



LITTLE AL
— ALAIN PURNEY —

**BRIGITTE LINDHOLM
IRONCLAD ARMOUR**

COSPLAY BUILD

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OVERWATCH

ABOUT THE GAME

Overwatch is a colorful team-based shooter game starring a diverse cast of powerful heroes (Healers, Tanks, Damage) that you can choose from. Travel the world, build a team, and contest objectives in exhilarating 5v5 combat.

“I WILL PROVE MYSELF!”

- BRIGITTE LINDHOLM

WHO'S BRIGITTE LINDHOLM

GAME ROLE: SUPPORT (HEALER)

HER STORY

Real Name: Brigitte Lindholm, Age: 23

Occupation: Mechanical Engineer, Adventurer

Base of Operations: Gothenburg, Sweden (formerly)

The youngest daughter of weapons designer, Torbjörn Lindholm, Brigitte was the first of his children to show an interest in mechanical engineering. Brigitte spent much of her spare time in her father's workshop, learning the trade and honing her skills.

Everyone expected that Brigitte would continue her apprenticeship and follow in her father's footsteps. Her plans changed. A close friend of the family and Brigitte's godfather, Reinhardt declared that he would become a knight-errant on a quest to bring justice. Before he left on his adventures, Brigitte surprised him by asking to join him as his squire. Reinhardt accepted.

As a squire, Brigitte had many responsibilities, the most important of which was the upkeep of Reinhardt's Crusader armour. But more and more, she found her main job was taking care of Reinhardt himself, trying to protect him from his overenthusiasm even as his body was breaking down from years of combat.

Eventually, she realized that serving only as a mechanic wasn't enough, and that the best way she could aid Reinhardt was to become a warrior in her own right. Now Brigitte fights at Reinhardt's side to protect him, and any others in need as knight and squire journey to make the world a better place, one battle at a time.



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MATERIALS USED

UNDER SUIT

- McCalls athletic clothing pattern
- Athletic material
- Velcro
- Elastic waist band

BATTLE SKIRT

- Beige cotton fabric
- Blue and black iron-on vinyl
- Brown thread

SHIELD

- EVA foam 1/2"
- Craft foam
- Plasti glass sheet 1/4"
- PLA 1.75mm (3D Printing)
- Aslan Blue Window Decal

PAINTS + WEATHERING

- Plasti-Dip Spray Cans x6
- Games Workshop Memphis Red Spray Cans x3
- Games Workshop Red Gore
- Games Workshop Yellow Paint
 - Tau Light Auchre
 - Averland Sunset
 - Flash Gitz Yellow
- Games Workshop Nul Oil Wash
- Games Workshop Argax Earthshade
- Games Workshop Boltgun Metal (silver paint)
- Black Acrylic Paint
- Silver Acrylic Paint
- Earl Grey Tea
- Nespresso Half Decaf Coffee

ARMOUR

- EVA foam 1/4"
- EVA foam 1/2"
- Craft foam
- Velcro
- Dollars store LED small decoration light
- AA Batteries x8
- Vase based LED light
- Black & brown pleather
- Yellow cotton fabric
- Silver satin fabric
- Zipper
- Black Shoes

BATTLE FLAIL

- EVA foam 1/4"
- EVA foam 1/2"
- Craft foam
- Velcro
- Dollars store LED small decoration light x3
- Aslan Orange transparent vinyl
- 32" PVC pipe
- AA Batteries x6



ARMOUR

HELMET

CHEST + SHOULDERS

ARMS + GLOVES

LEGS + FEET

BELT

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HELMET BUILD

IT'S CONSTRUCTION

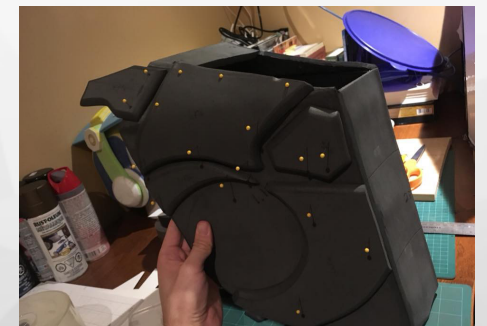
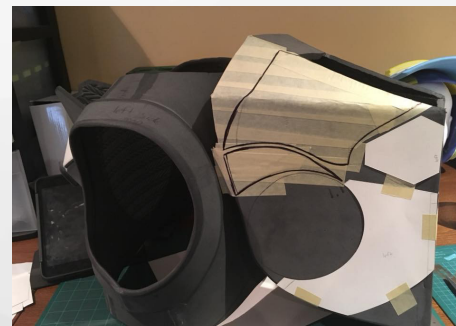
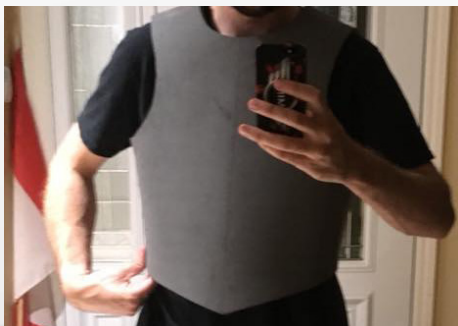
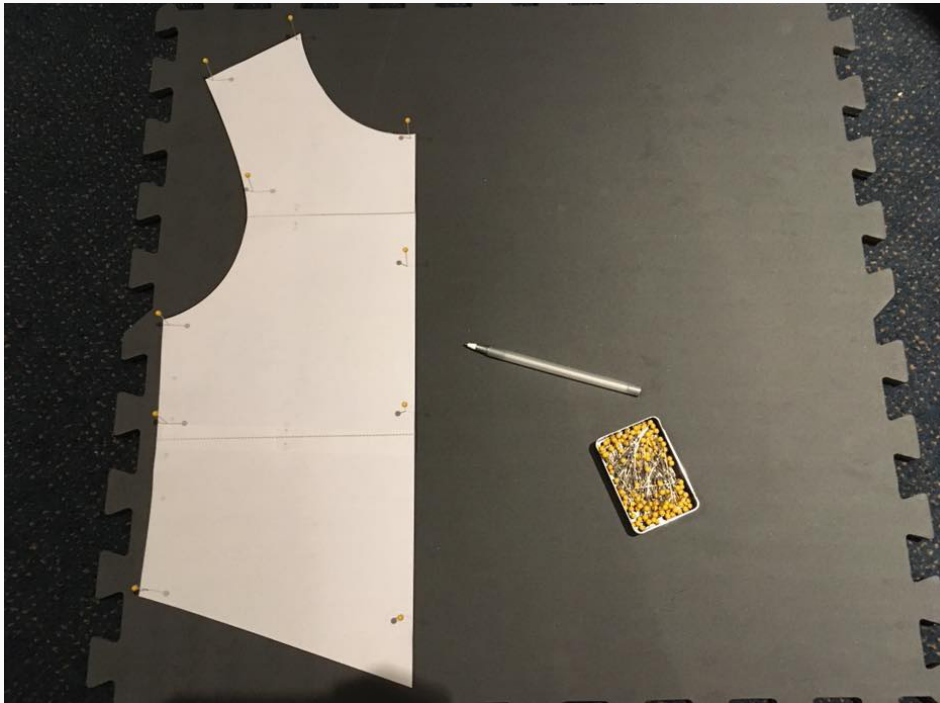
The helmet's foundation was a Rainbow Siege pattern created by Mellowmind on Etsy, but I made adjustments to match character. I've then created the welder's face shield with EVA foam. To make the visor glow like the character in the game. I created with Dollarstore LED lights, orange/yellow vinyl, and LED foam. Every seam was sealed with Kwik Seal and the helmet was ready for the plastidip and painting.

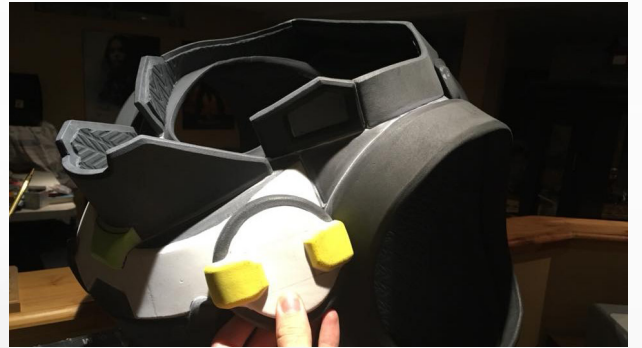
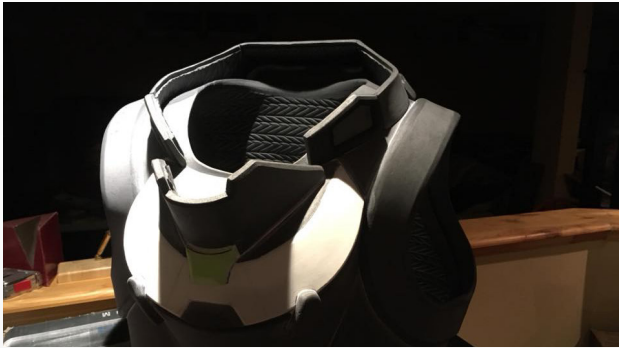
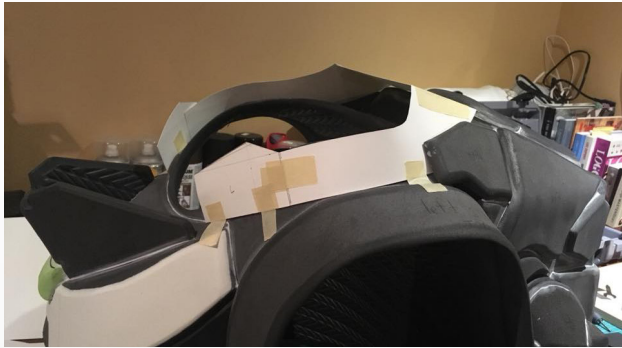
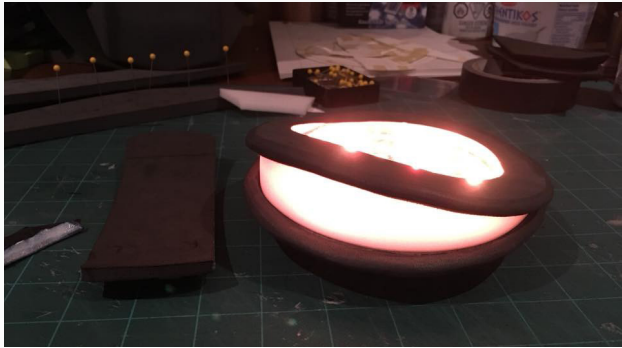
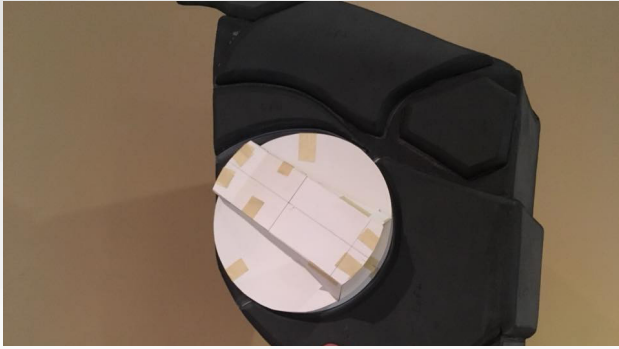
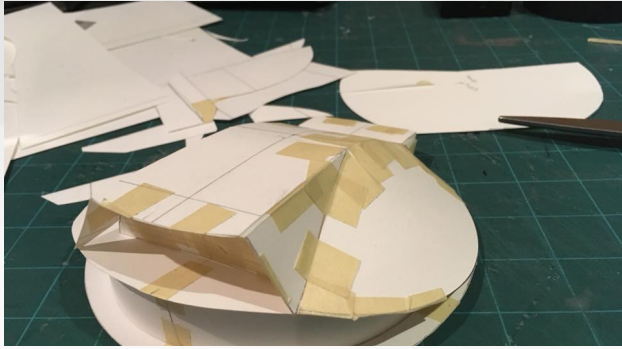


CHEST BUILD

IT'S CONSTRUCTION

I modified a pattern by Kamui Male Armour Based to match the character's style for the chest piece. I then crafted my own template for all the other part of the chest armour. After I was satisfied of the results I transferred them to EVA foam and craft foam, assembled it, and heat-sealed it. Kwik Seal sealed all the seams, and plastidip and paint was left to finish the piece. For the glowing vents, I used Vase Lamp LED where I can control the LED colours via remote.

