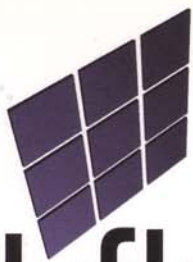


曇りコン
KUMORICON
2004





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Return to the magic of the Otaku Odyssey!

Sakura-Con 2005

Seattle Airport Hilton - Seatac Marriott Hotel



VOLUNTEERS!



Without the help of our volunteers,
this convention would not be possible.
Come to the volunteer meeting after
opening ceremonies to learn how you
can help out. Also, join the forums at
www.kumoricon.org to stay in touch for
next year's con!



WELCOME

As this year's Convention Chair, it is my pleasure to welcome you to Kumoricon 2004. Both the staff and volunteers have put a lot of work into bringing you an enjoyable convention and it is our hope that you will leave here with joy and cherished memories.

The purpose of a convention such as ours is for people from all walks of life to come together and share their love for Japanese animation. Among our con-goers you will find those that have attended every con the west coast has to offer. You will also find several people for whom this is their first time at an anime convention. For the prior, you will find that Kumoricon has all of the basics to offer as well as our own creations. For those of you who are new to the convention scene, there will be much to explore and friends to make.

I am sure there are even those of you here that are new to anime in general. Perhaps you are looking to learn more about what anime is, what types of it are out there, and some of the culture surrounding it? For those of you new to conventions or even to anime in general, this year's Kumoricon has been designed for the first-year con-goer while still catering to the seasoned anime veteran.

At Kumoricon there will be the usual DDR, gaming, karaoke, cosplay and a dance. However, we feel it is not enough to offer you only the basics. We have tweaked an event here or there to better meet a fan's needs while adding in new events.

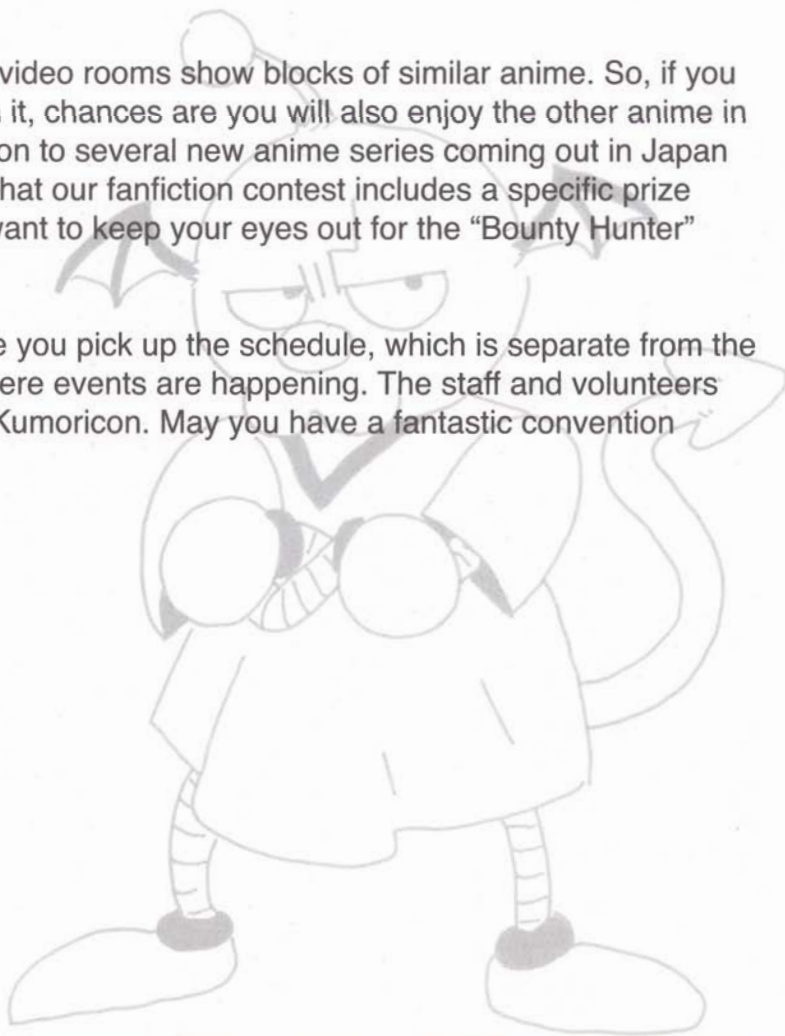
One highlight that we have designed is that our video rooms show blocks of similar anime. So, if you see a block that has anime that you really like in it, chances are you will also enjoy the other anime in that block. Also, con-goers can get an introduction to several new anime series coming out in Japan at our first episode theater. Another highlight is that our fanfiction contest includes a specific prize for first-time authors/contestants. You will also want to keep your eyes out for the "Bounty Hunter" scavenger hunt.

There are a lot of events this year, so make sure you pick up the schedule, which is separate from the convention program, so you know when and where events are happening. The staff and volunteers would like to thank you for your participation at Kumoricon. May you have a fantastic convention experience.

Sincerely,



Sean Larson



2004 KUMORICON POLICIES

INTENT AND CONTENT: Kumoricon's Intention is to provide a fun and interactive environment for sharing enthusiasm for learning about anime and Japanese culture, and to make our convention an enjoyable experience for as many people as possible. The convention's content will be kept under or at a PG-13 rating maximum. However, given differences in international rating structures and the disparity of cultural attitudes towards such things as violence, non-sexual nudity, profanity, and the age-appropriateness of more mature or thematic content, parental guidance is especially recommended.

