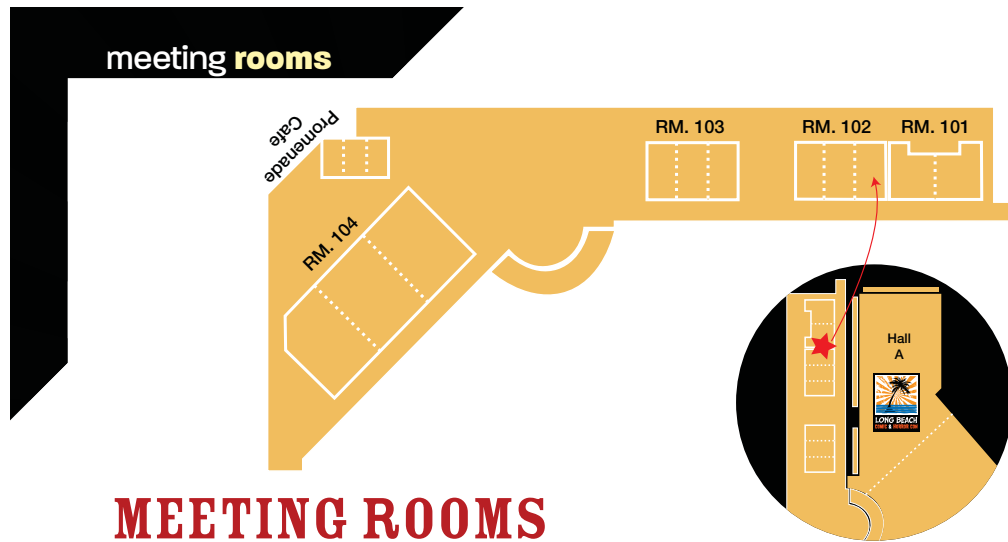


meeting rooms



MEETING ROOMS

Long Beach Comic & Horror Con is proud to offer a diverse and exciting slate of panels, workshops and classes this weekend. Please use this map as a guide to help you find the meeting room you need for your favorite session! Keep in mind that Room 104 is around the corner just past the Cafe.

Scan this code with your phone to get the latest programming!



SATURDAY, NOVEMBER 3

ROOM 104A

11:00 a.m. – 11:45 a.m.

GRAPHIC HORROR

Arguably one of the hardest genres to get right in comics, with a long and wonderful history in the industry. These creators are modernizing the comic book horror landscape for a new generation, but how do they do it? How do you make two dimensional images jump off the page and scare everyone's pants off! Also, what is scary? How do you come up with universally frightening concept and bring the horror issue after issue? With **Jesse Blaze Snider** and a crew of industry pros with **Steve Niles** and **Bernie Wrightson**.

12:00 p.m. – 12:45 p.m.

NOT BAD FOR A HUMAN: A Q&A WITH LANCE HENRICKSEN

Lance and his co-writer **Joseph Maddrey** will talk about writing Lance's biography, "Not Bad for a Human," and collaborating with artist **Tom Mandrake** on a new Dark Horse miniseries called "To Hell You Ride."

1:00 p.m. – 1:45 p.m.

SCOTT LOBDELL: QUID PRO QUO

Scott Lobdell of **SUPERMAN**, **TEEN TITANS** and **RED HOOD AND THE OUTLAWS** will answer your questions ... but be prepared to answer one of his questions! Fair is fair! Still fuming over Starfire? Wondering what happened to Red Robin? Want to know the

original ending of Operation Zero Tolerance? This is your chance!

2:00 p.m. – 2:45 p.m.

COSPLAY Q&A WITH LUCK IN SPADES

By **Miko Simons**: "Curriculum? Who needs it! Come down for a festive panel full of audience interaction in which you ask your burning cosplay questions. Learn what you want and get what you need instead of just listening to the same how-to endlessly."

3:00 p.m. – 3:45 p.m.

THE COLLECTION – MOVIE SNEAK PEEK!

Special Sneak Peak and Q&A of *The Collection*. Arkin escapes with his life from the vicious grips of "The Collector" during an entrapment party where he adds beautiful Elena to his "Collection." Instead of recovering from the trauma, Arkin is suddenly abducted from the hospital by mercenaries hired by Elena's wealthy father. Arkin is blackmailed to team up with the mercenaries and track down The Collector's booby trapped warehouse and save Elena. Free mini-posters for those in attendance (while supplies last). You can also win autographed posters and DVD's. Must attend the Panel to win.

4:00 p.m. – 4:45 p.m.

ASPEN COMICS

Come see what Aspen has in store for all of their current titles, and what they have in the works for the rest of the year, and into 2013.

