Japan Fursuit Creator's Competition 2025

Competitors advance materials

Creators and Charactors

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Character

Griffin

Creator

Wings of Griffin

Species : Griffin

About the Character

One day, a white dragon hawk found a large egg.The hawk picked up the egg and warmed it, and from it hatched a mysterious creature, part hawk and part beast.The hawk named this creature "Griffin," an imaginary animal with the head of a hawk and the body of a lion, which he had heard of in fairy tales.Full of energy, curiosity, and a love for adventure, the creature rides on the hawk's back and flies through the sky with its large wings.

What You Would Like Everyone to See in Particular

Large, spread-out wings, an expressive face, and front legs covered in rough scales.

Character

Griffin

Creator

Wings of Griffin

Reason for the Creation

I wanted to bring to life the characters from my story "The Hawk and the Griffin," so I previously created two dragon fursuits. However, since the Griffin has wings, the difficulty of production increased significantly, and I was initially satisfied with just making the head. But around December of the year before last, I learned about a Japan Fursuit Creator's Competition and, despite the challenges in making it, I became determined to complete the entire body and stand on stage. That's when I decided to proceed with the production.

Preference in Fursuit Creation

The size of the wings was my biggest focus. As a result of making them too large, the weight increased, and the total weight ended up being 16kg. I barely managed to make them small enough to bring onto the train, but I seriously struggled with how to get them out of the house.By the way, because the wings were made so large, the motors also became bigger, and a mobile battery wasn't enough to power them. They are now running on a portable power supply with a 100V outlet.

Griffin

Wings of Griffin

Character Design Details

The creature called Griffin is an imaginary animal with the upper body of an eagle and the lower body of a lion. In addition to bird-like front legs and lion-like hind legs, it also has large wings. Considering how to express large wings that soar through the sky, given that humans only have four limbs, we decided to represent them with large, electronically operated movable wings that can spread wide. Additionally, to make the fursuit appear as if it's truly alive, we implemented blinking.

Favorite Points About the Design

Wings that open and close freely, and eyes that blink.And the rough, scaly front legs, which are a symbol of the bird-beast hybrid!

Griffin

Wings of Griffin

The First Feature

Big wings soaring in the sky

The wings consist of a total of 108 feathers, and each one was sewn individually to realistically recreate the wings of a bird of prey as much as possible. By using magnets attached to the fingers and magnetic sensors, the wings can be opened and closed freely. The body's tilt is detected by a gyro sensor, allowing the wings to automatically tilt up and down when striking a pose, adding even more dynamism to the movement.

Griffin

Wings of Griffin

The Second Feature

Movable eyelids

I installed eyelid parts in the gap between the fur and the head shell and used motors to make them blink. To make the blinking interval and duration appear natural, I carefully adjusted the timing so that it slightly changes each time. I also installed a magnetic switch inside the beak, which allows for controlling the wink, drowsy expression, and the complete closure of the eyelids.

Griffin

Wings of Griffin

The Third Feature

The hawk's front legs, symbolizing the bird-beast hybrid.

The front legs are the part of the costume that gets closest to the other person when greeting. For this reason, it is crucial to create them as realistically as possible. The surface of a bird's legs is covered in scales, not feathers. Therefore, making them with faux fur was not an option. I visited several craft stores and searched for fabrics that were closest to the desired image. Using a real hawk's taxidermy as a reference, I sewed together all the scaled patterns to accurately express the texture of the legs.

Griffin

Character

Wings of Griffin

Creator

New Trials in the Creation

Humans have four limbs, but a Griffin has six, including its wings. In typical fursuit creation, the wings are usually fixed as decorative elements. To create the fifth and sixth limbs, I had to fully utilize my mechanical and electronics skills, combining them with the fursuit itself. This fusion was a challenge for me.

Griffin

Wings of Griffin

Difficulties During Creation

The production period was about one year. I had to sew each feather and each scale on the front legs, and the amount of sewing was extraordinarily large, which was quite a challenge. Additionally, designing the mechanisms for the wings and eyelids was difficult due to significant spatial constraints. In particular, the wings ended up requiring larger motors than originally planned, and I struggled to figure out where to place the oversized control units and portable power supply to accommodate the increased power consumption of the motors. But looking back now, the most challenging part was sewing the front legs for 3 to 4 weeks nonstop.

Thoughts and Feelings After the Creation

Well, I thought to myself, "I really made something incredible" (laughs). The wings are so heavy that the maximum wearing time is only two hours, and wearing it causes my shoulders to turn bright red—it's a monster of a fursuit. At first, I thought it would be an easy challenge to make an amazing costume that no one else had for the Japan Fursuit Creator's Competition. However, making the Griffin was extremely difficult. Still, being able to create a fursuit that surprised everyone was very fulfilling, and the process of making it was enjoyable.

Character

Potiron

Creator

Akino

Designer

koakea

Potiron

Creator

Akino

Designer

koakea

Species :pumpkin dragon

About the Character

Potiron is named after the French word for "pumpkin." On a Halloween night during the Year of the Dragon, a large shooting star fell into a pumpkin patch, and when it fused with the biggest pumpkin in the field, a dragon was born. Potiron has a laid-back personality, is caring, and loves to eat. It skillfully cooks the vegetables it grows in the field and shares them with its friends.

What You Would Like Everyone to See in Particular

Since this species is a mix of plants and dragons, I would be happy if you could enjoy the marriage of the dragon's fluffy fur and the realistic texture of the leaves growing at its collar and tail.

Character

Potiron

Creator

Akino

Designer

koakea

Reason for the Creation

It took some time to start the production after receiving the character design due to personal circumstances, but when I was thinking about how to bring this wonderful design to life, I decided to debut it in this Creator's Competition . With determination, I began the production. Following the setting, I shaped the head on Halloween night during the Year of the Dragon, aiming to complete it not only on weeknights and weekends but also during the year-end and New Year's holidays.

Preference in Fursuit Creation

For me, fursuit-making is a wonderful way to bring my favorite characters from the 2D world into the real world. I always keep this philosophy in mind and aim to create designs that make the illustrations feel like they've come to life. In order to faithfully reproduce the character's traits and realism, I continuously research material choices and sculpting techniques.

Potiron

Character Design Details

The character design was created based on the concept devised by koakea. Using the design illustration as a foundation, I worked to bring out the reality of a dragon draped in leaves by combining materials such as faux fur and satin fabric to express texture. Since the character has thread-like eyes and cannot express emotions through its eyes, I focused on conveying the character's traits through the shapes and movements of various parts, such as the ears and belly.

Favorite Points About the Design

I fell in love at first sight with its gentle expression and round belly. Since vegetables are the motif, I would love to see it shine in various seasons and situations, not just during the Halloween season.

Potiron

Creator **Akino**

Designer **Koakea**

The First Feature

Ears that can flap and move

Inspired by animatronics, the head is equipped with a wire mechanism to express the character's emotions through movement. To make maintenance and repairs easier after completion, a zipper is attached to part of the ear's outer layer, allowing easy access to the internal structure.

The Second Feature

A big, bouncy belly that hops up and down

I paid special attention to the texture of the belly. In addition to using stretch fur for the fabric on the abdomen, I also used flexible nylon fabric for the suit that supports the internal cushions, allowing the belly to bounce up and down with each step. It features a plumpness that makes you want to hug it and a soft, squishy feeling when you embrace it. Additionally, all of the cushions are supported by pockets and snap buttons to prevent the shape from deforming, and by removing the cushions, both the suit and cushions can be easily washed.

The Third Feature

A tail that stands on its own and retains its shape

Inside the large tail, I created a framework using industrial duct components, allowing it to be lightweight while retaining its shape. By swapping it out with a cotton-filled cushion of the same shape as an optional part, the tail is designed to allow activities indoors, such as lying on your back. Additionally, a zipper attached to the tip of the tail, facing backward, makes it easy to remove and attach the framework, and I've designed it so that the zipper tag is concealed.

Potiron

New Trials in the Creation

For this project, the entire process of gathering ideas to incorporate various mechanisms, selecting fabrics to faithfully reproduce the textures from the illustration, and introducing new materials I had never used before to bring the design to life within the short production period of about two months was a "challenge" for me. Every step leading up to the goal of "completion" was a learning experience.