CONDUCT AND BEHAVIOR OF GUESTS: In order for everyone attending Kumoricon to have an enjoyable time, all attendees need to be courteous of others, and follow the hotel and convention policies as well as all applicable laws. You are responsible for your own actions; use good judgement in your public behavior. Refrain from being disruptive or overly loud, restrict your public displays of affection, and make sure you are wearing appropriate attire for being in public. If you are doing something inappropriate in public, you will be asked to stop or remove yourself to a hotel room, depending on the nature of the inappropriate action. Repeat or severe offenders will have to hand over their badges and leave the convention area. Police will be involved if necessary. It is your responsibility not to violate Portland and Oregon laws. PDA: Kissing and holding hands is acceptable public affectionate behavior, regardless of the genders of persons involved. Gropping a person's breasts or genitals is not.

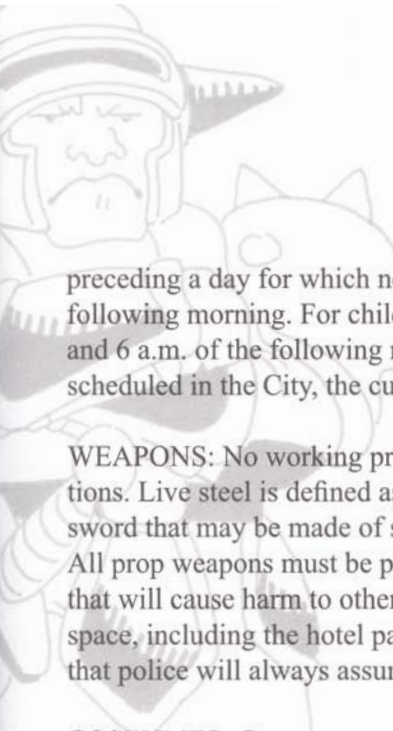
EXPOSURE AND ATTIRE: Indecent exposure is a crime. Guests of the convention must wear at least a non-thong style swimsuit of gender-appropriate type while in public. Attire can be deemed inappropriate at the discretion of con personnel and the attendee can be sent to their room to change or told to leave the facilities. Shoes must be worn in the facilities. Costumes must fall into or under the PG-13 rating category and be covering enough not to be categorized as under-exposure, as stated above. Fetish items can be worn only so long as they do not pose a safety hazard; however, displays of BDSM/bondage behavior in public are not acceptable.

SMOKING AND DRINKING: Smoking is not allowed anywhere in the public areas of the hotel or within ten feet of any entrance thereto. It is illegal for anyone under the age of 21 to consume alcohol in the State of Oregon. For those who are of age, be responsible. Drunk and disorderly conduct is against the law, and anyone behaving in a disruptive or disorderly fashion due to intoxication in the convention areas will be dealt with accordingly. Do not drink and drive. Intoxicated driving is reckless, and is a hazard as well as a crime.

BADGES: The badge you are issued at Registration is your pass to the convention, including all its related activities. You must have your badge with you at all times, and it must be visible for you to be admitted to any convention-specific area, event, or activity. If you lose your badge, go to Registration and bring photo ID. If you find a lost badge, please turn it in to Registration.

MINORS: Age 12 and under: All children age 12 and under must be accompanied, at all times, by a parent or guardian who is also a registered guest of Kumoricon.
Age 13 and up: All minors 13 and up must have permission from their parents or legal guardians to attend the convention. A parent or appointed guardian must be present at the hotel from midnight to 4:00 AM. All guardians must be age 18 or over and have parental permission from the minor's parent or legal guardian.

CURFEW: Kumoricon has a curfew on all convention function space at midnight. All unaccompanied minors (ages 17 and under) in Kumoricon function space after midnight will be asked to leave. Curfew time ends at 4:00 AM. As far as wandering around outside the hotel, the city of Portland has the following curfew ordinances: 28.010. Curfew. It is unlawful for any minor under the age of 18 years to be in or upon any street, park or other public place between the hours specified in this Section, unless such minor is accompanied by a parent, guardian or other person 21 years of age or over and authorized by the parent or by the law to have care and custody of the minor, or unless such minor is then engaged in a school activity or lawful employment that makes it necessary to be in or upon such street, park, or other public place during the hours specified in this Section. For minors under the age of 14 years who have not begun high school, the curfew is between 9:15 p.m. and 6 a.m. of the following morning, except that on any day immediately



preceding a day for which no public school is scheduled in the City, the curfew is between 10:15 p.m. and 6 a.m. of the following morning. For children 14 years of age or older who have begun high school, the curfew is between 10:15 p.m. and 6 a.m. of the following morning, except that on any day immediately preceding a day for which no public school is scheduled in the City, the curfew is between 12 midnight and 6 a.m. of the following morning.

WEAPONS: No working projectile weapons in the convention area. No exceptions will be made. No live steel. No exceptions. Live steel is defined as weapons with a sharpened edge edge for cutting. Your kitchen steak knife is live steel. A toy sword that may be made of some type of metal but has no sharp cutting edge (i.e. is more blunt than a butterknife) is not. All prop weapons must be peacebound. Peacebonding signifies an agreement by you not to use your weapon in a manner that will cause harm to others, and to not allow others to use it to do so. Drawing any weapon in a public or convention space, including the hotel parking lot, is grounds for dismissal from the convention. Also, for your protection, remember that police will always assume any drawn weapon is functional and will be used; replica guns would be best if holstered.

COSTUMES: Costumes must fit under the category of appropriate attire. They must also not pose a health or safety hazard. Costumes can be deemed unacceptable by con personnel and the attendee will be sent to change. Repeat offenders will have to surrender their badges and leave the convention.

FLYERS: Do not put up flyers around the convention area or in hotel hallways on the walls or attach them to other surfaces. They will be removed. An appropriate area will be designated for posting flyers and information. Check at the Info table. Content of flyers must be acceptable and fall within the PG-13 limits of the convention.