5:00 p.m. – 5:45 p.m.

CREATING "SAVE THE SUPERS", AN INFORMAL GUIDE ON MAKING A SUCCESSFUL SHOW ON THE NET

The Guild's **Sandeep Parikh** (creator of *The Legend of Neil*) invites you to meet the main cast, writers and producers behind his new hit show "Save the Supers" and discuss the secret ingredients behind what it takes to create a successful show on the web. Whether you're a fan who just wants to watch exclusive, never before-seen footage from the show and see the actors under the hood or an aspiring creator or both, this panel has something super special in store for you (pun never intended)! Moderated by **Kevin Pereira** (Attack of the Show).

6:00 p.m. – 6:45 p.m.

RAW STUDIOS VIDEO SHORTS & Q&A
Thomas Jane and **Tim Bradstreet** screen their *Punisher* short film, *Dirty Laundry*, along with Jane's *Six Billion Dollar Man* development trailer, and video visuals of their upcoming feature film *A Magnificent Death From A Shattered Hand*. Also, *Dirty Laundry* behind the scenes! Followed by Q&A.

ROOM 103AB

11:00 a.m. – 11:45 a.m.

THE STORY BEHIND THE STORY OF EPIC MICKEY 2

Excited about the upcoming release of *Epic Mickey 2*? Here is your chance to learn the backstory behind the creation of the game. Join master

storyteller **Marv Wolfman**, the man who has written countless comics, novels, and video games, and created dozens of popular characters, ranging from Blade to Black Cat. He will tell us all about how he created and crafted the story behind one of the most anticipated video games of the year.

12:00 p.m.– 12:45 p.m.

IDW PRESENTS!

IDW has a lot going on in 2013. Come hear their plans, and ask Marketing Guru **Dirk Wood** the questions that are burning for answers. With the IDW editorial team.

1:00 p.m.– 1:45 p.m.

SPOTLIGHT ON BATTON LASH

Batton Lash, the creator of *Supernatural Law* (aka “Wolff & Byrd, Counselors of the Macabre”) talks about the evolution of his series from a weekly newspaper strip to a comic book to graphic novels and webcomics. Lash (who has also written *Radioactive Man* stories for Simpsons Comics and many comics for Archie) will touch on self-publishing vs. work for hire, dealing with Hollywood, and how he came to write the infamous *Archie Meets the Punisher*.

2:00 p.m.– 2:45 p.m.

BOOM! STUDIOS!/KABOOM!/BOOM! TOWN

Join BOOM! Studios as it takes over Long Beach Comic & Horror Con for one full hour. Learn what is next from BOOM! as Editor-in-Chief **Matt Gagnon** and VP of Publishing and Marketing **Filip Sablik** run down the most exciting new projects and reveal upcoming titles from BOOM! Studios, KaBOOM!, and BOOM! Town, including the ongoing *Supurbia* series, **Pen Ward**’s newest creation *Bravest Warriors* ... and the ultimate superhuman slugfest: Deathmatch! This is a panel you won’t want to miss!

3:00 p.m.– 3:45 p.m.

THE PROS AND CONS OF KICKSTARTER FOR COMICS

Jackie Estrada (publisher of *Batton Lash*’s *Supernatural Law* comics and books) describes how she and *Batton* conducted their successful Kickstarter campaign for *The Monsters Meet on Court Street* trade paperback and the lessons they learned. She’ll offer tips on what to do—and not to do—if you want to Kickstart your project.

4:00 p.m.– 4:45 p.m.

STAR WARS ORIGAMI

Origami master **Chris Alexander** (STAR WARS ORIGAMI) will demonstrate and teach folding techniques to make Star Wars

origami figures. Attendees will fold an exclusive model using specially designed paper along with other art from the movies. Materials included.

5:00 p.m.– 5:45 p.m.

WEBCOMICS GATHERING

The Webcomics Advocates are teaming up with **Patrick Scullin** (*Super Siblings*) to host a gathering for fans and creators of webcomics. This is your chance to learn about making webcomics, network, promote your own webcomic, eat some treats, and maybe even pitch your webcomic idea in front of a room full of fans!

6:00 p.m.– 6:45 p.m.

WOMANTHOLOGY

Join some of the creators from the anthology project that rocked Kickstarter to discuss the phenomenon and their stories! **Barbara Kesel** as moderator.

ROOM 102A

11:00 a.m. – 11:45 a.m.

SCIENCE FICTION MEETS COMICS!

