COSPLAY HUB:

Where Fantasy Meets Reality

Pulchowk, Lalitpur

BY:

BANDIKA AWA

750105

A thesis submitted in partial fulfillment

of the requirements for the

Degree of bachelor of architecture

PURBANCHAL UNIVERSITY

KHWOPA ENGINEERING COLLEGE

DEPARTMENT OF ARCHITECTURE

Libali, Bhaktapur, Nepal

CERTIFICATE

This is to certify that the thesis entitled **COSPLAY HUB - WHERE FANTASY BECOMES REALITY** at *Pulchowk, Lalitpur*, submitted to the Department of Architecture of Khwopa Engineering College by **Ms. Bandika Awa** of Class Roll No. 5 /B.Arch./075 has been declared successful for the partial fulfillment of the academic requirement towards the completion of the degree of Bachelor of Architecture of Purbanchal University.

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DECLARATION

I hereby declare that this thesis has not been previously accepted in any form for any degree, and is not currently being submitted for any degree elsewhere. I affirm that this thesis is the result of my own independent work and investigation, except where otherwise stated.

I also consent for my thesis, if accepted, to be made available for photocopying, with the understanding that any references or quotations from this thesis will be duly acknowledged.

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Date: 1st September, 2024

ABSTRACT

This paper presents the conceptualization and design framework for a Cosplay Hub, envisioned as a physical and virtual space dedicated to the vibrant subculture of cosplay. Cosplay, the practice of dressing up as characters from fiction, offers enthusiasts a unique outlet for creativity, self-expression, and community engagement. The Cosplay Hub aims to serve as a nexus for cosplayers, enthusiasts, designers, and fans, fostering a dynamic ecosystem that celebrates cosplay as an art form and cultural phenomenon.

Drawing upon principles of user-centered design and community-centered spaces, this paper outlines the key features and functions of the Cosplay Hub. The physical space is envisioned as a versatile venue equipped with workshops, studios, costume libraries, and exhibition areas, providing resources and facilities for cosplayers to collaborate, create, and showcase their works. Complementing the physical space, the virtual component of the Cosplay Hub offers an online platform for networking, sharing resources, and organizing events, extending the reach and accessibility of cosplay culture beyond geographical boundaries.

Central to the design philosophy of the Cosplay Hub is the emphasis on inclusivity, diversity, and accessibility, welcoming cosplayers of all ages, backgrounds, and skill levels. Through strategic partnerships with industry stakeholders, educational institutions, and community organizations, the Cosplay Hub seeks to leverage collective expertise and resources to support the growth and sustainability of the cosplay community.

This paper concludes by highlighting the potential impact of the Cosplay Hub in fostering creativity, fostering connections, and promoting cultural exchange within the cosplay community and beyond. By providing a dedicated space for collaboration, learning, and celebration, the Cosplay Hub aspires to empower cosplayers to unleash their imagination, build meaningful relationships, and contribute to the vibrant tapestry of cosplay culture.

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1 INTRODUCTION

This thesis is about designing a Cosplay Hub in Lalitpur. Envisioned as a central hub for cosplayers and cosplay enjoyers, this project aims to give a safe and facilitated space for all things related to cosplay, such as its production, performance, retail, and other activities.

1.1 WHAT IS COSPLAY?

Cosplay, short for "costume play," has grown from a niche hobby into a significant cultural phenomenon over the past few decades. Originating in the early 1980s at sci-fi conventions, cosplay now spans across various genres, including anime, manga, video games, movies, and comic books. With its rise, the demand for dedicated spaces where enthusiasts can gather, share, and celebrate their passion has become increasingly evident.

Figure 1: Cosplay Transformation (Source: Alyson Tabbitha)

Growing Popularity of Cosplay

The cosplay community has expanded rapidly, with large-scale conventions such as Comic-Con, Anime Expo, and numerous smaller events around the world drawing millions of participants annually. These events highlight the creativity, craftsmanship, and dedication of cosplayers, who invest significant time and resources into creating intricate and accurate costumes. However, outside of these conventions, there is a lack of dedicated spaces for cosplayers to regularly meet, collaborate, and showcase their work.

Need for a Centralized Cosplay Hub

Despite the popularity of cosplay, enthusiasts often struggle to find continuous and supportive environments for their activities. Existing spaces such as community centers or rented venues for occasional events do not fully cater to the unique needs of cosplayers. There is a pressing need for a centralized hub that provides the infrastructure and resources necessary to support the diverse activities and interests of the cosplay community.

1.2 PROJECT JUSTIFICATION

This topic offers a unique opportunity to bring to life something that has been imagined but never fully realized. The concept of a cosplay hub has been envisioned, but the visual execution and practical implementation are yet to be explored. The prospect of turning this imaginative idea into a tangible reality, contributing to the cosplay community in a way that hasn't been done before is the first in the world. It's a chance to pioneer a creative space that enthusiasts have dreamed of but haven't experienced, and that challenge and potential for innovation was the main inspiration behind choosing this topic.

It represents a convergence of my passion for creativity, community, and the diverse world of cosplay. I am fascinated by how cosplay transcends traditional boundaries and influences various industries. This project not only allows me to contribute to the vibrant cosplay community but also explore its impact on fashion, entertainment, technology, and more. It's an exciting opportunity to be part of a cultural phenomenon that continues to evolve and shape multiple facets of our modern world.

1.3 OBJECTIVES

- **To establish a vibrant and inclusive Cosplay Hub** where enthusiasts can engage, collaborate, and express their love for fandoms.

- **To create a central hub for cosplay** events, workshops, social activities, a themed maid/butler cafe, a merchandise store, a comic/manga library, manga reading rooms, exhibition halls, VR experiences, a screening hall, and a Modular Stage with Runway Capability, fostering a sense of community among participants.

1.4 SCOPES OF THE PROJECT

- **Creation of a Vibrant Cosplay Community Space:** The project aims to establish a dedicated space for cosplay enthusiasts to engage, collaborate, and express their love for fandoms.

- **Diverse Event Programming:** The Cosplay Hub will offer a dynamic calendar of events, including themed parties, cosplay competitions, and gatherings.

- **Integration of Technology:** The project will incorporate technology elements such as virtual cosplay challenges, VR experiences, and content creation studios.

- **Community Engagement and Networking:** Cosplay membership programs, guest cosplayer workshops, and networking events will be organized to facilitate interaction, skill-sharing, and collaboration among community members.

- **Flexible Stage Design:** The inclusion of a Modular Stage with Runway Capability offers versatility for hosting various events, from live performances to runway shows, further enhancing the venue's adaptability.

1.5 LIMITATION OF THE PROJET

- **Space Limitations:** Depending on the available space for the Cosplay Hub, there may be limitations on the size and layout of the venue, potentially affecting the implementation of certain features or event programming.

- **Technical Challenges:** Integrating advanced technology elements such as VR experiences and content creation studios may present technical challenges in terms of setup, maintenance, and user experience.

- **Market Demand and Sustainability:** The success of the project depends on the demand for cosplay-related activities and the ability to sustain interest and attendance over time. Market research and strategic planning will be crucial to address potential challenges in this area.

1.6 PROJECT OUTPUT ENVISAGED

- **Theoretical understanding**

  This will support the literature part of the project. The literature review can be conducted using books, internet sources, articles, and senior thesis reports on similar topics.

- **Planning, design and drawing**

  This might include:
  - Conceptual drawing
  - Site plan
  - Master plan
  - Detailed floor plans, elevations and sections
  - 3d models and 3d views

1.7 **METHODOLOGY**

- Topic and site
- General date and literature study
- Case studies and analysis
- Site analysis
- Formulation of program
- Concept design
- Design development
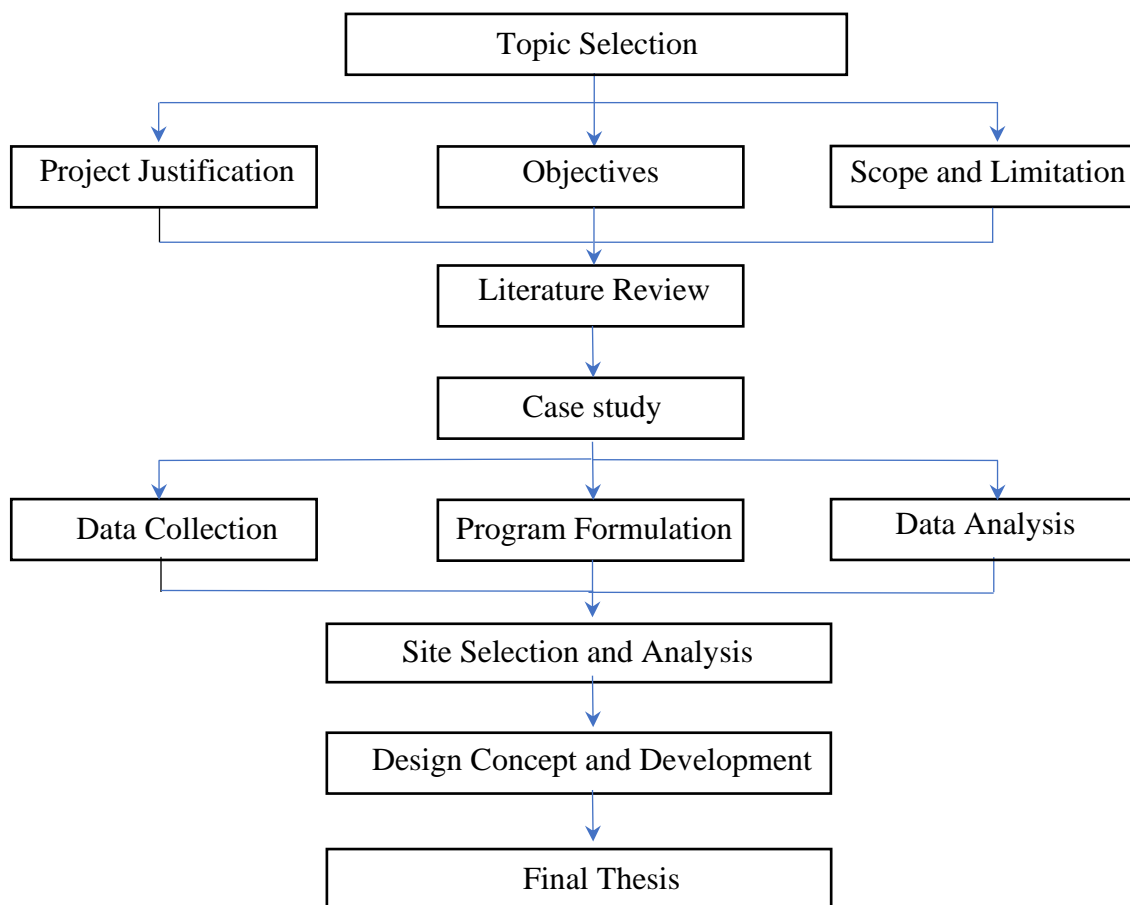
Figure 2: Methodology

2   LITERATURE

A literature review is a critical summary and evaluation of existing research and scholarly articles relevant to a particular topic or research question. It involves identifying, analyzing, and synthesizing information from various sources, such as academic journals, books, conference proceedings, and other published materials.

2.1   INTRODUCTION TO COSPLAY

Cosplay, a portmanteau of the words "costume" and "play," refers to the practice of dressing up as characters from various forms of media, such as anime, manga, video games, comics, movies, TV shows, and books. Cosplayers, as they're called, often meticulously craft their costumes to resemble their chosen characters as closely as possible, paying attention to details like clothing, accessories, hair, makeup, and even mannerisms.

Cosplay can take many forms, from simple costumes assembled from everyday clothing to elaborate, intricately designed outfits complete with props and accessories. It's a creative and expressive hobby that allows fans to immerse themselves in their favorite fictional worlds, portray beloved characters, and connect with like-minded enthusiasts at conventions, events, and online communities.

Beyond simply wearing costumes, cosplay often involves embodying the character through poses, gestures, and interactions with other cosplayers and attendees. It's a form of performance art that enables fans to express their admiration for and identification with the characters they portray.

Overall, cosplay is a vibrant and inclusive subculture that celebrates creativity, craftsmanship, and fandom, bringing together people from diverse backgrounds who share a passion for pop culture and costume play.

2.2   BACKGROUND AND HISTORY

Originating from the late 20th-century Japanese manga and anime fandoms, cosplay emerged as a way for enthusiasts to embody their beloved characters beyond the page or screen. Fans, inspired by their favorite stories, began crafting elaborate costumes and adopting the personas of these characters, turning cosplay into a creative form of self-expression and performance art. Over time, cosplay transcended cultural boundaries to

become a global phenomenon, uniting fans worldwide in their shared passion for portraying and celebrating characters from various media.

To better understand the history of cosplay, its origin and evolutions have been categorized into three different scenes for context as follows:

2.2.1 Cosplay in Japan

1970s: Origins in Japanese Sci-Fi Conventions

Cosplay originated in Japan during the 1970s at science fiction conventions such as Comiket (Comic Market) and WorldCon. Fans would dress up as characters from sci-fi literature, movies, and TV shows.

1980s: Growth in Anime and Manga Communities

With the rise of anime and manga fandom in the 1980s, cosplay expanded to include characters from these mediums. Events like the "Nihon SF Taikai" (Japan Science Fiction Convention) saw an increase in cosplay participation.

1984: The Term "Cosplay" Coined

The term "cosplay" is believed to have been coined by Nobuyuki Takahashi in an article about the 1984 WorldCon in the Japanese magazine "My Anime."

1990s: Spread and Formalization

Cosplay became more widespread in Japan during the 1990s, with dedicated cosplay events and competitions emerging. The World Cosplay Summit, launched in 2003, further popularized cosplay both nationally and internationally.

2000s: Influence of Internet and Social Media

The internet and social media platforms like Nico Nico Douga (Niconico) and Twitter facilitated the sharing of cosplay photos and tutorials, fostering a sense of community and encouraging more people to participate in cosplay.

2010s: Mainstream Recognition and Globalization

Cosplay gained mainstream recognition in Japan, with cosplayers appearing in commercials, TV shows, and even running for political office. Internationally, Japanese pop culture events like Anime Expo and Tokyo Game Show showcased Japanese cosplay to a global audience.

2020s: Continued Evolution and Innovation

Cosplay continues to evolve in Japan, with advancements in costume-making techniques, the popularity of virtual cosplay (VTuber), and increased diversity in cosplay representation. Online events and virtual conventions have become more common due to the COVID-19 pandemic, allowing cosplayers to connect and share their creations globally.

2.2.2 Cosplay in global scene:

Early 20th Century: **Masquerade Balls and Costume Parties**

The roots of cosplay can be traced back to masquerade balls and costume parties held in the early 20th century, where attendees would dress up as characters from literature, mythology, and historical periods.

Late 1930s - 1940s: Science Fiction Fandom

With the rise of science fiction literature and fandom in the late 1930s and 1940s, fans began to dress up as characters from their favorite books, often at science fiction conventions and gatherings.

1960s - 1970s: Fandom Expansion

The 1960s and 1970s saw the expansion of fandom communities, with fans of comics, literature, movies, and TV shows embracing costume play at conventions and events.

1980s: Formalization and Spread

The 1980s marked the formalization and spread of cosplay culture, particularly in Japan. The term "cosplay" gained popularity, and dedicated cosplay events and competitions began to emerge.

1990s: Internet Era

The rise of the internet in the 1990s facilitated the sharing of cosplay photos, tutorials, and resources, connecting cosplayers from around the world and fostering a global cosplay community.

2000s: Mainstream Recognition

In the 2000s, cosplay gained mainstream recognition, with cosplayers appearing at pop culture conventions, movie premieres, and other media events. The proliferation of social media platforms further boosted the visibility of cosplay on a global scale.

2010s: Cosplay Boom

The 2010s saw a significant increase in cosplay participation and popularity worldwide. Cosplay became a prominent feature of pop culture conventions, with cosplay competitions drawing large audiences and cosplayers gaining celebrity status within fandom communities.

Present: Continued Evolution and Diversity

Today, cosplay continues to evolve and diversify, with enthusiasts from all walks of life participating in costume play inspired by a wide range of media, including anime, manga, video games, comics, movies, TV shows, and more. Cosplay events, both in-person and online, provide platforms for cosplayers to showcase their creativity, talent, and passion for their favorite characters.

Throughout its history, cosplay has transcended cultural boundaries and become a global phenomenon, uniting fans from different countries and backgrounds through their shared love of pop culture and costume play.

2.2.3 Cosplay in Nepal

2000s: Emergence of Geek Culture

In the early 2000s, Nepal saw the emergence of geek culture, fueled by increasing access to the internet and exposure to international pop culture through movies, TV shows, anime, and manga.

Mid-2000s: **Initial Cosplay Activities**

The first known instances of cosplay in Nepal began to emerge in the mid-2000s. These early cosplayers often gathered at anime, manga, and gaming conventions, as well as at events organized by local fan communities. The first notable event was a small gathering held in Irish Pub AFAIK.

Late 2000s - Early 2010s: Growing Community and Events

Cosplay gained momentum in Nepal during this period, with more enthusiasts participating in events and gatherings. Cosplayers often showcased their costumes at conventions, cultural festivals, and other geek-related events.

2010s: Establishment of Formal Events

The cosplay community in Nepal saw the establishment of formal events dedicated to

cosplay, such as cosplay competitions and conventions organized by otaku next. These events provided platforms for cosplayers to showcase their talents and connect with like-minded individuals.

2015: Rise of Social Media and Online Communities

The increasing popularity of social media platforms like Facebook and Instagram facilitated the growth of the cosplay community in Nepal. Cosplayers began to share their costumes, tutorials, and experiences online, further fostering a sense of community.

Late 2010s - Present: Continued Growth and Diversity

Cosplay continues to grow in Nepal, with an expanding community of enthusiasts creating costumes inspired by anime, manga, video games, comics, movies, and TV shows. Cosplay events and competitions remain popular, providing opportunities for cosplayers to showcase their creativity and talent.

2.3 KEY MILESTONES OF COSPLAY:

Like any other culture and lifestyle, cosplay has continuously grown, evolved and adapted to suit the needs of its users and audiences. Some of the key milestones of cosplay includes:

Costume Evolution:

From rudimentary outfits in the early days to intricate, detailed costumes today, the craftsmanship involved in cosplay has reached new heights. Cosplayers employ diverse materials, including foam, fabrics, and even electronics, to bring characters to life.

Influence of Pop Culture:

The rise of video games, comics, movies, and television series has broadened the scope of cosplay. Enthusiasts now draw inspiration from a vast array of sources, contributing to the diversity within the community.

Cosplay Communities:

Online platforms such as forums, social media, and dedicated websites have become vital hubs for cosplayers to share their work, exchange tips, and build supportive networks.

Impact on Industry:

The influence of cosplay extends beyond fan circles. The entertainment industry acknowledges the cultural significance of cosplay, with conventions incorporating cosplay elements, and creators engaging directly with the community.

In conclusion, cosplay has evolved from a niche hobby into a global phenomenon that transcends borders and brings people together through a shared passion for creativity, self-expression, and the celebration of beloved characters. The journey from its humble origins to a vibrant, inclusive subculture reflects the power of fandom to shape and redefine contemporary popular culture.

2.4 KEY ELEMENTS OF COSPLAY:

Costume Crafting:

Cosplayers put a lot of effort into making their costumes. They might sew, craft, or even 3D print parts of their outfits to match their chosen characters perfectly. Every detail, from the fabric to the accessories, is carefully chosen and put together to create an amazing costume.

Character Portrayal:

Cosplay is not just about wearing a costume; it's about becoming the character. Cosplayers study their chosen characters, learning how they walk, talk, and express themselves. When they dress up, they try to embody every aspect of the character's personality, making them come to life in a way that fans can really connect with.

Creative Interpretation:

While some cosplayers strive for accuracy in their costumes, others take a more creative approach. They might put their own spin on a character's outfit, imagining what they would look like in a different style or setting. This allows cosplayers to showcase their creativity and make their costumes truly unique.

Community Collaboration:

Cosplay is often a group activity. Cosplayers team up with friends or fellow fans to create themed group costumes or to work on larger projects together. This sense of collaboration fosters a strong sense of community within the cosplay world, as cosplayers support and inspire each other in their creative endeavors.