HOTEL: Abide by hotel policies. Realize that if you permanently stain hotel towels with makeup or hair dye, you will be charged. (So bring your own towels.) Do not sleep in public areas of the hotel. Please refrain from making excessive noise in your rooms as this can disturb other guests of the hotel who may be trying to sleep. (Keep in mind that there are non-convention attendees who are also guests of the hotel.)

LIABILITY: Kumoricon, its personnel, and its affiliates, are not responsible for any damage, theft, injury or loss. Attendees of the convention are responsible for their actions as individuals, as well as for any resulting repercussions. Staff is on hand for assistance in any situation; however, any civil or medical emergencies that may occur must be handled directly by the appropriate authority.

MERCHANDISE: You must pay for all merchandise obtained from vendors. Save your receipts as proof of payment. Be patient with crowds in the vendors room and make sure to pay the appropriate vendors for all the things you purchase.

HARASSMENT: Harassment of attendees will not be tolerated. Harassment can be defined as any behavior that another person finds annoying or alarming. Threats of physical violence, unwanted physical or verbal contact, or following another person around in a public area without good cause, can all be categorized as harassing behaviors. If someone tells you to leave them alone, or says 'no', stop what you are doing and leave them alone. If you do not do so once warned, your actions can give them grounds to complain of harassment. If you feel harassed, or indeed in any case of use of physical aggressive force, immediately bring the matter to the attention of convention security who will be wearing red ribbons. Repeat offenders will be required to hand over their badges and leave the convention.

APPEALS: To appeal a decision by con personnel, in matters such as attires, etc, which you feel to be unfair, visit the Convention Operations room. Any decision then reached by the Convention Officers present (at least two Officers), will be final.

SPONSORS

Comics One
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Synchronous Entertainment/Anime Overdose
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Alderac Entertainment Group
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EXHIBITORS

Cartoon Passion
Anime Pavillion
Anime Kingdom
Record Jam Play Productions
Odin's Monsters
Anime Gambit
Synchronous Entertainment
LemmaSoft
EarthAnime

KUMORICON STAFF

Sean Larson	Convention Chair, Exhibitors, Industry
Duncan Barth	Director of Operations
Peter Verrey	Director of Programming
Ryan Stasel	Director of Relations, Communication
Tara Fuller	Treasurer, Hotel Liaison, Mascot Design
Diana Sheedy	Merchandising, Publications
Bronwyn Williams	Convention Chair Assistant
Arlene Penrose	Director of Programming
Zac Goodwin	Publicity
Josh David	Security
Lyle Clingman Jr.	Registration
Tammy Nezol	Volunteer Coordinator
Mike Fuller	Dance, AV
Rory Robinson	Guest Relations
Beth Wickel	Cosplay, Public Relations

PRESENTERS

MECHANIZED
PROPULSION SYSTEMS:
Danny Rife
Earle Bishop
William Hebert
Vernon JettLund
Richard McEnulty
Christopher Crutchfield
Intern: Justin Leucke

J-POP:
Spit Linaly Totoro

COSTUMING:
Brenna Sharp
Andrea Letourneau

FANFICTION:
Filkaeris

SPECIAL THANKS TO

Beau Gentry
Tom Munkres
Peter Gassib
and all our wonderful volunteers!

Steven Unfred
Nathan Hansen
Michael Klonowski
Brenda McFadden
Amanda Penrose
Guy Letourneau
Ellen Klowden
Amy Unfred
Eric Teitzel
Keith Nowak
Val Watrous
Michael Wight

Karaoke
Gaming Coordinator
Art Show Coordinator
RPG Coordinator
Dating Game, Anime Trivia
AMV Contest
Fanfiction
Fanfiction
Bounty Hunt
Dating Game
Public Relations
Badge and Program Characters

BAKAZOKU

Joe Jennings, Mike Stark, Chris Vance,
Jeremiah, Joanna, Lizzie Peterson

GUESTS

BRAD DEMOSS

Brad DeMoss has been making music videos since 1989, but did not focus on anime music videos until his first one, "The Distance," won the Action/Adventure category at Anime Expo 1997, as well as audience favorite at Anime Weekend Atlanta the same year. Since then, he has made nearly 30 more videos, including "Episode I," winner of the grand prize at Anime Expo 2000 and best in show at Anime Weekend Atlanta's Music Video Exposition, "Rhythm of the Heat," winner of the drama category at Anime Expo 2000, and "I'm Super," winner of the audience favorite award at Project A-Kon 2001. Earlier this year, his most recent videos won runner-up technical and artistic achievement awards at Project A-Kon.

Most recently, Mr. DeMoss has turned more of his efforts to "The DDR Project," a series of music videos using music from the various "Dance Dance Revolution" games. Each project runs more than 60 minutes in length and is compiled from music videos created by editors from all over the U.S, as well as Canada and Great Britain. In addition, Mr. DeMoss's voice has been heard on a handful of anime projects, including "Nazca," "Amazing Nurse Nanako," "Neia_7," and "Spirit of Wonder."

DR. ANTONIA LEVI

The author of "Samurai from Outer Space: Understanding Japanese Animation" has been a guest on several occasions at Sakura Con. Dr. Levi has lived and studied in Japan and was an otaku long before anime began to be popular in America, and has for years been a part of anime-themed user groups online. Dr. Levi holds her Ph.D. in Japanese history, but has an impressive knowledge of such anime-related phenomena as shoujo, yaoi, fanfiction, mythology, and other topics. She is currently a professor at Portland State University.