Difficulties During Creation

I struggled with the anxiety of wondering if I could achieve the desired quality within the limited production time and materials. Additionally, I repeatedly redesigned the structure and revisited the manufacturing process while also considering the future maintainability.

Thoughts and Feelings After the Creation

The production period was both a motivation to participate on the big stage of the contest and a battle against pressure, but I believe I was able to take on the challenge while truly enjoying it. I hope to apply this experience to my future creative activities!

Character

Reglus

Creator

Garyu

Character

Reglus

Garyu

Species : Dragon

About the Character

A blue dragon with black markings, living in the mountains, and a tail with distinctive tips. It has a long body, short legs, large ears, and horns on its forehead, which are its signature features. Among the fierce dragon race, Reglas is rare in that it is very curious about humans and has an extremely mild temperament. Its dream is to become a pharmacist in the future. The origin of its name comes from the stars in a constellation.

What You Would Like Everyone to See in Particular

This fursuit is designed with a priority on the chibi-like proportions of a young dragon, making it slightly larger in size. The design features a long body, short legs, and a large tail, with a notably developed waist to support the tail. As a result, special attention was given to the construction of the legs and lower body.

Character

Reglus

Creator

Garyu

Reason for the Creation

I had many opportunities to come across photos and discussions of fursuit online, which piqued my interest, but it wasn't until I frequently heard about them from friends in VRChat, which is also my main platform, that my curiosity grew stronger. I chose this character because I wanted to try wearing the same outfit as the avatar in the real world. While experimenting with ideas I had wanted to try for a while, I felt there was potential, so I decided to go ahead and create it.

Preference in Fursuit Creation

I had fun creating it, trying to test as many of the ideas I had in mind as possible, while keeping in mind that failure was a possibility. I focused on making it as similar as possible to the avatar in VRChat. I value not just following a set way of doing things, but also continuously thinking about how I can express the ideal result.

Character

Reglus

Garyu

Character Design Details

Originally, I designed the dragonnewt to have a tall, human-like figure for expression in CG. However, due to changes in trends and to make it more suitable for VRChat, I made several major revisions and restructured it as a young dragon. I emphasized the distinctive horns on the forehead and the ears to make them more recognizable, and aimed for a simple design that would create a biologically natural body pattern. I also used pink and black as accent colors in key areas to enhance its distinctive features.

Favorite Points About the Design

I particularly love the cute, chibi-like proportions, the small feet that resemble those of a young dragon, and the way the arms and legs gradually swell toward the wrists and ankles. Please take a look at the streamlined flow from the developed thigh muscles to the tail muscles, which help support the tail.

Reglus

Creator

Garyu
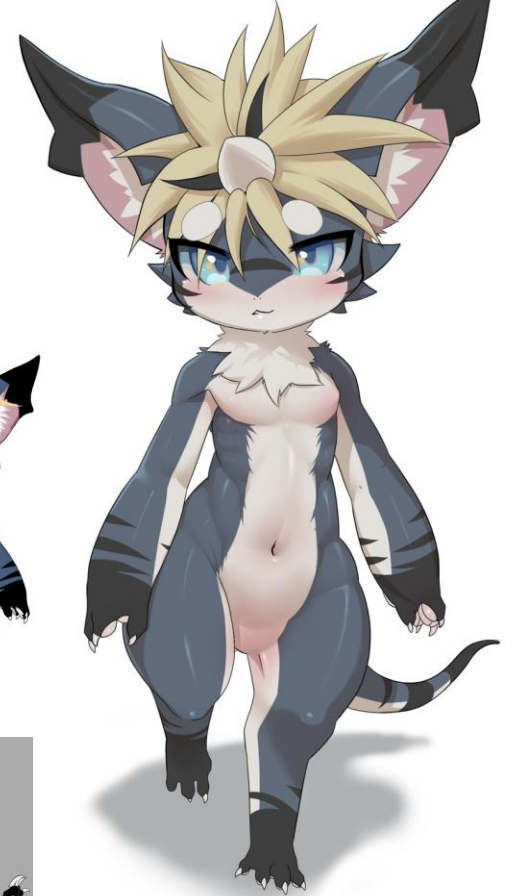
## The First Feature

Cute, young dragon-like hands

The hands of the young dragon have thick, round, short fingers. To achieve the sharp claws and three-dimensional paw pads unique to dragons, I used a 3D printer to create the sculpted structures. Since I also wanted to enable hand gestures like in VRChat, I built custom buttons inside and embedded them into the fingers, allowing for discreet operation without being visible from the outside. Despite the long, fluffy fur, I made sure to clearly define the sculpted paw pads and claws, so the hands convey the unique characteristics of a young dragon.

ポリゴンモデル　　　　　　試作品

Entry No. 3

Character

Reglus

Creator

Garyu

First Creation
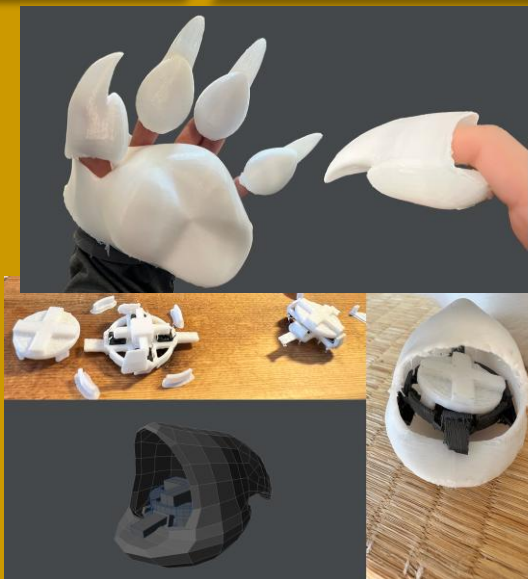
The Second Feature

Attention to biological curves

When creating the body, I wanted to emphasize a sense of liveliness, so I focused on reproducing the subtle curves of the hips and legs. The overall balance was designed on a computer, and by using a 3D printer for some parts and bonding them with urethane, I made sure the final shape matched the original design. The torso was also created using the same method with a molded piece that fits the fur, ensuring that the form remains creature-like and resistant to shifting or distortion, even when the fur is applied.

装着テスト

ウレタンで成形

ポリゴンモデル

プリンターで部分的に出力
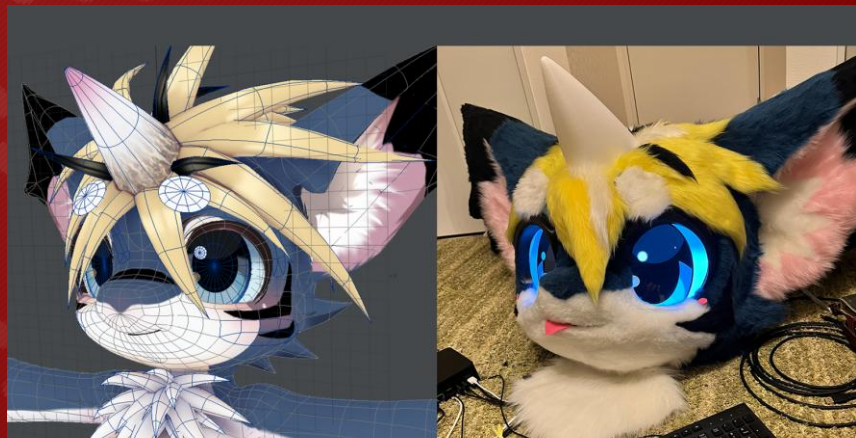
Reglus

Garyu
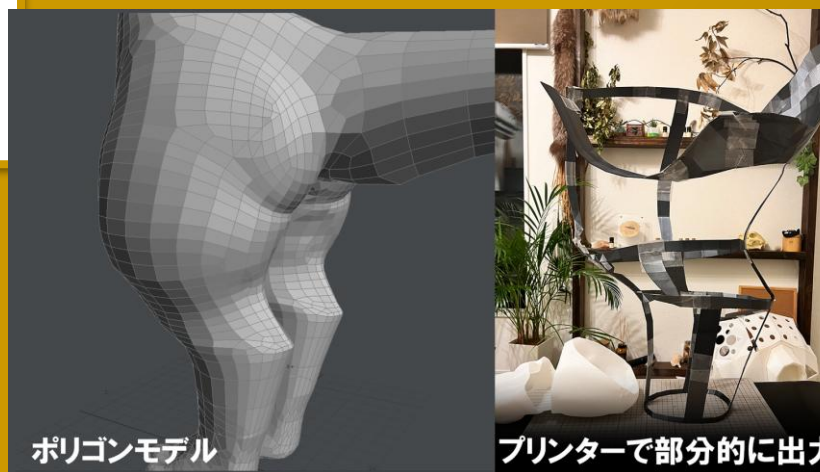
The Third Feature

Small feet suitable for a young dragon

The basic structure is the same as the hands, but the feet are smaller in design, and during the prototype stage, the feet barely fit. Therefore, I divided the 3D-printed structure to match the range of motion, and placed shortened sandals inside to make the feet compact and sturdy. Although the visible area is limited, the paw pads on the soles are made from a hard material to give them a realistic texture.

