

# ANTHROCON 2007

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## PROGRAMMING GUIDE



looking toward

the future

## Puppet

### Musical Props for Puppets

Convention Center Room 305

Friday 1–3pm

*Recherei*

We'll be talking about the building and use of arm rods. Get your puppet to play. Come and learn, share your experiences, and practice.

### Pawpet Free-For-All

Convention Center Room 305

Saturday 1–3pm

*Recherei*

Come try puppetry for yourself. Bring your puppets and your music, or you can try our puppets and our music. Newcomers are welcome!

### Funday Pawpet Show

Convention Center Room 305

Saturday 3:30–5pm

*Yappyfox*

The cast of the Funday Pawpet Show, now in its seventh year of broadcast, returns to Anthrocon! Come enjoy some fun and laughs with the zany and outrageous Mutt, Rummage, Tod, Arthur, Poink, and the rest of your favorite Pawpet characters.

### Three Short Puppet Plays

Convention Center Room 305

Sunday 2–3:30pm

*Recherei*

Three short puppet performances for a little light hearted entertainment. Come and spend some time with us!

## Fursuit

### Fursuit Dance 101

Westmoreland Ballroom

Friday 1–2pm

*DEX*

Do you want to know how to look your best while dancing in fursuit? The incomparable DEX will be teaching you how to shake your paws and wag your tail while wearing a fursuit. Bringing your suit is highly encouraged in this informative and interactive class.

### Fursuit Meet and Greet

Westmoreland Ballroom

Friday 2:30–4pm

Are you a fursuiter and want to get to know others at this year's Anthrocon? This is the event for you! DJ Rory will be spinning some tunes as background for this social gathering. Make some new friends or say hi to old pals. This is a great place to start a weekend of fursuiting fun!

## Advanced Fursuit Construction Techniques

Fayette Ballroom

Friday 1:30–2:30pm

*Artslave*

For those who have some construction experience already; touch on techniques for stitching, airbrushing, fur trimming, using non-fur mediums, how to accent the head (eyes, teeth, etc.) Includes an array of ideas on how to improve your technique, styles and resources.

### Fursuit Performance Beginner: Fursuiting for Dummies

Allegheny Ballroom I

Friday 4–5pm

*Lucky*

Newcomers to fursuiting can come to this panel to learn more from experienced performers about how to properly prepare to perform at conventions and other events. Fursuiters will discuss general aspects of physical and mental preparation, the limitations of being in costume, the usefulness of spotters, and some tips on fursuit performance and maintenance. Q&A will be a big proponent of what will be discussed at the panel. All that suiters want to know and discuss is up for grabs!

### Fursuit Performance Intermediate: You're Such a Character

Somerset Ballroom

Saturday 11am–noon

*JD Puppy, Lucky*

This panel builds off the first of the series but emphasizes more on performance and creating and acting a character when in fursuit. Fursuiters are most welcome for this panel, but in costume or not, we will be going through a whole range of motions and emotions to bring your actions and reactions to a whole new level. Then we'll take you through "the walk" which will come in handy, especially for the parade! Be prepped to move; audience participation can even happen to you!

### Fursuit Performance Advanced: Fursuits of Champions

Somerset Ballroom

Sunday 11am–noon

*JD Puppy, Lucky*

Fursuiters are absolutely welcome at this panel! In costume or not, be ready to get up and move as we breeze through skits and scenarios with taking your character that you've developed and pitting it against all the other characters that you'll run into! There'll be impromptu skits and challenging scenarios to display emotions and reactions that emphasize interaction with other suiters to make everyone's experience more interesting and memorable. Additional tips, conversation, and participation for dances, games, parades, and other events, will be other focuses for the panel.

## Fursuit Roundtable Discussion

Somerset Ballroom  
Friday 7–8pm  
*Big Bad Wolf*

This will be an open forum discussion about all manner of fursuit topics. Items for discussion can range from performance to construction and anything in between. All levels of experience are welcome.

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## Fursuit Parade

Convention Center Room 321  
(by the West Corner of the Park)  
Saturday 1:30–2:30pm  
*Yappyfox*

Anthrocon continues this long standing tradition with its 11th Annual Fursuit Parade, led by the one and only Yappyfox. Fursuiters should meet at Room 321 at 1pm for coordination information and instructions. The parade will begin at 1:30pm sharp and will be held in the convention center. Prime viewing locations for the parade will be on the Second Floor Concourse between the escalators and the entrance to the Dealer's Room and on the Third Floor Riverside Concourse between the escalators and Room 323. Want to see most of the amazing costumes at Anthrocon all at once? This is the opportunity to do it!