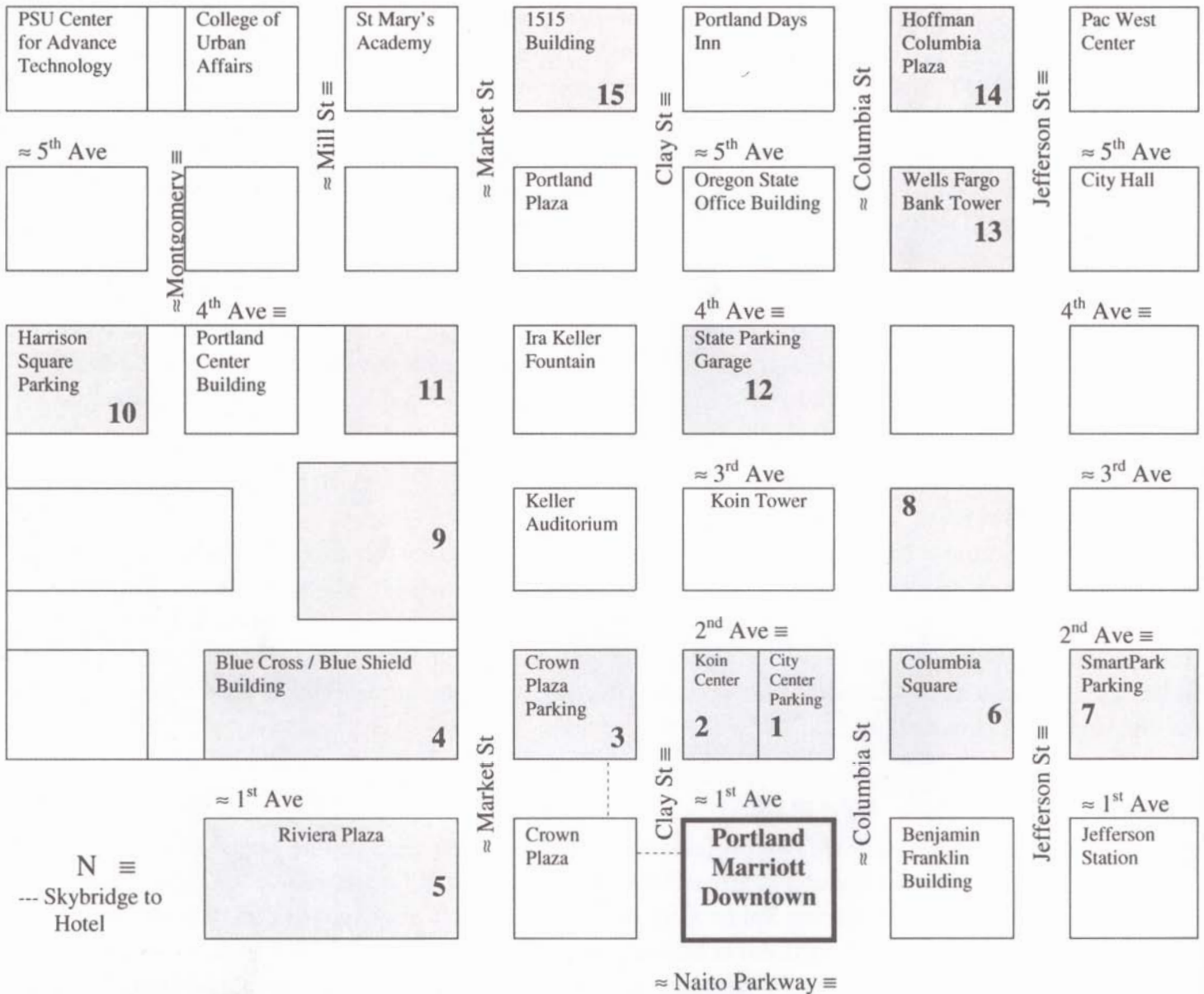
JEANNIE LEE & PMBQ

Kumoricon is very happy to have two professional freelance artists with us this year. Joining us from their native California are comic artists Jeannie Lee and PMBQ. Jeannie Lee has done work on The New X-Men and The Amazing Spider Girl comics. She is part of the group of artists at Pinsel-Engine.com (where her online portfolio is hosted), and she won an award for her art in a contest at Ani-Magic in 2003. This is her first convention appearance as a guest. PMBQ has worked on The New X-Men as well, and has her very own comic, Tea Club (printed by Icarus Publishing), which is also available on the web at Tea-club.net. She has been a guest at Anime Overdose this year and will be continuing her convention season at JapanTown Anime Fest. Kumoricon thanks Synchronous Entertainment for sponsoring both of these artists to attend our convention.

AUTOGRAPHS

Want something signed by one of our guests? Be sure to catch the special autograph session we have scheduled up just for this purpose!

PARKING DOWNTOWN



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2nd & Columbia
(Enter on 1st or 2nd)
2. KOIN Center Parking
222 SW Clay
3. Crown Plaza Parking
120 SW Clay
(Enter on Clay or Market)
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4. Blue Cross/Blue Shield
1703 SW 1st
5. Riviera Plaza
1st & Market
(Enter on 1st)
6. Columbia Square
111 SW Jefferson
7. SmartPark Structure
123 SW Jefferson

8. City Center Parking
3rd & Columbia
9. 200 Market Building
200 SW Market
10. Harrison Square
1800 SW Harrison
11. Boise Cascade
1600 SW 4th
(Enter on Market)

