



Photo: Natasha Stephanie

Cosplaymotivation by Dodo

by Dominique Wolkener

- This book was written by a native speaker of German. Please keep this in mind while the lecture.

Thank you for your understanding and wish you much pleasure! -

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- Introduction -

In my four years as a cosplayer, I have often been asked: "How do you get the motivation to build such big projects? ". Especially my biggest costume so far, Drogon from Game of Thrones, is in focus here.

To be honest, I spent almost **a year and a half** on this project. Although my free time was limited by my studies at the time, I could have finished Drogon earlier. However, I regularly lacked the notorious motivation. This project has countless hand-engraved scales, over 50 handmade spikes. At some point, it became monotonous, always the same procedure.

In the meantime, I almost gave up on it. The wings wouldn't hold, the sewing turned out to be more complicated than expected, the velcro just wouldn't stick, and I had to rebuild countless parts. Everything that could possibly go wrong did.

With a lot of strength and effort I finally managed to finish it and couldn't be more proud of my cosplay today!

How did I find the motivation, you may ask? In this book, I'll show you my secrets and tips on how you too can get your motivations going for your projects.

PipLPhotographie



Who is The Dodo Cosplay?

I'm Dominique and have been an enthusiastic cosplayer since 2018. Thanks to my interior design studies, I have learned numerous skills that help me building my costumes. However, I am currently pursuing this profession as I lack my necessary creativity. I started in 2023 my own little cosplay business and want to help others with my knowlegde.

Since this is a very rocky road, I often lack motivation. However, I always pick myself up and keep going. Now, I would like to share with you my tricks to get out of a difficult phase and not lose courage. I hope I can help you with this!



Pix L Photographie

- Everyone starts small -



Let's go back in time a bit, to be more precise, to the very beginning, when it all started in 2018.

When I discovered cosplay, I was immediately hooked on huge armour and big weapons. However, all beginnings are difficult. Initially, I didn't see myself building an elaborate armour directly.

EVA Foam was still a complete foreign word at that time and I started with Worbla. YouTube was my best friend and I learned a lot from it in the early days. I also had absolutely no idea about sewing at that time. For my very first cosplay, Kindred from League of Legends, I made very simple armour and a mask out of Worbla. I had bought the top and the trousers ready-made. My first cosplay was born!

God, I was so proud of it back then! Today, I would never do it like that again, but still learned a lot with this first project.

Start small for big motivation!

This is an extremely important point. If you start right away with a complicated project, it could spoil your motivation and desire for art. As a result, frustration is your companion right at the beginning and the desire to continue is limited. At least, this is the case for me and I would like to spare others this "mistake". I put it in inverted commas, because it is of course something individual. Everyone experiences challenges differently. Maybe it motivates you to start with something complex. Everyone has to find that out for themselves.

*Quote : "You don't have to be great to start.
You have to start to become great."*



2019

No one starts out as the ultimate professional, so me neither. As already mentioned, Kindred is my first cosplay. I still remember how I searched for thousands of inspirational pictures of the character, tried out various techniques that didn't work at all in the end. I simply lacked the experience and technical skills.

Frustration shortly before the conventions was on the agenda. With a lot of effort, I still managed to finish. I immediately see projects in a big dimension and find it difficult to start with simple things. A process I still had to learn. Despite my perfectionist streak, I had to admit to myself that I should keep it simple for the beginning.



2022

A friend had even built the bow for me, because I was completely overwhelmed with my cosplay. I even left my glasses on for my first convention instead of buying contact lenses.

Over time, I got to know EVA Foam and sewing better. This opened up a whole new set of doors for me that put my skills to a new test.

My advice to you : when you start cosplay, take a simple project at the beginning that you feel in control of to build. The rest will come with time.

- Perfectionism, blessing or curse? -

People on the internet and at conventions only see our finished work. On the other hand, they don't know that there is often frustration, sweat and sometimes tears behind it. Perfectionism plays a big role here.