Event Participation: Cosplay really comes alive at events like conventions and expos. These gatherings provide cosplayers with a chance to show off their costumes, meet other fans, and take part in competitions and activities. It's a chance for cosplayers to share their passion with others and celebrate the characters and stories they love.

2.5   CATEGORIES OF COSPLAY

Cosplay encompasses a diverse range of categories, each offering unique opportunities for creativity and expression. From Anime/Manga cosplay, where fans bring beloved characters from Japanese animation and comics to life, to Video Game cosplay, where players embody their favorite game characters, the possibilities are endless. Comic Book cosplay sees enthusiasts donning the iconic attire of superheroes and villains from the pages of Marvel, DC, and beyond, while Movie/TV cosplay brings to life characters from beloved films and television shows. Historical cosplay allows individuals to explore the fashion and culture of different time periods, while Crossplay challenges gender norms by portraying characters of the opposite gender. These categories, along with others like Disney, Gijinka, and Original Character cosplay, provide avenues for cosplayers to showcase their passion for their chosen fandoms and express their creativity in exciting and diverse ways.

2.5.1 Categories of cosplay based on origin:

Anime/Manga Cosplay:

Characters from Japanese animation (anime) and comics (manga). This genre includes everything from classic series like Dragon Ball to newer ones like My Hero Academia.

Video Game Cosplay:

Characters from video games, ranging from iconic figures like Mario and Link to more recent protagonists from games like Overwatch or Final Fantasy.

Comic Book Cosplay:

Characters from comic books, whether from Marvel, DC, or other publishers. This includes superheroes like Spider-Man and Wonder Woman.

Movie/TV Cosplay:

Characters from movies and TV shows, spanning various genres such as science fiction, fantasy, and horror. Examples include Star Wars, Game of Thrones, and the Marvel.

Disney Cosplay:

Characters from Disney movies and theme parks. This includes beloved princesses like Cinderella and Elsa, as well as iconic characters like Mickey Mouse and Buzz Lightyear.

Historical Cosplay:

Cosplaying characters from historical periods, ranging from ancient civilizations to more recent historical events like the Victorian era or World War II.

Crossplay:

Cosplayers portraying characters of a different gender. For example, a female cosplayer dressing up as a male character or vice versa.

Gijinka:

Cosplays that reimagine non-human characters (like Pokémon or animals) as human characters, often incorporating elements of the original design into clothing and accessories.

Original Character (OC) Cosplay:

Cosplaying as a character of one's own creation, which can be based on original stories, concepts, or designs.

2.5.2   Categories of cosplay based on material:

Fabric Cosplay:

This is the most common type of cosplay, where costumes are primarily made from fabric. Cosplayers use materials like cotton, polyester, spandex, and various blends to create garments ranging from simple dresses to intricate armor.

Foam Cosplay:

Foam is a versatile material used to create lightweight armor, props, and accessories. EVA foam, in particular, is popular among cosplayers due to its affordability and ease of shaping. It can be cut, heat-formed, and textured to resemble various materials like metal or leather.

Worbla Cosplay:

Worbla is a thermoplastic material that becomes moldable when heated. It's often used to create detailed armor pieces and props. Worbla can be shaped by hand or with molds, and it hardens as it cools, providing a durable finish that can be painted and embellished.

3D Printed Cosplay:

With advancements in 3D printing technology, many cosplayers use 3D printers to create intricate props, accessories, and even armor pieces. Materials commonly used for 3D printing cosplay include PLA, ABS, PETG, and resin.

Resin Casting Cosplay:

Resin casting involves creating molds and casting resin to produce lightweight, detailed replicas of props, jewelry, and other accessories. It's often used for small, intricate parts that would be difficult or time-consuming to make by hand.

Metal Cosplay:

For cosplayers looking for authenticity and durability, metal can be used to create armor, weapons, and accessories. Materials like aluminum, brass, and steel can be shaped, welded, and polished to achieve a realistic finish.

Leather Cosplay:

Leather is commonly used for creating armor, belts, pouches, and other accessories. It can be tooled, dyed, and weathered to achieve various textures and finishes, making it ideal for characters with a rugged or medieval aesthetic.

PVC Cosplay:

PVC (Polyvinyl chloride) is used to create lightweight, durable props and accessories. It's often used for weapons, armor, and other rigid structures that require strength and stability.

Paper/Cardboard Cosplay:

Paper and cardboard are affordable and readily available materials used for creating prototypes, mock-ups, and even finished cosplay pieces. While not as durable as other materials, they can be used to create impressive costumes with careful construction and reinforcement.

Mixed Media Cosplay:

Many cosplayers combine multiple materials in their costumes to achieve the desired look and functionality. For example, a costume might feature fabric clothing with foam armor pieces, resin accessories, and metal embellishments.

2.6 IMPACT OF COSPLAY ON COMMUNITIES

Diversity:

The cosplay community is incredibly diverse, encompassing people of all ages, backgrounds, and skill levels. From enthusiastic beginners to seasoned veterans, everyone brings their own unique perspective to the art of cosplay. This diversity enriches the community, fostering a vibrant and inclusive environment where individuals can express themselves freely and celebrate their shared love for pop culture.

Inclusivity:

Inclusivity is a fundamental principle of cosplay culture. Regardless of gender identity, race, body type, or physical ability, everyone is welcome and encouraged to participate. Cosplay celebrates individuality and encourages self-expression, creating a safe and supportive space where differences are embraced and celebrated. In this inclusive community, cosplayers of all backgrounds can come together to share their passion and creativity without fear of judgment or discrimination.

Skill Exchange:

One of the most remarkable aspects of the cosplay community is the spirit of collaboration and mentorship. Experienced cosplayers generously share their knowledge and skills with newcomers, offering guidance on everything from costume construction techniques to makeup application tips. This culture of mentorship fosters a supportive learning environment where cosplayers can grow and develop their skills, inspiring each other to reach new heights of creativity and craftsmanship.

Supportive Networks:

Online platforms, forums, and social media groups play a crucial role in connecting cosplayers from around the world. These virtual communities provide a space for cosplayers to share their work, seek advice, and build friendships with like-minded individuals. Whether they're discussing costume ideas, sharing progress photos, or offering words of encouragement, these supportive networks help cosplayers feel connected and supported throughout their cosplay journey.

Events and Gatherings:

Cosplay events and conventions are the beating heart of the cosplay community, providing cosplayers with opportunities to showcase their costumes, attend panels and workshops,

and meet fellow fans. These gatherings serve as vibrant hubs of creativity and camaraderie, where cosplayers can come together to celebrate their shared interests and passions. From small local meetups to large-scale conventions, these events offer a sense of belonging and excitement that is unparalleled in the cosplay world.

Cosplay Outreach:

Beyond simply dressing up as their favorite characters, many cosplayers use their passion for cosplay to make a positive impact on their communities. Whether it's through charity events, cosplay outreach programs, or community-building initiatives, cosplayers find creative ways to give back and spread joy to those in need. By using their talents and enthusiasm for cosplay to benefit others, cosplayers embody the true spirit of generosity and compassion within the community.

Overall, the cosplay community is a diverse, inclusive, and supportive space where individuals can come together to express themselves, share their passions, and make lasting connections. Through collaboration, mentorship, and outreach, cosplayers continue to inspire and uplift each other, creating a community that is as welcoming and empowering as it is creative and dynamic.

2.7   COSPLAY AND ITS LINK TO DIFFERENT INDUSTRIES

Cosplay has significantly influenced various industries, leaving its mark on entertainment, fashion, technology, and more. Here are some examples of how cosplay intersects with different sectors:
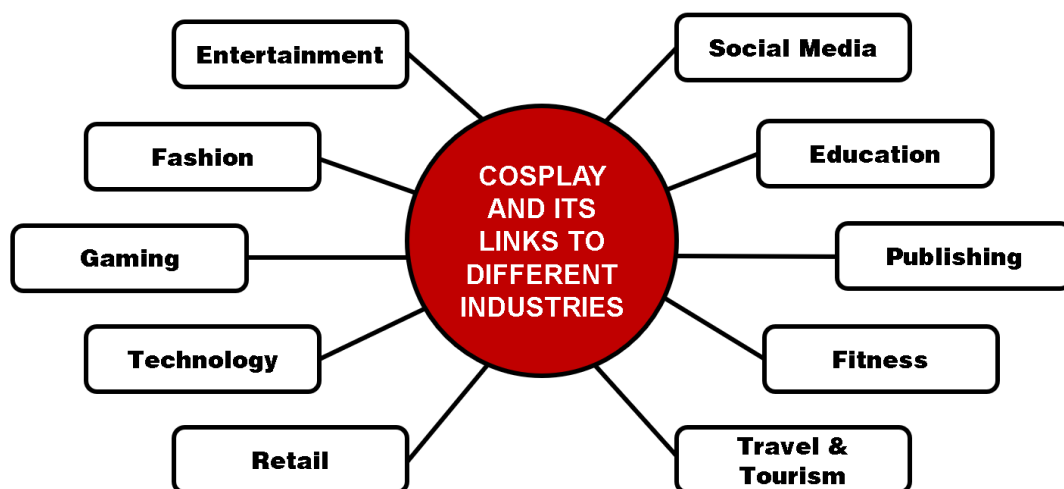
Figure 3: Diagram of links of cosplay to other industries

Entertainment Industry:

Movies and TV Shows: Cosplay has influenced character designs, with filmmakers and TV producers taking inspiration from fan interpretations of characters.

Conventions and Events: Comic and anime conventions regularly feature cosplay competitions, showcasing the influence of cosplay on the event industry.

Fashion Industry:

Collaborations: Fashion designers collaborate with cosplayers to create cosplay-inspired clothing lines, merging the world of high fashion with fandom.

Street Fashion: Elements of cosplay fashion often find their way into streetwear, influencing casual clothing trends.

Gaming Industry:

Character Design: Video game developers sometimes draw inspiration from popular cosplays when designing characters for new games.

Cosplay in Games: Some games feature characters or skins inspired by popular cosplays, acknowledging the impact of fan creativity.

Technology Industry:

Augmented Reality (AR) and Virtual Reality (VR): Cosplay has contributed to the development of AR and VR experiences, where users can virtually try on costumes or explore virtual conventions.

Cosplay Apps: Mobile apps and platforms have emerged to connect cosplayers, share costume-making tips, and organize events.

Merchandising and Retail:

Licensed Merchandise: The popularity of cosplay has led to an increase in licensed merchandise, including clothing, accessories, and collectibles inspired by popular characters.

Retail Events: Cosplay events and collaborations draw crowds to retail spaces, creating unique shopping experiences.

Social Media and Influencers:

Influencer Marketing: Cosplayers often become influencers, collaborating with brands and promoting products related to their cosplay interests.

Content Creation Platforms: Social media platforms like Instagram, TikTok, and YouTube provide cosplayers with spaces to showcase their work and build a following.

Education and Workshops:

Costume-Making Workshops: Educational institutions and community centers offer workshops on costume-making, recognizing the artistic and technical skills involved in cosplay.

Career Opportunities: Cosplayers may find career opportunities in fields like costume design, event planning, and entertainment.

Publishing Industry:

Cosplay Magazines and Books: The publishing industry has seen the rise of magazines and books dedicated to cosplay, featuring tutorials, interviews, and showcases of cosplayers' work.

Health and Wellness:

Fitness and Cosplay: The fitness industry has seen the emergence of fitness programs inspired by characters, encouraging a blend of cosplay and healthy lifestyles.

Travel and Tourism:

Cosplay Tourism: Cosplayers often travel to conventions worldwide, contributing to the tourism industry by attending and participating in events.

The links between cosplay and different industries continue to grow, showcasing the cultural impact and widespread influence of this vibrant subculture. As cosplay becomes more mainstream, its influence on diverse sectors is likely to expand further.

3   SPACE REQUIREMENTS OF COSPLAY HUB

As cosplay hub is a unique establishment catering to a variety of audience of all ages, the spaces need to be versatile and inclusive. Some of the requirements of cosplay hub are:

3.1   Costume Workshops and Studios

A cosplay studio, unlike typical studios, requires ample space to accommodate the unique demands of cosplay activities. The creation and handling of large costumes, elaborate props, and the presence of multiple participants necessitate a spacious environment. If the studio also hosts workshops or classes, even more room is essential to comfortably accommodate attendees and provide them with dedicated workstations.

The design of a cosplay studio takes into account several important considerations. High ceilings are crucial for accommodating tall costumes and props, while natural light enhances the working environment. Proper ventilation is especially important when using materials like foam, paint, or adhesives, ensuring a safe and comfortable space.

In a costume or cosplay workshop, the layout caters to a variety of activities involved in costume creation, crafting, and possibly even hosting events or workshops for cosplay enthusiasts. The space is thoughtfully divided into several key areas:

- **Workstations:** The heart of the studio, where tables or workbenches are arranged for crafting and sewing. The layout ensures ample space between each station, allowing creators to move freely and work on their projects without feeling cramped.

- **Storage:** Organized storage is essential for keeping materials, tools, and finished costumes in order. Shelving units, cabinets, or storage bins are strategically placed to ensure that supplies are easily accessible yet neatly stored away.

- **Sewing Area:** A dedicated space for sewing machines, cutting tables, and other fabric-related equipment ensures a comfortable environment for precision work, with adequate lighting and ventilation.

- **Tool Area:** For the more technical aspects of costume creation, such as using hot glue guns, heat guns, foam cutters, and 3D printers, a specific tool area is set aside. Work surfaces and storage solutions here ensure tools are organized and within easy reach.

- **Painting/Finishing Area:** Costumes often require intricate painting and finishing touches. A well-ventilated area with designated tables or booths for airbrushing or spray painting ensures both safety and quality in the final product.

- **Event/Workshop Space:** If the studio doubles as a venue for events or workshops, a flexible space is provided that can be rearranged for presentations, demonstrations, or group activities. This area ensures versatility, allowing for easy adaptation to different types of events.

- **Costume Display:** A dedicated display area is a source of inspiration and pride within the studio. This could be a wall-mounted exhibit or a specific section where completed costumes are showcased, celebrating the creativity and craftsmanship of the studio's artists.

Figure 4: Cosplay workshop (Source: Kamui Cosplay)

3.2 Themed Event Spaces

Themed event spaces are designed to immerse guests in a specific theme or concept, creating a unique and memorable experience for attendees. The dimensions and design of a themed event space will vary greatly depending on the theme, the type of event being hosted, and the number of guests expected. Some of its spaces may include:

- **Themed Decor:** This includes props, backdrops, lighting effects, and themed furniture and furnishings that bring the theme to life.

- **Entertainment**: Including entertainment options that align with the event theme ensures a dynamic and engaging atmosphere. This involves live performances, interactive experiences, games and activities, and themed photo opportunities that enhance the overall experience.

- **Audiovisual Equipment:** Installing audiovisual equipment such as speakers, screens, and projectors ensures an enhanced ambiance and entertainment

experience. Incorporating sound effects, music playlists, and themed video projections further elevates the atmosphere within the event space.
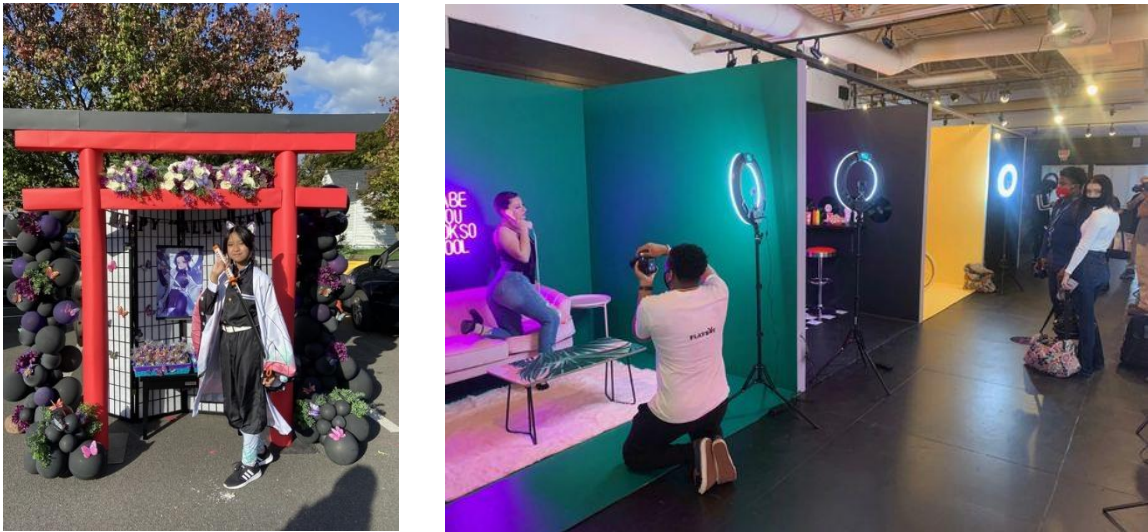

Figure 5: Examples of Themed Event Spaces

3.3 **Photo studios**

For a photo studio, the minimum dimension required would depend on several factors including the type of photography being conducted, the equipment being used, and the desired layout.

This size accommodates essential equipment such as backdrops, lighting stands, and possibly a small changing area or makeup station. It would also allow for enough space for photographers and subjects to move around comfortably. Those catering to specific types of photography, such as fashion or product photography, may require significantly more space to accommodate specialized equipment and sets.

Additionally, considerations of factors such as ceiling height, access to natural light, and soundproofing if necessary, depending on the type of photography being conducted is necessary. Some of its spaces include:

- **Backdrop Area:** A portion of the studio is designated for backdrops, ensuring a versatile shooting environment. A backdrop support system or wall-mounted brackets can be installed to easily hang different types of backdrops, such as paper rolls or fabric, enhancing the flexibility of your setup.

- **Lighting:** The lighting setup is planned based on the type of photography you'll be doing, ensuring optimal results. This may include natural light from windows,

continuous lighting, or strobe lights. Adequate space is provided for positioning lights and modifiers, such as soft boxes or umbrellas, around your shooting area to achieve the desired effects.

- **Equipment Storage:** Space is set aside for storing photography equipment, props, and accessories, ensuring an organized and clutter-free studio. Shelves, cabinets, or rolling storage units are included to provide easy access to your gear while keeping the workspace tidy.

- **Editing Area:** A dedicated space is allocated for editing and post-processing your photos, ensuring an efficient workflow. This area may include a workstation equipped with a computer, monitor, and editing software, or it could be integrated into your shooting area if space is limited.

- **Props and Furniture:** Props and furniture are incorporated into your studio setup, ensuring versatility in your photoshoots. Depending on the type of photography, this could include chairs, tables, rugs, and other decorative elements that enhance the overall aesthetic of your images.

- **Client Area:** A comfortable area is created for clients or subjects to relax before or after their shoot, ensuring a welcoming environment. This space may include seating, refreshments, and a changing area if necessary, providing a positive experience for those visiting your studio.

- **Ventilation and Climate Control:** Proper ventilation and climate control are ensured in your studio to maintain a comfortable temperature and prevent overheating from continuous use of lights or equipment. This enhances both the comfort and safety of the space.

Figure 6: Example of aPhoto studio

3.4 **Merchandise Market**

Setting up a merchandise market involves creating a space where vendors can sell a variety of products to customers. Some of its spaces may include:

- **Vendor Booths:** Vendor booths or stalls are set up to allow merchants to display and sell their products. Each vendor is provided with ample space to arrange their displays and interact with customers. Tables, chairs, and tents are available for rent or provided to vendors who may need them, ensuring a professional and comfortable setup.

- **Amenities:** Amenities such as restrooms, food and beverage vendors, seating areas, and trash receptacles are provided to enhance the shopping experience for both customers and vendors. These conveniences ensure a comfortable and pleasant environment for everyone involved.

- **Payment Processing:** Vendors are offered various options for processing payments, including cash, credit/debit cards, and mobile payment apps. Centralized payment processing systems may be set up to streamline transactions and ensure security, making it easier for both vendors and customers to handle payments efficiently.

Figure 7: Example of Temporary Vendor Booth

3.5 **Maid/Butler Cafe**

A maid/butler cafe is a themed establishment where staff, dressed in maid or butler costumes, serve customers in a manner reminiscent of domestic servants. The cafe typically offers food, beverages, and entertainment in a unique and playful atmosphere.