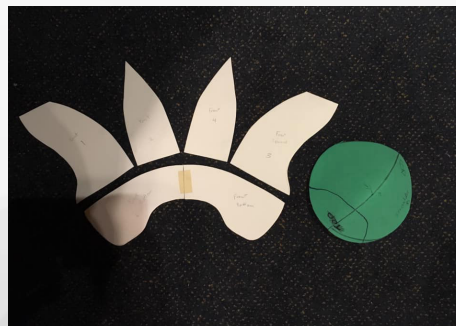
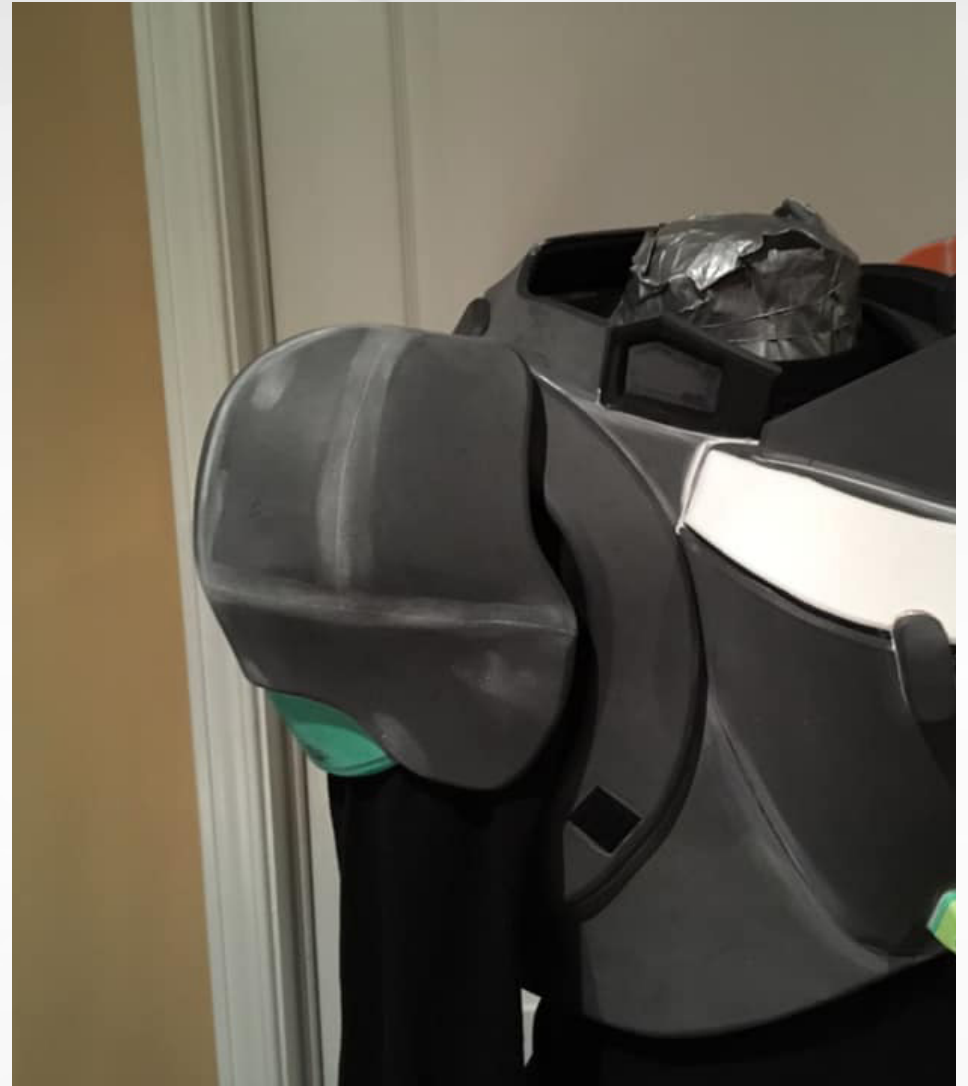
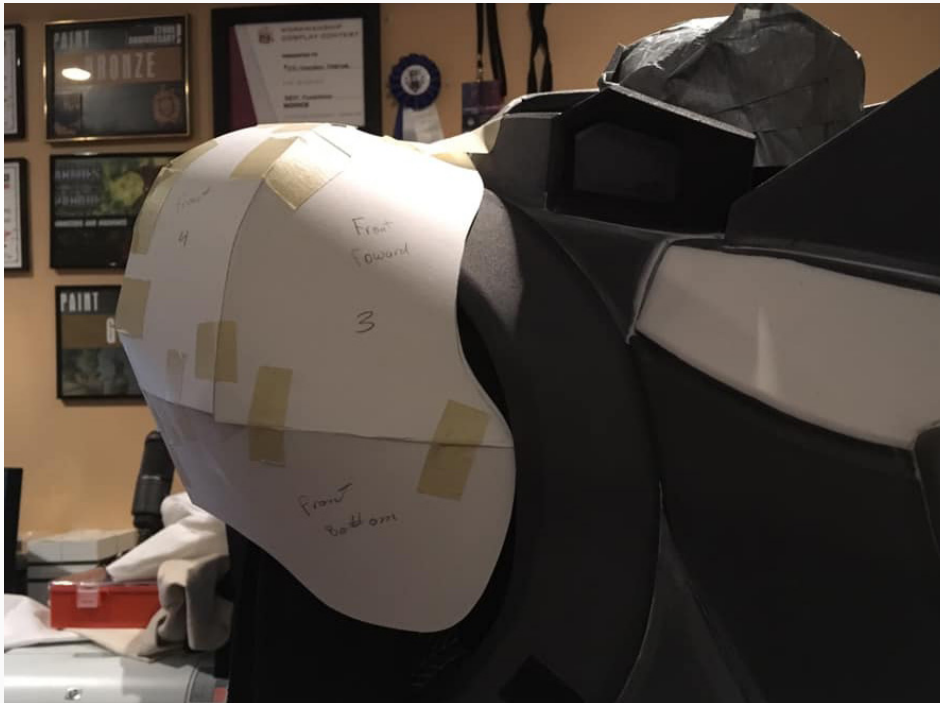




RIGHT SHOULDERS BUILD

IT'S CONSTRUCTION

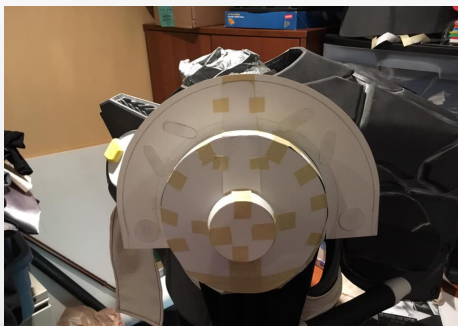
To achieve the perfect rounded shape, I wrapped my mannequin head in saran wrap and Duck Tape, which allowed me to mold and design the desired shape. With the shape established, I transferred the design to a paper template and then to EVA Foam, where it was assembled into a single cohesive piece. To ensure that it would fit seamlessly with the chest armour, I fashioned small Velcro straps that could be easily fastened and unfastened as needed.



LEFT SHOULDERS BUILD

IT'S CONSTRUCTION

I began by crafting a paper prototype to ensure that the shape and size were perfect. Once I had established the right design, I transferred it to EVA foam, craft foam and then assembled it. To ensure that the finished product would connect seamlessly to my chest armour, I fashioned small Velcro straps that could be used to secure it in place.