When I started building Drogon, I was just learning how to work with EVA Foam. As there were sometimes months between each costume piece, I improved more and more and suddenly saw mistakes on my first pieces of armour. I was in the middle of my studies and didn't always have the time to work on them.

As a consequence, I didn't like half my cosplay any more and started to rebuild certain parts. This included the shoulder armour, the shoes and the helmet.

I had to start this one all over again three times, because the horns kept being positioned incorrectly. I had actually forgotten to build one row of horns. Everything was already glued and had to be carefully cut off again. It was maddening!

Also, it always took me ages until every single component of the costume seemed "perfect" enough. For this reason, the entire cosplay was only finished after 1.5 years! Today, I still see imperfections that bother me and want to improve them. From a certain moment, you have to consider the cosplay as completed, otherwise you will always want to change something. I realized, especially with this project, that I still have difficulties accepting my mistakes and showing them. Although, misfortune is part of cosplay. Otherwise, you don't grow from it.





Accept mistakes and learn from them!

A sentence by Kamui Cosplay from her book "The Book of Cosplaymotivation" stuck in my head: "fail, adapt and finish anyway!" All beginnings are hard and it is the same with cosplay. It's all new, you don't have a perfect command of the materials yet. You try out a lot of things on the off-chance. Even if you have been working with the same material for years, you will always make mistakes.



The best examples of this are my Thresh and Shaman cosplay.

In 2020 I made my first big headpiece for Thresh, out of Worbla. The mistake of my life!

Headaches after eight hours of convention in 30 degree heat were pre-programmed. I swore I would never make that mistake again. And three guesses who went to Gamescom last year with an even heavier headaddress and didn't learn from it. That's right, me...

Although I made everything out of EVA Foam this time, I clearly underestimated the weight of the feathers. The beak was much lighter compared to the feathers and therefore the mass was in the back. I have now learned from this: a balance must be created so that a helmet can be worn without pain or problems.

Note ✧

I've learned in my last two years of cosplay something important: perfectionism doesn't exist. Even though this might be hard to hear now, you will never make THE perfect cosplay. There will always be something you could tinker with for hours.

Shall I tell you a secret? Only you will see the flaws, the imperfections or a slipped pinprick. Other people see your project as a whole, the little things go unnoticed by most people. Keep this in mind when you have been working on a small detail for three hours.

You will also encounter new challenges with each project. Sometimes it will work right away, but there will also be a lot of things that go wrong. It is essential to see this as a learning process. You don't have to believe that this is easy for me. How many times have I wanted to throw each of my projects in the bin, because I was so angry. We've all been there and here's my motivation to do better next time.



- Have fun! -

This is a basic requirement to keep you motivated in your cosplay projects : only do things that enrich you and are fun. You can only see a very time-consuming project through to the end, if you really enjoy your work! Imagine you had to build a heavy suit of armour for three months and had absolutely no desire to do so.

Not only would your motivation quickly plummet, but a certain unwillingness would also become noticeable in the project. The risk is high that you will not like the end result. This could drag you down even more.

As you now know, mistakes are okay! You will always have setbacks at some point. If you don't put your heart and soul into your project, it's these moments in particular that will determine whether your cosplay will be finished.

Professional and everyday life is stressful enough as it is. Only take on things for your hobby that you enjoy and that enrich you! For example, if I had only had half my willpower to make Drogon, it probably would have never been finished. Enclosed are a few examples of the building process that reinforce this idea (see next page).