When considering the minimum dimensions for a maid/butler cafe, several factors should be taken into account, including the number of tables, seating capacity, and space required for staff to move around comfortably in costume. Some of its spaces include:

- **Seating Arrangement:** A seating arrangement is chosen to maximize the use of space and facilitate interaction between customers and staff. Options include small tables for couples or larger communal tables for groups, ensuring that the layout accommodates various preferences and encourages engagement.

- **Themed Decor:** Themed decor elements, such as decorative accents, furniture, and artwork, are incorporated to enhance the ambiance of the cafe and create an immersive experience for customers. These elements work together to establish a cohesive and inviting atmosphere.

- **Service Stations:** Space is designated for service stations where staff can prepare and serve food and beverages. These stations are conveniently located and equipped with the necessary equipment and supplies to ensure efficient service and smooth operations.

- **Costume Changing Area:** A separate area is provided for staff to change into and store their costumes before and after their shifts. This area is distinct from customer spaces to maintain the illusion of the theme and ensure staff privacy.

- **Entertainment Area:** An entertainment area is considered for staff performances, such as songs, dances, or other interactive activities. This area is designed to be visible to all customers and easily accessible from the seating area, enhancing the overall customer experience.

Figure 8: Example of Maid Cafe

3.6 Comic/Manga Library

A manga library with reading rooms needs to allocate additional space to accommodate these private or semi-private areas where visitors can read and enjoy manga in a more secluded environment. Some of its spaces include:

- **Main Library Area:** The majority of the floor space is dedicated to the main library area, which houses the manga collection, display shelves, circulation desk, and general seating. This central space is arranged to facilitate browsing, borrowing, and relaxation.

- **Reading Rooms:** Separate rooms or sections of the library are designated as reading rooms, providing a quieter and more focused environment for enjoying manga. Features in these rooms include:

  - **Individual or Small-Group Seating Areas:** Seating arrangements cater to both solitary readers and small groups.

  - **Comfortable Chairs or Sofas:** Plush seating options ensure a relaxing reading experience.

  - **Tables or Desks**: Surfaces are provided for writing, studying, or supporting digital devices.

  - **Adjustable Lighting:** Lighting options allow readers to customize their illumination according to personal preferences.

  - **Soundproofing or Acoustic Treatments:** Measures are taken to minimize noise from the main library area, enhancing the tranquil atmosphere.

  - **Technology:** The reading rooms are equipped with technology such as computers or tablets for accessing digital manga. Additionally, Wi-Fi is provided for visitors who bring their own devices, ensuring connectivity and convenience.

Figure 9: Example of library setup

3.7 Esports Zone

Setting up an esports zone involves creating a dedicated space where gamers can compete, socialize, and enjoy gaming-related activities. Some of its spaces may include:

- **Gaming Stations:** Gaming stations are set up with high-performance gaming PCs or consoles, along with monitors, keyboards, mice, and headsets. Each station is designed for comfort and ergonomic support to accommodate long gaming sessions.

- **Seating:** Comfortable seating options are provided for gamers, spectators, and visitors. Ergonomic chairs or gaming chairs with adjustable features are used to ensure maximum comfort during extended periods of play.

- **Gaming Peripherals:** Each gaming station is equipped with a variety of gaming peripherals, such as controllers, steering wheels, flight sticks, and VR headsets, depending on the types of games available. This ensures that gamers have the necessary tools for a fully immersive experience.

- **Network Infrastructure:** Robust network infrastructure is in place, featuring high-speed internet connectivity to support online gaming, streaming, and other network-intensive activities. Wired connections are implemented at gaming stations to minimize latency and ensure a stable and reliable connection.

- **Gaming Library:** A diverse selection of games is offered, including popular titles, esports favorites, and indie games. The gaming library is organized to allow easy

access and selection, and gaming tournaments or events are considered to attract participants and spectators.

- **Spectator Area:** A dedicated area is created for spectators to watch live gaming events and tournaments. This area includes seating, viewing screens, and refreshments, providing a comfortable and engaging environment for viewers.

- **Streaming Setup:** Streaming stations are equipped with webcams, microphones, and streaming software to allow gamers to broadcast their gameplay live to online platforms such as Twitch or YouTube, enabling them to connect with their audience in real-time.

Figure 10: Example of PC gaming setup

3.8 Exhibition Halls

This size should allow for enough room to display exhibits and installations, as well as accommodate foot traffic and provide space for visitors to move around comfortably. Some of the things to be considered are:

- **Visitor Capacity:** The number of visitors expected to attend exhibitions is estimated to ensure that the space can comfortably accommodate them without feeling overcrowded. Adequate planning is undertaken to provide sufficient room for all attendees, creating a pleasant and manageable environment.

- **Accessibility:** The exhibition hall is designed to be accessible to all visitors, including those with disabilities. Features such as ramps, elevators, and designated accessible parking spaces are provided to ensure ease of access and inclusivity for everyone.

- **Amenities:** Amenities such as restrooms, concession stands, and seating areas are included to enhance the visitor experience. These features encourage guests to spend more time at the exhibition, ensuring their comfort and satisfaction.

Figure 11: Example of Exhibit Display

3.9 Cinema Hall

A Cinema Hall is a dedicated space designed for showing films, presentations, or other visual media to an audience. The minimum dimensions required for a screening hall can vary depending on factors such as the intended audience size, the type of events or screenings hosted, and any specific technical requirements. Some of its spaces include:

- **Seating Arrangement:** The seating arrangement is chosen to maximize visibility and comfort for the audience. Options include traditional theater-style seating, stadium-style seating with tiered rows, or flexible configurations for events requiring audience interaction or discussion. The space required varies based on the number of seats:

  - 200 seats: 270 m² | 2,900 ft²
  - 150 seats: 190 m² | 2,000 ft²
  - 75 seats: 125 m² | 1,350 ft²

- **Screen Size:** The appropriate screen size is determined based on the viewing distance and audience size. A larger screen is necessary for larger audiences or venues with longer viewing distances, while smaller screens are suitable for more intimate settings.

- **Projection and Audio Equipment:** The screening hall is equipped with high-quality projection and audio equipment to ensure optimal viewing and sound quality. This includes a digital projector, surround sound speakers, and comprehensive audiovisual control systems.

- **Acoustics:** Attention is given to the acoustics of the screening hall to minimize echo and ensure clear audio playback. Acoustic treatments, such as sound-absorbing panels, carpeting, and drapery, are considered to improve sound quality and enhance the overall viewing experience.
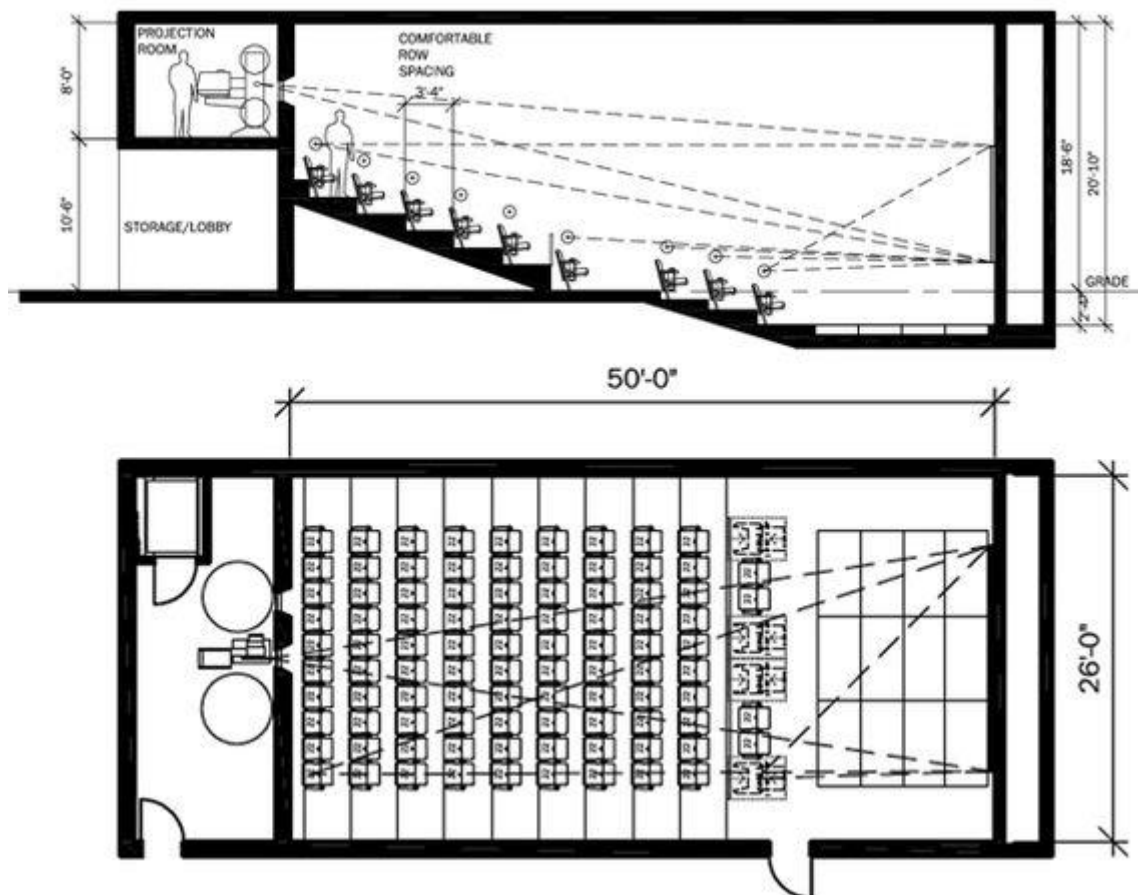

Figure 12: Example of Cinemal Hall Seating Plan

3.10 **Auditorium**

Designing an auditorium involves careful consideration of acoustics, seating arrangements, sightlines, accessibility, and aesthetics to create a space that is functional, comfortable, and visually appealing. Some of its spaces may include:

- Seating Arrangement: The seating arrangement is designed to maximize sightlines and audience comfort. Options include traditional theater-style seating, stadium-style seating with tiered rows, or flexible configurations for multi-purpose use. The arrangement ensures clear views of the stage from all angles and provides adequate aisles for easy ingress and egress.

- Acoustics: The auditorium is designed with proper acoustics to ensure optimal sound quality for performances and presentations. Factors such as room shape, ceiling height, wall materials, and sound-absorbing treatments are considered. Acoustic panels, curtains, and diffusers are used to control reverberation, minimize sound reflections, and improve speech intelligibility.

- Stage Design: The stage is designed to accommodate various types of performances and events. Features may include a proscenium arch, stage wings, a fly system, an orchestra pit, and trapdoors as needed. The stage is sized to accommodate performers, props, and equipment, with ample space for movement and staging.

- Lighting and Sound Systems: The installation of lighting and sound systems meets the technical requirements of the auditorium. This includes overhead, spotlights, and ambient lighting for stage illumination, as well as speakers, microphones, and amplifiers for audio reinforcement. Programmable lighting and sound control systems are used to create dynamic effects and ensure balanced sound distribution throughout the auditorium.

- Technology Integration: Technology is integrated into the auditorium design to support multimedia presentations, live streaming, and interactive experiences.
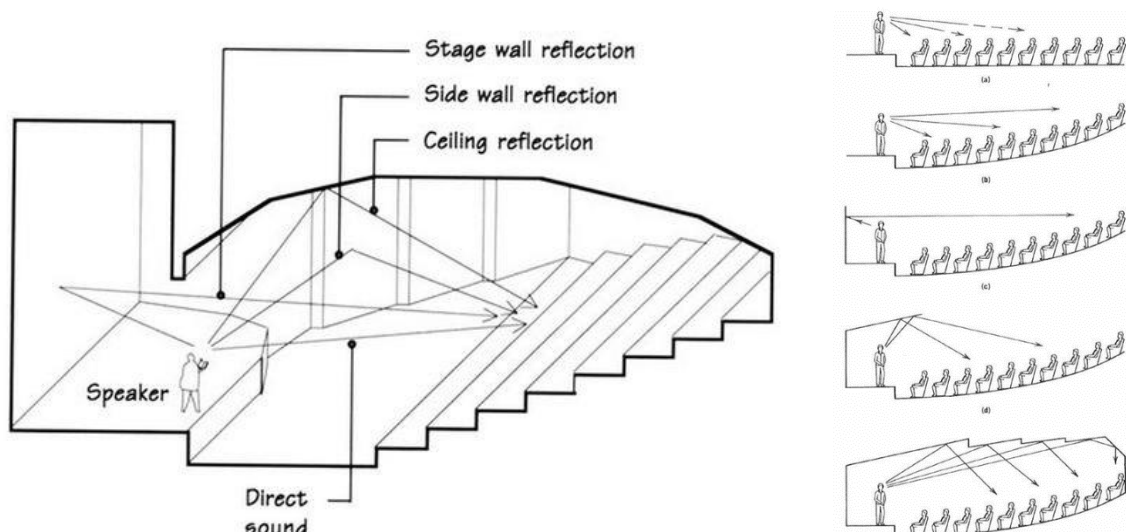

Figure 13: Example of Auditorium

Video screens, projectors, and audiovisual control systems are installed for seamless digital content integration. Connectivity options such as Wi-Fi access points, charging stations, and multimedia ports are provided to meet the needs of performers, presenters, and audience members.

3.11 Modular Stage with Runway Capability

Setting up a modular stage with a runway involves creating a versatile space that can accommodate various types of performances, events, and presentations. Some of its spaces may include:

- **Modular Stage Components:** Modular stage components are selected for their ease of assembly and customization to fit different layouts and configurations. This includes stage platforms, risers, stairs, and railings. The flexibility and versatility of modular stage systems are ensured by either renting or purchasing components that can be adapted to various event needs.

- **Runway:** A portion of the stage is designated as a runway for fashion shows, catwalks, or other performances that require a linear path for models or performers. The runway is designed to be wide enough to accommodate multiple models and is well-lit to ensure visibility and highlight the performers.

- **Backdrop:** A backdrop is created to complement the theme or purpose of the event. This may include fabric drapes, banners, or projection screens for displaying images or videos, enhancing the visual impact and thematic consistency of the stage.

- **Lighting:** Lighting fixtures are installed to effectively illuminate the stage and runway. A combination of overhead, side, and front lighting is used to highlight performers and create visual interest. Programmable lighting systems are employed to adjust the lighting for different performances or events, allowing for dynamic and adaptable staging.

- **Sound System:** A sound system is set up to provide clear and balanced audio reinforcement for performances and presentations. The system is designed to deliver high-quality sound throughout the venue, ensuring that all attendees experience optimal audio.

- **Backstage Area:** A backstage area is created for performers to prepare and wait before going on stage. This area includes amenities such as dressing rooms, makeup stations, and restrooms, providing convenience and comfort for performers.

Figure 14: Modular Stage Setups

4 FEATURES OF COSPLAY HUB

Other than the physical infrastructures of the cosplay hub, it also provides different programs for the community such as:

4.1 Cosplay Membership Programs

Introduce membership programs offering benefits such as exclusive event access, workshop discounts, and priority registration for popular cosplay activities, themed cafe interactions, and access to the merchandise store, comic/manga library, manga reading rooms, exhibition halls, VR experiences, screening hall, and the Modular Stage with Runway Capability.

4.2 Cosplayer Workshops

Host workshops and masterclasses conducted by renowned guest cosplayers, allowing members to learn advanced techniques, gain insights from industry professionals, and engage in discussions about their favorite comics, manga, and VR experiences.

4.3 Cosplay Networking Events

Organize networking events for cosplay enthusiasts to connect, share experiences, collaborate on future cosplay projects, and discuss their favorite comics, manga, and VR experiences.

4.4 Technology Integration

- **Virtual Cosplay Challenges**

  Incorporate virtual elements, such as online cosplay challenges, digital showcases, and virtual tours of the merchandise store, comic/manga library, manga reading rooms, exhibition halls, VR experiences, screening hall, and the Modular Stage with Runway Capability.

- **Cosplay Content Creation Studios**

  Provide studios equipped for creating cosplay-related content, including photoshoots, videos, streaming, VR content creation, and live performances. Encourage members to share their creations, interactions in themed cafes, and discussions about their favorite comics, manga, and VR experiences.

5   CASE STUDIES

5.1   INTERNATIONAL CASE STUDY: SAN DIEGO COMIC-CON

5.1.1   Introduction:

San Diego Comic-Con (SDCC) is one of the largest and most prestigious pop culture conventions in the world, attracting over 130,000 attendees annually. The event showcases a diverse range of entertainment, including comic books, movies, television shows, video games, and more. Central to the success of SDCC is its venue, the San Diego Convention Center, which serves as the architectural hub for this iconic gathering.
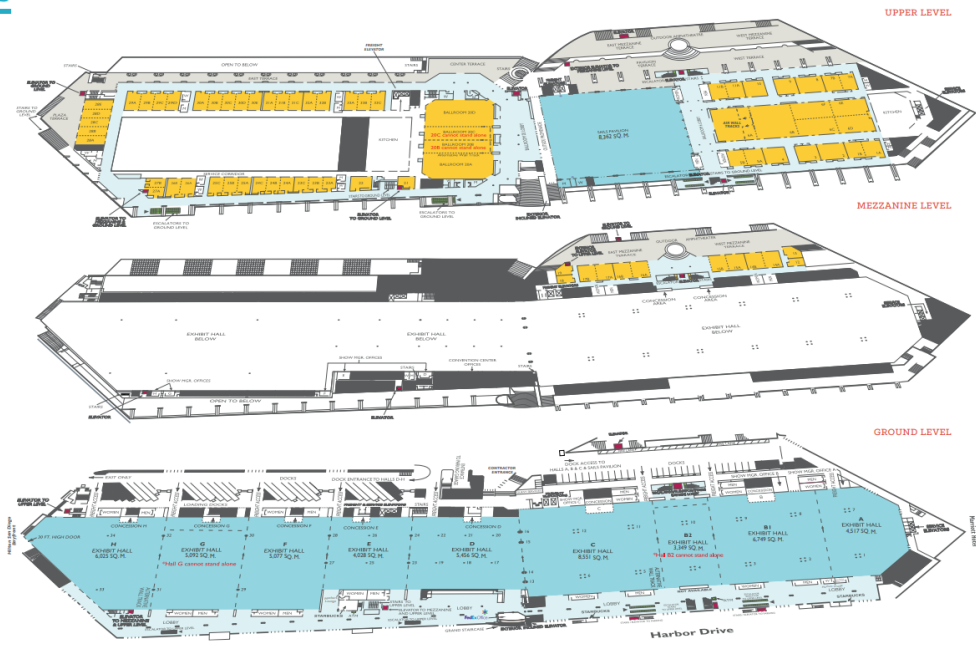

Figure 16: San Diego Convention Centre

Figure 15: San Diego Convention Centre Floor Plans

5.1.2   Venue Selection and Layout:

The San Diego Convention Center, located in downtown San Diego, California, has been the home of SDCC since its inception in 1970. Designed by architect Arthur Erickson, the convention center spans 2.6 million square feet and boasts a distinctive "sails" pavilion, which has become a symbol of the city's skyline. The center's expansive layout accommodates the diverse programming of SDCC, with multiple exhibit halls, meeting rooms, and outdoor spaces.

5.1.3   Spatial Design and Flow:

The architectural layout of the San Diego Convention Center is carefully designed to facilitate the flow of traffic during SDCC. Wide corridors and spacious exhibit halls ensure that attendees can move freely between different areas of the convention center, while strategically placed signage helps navigate the vast complex. Additionally, the center's proximity to nearby hotels and public transportation hubs enhances accessibility for attendees.

5.1.4   Exhibit Halls:

The San Diego Convention Center features multiple exhibit halls spread across its vast complex, totaling over 615,700 square feet of contiguous exhibit space.

Exhibit Hall A, the largest of these halls, spans approximately 224,000 square feet and is often used for major exhibits, showcases, and high-profile presentations during SDCC.

Exhibit Hall B, offers an additional 169,700 square feet of space, accommodating a wide range of exhibitors, from comic book publishers to film studios and video game developers.

Exhibit Hall C, with approximately 149,500 square feet, serves as another key area for exhibitors, as well as for special events, autograph signings, and celebrity appearances.

5.1.4.1   Ballrooms and Meeting Rooms:

In addition to its expansive exhibit space, the convention center includes several ballrooms and meeting rooms that host panels, workshops, and discussions throughout SDCC.

The Sails Pavilion, a signature feature of the convention center, offers over 90,000 square feet of flexible space, often utilized for large-scale presentations, press conferences, and exclusive events.