足はバランス的に小さい

ギリOK

Reglus

Garyu

New Trials in the Creation

I wanted to create the exact same thing as the VRChat avatar... With this goal in mind, I first tried to make the head using paper and urethane, but it didn't turn out well, so I turned to a 3D printer. That allowed me to get the shape, but then I ran into the problem of not being able to add expressions. Moreover, the head, designed for a chibi character, turned out to be too huge and impossible to transport. To address this, I made the horns, ears, and back of the head detachable for easier maintenance, taking transportability into consideration. Since I had no knowledge of electronics, I instead integrated off-the-shelf computer components to drive Unity, and by embedding a custom controller into the hands, I was able to replicate the processing similar to VRChat, improving the overall fidelity.

頭部に普通のWebカメラと
ディスプレイを内蔵

余りにも頭部が巨大…   組み立て可能な作り

表情を変える方法を何度もテストする

フィギュアサイズで確認   ウレタンで作るも納得できず…

Reglus

Difficulties During Creation

The entire process was so new to me that I had no idea where to start. Even while working on it, countless problems arose, and I ended up leaving everything to my future self, just trying to keep moving forward. As for implementing eye tracking and hand gestures, there was almost no information available, so I had to repeatedly prototype and experiment by trial and error. With feedback from more experienced individuals, I managed to bring it into shape, though I couldn't reduce its size, and struggled with weight, heat dissipation, and power issues. In the end, it somehow took form. It's a mystery.

Thoughts and Feelings After the Creation

Making a fursuit is fun. I enjoy both dealing with problems and carefully sewing everything together. When issues arise, brainstorming solutions or testing out new ideas was a fresh and exciting process. In the end, I didn't use the sewing machine much, and there were times when I had to reapply the fur, but overall, I had a lot of fun. Throughout the fursuit-making process, many people helped by offering tips on how to make it, letting me try on other fursuits, and even lending me a sewing machine. I'm really grateful for all the support and would like to take this opportunity to express my thanks.

Character

Axis

Creator

Nogisu Ryoya

Axis

Nogisu Ryoya

Species : Wolf

About the Character

The battle-hardened red wolf hero, "Axis."He is the real older brother of the blue wolf hero "Lux," his first creation. With no parents, he wished to become stronger than anyone else in order to protect his family. From a young age, he devoted himself to intense training and is now a professional hero who specializes in martial arts and controlling flames. Despite his somewhat intimidating appearance, he has a homely and gentle personality. He has an exceptionally strong sense of responsibility. To Lux, he is both a brother and a parental figure, someone to look up to and admire. He genuinely wishes for world peace and his younger brother's happiness.

What You Would Like Everyone to See in Particular

I particularly want you to notice the detailed muscle sculpting and the effect of flames surrounding the arms.

Character

Axis

Nogisu Ryoya

Reason for the Creation

About six years ago, when I first created the fursuit of Lux, I had the concept from the beginning that he had a brother. I always dreamed of creating his wolf hero brother someday and entering a creator competition, which is why I decided to submit my entry this time.

Preference in Fursuit Creation

"Redoing things thoroughly without compromising until I'm satisfied." Even if I can't achieve the ideal form on the first try, I focus on making corrections without rushing or giving up, continuously striving to reach the ideal shape.
"Creating a fursuit that can entertain others." Since I started creating with the goal of enjoying greetings, I aim to design a fursuit that everyone, including the wearer, can enjoy, focusing on factors such as "approachability in appearance" and "ease of movement."

Character

Axis

Creator

Nogisu Ryoya

Character Design Details

I love muscular anthropomorphic creatures, and I aimed to design something that maximally expresses my passion. When designing for a body with prominent, muscular contours, I carefully placed the patterns to ensure that the lines of the muscles I wanted to highlight wouldn't be obscured, while also making sure the design had a natural sense of definition and balance.

Favorite Points About the Design

To make the concept of a hero who controls flames intuitively clear, I incorporated flame motifs throughout the design. I added patterns that resemble flames rising fiercely, expressing the strength of a battle-hardened hero.

The First Feature

Muscle sculpting

I believe that the balance and definition of muscles are key to the overall design. To ensure that the figure looks muscular even from a distance, I made the shoulders and pectoral muscles large, and shaped the waist to match the human body line, emphasizing the inverted triangle silhouette. Additionally, for areas like the abdominal muscles that I wanted to be clearly visible, I chose short fur, while for areas I wanted to appear larger and more substantial, I selected long fur, creating a well-defined, muscular body.

こだわりの
筋肉造形!!

The Second Feature

Flames surrounding the arms for dramatic effect

I thought it would be interesting to create an effect where the hero transforms, so I challenged myself to create a mechanism where flames wrap around the arms. To ensure it could transform easily even with thick, furry hands, I kept the design as simple as possible while adjusting it to allow for a wide area to change. In terms of design, I made sure the transformation was immediately noticeable by carefully selecting colors and patterns, adding contrast between the "before" and "after" to enhance the dramatic effect.

ワンタッチで
カラーチェンジ！
に挑戦

The Third Feature

Head size reduction and jaw mobility

To create a well-proportioned, muscular anthro, it wasn't enough to simply bulk up the muscles; reducing the size of the face was also necessary. I believe sculpting with urethane suits my production style best. However, when using only urethane, the head tends to get too large, and jaw mobility becomes difficult. To address this, I made the base using thin lion board and applied urethane to the surface, allowing me to use my preferred method while achieving both a smaller head and jaw mobility.

初めての
アゴ 稼動 !!
と小顔化!
(当社比)

Character Axis

Creator Nogisu Ryoya

New Trials in the Creation

Transformation gimmick with flames.
I was inspired by a dress I saw on a video site that changes color in an instant, and I came up with this idea. However, when I tried to implement this feature with faux fur, I encountered challenges such as the thickness and stiffness making it difficult for the transformation to happen smoothly, and the overlapping fur creating unwanted seams. It wasn't easy, but through trial and error, I was able to successfully create the effect of flames surrounding the arms.

Axis

Nogisu Ryoya

Difficulties During Creation

The muscle sculpting was the part I wanted to focus on the most in this work, and it was a crucial factor in the final result, so it was particularly challenging. I had to be mindful of the connections and overlaps between the muscles, while constantly adjusting the balance by adding and removing material to get as close as possible to the ideal body shape. This process turned out to be much more difficult than I had anticipated. Additionally, the appearance of muscle thickness changed before and after applying the fur, and it was extremely difficult to make adjustments while imagining the final result.

Thoughts and Feelings After the Creation

This is my second time creating a fursuit, and it has been about six years since my last creation. The process of repeatedly trialing and erroring to get closer to the ideal shape was a huge challenge for me, as I'm quite particular, but seeing the image of the finished form slowly come together and imagining how it would look when worn made me very happy to finally present my work here.

However, I truly believe that without the support and advice of those around me, I wouldn't have reached this point today. I am deeply grateful!

Moving forward, I look forward to enjoying greetings with Axis to the fullest. And I also plan to continue promoting muscular fursuits!