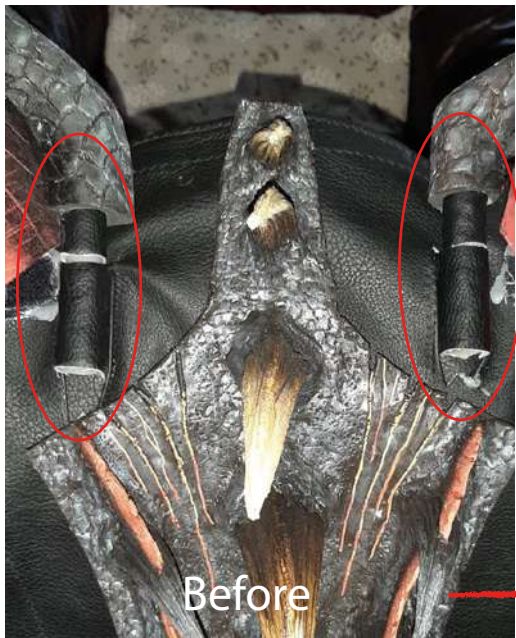
Note



This photo was taken at a shoot in april last year in 2021. I really wanted to show my finished drogon hands. It was incredibly fun and things like this are also part of "craft-mansship".



Why it is important to love your project: example "Drogon".



It took me a total of two whole weeks to make the wings and get them to hold! At first the PVC structure wouldn't hold and kept falling off the worbla. The wings didn't hold in position either and slid sideways when I moved them. Finally, they held their shape, but it just looked messy on the outside. So I had to build two more parts to cover everything up.



The spikes on the breastplate, as well as all the horns of the cosplay, are individually cut out, sanded, soldered, glued and painted. There are over **50 horns** in different sizes and **200 spikes** on the chest.

I think it is superfluous to mention that I could not see any horns afterwards.



Each scale has been burned in, piece by piece, with a soldering iron. The costume has many scales, many MANY scales! At a certain point, I had to push myself extremely to continue. It just became monotonous and my desire dwindled more and more.



Photo : Natasha Stephanie

As you can see, an incredible amount of work went into this costume. To be exact, about 700 hours, not counting the design and logistics. Without my desire and hype for this character, I would never have been able to finish it.

When I designed the dragon, I knew what I was getting myself into. I love challenges and creating something where at the beginning you think: "Oh God, if only this goes well ." In the end, you are even prouder to present your finished cosplay at a convention for the first time.



Photo :
Natasha Stephanie

Do your own thing!

I would like to introduce another aspect that I have already talked about in a YouTube video: creative freedom. This is also part of enjoying projects.

In the past, I have often been told that I am not a real cosplayer, because I often change certain things in a given concept. If a certain part of the costume doesn't match my idea, I add my creative personal touch.

Example : my latest cosplay, the Skytouched Shaman from the game "RAID : Shadow legends".

The character is very revealing, which is absolutely no problem. I do not identify my art with a lot of naked skin. This is a purely personal view and decision, I am not here to criticise other people's art.

For this reason, I decided to create a dress for this character that covers the most important part. Apparently, this bothered some people as it did not become true to the original.

It also happened with Drogon that my art was criticised.



Watch the Youtube video here : <https://www.youtube.com/watch?v=ROcLy3ZxKfo&t=24s>

Once and for all, it is very important that you feel comfortable in your cosplay. What is the point of building a character that fits in the "norms", if you feel uncomfortable in it? You can only wear a project with full pride, assuming that you are happy with your work. It is therefore very indispensable that you follow your instinct and feeling.

If a character is too revealing for you, but you still find the style interesting, you are free to create a version with more fabric. You want to cosplay a dark-skinned warrior, but you are light-skinned? You can cosplay the character without any problems!

Note ☆

I have given my artistic freedom free rein with my new cosplay project. This concept represents a female humanoid version of the famous Xenomorph from the Alien films.

A way of creation that I love incredibly : take a character that already exists and create your own work of art from it. The goal is to immediately recognize the inspiration figure without imitating it one-to-one. This is my way of expressing my art and doing my own thing. I did the same with Drogon.

You can see, there are no limits in cosplay and art! Dare to change things if you feel more comfortable with it.



- Alone is good, in pairs it's better! -

As much as I like to make cosplay at home with a coffee and a cat on my lap, it would only be half as much fun without a community!