Multiple smaller meeting rooms provide additional venues for panel discussions, industry seminars, and fan gatherings, accommodating various interests and topics within the pop culture community.

5.1.5 Outdoor Spaces:

The San Diego Convention Center incorporates outdoor spaces that complement its indoor facilities and offer unique opportunities for programming during SDCC.

The Marina Terrace, overlooking San Diego Bay, provides a picturesque setting for outdoor exhibits, photo opportunities, and social gatherings, allowing attendees to enjoy the city's beautiful waterfront scenery.

The Rooftop Park, spanning 80,000 square feet atop the convention center, offers panoramic views of downtown San Diego and serves as a popular destination for relaxation, cosplay photo shoots, and special events during SDCC.

5.1.6 Dimensions and Accessibility:

The San Diego Convention Center spans a total of 2.6 million square feet, encompassing its exhibit halls, meeting rooms, ballrooms, and outdoor spaces.

With its spacious layout and wide corridors, the convention center is designed to accommodate the large crowds that attend events like SDCC, ensuring ease of movement and accessibility for attendees of all ages and abilities.

Accessibility features, including ramps, elevators, and designated seating areas, are incorporated throughout the facility to ensure that individuals with disabilities can fully participate in and enjoy the convention experience.

5.1.7 Aesthetic Appeal:

The architectural aesthetic of the San Diego Convention Center contributes to the unique atmosphere of SDCC. The iconic "sails" pavilion, made of Teflon-coated fiberglass, creates

a striking visual focal point both inside and outside the building. Inside, expansive windows offer panoramic views of San Diego Bay and downtown, while colorful banners and artwork add to the vibrancy of the space.

5.1.8   Technology Integration:

In recent years, the San Diego Convention Center has implemented state-of-the-art technology to enhance the SDCC experience. High-speed Wi-Fi access is available throughout the venue, ensuring seamless connectivity for attendees. Additionally, the center is equipped with advanced audiovisual capabilities, including large LED screens and sound systems, to support the multimedia presentations and panels that are integral to SDCC.

5.1.9   Sustainability:

The San Diego Convention Center is committed to sustainability and has implemented various green initiatives to reduce its environmental impact. These include energy-efficient lighting, water conservation measures, and waste diversion programs. The center's sustainability efforts align with the values of SDCC attendees, many of whom are passionate about environmental conservation and social responsibility.

5.1.10 Historical Context:

Over the decades, the San Diego Convention Center has played a central role in the evolution of SDCC. As the event has grown in size and scope, so too has the convention center, with expansions and renovations to accommodate increasing demand. The ongoing partnership between SDCC and the convention center underscores the importance of architecture in shaping the identity and experience of the event.

5.1.11 User Experience:

Feedback from attendees, exhibitors, and organizers highlights the positive impact of the San Diego Convention Center's architecture on the SDCC experience. Attendees appreciate the spaciousness and accessibility of the venue, while exhibitors value the versatility of the exhibit halls and the opportunities for engagement with fans. Overall, the architectural design of the convention center enhances the enjoyment and success of SDCC for all involved.

Source: Interviews with SDCC attendees, exhibitors, and organizers

5.1.12 Conclusion:

The architectural design of the San Diego Convention Center plays a pivotal role in the success of San Diego Comic-Con. From its expansive layout to its iconic aesthetic features, the convention center provides a dynamic and immersive environment for attendees to celebrate their love of pop culture. By integrating technology, sustainability, and historical context, the architecture of the convention center enhances the overall experience of SDCC, ensuring its continued legacy as a premier destination for fans around the world.

5.2 INTERNATIONAL CASE STUDY: KAMUI COSPLAY WORKSHOP

- LOCATION: Gremany
- AREA: 970 sqft

Kamui cosplay is a cosplay studio run by 2 partners, Beni and Svetlana. They are a home cosplay studio based in Germany. The 970 square metre Studio features multiple 4 feet by 4 feet tables used as an island for Sewing and crafting as well as propped against the wall for storage and display. It also has multiple 2 feet by 4 feet open storage cabinets for displays, storage and easy accessibility. The studio is also equipped with a spray painting booth and sanding station with exhaust fans for proper ventilation and also has a studio corner for photography. Most of the vertical Space is occupied by hanging wall storage is that hold up costumes props and wigs.
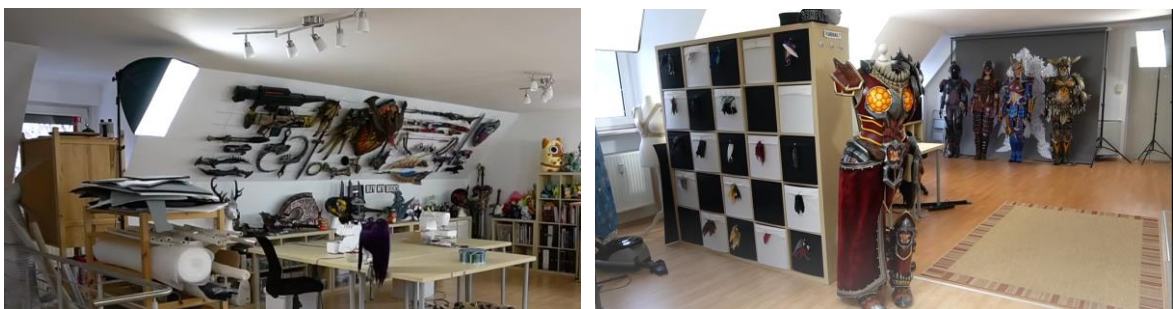

Figure 17: Kamui Cosplay Studio

5.3   INTERNATIONAL CASE STUDY: THE ALAMO DRAFTHOUSE CINEMA

LOCATION: Austin Texas

AREA: 300 sqft

5.3.1   Introduction:

The Alamo Drafthouse Cinema is a renowned chain of movie theaters that prioritizes the cinematic experience, offering patrons a unique blend of film screenings, dining, and entertainment. Founded in 1997 by Tim and Karrie League in Austin, Texas, the Alamo Drafthouse Cinema has expanded to become a leading brand in the film exhibition industry, with locations across the United States. Known for its commitment to high-quality projection, curated film selections, and immersive viewing experiences, the Alamo Drafthouse Cinema has garnered a loyal following of movie enthusiasts.
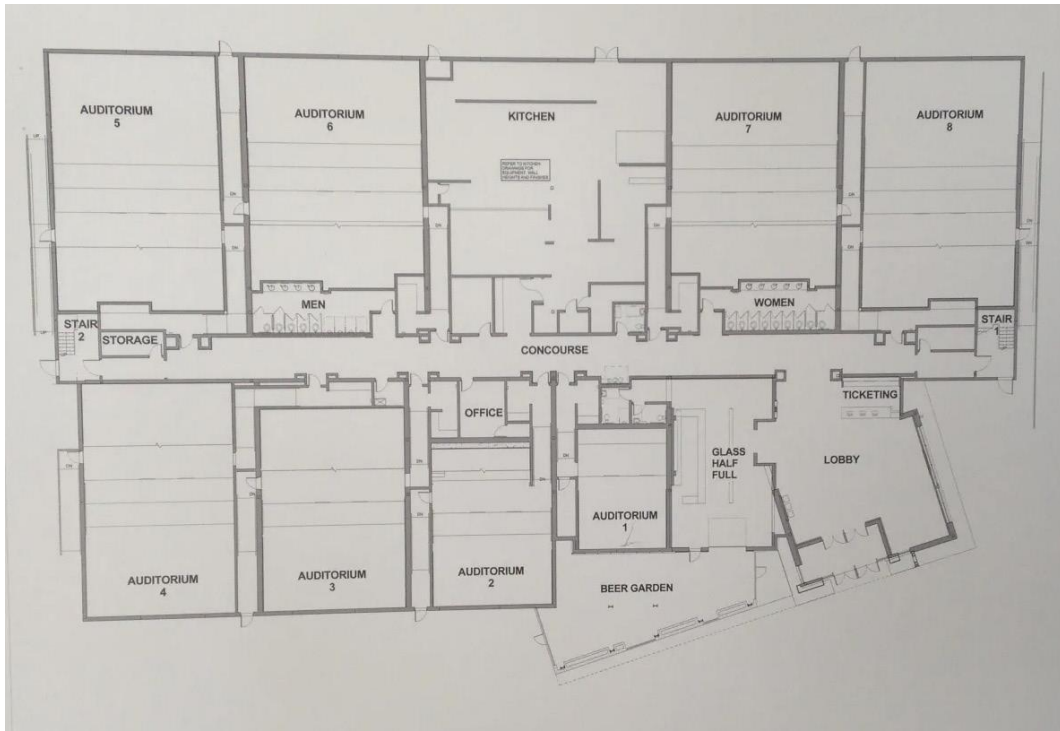

Figure 18: Alamo Draft House Cinema Hall

5.3.2   Architectural Design:

The architectural design of the Alamo Drafthouse Cinema is characterized by the following features:

- **Retro-Chic Aesthetic**: The theater's interior exudes a retro-chic aesthetic, with vintage-inspired decor, neon signage, and nostalgic memorabilia, creating a welcoming and nostalgic atmosphere for patrons.

- **Multiple Screening Halls**: Each Alamo Drafthouse location typically features multiple screening halls, ranging in size from intimate theaters to larger auditoriums, accommodating different audience sizes and film formats.

- **Premium Seating**: The theaters are equipped with plush, reclining seats with ample legroom, providing patrons with maximum comfort and optimal viewing angles.

- **State-of-the-Art Projection**: The Alamo Drafthouse Cinema prides itself on its state-of-the-art projection and sound systems, delivering crisp, high-definition images and immersive surround sound for an unparalleled cinematic experience.

Figure 19: Alamo Draft House Cinema Floor Plan

5.3.3 Amenities:

- **Food and Beverage Service**: Patrons can enjoy a full-service dining experience, with an extensive menu of gourmet food, craft cocktails, and locally sourced beverages available for delivery directly to their seats.

- **Alamo Victory Program**: The theater's loyalty program, Alamo Victory, offers rewards and special perks for frequent moviegoers, including free tickets, exclusive screenings, and discounted concessions.

- **Special Events and Programming**: The Alamo Drafthouse Cinema hosts a variety of special events, including themed screenings, filmmaker Q&A sessions, and interactive movie parties, providing patrons with unique and memorable experiences.

5.3.4 Community Impact:

- **Film Education**: The theater offers film education programs, workshops, and screenings for schools, universities, and community groups, promoting film literacy and appreciation among audiences of all ages.

- **Local Partnerships**: The Alamo Drafthouse Cinema collaborates with local businesses, artists, and organizations to support the arts community and promote cultural exchange through film.

- **Social Responsibility**: The theater is committed to social responsibility initiatives, including sustainability efforts, diversity and inclusion initiatives, and charitable partnerships, contributing to positive social change and community development

5.4 INTERNATIONAL CASE STUDY: SYDNEY OPERA HOUSE

- LOCATION: Sydney, Australia

- AREA: 45,000 square metres
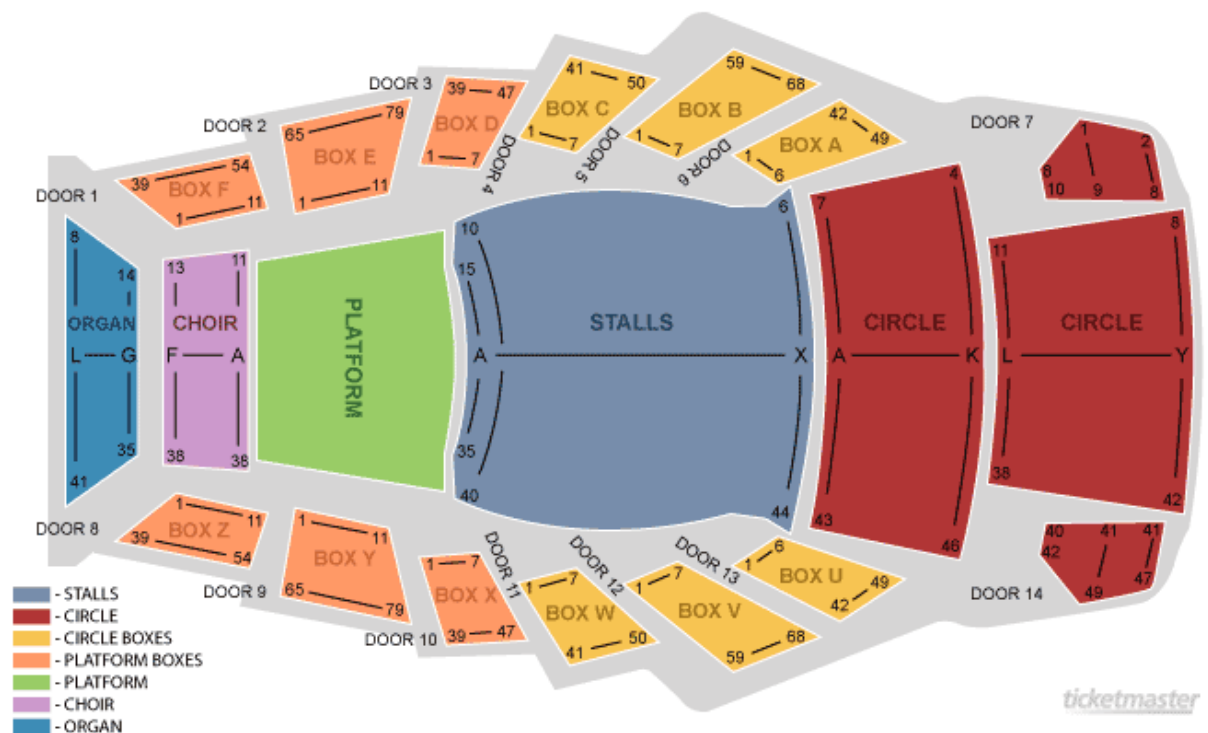
- ARCHITECT: Danish architect Jørn Utzon

Figure 20: Sydney Opera House Concert Hall Layout (Source: Ticketmaster)
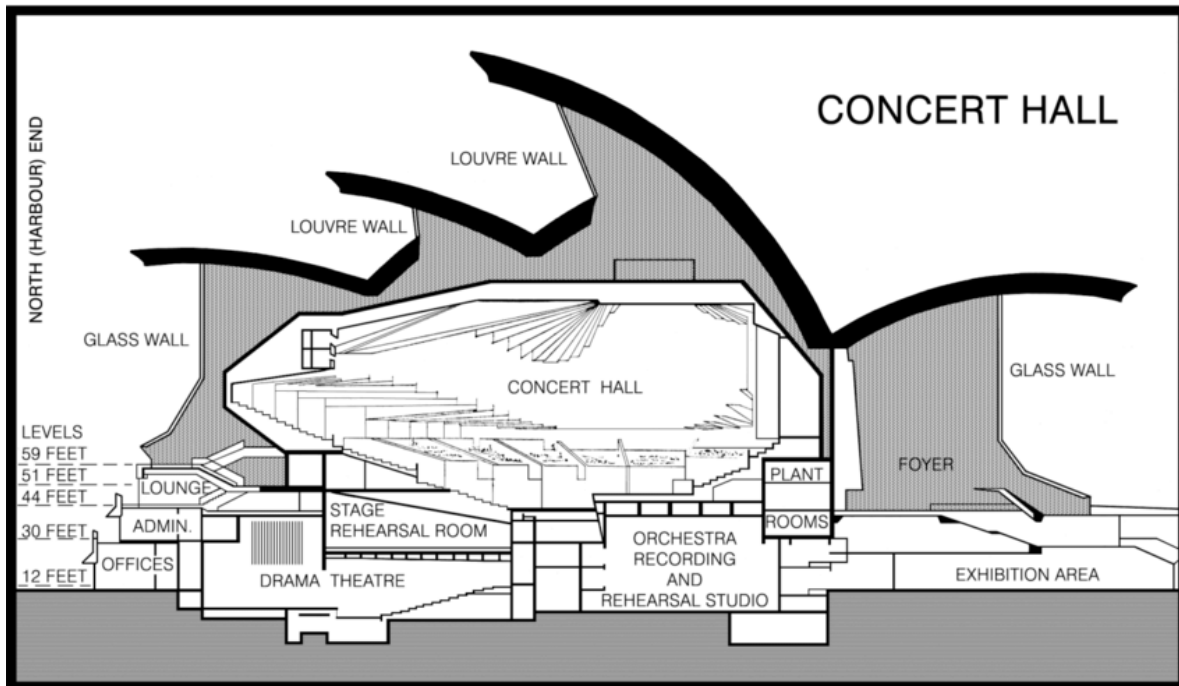
Figure 21: Sydney Opera House Section

5.4.1 Introduction

The Sydney Opera House is comprised of several distinct areas and venues, each with its own unique dimensions and architectural features:

- **Concert Hall:**

  The Concert Hall features a soaring ceiling adorned with wooden acoustic panels, designed to optimize acoustics for orchestral performances and concerts.

  Dimensions:

  The Concert Hall has a seating capacity of approximately 2,679 seats.

  Architectural Features:

  The Opera Theatre boasts a traditional horseshoe-shaped auditorium, with plush seating and richly decorated interiors, providing an intimate setting for opera productions and performances.

- **Opera Theatre:**

  Dimensions:

  The Opera Theatre can accommodate around 1,547 patrons.

- **Drama Theatre:**

  Dimensions:

The Drama Theatre has a seating capacity of approximately 544 seats.

Architectural Features:

The Drama Theatre offers a flexible performance space, with adjustable seating configurations and modern technical facilities, ideal for theatrical plays, dance performances, and smaller-scale productions.

- **Studio:**

  Dimensions:

  The Studio is a more intimate performance space, accommodating up to 364 patrons.

  Architectural Features:

  The Studio features a versatile black-box theater design, allowing for experimental performances, workshops, and intimate recitals.

- **Utzon Room:**

  Dimensions:

  The Utzon Room is a multifunctional space overlooking Sydney Harbour.

  Architectural Features:

  The Utzon Room features floor-to-ceiling windows, providing panoramic views of the harbor, and serves as a venue for chamber music concerts, receptions, and special events.

5.4.2   Conclusion

Overall, the Sydney Opera House encompasses a total floor area of approximately 4.4 acres (1.8 hectares), with its iconic sail-like roof structures soaring up to 67 meters (220 feet) above sea level. The complex spans a total length of 183 meters (600 feet) and a width of 120 meters (394 feet) at its widest point, making it one of the most recognizable and expansive architectural landmarks in the world.

5.5 REGIONAL CASE STUDY: ANIME EXPO JAPAN AND TOKYO BIG SIGHT

- LOCATION: Tokyo, Japan

- AREA: 115,420m2

5.5.1 Introduction:

Anime Expo Japan (AEJ) stands as a premier event celebrating anime, manga, and Japanese pop culture, attracting enthusiasts from around the world. Central to AEJ is its venue, the Tokyo Big Sight, a prominent convention center located in Tokyo, Japan.