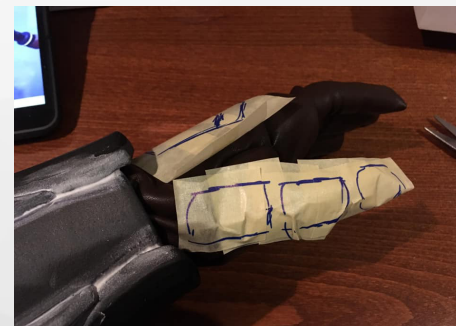


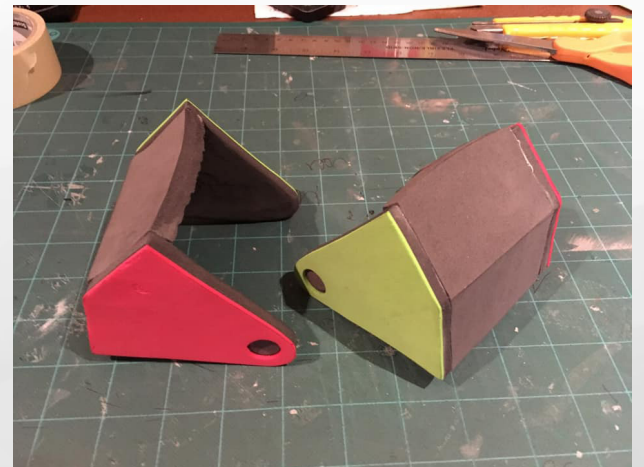
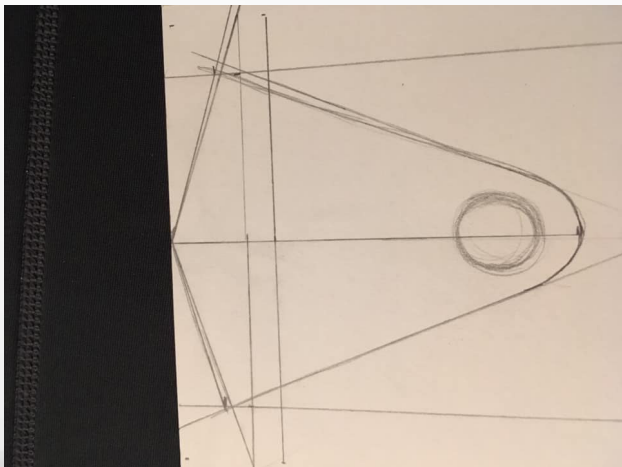
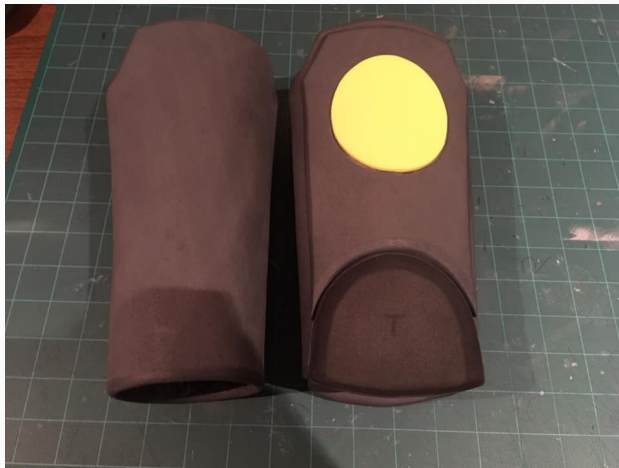
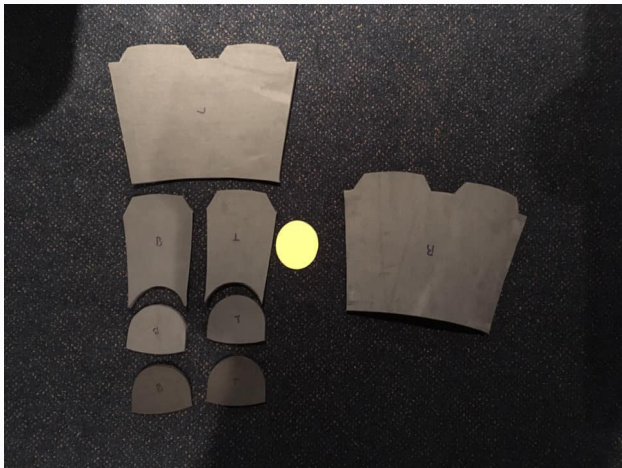
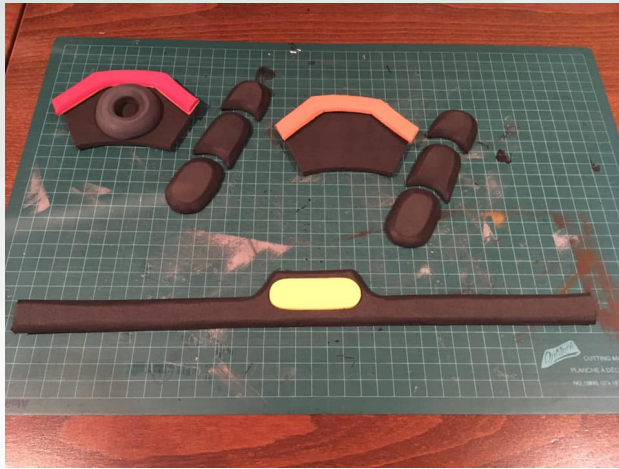
ARMS & GLOVES

IT'S CONSTRUCTION

I used a similar process for the arm pieces, creating paper templates to ensure the correct sizing before transferring the designs to EVA foam. This same process was used for the elbows and forearms.

For the gloves, I utilized a pattern that required modification to fit my hands (Since the pattern were made for women) Once the pattern was resolved, soft pleather was used as the primary material to construct the gloves. Next, armour pieces were fashioned for the gloves using the same process as before: paper templates, EVA foam construction, painting, and finally, gluing the pieces to the gloves.

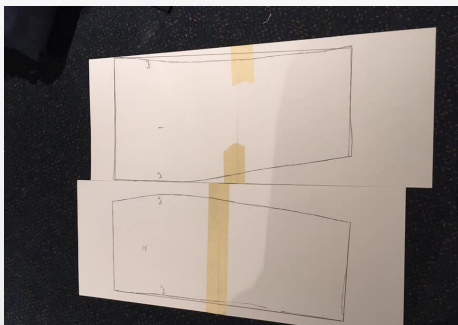


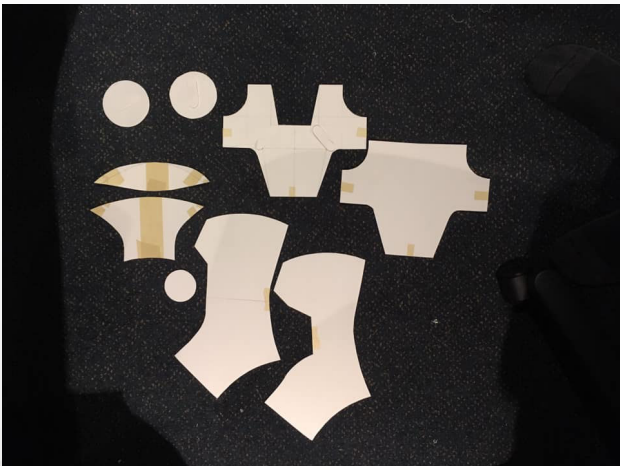


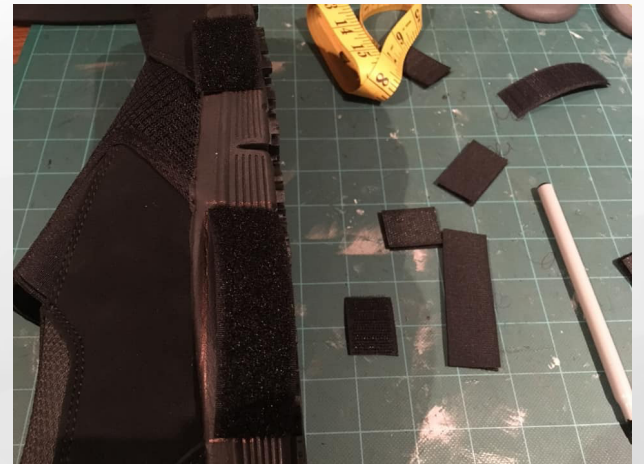
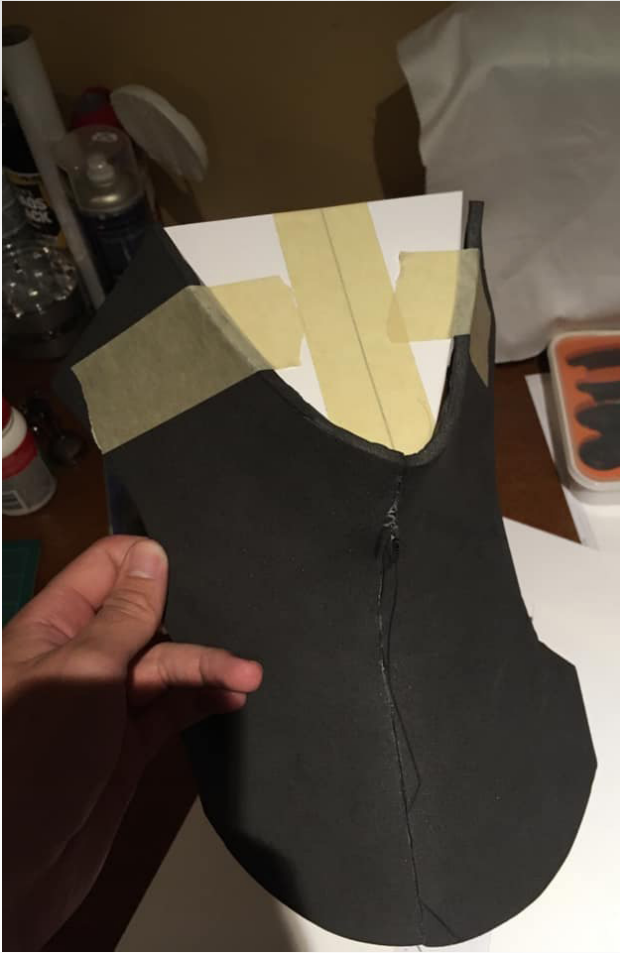
LEGS & FEET

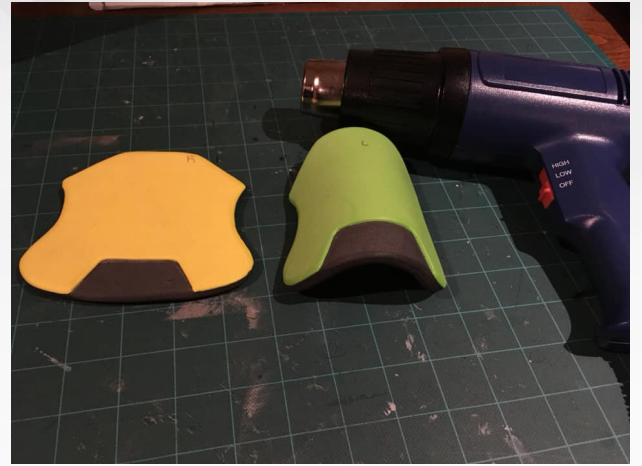
IT'S CONSTRUCTION

I custom-built the legs pieces using a duck tape pattern method. First, I created a pattern for the pleather wrap and then the armour pieces, followed by patterns for the knees and thighs. Using these patterns, I cut the pieces from EVA foam and assembled them. As for the shoes, I started with a comfortable pair of black shoes and created paper patterns to guide the placement of the Velcro attachments. Then, I transferred the patterns to the EVA foam and assembled them accordingly.









BELT ASSEMBLY

IT'S CONSTRUCTION

I used a Velcro belt to connect all the armour pieces of the belt. The main side area of the Eva Foam armour was built with a metal frame to maintain its curved shape, and I added more Velcro anchor points to connect the side pieces. The front and back plate were also constructed. For the thigh pieces, I designed a pattern using Adobe Illustrator and printed to paper then onto EVA Foam. To ensure the thigh pieces maintained a solid curve shape, I used a metal coat hanger.



