

Anthrocon 2006

Program Guide

Making
History

2's Rant

"2, The Ranting Gryphon"

Friday 7:30-9p — Spirit of Pittsburgh Ballroom

He's ba-a-a-a-a-a-ck! He's the Ranting Gryphon. He's mad and he's willing to talk about it! Come and join 2 as he gives his take on what's wrong with the world. This is one of Anthrocon's most attended events. Arrive early for a good seat! Last year, this event was standing room only.

Ten Years of Anthrocon

JBadger

Sunday 4-5p — Spirit of Pittsburgh Ballroom

Anthrocon started ten years ago in Albany when some folks here from the East Coast felt the need for another convention relating to this fandom. Come to a discussion of the history of Anthrocon and see photos from that first year to now.

The 10th Anthrocon Fursuit Parade

Yappyfox

Sunday 11:30a — Spirit of Pittsburgh Ballroom

In 1997, Yappyfox came up with the idea of having fursuiters parade through the dealer's room so that all of the dealers would have a chance to experience a convention and fursuit related event. This event has become a tradition not only at Anthrocon, but at many conventions all around the country. If you're a fursuiter, please come and participate in our tenth annual fursuit parade, with the founder himself leading the way! For those without fursuits, this is a magnificent photo opportunity to see many of the beautifully built costumes attending Anthrocon. Please meet early in the main ballroom so that the parade may start on time.

Advanced Fursuit Performance Techniques

JD Puppy

Sunday 10-11a — Butler Room

This panel is for those who want to add a little styling to their fursuiting performances in general. More than just your typical "make it big" advice, this panel will go a little more in-depth with how to exaggerate keeping personality, character, and emotions in mind. It's more than just putting a suit on and walking around — give people a reason to watch you by bringing your character to life!

Anthro Anatomy and Physiology

Otterdoc

Saturday 2-3p — Lawrence Room

An exploration of the anatomy and physiology of anthropomorphics from a veterinary perspective. Discussion will range from basic concepts of anatomy and physiology to speculative looks at the medical care of anthropomorphics. Creative fiction and science can coexist!

Anthropoly

K.P.

Friday 3-5p — Spirit of Pittsburgh Ballroom

What exactly is Anthropoly? Anthropoly is Anthrocon's comedic game show. Our contestants are pulled right from the audience, and you have a chance to win some cool prizes! Match wits with some of the fandom's funniest personalities and who knows...you could be a big prize winner!

Anthropomorphics in Filk

Randy Hoffman

Friday 1-2p — Somerset Room

Come hear how filking can be influenced by anthropomorphics!

Arend Studios Photo Shoot

White Fox

Sunday 1-2p — Allegheny I Room

Calling all Arend Studios fursuits! This is a photo opportunity for anyone with an Arend Studios suit to get photos with other Arend Studios costumes. Arend has produced a wide variety of costumes and designs throughout the years...and this is a chance to get many of those costumes together at the same time.

Astrono-Furs Party!

Swift Fox

Friday 10p-midnight — North Terrace Observation Deck

Saturday 10p-midnight — North Terrace Observation Deck

Come spend an hour or two and take a tour of the night skies over Anthrocon with the Astrono-Furs, fellow furrries who have a passion for amateur astronomy. Members will help familiarize you with the early summer constellations and if we're lucky, we might watch a satellite pass overhead. View Jupiter and it's moons as well as deep space objects thousands of light years away through telescopes and binoculars set up on the convention center's observation deck. Hand outs will be provided. Event is weather dependent.

Beginner's Introduction to Advanced Puppetry

Recherei

Friday 2:30-4p — Convention Center Room 305

Basic concepts of puppetry performance. Movement, posture, and focus of the puppet on stage and in walk-about performance. Puppets will be available if you'd like to practice some lipsync with us. Also stage design, selecting a puppet and creating on stage characters, as time permits.

The Capsule

CargoWeasel

Saturday 11p-6a — Westmoreland Room

The Capsule Lounge is a chillout space with a relaxed ambiance. Cargo Weasel spins an eclectic mix of lounge music, downtempo, underground hip hop, and experimental electronics while furrries can hang out on the inflatable beanbag chairs and play retro Atari 2600 games.