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## Fursuit Dodgeball

Convention Center Concourse  
(outside the Spirit of Pittsburgh Ballroom)  
Saturday 3–4:30pm  
Saturday 9–10:30pm  
*JD Puppy*

Who doesn't love dodgeball? Come and join our fursuiters for a friendly round of dodgeball. Due to popular request, there will be two rounds of dodgeball, one in the afternoon and one in the evening. All participants must be in fursuit (to keep things fair.)

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## Fursuit Performance and Construction

Butler Ballroom  
Sunday 1–2pm  
*Sharky*

This lively panel will be for fursuiters of all skill levels. Sharky and other friends who have constructed their own costumes discuss and provide tips for creating your own your own fursuit and many aspects of performing.

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## Mixed Candy Photo Shoot

Armstrong Ballroom  
Sunday 1–2pm  
*Latin Vixen*

Calling all Mixed Candy fursuits! This is a scheduled time for all of you to get together in one place for group photos!

## Fursuit Games

Convention Center Main Concourse  
(outside the Spirit of Pittsburgh Ballroom)  
Sunday 2–3:30pm  
*Ronin Otter*

It's time for fursuit fun and frenzy! All Anthrocon fursuiters are welcome to participate in this fun collection of games to test your skill and style! Ronin Otter will be hosting this year's fursuit games. Meet up early to be arranged into teams and be ready for some fun!

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## Professional Mascot and Fursuit Construction

Butler Ballroom  
Sunday 4–5pm  
*Kodi*

Have you wanted to ask construction questions to someone who's built or worked on many of the costumes you will see at Anthrocon? This is your chance! The one and only Kodi (from Arend Studios and KodiMade Designs) will be hosting a discussion on building high quality costumes for public appearances. This is an opportunity for you to hear about construction techniques from one of the best fursuit builders in the fandom.

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## Art

### Anthros in Comics

Somerset Ballroom  
Friday 1–2pm

*Mike Avon Deming, Taki Soma*

A presentation on how Anthropomorphic characters have influenced comic book artists. This panel will be held by Mike Avin Deming and Taki Soma, two comic book artists with an upcoming new release called *The Mice Templar*.

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### Drawing Males

Butler Ballroom  
Friday 3–4pm  
*Vince Suzukawa*

This panel will help artists give male characters a distinctive look. Offered by Vince Suzukawa of the "Class Menagerie," this panel will assist artists of all skill levels. This panel is a companion event to "Drawing Females" by offered by Susan Rankin.

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### Developing Independent Animation

Cambria Ballroom  
Friday 4–5pm  
*Audrey Walker*

The staff of *Wolf*, an independent animated project, invite you to come and have your questions answered about creating animation, from the script, to the art, and dealing with criticism.

### Introducing *The Mice Templar*

Butler Ballroom  
 Saturday 11am–noon  
*Mike Avon Deming*

This panel will be discussing comic books come into being, from conception, to development, to production. The panelists will be discussing their newest title, *The Mice Templar*, as reference and giving you an advanced peek at some of the artwork from this new production.

### Getting Started with Sculpture

Butler Ballroom  
 Saturday 1–2:30pm  
*Fennis Lorsai*

Ready to make the leap to 3-D but not sure how to get started? This panel will cover the basics for making your first sculpture. We'll cover the strengths and weaknesses of various materials, the basics on how to build an armature (and what one is,) what tools you'll need, and some tips to get you started. This is aimed at people just getting started, but experienced sculptors are encouraged to attend to help answer questions about all the various types of mediums available.

### Furry Inking

Fayette Ballroom  
 Saturday 1–2pm  
*Karno*

In this art class, we'll go over the basics of how to draw cute furry characters in the first half, and then how to ink them up nicely in the second half.

### Webcomics

Butler Ballroom  
 Saturday 3–4pm

*Bill Holbrook, Kelly "StrRedWolf" Price*  
 Anthropomorphics has its roots in comics, but do you have what it takes to be the next Usagi Yojimbo? Comics Genesis administrator Kelly "StrRedWolf" Price, and *Kevin & Kell* author Bill Holbrook will show you how to get your comic on the web!