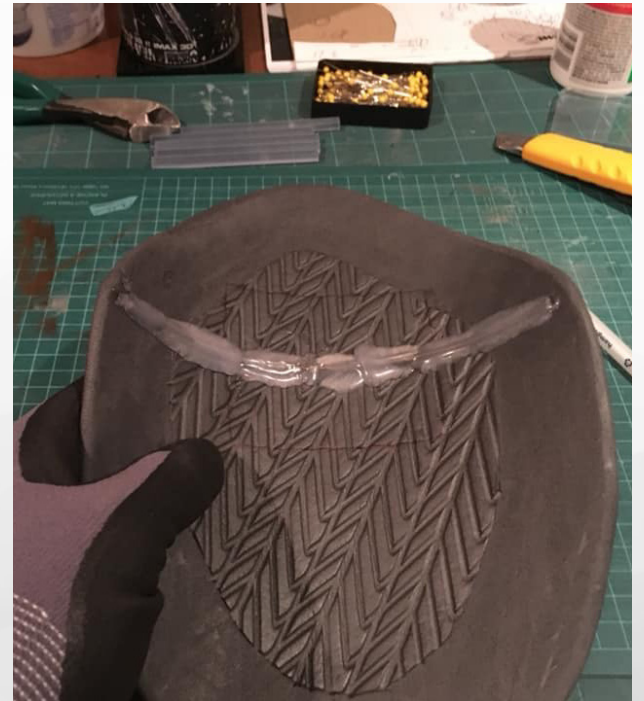
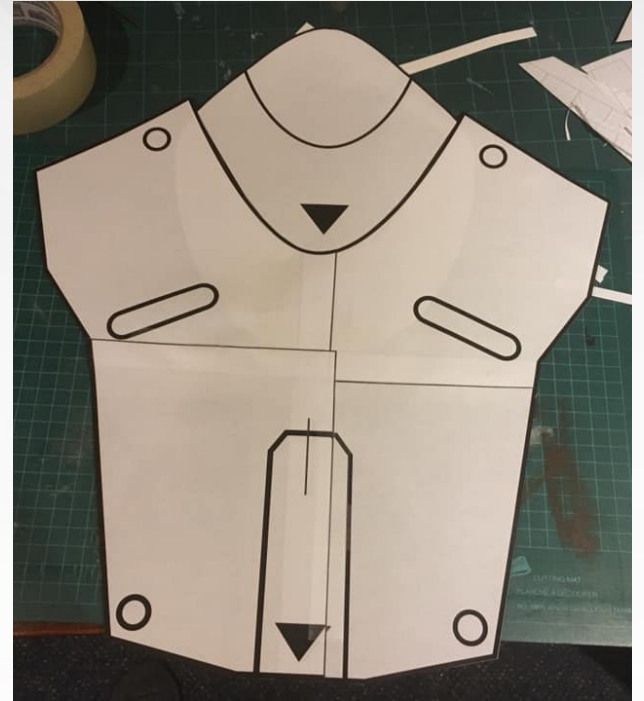
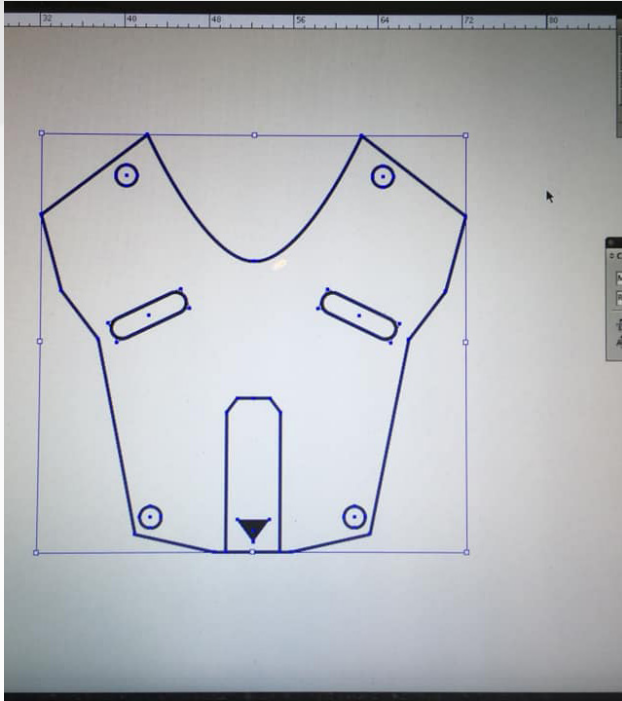




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FABRICS

UNDERSUIT

BATTLE SKIRT

LEATHER FRONT

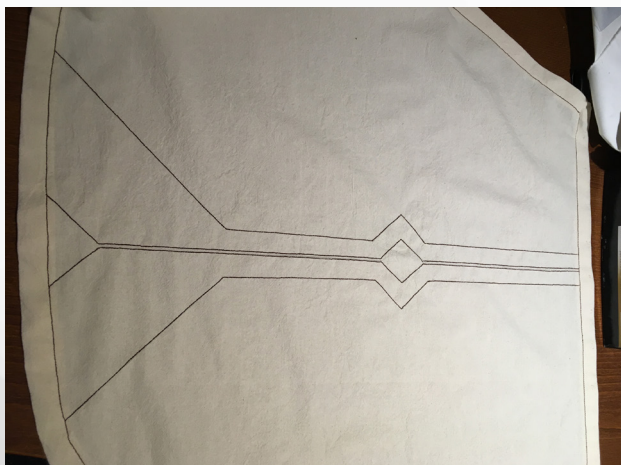
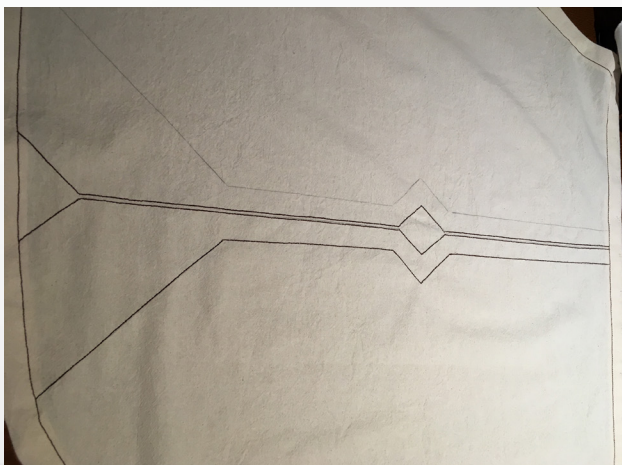
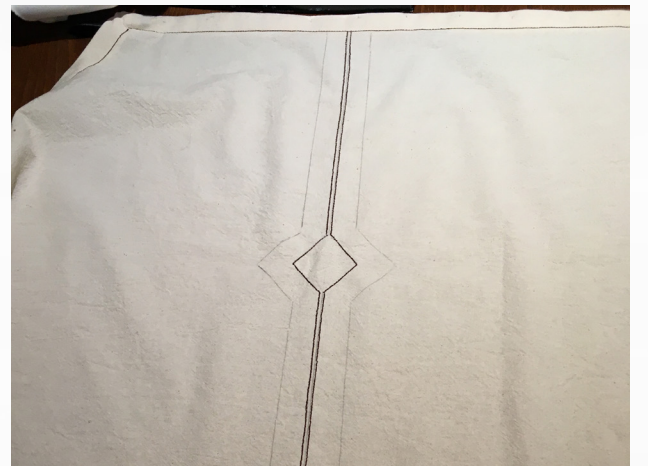
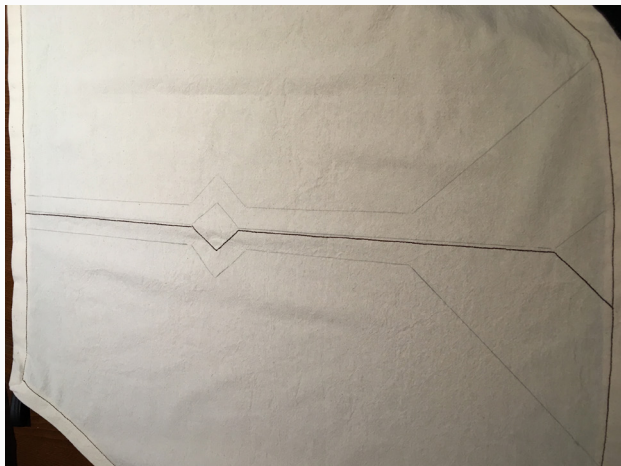
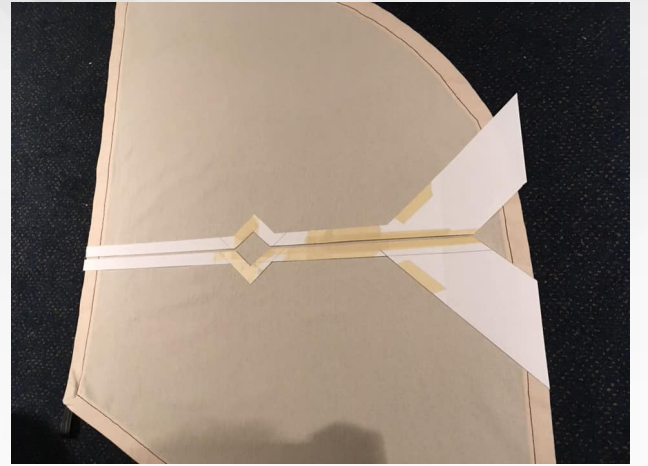
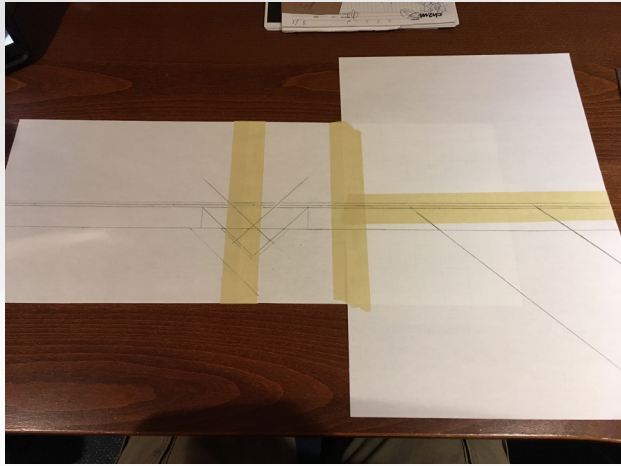
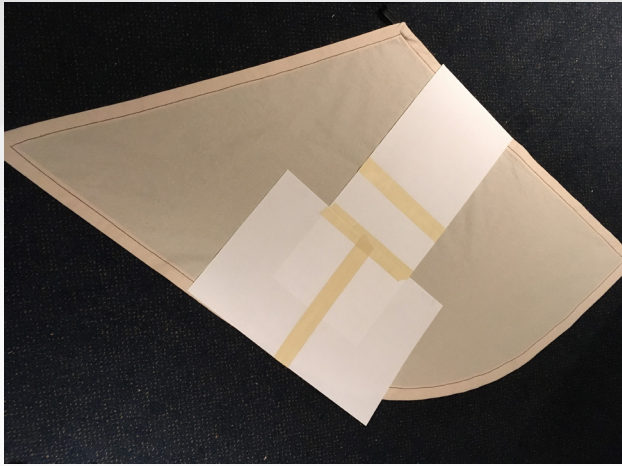
CORE AREA

BATTLE SKIRT

IT'S CONSTRUCTION

To make the battle skirt, I created a template to ensure the correct size and shape. Once I was satisfied with the shape, I applied the chosen fabric and began the sewing process. To add the character's design details, I used dark thread to sew lines. Belt loops were also added to the skirt for the belt to slide through.