It is incredibly important that you surround yourself with people who are as enthusiastic and enjoy your hobby as you are. If you're working on a complex project on your own and getting stuck, a little company can help the construction process along.

Simply going to trade fairs together can also be enriching and create wonderful memories.



Looking for solutions together, making mistakes together and encouraging each other together!

Maybe some of you are thinking right now, "I'd rather be by myself." That's totally fine! I'm a loner too and understand that very well. However, it has often happened that I have kept my courage and motivation thanks to people who have stood by me mentally as well as physically. I didn't feel so alone and got other ways of looking at a possible problem. A German expression says, "Four eyes see more than two!"

I have frequently wanted to throw a project in the bin when I didn't like it. Fortunately, my friends stopped me and helped to solve the problem instead. I am very grateful to them for that!



Biggest supporter : my boyfriend Marvin

I especially have to think of my Outriders weapon, the guillotine. I had never built a big gun before and wasn't therefore sure to master the project. It is almost bursting with detail which drew me in and convinced me to build it.

From the beginning, I had absolutely no idea what I was doing and started building on the off-chance. A self-made blueprint had already helped me a lot to find the right size for my body.

At the beginning everything worked fine, but at some point I couldn't get any further. The different parts didn't want to fit together, nothing matched and I became more and more discouraged.

My anger and frustration rose to a level that I put the gun in the corner for over two months and had no desire to continue at all.

I was even ready to throw it away, even though hours of work had already gone into it. The person who saved this project is my partner Marvin. Together we sat down, analysed the problems and looked for a solution. And found it!

After months of bitterness on my part, the guillotine was finally completed. Only through the mental support of my boyfriend was this possible.

Sometimes you are so engrossed in your project that you don't notice mistakes. It is therefore an advantage to get a second opinion to help you. You will be surprised at the ideas an outsider can come up with.





Not only the closest friends can strengthen the drive, also your loyal followers on social media contribute an important point.

Example : Twitch. I discovered this platform for myself this year. Although I still lack a certain amount of experience with the streaming channel, I have already been able to discover a taste of the possibilities with Twitch.

The essential point: you can communicate directly with the viewers. Building your cosplay in front of the camera and interact with the audience. I find this moment quite exciting, you are presenting yourself live in front of the camera. You can talk about your work and people can react to it. You can also be a driving force for others!

This has already led to very interesting conversations, and also suggestions for solutions when I got stuck.

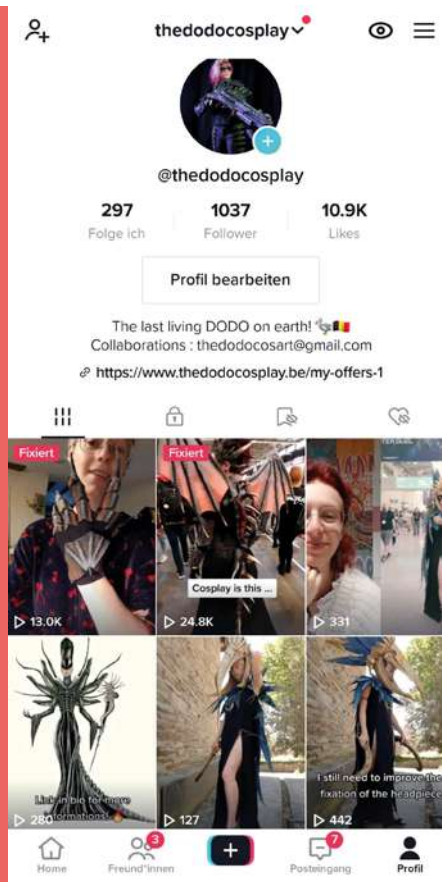
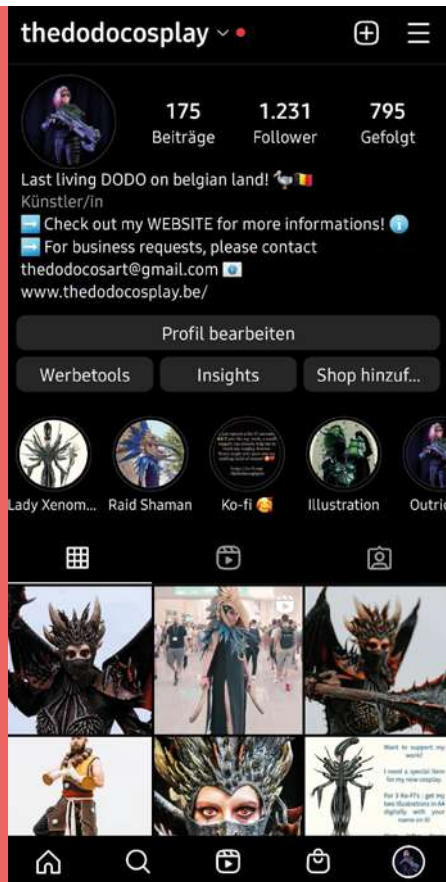
You don't feel alone building your cosplays and have a bit of company (even if it is only virtual).