Nhora Serrano and **Mike Buckley** present: “When the most popular genre (Science Fiction) combines with one of the most compelling mediums (graphic novels) the result can be a nuclear blast of a story. This panel will look at the specific ways that graphic novels create stories and how these ways inform the tried and true narratives of Science Fiction.”

12:00 p.m.– 12:45 p.m.

VISUAL STORYTELLING: THE #1 JOB OF STORYBOARD, COMICS AND GAME ARTISTS

With **Peter Paul**, Storyboard Artist on *DreamWorks Dragons: Riders of Berk* TV series, **Lenord Robinson**, Storyboard Artist on *DreamWorks Dragons: Riders of Berk* TV series and **Barry Caldwell**, Storyboard Artist on *DreamWorks Dragons: Riders of Berk* TV series. Whether it’s creating storyboards for film, television, games or artwork for comics and children’s books, it’s all the same job: telling stories with pictures. Learn how to make your work more valuable to studios and publishers. Know what to give the audience what it wants and lead them on an exciting visual adventure. Join a panel of working visual storytellers for a question and answer session as they reveal the principles of creating strong and effective sequences of pictures.

1:00 p.m.– 1:45 p.m.

CHARACTER DESIGN FOR ANIMATION

Which comes first: a written

description or a sketch? What about when you’re basing a character on a toy or a comic book? How close do you stay to the original source material? How far can you stray? How do you keep all the characters looking like they live in the same universe? And what makes a good character design for animation?

2:00 p.m.– 2:45 p.m.

WRITING ANIMATION

The ins and outs and secrets of writing animation for today’s television and internet market. Working writers and producers with hundreds of scripts and years of experience on TV shows and web series tell you what you need to know to write and sell scripts.

3:00 p.m.– 3:45 p.m.

COMIC & MANGA PRODUCTION WORKSHOP

Tommy Yune, a veteran of hit comic series such as *Speed Racer*, *Robotech*, and *Danger Girl: Kamikaze*, covers modern production techniques of the industry and new options available to hopeful comic creators.

4:00 p.m.– 4:45 p.m.

MONSTERVERSE HORROR COMICS: BELA LUGOSI CRAVES FLESH AND BLOOD!

Monsterverse Entertainment executives **Kerry Gammill** (*Superman*, *Stargate*, *The Outer Limits*) and **Sam F. Park** (*Bela Lugosi’s Tales From The Grave*, *Flesh and Blood*) discuss the horror transmedia company’s current and future horror projects in print, mobile apps, interactive games and Hollywood along with major film conceptual artist and contributor **Henry Mayo** (*Ted*, *Tarzan*, *The Mummy*) who also worked with **Dave Stevens** on *The Rocketeer*. We will present previews of Monsterverse’s books and discuss future plans for our award-winning (Ghastly Award - Best Horror GN 2011) graphic novel series *Flesh And Blood*. Q&A session to follow.

5:00 p.m.– 5:45 p.m.

THE DEVASTATOR’S GEEK COMEDY JAMBOREE

The funny guys and gals at Los Angeles-based *The Devastator* — *The Comedy Magazine for Humans!* — are big geeks. Come laugh uproariously as they show off the best of the magazine’s nerdy-brand of pop culture mockery and satire. Hosted by comedian **Asterios Kokkinos** (Spike TV), join *Devastator* editors **Geoffrey Golden** and

Amanda Meadows, along with surprise special guests, for a presentation of *The Devastator's* greatest hits: see the unfortunate adventures of Steampunk Inspector Gadget, meet Doctor Who's worst companion ever, and much more!

6:00 p.m.- 6:45 p.m.
STORYBOARDING FOR ANIMATION

One of the most important steps in the animation process, storyboarding translates the script into visual storytelling. And sometimes, particularly in feature films, the storyboard artist is part of the team creating and crafting the story. Hear from people who have been bringing stories to life in features and television, and learn what the process is really like.

ROOM 102B
11:00 a.m. - 11:45 a.m.
THE HARD COSTS OF COMIC BOOK PRODUCTION

Do you want to complete a comic book, but have financial questions about how much putting one together costs? Russell Nohelty, creator of Viper Comic's *Ichabod Jones: Monster Hunter*, will answer all your questions including where to look for artists, the hard costs at each stage of production, the advantages/disadvantages of working with international talent and the hidden costs you need to negotiate before hiring an artist.

12:00 p.m.- 12:45 p.m.
MAKING A COMIC, STEP-BY-STEP

So you want to learn how to make a comic, but you're tired of overly-general tips? Join writer Tom Pinchuk (*Hybrid Bastards!*, *Unimaginable*) for a very focused breakdown of the process. Pulling back the curtain, he and his fellow creators will show you how a single page goes from notes to script to layouts and then to pencils, inks, colors and letters. Have your pens and notepads ready - there'll be informative and specific commentary on the thoughts, choices and collaborative give-and-take that go with each step.