Figure 22: Tokyo Big Sight

5.5.2 Venue Selection and Layout:

Tokyo Big Sight, designed by architect AXS Satow Inc., spans approximately 230,873 square meters (2.48 million square feet) of total floor space. Its distinctive architecture, characterized by four inverted pyramids, provides a striking backdrop for events like AEJ. The convention center comprises multiple halls, including the East, West, South, and Conference Tower, each offering unique spaces for exhibitions, conferences, and entertainment.
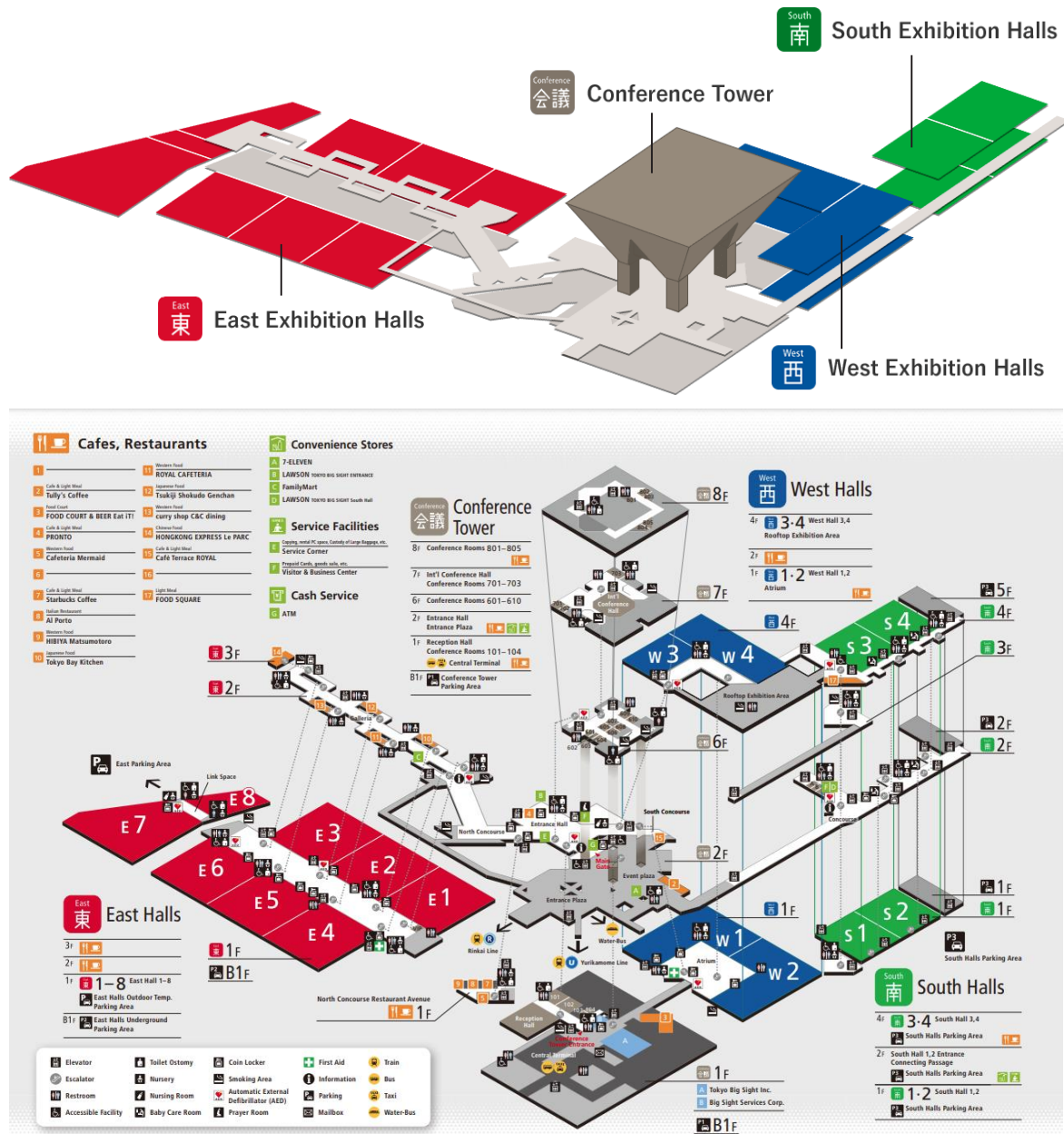
Figure 23: Tokyo Big Sight Layout (Source: Tokyo Big SIght Website)

5.5.3   Spatial Design and Flow:

The layout of Tokyo Big Sight is meticulously planned to accommodate the diverse programming of AEJ while ensuring smooth traffic flow. Wide corridors, spacious halls, and clear signage guide attendees between exhibition areas, panel rooms, and vendor booths. Accessibility features, such as ramps and elevators, cater to the needs of all participants, fostering inclusivity and convenience.

5.5.4   Aesthetic Appeal:

The architectural design of Tokyo Big Sight exudes modernity and sophistication, reflecting Japan's reputation for innovation and creativity. The iconic inverted pyramids, clad in sleek glass and steel, command attention and provide a dramatic backdrop for AEJ. Inside, expansive atriums and soaring ceilings create an open and airy atmosphere, enhancing the overall aesthetic appeal of the venue.

5.5.5   Technology Integration:

Tokyo Big Sight is equipped with state-of-the-art technology to support the technological needs of AEJ. High-speed internet connectivity, audiovisual equipment, and lighting systems are seamlessly integrated throughout the facility, enabling immersive experiences for attendees and exhibitors alike. Additionally, the convention center offers comprehensive technical support to ensure the success of events like AEJ.

5.5.6   Sustainability:

As a leader in sustainable architecture, Tokyo Big Sight prioritizes environmental conservation and resource efficiency. The convention center incorporates green design principles, such as energy-efficient lighting, solar panels, and rainwater harvesting systems, to minimize its ecological footprint. These initiatives align with Japan's commitment to sustainability and contribute to the overall appeal of AEJ as an environmentally responsible event.

5.5.7   Historical Context:

Since its inauguration in 1996, Tokyo Big Sight has played a pivotal role in hosting major events, including AEJ. Over the years, the convention center has expanded and evolved to meet the growing demand for event space in Tokyo. Its iconic architecture and world-class facilities have made it a landmark destination for conventions, exhibitions, and cultural gatherings, solidifying its legacy as a cornerstone of Japan's event industry.

5.5.8   User Experience:

Feedback from AEJ attendees, exhibitors, and organizers underscores the positive impact of Tokyo Big Sight's architecture on the event experience. The spacious and well-designed facilities, coupled with advanced technology and sustainability initiatives, create an

immersive and enjoyable environment for all participants. Tokyo Big Sight's commitment to excellence enhances the success and reputation of AEJ as a premier destination for anime enthusiasts worldwide.

Conclusion:

Tokyo Big Sight stands as a beacon of architectural innovation and excellence, providing a fitting stage for events like Anime Expo Japan. With its expansive dimensions, sophisticated design, and sustainable features, the convention center embodies Japan's spirit of creativity and hospitality. As AEJ continues to captivate audiences and showcase the best of Japanese pop culture, Tokyo Big Sight will remain an integral part of its success and legacy.

5.6 NATIONAL CASE STUDY: OTAKU JATRA 2023 AT KCM COLLEGE

- LOCATION: Gwarko, Lalitpur
- AREA: 2,600,000 sq ft (240,000 m2)

5.6.1 Introduction:

Otaku Jatra is an annual event held in Nepal, celebrating anime, manga, gaming, and cosplay culture. The term "Otaku" originates from Japan, referring to individuals deeply passionate about anime, manga, and related subcultures. Otaku Jatra serves as a platform for enthusiasts to come together, share their interests, and immerse themselves in various facets of Japanese pop culture. This case study delves into the origins, growth, and impact of Otaku Jatra on Nepal's cultural landscape.
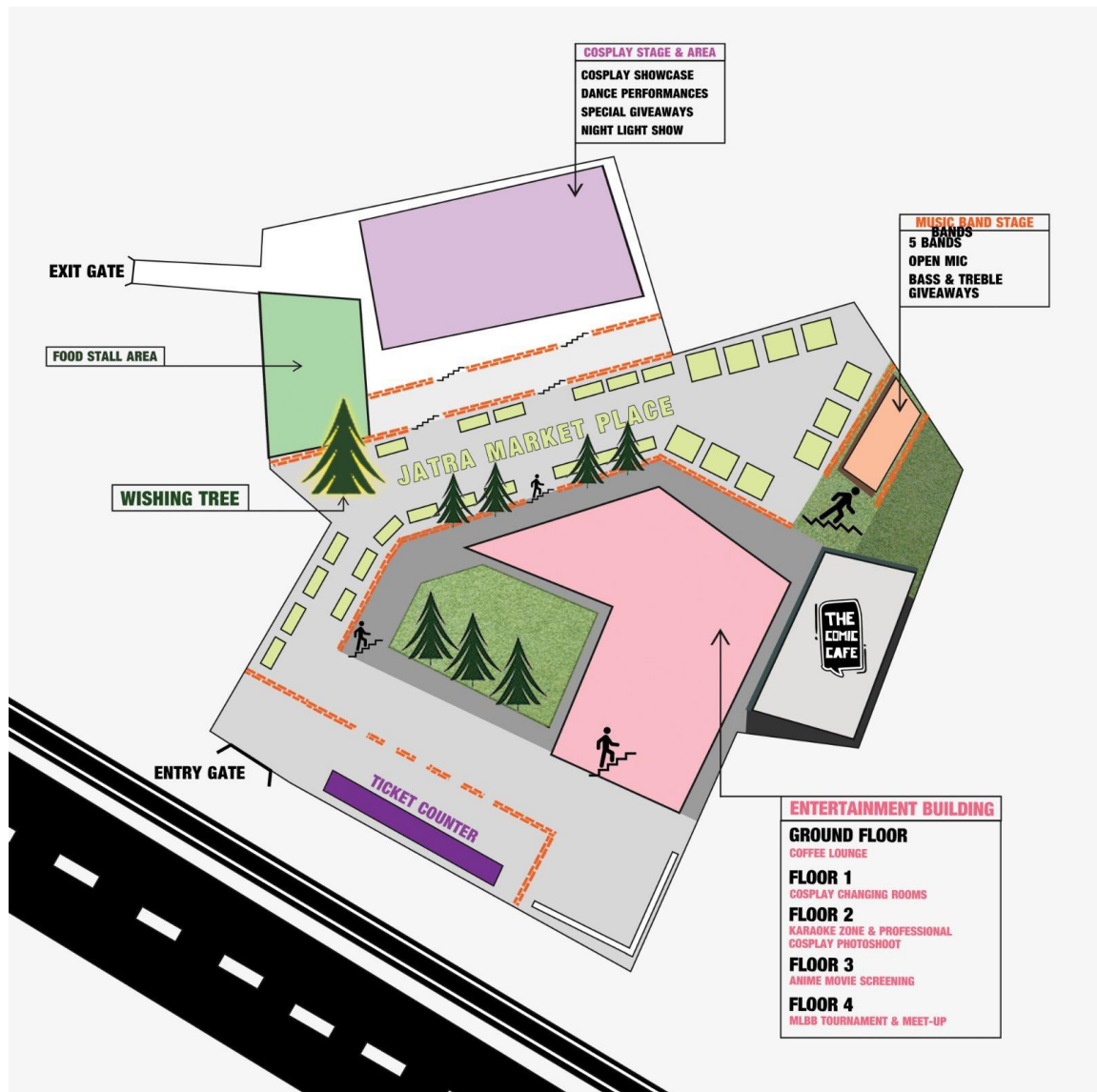
Figure 24: Otaku Jatra 2023 KCM Venue Layout

5.6.2 Origins and Evolution:

The roots of Otaku Jatra can be traced back to the burgeoning interest in Japanese pop culture among Nepali youth. With the proliferation of anime series, manga publications, and video games, a community of enthusiasts emerged, seeking avenues to express their passion. Recognizing this trend, a group of individuals passionate about anime and manga came together to organize Nepal's first-ever Otaku Jatra in 2015.

Initially, Otaku Jatra started as a small gathering of like-minded individuals in a local community hall. However, fueled by the enthusiasm of attendees and the growing popularity of anime culture, the event gradually expanded in scale and scope. Organizers collaborated with local businesses, artists, and sponsors to enhance the event experience, introducing cosplay competitions, gaming tournaments, artist alleys, and panel discussions.

Figure 25: Otaku Jatra Event Pictures

5.6.3 Key Features and Activities:

Otaku Jatra offers a diverse range of activities catering to different interests within the anime and manga community:

- **Cosplay Contests**: Participants showcase their creativity by dressing up as their favorite characters from anime, manga, video games, and pop culture. Judges evaluate costumes based on accuracy, craftsmanship, and performance.

- **Gaming Tournaments**: Gaming enthusiasts engage in competitive tournaments featuring popular titles from various platforms, including console, PC, and mobile gaming.

- **Artist Alleys**: Local artists and creators exhibit their artwork, merchandise, and fan-made creations, providing attendees with opportunities to purchase unique memorabilia and support independent talent.

- **Panel Discussions and Workshops**: Experts and enthusiasts host panels and workshops on diverse topics ranging from anime analysis and character design to voice acting and cultural exchange.

5.6.4   Impact and Community Building:

Otaku Jatra has played a significant role in fostering a vibrant anime community in Nepal and promoting cultural exchange between Japan and Nepal. The event provides a platform for enthusiasts to connect, share their passion, and form lasting friendships. It has also contributed to the growth of local businesses catering to the anime and manga market, including cosplay shops, comic book stores, and themed cafes.

Furthermore, Otaku Jatra has garnered attention from both local and international media, raising awareness about Nepal's thriving anime culture scene. The event attracts attendees from across Nepal and neighboring countries, contributing to tourism and cultural exchange.

5.6.5   Conclusion:

Otaku Jatra exemplifies the power of grassroots initiatives in nurturing and promoting niche cultural interests. What started as a modest gathering of anime enthusiasts has evolved into a flagship event celebrating Japanese pop culture in Nepal. Through its diverse array of activities and inclusive community spirit, Otaku Jatra continues to inspire and unite fans while bridging cultural boundaries.

5.7   NATIONAL CASE STUDY: COMIC CAFE

- LOCATION: Basantapur Nepal

- AREA: 300 sqft approx.

5.7.1   Introduction:

Comic Cafe Nepal is a unique establishment located in the heart of Kathmandu, offering a fusion of café culture and comic book ambiance.

Figure 26: Comic Cafe

5.7.2   Architectural Design and Layout:

The architectural design of Comic Cafe Nepal blends elements of contemporary café design with playful nods to comic book aesthetics. Key features include:

- **Theme Integration:** The interior décor incorporates iconic imagery, artwork, and motifs from popular comic books, creating a visually stimulating environment that immerses patrons in a world of superheroes, villains, and fantastical adventures.

- **Spatial Organization:** The layout of Comic Cafe Nepal is carefully orchestrated to optimize space utilization and enhance the flow of patrons. The café encompasses distinct zones for dining, socializing, and browsing comics, each delineated by subtle design cues and furniture arrangements.

- **Flexibility and Adaptability:** The design of Comic Cafe Nepal prioritizes flexibility to accommodate varying patron needs and preferences. Modular

furniture, movable partitions, and adaptable lighting schemes enable the space to transform seamlessly for different events, from casual meetups to themed parties.

Experiential Elements and Amenities: Comic Cafe Nepal goes beyond mere visual aesthetics to offer a multisensory experience that captivates patrons:

- **Comic Collection**: The café boasts an extensive collection of comic books spanning various genres, from classic superhero comics to indie graphic novels. Patrons can peruse the shelves, borrow comics, or enjoy reading them over a cup of coffee.

- **Interactive Features**: Interactive displays, digital screens, and augmented reality installations enhance engagement and encourage exploration. Patrons can scan QR codes to access additional content, participate in trivia quizzes, or even create their comic book avatars.

- **Culinary Offerings**: The café menu features a curated selection of beverages, snacks, and themed delicacies inspired by beloved comic characters and storylines. From "Spider-Snack Wraps" to "Hulk-Sized Milkshakes," the culinary offerings complement the immersive experience.
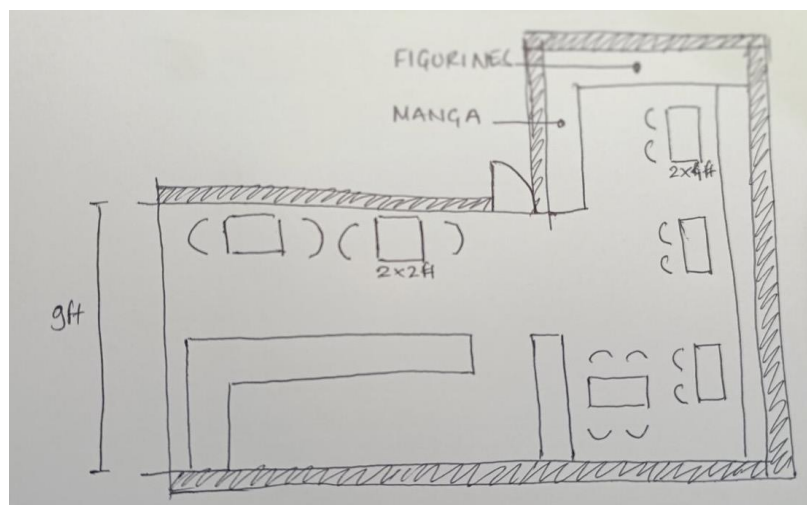
Figure 27: Comic Cafe Layout

5.7.3   Impact and Community Engagement:

Comic Cafe Nepal has garnered acclaim not only for its innovative design but also for its role as a cultural hub and community space. It serves as a gathering place for comic enthusiasts, artists, writers, and cosplayers, fostering creativity, collaboration, and camaraderie. Additionally, the café hosts events, workshops, and book signings, further enriching the local cultural landscape.

5.8 NATIONAL CASE STUDY: STEM ANIME COLLECTION

- LOCATION: Basantapur, Kathmandu

- AREA: 280 sq ft approx.

Stem anime collection also known as anime mart is located at the heart of Basantpur. It is a well known and well loved anime store that provides retail merchandise of various different franchises ranging from comics mangas to different pop cultures merchandises. It has an open layout with designated areas for different types of merchandise.
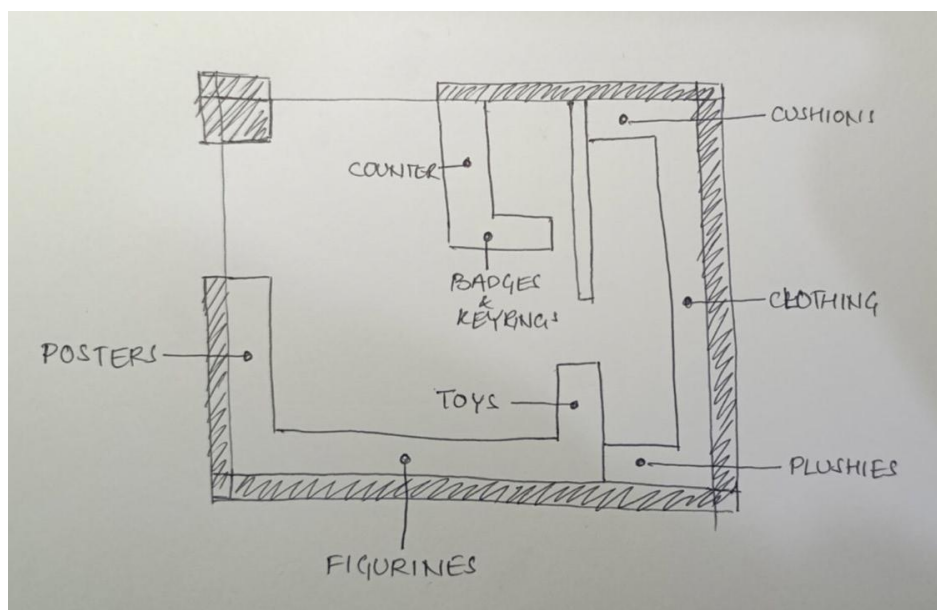

Figure 28: Stem Anime Collection

Figure 29: Stem Anime Collection Layout

5.9 NATIONAL CASE STUDY: LEVEL UP GAMING LOUNGE

LOCATION: Baneshwor, Kathmandu

Established and run by gaming enthusiast himself the founder of level up gaming lounge created a dedicated space for gamers to experience highest quality gaming experience. Equipped with 5 monitors for console gaming and 10 high spec PC for PC gaming, this game lounge often hosts competitions and live match screenings.

Figure 30: LevelUp Gaming Lounge

5.10 **COMPARISON SHEET OF THE THREE MAIN CASE STUDIES**

ASPECTS	SAN DIEGO COMIC-CON, USA	ANIME EXPO, JAPAN	OTAKU JATRA, NEPAL
Location	San Diego, USA	Tokyo, Japan	Gwarko, Satdobato
Area	240,000 m^2	115,420m^2	24,000m^2
Architect	Arthur Erickson	AXS Satow	
Cost	$164 million	¥40,392 million	
Venue and Layout	• Diverse programming of SDCC • Multiple exhibit halls • Meeting rooms • Outdoor spaces	• Multiple halls and conference tower • Spaces for exhibitions, conferences, and entertainment • 35% space indoor and 65% outdoor or open spaces	• Party palace • College • Event spaces • (changes every event)
Spatial Design	• Wide corridors • Spacious exhibit halls • Strategically placed signage • Proximity to nearby hotels and public transportation	• Smooth traffic flow • Wide corridors • Spacious halls • Accessibility features, such as ramps and elevators	• Open spaces • Smooth traffic flow • Designated Indoor and outdoor spaces for different programs
Aesthetic Appeal	• The iconic "sails" pavilion • Made of Teflon-coated fiberglass • Expansive windows offer panoramic views • Colorful banners and artwork	• Modernity and sophistication • Innovation and creativity • Clad in sleek glass and steel • Expansive atriums and soaring ceilings • Open and airy atmosphere	
Technology Integration	• High-speed wi-fi access • Equipped with advanced audiovisual capabilities, including large led screens and sound systems • Support the multimedia presentations	• High-speed internet connectivity, • Audiovisual equipment • Lighting systems • Immersive experiences	• Audiovisual equipment • Lighting systems • Immersive experiences
Sustainability	• Energy-efficient lighting • Water conservation measures • Waste diversion programs	• Green design principles • Energy-efficient lighting and solar panels • Rainwater harvesting systems	

6 SITE

6.1 INTRODUCTION

The site is located in one of the core areas of Lalitpur district. Although it is mostly populated with Newar ethnic communities, throughout the years, various people from different communities have settled in the area and live harmoniously. The location is a prime location with easy access from both pedestrian and transportation routes.