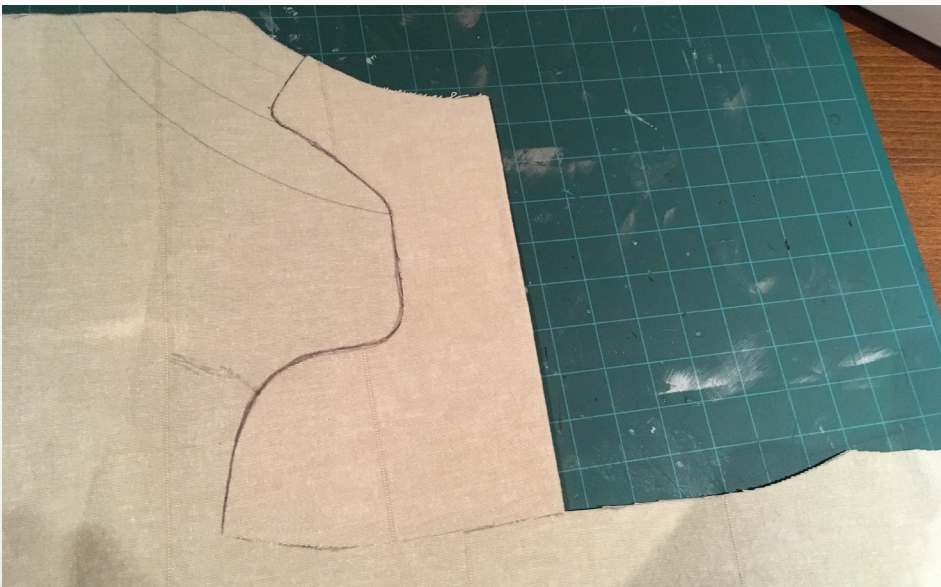
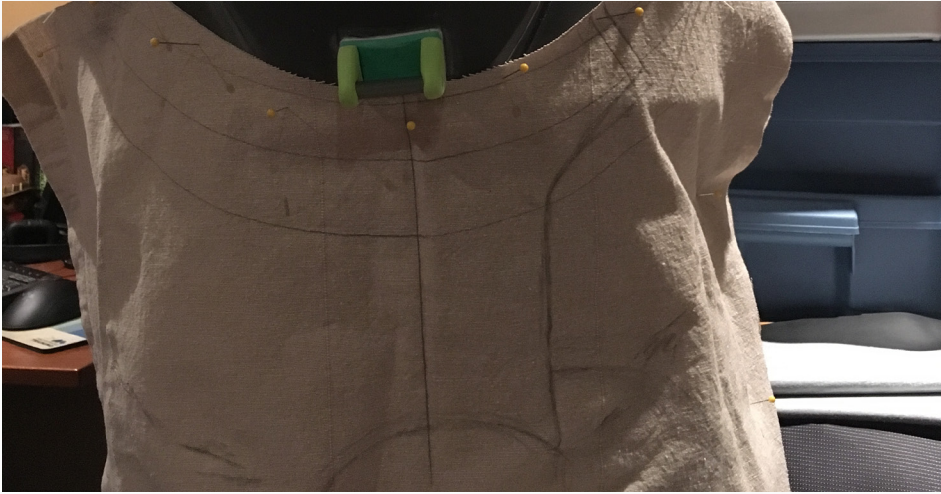


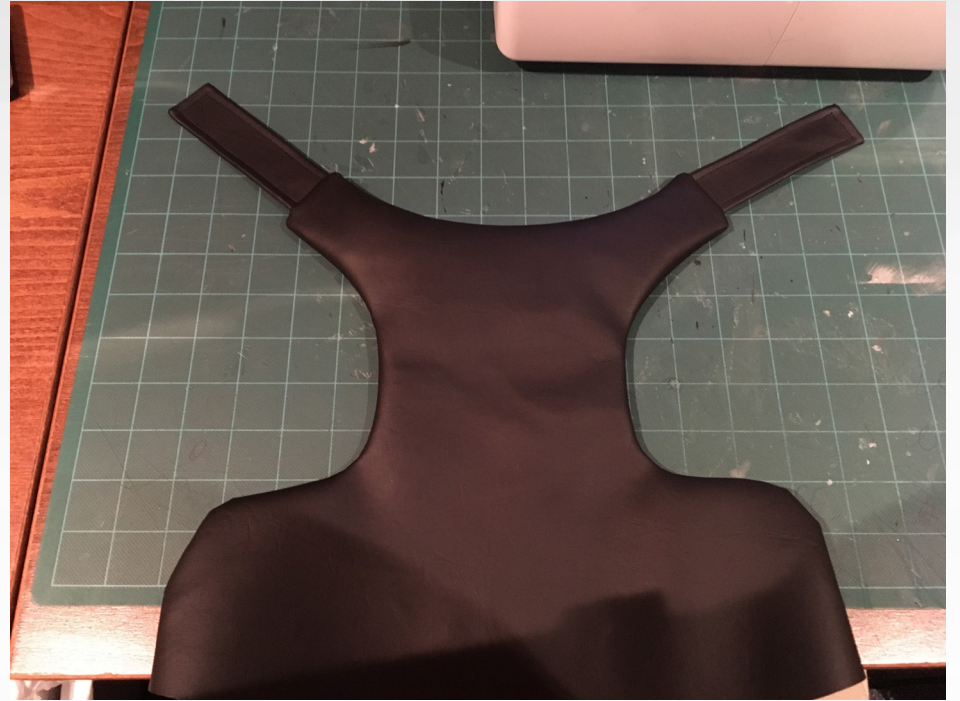


LEATHER FRONT

IT'S CONSTRUCTION

To construct the front leather piece, I first created a pattern on scrap material. After I was satisfied with the result, I traced the shape with seam allowance onto the fake leather vinyl. Then, I used a sewing machine to sew all the pieces together. Finally, I added velcro mounts to connect the piece to the armour and belt.

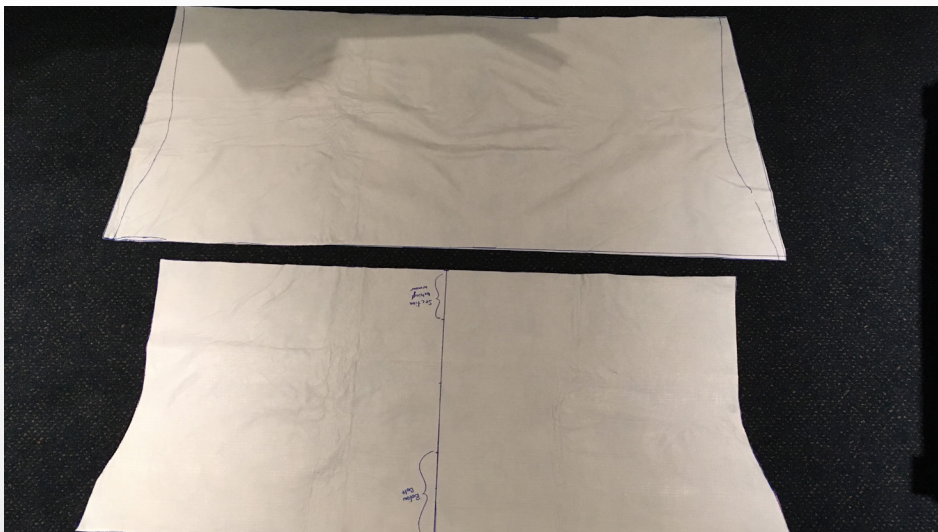
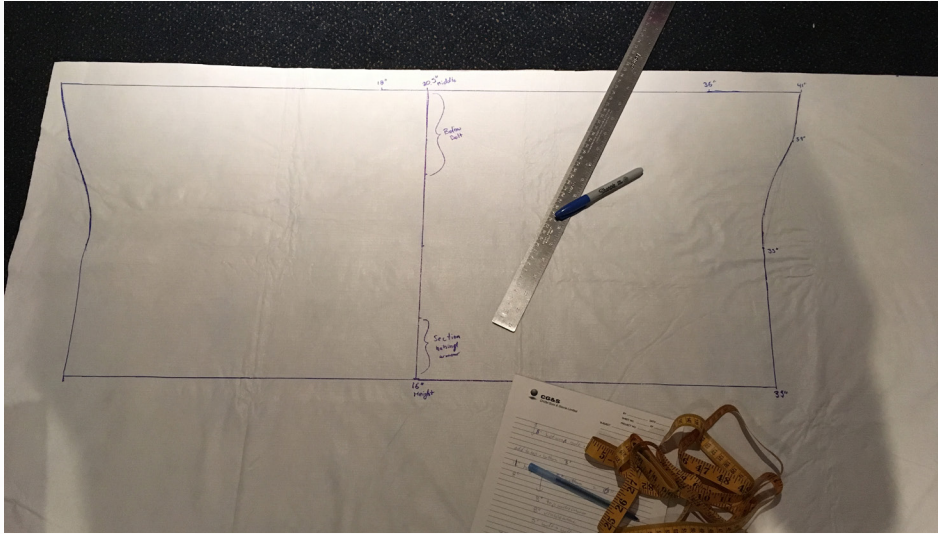


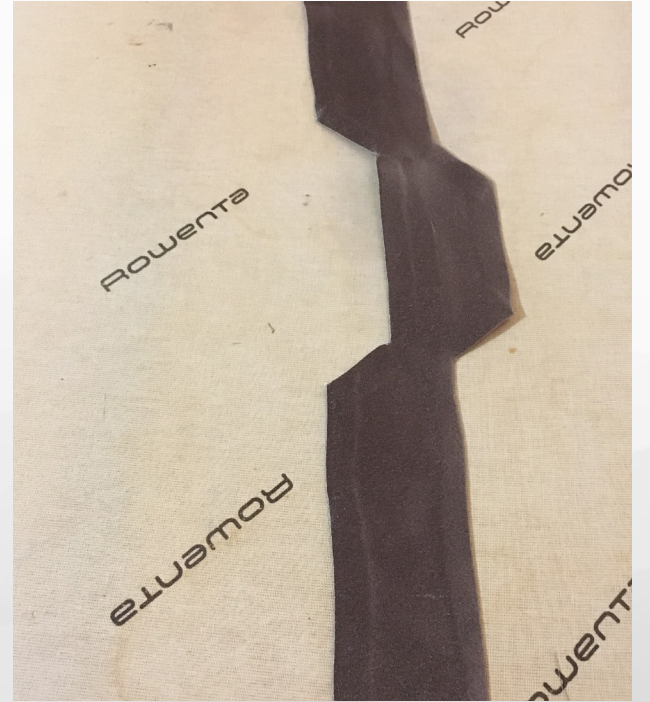
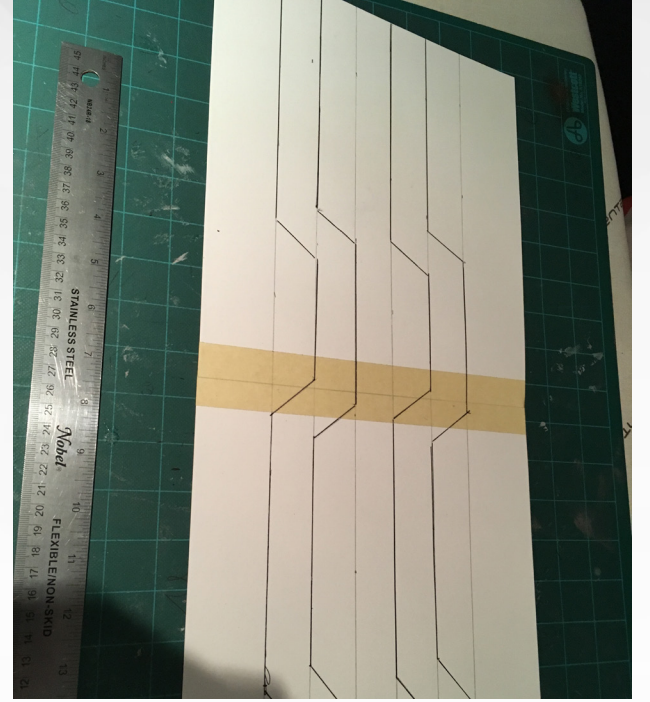
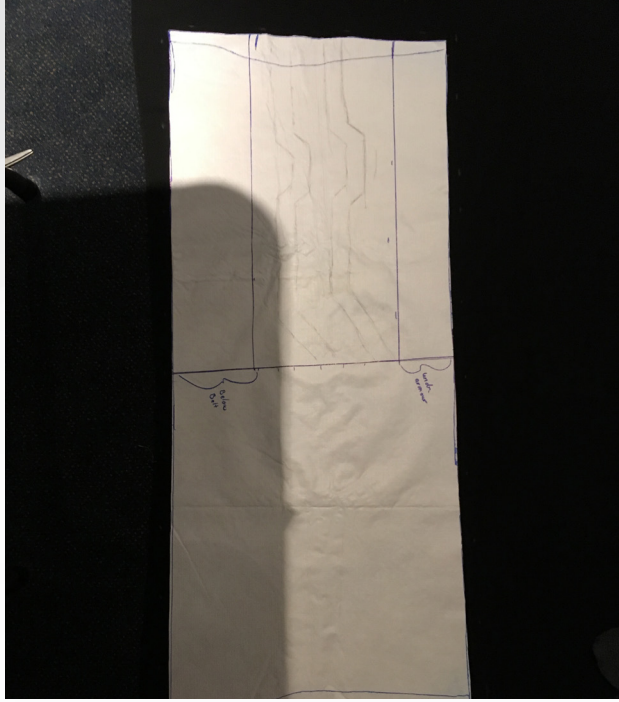