1:00 p.m.- 1:45 p.m.
POWER RANGERS PANEL
Featuring: **Alex Heartman** (Red Ranger), **Najee DeTiege** (Blue Ranger), **Brittany Pirtle** (Yellow Ranger) & **Steven Skyler** (Gold Ranger)

2:00 p.m.- 2:45 p.m.
GRIMM FAIRY TALES
Come and catch a glimpse of footage from the highly anticipated Grimm

Fairy Tales Animated pilot, produced by Zenescope, Titmouse, and Schneppzone. Based off the longest running independent color comic, directed by the talented Jon Schnepp, produced by Titmouse animation - the studio behind shows such as *Black Dynamite*, *The Venture Brothers*, *Superjail* and *Metalocalypse*, comes a reimagined horror/fantasy tale. See footage from the pilot, and hear the story of concept to creation from director Jon Schnepp and producer Benjamin Jackendoff as well as possible special guests!

3:00 p.m.- 3:45 p.m.
501ST LEGION COSTUMING HOW-TOS!

What does it take to be a costumed member of the 501st Legion? We will be talking about obtaining the "armor" and all of the necessary steps to putting a costume together to fit the individual costumer.

4:00 p.m.- 4:45 p.m.
ELM STREET 3 DREAM WARRIORS

For the past 25 years this is the panel you've been dreaming for! Meet all six of the "Dream Warriors" for the first time ever all together! You can ask them anything you ever wanted to know about the classic film "A Nightmare on Elm Street 3: The Dream Warriors." This is the one panel you don't wanna miss ... Freddy's counting on it

5:00 p.m.- 5:45 p.m.
"PODCASTING 101"

Since 2004, PendantAudio.com has served up hundreds of episodes of amazing original audio drama, with over 21 million podcast hits to date! The executive producer and some of Pendant's most prolific contributors discuss the ins and outs of podcasting -- and how you can start your own production.

6:00 p.m.- 6:45 p.m.
AGENT 88 - KICKSTARTER'S HIGHEST FUNDED WEB SERIES PILOT

Celebrate with the cast and crew of AGENT 88 as they share the tale of how their property became the highest grossing web series pilot on Kickstarter.com, cashing out at ten-times more than the average series. Agent 88 is the story of the world's deadliest assassin - an 88 year old British woman with Alzheimers is a dark comedy that meshes wry wit with cutting-edge action, slick visual effects and the conviction that ... Killing Just Gets Better With Age. Join us and see clips of the project that became the phenomenon that literally took over FaceBook. Guests include

Director/Producer **Digger T. Mesch** (Art Asylum, Minimates Creator), Producer **Jan Utstein-O'Neill** (*Violent Messiahs*, *Chassis*), Writer **William O'Neill** (*Violent Messiahs*, *Snake Plissken*), Cinematographer **Joseph Setele** (*Night of the Living Dead 3D*, *Jericho*) and the cast including **Kay D'Arcy** (Criminal Minds), **Ernie Reyes, Jr.** (TMNT, *The Rundown*), **Carlos Gallardo** (*El Mariachi* and *Desperado*), Joseph Gatt (*Thor* and *Star Trek Into Darkness*), **Damion Poitier** (*Avengers*) and **Ryan P. Martin** (*Ultraviolet* and *Killer Ink*), Alexis Cruz (*Stargate, Shark*), **Scott Vance** (24, *Alias*)

ROOM 102 C
11:00 a.m. - 11:45 a.m.
WRITING FOR COMICS

Join Eisner and Emmy Nominated writer **Joshua Hale Fialkov** for an introduction to writing comics. Joining Joshua will be **Rob Levin** (Top Cow/Archaia Editor, writer of *Abattoir*), **Jim McCann** (Eisner Winner for *Return Of The Dapper Men*, writer of *Mind The Gap*), **Brian Buccellatto** (co-writer of the *Flash*, writer of *Foster*), and **Sam Humphries** (writer of *Our Love Is Real*, *Sacrifice*, and *Marvel's The Ultimates*), as they share the tips, tricks, and secrets to making it in comics.