However, you are not obliged to put yourself in front of the camera if you are not interested or do not dare to do so. It can also be interesting to watch other streamers at work.

If someone is working on their cosplay in front of you, it can be a motivating factor to continue working on their own project. The following feeling is released: "If she/he can build her/his cosplay, then I can do it too!" As already mentioned, you don't feel alone with your problems.

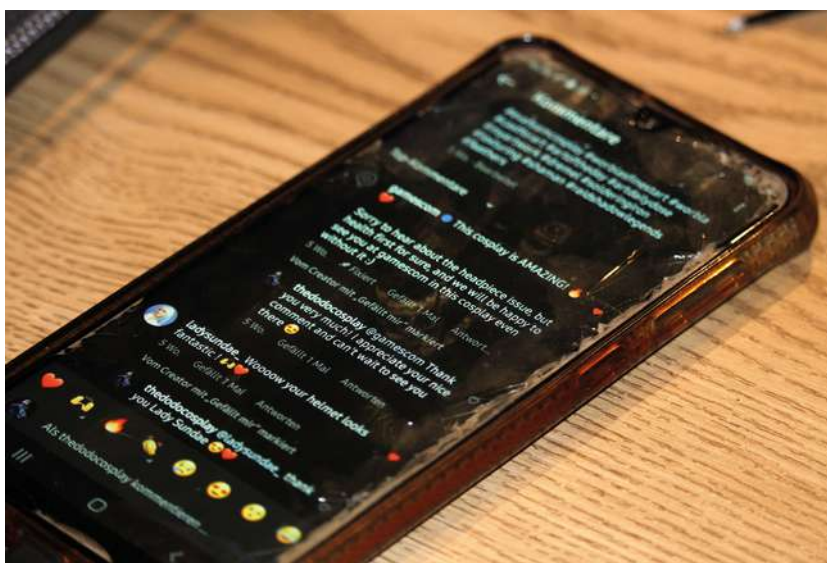
There is a reason for the saying "A sorrow shared is a sorrow halved"; because let's be honest: as cosplayers, we suffer quite often with our projects. ;)

Show yourself to the world!



Not only is Twitch a great way to show your work. Other platforms such as Instagram, Facebook and especially TikTok offer wide-ranging opportunities to show your art. You might be wondering what's so motivating about that.

Often the algorithm is not our friend. Our posts don't get exposure and it sometimes takes us hours to edit a cool video that ends up being seen by only a handful of people. This can quickly depress us and spoil our desire for social media. Let me show you an example of this utility:



As already mentioned, my shaman's head has become much heavier than planned. At the beginning, I couldn't even hold it upside down due to the incorrectly distributed weights. I published an Instagram post online and asked the community for technical help.