Entry No. **5**

Character

Kokoutan

Creator

Monaka

Character

Kokutan

Creator

Monaka

Species : Wolf

About the Character

Kokutan is a wolf from a clan where the powers one can use vary depending on their individual patterns. However, Kokutan cannot solidify the image of his power from his patterns, so he is unable to use any power. Although he truly wants to get along with everyone, he hides his lack of confidence by adopting a bad expression or putting on a tough attitude.

What You Would Like Everyone to See in Particular

I want the appearance of the patterns to change when different poses are made.

Character

Kokutan

Creator

Monaka

Reason for the Creation

The initial motivation was that I wanted to try making a dog-themed fursuit. This time, I also thought about whether I could express something through patterns, and I thought, "It might be interesting if people's impressions change depending on the patterns," so I decided to give it a try.

Preference in Fursuit Creation

First, I want to create a character that I personally find cute. Based on my personality, I believe that if I can't like it myself first, I won't be able to genuinely accept other people's opinions. Also, when it's finished, I imagine what kind of scenery or location the character would be in, and my goal is to make that vision a reality.

Character

Kokutan

Creator

Monaka

Character Design Details

The theme of the creation is "Chimeric expression." For example, the patterns on the arms, when the right and left are aligned, resemble an eye, and the patterns on the legs can look like a dragon or resemble trees and flower petals. I designed it so that the impression changes depending on the viewer or the angle, creating a dynamic and multi-faceted design.

Favorite Points About the Design

I put a lot of effort into the patterns on the legs. I would be happy if, when changing angles, people could see something that reminds them of **(something specific)**.

Kokutan

Monaka

The First Feature

The patterns on the arms

When looking at the pattern on one arm, it appears to resemble an eye, but when the arms are aligned and posed together, it gives the impression of wings or a butterfly.

Kokutan

Monaka

The Second Feature

The patterns on the legs

When viewed from the side, the patterns on the legs resemble the face of a dragon, and when viewed from the front, they look like trees and flower petals.

Character Kokutan

Creator Monaka

New Trials in the Creation

This time, I wanted to create complex patterns using curves. I also practiced basic techniques, such as being able to place the patterns exactly where I envisioned in the initial design. On a personal note, this was my first time using a sewing machine for production, so I also learned how to use it.

It was challenging to sew exactly as I had drawn (sweat).

Kokutan

Monaka

Difficulties During Creation

It was important that the patterns could change their impression depending on the angle and perspective, so I struggled to create the patterns exactly as designed. Additionally, I thought the placement of the patterns was crucial, so I had a hard time trying to create them at the right angle. There were many times when, after adding the filling, I felt like something was "off..." and it didn't look quite right. Also, I had trouble using the sewing machine properly and struggled to reconcile with the machine.

Thoughts and Feelings After the Creation

To be honest, I was filled with anxiety because, with the growing number of fursuit makers these days and the presence of professional-level designs and skills, I wasn't sure if something I made on my own, expressing my own feelings, would stand out. However, once it was finished and the character came to life, I realized how much fun it was. Seeing a character I created step into the real world gives me a sense of a new story unfolding, and it makes me feel a sense of "expectation."

Thank you for sticking with me until the end!
I look forward to your continued support!

Character
Ruby

Creator
Rubyprotogen

Ruby

Rubyprotogen

Species : protogen

About the Character

Protogen, a species from the Deep Space Research Institute, one of them named Ruby, code named 245, is responsible for piloting a spacecraft to explore places where life exists and protect this planet. Ruby's spacecraft collided and landed on Earth. What happens next? Ruby is a girl with pink and blue fur. She likes to eat desserts from Earth, has two dragon mounts, and a pink spaceship

What You Would Like Everyone to See in Particular

RubyProtogen, From China, established the third large studio in China to produce protogen, Ruby has the form of a unicorn and will bring peace and hope to the Earth.

Character

Ruby

Creator

Rubyprotogen

Reason for the Creation

I made about 36protogen fursuits before 2025, I also wanted to have my own protogen, so I made it easy for me

Preference in Fursuit Creation

The unity of head hair and mechanical face shields, the beauty of ears, color matching, and which parts are suitable for shaving

牧零/ Rubypr

Character

Ruby

Rubyprotogen

Character Design Details

Protogen has an electronic head, and our studio's head is 3D printed and painted. The inside of the mask can be seen from the outside, but not from the inside. The internal chip is made by ourselves. Ruby is a pacifist, and her prototype is a unicorn, symbolizing peace and beauty. Her armor is still in production

## Favorite Points About the Design

This is a species created by Koinu, who have fur and machineryThis makes people feel that they are cool, Our world is also moving towards high-tech development.