12:00 p.m.- 12:45 p.m.
ADVANCED DIGITAL INKING TECHNIQUES WITH BRIAN HABERLIN

Learn how to digitally ink and take all your black-and-white artwork to the next level. Comics artist **Brian Haberlin** will delve into Photoshop's treasure trove of features old and new, that not only enhance comic applications but make possible countless creative pen and ink opportunities rarely seen before. If you're serious about your black-and-white artwork, this session is a must. Digital pioneer and guru to much of the graphic arts/comics community, Haberlin is also the tutorial creator for international magazines such as 3DWorld, Imagine FX, and Photoshop User, and owner of Digitalarttutorials.com

1:00 p.m.- 1:45 p.m.
I DON'T KNOW \$#!+ ABOUT COMICS ... JESSE BLADE SNIDER
In this panel, we will open up the mysteries and intricacies of reading and collecting comics in the modern world. While reading comics makes sense to all of us, joining in the fun is often intimidating to the laymen. We are here to pull the curtain back and help new fans understand the idiosyncrasies of comic-dom.

sat programming

Questions like: Why don't Batman and Wolverine interact? Why is Spider-man in the Avengers in the comics, but not in the movies? How many comics publishers are there? How many people are involved in producing a comic book? How does one write a comic book? What's the difference between a Graphic Novel and a comic book? When are comics released? How do you download comics legally online? What are old comics worth nowadays? If this is the New 52, what was it like before this? Plus, comic book terms defined! Important comic book lore explained! And unlike that guy at the comic store who lords his knowledge over everyone, we are here to educate and make people feel good about their new place as fans of our wonderful industry! These questions and more fill this insightful hour of not so common sense comic book questions!

2:00 p.m.- 2:45 p.m.

ART OF BROM

An in-depth, behind-the-scenes look at **Brom's** artistic journey.

3:00 p.m.- 3:45 p.m.

WILLIAM STOUT - A LIFE OF ADVENTURE

William Stout has worked as a comic book artist, theme park designer, museum muralist, film designer, book illustrator and more. He has lived all over the world, including four months spent drawing and painting (and scuba diving) in Antarctica. With every place and project there are stories. Come hear Stout tell the best of them.

4:00-7:00 PM

INTENSIVE 3 HOUR WORKSHOP WRITING FOR COMICS SEMINAR

Join Eisner and Emmy Nominated

writer **Joshua Hale Fialkov** for a three hour intensive seminar on writing comics. Learn how to tell better stories, handle publishing challenges, and, market your books and yourself from the writer of *I, Vampire*, *Last Of The Greats*, and *Echoes*. Joining Joshua will be **Rob Levin** (Top Cow/Archaia Editor, writer of *Abattoir*), **Jim McCann** (Eisner Winner for *Return Of The Dapper Men*, writer of *Mind The Gap*), **Brian Buccellatto** (co-writer of the *Flash*, writer of *Foster*), and **Sam Humphries** (writer of *Our Love Is Real*, *Sacrifice*, and *Marvel's The Ultimates*), as they share the tips, tricks, and secrets to making it in comics. Limited to 30 seats, this will be an intimate chance to learn from some of the industries brightest young talent. \$100 for Three Hours - inquire at the Lobby Registration Area for tickets.

KIDS AREA

11:00 a.m. - 11:45 a.m.

DRAWING KIDS COMICS WITH DAVID MILLER

Want to learn how to draw alien teddy bears, robot sharks, or zombie Spongebob Squarepants? Let the Cartoon Dude teach you how to draw the bones of your favorite characters! Everybody is an artist. Let the Cartoon Dude show you what you can do.

12:00 p.m.- 12:45 p.m.

LET'S MAKE COMICS!

A hands-on workshop where kids draw a one-page comic. You don't have to be a great artist to make comics, just bring your desire to tell a story with words and pictures. Taught by comic book creator Javier Hernandez. Paper and pencils provided. Javier Hernandez has

been publishing comics through his imprint, Los Comex, for the last 14 years. Among his creations are *Dead Dinosaurio*, *The Coma* and *El Muerto* (which in 2007 was turned into an award-winning live-action film starring Wilmer Valderrama). He's been teaching comic book and cartooning workshops for the last 10 years. Visit him online at www.javzilla.com

1:00 p.m.- 1:45 p.m.

KIDS DRAW SUPERHEROES

Are you a kid that wants to learn how to draw super heroes? If you do then come and join Super Siblings cartoonist Patrick Scullin as he teaches kids of all ages how to draw their favorite characters. Bring a sketchbook, paper, crayons, pencils, or markers and Patrick will guide you through the steps of drawing dynamic cartoon characters. No drawing experience is required for this family friendly art session. Even if you don't have any art supplies come join the fun. See you there!

2:00 p.m.- 2:45 p.m.