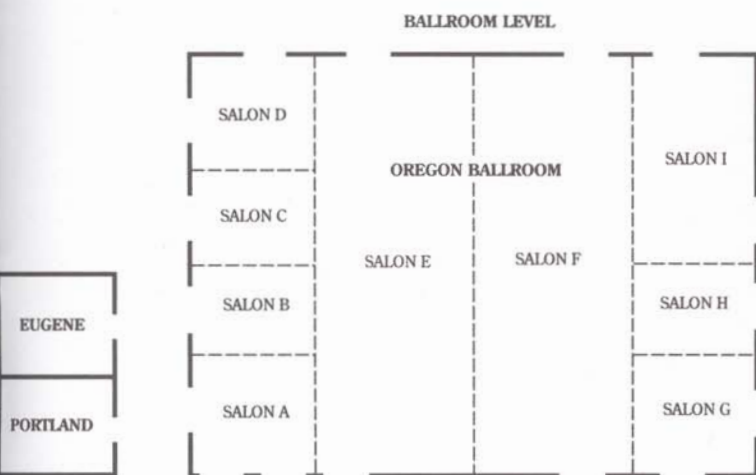
12. State Parking Garage
1400 SW 5th
(Enter on 4th)
13. Wells Fargo Tower
1300 SW 5th
(Enter on 5th)
14. Hoffman Columbia Plaza
1300 SW 5th
(Enter 5th or Jefferson)
15. 1515 Building
1515 SW 5th

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MARRIOTT HOTEL**

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PROGRAMMING

KARAOKE

Karaoke is a staple event at just about any anime convention, and at Kumoricon that will hold just as true. However, this year we seek to expand the definition of karaoke to include something for everyone!

KARAOKE CONTEST

Perhaps a more accurate description of the contest would be a "Japanese music talent show." Songs from Japanese bands, games, and anime are all welcome. Entrants can sign up beforehand, attend a brief audition/rehearsal, and perform their favorite song in front of a packed audience of con-goers. A panel of judges will rate the performers and award prizes in various categories. It is competitive, but convention audiences are among the most welcoming ever, so no need to be hesitant!

This year we will also feature a new "Anime Filk" category. Performers of anime-themed song parodies will compete to see whose is the funniest and most entertaining.

OPEN MIC

Do you love showing off, but dislike competition? Then stick around after the contest for Open Mic. It will be held in the same big room, with a large and friendly audience of people who want to hear more even after the contest is over! Unlike the contest, Open Mic will not be judged, and you may also sing anything you want, whether it's Japanese or not.

KARAOKE ROOM

Last but not least, we have a new ongoing event at this year's Kumoricon. The karaoke room will be kept open during the Saturday dance and other times during the weekend, and it will attempt to capture the original nature of karaoke: a fun time with a few of your friends, in a small room with a machine and loads of different songs to choose from.

All three events will be featuring something new to this year's con: our very own high-tech karaoke machine! It has all the standard karaoke features, and a large library of songs.** It also offers such features as "lyric-softening," which tones down the lyrics of songs on any non-karaoke CD you wish to bring, and a key-modulation feature that lets you change the song's key if it's too low or too high for you.

** Improvisation and last-minute song selection are allowed, but discouraged during the actual karaoke contest, since an audition is required beforehand. Please sign up right away and we'll help you prepare at the audition/rehearsal. Ask at the Information Desk for details.

RED VS. WHITE

Are you for Red, or are you for White? A convention-wide event. Ask at the information booth for details.

COSPLAY

HALL COSPLAY

Judges will be wandering the halls looking for excellence in cosplay (both the costuming and play aspects). Judges will make sure that the costume, or costume element (such as a really outstanding prop), was handmade by the wearer, some other non-professional attendee, or a parent, and a Hall Cosplay award will be given out. All winners must be willing to give out their name, badge number, and be willing to be photographed for our web page (with the option of only being identified by nickname on the web). Convention attendees are nominate staff and volunteers for Hall Cosplay awards at the infodesk.

COSPLAY COMPETITION

Cosplay at Kumoricon is a chance for otaku to entertain each other in costume, on stage! Skits are to be based on anime or Japanese video games, or the culture of Japan. The contest aspect is being run as a hybrid presentation and construction contest. Two separate judging panels have been selected, one each to judge excellence in costuming and entertainment. Any cosplayer can enter the contest, but only handmade costumes (i.e. those made by one's self or someone else in the group or attending the con, or a parent) are eligible for Best Costume awards. Contestants can enter in groups or solo. To sign up for Cosplay, please pick up a registration form at the information desk, and return it as soon as possible. Please be aware that there are a limited number of spaces available. Unlike other cosplay events we like contestants to be allowed to enjoy the rest of the performances, and we also try not to keep you waiting at meetings and rehearsals longer than necessary. During the intermission for judging, the award winning Cosplay group Bakazoku will be performing an original skit. After that, even more special entertainment (live, wacky and anime-related!) has been scheduled for the enjoyment of all while the judges deliberate.

99¢ COSTUME CONTEST

WORKSHOP

This is a test of creativity. Contestants will be given 60 min. to create a costume from scratch (does not need to be of an anime character). When finished we will lineup for judging. A small explanation might be needed about your costume. Groups are also welcome. All material will be provided (including glue, hot glue-gun, tape, duct tape, safety pins, hand needle and thread). The only prerequisite is creativity and to have fun.

ART SHOW

The art show is a place for artists of all levels to display their talents. Works of art may even be up for sale in our silent auction. Come see the local artistic talent and maybe even bring home a piece or two.

ANIME DATING GAME

Joe of the Bakazoku and Sven of Slightly Anime are hosting Kumoricon's first Anime Dating Game. Come and compete for a date with the beautiful or handsome otaku of your dreams. We'll pair you up with the most compatible otaku of the opposite sex using highly scientific methods that we came up with last night! (Note: A game meant for fun, not intended as a dating service.)