6.2 LOCATION:

- Location: Pulchowk, Lalitpur

- Co-ordinates: 27°12'48" N And 86°29'19" E

- Topography: Flat Land

- Site Orientation: South East

- Site Area: 5903.16 (11 Ropani 9 Aana 2 Paisa 2.5990 Dam)

Figure 31: Map of Nepal

Figure 32: Site Location at Pulchowk

6.3 ACCESS TO SITE:
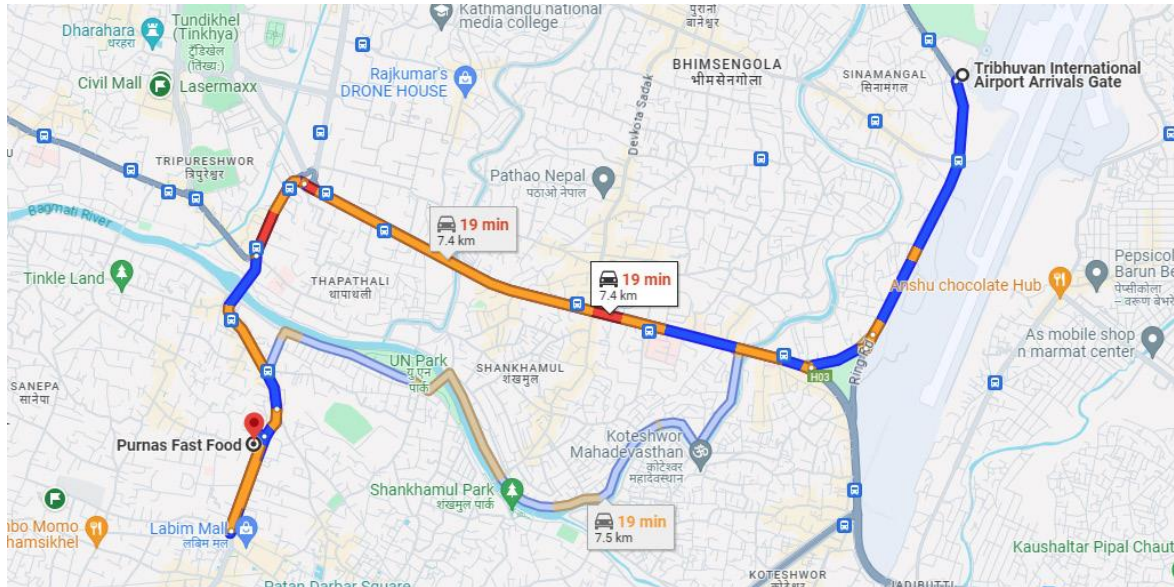
Figure 33: Access to site from Tribhuvan International Airport

6.4 SITE SELECTION & JUSTIFICATION:

This location was chosen with careful consideration to suit the target audience's convenience and its feasibility. Some of the reasons are:

6.4.1 Centralized Location:

Nestled within a core area, the site benefits from being strategically positioned at the heart of the region, maximizing exposure and drawing in diverse crowds. This central placement enhances the hub's visibility and facilitates engagement with the broader community.

6.4.2 Prime Accessibility:

Situated with road access from three sides, the site offers unparalleled convenience for visitors. Its easy accessibility via both public and private vehicles, as well as pedestrian pathways, ensures that participants can arrive hassle-free, fostering a welcoming environment for enthusiasts.

6.4.3 Optimal Terrain:

The site's flat topography provides an ideal canvas for efficient planning and construction processes. This feature streamlines development efforts, allowing for seamless implementation of design concepts and infrastructure, thereby minimizing potential obstacles and maximizing utilization of space.

6.4.4   Local Collaboration Opportunities:

Leveraging its proximity to various local entities, the site presents ample opportunities for collaboration with neighboring businesses, organizations, and creative individuals. This collaborative ecosystem fosters synergy and innovation, enriching the hub's offerings and enhancing its appeal to a wider audience.

6.4.5   Tourism Potential:

Positioned as a potential tourist destination, the hub stands to attract visitors from near and far, bolstering the local economy and cultural landscape. Its unique offerings and vibrant atmosphere have the capacity to draw enthusiasts, tourists, and curious onlookers alike, generating buzz and sustaining long-term interest.

6.5   SITE AND SURROUNDING PHOTO
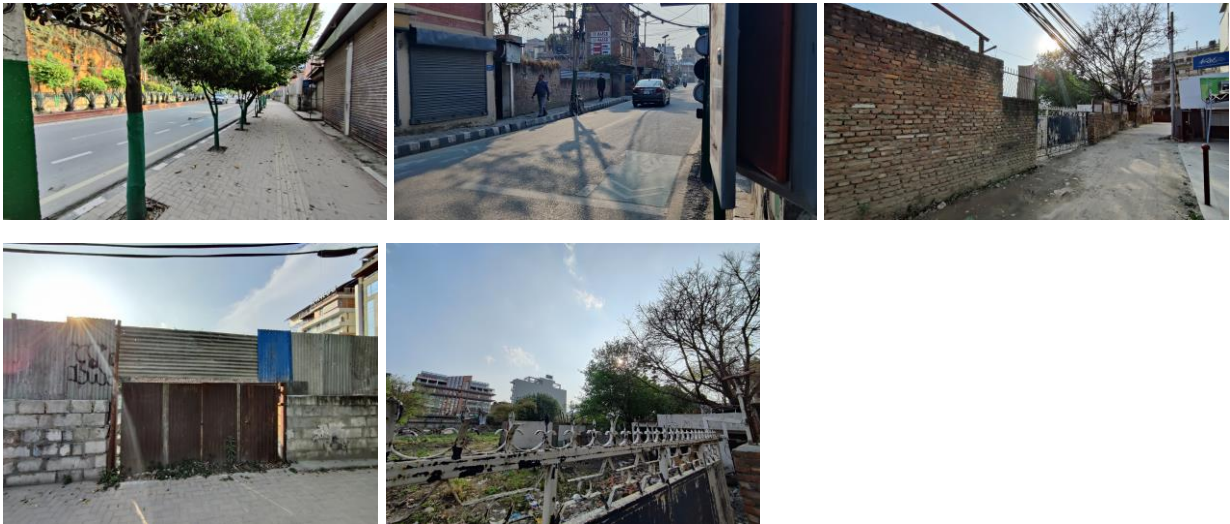
Figure 34: Present condition of site and surrounding

6.6   SITE ANALYSIS: Macro City

6.6.1   Location and Accessibility:

- Lalitpur is strategically located in the Kathmandu Valley, adjacent to the capital city, Kathmandu.

- It benefits from excellent connectivity via road networks and public transportation systems.

- Additionally, Lalitpur's proximity to major tourist attractions makes it an ideal location for a Cosplay Hub, attracting both local and international enthusiasts.

6.6.2   Demographics and Cultural Context:

- Diverse population, comprising both traditional Newar communities and migrants from various parts of Nepal and abroad.

- The city's cultural richness and historical significance provide a fertile ground for the development of a Cosplay Hub.

- The local community's acceptance and participation in cultural events make Lalitpur an inviting destination for cosplay enthusiasts.

- Presence of numerous temples, palaces, and heritage sites adds to the ambiance, offering potential venues for cosplay events and photo shoots.

6.6.3   Market Analysis:

- Lalitpur's flourishing tourism industry and vibrant arts scene provide a ready audience for such a venture.

- With proper marketing and promotion, a Cosplay Hub in Lalitpur can attract visitors not only from Nepal but also from neighboring countries.

- Collaborations with local artists, designers, and event organizers can enhance the appeal of the hub, catering to diverse interests within the cosplay community.

6.6.4   Infrastructure and Facilities:

- Assessing Lalitpur's existing infrastructure and facilities is crucial for the successful establishment of a Cosplay Hub.

- While the city offers basic amenities such as electricity, water supply, and internet connectivity, improvements may be needed to meet the specific requirements of cosplay enthusiasts.

- This includes the provision of spacious venues for events and workshops, adequate parking facilities, and comfortable accommodations for visitors.

6.6.5 Environmental Considerations:

- As with any construction project, environmental sustainability should be a key consideration in the development of a Cosplay Hub in Lalitpur.

- The city's historical significance and cultural heritage necessitate responsible planning and development practices to minimize ecological impact.

- Strategies such as energy-efficient design, waste management systems, and green spaces can contribute to the sustainability of the hub while preserving Lalitpur's unique charm and character.

6.6.6 Major target audience catchment areas around site
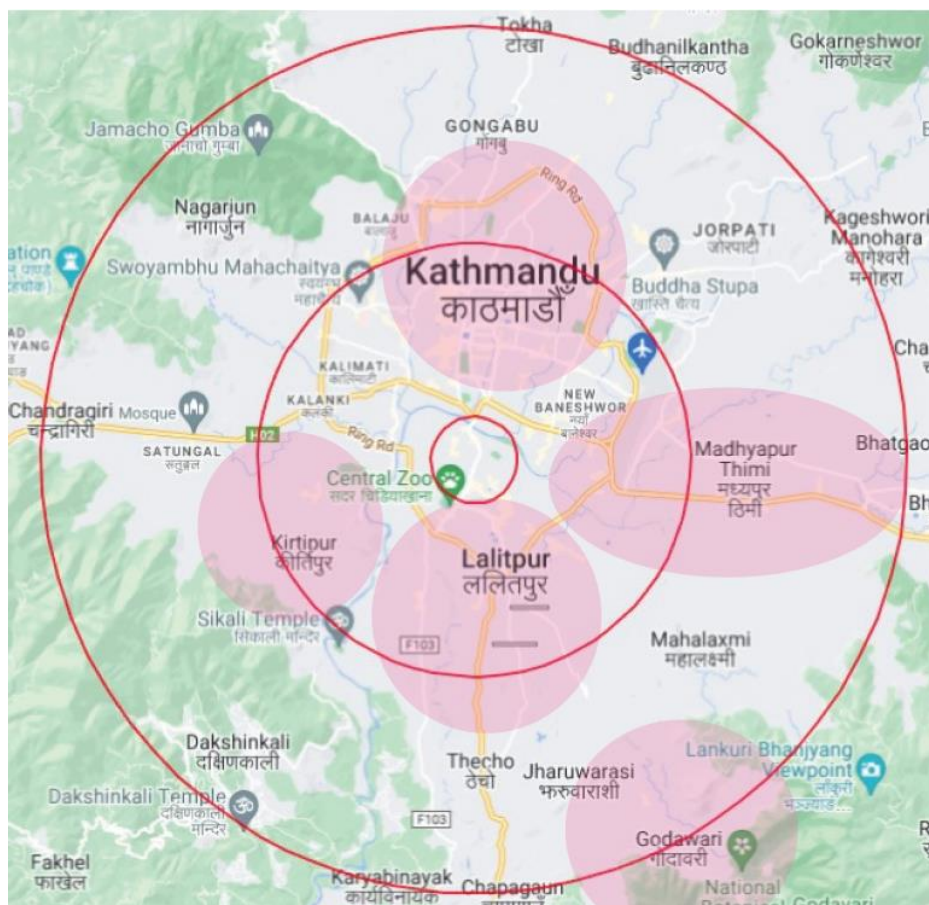
Figure 35: Site proximity 1km, 5km, 10 km

- KATHMANDU VALLEY

  Areas within ring road such as basantapur along with educational institution such as Islington college, Kavya Secondary school holds multiple cosplay events with an influx of target audience attending

- LALITPUR CORE CITY AREA

  Lalitpur core city area has hosted multiple cosplay and cosplay related events in locations such as Labim mall, Jhamsikhel, St. Xaviers School, Pulchowk Engineering College

- AREA NEAR GODAWARI

  Educational institutions such as GEMS School and St. Xaviers Godawari Schools have a history with creatives and cosplay related events featured in their annual fests

- BHAKTAPUR AREA

  Although there aren't many cosplay events held in Bhaktapur, a large number of participants and audience in cosplay conventions hail from Bhaktapur.

6.7 SITE ANALYSIS: Micro Site
6.7.1 Location and Accessibility:

LOCATION: Pulchowk, Kathmandu

ACCESS:

Main road: Yala Road

- Opposite of Pulchowk Engineering College
- 7.4 km from Tribhuvan International Airport

6.7.2 Demographics and Cultural Context:

- Diverse population, comprising both traditional Newar communities and migrants from various parts of Nepal and abroad.

- Cosplay events are well known in the area as there have been multiple cosplay events in the are in the past.

- Area has a history of art and cultural promotion so the concept of cosplay hub is easy to integrate.

6.7.3 Building uses around site:

- Mix use buildings
- Institutional buildings
- Commercial Buildings
- Educational Buildings

6.7.4 Infrastructure and Facilities:

- City offers basic amenities such as electricity, water supply, and internet connectivity, improvements may be needed to meet the specific requirements of cosplay enthusiasts.
- Transportation services are easily available for public and private vehicles along with pedestrian and cycle lane.
- Big Malls are also within walking distance in case of individual project supply demand.

6.7.5 Topography:

- The Site Itself is a flat land which makes planning and construction easier
- The land and climate are suitable for most tropical vegetations in case of landscaping

Figure 36: Site Proximity within 1km radius

6.8 CLIMATIC DATA
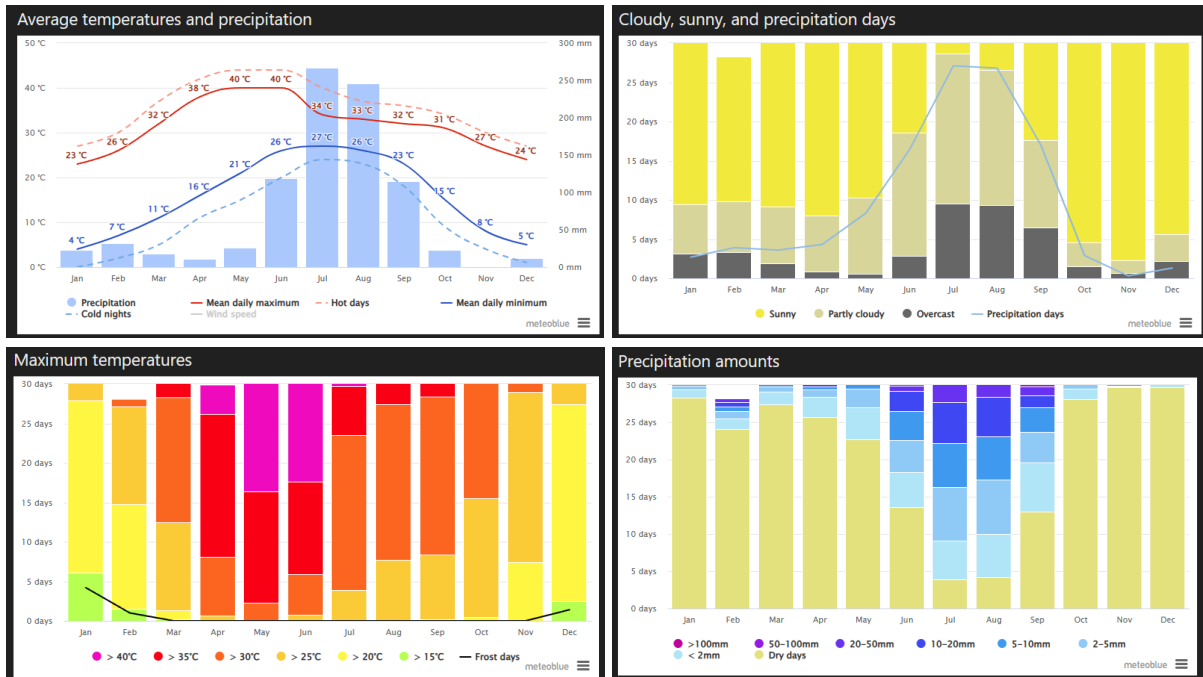
Figure 37: Climatic Data of Lalitpur (Source: Meteoblue)

6.9 BY-LAWS

- Setback = 5m
- ROW = 15m
- GCR = 60%

6.10 SWOT ANALYSIS

6.10.1 Strengths:

- Road access from 3 sides
- Easily accessible by public and private vehicles as well as pedestrian
- Located in core area

6.10.2 Weaknesses:

- Lower GCR
- More traffic flow
- Commercial developments nearby

6.10.3 Opportunities:

- Flat land, easier for planning and construction

- Potential landmark

- Local collaboration

- Potential tourist destination

6.10.4 Threats:

- Parking problem

- Loss of open space

- Change in city scape

7 PROGRAM FORMULATION

Workshops and studio		
Space	Area (m2)	Total Area (m2)

• Work stations
    Equipped with
    o Table
    o Chairs
    o Mannequins
    o Cutting mats
	5x5	25

• Storage	2x2	4

• Tool area
    Including
    o Hanging storage
    o Power tool storage
    o Drawers
    o Cabinets
	1x1	1

• Painting/ finishing area
    Equipped with
    o Vacuum box
    o Spray paint
    o Painting cubicle
    o Fireproof silicone
       surfaces
	4x4	16

• Costume display	4x4	16
		40
Total		40x5=**200**

Themed event spaces		
Space	Area (m2)	Total Area (m2)

• Themed booth
    Equipped with
    o Table
    o Chairs
    o Décor
    o Accessories
	5x5	25

• Audio Visual equipment	2x2	4
		29
Total		29x5=**145**

Photo studio		
Space	**Area (m2)**	**Total Area (m2)**
• Backdrop area 　Equipped with 　　o Backdrop 　　o Décor space	5x5	25
• Lighting	2x2	4
• Equipment storage 　Including 　　o Hanging storage 　　o Camera tool storage 　　o Décor storage 　　o Electrical storage 　　o Drawers 　　o Cabinets	2x2	4
		33
		33x2=**66**
• Editing Area	2x2	4
• Client Area	2x2	4
		74

Costume section			
Trying Section	**No. Of Units**	**Area(m2)**	**Total Area(m2)**
Male	1	30	30
Female	1	30	30
Store	1	25	25
			85

Merchandise Market		
Space	**Area (m2)**	**Total Area (m2)**
• Vendor booth	30	30
• Amenities	2x2	4
• Payment processing	2x2	4
• Storage	9	9
		47
		47x5=**235**

Maid/butler cafe		
	Area (m2)	**Total Area (m2)**
Dinning Space (50 per person)	60% Of Total Area • Area of Restaurant: 1.9x50=95 • Ratio of Service Area to Total Area 　=35% Of 95 　= 33.25	128.25

Kitchen	40% of total area	
• Food Storage	21.4	
• Preparation	12	
• Cooking	6.8	
• Baking	8.6	
• Ware Washing	4.3	
• Traffic Storage	13.7	
• Trash Storage	4.3	
• Employee	12.8	
• Miscellaneous	1.7	85.5
Reception		10
Toilet Space		20
Circulation	30% Of Total Area	46.5
		290.25

Manga library		
Space	**Area (m2)**	**Total Area (m2)**
• Collection Space		
o 20,000 Volumes	185.8	
o 1500 Nonprint Items	200	385.8
• Public Electronic Workstation Space		
o Public Access Computer	4.7x5=23.5	
o Printer Workstation	3.25	26.3
• User Seating Space (For 10 Seat)	3.25x10=32.5	32.5
• Staff Work Area Space		
o 1 At Book Sorting		
o 1 At Registration		
o 1 In Librarian's Office		
o 2 In Technical Services	14x5=70	70
• Store	3.5x5.5=20	20
• Non-Assignable/Mechanical Space	12.25	12.25
• Circulation	30% Of Total Area	135.5
		688.85