Character versus Costume

Lucky Dog

Saturday 1-2p — Somerset Room

Intermediate Level panel. How to take an ordinary fursuit costume and make it into a character that makes people laugh and that they can relate to. Give the costume some character, some life....

Charity Auction

Rigel, Uncle Kage

Saturday 2:30-5p — Allegheny I Room

Come and bid on one of a kind items in the Anthrocon Charity Auction. This year, our auction proceeds will go to the Western Pennsylvania National Wild Animal Orphanage, an exotic feline rescue organization. (<http://www.wildanimal.org>)

Charity Benefit

The Con Chairman and the Ranting Gryphon

Sunday 3-4p — Spirit of Pittsburgh Ballroom

They are amazing apart... together, they are indescribable. Join both Kage and 2 as they appear on stage together. How will they fit all they have to say in only one hour? Come and find out! You'll need a ticket to get in, and a ticket requires a donation to the charity. Stop at the charity table in the Dealers' Room before Sunday 2pm.

Circle of Stone Update

Silverfox

Sunday 1-2p — Butler Room

An update on the video project "Circle of Stone", an anthropomorphic live action video now in production. Come out and hear what's going on and where we are going next!

Collectible Card Game Art

Fenris Lorsa

Friday 1-2p — Fayette Room

Collectible card games feature some of the best and worst art out there. Sometimes even great artists produce terrible art for this market. Learn about the special pitfalls associated with working in this format. If time allows, speaker may be able to go over portfolios with people, addressing specific strengths and weaknesses as related to this format.

Comedy Improv: WTF Theater

Terry Sender

Saturday 11p-1a — Somerset Room

The same actors who have been bringing their improv entertainment to MegaPlex for several years running now return again to Anthrocon to spread the impromptu joy! Come join Terry "Mouse" Sender and his improv troupe, "WTF Theater," as they make complete goons of themselves on stage for you once again, bending (somewhat) to your whim and whimsy in a performance decided, in the end, by you. We hope to see you there!

Dance Dance Revolution Tournament

Tiger of the Wind

Sunday 1-4p — Convention Center Room 306

It's the rhythm game you play with your feet. Or, do you? Join us for Anthrocon's yearly DDR tournament! Tryouts will be held Friday and Saturday during normal videogame room hours, and thirty-two dancin' fools will make it to the tourney finals.

David Hopkins Draws Jack

David Hopkins

Saturday 3:30-5p — Westmoreland Room

David Hopkins, creator of the online comic Jack, will be drawing characters from the comic, singing show tunes, and generally getting the audience involved as he slowly goes out of his mind. Bring the kids!

DJ Furry Style!

Rory

Saturday 4-5p — Fayette Room

A entry discussion and hands on work to see if you have what it takes to be a DJ, not only in the furry world but as an RL professional!

Drawing Males

Cody

Saturday 2:30-3:30p — Butler Room

Bishie or beefcake, there's basic fundamental anatomy that makes a guy identifiably a guy. Learn the minimum as well as what to exaggerate, and we don't just mean down there.

The Eye of Argon!

Kristy "buni" Tracer

Saturday 10p-midnight — Butler Room

See Grignr's bulging muscles as he hefts his axe against the lugubrious Agafnd, vizier of Gorzam! Hear Carthena's screams as she clings wafishly to the corded shoulder blades of her barbarian defender! Smell the fetid stench of their sarcophagaeon tomb from which no man has returned alive! You'll thrill as Gringr singlehandedly defeats horde upon horde of stygian fiends! You'll wonder as they uncover the wondrous treasurestone, the Eye of Argon! You'll laugh, cry, gasp, and beg for more as you try to read your part of the Worst Story Ever Written. Come and join... if you dare!

Filk Concert with Tom Smith

Tom Smith

Saturday 3:30-5p — Spirit of Pittsburgh Ballroom

Come and enjoy a concert with Tom Smith, the World's Fastest Filker!

Foundations of Digital Character Animation

Timothy Albee

Friday 2-4p — Westmoreland Room

Tim Albee will be discussing the foundations of principles of digital animation. Come and listen to information from the gentleman who created and animated the acclaimed animated film, Kaze: Ghost Warrior.