Ruby

Creator
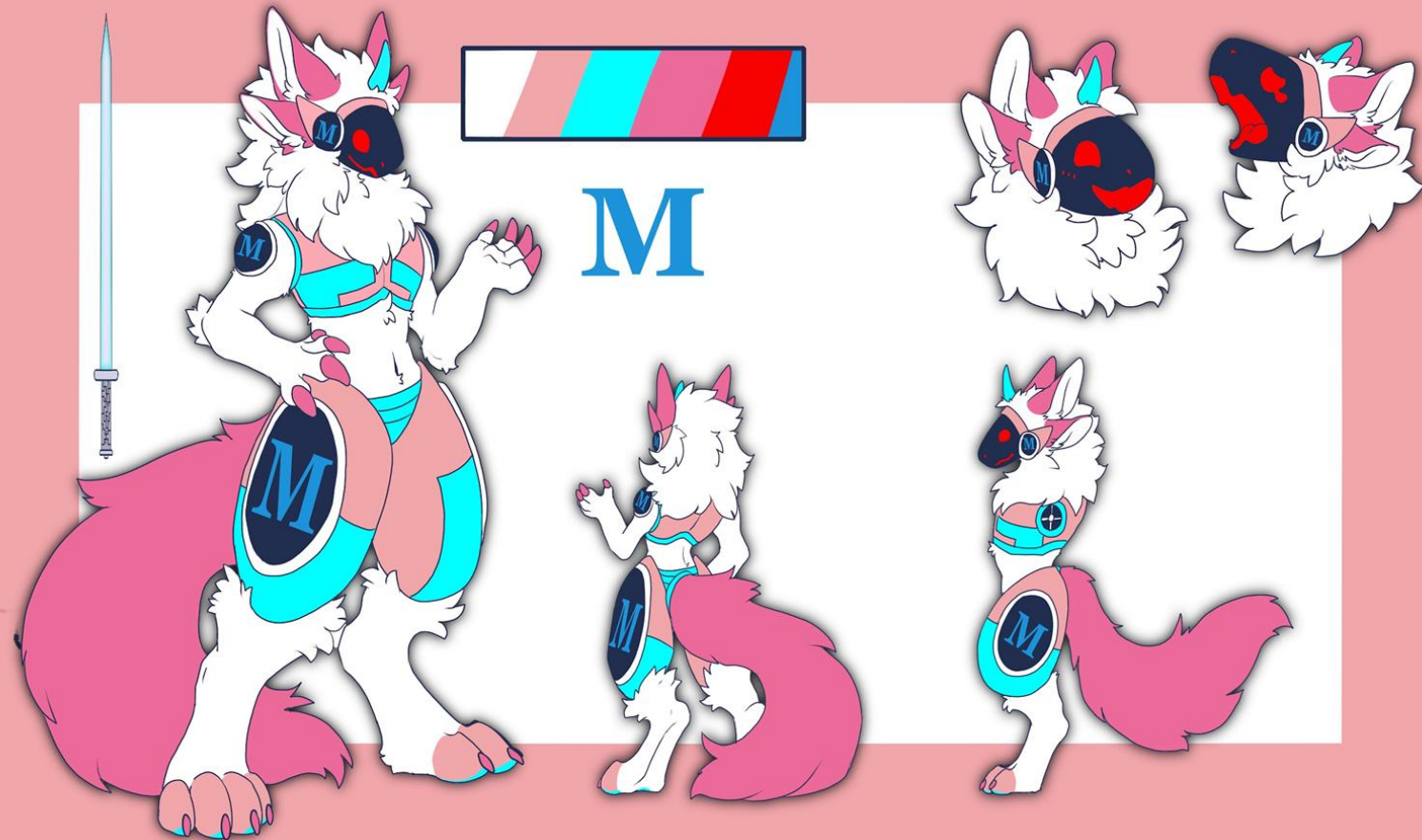
Rubyprotogen

The First Feature

Sense of technology

With the combination of organisms and electronics, we use 3D printing technology and electronic screens to achieve the head
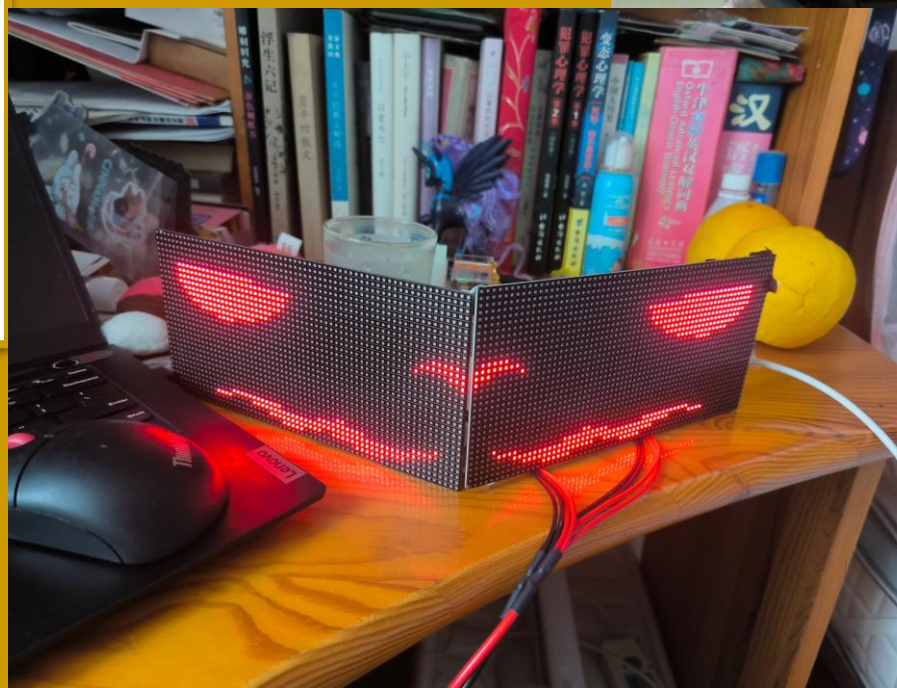
Ruby

Rubyprotogen

The Second Feature

Plush armor and can emit light

Armor with a good hand feel and can be folded and carried, It does not lack the function of emitting light

Ruby

Rubyprotogen

The Third Feature

A fluffy whole body

We make a complete plush body, including hands, body matched with armor, tail and feetclaws.

New Trials in the Creation

The electronic screen on the head achieves mouth synchronization, and the mask cannot be seen from the outside to the inside. The armor can be folded and carried，We hope to create a lighter and stronger base

Difficulties During Creation

There are no difficulties

Thoughts and Feelings After the Creation

After making over thirty Pro commissions, I decided to make my own Ruby. Although I had one before, I proposed and made it with my friend in 2019. The screen was a dot matrix screen, and I was constantly considering whether there was a better way until we replaced the screen and produced 1.0 and 2.0. The one I brought with me was only one set, 2.0 mouth shape synchronization, which is also the most popular type for my customers. Our armor also has three types. For the production , this is a joint production of the studio.

Character

Metta

Creator

Akari Opya

Species : Patchy Shoddy Bunny

About the Character

A stuffed animal that escaped from the world of fabric and thread. Dressed in the "rabbit" disguise it had longed for and envied, it trembles in fear of the sins it has committed, filled with regret, and seeks redemption by coming to this world.

The name "Metta" comes from "MATE" = friend. It also contains the element of "Meta."

It is trying its best to become a good boy in order to make friends with everyone.

What You Would Like Everyone to See in Particular

Please take a look at its unique presence! I really love the patched-up tail. I would also be happy if you pay attention to the movement of each part, as they sway and flutter in a soft, wobbly manner.

Character

Metta

Creator

Akari Opya

Reason for the Creation

I've always wanted to create a full fursuit of a kemono character. When I finally started working on it, I had the feeling that I didn't want to forget the struggles and painful emotions from my past. I wanted to capture those feelings and transform them into a piece of art, reminding myself not to take happiness for granted, even when I'm in the middle of it. The character I created as a sixth grader, when I was pushed to the point of contemplating suicide, was a rabbit, and I decided to bring that character to life through this fursuit. I want to show it to the person I was back then.

Preference in Fursuit Creation

It's about the character's balance. In terms of visual design, I believe the most important thing is ensuring all the elements are in balance, such as the body proportions, facial expressions, overall atmosphere, and color scheme. While making sure the character looks aesthetically harmonious, I also paid attention to whether the fur colors stayed true to the original design, whether the size and volume of the parts were appropriate, and whether everything looked well-proportioned.

Character

Metta

Akari Opya

Character Design Details

The concept is "a character wearing the skin of another character." Not only am I wearing the fursuit, but the character itself is also shedding its own skin and wearing the skin of another. I focused on creating a design that conveys an unbalanced patchwork, an unstable mind or spirit, something a little eerie yet still cute. Additionally, the character is a carnivorous predator, which is an important point.

Favorite Points About the Design

The parts that give off a "clothing-like" or "wearing something" feeling. The hat and the disconnect between the upper and lower body fluff are unique. For the arms, I intentionally didn't stuff them to create draping, allowing the volume of just the fabric to stand out.


REFERENCE & CONCEPT ART

Metta

Akari Opya

The First Feature

"You're a rabbit... but not really, right?"

To express the character as "someone disguised, wearing a different skin," the hat part was made as an actual hat, not just a fur transition. Therefore, the real ears, which are usually hidden by the hat, are also sculpted. Additionally, the fur "being worn" is different in color, length, and texture from the original (purple) fur, adding a sense of realism to the character's backstory.

Metta

Akari Opya
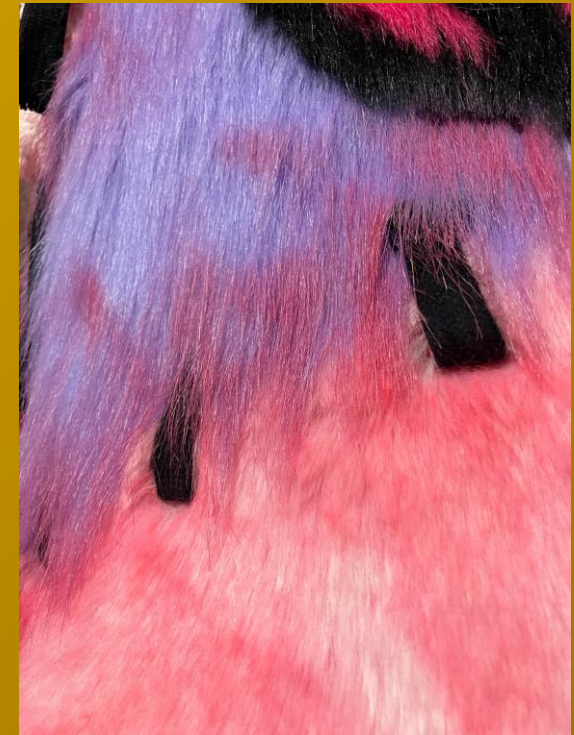
The Second Feature

"My body is all over the place!"

I created the costume by breaking it down into smaller parts. This approach makes it convenient for storage, transport, maintenance, and repairs. The ears, which take up a lot of space, can be removed and stored inside the head. The soles of the feet can also be replaced, allowing for two types of feet for indoor/outdoor use, eliminating the need for sandals. In the future, there is potential to add parts in different colors and designs, or to remove some parts for a half-body style, offering expandability. This allows for a wider range of design options and helps preserve the character's uniqueness.。

Metta

Creator

Akari Opya

The Third Feature

"Flashy exterior, empty interior"

The character's head base is not made with a layered urethane method; instead, it is hollow inside. This reduces materials, decreases the surface area that touches the skin, and lessens the feeling of pressure, contributing to the lightness of the large head. Additionally, air holes are placed in the ears for better airflow (there are also holes in the hat).The stuffing in the legs follows the same design, making it possible to compress or pass it through other items during transport, and it is lighter than cotton-based construction.