TABLETOP RPGs

Legend of the Five Rings is a samurai fantasy genre based in a land called Rokugan where samurai and their spell-casting friends called shugenja reign. There will be two or three games of Legends of the Five Rings running, one on Saturday, one on Sunday. One game will be much like a good old-fashioned hunting down the big demon in the ancient days of Rokugan. Another will be involve far more role-playing in a court setting, and the third will be players' choice.

BESM d20 is an RPG system that attempts to encompass many different types of characters across the varied styles of anime. There will be at least two BESM games run at different times throughout the convention, both using the same system, but separate settings. One will be a "Magical Girl" setting, in a sort of Sailor Moon-style parody, in which the players involved will play the parts of middle school or high school students getting into all sorts of supernatural trouble and hijinks. The other setting involved will be a mecha-style adventure, not unlike the Gundam series, where the players will be piloting and combating giant robots as part of a cooperative mission. Both games will have a pre-made story and characters, so interested players can pick out the one they like, sit down, and get right into the game. For those who like the original BESM Tri-Stat system, a Slayers game will also be run. The game setting will likely be part of the "Miracle in Xoan" storyline.

BOUNTY HUNTER!

A new twist on the classic scavenger hunt. Wanted posters will be posted throughout the con, to be changed at intervals. The first person to find the item featured in the posters and bring it back to the information desk will win an instant prize, and this way, there will be several winners throughout the convention. Join the hunt and keep your eyes peeled for those special items, they won't be something that's easy to find!

ANGUISH OF SNAILS

Anguish of Snails is an eclectic collection of chronic pop-culture addicts who just happen to be musicians. They play original arrangements of video game and anime music, and have a lovely long list of tunes ready for you to request! Hear famous theme songs played on traditional folk instruments--harp, violin, cello, flute, guitar, drums--by a bunch of anime/gamer maniacs and support your fellow geeks!

RANT AND RAVE

The feedback forum for Kumoricon. Please take the time to stop by after closing ceremonies to discuss with staff what you liked, what you didn't, and what you'd like to see next year and nominations for next year's staff.

FANFICTION BETA STATION

A drop-in space for folks to (1) submit fics for the contest; (2) submit fics for the cafe/bedtime stories event; (3) sign up to read others' fics at the bedtime stories event; (4) submit fics for beta reading (other than for the contest); (5) offer services as a beta-reader; (6) network with others interested in reading, writing, and/or beta-ing fanfic; (7) submit fanfic and/or fanart and/or any other kind of materials, for our future 'zine.

FANFICTION CAFE/FANFICTION BEDTIME STORIES

Feel like winding down after a long day at the con? Stop by the Fanfiction room for a bedtime story--anime style! You can bring a fanfiction and have another read it, or if you're feeling brave, or theatrical, you can read others fics or your own; anyone is welcome!

FANFICTION CONTEST

Anyone and everyone is welcome to submit works of fanfic from any genre of anime, manga, tv series, films, OVA, or anime inspired gaming of any sort. Prizes will be awarded, either during the convention or promptly thereafter. This year, there will be a special prize for best piece by a newbie: someone who has not previously submitted to a fanfic contest. Co-authored pieces are welcome. Pieces will be judged by genre (drama/angst, comedy, etc.) but may be entered in more than one genre, as applicable. Drop by the Beta Station to submit your fic!

FANFICTION WORKSHOP

A panel of several experienced fanfiction writers and previous fanfiction contest entrants will be your guide to the world of anime fanfiction. Among others things, likely topics for discussion include: fanfic dos and don'ts, getting started/intro to the genre, legalities and disclaimers, subcategories such as alternate universes, tendencies such as mary sues/marty stus, approaches in beta reading, character development and continuity with the canon, and places to network one's fics.

AMV CONTEST

Entries are grouped into categories, shown and voted on. Winners will be chosen by vote for each category, plus one or two general awards: Best of Show, and possibly Judges' Choice.

AMV SHOW

Immediately follows AMV Contest. Vote counting will be going on during this time, and we will wrap up before Closing Ceremonies. First Hour: Movie Trailers and Commercial Parodies. Second Hour: Comedy, Action, etc.

ANIME TRIVIA BATTLE

Are you a hardcore otaku? Our first anime trivia contest pits fan against fan to determine who really knows their stuff from Ah My Goddess and Angelic Layer to Zenki and Zeiram, and back. Come to play or just to watch! Three separate rounds, including questions from all genres of anime. All round winners receive a prize, but winners of initial rounds will also battle it out in our Final Round for the top prize package!



FIRST EPISODE THEATER

Held in one of our video rooms. We will be screening the first two episodes of 3 or 4 different newer series not yet available or coming to the US domestically to see what people think about them. The host will be taking a short survey, then we will pass on the survey results to domestic anime companies to see if they want to license the shows based on this input. Come for fun and maybe help get the sort of anime you want to see released faster!

SAILOR MOON PAJAMA PARTY

Bring your favorite blanket and pillow, put on your Hello Kitty Pajamas, or just come as you are, and settle down for a whole evening of the wackiness that is the new live action Pretty Guardian Sailor Moon series. Manicures, make-up and hair braiding are optional. Since we are going for more of a slumber party atmosphere rather than a pure "screening," age-appropriate commentary and "MST" style fun is expected and encouraged. (Overall rating for this series is approximately Y7 with mild Fantasy Violence. Please note that in 2 episodes out of 20, once each episode when a character expresses strong frustration, the Japanese dialogue was subtitled with the infamous F-word.)

ROBOTECH RATINGS AND DEMOGRAPHICS

Discusses how Robotech preformed in both large and small television markets (very eye opening), how it would fare in key and not-so-key demographic categories (surprising answers), how Robotech fared against its competition and when it really peaked (the answer is not what you might think). Also covers Robotech's national audience share compared to popular shows of today, and takes a look at the broadcast hurdles the show faced in its syndication run. Plus much more...

