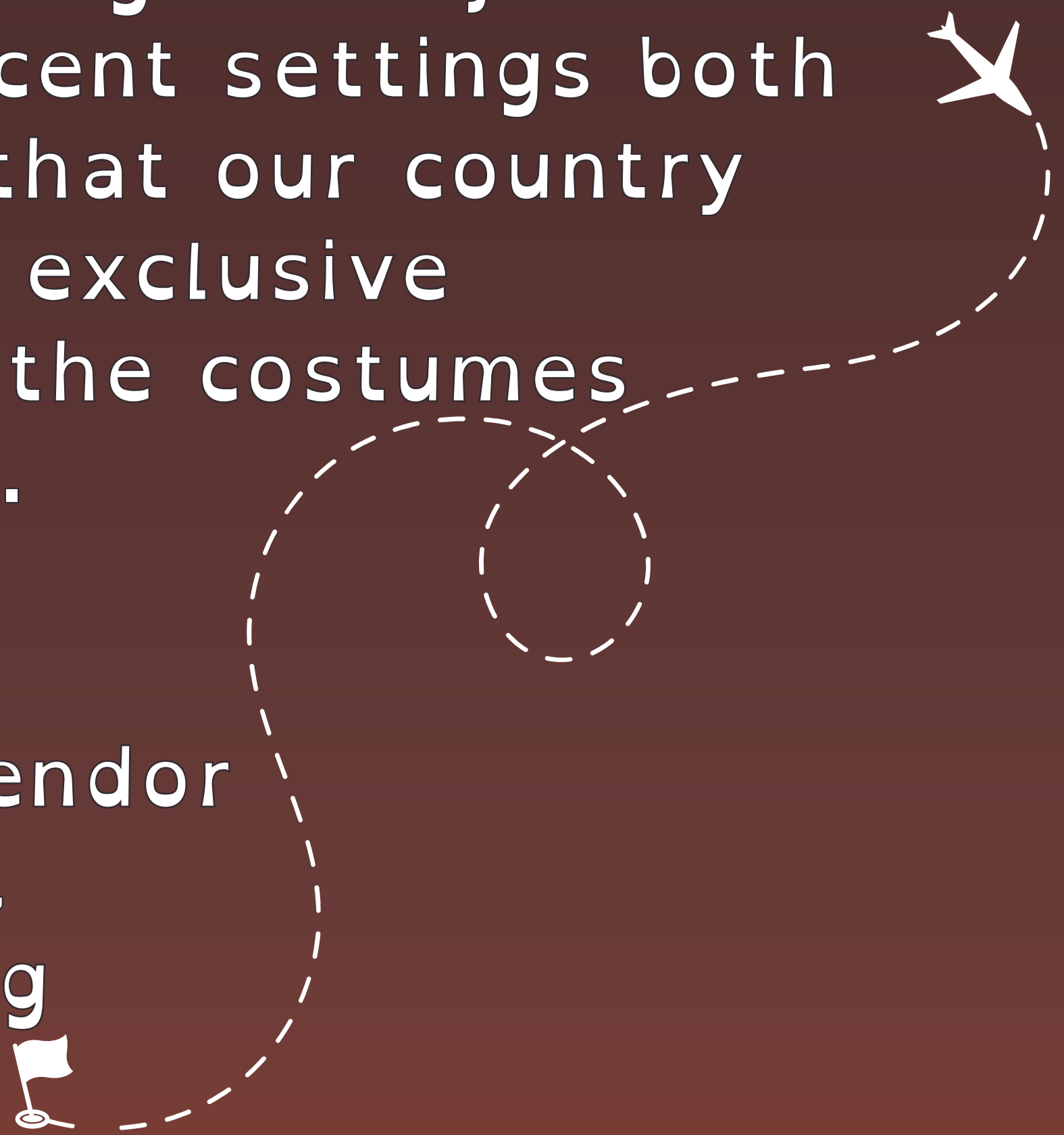


FANTASTIC PLACES AND WHERE TO FIND THEM ep 3

Written By Ardyn_barton
Ph: Google-



Ready for a new journey? You've come to the right place. I am Ardyn, your personal tour guide, inviting you once again to join me as we explore the magnificent settings both natural and man-made that our country offers as a gift for our exclusive photoshoots, featuring the costumes that define our passion.