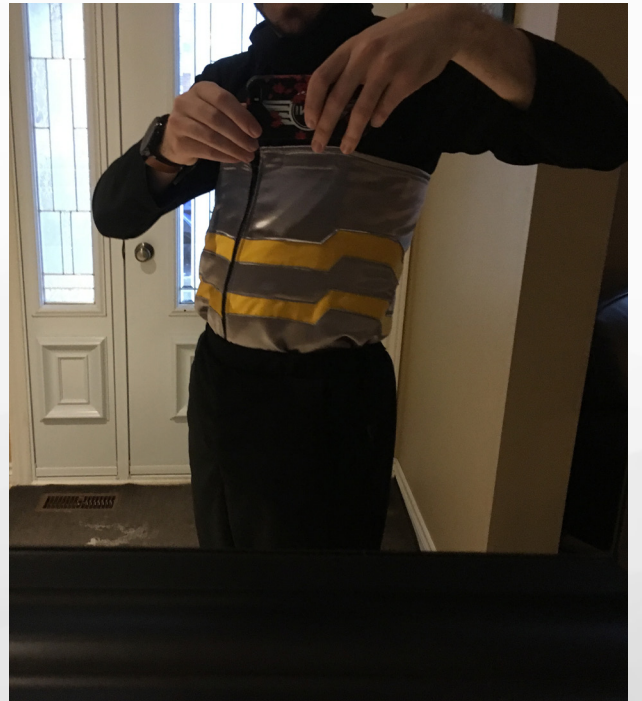
CORE AREA

IT'S CONSTRUCTION

I designed a pattern to replicate the character's distinctive area while ensuring flexibility and mobility. Starting with a fabric piece, I first created the template. Once I was satisfied, I made the black backing, the yellow backing, and the silver elements. Next, I sewed them all together and added a zipper at the front, which is hidden behind the leather front piece. Lastly, I attached velcro pieces so I could connect it to my undersuit.









PAINTING + WEATHERING

BATTLE DAMAGE

RED COLORS

YELLOW COLORS

METAL COLORS

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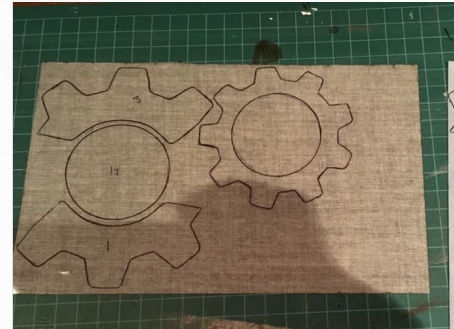
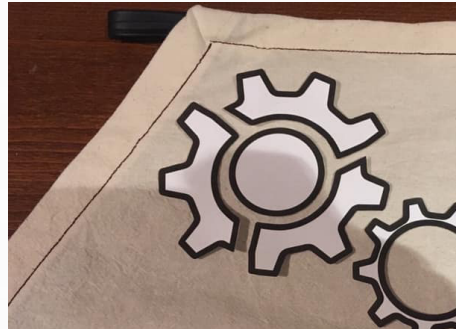
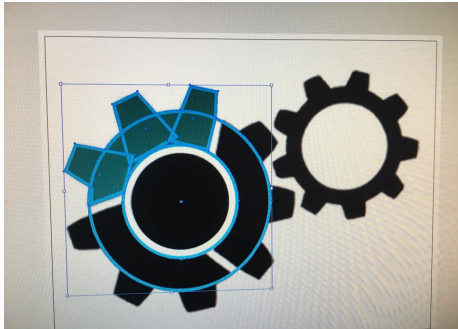
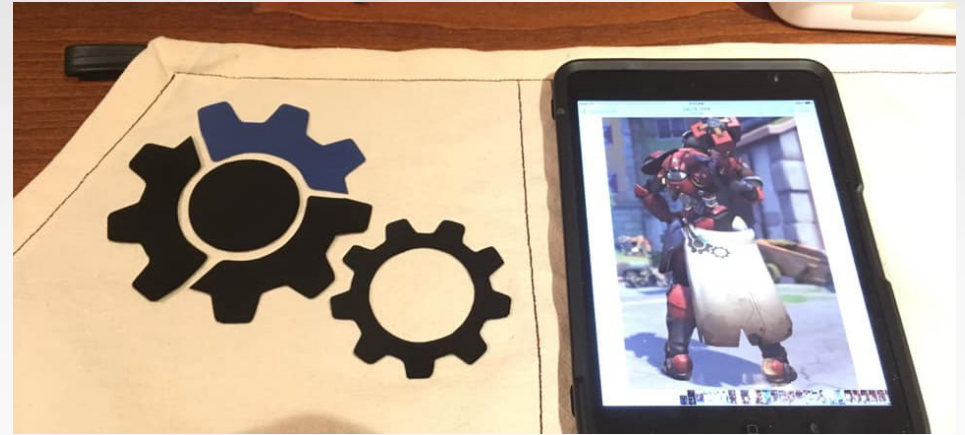
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BATTLE SKIRT

Decal creation: I traced the gear designs in Illustrator and printed them to the correct size to apply onto the cloth. Then, I traced them onto Iron-on material and ironed them onto the cloth.

To create a weathered look, I followed these steps:

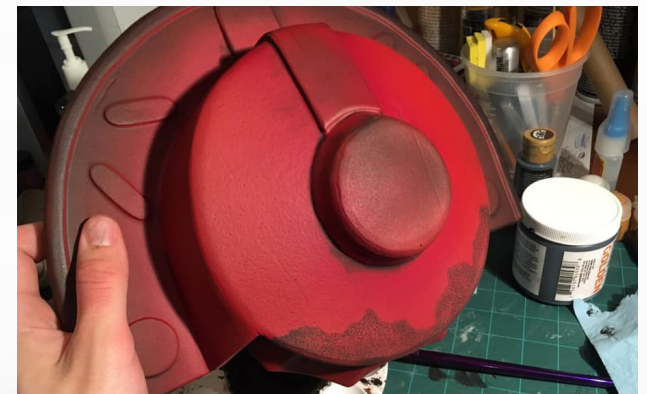
1. Stained the area with Earl Grey tea
2. Added a second Earl Grey tea stain for more depth
3. Used Nespresso Coffee to create darker stains in some corners to make them look fresher
4. Added Argax Earthshade specs and splashes across the cloth.



RED COLOURS

To do the red armour paint and weathering, I did the following:

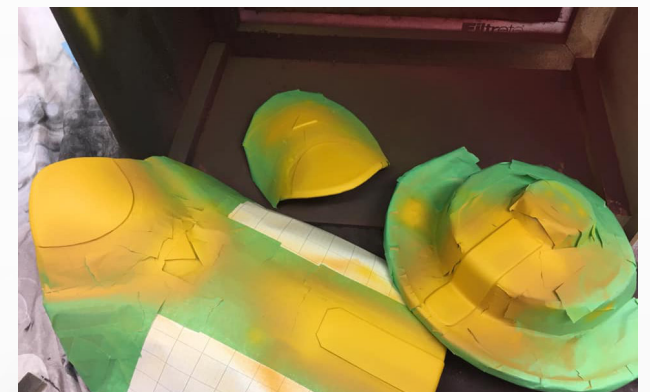
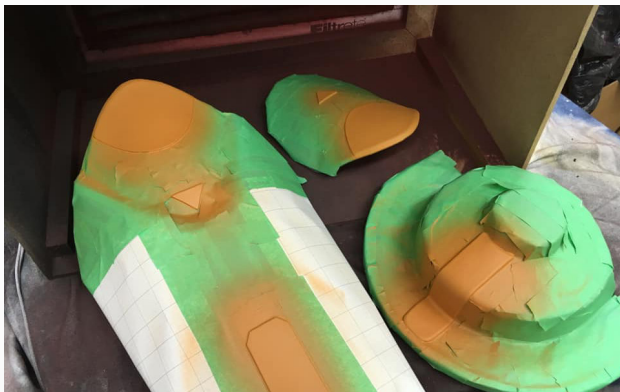
0. Plasti-dip the whole armour
1. Based the red with Memphis Red
2. Air Brushed the Khorne Red to make the dark shadow area
3. I use black paint to create the dark oil stain and then sanding it to see the red through for wear and tear
4. Silver scratch with paintbrush and planned on how the armour will be used to show scratches and paint chips.



YELLOW COLOURS

To do the yellow I did the following:

1. Tape all the area to protect all the metal and reds
2. Based the yellow with Tau Light Auchre
3. Highlight Averland Sunset with Air bursh
4. Highlight Flash Gitz Yellow with Air bursh
5. Highlight Flash Gitz Yellow + White with Air bursh
6. Removing the tape et voilà



METAL COLOURS

To do the metal with the weather I did the following:

0. Plastidip the whole armour
1. Based the armour with Boltgun Metal Spray
2. Placed a Black Wash (Nuln Oil)
3. Drybrushed Silver acrylic metal to give the brushed metal.
4. Used the black paint to create the oil stains

For the Darker Metal I mixed the Silver and black paint and did the rub across the whole metal. To give the difference of metal.