### Woodworking As Art

Fayette Ballroom  
 Saturday 4–5pm  
*Thrashbear*

What does woodworking have to do with furry? When half of the images represented in these forms are wildlife oriented, it's a wonder how it's escaped the attention of the fandom. Woodworking can be every bit an art form as painting or drawing. With methods such as Intarsia, marquetry, scrollwork, carving and woodburning, the possibilities are limited only by your imagination. Furry woodworkers are welcome to bring their own art for a show-and-tell.

### Mature Art Auction

Convention Center Room 304  
 Saturday 11pm–12:30am  
*Auctioneer: Glen Wooten*

### Drawing Facial Expressions

Lawrence Ballroom  
 Sunday 1pm–2pm  
*Susan Rankin*

Known for conveying a good deal of emotion through facial expressions, Susan Rankin, the artist of *NeverNever* and *A Doemain of Our Own*, is ready to talk and teach about this subject again after an eight year hiatus! Bring your sketchbooks and pencils because this is a hands on discussion! It's the perfect excuse to come make silly faces at your friends and call it research!

### Web Design for the Creative Mind

Butler Ballroom  
 Sunday 2–3pm  
*Harknell, Onezumi*

Are you an artist or aspiring webcomic creator with no clue how to get your stuff up on the web? You're in luck because Onezumi and Harknell of [www.onezumi.com](http://www.onezumi.com) and [www.awsom.org](http://www.awsom.org) are here to help you. Find out how to quickly and easily get a site online and set up without having to know a ton of programming.

### Drawing Females

Lawrence Ballroom  
 Sunday 3–4pm  
*Susan Rankin*

This panel will help artists make certain their female characters have that distinctive female form and look. Offered by Susan Rankin of *NeverNever* and *A Doemain of Our Own*, this panel is certain to be informative and entertaining. This is a companion panel to the "Drawing Males" panel offered by Vince Suzukawa.

### Art Auction

Convention Center Room 304  
 Sunday 1–3pm  
*Auctioneer: Uncle Kage*

## Science & Technology

### RadioFurs

Armstrong Ballroom  
 Friday noon–1pm  
*Oryx, Yappyfox*

This event is open to all hams and non-hams to come and learn about what ham radio is and get a chance to get on the station being set up right at Anthrocon. The RadioFurs will be setting up a complete HF all-mode 100-watt amateur radio station on the North Terrace of the Convention Center that will be solar powered.

## The Fox Hunt

Armstrong Ballroom (intro)

Friday 1–1:30pm

Roaming location

Saturday starting at 12:30pm

Sunday starting at 12:30pm

*Yappyfox*

Tally Ho! The Fox Hunt makes its return to Anthrocon. Fox Hunts are used by amateur radio operators to strengthen their skills in radiolocation and direction finding. Yappyfox will post the frequency and appropriate information on hunting the “fox” each day. One day will have a fixed location “fox,” and other days may have a moving or roaming “fox.” Bring your radio and get ready for the hunt!

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## Whence the Future?

Lawrence Ballroom

Friday 7–8pm

*Dr. Zander Chaney, Jessie Tracer / Electric Keet*

Looking to the future, one must wonder... from where will it come? Will we reach toward it primarily through biotechnology or cybernetics, will we discover it in space travel, or is there perhaps another science that will lead the way? Join an avowed mad scientist and his enthusiastic assistant for a round-table discussion of futurism, transhumanism, the march of Science and Technology, and the part we may – nay, *will* play in shaping civilization and the world!

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## Skulls, Feathers, and Fur

Butler Ballroom

Friday 10–11pm

*NorthWolf*

An ever growing number of artists and fans are collecting animal skulls, bones, and hides for dozens of reasons. At this panel, you will learn why this hobby is growing in popularity and how you can start your own collection. You will discover how to find or buy these things legally and ways to acquire them without funding the hunting or trapping industries. You'll also learn how to clean and preserve your collection and how to handle problems collectors sometimes encounter. Led by a knowledgeable collector with years of experience, this panel will offer something for everyone, whether you are a serious collector or are just curious what it's all about!