While the last issue immersed us in the splendor and majesty of castles, this time we are shifting gears completely, journeying into a world of decay and abandonment to discover the allure of mystery; from north to south, the country is home to numerous towns and structures that due to safety concerns or geological risks have been completely evacuated and abandoned, transforming into veritable ghost towns.



There is no doubt, then, about the kind of material you can create in these locations, is there? Get ready to distress and age your costumes, because we are about to venture into the realm of the post-apocalyptic.



ANTICA MONTERANO



North of Rome, near Lake Bracciano, lies an ancient ghost town completely abandoned and now overgrown with ivy and vegetation. Easily accessible via marked trails and a nearby parking area, the site features a wide variety of buildings, ranging from Baroque palaces to a convent in the town center. No permits or authorizations are required, as the village is located within a nature reserve that is open to the public free of charge at all times, offering great flexibility in scheduling to capture the desired lighting.

CRESPI D'ADDA



Now we head to the north of the country specifically near Bergamo to visit a fascinating place that is a blend of a faded

settlement and a thriving, inhabited community. Crespi d'Adda is, in fact, a small, fully inhabited company town; yet, among its artistic treasures (a UNESCO World Heritage site), it boasts numerous buildings that, while abandoned, remain in excellent condition. Here, nature has reclaimed its territory, creating a unique, industrial post-apocalyptic atmosphere.

CRESPI D'ADDA

Don't expect mere ruins, but rather a glimpse into the past; and remember, since it is an inhabited town, please be respectful of the local residents! No special permits are required for cosplay photoshoots, but if you plan to bring any kind of prop weapon, it is always advisable to contact the relevant authorities to let them know you will be there.



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ARGENTIERA



Hey, friends from the islands did you think I'd forgotten about you? Absolutely not, because the next spot is a real gem located in the province of Sassari. So, fellow Sardinian cosplayers, pay close attention!



Argentiera is a ghost town formerly a mining settlement situated right on the coast. Just picture it: abandoned industrial structures on one side and the stunning Sardinian sea with its majestic cliffs and beaches on the other. It is a location of rare beauty, offering the perfect backdrop for exceptional shots with any kind of post-apocalyptic costume.



ARGENTIERA

The area is fully accessible without needing any special permits; however, part of the mining site is managed as a museum for tourists, so visiting that section requires an admission ticket and adherence to specific opening hours. That said, the rest of the village is yours to explore except for the buildings that have been cordoned off. Don't try to be a glory-seeking explorer; remember, those barriers are there for your safety!

explore



APICE VECCHIA

Now, let's transport ourselves to Southern Italy. Amidst the renowned beauties the Campania region has to offer, there is also room for the subject of today's column.



In the province of Benevento lies a ghost town that retains all the characteristics sought after for "abandonment" film sets, yet offers the convenience of being fully accessible. It is a true time capsule, featuring dilapidated buildings and streets reclaimed by nature vistas and alleyways perfect for nostalgic urban exploration that will turn every photo you take into a romantic postcard of ghostly decay.

APICE VECCHIA

As with all the locations mentioned previously, please exercise caution when approaching and especially when entering unstable buildings; I am certain that simply exploring the exteriors and the narrow streets will be incredibly rewarding.

Our journey through ghost towns and abandoned sites pauses here for now, but our region still has so much to offer in terms of post-apocalyptic and urban exploration settings. If you would like to see more content of this kind, please let us know in the comments, interact, share ideas, or suggest new locations. That's all from your Virtual Guide, Ardyn; I look forward to seeing you in the next installment of this column and hope for your support!

See U
SOON



BEST OF COLLAB

_ARAKUNE_COS

PH: _ARAKUNE_COS



DYEING WITHOUT DYEING YOURSELF

Written By gaya cos.er
Ph: molinãrômãuro

DYEING WITHOUT DYEING YOURSELF

Who hasn't spent hours looking for the right shade of fabric or the perfect color, only to give up and decide to turn the bathroom into a chemical laboratory?

Spoiler: sometimes it still happens.



In cosplay, color is everything. Characters often have uniquely colored designs that don't exist in textile shops. So, one dyes,

but let's face it, slipping into synthetic costumes dyed with industrial chemical dyes for days, perhaps sweating at a fair, isn't exactly the best idea for our skin. Itching, allergies, and rashes are just around the corner, ready to ruin your day.

But don't panic; we can combine fair survival, ecology, and savings.

Welcome to the magical world of alternative colors and upcycling!

TIPS FOR DYEING AND RECYCLING

Upcycling - the treasure hidden in the closet
Before you buy meters of fabric, take a tour of flea markets or the bottom of your closet.