MAKING COMICS FOR KIDS

Want to know what it takes to make super awesome comics for kids? Come hang out with the guys and girls who are making it happen every day. Join Neo Edmund (JumpStart's *Windy Hollows*, *Jurassic Strike Force 5*), Joe LeFavi (Fraggle Rock, Editorial Director of The Jim Henson Company), Tim Beedle (Muppet Robin Hood, *Fraggle Rock*), Paul Morrissey (The *Incredibles*, *Mouse Guard*), Heather Nuhfer (Fraggle Rock, *Strawberry Shortcake*), and Adira Edmund (Jump Start's *Windy Hollows* and *Kindergarten Teacher*).

SATURDAY NIGHT EVENTS

The Tonight Show with Conan O'Brien's Pierre Bernard will be hosting the first ever, Long Beach Comic & Horror Con Drawing Workshop!

"PIERRE BERNARD'S SEXY COSPLAY!"

It's a non-instructive drawing event. Just bring some art supplies, a desire to be creative and have fun!

Beginners and professionals are all welcome! The models for the evening will be

LA's Gallery Girls: Jennifer Fabos Patton, Rachel Bailit and Keith Klanderud

They will be dressed in different cosplay themed costumes. There will be music and snacks.

Saturday November 3rd, 2012, 7pm to 10pm
In Room 104 at the Long Beach Convention Center

Admission is **FREE** for all convention attendees with a badge for Saturday or **\$10** at the door. As a prelude to the evening event there will be a 1 hour drawing event in the convention room! Also, while at the convention, stop over at Pierre's table (#1301) and preview some pages from his upcoming book, "18" x 24" And Other Sizes, A 3 Year Collection Of Drawing From Life."

All programming schedules are subject to change without notice. We apologize for any inconvenience.

SUNDAY, NOVEMBER 4

ROOM 104

12:00 p.m. – 1:45 p.m.

THE RED HOUSE SCREENING

A young woman who has just inherited a remote house in the woods invites her friends along for a vacation as she checks out the place. But their recreation is soon interrupted by torture, madness and murder...

2:00 p.m. – 3:45 p.m.

THE THING SCREENING!

The 1982's John Carpenter classic!

ROOM 103AB

11:00 a.m. – 11:45 a.m.

THE FUTURE OF VALIANT

Come hear all of the exclusive news & announcements behind the next great happenings in the Valiant Universe! Featuring **Joshua Dysart** (*Harbinger*) & Chief Creative Officer **Dinesh Shamdasani**, this is the one-and-only place to discover what 2013 holds for Valiant's greatest heroes.

12:00 p.m. – 12:45 p.m.

SUPER INDIE COMIC BOOK CREATION

You have the idea for the Next Great Comic, but where do you go from there? Our panelists have created their own comics from scratch and will teach you how to find a writer or artist, how to get your book printed (with helpful money saving tips), and once you have the books how to actually go about selling them, distributing to stores and marketing the books. If you have always wanted to create your own comics, this panel will help you learn the crucial steps necessary to do just that.

1:00 p.m. – 1:45 p.m.

THE ART OF THE COMIC COVER WITH TIM BRADSTREET

Tim Bradstreet talks about the ingredients needed to create successful cover art. Bradstreet also discusses some of his personal favorites. Surprise moderator! Followed by Q&A, time permitting.

2:00 p.m. – 2:45 p.m.

LETS SCARE THE KIDS: BRINGING HORROR BACK TO YA LITERATURE

Dark themes and horror elements have been a mainstay in YA literature since forever, but recently there's been some watering down and romanticizing of classic horror tropes. Does the horror story have to be diluted for teens or are kids ready for the high

octane stuff? Young adult authors and horror nuts **Gretchen McNeil** (*Possess and Ten*), **Jennifer Bosworth** (*Struck*) and **Daniel Marks** (*Velveteen*) explore trends in teen terror, the allure of fright, and give a preview of what young readers can expect from the new wave of YA horror novels.

3:00 p.m. – 3:45 p.m.

WHERE DO IDEAS COME FROM? BANISHING THE BLANK PAGE—

Writers's Block? Artistic Anemia? Get unstuck! Veteran writer/editor **Barbara Randall Kesel** (*Womanthology: Heroic, TMNT April*) outlines strategies and tips for artists and writers who face the worst fear of the creative—an empty page and no ideas for how to draw or write your story.

ROOM 102A

11:00 a.m. – 11:45 a.m.

BREAKING INTO ANIMATION

Animation is a great area to work with a lot of different jobs as part of the process. Writing, storyboarding, animating, character design, production jobs, programming, voice acting, and more. But how do you break in? Just how do you get a job working in animation?

12:00 p.m. – 12:45 p.m.