I got many compliments on the project and suggestions for solutions. That's not all: Gamescom and KamuiCosplay commented under my post that they thought my work was great. As a small cosplayer, this moment was a true flight of fancy. One of the most influential cosplayers and the world's biggest gaming convention thought my work was good.

As much as I was demotivated by the whole situation of my headpiece, I found the necessary kick in the pants to make it wearable after all. Result : I go to Gamescom in full cosplay and got to meet Kamui in real life. That's exactly why social media is important for us artists!

Another thing that always gives me a lot of pleasure are conventions. Although I'm a loner, I always visit all exhibitions in company. On the one hand, because it's difficult to manage everything alone with a massive cosplay (at least for me) and on the other hand, it's simply more fun to experience such events with several people.

Getting up together at half past five in the morning, putting on make-up and doing your hair, totally stressed out. You've completely lost track of time and then having to fight for a parking space after getting there. All this would only be half as much fun if you had to do it alone.

All joking aside, attending a convention together is always a great experience. You come into contact with other people, you can exchange ideas and even develop friendships. Especially for reasons like that, my incentive for such visitors always increases anew.



I have the opportunity to show people my work. If there is also enthusiasm in their eyes, I bubble over with new ideas and projects afterwards. People's joy and attention always keeps me going. It's just incredibly motivating when you see the countless hours of work on your costume being recognized.

It's just as inspiring to admire the art of other cosplayers and to discuss your approach with them. Furthermore, it gives you a different perspective. I can still remember my first Gamescom in Cologne very well. I was wearing my little Kindred costume and next to me was an impressive person in armour. This motivated me to tackle more complex projects and to dare to do something.

So, grab your best friend, sister, brother, boyfriend and go to the next con together!



Conventions are a great way to meet photographers. Almost all the professional photos of my cosplays so far have been taken at cons. This is a great way to get nice photos of your work for your portfolio without spending hundreds of Euros on every shoot.

Don't get me wrong, a photographer does a very elaborate job to get our pictures charming and deserves to be paid fairly. Unfortunately, especially as a young (student) cosplayer, money is often tight. In the past, I couldn't afford expensive shoots either, but I still got to know interesting photographers who let me use their pictures for personal use. It can even lead to future collaborations.

As the photographers give you the pictures for free, it is therefore a minimum to mention the artist every time you use one of his pictures and ask for permission for other uses. Also leave his signature on the picture, this is more than fair to him! I would like to draw your attention to this, as it is still a problem. After all, you also want the photographer to mention you as a motif, right?

This picture, for example, was taken at Brussel Comic Con 2022 by Lio Pix L. A small shooting that was completely unplanned, and yet a wonderful picture was created.

- Take a break -

As much as I love building my cosplays, breaks are inevitable. After all, you want to continue to enjoy your work and not lose all desire at some point. That would be too bad. Even if you are under time pressure, don't forget to take little breaks. Small moments of relaxation are important.

My dog Reddington (yep, just like Raymond Reddington on The Blacklist) obliges me to take breaks, whether I feel like it or not. The dog has to go out. Even if sometimes I don't feel like stopping my work, it feels good every time and I can continue my work more refreshed.

This way, you can clear your head for a short time, breathe in fresh air. You and your beloved dog also get something positive out of the walk.

You don't necessarily need a dog to go out into nature, but let's face it: it's just nicer to share this moment with your four-legged companion than alone. Of course, you can also snuggle together for a while if you feel like it. This is also a great way to relax your mind and recharge your batteries ;)





Original



Illustration

However, you can also take a creative break and stay with the theme of cosplay. For example, I have discovered my joy in digital art. If I need to see something other than my costumes, I take an already finished one and create an illustration from it. In this way, a created photo gets its own personal touch.

Small side note: you can sell such drawings as prints or stickers and use the proceeds for your next projects. That's why digital drawings are very interesting. It is created once and can be used indefinitely.