Game zone		
Space	**Area (m2)**	**Total Area (m2)**
• Gaming Stations	200	200
• Arcade	100	100
• Library	2x2	4

• Spectator Area	100	100
		404
• Streaming setup	2x2	4
		4x5=**20**
• VR Booths	50	**50**
• AR stations	1.5x1.5	2.25
		2.25x5=**11.25**
• Reception	4	**4**
• Lounge	20	**20**
• Control Desk	10	**10**
• Storage	5	**5**
• Technical	10	**10**
• Amenities	20	**20**
• Toilet Space	20	**20**
		574.25

Auditorium		
Space	**Area (m2)**	**Total Area (m2)**
• Seating	250	250
• Stage	50	50
• Backstage	25	25
• Storage	10	10
• Reception	4	4
• Lounge	20	20
• Control Desk	10	10
• Storage	5	5
• Technical	10	10
• Amenities	20	20
• Toilet Space	20	20
		424

8   CONCEPT AND DESIGN DEVELOPMENT
8.1   CONCEPT

The concept for Cosplay hub is derived from the different places where cosplay is prominently seen or enjoyed such as convention centers, amusement park, and commercial building. In addition to that, training facilities and workshops are also provided to further encourage the growth of the craft and culture.
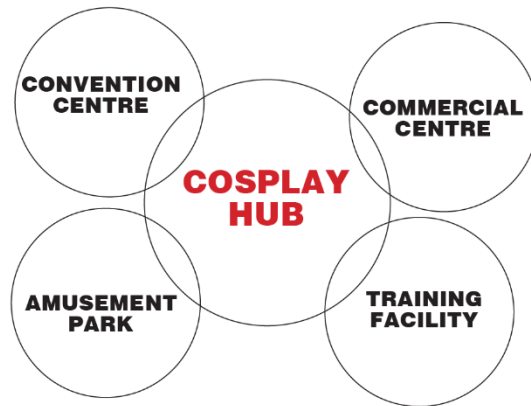

Figure 38: Concept of Cosplay hub

8.2   ZONING

The entrance to site for public pedestrian and vehicle is provided at southeast side through the main road whereas private entrance and vehicular exit is provided at south side as public and semi-public spaces such as shops, exhibit, game-zone, restaurant, library, cinema hall and auditorium are focused near the main road and the private spaces such as workshops and accommodations are focused in the back.
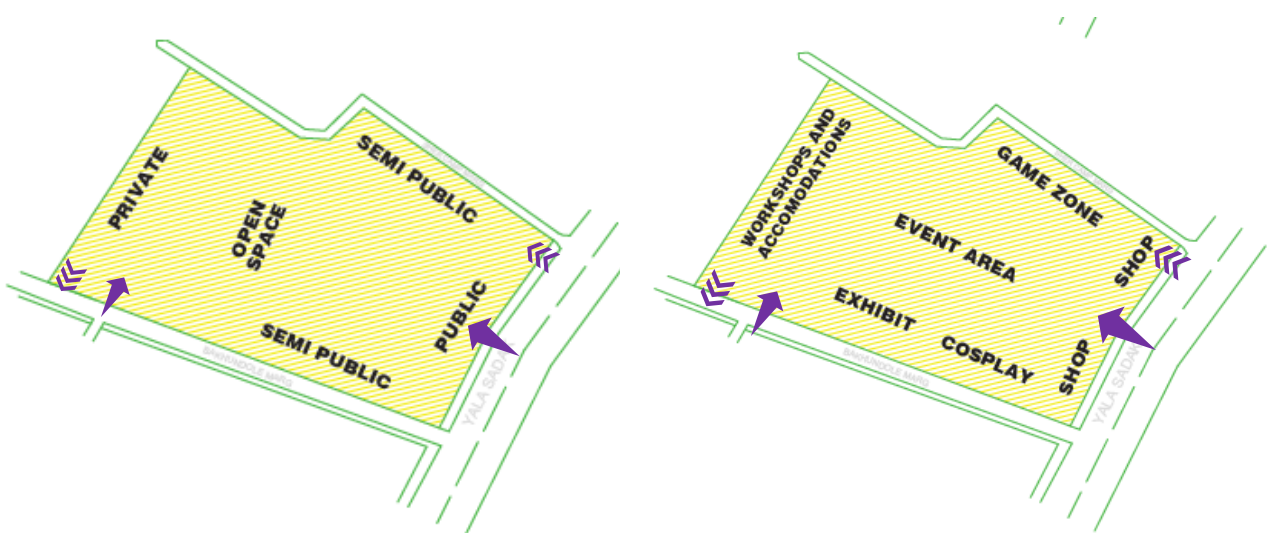
Figure 39: Zoning

8.3 FORM DEVELOPMENT

For the form of the building, two of the most prominent factors contributing to cosplay, video games and Science fiction(sci-fi) were taken into consideration from where the shapes of the buildings were inspired by videogame controller and a spaceship. Both of these factors are connected through cosplay so the buildings are connected through walkways and skywalks.
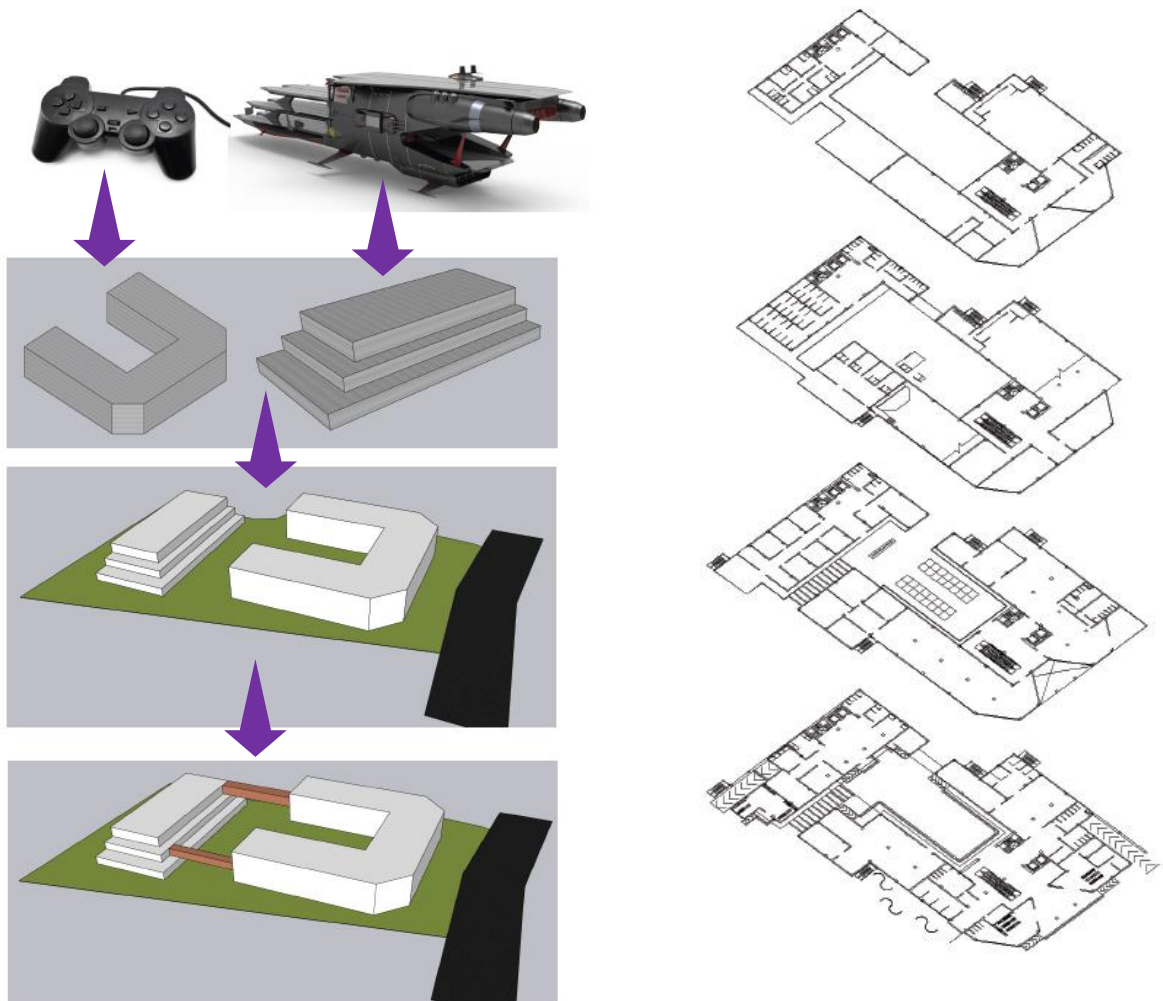

Figure 40: Form Development

CONCLUSION

In conclusion, the Cosplay Hub, as outlined in this paper, represents a visionary approach to supporting and celebrating the cosplay community. By offering both physical and virtual spaces dedicated to collaboration, creativity, and community engagement, the Hub is designed to be an inclusive and accessible environment for cosplayers of all backgrounds. The integration of user-centered and community-centered design principles ensures that the Hub will cater to the diverse needs of its users, fostering an environment where creativity can thrive. Through strategic partnerships and a focus on inclusivity, the Cosplay Hub has the potential to significantly impact the cosplay culture, promoting cultural exchange, and empowering individuals to contribute to the community. Ultimately, the Cosplay Hub aspires to become a central pillar in the global cosplay community, nurturing the art form and facilitating connections that transcend geographical boundaries.

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ANNEX

COSPLAY HUB: WHERE FANTASY MEETS REALITY

SHER CAMP MARG

YALA SADAK

15M WIDE ROAD

ENTRY

BAKHUNDOLE MARG

LVL + 0.45
LVL + 0.00
LVL + 0.45
LVL + 0.45
LVL + 0.00
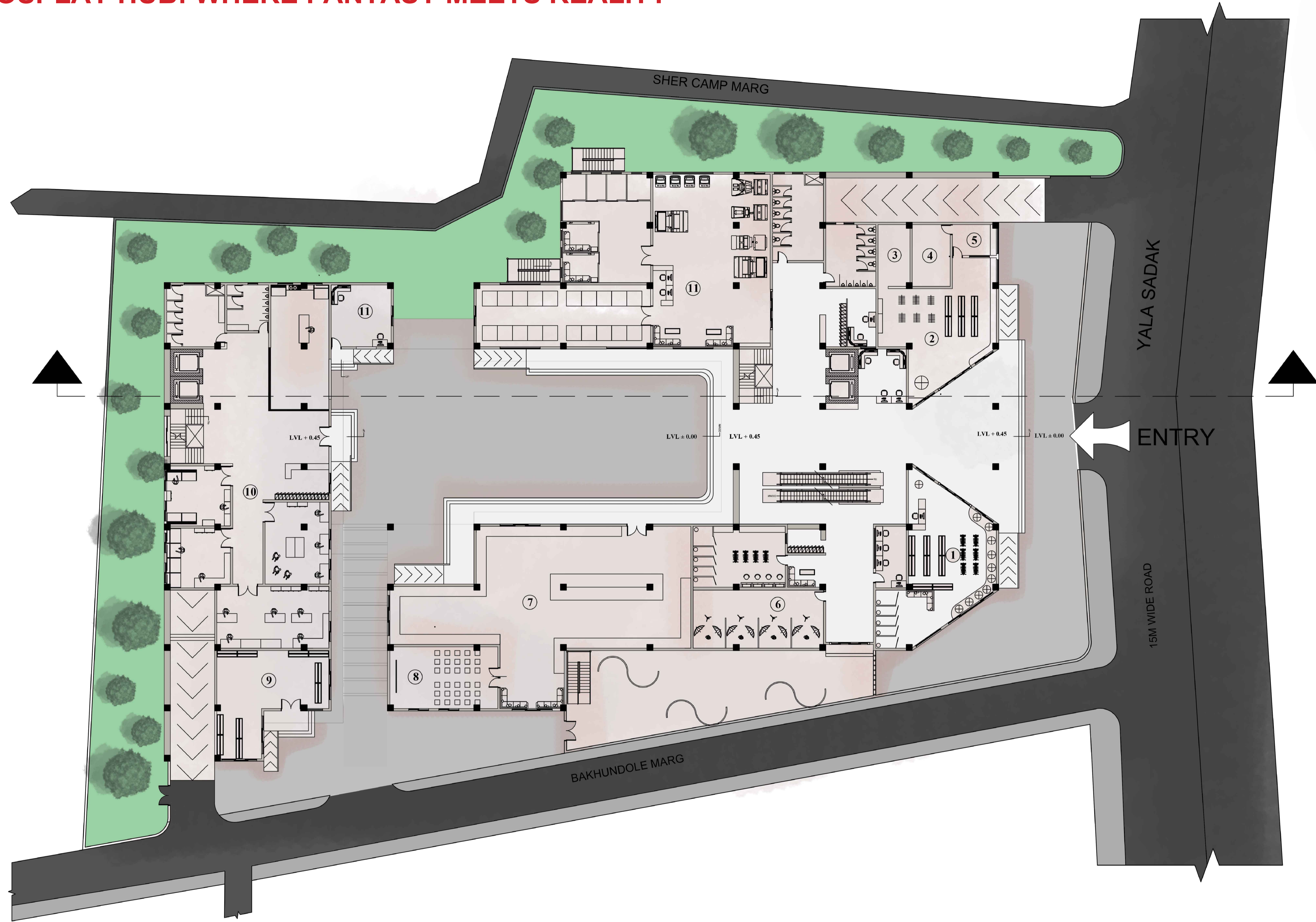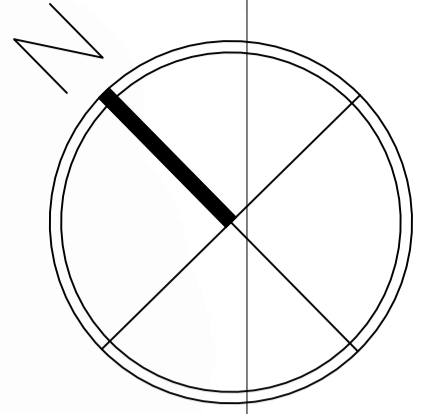
LEGEND

1	COSPLAY SHOP
2	MERCHANDISE SHOP
3	DARK ROOM
4	STORAGE
5	3D PRINTING STATION
6	PHOTO STUDIO
7	EXHIBITION HALL
8	AUDIO/VISUAL ROOM
9	CRAFT STORE
10	PUBLIC WORKSHOPS
11	TECH ROOM
12	GAME ZONE

MASTER PLAN

AREA: 6006.92m^2
(11-12-3-3)
GCR: 53%
BUILT UP AREA: 3156.99m^2

TITLE:
MASTERPLAN

NAME: BANDIKA AWA
ROLL NO.: 750105
DATE: 31/02/2081

SCALE: 1:200

13

COSPLAY HUB: WHERE FANTASY MEETS REALITY
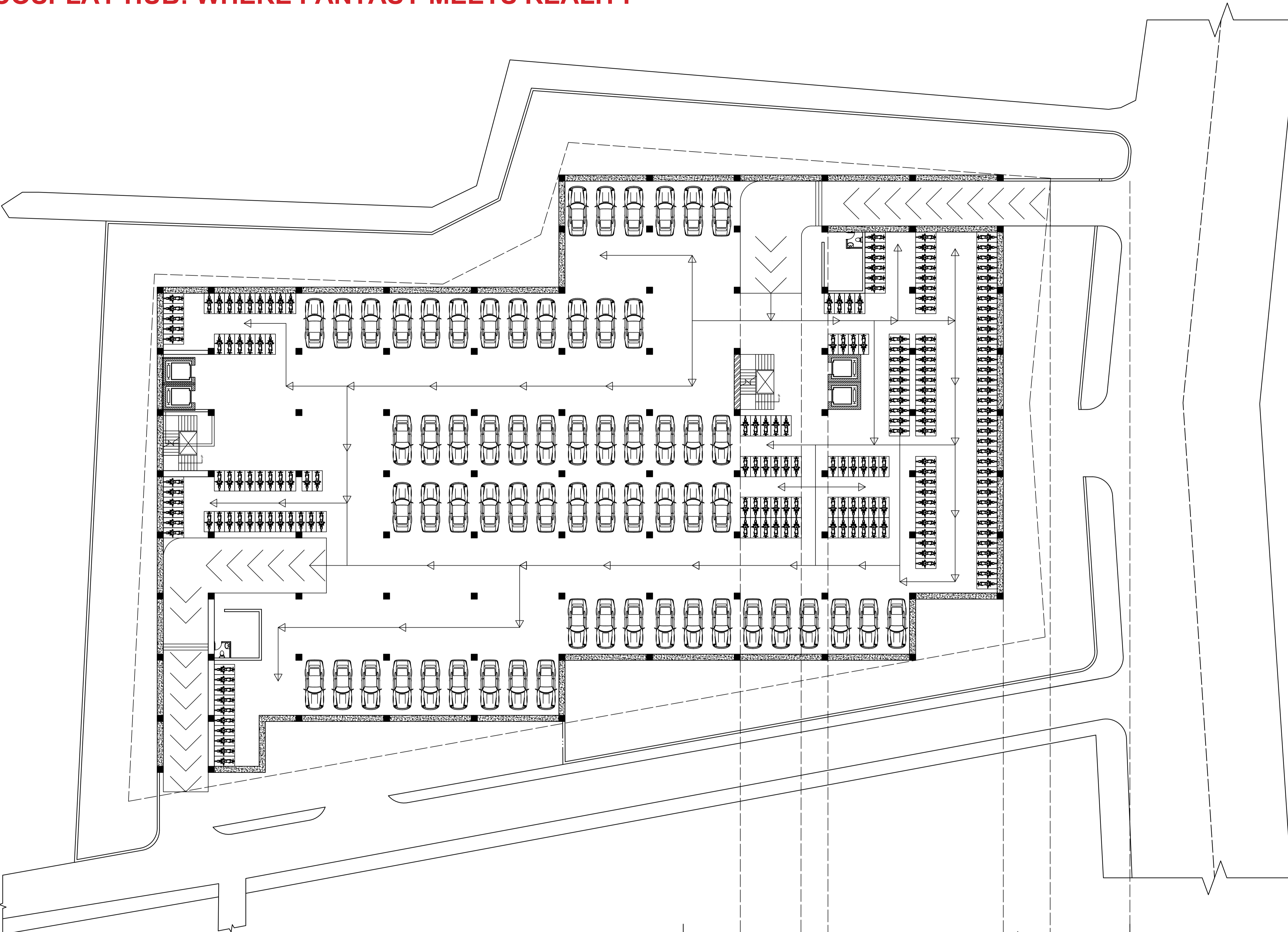
CAPACITY:
63 CARS
187 BIKES

TOTAL RAMP LENGTH: 36m
HEIGHT CLEARANCE: 2m
TURNING RADIUS: 7m (approx.)
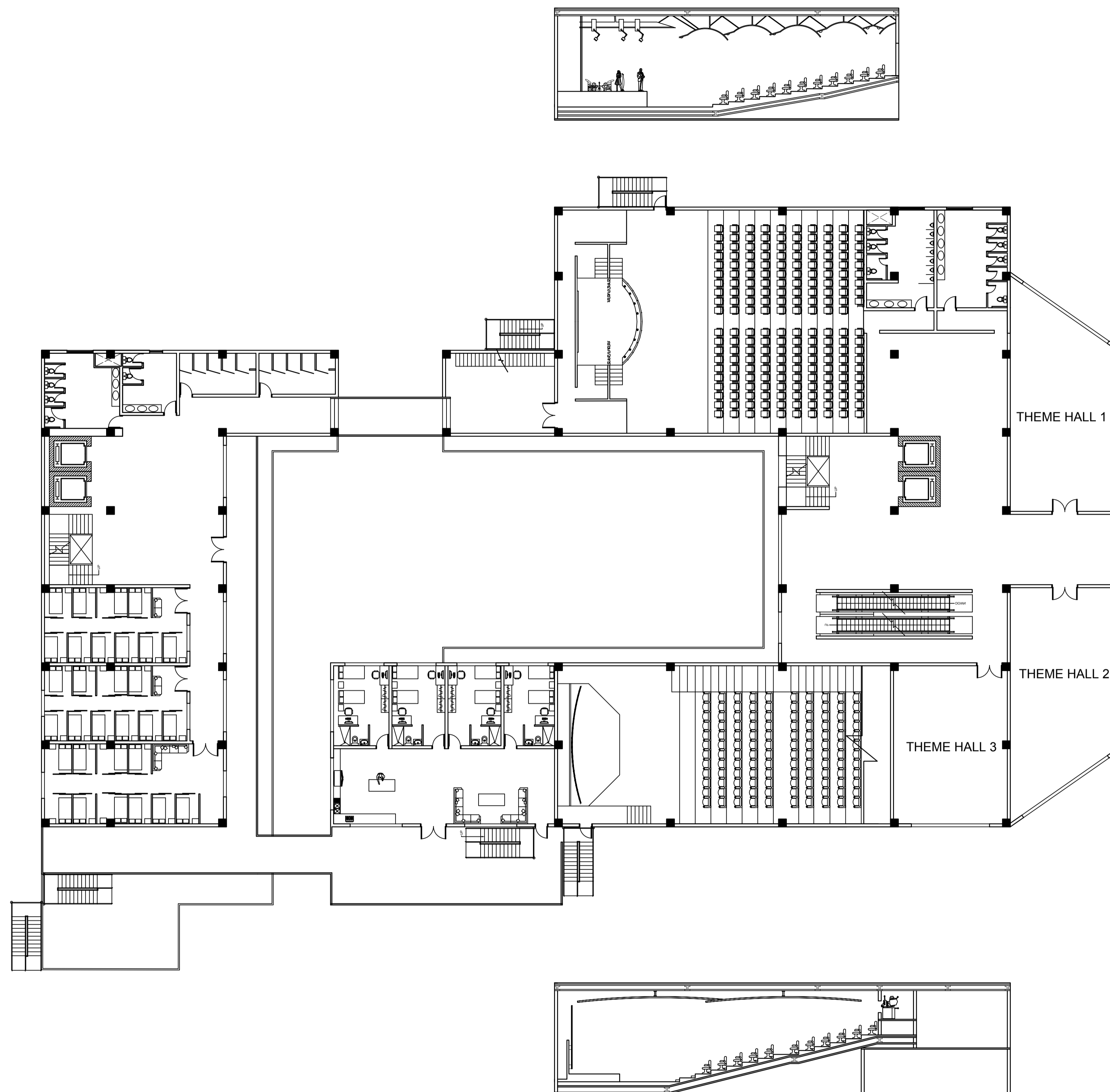RAMP RATIO: 1:10 (approx.)