## Astronofurs Star Party

Convention Center North Terrace

Saturday 10pm–midnight

(weather permitting)

*Swift Fox*

Come spend an hour or two with us and take a tour of the night skies over Anthrocon with the AstronoFurs. Members will be on hand to familiarize you with the late spring and early summer constellations and objects visible under light polluted, urban skies. If we're lucky, we might get to watch a satellite or the International Space Station pass overhead. Come view Jupiter and its moons, rich star clusters, and stunning double stars that are hundreds of light years away through telescopes and binoculars set up on the convention center's North Terrace. Handouts will be provided. Event is weather dependent. Just take the “Wonkavator” all the way to the top, exit onto the terrace, walk towards the river and you'll see us set up on the right.

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## Writing

### Iron Author

Lawrence Ballroom (Part I)

Friday 1:30–2:30pm

Fayette Ballroom (Part II)

Sunday 1–3pm

*Ashe, buni, Chipotle*

“It was a dark and stormy night.” “My mom suggested that I start keeping this log as a way to express my hopes and dreams and to record my day like I used to tell her. Mom's been too busy since Lieutenant Worf put her in charge of the new officer orientation.” “The weather-beaten trail wound ahead into the dust raked climes of the barren land which dominates large portions of the Norgolian empire.” If any of these strike terror into your heart, Look away now. If instead they inspire you to look deeper into the craggy depths of creative writing, then come to the Iron Author. Iron Author is a contest to see who can write the worst possible story imaginable given a theme and twenty-four hours to work. On Friday, you'll meet the judges, learn your theme, and get any restrictions. On Sunday, come back to hear the “winners” recite their creations and apologize afterwards.

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## Character Development

Lawrence Ballroom

Friday 3–4:30pm

*Ashe, buni*

When writing any work of fiction, there are three things to keep in mind: what is happening, who it is happening to, and where or why it is happening. In Character Development, we hope to explore the second of these in detail. We'll be talking about why character depth is important and how you can add it to your stories without turning them into simple vignettes.

**Descriptions: Seeing With Your Words**

Fayette Ballroom

Friday 8–9:30pm

*Ashe, buni, Charles Matthias*

In MUCKs and other textual online settings, we lack the visual cues that might otherwise tell volumes about us. In this panel, we hope to cover ways in which visual complexity can be captured in textual format, specifically as it relates to characters and settings.

**Adult Writing: How Not to Fall Asleep Before the Characters**

Lawrence Ballroom

Friday 10–11:30pm

*Ashe, buni, Rechan*

In this panel, we hope to explore what makes a good erotic scene, how to add them to stories without making them feel tacked-on, and what pitfalls writers should try to avoid when working on adult literature. While this panel is not explicitly meant to be NC-17, there will almost certainly be terminology and discussion of material that is. For mature audiences please.

**Plot Development:****Just What Is Going On Here, Anyway?**

Fayette Ballroom

Saturday 10:30am–noon

*Ashe, Charles Matthias*

When writing any work of fiction, there are three things to keep in mind: what is happening, who is it happening to, and where or why it is happening. In Plot Development, we hope to explore the first of these in detail. We'll be talking about why the plot is important, how to create them, and how to make them unfold the way you want over the course of the story.

**Reading: A Marriage of Insects**

Somerset Ballroom

Saturday 1:30–2:30pm

*Bard Bloom*

Bard Bloom's new novel, *A Marriage of Insects*, is scheduled for release at roughly the same time of this year's Anthrocon. This is a reading from the story, set in the world of Bard and Vicki Bloom's *World Tree* RPG, which details the adventures of a triad of Herethroy (cricketfolk) married to each other as children but having grown up separately, as they try to build a life together as adults. And yes, of course there is romance! And monsters!

**Writing Furry Characters**

Fayette Ballroom

Saturday 2:30–3:30pm

*Rabbit*

What makes a furry story furry? The furry characters in them of course. What makes furry *characters* furry? That's a much tougher question, and the subject of this panel. Audience participation is encouraged, and we'll probably talk about the story-crafting issues and other writer's problems as we steadily wander further and further off topic.

**Writing: The Bad Dog Boot Camp**

Lawrence Ballroom

Saturday 4pm–5pm

*Ben Goodridge*

Insight into turning good manuscripts into professional manuscripts: preparing them for publishing, hardcore editing, and understanding the needs of specific publications. Discussion of the Bad Dog Books method of publishing for the anthropomorphic market (a tough market to break into) with readings of right and wrong.