Fox Hunt

Yappyfox

Friday 1p — Lawrence Room

Saturday 1p — Lawrence Room

Tally-ho! It's time to find the fox! Yappyfox will have a radio "fox" hidden somewhere in Anthrocon spaces. Your mission is to find the fox. You will need a radio or scanner capable of receiving 144.340 MHz to find the fox. The first fox hunt will be for a stationary fox. This is the warm up for Saturday's hunt...which involve finding a moving fox target. Note: The "fox" may not really be a fox...it's your job to find the tagged animal as quickly as possible. Participants should meet in the designated meeting room for a briefing of how to find the fox and "fox hunt" rules.

Foxes Abound!

Jadedfox

Sunday 1-2p — Somerset Room

Foxes, foxes everywhere! Come and discuss our favorite fuzzy critters in respect to the fandom and in nature in general.

From Concept to Costume

White Fox

Saturday 2:30-3:30p — Somerset Room

Arend Studios has produced many of the fursuits that you will see at Anthrocon. Come join White Fox, one of the founders of Arend Studios, as he describes the process and planning behind taking an idea for a character design and what it takes to make it a reality. This panel will give you insight into costume creation and development.

Furry Fiction I

Ashé

Saturday 9-11a — Fayette Room

Come all ye writers and gather. This is the first in a series of panels dedicated to not only writing exercises and talking about writing but a workshop. Join us and bring some of your ideas or short flashes of genius. Share your work with your peers, and let's workshop together.

Furry Fiction II

Ashé

Saturday 1-3p — Fayette Room

This panel is a continuation of Furry Fiction I. Don't worry if you missed the first one, this is a writing workshop so we are going to be writing. Just pop on in bring a pencil and paper and we will work on your writer's block, help you fill out your characters, even read your story and tell you what we think. Bring anything you're working on but make sure you are comfortable sharing.

Furry Fiction III

Ashé

Sunday 10a-noon — Fayette Room

This panel is a continuation of Furry Fiction I and II. Don't worry if you missed the one or both of the previous panels, this is a writing workshop so we are going to be writing. Just pop on in bring a pencil and paper and we will work on your writer's block, help you fill out your characters, even read your story and tell you what we think. Bring anything you're working on but make sure you are comfortable sharing.

Furry in Second Life

Luskwood & Ginko

Saturday 4-5p — Convention Center Room 304

Overview of Second Life's furry social life, furry character creation, and the origins/history of the furry community in Second Life.

Furry Mad-Libs: After Dark (mature)

Silverfox

Saturday 10-11:30p — Fayette Room

More (and possibly naughty) fun with furry words as the audience helps Silver tell a story by contributing random words!

Furry Mad-Libs: The Last Stand

Silverfox

Friday 10–11:30p — Fayette Room

Interactive storytelling fun with furry fans as the audience helps Silver tell a story by contributing random words!

Furry Publishing

Silverfox

Friday 2–3p — Cambria Room

An interactive session on the do's and don't's of getting yourself into the publishing business. For all the people out there who always wanted to start your own little empire, here's a chance to get some knowledge off people who have done it, more or less successfully!

Fursuit 101

Big Bad Wolf

Friday 3–4p — Fayette Room

Come join longtime Anthrocon member Big Bad Wolf as he discusses basic fursuit construction tips and techniques. Bring your questions...he will have some answers!

Fursuit Dance 101

DEX

Friday 1–2p — Allegheny I Room

Okay so you have a fursuit, and now you wanna shake a tail with the best of them. Come join DEX, a celebrated performer from previous Anthrocon Masquerades, as he helps you learn the fundamentals of fursuit dance. Wearing a fursuit is not necessary, but it's highly recommended as dancing in a costume is very different from dancing in street clothes.

Fursuit Games

Ronin Otter

Sunday 2–4p — Westmoreland Ballroom

Calling all fursuiters for Anthrocon's own Fursuit Games. Your fursuit track lead, Ronin Otter, will be hosting this popular event with many zany and wild games for all you costumed critters!

Fursuit Maintenance 101

Antimoon

Saturday 4–5p — Butler Room

How to care and maintain fursuits and mascot-style costumes. Topics include washing, wearing, suggested fursuit care items, traveling with a suit, patching minor holes, etc. Q&A offered after panel.