ALL THE LITTLE DETAILS

I finally then added all the little details of bar code little lines and triangle. I used the tape to create the elements and use the red and black and yellow paints to create the elements.

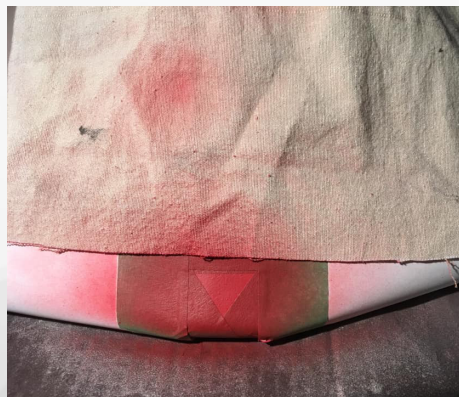
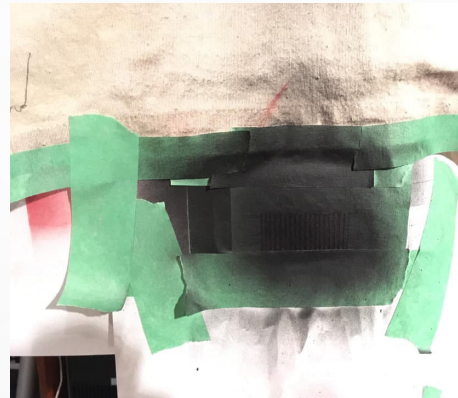
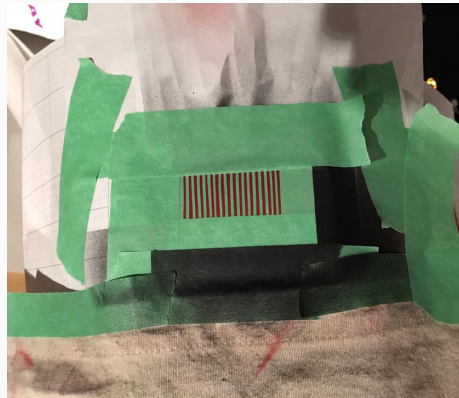
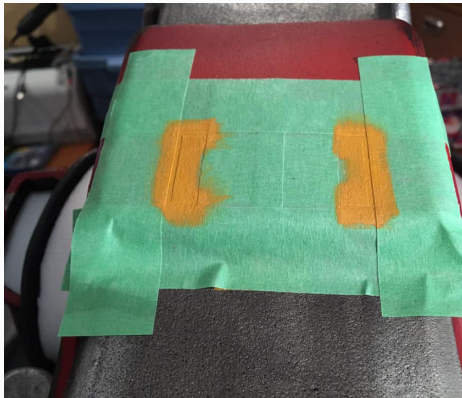




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MACE

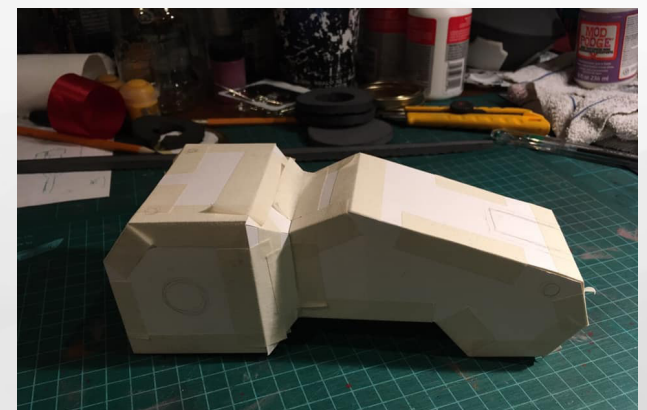
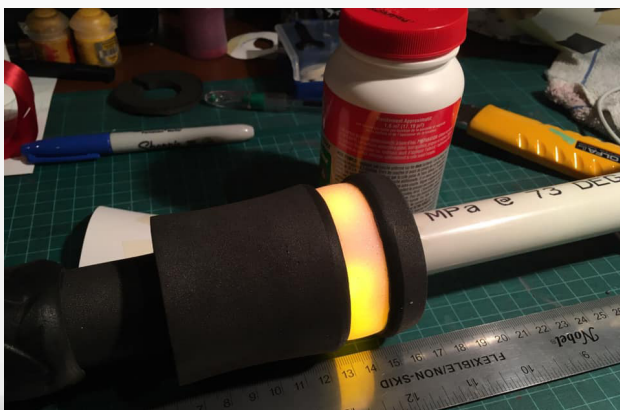
BUILD

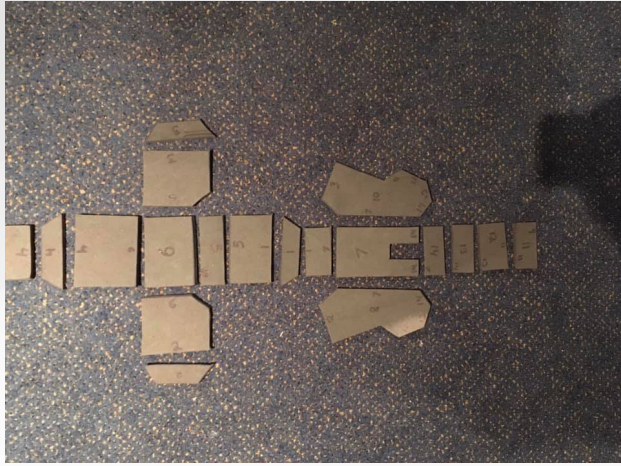
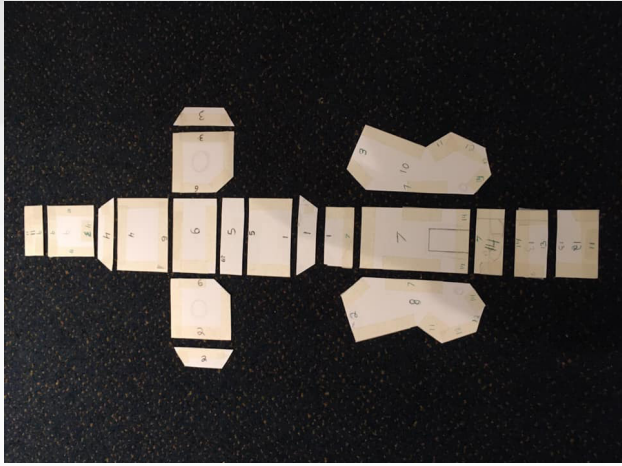
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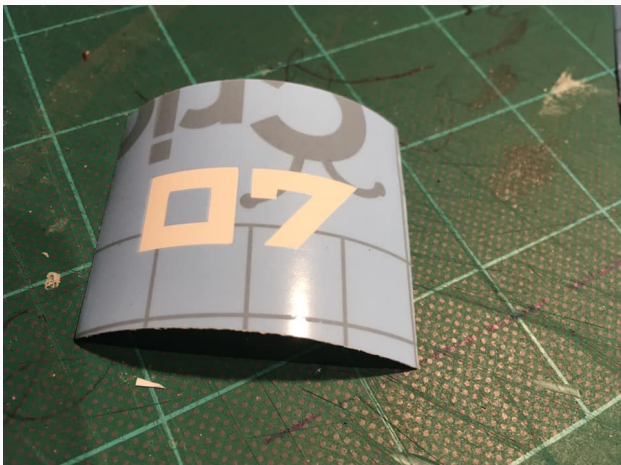
PAINTING + WEATHERING

THE CONSTRUCTION

To create the mace, I constructed a mock-up to determine the necessary size and dimensions of the pieces. Once I was satisfied with the template, I disassembled the mock-up and transferred the measurements to EVA foam. To create the three LED areas, I used Dollarstore LED lights covered with orange vinyl and LED foam. To conceal the batteries, I placed them inside the top area. After all the pieces were constructed, dremeled, and cleaned up, I connected them together. The painting and weathering process was the same as the armour. To add the number, I used a Cricut to cut it out and sprayed the white colour.









SHIELD

BUILD

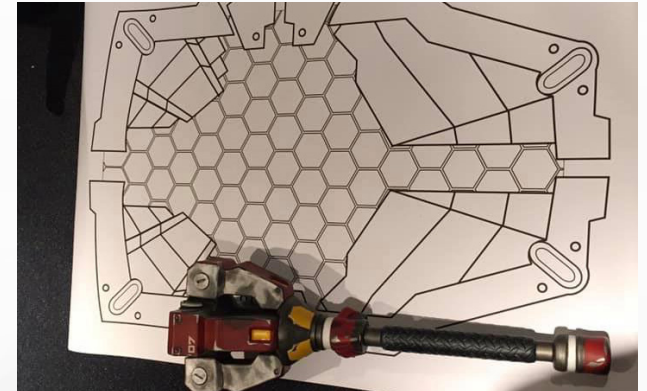
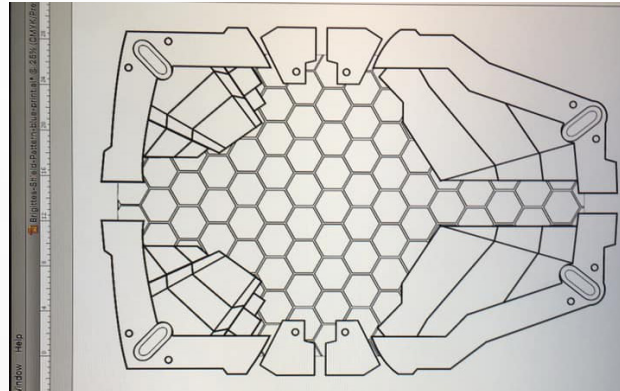
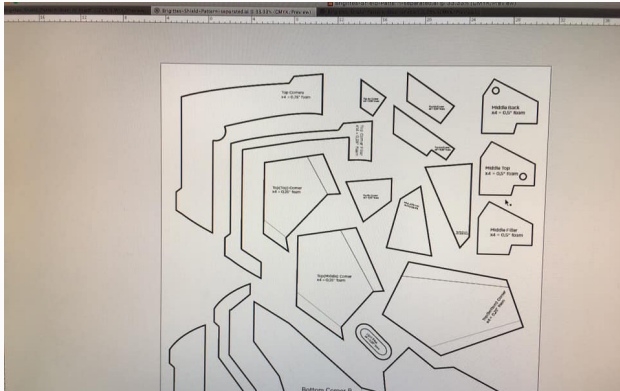
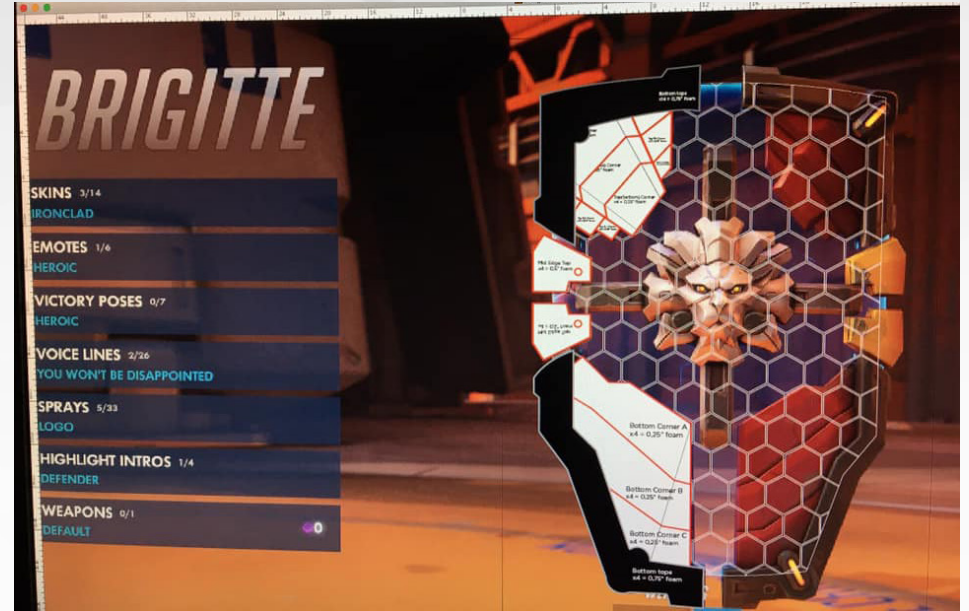
DECALS