**Dialogue: How To Make Your Characters Talk Like You Do**

Lawrence Ballroom

Saturday 7–8:30pm

*buni, Charles Matthias*

Character interaction drives a lot of stories, and the way in which characters interact with one another most directly is through dialogue. In this panel, we'll explore the ways in which how you speak reflects who you are, and help people capture that to improve their writing.

**The Eye of Argon!**

Armstrong Ballroom

Saturday 10pm–midnight

*buni*

How long can you hold out? Come join in a public reading of what is widely regarded as the worst-written story in fan history. Grab a page, read aloud to an enraptured audience, and try not to burst out laughing. You'll thrill alongside Grignr and Carthena as they struggle through cyclopean depths and stygian crypts in search of treasure and excitement, and to escape the evil clutches of evil Agaphim.

## World Building: Gravity is Green, But Everybody Knows That

Fayette Ballroom  
Sunday 10:30am–noon  
*Ashe, Charles Matthias*

When writing any work of fiction, there are three things to keep in mind: what is happening, who is it happening to, and where or why it is happening. In World Building, we hope to explore the third of these in detail. We'll be talking about why setting is important, how you can build them without dominating the work, and how to weave details about your world into the main narrative without breaking either.

## Interactive Fiction: Sometimes You're Not the Only Author

Fayette Ballroom  
Sunday 3–4:30pm  
*buni, Charles Matthias*

Shared settings and online roleplaying both have one very important thing in common: more than one author is involved in telling the same story. In this panel, we hope to cover some basic rules of etiquette when writing with other authors, some guidelines for balancing out-of-band conversations with the flow of active writing, and a few quick tips for dealing conflict resolution and ending a bad scene.

## Social

### So This Is Your First Furry Convention?

Allegheny Ballroom I  
Friday 1–2pm

*2 the Ranting Gryphon, KP, Uncle Kage*

Is this your first time to a furry convention? Maybe it's your first time to Anthrocon? Well, this is a must do panel for you! This panel is held by three individuals sure to give you a wealth of knowledge and some amusement at the same time! Your convention chairman (Uncle Kage,) acclaimed performer and prominent attendee ("2,") and the programming director (KP) will give you tips and advice for making the most of your weekend and having as few headaches as possible! Oh...and be sure to ask about 6:2:1 – the most important rule you'll learn at Anthrocon!

### Planning a Furmeet

Cambria Ballroom  
Friday 2:30–4pm  
*Gir Tygrin, Nik Vulper*

Veteran MIFur organizers Gir Tygrin and Nik Vulper will walk through all the steps of planning an effective furry activity. Topics include furmeets, trips, parties, and even caravans. Learn how to announce to your community, arrange with venues, keep things running smoothly, and how to make a backup plan if things go wrong.

## Furry Stumpers

Butler Ballroom  
Friday 7–8pm  
*Zooke*

It's like an old pub table quiz, but not in a pub! Groups at tables will be answering furry-related questions in rounds. Good old fashioned social fun with a furry twist!

## DJ Rory presents: The Funk Party

Westmoreland Ballroom  
Friday 10:30–12:30pm  
*DJ Rory*

New this year to Anthrocon programming! Bring out your funkier fashions and get down with your bad self! DJ Rory will be playing funk music in this lights-up dance event. Is it retro or is it now? It's *all funk!* This is a furry-friendly event.

## Recess

The West Corner of the Park  
Saturday 1–2pm (weather permitting)  
*Cargo Weasel*

It's recess for grownups! Join Cargo and friends for animal tag, hide and seek or parachute games. Wear your sneakers, this is physical. This is an all ages event but if we get a number of kids and adults and the games are physical we will separate by age groups.

## How To Run a Furgroup

Somerset Ballroom  
Saturday 3–4pm  
*Kellic*

A roundtable discussion on how to better your local furgroup. Best practices, what works, what doesn't, and what types of events work for your groups. This is a good brainstorming session for new ideas and getting folks together.

## The Capsule

Butler Ballroom  
Saturday 11pm–4am (10pm setup)  
*Cargo Weasel*

Blast off in the Capsule! Capsule is a chilled out alternative to the Zoo and the dances. Relax on comfy furniture with some laid back beats, vintage video games and a late night lounge feel.