Old sheets made of cotton blend, vintage curtains, or old clothes can be dismantled and reinvented.

Natural and worn fabrics are much softer on the skin and absorb color more easily.



Natural dyes - the kitchen pantry: If you have sensitive skin or want to age a costume (post-apocalyptic or medieval style), the solution is in the kitchen.

TIPS FOR DYEING AND RECYCLING

Black tea and coffee are perfect for yellowing and aging lace, shirts, and bandages, giving that lived-in, realistic touch without using strange substances. Do you want brighter colors? Turmeric gives an ochre yellow, while golden onion peels create warmer shades.



Fixing is essential so you don't become a Smurf when it rains. The terror of any cosplayer, I think, is rain at a fair. Whether you use natural or industrial colors, the key to avoiding allergic reactions and color transfers is fixing and rinsing.

Grandma's method helps: cold water, coarse salt, and white vinegar fix the color, soften the fibers, and eliminate chemical residues.



TIPS FOR DYEING AND RECYCLING

Beware of mixed fabrics! A small caveat to avoid tragedies: natural dyes (but also many of the normal ones) only work well on fibers such as cotton, linen, silk, or wool.

If you try to dye a 100% synthetic satin with tea, it will return exactly as before after washing. If you want to use synthetic fabrics, always wash them at least twice before wearing them to unload any factory residue.



Creating a costume doesn't have to pollute the planet or cause unnecessary skin damage. Sometimes the best solutions are the simplest ones...

"Good artists copy, great artists steal."
- Pablo Picasso -



Interview with Stefania Reccia

Written By Dilan Pierro
Ph: ritrattistadeicosplayer

one on one WITH STEFANIA RECCIA

Hello everyone! Today we have the pleasure to have a chat with a fantastic cosplayer, who's ready to tell us about her journey, her passions and the behind the scenes of this colorful world.

Between favorite characters, event disasters and the love for her friends, here's what she told us!



Ph:
mederophotos_cosplay



Ph:
m.m4d2e4d

FIRST QUESTION

Who was the first character that you cosplayed and what brought you to say: “alright, I want to dress exactly like this character”?

Actually, there are two characters! I started this journey in 2023 by bringing three cosplays, but two of them remained in my heart.

The first is Marin from My Dress-Up Darling:



the anime has really moved me and I saw myself in her, especially because I was a beginner.

The second is Inosuke from Demon Slayer: like him, I sometimes struggle controlling my anger and I'm a little bit “crazy”!



SECOND QUESTION

Out of all the cosplays that you created until now, is there one to which you're tied in a special way or that represents you the most?

Nami from One Piece is absolutely the character that represents me the most, both in personality and appearance. Since I was little and I watched TV, I fell in love with her; when I dress up as her, I feel perfectly at ease because I really feel like her.



She's protective, loyal and very determined.

Furthermore, we share the love for money and jewels! There's also a fun fact: I have the habit to look at the sky often to know if it's going to rain or become windy, a passion for meteorology that my father taught me.

THIRD QUESTION

Which part of the crafting satisfies you the most and which one, on the contrary, makes you want to throw everything out of the window?

My favorite part is without a doubt the make up! I love being able to create anything on my face and play around with shapes. Also, what I love the most is crafting accessories and working with different materials: it's an extremely fun and entertaining process.



Something I hate and would throw out of the window are the wigs: I don't have the patience to style them or build them from zero. But I always try to work hard and do it, because I know it's an ability I have to learn.

FOURTH QUESTION

Cosplay events are wonderful, but tell us about some behind the scenes, an “accident along the way” or a moment of panic before wearing a cosplay.

I don't really have actual moments of panic about how a certain character suits me, because I always choose those who adapt well to both my personality and physical appearance.

The real anxiety comes when something breaks! For example, during the last Comicon, my shoes that I had personally built in less than two hours broke... but hey, those are accidents that can happen and that are par of the game!



FIFTH QUESTION

What do you love the most about the cosplay world? And what would you recommend to a beginner?

I love the fact that, as soon as I step inside an event, I turn back into a playful child. It's amazing when people — mostly kids — stop you for a picture, happy to see a character they admire in real life.

But the thing I absolutely love the most is being with my friends: they are a real family to me. I always wait for these events so that I can hug them all and make those days memorable.

To who's starting now I simply recommend this: have fun, be yourselves and enjoy every single moment without being afraid to fail! You don't have to care about what others think about your work: most of the time, they're just envious.