MECHANIZED PROPULSION SYSTEMS

This panel is hosted by Mechanized Propulsion Systems, the organization dedicated to designing, creating, and piloting the first bipedal humanoid anime style mecha. Based out of Bakersfield and Los Angeles with facilities near Rosamond, California, MPS envisions having a fully completed and operational prototype mecha within a few short years! MPS has been developing pilot control interfaces, creating proof of concept prototypes, and assembling parts since February of 2000. Come and find out more about their plans for real working mecha!

METALLURGY OF THE JAPANESE SWORD

We will NOT cover USING a sword: no martial arts techniques, kendo, iaido, foil-fencing, etc. This panel is about HOW a Japanese sword is made and why these techniques, which were discovered 400-600 years before Western tool-makers fully understood tempering, produced one of the most formidable blade weapons on the planet. We begin with definitions of material properties (the difference between strength, hardness and toughness) then basic metallurgy of steel: the iron-carbon lattice, alloys and substitution alloys, and how lattice dislocations and impurities affect these material properties. We look at the phase diagram for steel and point out martensite, pearlite, and austenite, and what tempering does. With those basics we can now explore WHY the Japanese way of creating and working steel produced such amazing blades, and how artistic effects such as the ha-mon and "utsuri" are achieved in the grain structure of the blades and how that affects sharpness and resistance to cracking.

CASTING METAL COSTUME PROPS

How to build a small melting furnace, melt metal, make molds and cast neat shapes or accurate reproductions of costume props. Open molds, two-sided molds, basics of moldmaking, including gating, risers, vents and runners. Green sand is demonstrated, but sand cores are discussed, as well as some well-intentioned techniques to AVOID - they may work well in industry but aren't necessary in small-prop casting. Safety in handling hot metals is emphasized throughout.

COSTUMING: IMPROVING YOUR COSTUMES WITH BETTER SEWING MACHINE SAVVY

So your Cosplay costumes are good but not great? Come to this workshop and learn how to get your sewing machine to work for you rather than against you. Learn more about needles, threads, and notions that make costuming easier.

COSTUMING 101

We will be talking about shortcuts, patterns, and anything else that people need answers on. Included will be a basic how-to on pants, shirts and "how do I get this to look like that."

COSTUMING 201: HOW TO FIT A BODICE OR A DOUBLET AND SLEEVES

A demonstration of how to custom-fit an upper-body garment starting from flat fabric. A draping class, not a drafting class. The person who is accepted as a model for this class will leave with a fabric custom-fit basic pattern. The panel is taught by Brenna Sharp, the president of the Greater Portland Area Costumer's Guild. She is also the owner of B Sharp Fabrics and a costumer with over 30 years of experience.

COSTUMER'S OPEN SESSION

The forum for costumers: a problem-solving, brainstorming, open session. This is a time for costumers of any level to get together with like-minded individuals.

HELP! I HAVE A LANE BRYANT BODY IN A COSPLAY WORLD!

This panel has advice for anyone that wants to hide figure flaws no matter what the size, with extra focus on size 14+. Cosplay Director, Sailor Naboo, aka Beth Wickel has spent the past 5 years at the medically correct weight for her, but she was over 200 pounds starting in 6th grade and hit 300lbs in 1998. She never had the guts to Cosplay when she was overweight, but has a passion about making costumes that can flatter every figure. We'll be looking at some great pictures of some larger cosplayers and really examining what went right and why. We'll also take a look at some pictures of people in costumes that just aren't flattering and discuss what could have been done to make the costumes look better on that person. (These pictures will be carefully selected from East Coast Conventions with faces blurred). As time allows we'll talk about how to show off ones best features, the importance of makeup and some posing techniques for pictures."

ENJOYING YOUR COSPLAY

Multi-convention cosplay skit veterans in their 7th year, the core members of Bakazoku enjoy sharing their experience in cosplay craziness. Joe Jennings, Mike Stark, and Chris Vance aim to give the audience some entertaining tips on how to keep your cosplay FUN, from masquerade skits to just hanging in the halls. They'll discuss how to get into your character and your costume, and lots more cosplay-related issues.

MR. CON CHAIR (OR, HOW I STOPPED WORRYING AND LEARNED TO LOVE THE CON)

A humorous discussion with con chairs about the crazy business of heading an anime convention. A perfect panel for any person (read: lunatic) who has ever wanted to do this themselves-the voice of experience on how to get your con to thrive and still survive.

ANIME CONVENTION 101

Some general advice, tips, and stories. Kumoricon presents the ultimate guide on how to make your anime con experience a memorable and successful one. Fun and practical; don't miss it!

ANTONIA LEVI

Our esteemed guest and author, Antonia Levi will be hosting a panel about fanfiction, as well as speaking on such topics as "Myths for the new millennium: Anime and manga as global story-telling".

SYNCHRONOUS ENTERTAINMENT/ ANIME OVERDOSE

A representative of Synchronous Entertainment will be here to tell you all about Anime Overdose 2005, held in San Francisco: the guests, the events, and more! If you can handle a convention-sized overdose of anime come next March, you won't want to miss the latest news!

J-POP

J-Pop and A-Pop, what's the connection? Our panel this year on Japanese pop music will discuss it in relation to American popular music. Come see if the two phenomena really are more alike than you think. There will be video, audio, and visual sources to compare.

MAKING AMVs (BASIC)

A basic presentation about (a) getting source video and audio, (b) cleaning it up, aka pre-processing, (c) combining audio and video, (d) common effects in Premiere and how they mesh with music, (e) lip-sync with still panels, (f) the basics of After Effects, and finally (f) post-processing and compression.