## Using Your Powers for Good

Butler Ballroom  
Sunday 11:30am–12:30pm  
*KP*

Furries have amazing talents. Whether you are a fursuiter, a puppeteer, an artist, or just someone with a good heart, there are many ways that you can have a significant impact in your local community. Join KP as he discusses some of the ways he and his friends work with local charities, and how you can get involved in your own community. Be prepared for touching and moving stories from those in attendance.

## Performance

### Furry Mad Libs

Somerset Ballroom  
Friday 2:30–4pm  
*Gummi Tale*

It's Mad Libs... Furry Style! Join our host Gummi Tale as he takes your input to make the most outrageous and hilarious furry stories imaginable. Totally audience interactive and totally random! This version of Mad Libs is suitable for all audiences.

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### Anthropoly: The Anthrocon Game Show

Spirit of Pittsburgh Ballroom  
Friday 4–5:30pm  
*KP*

Returning again to Anthrocon is *Anthropoly*, our very own game show! Contestants are selected from the audience at random to compete and match answers with our distinguished panelists. The panelists represent six different aspects of Anthrocon: Writers, Artists, Fursuiters, Puppeteers, Performers, and our Guests of Honor. There will be prizes awarded to round winners!

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### 2's Rant

Spirit of Pittsburgh Ballroom  
Friday 7:30–9pm  
*2 the Ranting Gryphon, JR*

He's ba-a-a-a-a-ck! Our very own 2 the Ranting Gryphon is returning to Anthrocon's main stage! "2" has delighted audiences around the globe with his unique brand of comedy, and Anthrocon is happy to be able to present a performance that is sure to leave you in stitches! And opening for "2" this year will be the one and only JR, the man behind "Poink" of the Funday Pawpet Show! We recommend arriving early to get a good seat for one of Anthrocon's most popular and heavily attended events.

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### Math Fab Mathowny

Cambria Ballroom  
Friday 10pm–midnight  
*Mark Miner*

A semi-structured narrative playtime of audience participation in the Medieval Welsh Tale of Furry Sex Magic. Sexual innuendo in this tale will be on par with that found in Shakespeare. Members of the audience will be asked to come up to read and act out different parts from the play. This is from a piece of classical literature. Stop by and see how fun and historical some furry references can be! Mark Miner is a recording artist specializing in Heroic Poetry.

### Become a Furry DJ

Cambria Ballroom  
Saturday 11am–noon  
*DJ Rory*

Have you wondered what it takes to DJ an event? Come spend some time with Rory, a professional DJ, who will be working several dances at this year's Anthrocon. He'll be talking about how to build a set, and most importantly, to read your audience to keep them entertained. This is a very informative panel!

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### The Masquerade

Spirit of Pittsburgh Ballroom  
Saturday 9am–noon (rehearsal)  
Saturday 7:30–9pm  
*Rigel*

One of Anthrocon's signature events! The Anthrocon Masquerade is an event designed to provide amateur and professional costumers and visual artists a showcase in which to demonstrate creative performance and presentation skills. The Masquerade is the prime location to express yourself through these particular talents by providing entertainment for the Anthrocon attendees. This is a show you won't want to miss. (Rehearsal is mandatory for performers.)

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### Uncle Kage's Story Hour

Spirit of Pittsburgh Ballroom  
Saturday 9–10pm  
*Uncle Kage*

The venerable chairman of Anthrocon, Uncle Kage, has set aside some time to tell the tales of some of his travels. Uncle Kage has delighted the fandom for many years with his comical stories. This is your opportunity to hear some of his new tales, saved especially for Anthrocon! This is also a very highly attended event. You may wish to arrive early for better seating.

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### Spazfox Live!

Westmoreland Ballroom  
Saturday 10–11:30pm  
*Spazfox*

When he was requested to give a write-up, Spazfox responded, "I've been doing my best to entertain the furry world through standup comedy and humorous DVD reviews since 2003." When asked if he cared to go into any more detail, he sang the theme song to *Brazil* and took a nap. Come and join Spaz and see what else he'll come up with in his own standup routine!

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### Listen to Kigs Talk

Westmoreland Ballroom  
Saturday 11:30pm–1am  
*Kigs*

Delivering his very own brand of standup comedy, Anthrocon is pleased to welcome back the multi-talented Kigs! Stop by and hear what Kigs has to say.