VOICE-OVER ACTING

There's the script, there are drawings, and there are voices. You need all three to bring animation to life. Voice-over actors who have brought countless characters to life talk about the ins and outs of how you figure out what a character should sound like, what it's like to "act" with only your voice, and how you find yourself making a living "talking funny."

1:00 p.m. – 1:45 p.m.

INDIE ANIMATION PANEL

Want to learn how to create high quality animation without breaking your bank account? Come to the indie animation panel where guest speakers show you the steps to create your own animation. Topics include what programs you need, what works & doesn't work in building a social following online, and tips for Kickstarter. Guest speakers **Dahveed Kolodny-Nagy**, **Raul Aguirre Jr.**, **Ken Mora**, **Jim Lujan**, & **Steve Sievers** have successfully worked on their own independent animation projects and will share their knowledge and experience

working with companies from Disney to Nickelodeon.

2:00 p.m. – 2:45 p.m.

ANIME VOICE ACTING WORKSHOP WITH CRISPIN FREEMAN

Ever wanted to play the voice of your favorite anime character? Are you curious about the process of voice acting? Have you ever thought to yourself, "I could do better than that!" Well now's your chance! Join veteran voice actor **Crispin Freeman** in a dubbing workshop where you get to learn how the professionals voice act in anime! Volunteers will be able to get up and try their hand at voice acting to picture using the same equipment the studios use!

3:00 p.m. – 3:45 p.m.

DEVELOPING & SELLING ANIMATION PROJECTS

You've got a great original idea. Or maybe you've got a comic book series. Maybe a game. Maybe a novel. But you know it would make a great animated TV series. What do you need to do to make that a reality? Can you just show your notes? Who do you show them to and how do you get to see them? What form does a pitch take? And when you make that deal, what's likely to happen? Hear from people who've been there and done that.

4:00 p.m. – 4:45 p.m.

COMICS AND COMICS

Geeks assemble! "Comics and Comics" is all-fanboy stand-up comedy, presented by the nerdiest comedians in the 616! Join **Sax Carr** (*Crave Online*), **Asterios Kokkinos** (*Manswervs*), **Ron Swallow** (*MAD TV*) and **Tom Franck** (*Syfy Network*) **Ed Greer** (*Angry Dorks*) and **Tim Powers** (*Fandom Planet*) for geek stand-up that rolls at +5. From comic books to video games, from anime to *Dr. Who*, from *Babylon 5* to *Star Trek*, from *Dungeons and Dragons* to that one episode of *Clone Wars* that was a ridiculously thinly-veiled commentary on cafeteria food in schools, you can rest assured that all geek bases will be covered! Comics and Comics is all-fanboy stand-up comedy performed by the funniest and geekiest comedians in the Prime Material Plane. The show has appeared at comic and animation conventions across the country, opened the 2012 Geek Week Festival in Boston and was featured on NPR's "Marketplace."

All programming schedules are subject to change without notice. We apologize for any inconvenience.

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ROOM 102B

11:00 a.m.– 11:45 a.m.

THE WRITER'S JOURNEY: BREAKING INTO COMIC BOOK AND HOLLYWOOD SCRIPTWRITING

Every aspiring writer wants to know ONE THING: "How do I break into the business?" The old days of sending in unsolicited pitches to big comic book companies in the hopes of getting hired are dead and gone. If you are an unpublished writer with dreams of making it in the comic book industry, and you don't know how or where to begin, this is the panel for you. Join Hollywood screenwriter/graphic novel producers **Brandon M. Easton** (WB's *ThunderCats*, *Transformers: Armada*, *Shadowlaw*), **Geoffrey Thorne** (*In the Heat of the Night*, *Ben 10*, TNT's *Leverage*, *Star Trek: Titan*, *Genre 19*) and **Jonathan Callan** (*Ben 10: Omniverse*, *Generator Rex*, *Slugterrainea*, *The Prisoner* Webcomic) as they share insider information, publishing secrets and the professional realities on how to develop your ideas into a viable comics proposal, how to hire artists and build a strong contract, how to seek out a publisher and how to navigate the tough new world of intellectual property management in the digital frontier.

12:00 p.m.– 12:45 p.m.

BEYOND CLICHES - CREATING AWESOME FEMALE CHARACTERS FOR COMICS, FILM, & VIDEO GAMES

Join us in exploring the past, present, and the future of female character creation for comics and video games. We'll examine the traps of common tropes, cliches, and stereotypes while discussing how content creators can create wonderful, relatable, and realistic female characters. Panelist include **Brandii Grace** (moderator), **Marv Wolfman** (*Teen Titans*, *Epic Mickey 2*), **Neo Edmund** (*Red Riding*, *Rise Of The Alpha Huntress*), **Barbara Randall Kesel** (*Meridian*, *Teenage Mutant Ninja Turtles*), and **Wendy Pini** (*Elfquest*).