ABOUT COSPLAY PT 1

Written By lunarhix_ e
virtual legends _
Ph: lunarhix _

RIVEN AWAKEN SWORD

Hello! I'm Lunahrix, cosplayer who gets into make up, scenography and especially of handcrafting props realization.

For this project I decided to test myself into the building of the Riven's sword in the Awaken version, realizing it fully by hand and starting practically from scratch.

The first step has been realizing on paper the drawing of the sword, studying shape and proportions.



RIVEN AWAKEN SWORD

Once I have obtained the outline, I reported it on a wood board, probably of fir or pine, using the drawing as model to maintain the correct proportion. The outline has been so cut and worked, starting to give to the wood the shape of the blade and of the handle.



RIVEN AWAKEN SWORD

One of the most important things has been the realization of the sword three-dimensionality. Riven's blade is not in fact a simple flat surface: it presents different thicknesses, relieves and details which give it the characteristic appearance. To obtain these volumes I used wood filler, applying and shaping directly on the surface. Once dried, the material has been sanded and completed, so to eliminate imperfections and obtain the wanted shapes. I worked also on the borders and on the different parts of the blade trying to reproduce the most faithfully possible the original design.



RIVEN AWAKEN SWORD

One of the details of the sword I prefer are surely the green runes in the inner of the blade. To realizing I created necessary spaces on the inner of the surface and the I fulfil them with green resin. This permitted me to obtain a deeper and brighter effect, making it seem runes integral part of the blade instead of being simply painted on the surface. After the making of the resin, I completed the surrounding surface to integrate with the rest of the sword.



RIVEN AWAKEN SWORD

Once completed the structural part, it arrived the coloration moment. For the base and the different shades of the blade I used a spray can, whereas for the details and more precise shades I used an airbrush. I worked on different metallic tones trying to give to the blade a lived, ruined and realistic aspect, along the lines of the aesthetic of the Riven's sword in Awaken.



RIVEN AWAKEN SWORD

The coloration has been fundamental also to give value the reliefs previously created: the different shades permit in fact to highlight the three-dimensionality of the blade and the working details.



To end the building, I worked on the handle, adding the rope as covering. Beyond being an aesthetic detail, the rope contributes to give to the handle an aspect rougher and more lived, giving it visibly closer to the original version of the sword.



RIVEN AWAKEN SWORD

The project was born so from a simple drawing on paper and it has passed through different working phases: cutting and wood modelling, realization of volumes with filler, creation of runes in resin, sanding, painting with cans and airbrush and, in the end, the finishing of the handle with the rape. The final result is a Riven's sword completely hand-realized, trying to combine different techniques to obtain a durable prop, three-dimensional and the most faithfully possible to the original design of Awaken.

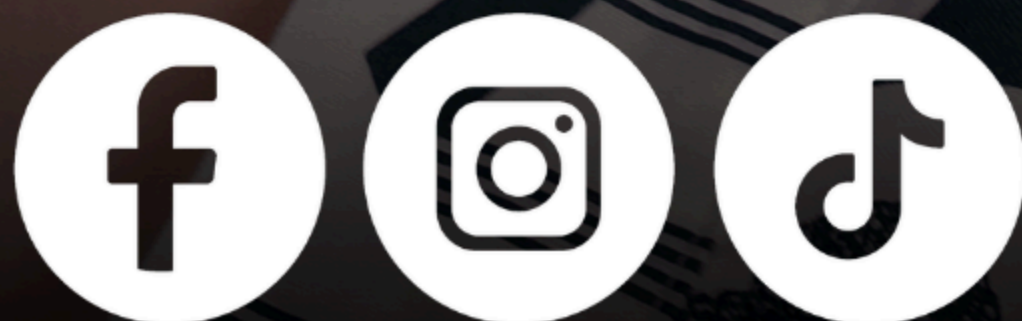




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THANKS

EDITORS

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DEPARTMENT

GRAPHICS

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DILAN PIERRO

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SAKY.YCOS

YUMIKOO.COS

GAYA_COS.ER

GIADAPERNAARELLAPHOTOCOSPLAY

HERLASTDANCE

KAW.PLAYS

NANI.COSPLAY_GL



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ENGLISH

RIKO.TTA

HYPERFIXATED_GREMLIN_

_MII.COS

MOM097FIDIVEN

FABIX_IRL_COS

eden.STARR



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