Note



You can use such illustrations as stickers, prints, engravings and much more. There are no limits to your creativity!

I often use such stickers at conventions to earn a little extra money or give them for free as a gift with other orders.

Can't make any more progress? Put the project aside!



Sometimes, however, I have to admit to myself that I don't have the necessary knowledge for some projects yet or that I simply started wrong. As a perfectionist, this can be incredibly frustrating. Nevertheless, it's part of cosplay.

My boyfriend Marvin asked me to make Gold D Roger's hat from the manga "One Piece" about a year ago. My first thought was that it was an easy project. At least that's what I thought. So I started to make the different parts out of EVA Foam, spending days sanding and getting everything as smooth as possible.

When I was finally satisfied with the look, the moment came to put the parts together, and the nasty surprise came for free: nothing fits together at all. I had miscalculated and would have had to start all over again.

Since two weeks had already passed for the project, I had no motivation to start again at that point. This had never happened to me before and I felt stupid to have failed at such an easy looking project. I made the decision to put the hat aside for a while and come back to it at a later date.

I have learnt two important lessons with this project: firstly, at a certain point, it is okay not to go on and let the project rest. It's really essential that you don't question your ability. You are not incapable of not having done something. We learn something new with every cosplay! Personally, I still lack the necessary technique to build the head-dress. With the time, I know that I will find a solution.

Secondly, I have learned that a simple-looking concept can be much more complex than previously thought. Sometimes, you fail with the simplest looking projects. Why is that? My guess is that in our society, we are encouraged to think in complex ways.

We live in a world where performance is expected. In return, our brains are stretched and complexity is viewed more positively than simplifying life. As soon as I have a simple-looking project in mind, I think in a thousand directions and make my work more difficult.

That's why it's often difficult for me to think "simply", in fact I don't even see a possibility to consider a simple solution.

This is not meant to be a book about the scientific functioning of our brains and human psychology, but about cosplay motivation. Enough deviating from the topic!

All this to say: if you're stuck on a project and can't find a way out, it's totally fine to put it aside for a while and come back to it later. Instead, take on new work that will build you up again and give you courage not to give up.

Last but not least, a little sentence that we, and especially I, should take more to heart:

Think simple!



Our mindset and psyche plays a big role in our art. Of course, each person is individual and driven by something different. I can only speak for my side here and say that a positive mindset is very beneficial to our craft. If I regularly told myself that I couldn't do something or that I wasn't good enough, I would probably have stopped cosplaying a long time ago.

- Set yourself a goal -

If I'm going to be honest with you, this is one of the things that drives me the most. If you have to get the costume done for a certain occasion or by a certain time, you'll be amazed at how much energy you can put into it. These goals can be very variable and individual. One of these goals is to perform at conventions.

If you plan to wear your latest cosplay, it has to be ready for that time. When I was making every single feather of my shaman costume, I wanted to stop at a certain point. I didn't feel like it anymore. It was monotonous and always the same procedure. Very exhausting in the long run. Since there are about 70 feathers, you can imagine how much time it takes. What helped me in this low motivation was the thought of wearing this cosplay for the first time at a fair (in this case, it was Gamescom again).

I put on headphones with shamanic music, closed my eyes and imagined myself strutting through the halls with this majestic headdress. Such a small moment gives me goosebumps every time and sparks fresh energy in me. No sooner had I imagined this moment than I was able to continue the costume with new-found incentive, and complete it in time.



This goal is therefore bound to a time limit. This can also be a good motivation to continue your costume.

It is often the case, at least for me, that it can be difficult to finish a big project if you don't have a limited date for completion in mind. In my opinion, it's very stimulating to have only a fixed duration for my project. A certain amount of stress comes up in you and this can be very helpful. However, you should make sure that this stress remains positive and does not become negative. Such situations do happen, when you start a

project at the last minute or wait until the last moment to finish it. Of course, it is not always possible to plan everything and for many it is difficult to dedicate time to their hobby professionally.