3:00 p.m.– 3:45 p.m.

THE FUTURE OF ROBOTECH

Harmony Gold Creative Director **Tommy Yune** showcases all the latest live action and animated Robotech projects and more.

ROOM 102C

10:00 a.m.– 12:00 p.m.

INTENSIVE 2 HOUR WORKSHOP – WITH JIMMY PALMIOTTI & AMANDA CONNER

The seminar will be a question

and answer to all the insider information anyone would need to create their own character, find a publisher and connect with the market. We will talk about story structure, finding an artist to match the project and creating your own intellectual property and beyond. Join industry experts **Jimmy Palmiotti** and **Amanda Conner** and learn the inside scoop on writing comics, world building, storytelling and creating characters, creating intellectual properties and navigating through the different comic companies and what to expect. After a unique and educational opportunity to learn from this wildly successful team, you will have a chance to ask questions about anything you may want to know about the comics industry. Additional fee applies – inquire at the Registration desk in the Lobby.

1:00 p.m.– 1:45 p.m.

FUTURE AUTHORS PANEL

With **Dani & Aytan Kollin**, **Gregory Benford**, and **Larry Niven**. Take an in-depth look into the minds of some of the best SciFi Authors out there in this informal Q&A.

2:00 p.m.– 2:45 p.m.

LEARN FROM START TO FINISH HOW TO CREATE YOUR COMICS DIGITALLY

Howard Simpson (Disney, Nickelodeon, WB) will show you step-by-step how to prepare a digital template for comics using Adobe Illustrator. Learn basic tools and other apps to use. Bring your laptop!

3:00 p.m.– 3:45 p.m.

GRAPHIC NOVELS FROM IDEA TO FINISH WITH BRIAN HABERLIN

Learn how to take your idea and make a graphic novel ...using his soon to be released graphic novel *Anomaly* as a test case. Subjects discussed will be idea to script, page format, panel layout, art style, distribution and much much more! **Brian Haberlin** has co-created/created many comic titles such as *Witchblade*, *Stone*, *The Wicked*, *Hellcop*, *Houdini: The Man from Beyond*, *Jinn*, *Aria*, *M-Rex*, *Area 52* and *Athena Inc*. He is also the co-founder of *Anomaly Productions* a company exclusively producing graphic novels with cutting edge interactive elements, whose first epic graphic novel *Anomaly* will be debuting in November.

4:00 p.m.– 4:45 p.m.

STAR WARS ORIGAMI

Origami master **Chris Alexander**

(*Star Wars Origami*) will demonstrate and teach folding techniques to make *Star Wars* origami figures. Attendees will fold an exclusive model using specially designed paper along with other art from the movies. Materials included.

KIDS AREA

11:00 a.m.– 11:45 a.m.

KIDS CAN DRAW CARTOONS DIGITALLY

Howard Simpson (Disney, Nickelodeon, WB) will show you techniques to draw your favorite cartoon characters. Bring your iPad, tablets and smart phones. Download the free SketchBookExpress and you can follow along.

12:00 p.m.– 12:45 p.m.

LET'S MAKE COMICS!

A hands-on workshop where kids draw a one-page comic. You don't have to be a great artist to make comics, just bring your desire to tell a story with words and pictures. Taught by comic book creator **Javier Hernandez**. Paper and pencils provided.

2:00 p.m.– 2:45 p.m.

FAT RABBIT FARM

Learn how to draw and create original characters and how to make them come to life through creativity and writing!

3:00 p.m.– 3:45 p.m.

OZOPOLIS BOOK READING & RADIO SHOW

Are you ready to experience an all-ages comic as a live radio drama? Creator **Kirk Kushin** and friends will bring *Ozopolis* and L. Frank Baum's classic fairyland to life with this special Long Beach table reading! Come enjoy a unique live presentation of all new tales set in the Land of Oz. Get ready for fun, prizes and of course audience participation!

4:00 p.m.– 4:45 p.m.

KIDS MAKE COMICS

Are you a kid that wants to learn how to make comics? If you do then come and join Super Siblings cartoonist **Patrick Scullin** as he teaches kids of all ages how to make their own comics. Bring a sketchbook, paper, crayons, pencils, or markers and Patrick will guide you through the steps of creating a story and putting it to paper. No drawing experience is required for this family friendly session. Even if you don't have any art supplies come join the fun. See you there!