

Marcus Fenix



Construction Diary

by
@Tameion



INTRODUCTION

This is my first cosplay.

I never entertained the thought of ever doing something like this but was encouraged by the pride and satisfaction I saw on faces of obviously passionate creators when visiting Armageddon for my daughter's birthday in 2015.

I started this project several months before Armageddon in 2016 but only managed to $\frac{3}{4}$ complete the project. By 4am of the Saturday I was so dissatisfied with my efforts that I decided not to go but was pushed by my daughter who drove me down while I slept. Arriving at 11am we only stayed for 3 or 4 hours before returning home. Hard lessons learnt so I parked the project until Father's Day this promising to complete it - sometime!

MY CHARACTER

Marcus Fenix is the character I have chosen to cosplay. He is the lead personality in a third person shooter game called Gears of War (GoW).

Placed on the fictional planet called Sera Marcus Fenix plays the role of a military grunt, a soldier of the Coalition of Ordered Governments. He and his team are striving to protect fellow human colonists from the threat of complete annihilation by subterranean creatures called 'Locusts' that seek to destroy all surface dwellers.

GoW first appeared in [2006](#) developed by Epic Studio and released for the Xbox. Microsoft Gaming Studios acquired the title at a later date and went on to create sequels.

Interestingly it was not a game I would have brought, being more of a PC gamer, but I happened to win an Xbox during a radio station promotion over Christmas that year. The game came bundled with the prize and this got me hooked on the game.



I decided to use this character because the game was well known and well played by many.

The latest iteration GoW4 sees my character Marcus reprise his role as the aged father of the JD Fenix the new lead character.

REFERENCE IMAGES

These images were sources from the web and displayed in as many places around my house as my wife would let me. I would often pause and look, building the costume in my mind first.



[\[BACK TO TOP\]](#)

BACK



GLOVES



BELT



FRONT



BOOTS



[\[BACK TO TOP\]](#)

I discovered the reference image below not long after I completed the vast majority of my build. I think it was released as part of GoW4 marketing as it is described as a 'legacy Guide'. It was only used to reference the DO-Rag shape as this was very unclear in earlier imagery.

MARCUS FENIX

GEARS OF WAR **UE**



COSPLAY GUIDE

ARMOR PIECES

COG ARMOR IS BUILT FROM BOLTED TOGETHER PLATES CONNECTED TO THE BODY WITH STRAPS. PAY CLOSE ATTENTION TO THESE DETAILS:

- CHEST**
MADE WITH LAYERED PLATES THAT INTERLOCK AND ARE HELD TIGHTLY BY EXPOSED SCREWS.
- SHOULDERS**
SEPARATE FROM THE CHEST FOR FULL MOTION AND BOUND WITH STRAPS AND EXPOSED SCREWS.
- FOREARMS**
BULKY METALLIC PADS WITH BUCKLED STRAPS THAT WRAP AROUND THE ARM.
- LEGS**
LAYERED PLATES THAT SHIELD THE KNEES AND SHINS WITH PADDED STRAPS TO PROTECT THE CALVES.

THE DO-RAG

THE EMBLEM IS STITCHED INTO THE DARK GREY FABRIC OF HIS DO-RAG.

IFF LIGHT

SMALL INDIVIDUAL FLUORESCENT BLUE BULBS LINE EACH ROW OF THE LIGHT.

COG LOGO

THE GEAR LOGO IS DEFINED BY THE HUMAN SKULL AND THE 8 SPOKES ON THE COG.

MAKE IT HOLD

THE BUCKLES AND STRAPS THAT HOLD THE ARMOR HAVE A RIDGED TEXTURE AND UNIQUE CLASPS.

GEARS OF WAR FOR MORE VISIT WWW.GEARSOFWAR.COM THE COALITION

WEAPONS

Lancer Mark !!



A CHANGE IN DIRECTION

Around 90% of the way through the build I realised that with the reprise of Marcus Fenix I actually looked more like the older character than the original GoW3 version. It became obvious with just a few changes I could look more the character below than the one in the reference images above. I decided I could live with the slight differences in boots.

