

# HORIZON

## ZERO DAWN™



# ALOY

# COSPLAY GUIDE

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# GET IN TOUCH!

Thank you for your interest in Horizon Zero Dawn and its main character, Aloy. At Guerrilla we take great pride in our character designs, and we love it when they inspire fans to creativity. We're always excited to see what you can do!

If you use this document to create a costume (or any other form of creative work), please share it with us on Twitter and Facebook:



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# HINTS AND TIPS

- Aloy belongs to a fairly low-tech culture, and so has limited access to materials. Textiles are sparse, rough and crude for the most part. Hide is the most commonly used material, followed by leather, then linen. Aloy has managed to get hold of a couple of silks and satins, and they serve as accents.
- Aloy's culture can only make simple tools, so the construction of her clothes is fairly simple. Stitching should be primitive and limited to simple techniques, such as whip-stitching. Garments should have only simple fasteners, etc.
- Whilst the construction and materials are primitive, it's important that the garment looks very carefully constructed. Though Aloy has limited means to make her clothing, she puts great care into doing so. Seams should be as neat as possible, stitching should be regular and even.
- The only metal on Aloy's costume comes from machines. In addition to the plates on the knee and arms, it's used for buckles and other little functional pieces. Aloy can't cut or alter this metal, so it should look like it's taken directly from a robot.
- Aloy keeps her clothing and gear in good condition, but because she's out in the sun hunting machines – and lives in a world without laundry detergent – there can be a little wear on the costume for extra realism. Be sure it doesn't look dirty or neglected. Her legs will be more worn than her upper body.
- The only real makeup that Aloy will apply is the dark eyeliner seen to the right. She also has freckles on her nose, cheeks and forehead.









The costume has three main components: A linen under-suit, a hide shirt, and a simple skirt made from strips of hide.

A small fur pelt is wrapped around Aloy's shoulders – kept in place by one of the necklaces. It's cut to form a V shape on her shoulders.

The bracers are made in three layers: A hide base wrapped around the arm, on top of which an upside-down fur pelt is placed to cushion the third layer, a plate from a machine.

Aloy's skirt is made from strips of relatively thick hide, with a linen and twine trim. These flaps are just tucked under the belt.

Aloy has a loose rope and a small silk sash at her side. The sash and scarf are the only sophisticated textiles used. Everything else is hide or coarse linen.

Aloy wears multiple thin leather belts to affix her skirt, bags and quiver. There's a sash underneath for comfort.

Like the bracers, the knee guard is a small plate harvested from a machine. It's held in place with a simple braided rope.

The shoes are rough leather stitched carefully to fit Aloy's feet snugly. They're ideal for climbing or sneaking.

A couple of layers of hide and fur pelts are wrapped around Aloy's shins.





# COLLAR

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The necklaces closer to the neck are made from braided or coiled leather. The exception is a single anodized cable, which loops around the neck twice and still has copper connectors attached.

The lowest three necklaces are made from wooden beads, dyed with crude pigment.







# BRACERS

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The robotic plate should show wear and tear – mainly edge wear where the coating is stripped away and the metal underneath shows, but also light scratching.

Note that the bracers are completely different from one another.

The fur is a rabbit pelt, cut to shape.







# POUCHES

The construction of the bags is simple –  
there are no fasteners.

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The construction of the quiver is really simple. It's just a single piece of leather wrapped around and sewn together. The leather straps are there for support.

The copper ring and buckles are sourced from machines.



# QUIVER





HAIR



The bow mixes hand-crafted materials such as wood with machine elements. The machine elements are functional and move – you can see this in action in the E3 2015 trailer.



ALOY'S BOW





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