Metta

Akari Opya

New Trials in the Creation

Instead of a one-piece body, I chose to divide the parts. In the character design, I made sure that the division and connection points would not feel awkward, and I separated the head (ears), upper body, arms, hands, legs, feet, and tail as much as possible. To create the desired silhouette, I made all the patterns myself and worked hard to bring my attention to detail into the design.

Additionally, because the character is a "stuffed animal," I used flexible materials such as Samperka, COS board, and urethane for shaping, rather than rigid materials like 3D printing or resin. I also used fabric materials for the details. Especially the muzzle area, which has a soft, squeezable feel. I made sure to carve the urethane to avoid any asymmetry.
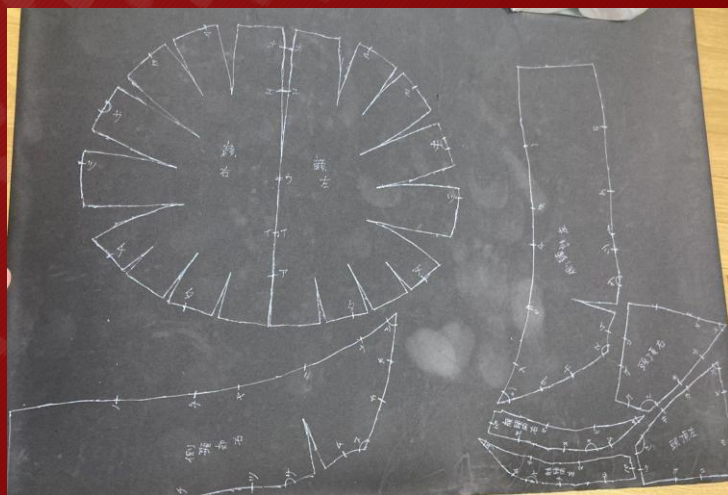
Difficulties During Creation

Balancing a full-time job, other projects, and tasks, it was truly a battle against time and motivation. Additionally, to save on both cost and time, I wanted to avoid prototyping as much as possible this time around, aiming to create the highest quality product in a single attempt. As a result, from using a sewing machine for the first time to learning new skills, it was a challenge that required both gaining new knowledge and utilizing my past experiences.

Thoughts and Feelings After the Creation

When I was around middle school age, I first learned about the concept of full suits, and since then, I've always wanted to make one, but I hadn't been able to take the plunge. Determined to complete a full suit, I bought a sewing machine, joined a community on Twitter to connect with others who were creating costumes, and participated in costume events. It was my first time doing many of these things, and through the process, I think I learned and grew as a person. Through the experience of costume-making, I was reminded of how much I love becoming a character and how much I enjoy the existence of characters. Completing this project made me feel that surviving and creating was truly worth it.

Entry No. **8**

Character
Noil

Creator
Dorai

Character

Noil

Creator

Dorai

Species : Snow leopard and Cat hybrid

About the Character

Noil is a hybrid boy of a snow leopard and a cat. He is very curious and loves to play! When he gets tired from playing, he curls up and falls asleep right away. He has big hands and feet, a large tail, and a soft, pudgy belly. He always wears his favorite bright red collar.

What You Would Like Everyone to See in Particular

A big tail and a big collar! Also, I'd like you to notice the softness of the body and paw pads!

Entry No. **8**

First Creation

Character

Noil

Creator

Dorai

Reason for the Creation

The inspiration for my first creation came from a friend who recommended I try making a fursuit. I've always been interested in various creative activities, but I had little experience with three-dimensional sculpting and wanted to try it. Additionally, I wanted to collaborate with a friend I've been close to for a long time on creating a character, so I decided to give it a go!

Preference in Fursuit Creation

What I focused on most during the production was the overall balance. I made sure that no part—whether the head, limbs, or body—was too big or too small by carefully considering the size of each piece before starting. During the process, I didn't just rely on visual checks but also took frequent photos and used a full-length mirror to ensure the balance was correct.

Character

Noil

Dorai

Character Design Details

I considered the red collar a must-have, so I designed the body color to be a soft tone that would make the red collar stand out. While the real snow leopard is gray, I used a light blue base to represent "snow." Additionally, to contrast with the red collar, I chose green for the eyes as a complementary color.

Favorite Points About the Design

Since this was my first time creating, I kept the design relatively simple, while also paying attention to the balance of the parts to express my own idea of cuteness. The soft body color is accented by the red collar, which is several times larger than a typical collar. Also, the sturdy and stable lower body design was an important part of my ideal vision!

Entry No. 8
Character
Noil
Creator
Dorai
First Creation

The First Feature

A big tail!

The tail is about the size of a body pillow! The tail gradually gets thicker toward the tip, which helps express its cuteness. Since the tip is thick, it's impossible to insert the stuffing from the body-side opening, so I attached a zipper to the lower part of the tail and devised a way to insert the stuffing directly into the tail's fur. Also, because the stuffing is very heavy, I added a belt at the tip of the tail to minimize any damage to the fur at the base of the tail.

Noil

Creator **Dorai**

The Second Feature

A big collar!

Since the ideal collar wasn't available for purchase, I made the belt part, excluding the buckle, by myself! The collar is wide and has a circumference larger than the head, which was an important detail for me. Additionally, to match the character's vibe, I designed the belt holes in a single row without grommets. By inserting a smaller fabric belt between the faux leather, I was able to create a sense of dimension in the belt.

Entry No. 8
Character

Noil

Creator

Dorai

First Creation

The Third Feature

Soft and plush body!

Since the lower body has a solid, sturdy design, I wanted to express a soft body by creating padding for the top and bottom. Considering the overall balance and feel, I thought some padding was necessary for the upper body as well, so I added padding from the arms to the thighs. Additionally, I paid special attention to the stuffing, using a cotton that feels even more plush and soft compared to regular cotton.

Entry No. 8

Character

Noil

Creator

Dorai

First Creation

New Trials in the Creation

Since this was my first time creating something, everything was a challenge, but one of the biggest challenges was using a 3D modeler! I created the base shape of the head using the 3D modeler and then used the slice images to cut out the urethane, which helped streamline the cutting process to some extent. Since I had never worked with a 3D modeler before, this task took a lot of time. Additionally, I installed a fan inside, added linings to the head, feet, and hands, and although it was my first time creating something like this, I also focused on the comfort and maintenance aspects, working on the parts that aren't visible but affect usability!