Fursuit Photo Shoot

Tugrik

Friday 2–5p, 7p–midnight — Convention Center Room 302

Saturday 1–5p, 7p–midnight — Convention Center Room 302

We are delighted to welcome the incomparable Tugrik to Anthrocon this year! Tugrik will be offering his photographic skills for fursuit photos on Friday and Saturday. Stop by for a fantastic fursuit photo session!

The Great Big Pawpet Show

Recherei

Saturday 2–4p — Convention Center Room 305

A big Pawpet performance!

Guided Meditation with Kigs

Kigs

Saturday 1–2p — Allegheny I Room

A guided meditation to calm the mind and rejuvenate the soul. A small refresher in the middle of a hectic, underfed, sleepless, exciting weekend.

History of Furrries in Video Games

Jadedfox, Jessie Tracer / Electric Keet

Saturday 1–2:30p — Convention Center Room 304

Video games have a rich history of anthropomorphic characters, heroes and villains alike. Join two furry fans in the videogame industry for a nostalgic review of the history — and an eye toward the future — of our favorite critters. Be ready to join in the roundtable discussion!

How to Build a Fursuit in One Million Easy Steps

Sharky, Wally Wolf

Friday 2–3p — Lawrence Room

A wacky look into the world of home built fur suits.

The Human-Animal Bond: Treating Pets Like

Family

Otterdoc

Friday 4–5p — Lawrence Room

Come explore just why we consider pets as family. This discussion of the human-animal bond will introduce and explore a few aspects of the companionship, understanding, cooperation, and support that humans and their animal companions share.

Improv with Kigs

Kigs

Friday 11p–1a — Somerset Room

Improvitational theater and workshop. Audience members participate in a series of improv games, and then experience light advice and workshoping. Audience participation highly encouraged.

Instafilking

Randy Hoffman

Friday 3–4p — Somerset Room

Performers and/or attendees will be improvising new lyrics to well-known existing songs. Loads of fun!

Introduction to Filk

Randy Hoffman

Friday 9p–1a — Allegheny I Room

An introductory discussion about the genre and its history and appeal, as well as to play some representative examples. After the discussion, the floor will be open to filking from both the panelist(s) and the audience.

Iron Author

Kristy "bun!" Tracer

Friday 10p–midnight — Butler Room

Sunday 3–4p — Somerset Room

*Anyone can write middling fiction, but it takes a master to create truly execrable prose. Have you read *The Eye of Argon*? Do you know who Ratliff is? Do you think you are ready for the challenge of the Iron Author? Participants have twenty-four hours to create the worst story imaginable that still meets the criteria of the judges. Afterwards, come to the reading, where the best of the worst will be "honored."*

Laws of the Wild LARP

Blackjack

Friday 2–5p — Armstrong Room

Live Action Role Playing, a form of freeform, improvisational theater.

LHR (Potoroo) in Concert

Potoroo

Friday 10–11p — Somerset Room

Potoroo will be doing a musical performance with any donations he receives being given to Anthrocon's charity.

Listen to Kigs Talk

Kigs

Saturday 4–5p — Somersset Room

Stand up comedy with Kigs.

Looney Labs

Silaria

Saturday 1–3p — Convention Center Room 301

Sunday 2–4p — Convention Center Room 301

Don't just make history, change it! Stop by and take a journey through time in your very own time machine! Join us for Looney Labs' award winning time travel game, Early American Chrononauts, where you can discover what might have happened if the Boston Tea Party didn't happen, the U.S. Constitution was never written, or the South won the Civil War. While you are gallivanting through time, be the first to enjoy Negative-Calorie Pizza or drivefly the Pollution-Free Flying Car. Make some time, bring your friends, and come play with us!

The Masquerade

Rigel

Saturday 7:30–9p — Spirit of Pittsburgh Ballroom

One of Anthrocon's longest running traditions. Come and see what Anthrocon's performers have cooked up as they take the main stage to entertain you, with K.P. returning as the master of ceremonies.

Performing in the Masquerade requires pre-approval by our Masquerade director and a mandatory rehearsal. This is one of Anthrocon's most attended events. Early arrival for good seating is recommended.

Meet Diane Duane

Diane Duane

Sunday 2–3:30p — Cambria Room

Come and meet an amazing, accomplished writer and one of Anthrocon's Guests of Honor for a question and answer session. Arrive early to ensure a seat!