However, if you have the opportunity, you should plan enough time. Building too quickly and stressfully can have the undesirable side effect of leaving you dissatisfied with the result and your enthusiasm for cosplay waning. This doesn't necessarily have to happen, but it is quite possible.

From my own experience, I can only say: try to avoid this stress as much as possible.



Note



I started building my Thresh cosplay about a year before the first Gamescom. In between, I put it aside and finished the entire rest of my costume within a month before the fair. Due to the stress, I only made one glove and no armour for the legs. Although I continued to be enthusiastic about cosplay after that, I would have preferred to have been able to finish the project in peace.

- *YOU can do it!* -

So we come to the end of our little motivational journey, and this point is one of the most important: be proud of your work. Be proud to carry your project and present it to the world with great self-confidence!

Anyway this sounds easier than it actually is. Being proud of something you have made is something you actually have to learn.

The topic of self-confidence and standing by oneself was particularly shaped by my school years. I was somehow always different from the others, never fitted into a group of people and, apart from a few friends (who, by the way, still accompany me through life), didn't have many contacts.

I always had my own ideas and conceptions which ones didn't fit in with those of the others. Even if there was never a good reason, I was often a target for other classmates who never tried to get to know and understand me properly.

That's why I always doubted myself a lot, whether what I do pleases other people, how I come across and whether what I do makes sense.

Being different, both a blessing and a curse at the same time. At that time, I saw it as something negative. Today, I am proud of the person I have become and would not want to change anything about my path. This self-confidence was and still is a long way, and cosplay has accompanied me through it.



It was through cosplay that I truly discovered my talent and ability for art. For the first time I dared to go out into the world and present myself, even though I knew that one day I would be criticised.

And you know what? It was the best decision of my life! Because I love and master what I do. That's exactly what you should tell to yourselves. You can have the self-confidence to look in the mirror and say "It's fucking great what I've created". Go out of conventions with it and show who you are!



I can still remember very well the first time I put on Drogon. At the beginning, I felt uncomfortable because people stared at me very often. I got a lot of attention, which I was not used to at all before. My first thoughts were about whether I didn't look good, that people were criticising and I was already ready to take off my cosplay.

Then came my salvation: a mirror, yes you read that right. That one big mirror showed how I looked and had every reason to be proud of my work. That changed everything for me, that little moment. No sooner did I feel much better than people started coming up to me. My charisma conveyed my newly acquired self-confidence, and this is also evident in your cosplays.

Before I go to a convention, I look closely at my work and say to myself "You've done a great job."

I advise you to do the same. Stand in front of your mirror and compliment yourself. Don't be shy, you are not conceited just because you compliment your work. Your charisma also conveys to people what I think of yourselves.

In the year 2022, I have also exhibited for the first time at several cons, either alone or in a group. This has brought my motivation to a peak, because now my work is also recognised by peers and cons organisers.

What better way to be an artist?





If you don't have an motivational coach, I would like to step in and tell you this:

You are all doing a great job. Each of you can be proud of yourselves. Never let anyone stop you or criticise you for no reason. Look at your work and love it. Each piece was created with attention to detail and with your own hands.

Isn't it wonderful to have these skills?

You have the right to be proud and say it to yourselves.

It goes even further. Go out into the world and show people what talent lies within you. For what reason should we hide? There will always be critics.

Post photos on social media ;
go to cons and be celebrated for your art;
watch out for people who will understand and build your world with you;
be proud and confident of the person you are.

These are all things that have helped me a lot over the years and I hope I could help you too.

I hope you were able to learn something and that it helps you for your own projects!

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[tiktok.com/@thedodocosplay](https://www.tiktok.com/@thedodocosplay)



[facebook.com/thedodocosplay](https://www.facebook.com/thedodocosplay)



twitter.com/TheDodoCosplay



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