Noil

Dorai
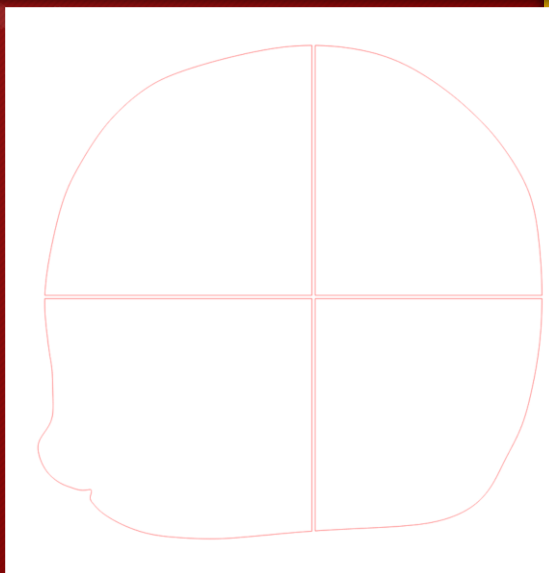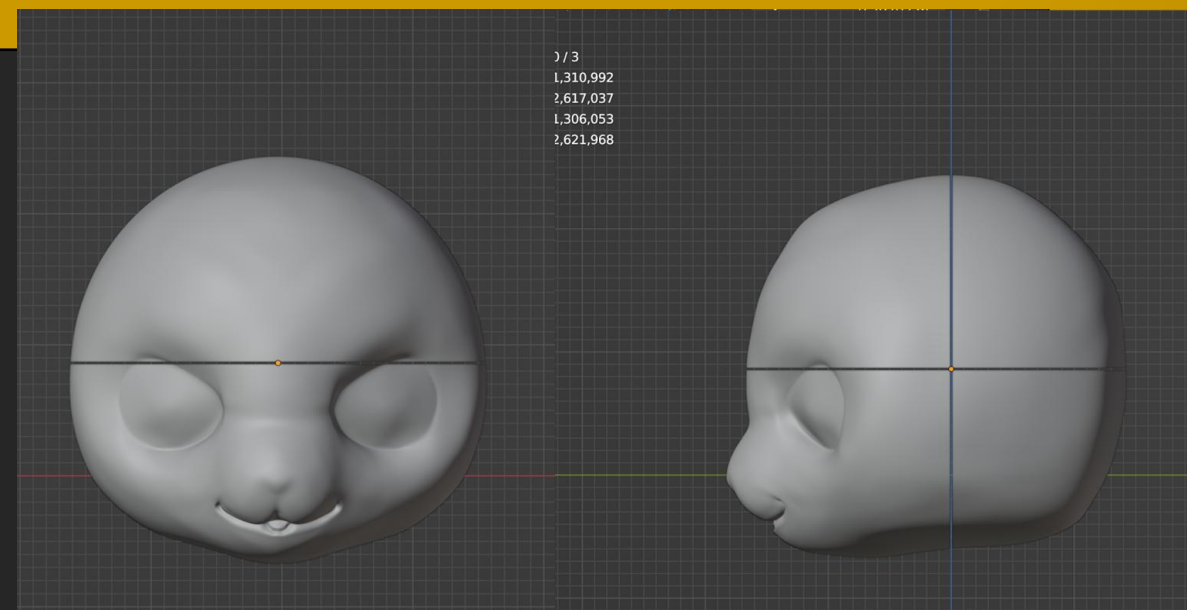
Difficulties During Creation

The most challenging part was especially the eyes and the surrounding area. I had heard that the fur could make the eyes appear smaller, but I didn't know exactly what size they should be. When I initially created them, they turned out much smaller than expected, and I had to redo them multiple times. Also, to create the uneven, bowl-shaped 3D eyes, I struggled a lot with making prototypes using cardboard. As for the area around the eyes, I spent a lot of time making small adjustments to ensure that there were no awkward angles from different perspectives.

Thoughts and Feelings After the Creation

At the beginning of the process, I felt that I wasn't quite achieving the ideal balance I had in mind, and there were many times I thought about giving up. However, as I made small adjustments and parts started to take shape closer to my ideal, I began to enjoy the creation process more and more, getting deeper into it. In the end, I was able to complete it by the event I had originally aimed for, and I felt a great sense of accomplishment! I would also like to take this opportunity to thank those who gave me advice during the creation process!

Entry No. **9**

Character

Nyaro

Creator

Takechiyo

Character

Nyaro

Takechiyo

Species : Calico cat

About the Character

A female calico cat that we have at my parents' house. She got separated from her mother during her time as a stray and ended up wandering into my parents' house, where she settled. At the time, I was really into the anime "Little Charo," so I named her Nyaro.

What You Would Like Everyone to See in Particular

She has a plump body. I imagined how her body would droop under gravity when you pick her up.

Character

Nyaro

Creator

Takechiyo

Reason for the Creation

I decided to create a pet costume because I thought making it with my own hands and wearing it to perform could be an innovative way to communicate with a pet.

Preference in Fursuit Creation

Compared to professionals who have more experience, I still have less experience and am not yet fully accustomed to the process. Therefore, my goal is to ensure that the creation stays true to the impression of the original illustration.

Character

Nyaro

Takechiyo

Character Design Details

I designed the costume based on my family's cat, with my own interpretation and simplification. Since she is a calico with tiger cat elements in the brown areas, I used three different shades of brown fur. Also, her black fur is not pure black but a slightly brownish, soft black, so I chose a dark brown fur instead of black.

Favorite Points About the Design

Her charm point is the yellow pattern on her belly. I call it the "milk tea spill mark."

Character **Nyaro**

Creator **Takechiyo**
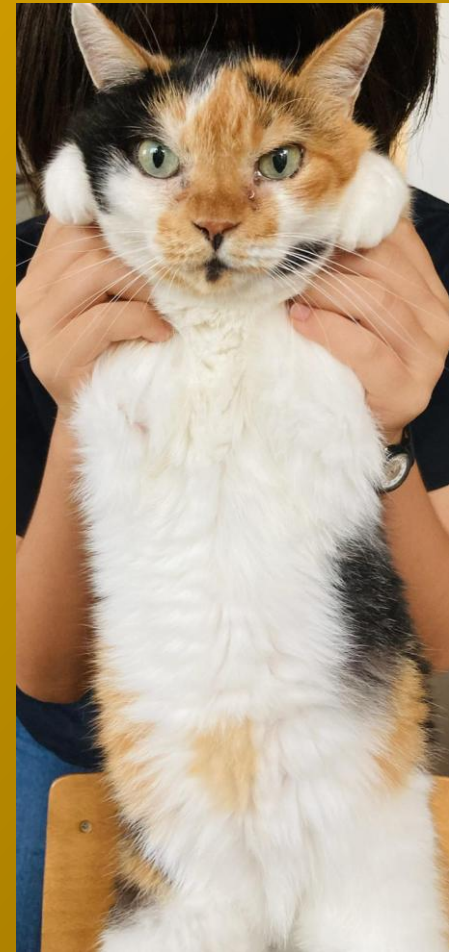
The First Feature

Recreating the Eyes

When I observed the real eyes to paint the pupils, I noticed that the area around the pupil had a bluish gradient. Therefore, I outlined the pupil with a color that has a stronger blue tone than the surrounding area.

Nyaro

Takechiyo

The Second Feature

Fingertip Color and Paw Pads

The fingers are made with short fur that allows the interior to be slightly visible, and I used a dark pink fabric for the stuffing to create a realistic blood circulation effect at the fingertips. Additionally, the paw pads were recreated by stitching gray fabric in the pattern of actual paw pads.

Character

Nyaro

Creator

Takechiyo

The Third Feature

Facial Pattern

The facial pattern appears asymmetrical, but there are symmetrical elements, such as the boundaries of the black patterns, scattered throughout. These elements were taken from the original motif.