Meet Scott Shaw!

Scott Shaw!

Friday 4–5p — Cambria Room

Come and meet a remarkable and multi-talented man, one of Anthrocon's Guests of Honor, for a question and answer session. Arrive early to ensure a seat!

Mixed Candy Photo Opportunity

Latin Vixen

Sunday 10:30–11:30a — Allegheny I Room

All people owning a Mixed Candy fursuit are invited to come for group photos with other Mixed Candy costumes. You may need extra film (or digital memory) for all those pictures!

Oddball Comics with Scott Shaw!

Scott Shaw!

Friday 1–2:30p — Spirit of Pittsburgh Ballroom

Anthrocon is pleased to offer a special event featuring one of our Guests of Honor, Scott Shaw! Be prepared to be entertained and informed with a presentation of artwork and stories from Scott Shaw!

Open Filking

Randy Hoffman

Saturday 9p–midnight — Spirit of Pittsburgh Ballroom

An open opportunity for experienced and novice filkers to perform. If you'd like to give filking a try, stop on by.

Pawpet Free For All

Recherei

Sunday 2–4p — Convention Center Room 305

Come join us on stage. Practice lipsynching a few tunes. Tell a few jokes. Help us get ready for the big show. Puppets will be available for use or bring your own. Scripts and music will also be available for your perusal.

Performing in Suit: Basics

Lucky Dog

Friday 4–5p — Allegheny I Room

Basic information on how to perform. What to wear, what to eat, hydration, how to move, all the basic information for starting fursuitsers.

Puppetize Me! Bring Your Favorite Plush To Life

Recherei

Saturday 11a–noon — Convention Center Room 305

You can turn an inexpensive plush into a custom puppet. Or, if your puppet is a little too stiff or its mouth is too tight for your hand, (or too loose), we can help. Topics include: finding good candidates for conversion; materials and techniques you can use; and fixing, improving and modifying the puppets you already have. Come see live surgery performed on a Folkmanis ferret.

Rage CCG Demo and Causal Play

Fenris Lorsa!

Friday 3–5p — Convention Center Room 301

Saturday 3–5p — Convention Center Room 301

Sunday 10a–noon — Convention Center Room 301

Rage is a game of savage werewolf combat for two or more players based on Werewolf: The Apocalypse. Lead your pack of werewolves to victory through combat, politics, or by fulfilling spiritual quests. Cards will be provided for new players and rules will be taught. Experienced players are welcome to stop by for some casual play and our encouraged to use theme decks during casual play so as to go gentle on people who are just learning to play.

Rage CCG Tournament

Fenris Lorsa!

Friday 9p–midnight — Convention Center Room 301

Tournament for the Rage CCG. Please bring your own twenty-renown tournament legal deck and be sure to have read the April 2006 rules and FAQ update. There will be a limited number of "loaner" decks available for people who learned to play at a demo at Anthrocon. You are expected to know the rules.

A Reading with Diane Duane

Diane Duane

Saturday 11a–noon — Allegheny I Room

Come and enjoy a reading of anthropomorphic literature from the author herself!

The Red Raven Legends: Live Scriptreading!

Kemeleon

Friday 9–10p — Cambria Room

Join the creators of OMGWTF! Furies in a live, impromptu performance of the first act of their upcoming film. It begins, as space operas often do, with a chosen one. Take away basic social skills, add a precocious female lead and a surly sidekick, and you have The Red Raven Legends, a collision between Star Wars and Harry Potter, with countless cult film parodies thrown in for spice. Join young, naive, marginally functional hero Anciant Kristifigur, "The Boy Who Failed to Die," and his unlikely allies as they risk all in the struggle against darkness, Dark Darkness, a verbose villain with the verve of Voldemort and Vader. Together with his faithful classmates Jester and Heroine, as well as the unsettling Dr. Strangejiff and the perpetually inebriated Shinobi Gin, Anciant fights to fulfill his destiny in an epic adventure filled with enough geekdom to choke a Gungan.

So This Is Your First Convention?

Uncle Kage, "2, The Ranting Gryphon," K.P.