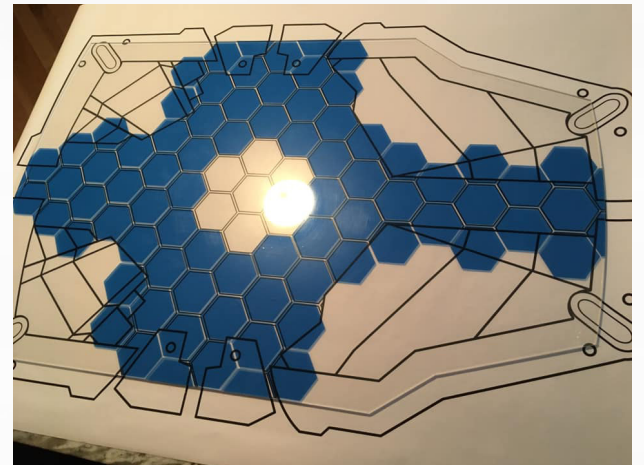
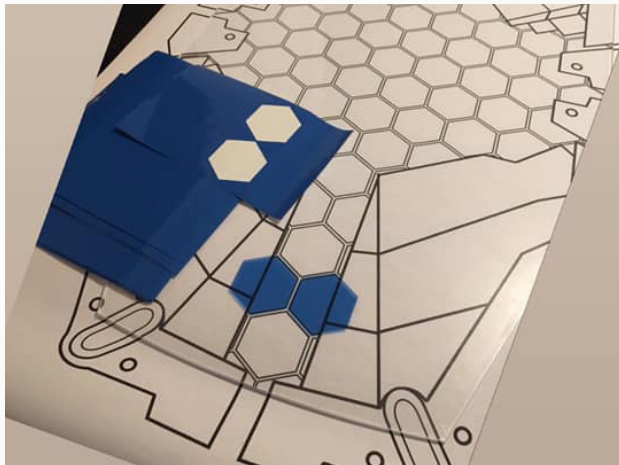
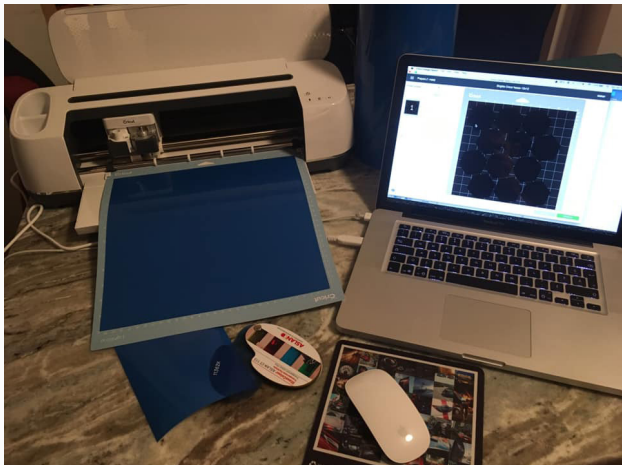
PAINTING + WEATHERING

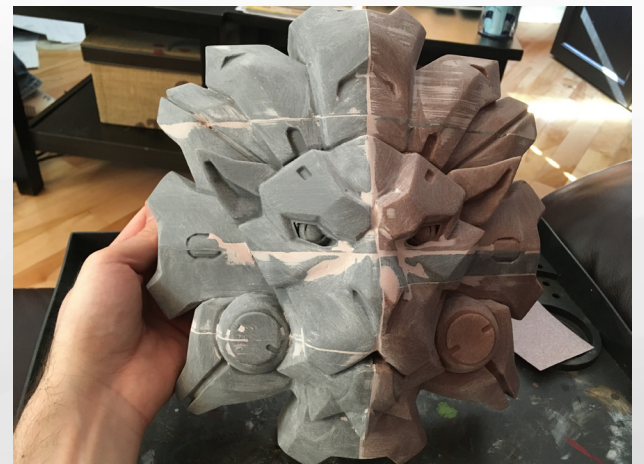
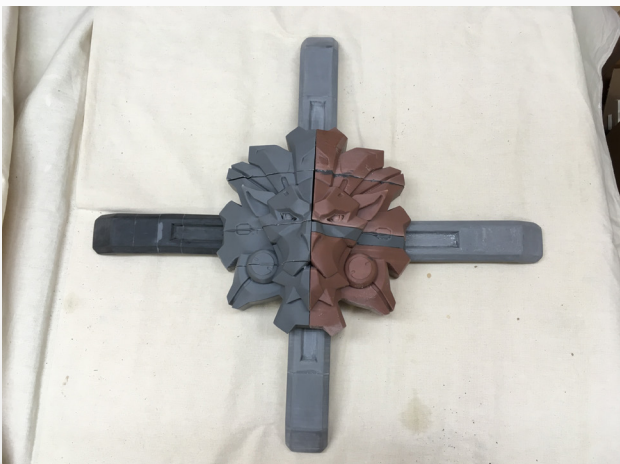
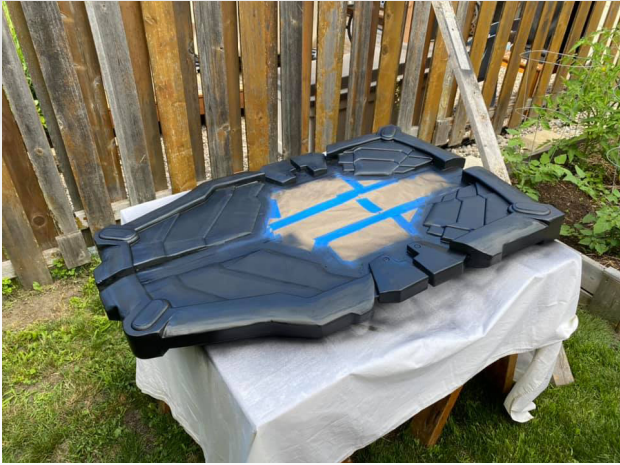
THE CONSTRUCTION

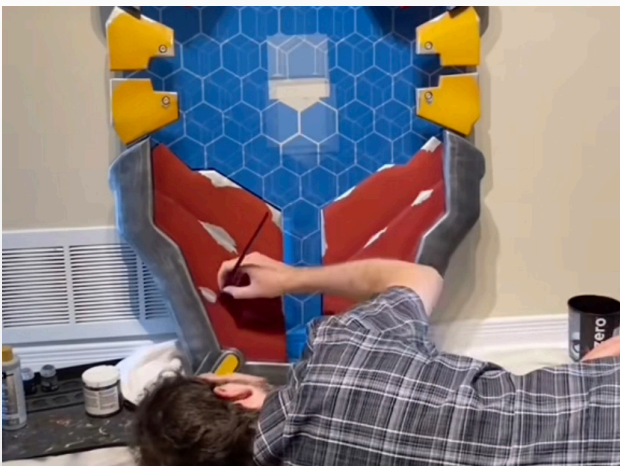
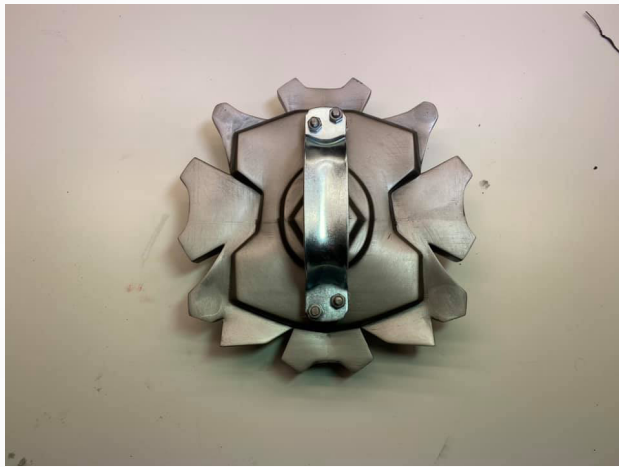
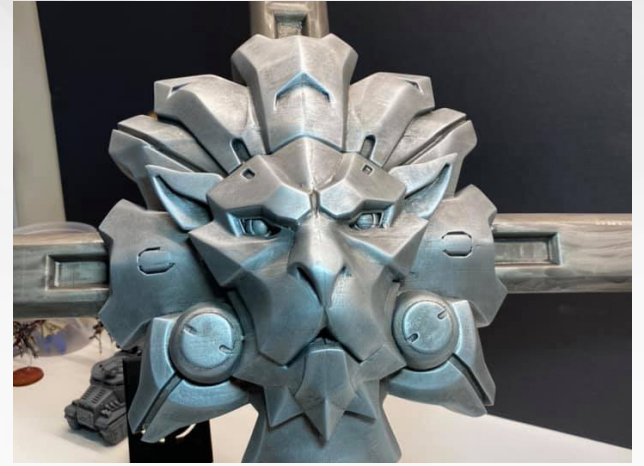
To create the shield, I began by taking a screenshot of the shield from the game and importing it into Adobe Illustrator. From there, I retraced all of the shapes and sizes of the shield and printed them to the desired size. I then cut all of the pieces out so that I could transfer them onto EVA foam. After dremeling, gluing, and shaping all of the foam pieces, I needed to create a see-through effect for the shield. I accomplished this by custom cutting a plastic glass sheet into the right shape and size. Since the shield has a force field effect, I used blue Aslan window vinyl and cut out each hexagon shape with the Cricut. I then applied each hexagon by hand onto the shield, ensuring that they were spaced and aligned correctly.

Once all of the vinyl pieces were applied, I glued the foam pieces onto the plastic glass sheet and proceeded with the plastidip, painting, and weathering process, just like I did for the armour. For the lion head, I used a 3D print made with high-quality PLA material. Since the print came in multiple pieces, I needed to assemble them and sand everything down to achieve a smooth, metallic finish. I then painted the lion head to give it a metal effect. Finally, I connected the lion head's front and back pieces together and attached a handle on the back so that I could move around with the shield.









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