New Trials in the Creation

In the fursuits I have created so far, when recreating the reverse joint of the legs, I used to sculpt the shape of the heel (which is equivalent to the knee for the person wearing it) up to the height of the heel with urethane, and then cover it with the body fur. However, this method had the problem of causing unnatural movement when bending the knee, and in some cases, the fur covering would come off. Therefore, for this creation, I made an integrated padding up to the heel for the first time and connected the body and leg parts with a zipper.
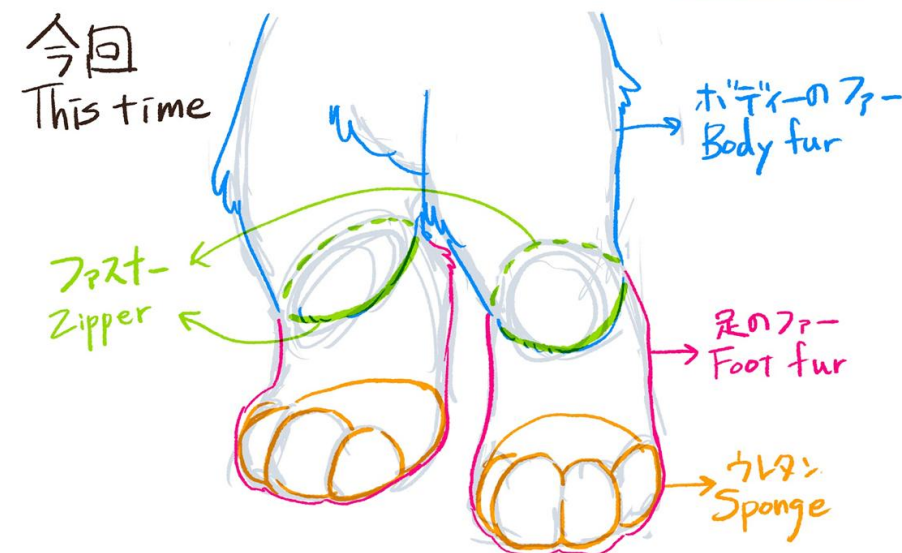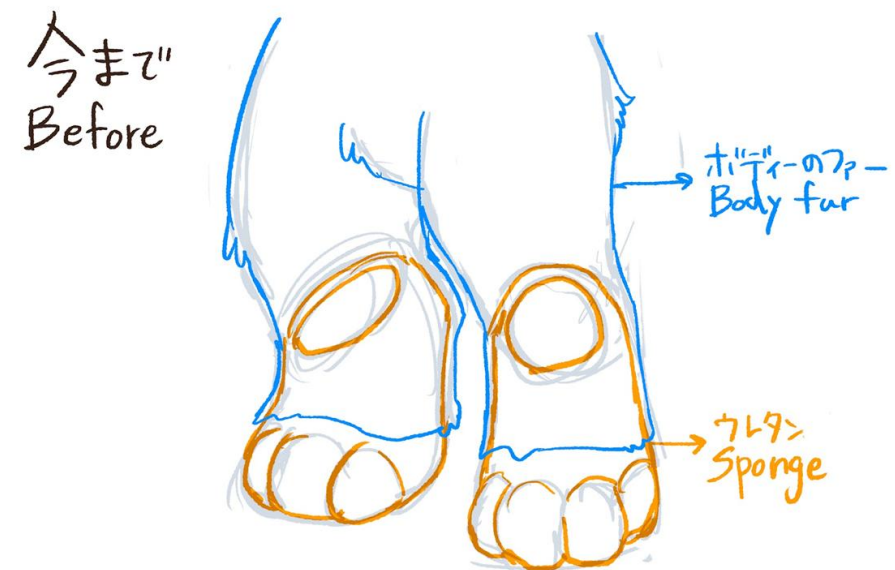
Difficulties During Creation

The design was asymmetrical. For symmetrical characters, you only need to take a mold of half the body, but for an asymmetrical design, you need to mold the entire body, which doubles the effort in body creation. Since the body shape won't be exactly the same on both sides, I also molded the entire padding. Based on what I learned from this experience, I want to continue challenging myself with the creation of characters with complex designs in the future.

Thoughts and Feelings After the Creation

This time, unlike previous projects, I used a real living creature as the motif, so I had to think about how much to deform and how much to keep realistic, and I also got opinions from my family, who are familiar with Nyaro. This was a very fulfilling experience as it allowed me to do things I wouldn't normally do in the process of making fursuits. Also, by observing Nyaro, I discovered aspects of her I hadn't known before, which allowed me to learn more about her.

Character

Hawl

Creator

Haruki

Character

Hawl

Haruki

Species : Wolf

About the Character

Name: HawlProfile: A young wolf whose name is derived from the English word "howl," meaning the beginning of a season and "a wolf's cry." He was chased by hunting dogs in the land of Ezo and barely made it to Miyako. While his appearance exudes the sharpness of a wolf, he is, at heart, curious but shy and cautious.

What You Would Like Everyone to See in Particular

Fur texture! Patterns! The shaping around the mouth!

撮影 わっきー @KenichiWakisak1

Character

Hawl

Creator

Haruki

Reason for the Creation

For the 2024 OFFF, I created my first fursuit (1st generation Hawl)! However, after being exposed to the community, my creative enthusiasm grew uncontrollably, so I made improvements and created the 2nd generation. If the first generation was a prototype, the 2nd generation, Hawl, serves as a technical test for future productions, incorporating many new ideas.

Preference in Fursuit Creation

While creating this, I kept in mind the idea of summoning a beastman into this world. Fursuits come with the heavy constraints of having a human inside (such as body proportions, vision, etc.). Although I am aiming for a realistic style, I'm also embracing the idea of making it look cool and believable, even if that means deviating from the real animal's anatomy and actively incorporating "lies" to make it work.

撮影 青狐@b_foxkonami

撮影 わっきー @KenichiWakisak1

撮影 わっきー @KenichiWakisak1

Character

Hawl

Creator

Haruki

Character Design Details

Realistic anthropomorphic wolf! Recreating the beauty of wolves in nature!
Designed the head smaller for half suit use, expanding costume options.
Recreated realistic wolf patterns using four different fur types.
Used detailed part breakdowns and high-density fur to replicate the flow of real fur.
Designed the upper lip to be movable vertically to show the upper teeth.
Used flexible materials around the mouth to replicate rubber gasket details.
The hands incorporate real wolf design while allowing the fingers to move and create expressions.

Favorite Points About the Design

Expressed depth with fur trimming, especially around the eye sockets.
Recreated the flow of real wolf fur, particularly around the cheek fur.
Wolf-inspired pattern designs.
Rubber gasket details and the fleshy parts at the corners of the mouth.
Correct tooth arrangement and a structure that lifts the upper lip to reveal the teeth.

デザインモチーフ：平川動物園出身おおかみ一家

ショウ

ジュリ

ゼン

油粘土デザイン

1代目ハル（初作）

このあたりのラインが決まるとテンション上がります↑

Hawl

The First Feature

Mouth Structure

As the name "Ōkuchi Makami" (Great Mouth God) suggests, I believe the mouth is essential when discussing animals like wolves. For canines, the upper canine teeth are not visible unless the upper lip is lifted, so I wanted to find a way to make them visible. I designed the upper lip to move independently. To show the fangs, it was necessary to achieve a larger mouth opening angle, so I used flexible materials for the mouth interior, rubber gasket, and fur.

Hawl

Haruki

The Second Feature

Ear Sculpting

Wolf ears have various expressions depending on the situation. For Hawl, I chose the moment when the ears are positioned slightly backward and closer to the center. This shape is personally my favorite and I find it the most attractive. Additionally, about half of the human head fits inside the ears, and they help to modify the rounded outline of the human head into a more triangular shape. Moreover, the three-dimensional shape of the ears is strong against twisting, and they also contribute to the overall rigidity of the head.

撮影 わっきー @KenichiWakisak1

Hawl

Haruki

The Third Feature

Sculpting Method

This is one of the ideas I challenged myself with. I created a dummy head the same size as my own head using resin clay, and then used oil-based clay to create the mold for the head base, followed by molding with Freeform board. This method allows the final shape to be quite visible early in the process, which helps with motivation. It also contributes to production efficiency, as it allowed for intuitive adjustments, such as aligning the line of sight and utilizing the curves of a human head to minimize the thickness of the head as much as possible.

Hawl

Haruki

New Trials in the Creation

The first generation of Hawl turned out to have a larger and heavier head than I initially expected. For the second generation, I wanted to make it smaller, lighter, and allow for easy costume changes in a casual way. To make the base as light, thin, and small as possible, I came up with a new sculpting method. Additionally, I was dissatisfied with the softness of the fur I had used previously, as it didn't create the desired texture, so I opted for overseas fur. The first generation of Hawl lacked flexibility, and the jaw movement was stiff, so I chose a more flexible material for the neck area. I incorporated all the ideas I could think of into the design.

撮影 うぇあ@wolfroof

Hawl

Creator

Haruki

Difficulties During Creation

To express the patterns and fur texture, the face parts became too detailed. Also, I thought that using glue would compromise flexibility, so everything was hand-sewn. It was tough. As for the schedule, I planned the event first and then tried to adjust the production schedule to fit it, leaving no room for flexibility. On top of that, I was trying new methods, so I was always anxious, thinking, "What if this method doesn't work?"

Thoughts and Feelings After the Creation

With the tight schedule, there was no room for failure with any new idea; if one failed, I would be stuck. On the other hand, the joy when something worked out was like a drug, and I began to worry whether my life, which had become chaotic due to production, would ever return to normal. I was greatly helped by those who followed the process of making X and the photographers. I'd like to take this opportunity to express my gratitude.