AMV CREATION

WITH BRAD DEMOSS (ADVANCED)

AMV guru Brad Demoss will be hosting this panel of AMV-making tips. Using his laptop and a completed project as an example, Mr. DeMoss will be demonstrating some of his techniques, as well as talking about the creative process. An all-levels appropriate panel about how to make good anime music videos.

ANIME PRODUCTION ART (CELS)

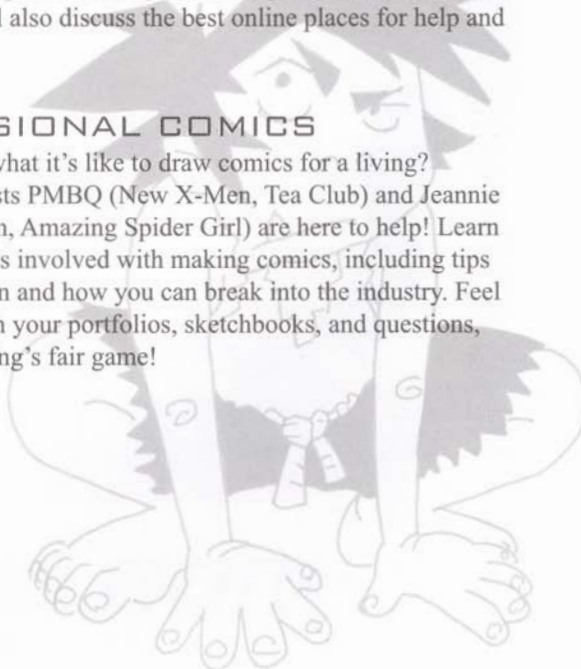
Informative guide to cels and other art used to produce anime, geared toward the beginning collector or anyone who has thought about collecting cels. Most people who attend the panel will leave with a cel to start or continue their collection (on a first-come, first-served basis). What's the difference between genga and douga, and what do all those terms mean? What makes a cel valuable? Why can't I find cels of my favorite new series? How can I properly care for my cels? Also covered: where to find cels, reproduction and fan cels, and how cels are made.

DIGITAL ART

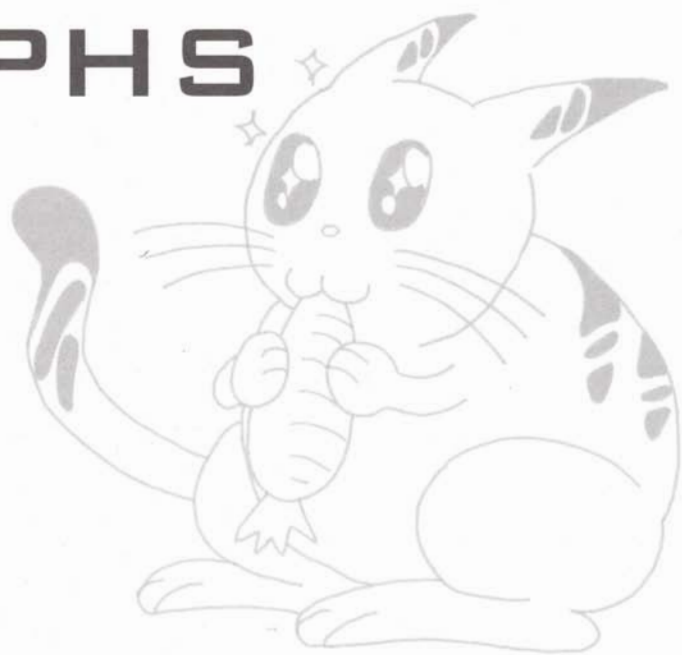
Are you an aspiring artist, but having trouble getting that finished look? Learn how to take those rough sketches and line-arts and color them like a pro. We will go over the pen tool, layering, and coloring. We will also discuss the best online places for help and critique.

PROFESSIONAL COMICS

Ever wondered what it's like to draw comics for a living? Professional artists PMBQ (New X-Men, Tea Club) and Jeannie Lee (New X-Men, Amazing Spider Girl) are here to help! Learn about all the steps involved with making comics, including tips on self-promotion and how you can break into the industry. Feel free to come with your portfolios, sketchbooks, and questions, because everything's fair game!



AUTOGRAPHS



Anime Overdose 2005

san francisco anime convention



Special Features

- masquerade
- karaoke contest
- fan music videos
- exhibition hall
- industry guests
- anime musicians
- wacky costumes
- interactive menus

Anime Overdose 2005 will feature exciting panels with anime expert Gilles Poitras, voice actresses Tara Strong (Bubbles in "Powerpuff Girls"), Debi Derryberry (voice of Jimmy Neutron), and comic book artist PMBQ, not to mention many other industry professionals from the US and Japan. Attendees will even be able to talk one-on-one with many of our distinguished guests at our VIP Reception.



march 4th through 6th, 2005
holiday inn golden gateway, san francisco

www.animeod.com
register online

A BOY, A GIRL, AND A ROBOT.



FLCL



From GAINAX (*Evangelion*, *Mahoromatic*) and Production I.G (*Kill Bill*, *Ghost in the Shell*)

Naota wants to be normal. But with a talented brother leaving Japan for the US to play baseball, everyone now looks at him a bit differently. His brother's girlfriend is acting strange and now there's an even stranger girl hitting on him. Literally. With a bass guitar. Oh, did I mention the robots that keep springing from his head?

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*tentative cover art



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vol. 4-5 **COMING SOON**



Di Gi Charat Theater - Dejiko's Summer Vacation
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Galaxy Angel vol. 1-3
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