## 2 Sense Live

Spirit of Pittsburgh Ballroom  
Sunday 3:30–4:30pm  
*2 the Ranting Gryphon*

2 will be taping his radio program live at Anthrocon 2007, and you can be in the audience. This is the first time Anthrocon has been host to the actual *2 Sense* show...and we look forward to 2's commentary and humor.

## Fandom

### Animal Spirituality and Therianthropy

Cambria Ballroom  
Saturday 3–5pm  
*Miressa*

An introduction to animal spirituality, totemism, animism, and therianthropy, as well as a discussion on what each is, the problems people cause, and the way some people solve them.

### Foxes Abound!

Fayette Ballroom  
Friday 4–5pm  
*Jadedfox*

This is a discussion about the wonderful world of foxes. If you are a fox fan or want to learn more about foxes, this is the place to be.

### Charity Presentation and Auction

Allegheny I Room  
Saturday 2–2:30pm (presentation)  
Saturday 2:30–5pm (auction)  
*Rigel*

Presentation of charity followed by charity auction.

### Wolf Park Presentation

Cambria Ballroom  
Sunday 1–2pm  
*Wolphy*

Wolf Park is a wildlife education and research facility open to the public and home to wolves, foxes, coyote and bison. Come and listen to a presentation on this wonderful organization.

## Music

### Fan Music: It's Not Just For Dancing To

Allegheny Ballroom I  
Thursday 9–10pm  
*Randy Hoffman*

An introduction to filk, SCA songs, and other fan-made music.

### Pegasus Awards: The Best of Filk

Allegheny Ballroom I  
Friday 8–9pm  
*Randy Hoffman*

The history and workings of filk's highest awards, highlighted by a number of the winning songs and this year's candidates.

## Open Filking

Allegheny Ballroom I  
Thursday 10pm–2am  
Friday 9pm–1am  
Saturday night 12:30–2am  
*Randy Hoffman*

An opportunity for attendees to participate in open filking in a relaxed environment.

### Turning Story Time Into Song Time

Armstrong Ballroom  
Saturday 1–2pm  
*Randy Hoffman*

Personal experiences make for great stories, as Uncle Kage has demonstrated many times, but they can make for great songs too, and here are tips for writing them.

### Robert Stockton and Martha Underwood Concert

Somerset Ballroom  
Saturday 4–5pm

*Randy Hoffman, Robert Stockton, Martha Underwood*  
Harp and vocal performance experience for over 15 years. This will be a lovely concert.

### Pete Grubbs Guitar Concert

Armstrong Ballroom  
Saturday 2:30–3:30pm  
*Pete Grubbs*

A solo concert by Pete Grubbs. Mr. Grubbs has professional guitar and vocal performance experience for over 20 years.

### Grease Wars

Allegheny Ballroom I  
Saturday 10:30–11:30pm  
*Randy Hoffman*

This is a technical rehearsal for the Confluence musical travesty "Grease Wars" ("Star Wars" to the music from "Grease".) This is certain to be a fun and entertaining production!

### Randy Hoffman Solo Concert

Allegheny Ballroom I  
Sunday 1–2pm  
*Randy Hoffman*

A solo *capella* concert. Randy Hoffman has been been doing unaccompanied voca performance for 15 years.

### You Don't Have to Be Weird At: Funny Music by Funny Fans

Allegheny Ballroom I  
Sunday 2–3pm  
*Randy Hoffman*

The silly songs of Tom Smith, Frank Hayes, Luke Ski, and other fans...and what makes them great!

## The Anthrocon Music Festival

Westmoreland Ballroom

Sunday 3–5pm

*Randy Hoffman*

A collection of varied musical acts for your entertainment. Great live musical performances!

## Gaming

### Looney Labs

Convention Center Room 301

Friday 1–3pm

Saturday 10am–noon

*Silaria*

Have a lull in your day? Come play with us! Stop by and join the Looney Lab rabbits and demo the many card and pyramid games published by Looney Labs. Come learn to play *Fluxx*, *Aquarius*, *Chrononauts*, or *Nano Fictionary*. See if your hands are quick enough to best the lab rabbits at *Ice Towers* or your intellect is high enough to become the master in *Zendo*. Better yet, take a moment to try out their newest games, *Martian Coasters* and *Treehouse*. Look for the bright tie-dye table and the friendly folks in lab coats. Typical games take from ten to thirty minutes.