Friday 1–2p — Westmoreland Room

Okay, so you've decided to make Anthrocon your first furry convention, but you're not sure exactly what to do? This is the event for you! Offered early in the convention schedule, come get some advice and entertainment that are sure to help make your convention experience more enjoyable.

Spazfox: LIVE!

Spazfox

Friday 9–10p — Somersets Room

I do stand-up comedy, people laugh.

Super Smash Bros. Melee Tournament

Yifferfox

Saturday 7–9:30p — Convention Center Room 306

Nothing is quite so surreal as watching popular characters from a dozen different videogame world collide in utter combat mayhem. It's even more fun than it sounds! Sign up at the videogame room if you want to join in (limited room available) or just drop in to watch the chaos. Every year it's a different battle, and anything could happen. If you ever wanted to see Yoshi and Fox McCloud beat the snot out of each other, be there!

Uncle Kage's Story Hour

Uncle Kage

Saturday 9–10:30p — Spirit of Pittsburgh Ballroom

A staple of Anthrocon entertainment, the venerable Uncle Kage returns to our main stage to delight the audience with his tales of worldly travel. This is one of Anthrocon's most attended events. Early arrival is recommended.

Using Your Powers for Good

K.P.

Saturday 1–2p — Butler Room

There are many ways that you can make a difference in your community using your fandom related talents. Whether you are a fursuiter, puppeteer, artist, or just someone who wants to make a difference, this panel will help you see many ways that you can make your own community better. K.P. has been doing charity work in the Orlando area for over 6 years. Come and listen to some of his stories and share your own with the audience.

Veterinary Emergencies and Pet Health

Otterdoc

Saturday 3–5p — Lawrence Room

Do you know what to do when your pet is injured or sick? What does your pet need for basic care? This panel will help you learn what your pet needs for a long, healthy life, as well as how to help your pet in the event of an emergency.

Werewolves and Wolf Spirituality

Rex Wolf

Saturday 2:30–3:30p — Armstrong Room

This panel will be about the closeness we wolves feel with our brethren in nature. Us wolves have a special bond with our brothers, and our being furrries means we feel ourselves to be wolves in human form rather than just fans of anthropomorphic topics. We will share our experiences with and knowledge of wolves, shapeshifting, werewolves, and of course our spirituality. We will then have an open discussion with everyone in attendance to share everyone's points of view, ask questions, and whatever else comes up.

What the Heck's a Furry Anyway?

Kemeleon

Friday 10–11p — Cambria Room

One of the many things that make the furry fandom unique is that, aside from the "anthropomorphic animals" aspect of it, there is no true set definition of the fandom. Every fur brings with him or her their own unique view and interpretation of what furry means to them. Join the creators of the independent mockumentary, OMGWTF! Furrries, for a group discussion on the various views on the fandom in order to seek out the one thing that ties them all together.

Why Anthropomorphics?

Scott Shawl, Diane Duane

Saturday 1:30–2:30p — Cambria Room

Why do we use anthropomorphic animals in our creations? What are the drawbacks? How are "furrries" viewed in the world of professional publishing? Our guests of honor will discuss with us the challenges and rewards of using furry characters.

Wolf Park: A Discussion of Wolf Behavior, Ecology, and Husbandry in Captivity

Wolphy

Saturday 4–5p — Cambria Room

Wolf Park is a non-profit organization in northwestern Indiana that currently has 19 captive, socialized wolves, 3 red foxes, 2 coyotes, and 2 new guinea singing dogs, as well as a herd of bison. In this panel, come to hear a representative of Wolf Park talk about wolf behavior, some amusing stories from a non-profit organization, and to share some of the tales of the animals that have resided at this unique facility over the past 35 years. Pending equipment availability, there will also be a slide show of photographs both majestic and humorous taken by Wolf Park staff photographer Monty Sloan.

Wolves and Wolf Recovery

Rex Wolf

Saturday 1–2p — Armstrong Room

A brief presentation on wolves, their habitat and behavior; as well as the status of wolf recovery in the United States will be followed by a discussion with the audience. Questions will be encouraged.

Writing Science Fiction

Ashe

Sunday 1–2p — Fayette Room

Having trouble figuring out how to write an original science fiction story? Want to talk about an idea you had that you think is a bit off? Well, join this discussion group and we will work to determine what makes a good story and what you could possibly sell.