3.50
2.00   6°   3.50
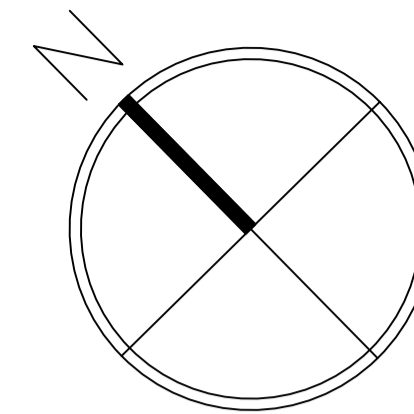
TITLE:
BASEMENT PLAN

NAME: BANDIKA AWA
ROLL NO.: 750105
DATE: SCALE: 1:200

14
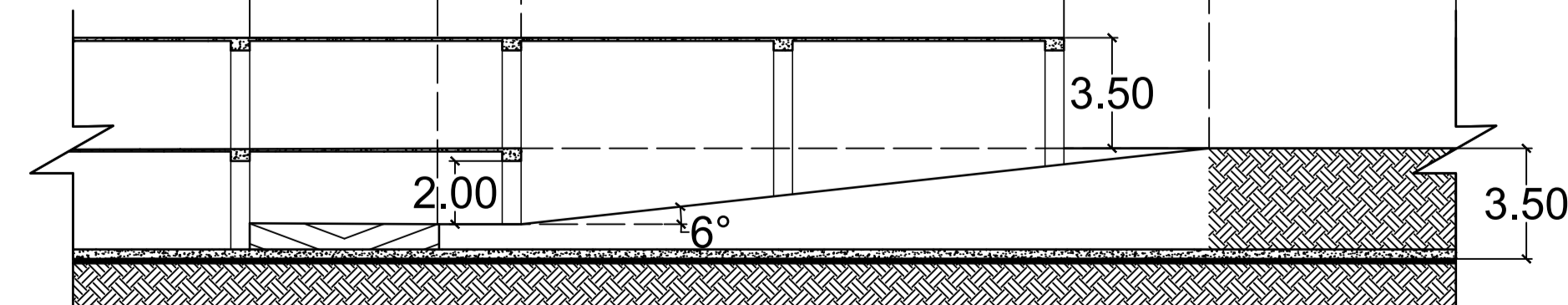
COSPLAY HUB: WHERE FANTASY MEETS REALITY

FIRST FLOOR

FIRST FLOOR

WORKSHOP AND ACCOMMODATION BUILDING SKY WALK AUDITORIUM MAIN BUILDING

ELEVATOR SHAFT

ELEVATOR SHAFT

FOOTPATH MAIN ROAD
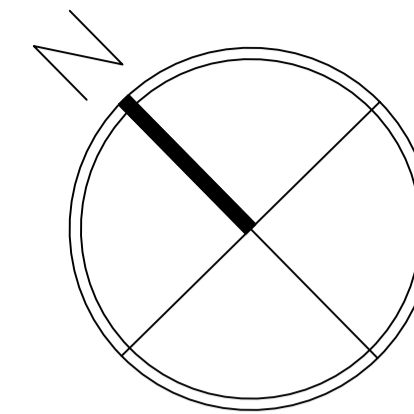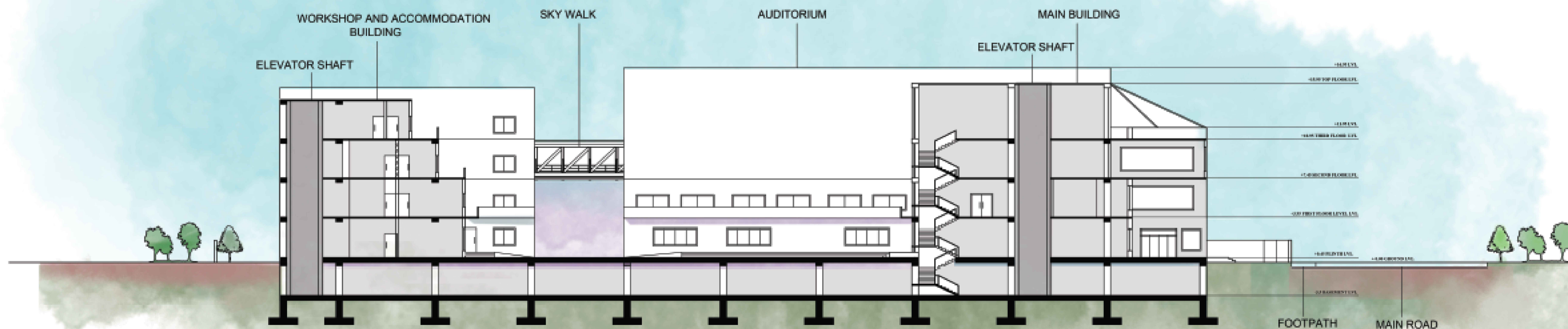
PROFILE SECTION THROUGH X-X

TITLE:
FIRST FLOOR PLAN

NAME: BANDIKA AWA
ROLL NO.: 750105
DATE: SCALE: 1:200

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THEME HALL 1

THEME HALL 2

THEME HALL 3

SECOND FLOOR

TITLE:
SECOND FLOOR PLAN

NAME: BANDIKA AWA
ROLL NO.: 750105
DATE:

SCALE: 1:200

16
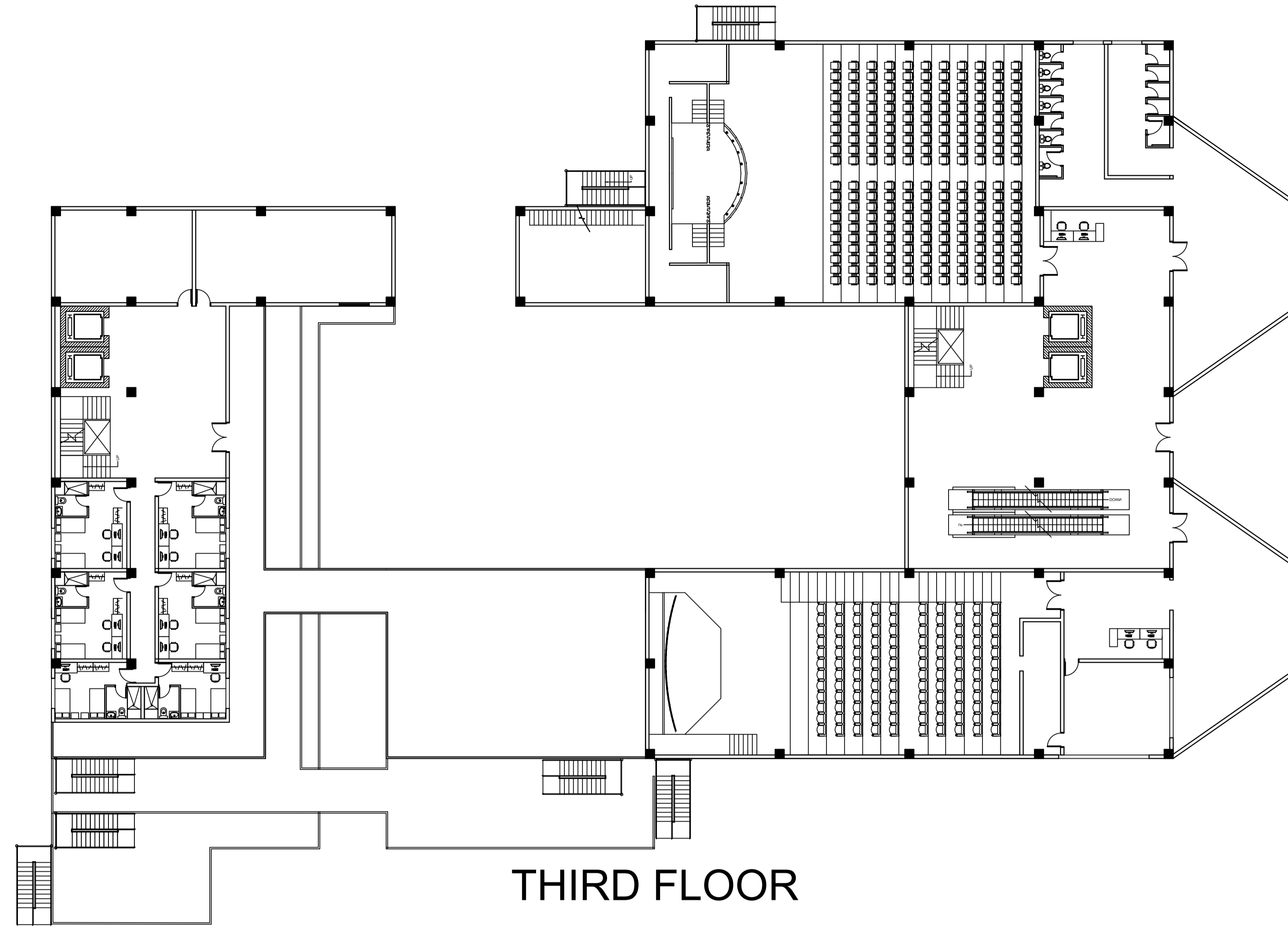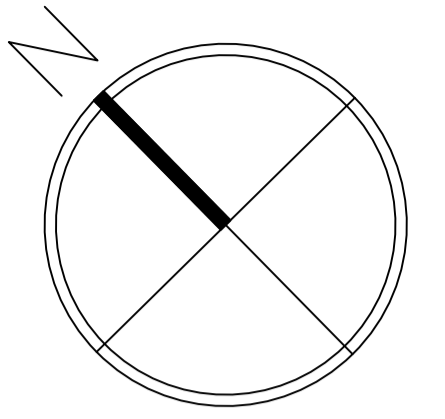
THIRD FLOOR

SOUTH EAST ELEVATION

TITLE:
THIRD FLOOR PLAN

NAME: BANDIKA AWA
ROLL NO.: 750105
DATE: 1   SCALE: 1:200

17
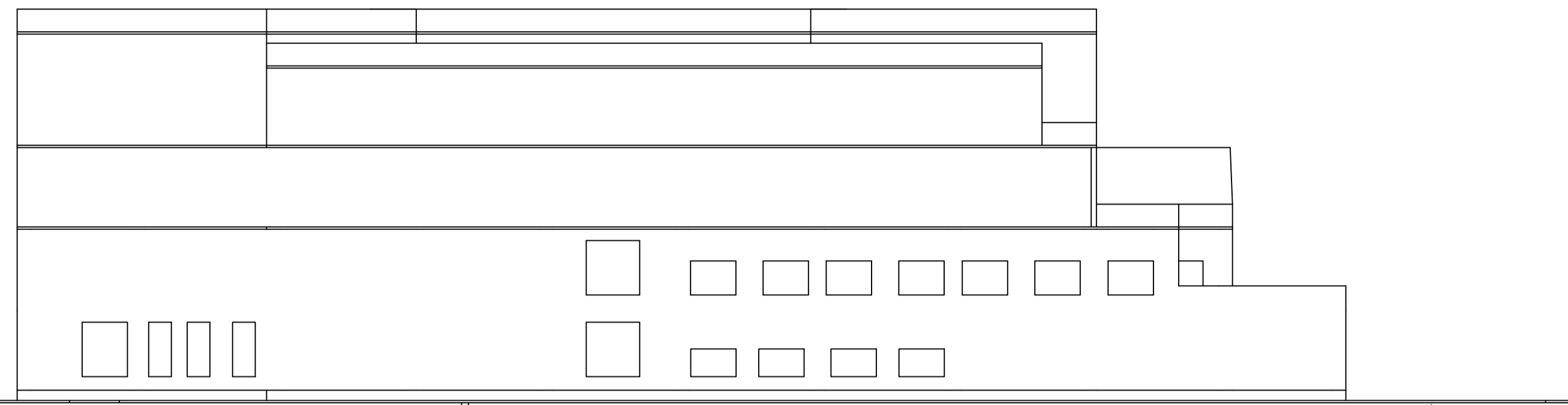
NORTH EAST ELEVATION
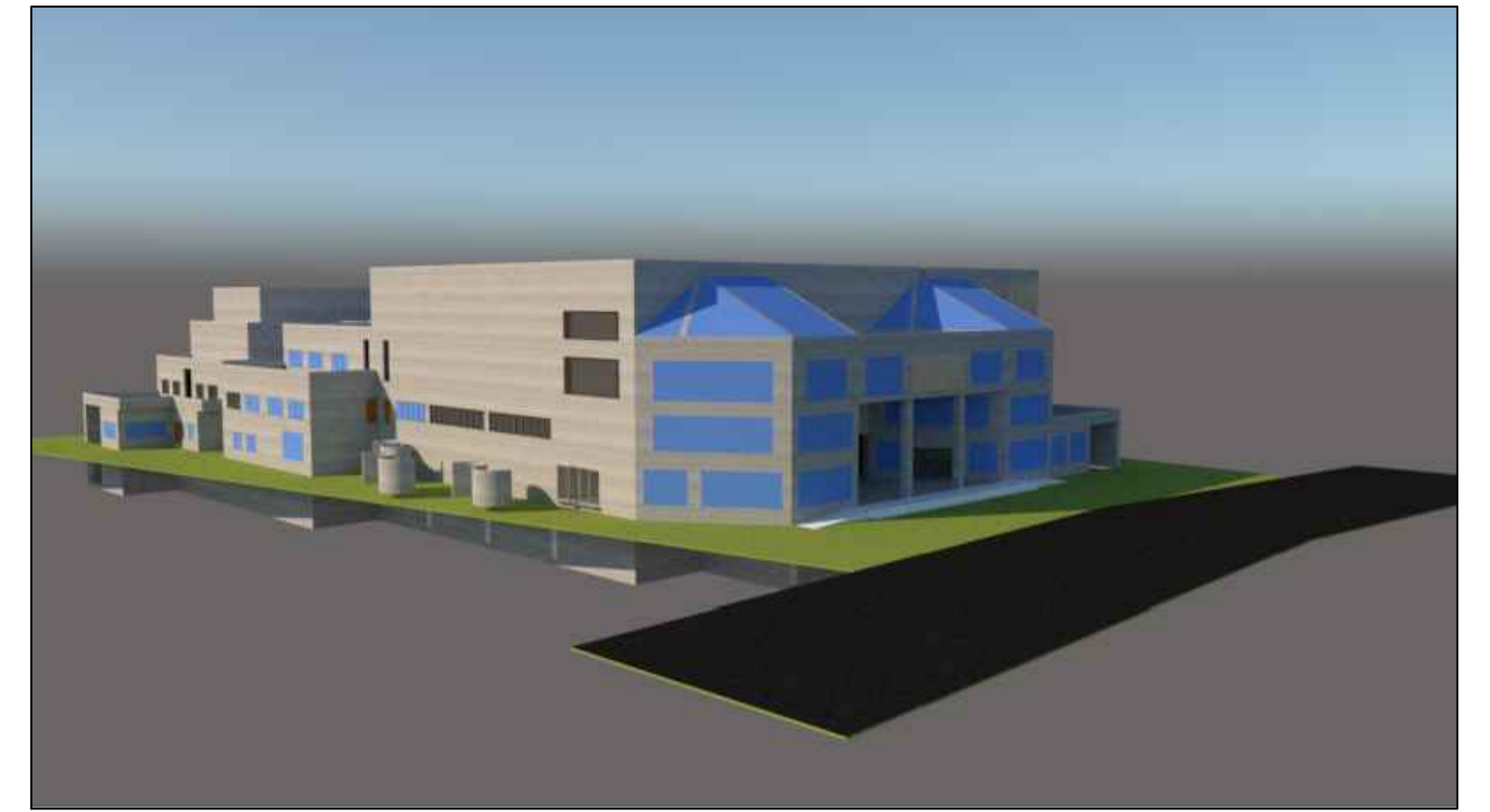
3D VIEW OF EXTERIOR
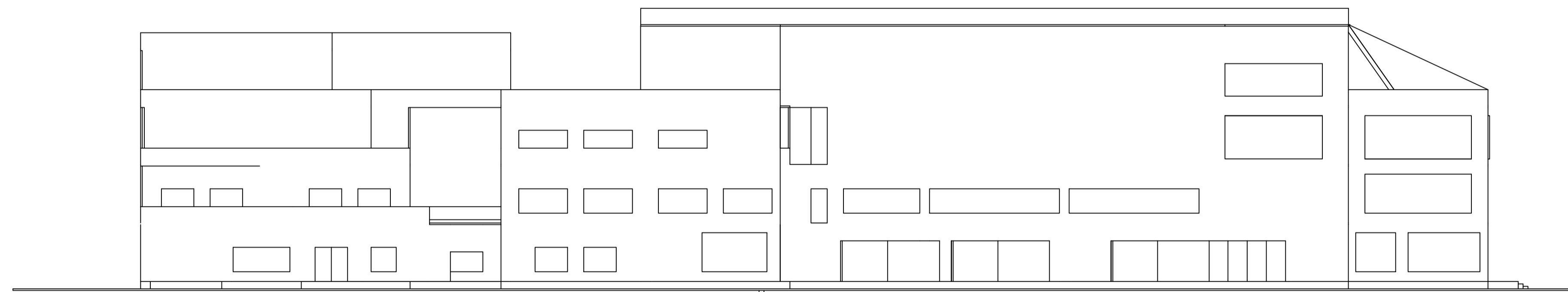
SOUTH WEST ELEVATION

NORTH WEST ELEVATION

| AFFILIATED TO PURBANCHAL UNIVERSITY **KHWOPA ENGINEERING COLLEGE** DEPARTMENT OF ARCHITECTURE LIBALI, BHAKTAPUR | TITLE: **ELEVATIONS** | NAME: BANDIKA AWA ROLL NO.: 750105 DATE: 1   SCALE: 1:200 | **18** |

TITLE:

TOP VIEW

NAME: BANDIKA AWA
ROLL NO.: 750105
DATE: 1

SCALE: 1:200

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