### Furries in Gaming

Convention Center Room 304

Friday 1–2:30pm

*Jadedfox, Jen/Val, Jessie Tracer / Electric Keet*

Furries are involved with the gaming industry at many levels. Come and join a discussion of how furries exist within gaming and how they influence gaming.

### Second Life

Cambria Ballroom

Friday 1–2pm

*Hydra*

This panel explores the world of furry in the virtual reality universe of *Second Life*, which has grown to be one of the largest areas of furry content around. Luskwood creatures is a maker of furry avatars and products in *Second Life*, and will be exploring the history, present, and future of Furry in virtual reality.

### Laws of the Wild LARP

Armstrong Ballroom

Friday 2–5pm

*BlackJack*

Live Action Role Playing is a form of freeform, improvisational theater. Players take the roles of Garou-werewolves who fight to save the Earth, Pittsburgh, and the Westin itself from the encroaching threat of... something. Rules used are a simplified form of Mind's Eye Theater (provided onsite.) Novice players are welcome. (Novices, please arrive early.) *Over-acting* is encouraged!

## Live Action Pursuit-Friendly Chess

Convention Center Main Concourse

Friday 9:30–11:30pm

*ArdySqrrl, Magnus Diridian*

This will be a game of chess unlike any you've ever seen! Pursuiters are welcome to participate as the pawns and pieces in this live action chess game with an interesting set or rules and twists.

### Guitar Hero Tournament

Convention Center Room 306

Saturday 3–5pm

*MC: Killosk*

A tournament for one of the gaming world's newest crazes. Arrive early for tournament information and rules.

### Super Smash Bros. Melee Tournament

Convention Center Room 306

Saturday 10pm–1am

*MC: Yifferfox*

Super fun with *Super Smash Bros. Melee*! Join us for this perennial tournament favorite.

### Rage CCG: Learn To Play

Convention Center Room 301

Saturday 10pm–midnight

*Fenris Lorsa*

*Rage* is a fast and furious game of werewolf combat based on *Werewolf: the Apocalypse*. Come learn to play this CCG. Cards will be provided for new players. Experienced players are welcome to stop in for a casual game.

### Dance Dance Revolution Tournament

Convention Center Room 306

Sunday 2:30–5pm

*MC: Tiger of the Wind*

An open DDR tournament. Please arrive early to sign up. Always a favorite at Anthrocon!

## Guest of Honor Panels

### Comics and Animation: A Forum with Mark Evanier and Carolyn Kelly

Spirit of Pittsburgh Ballroom  
Friday 1:30–3pm  
*Mark Evanier, Carolyn Kelly*

Two of Anthrocon's honored guests will be discussing information and ideas on anthropomorphics in the world of comics and animation. This is certain to be a fascinating look into the production of many wonderful characters and titles.

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### Saturday Morning Memories with Rob Paulsen

Allegheny Ballroom I  
Saturday 10–11:30am  
*Rob Paulsen*

Come and join our Guest of Honor, Rob Paulsen, as he reminisces about his experiences working as the voice of some of our favorite animated characters. Mr. Paulsen will be sharing humorous stories and behind the scenes stories. In this panel...you'll not be watching Saturday morning cartoons, you'll be hearing the actual voice of Saturday morning cartoons live!

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### Autographs: Rob Paulsen

Outside Dealers' Room  
Saturday 2–4pm  
Sunday 11:30am–1pm  
*Rob Paulsen*

Rob will be doing a lot of running around for us, but we promise to pin him down during these times so that his many fans can get an autograph or just say "hello" to one of their favorite voice actors.

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### Autographs: Mark Evanier and Carolyn Kelly

Dealers' Room  
*Mark Evanier, Carolyn Kelly*

Mark and Carolyn will have a dealer's table in the Dealers' Room next to the *Pogo* Fan Club. Just look for *Pogo* during regular Dealers' Room hours!

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### *Pogo*: A Discussion with Carolyn Kelly and Mark Evanier

Somerset Ballroom  
Sunday 2–3pm  
*Mark Evanier, Carolyn Kelly*

*Pogo* is one of the quintessential anthropomorphic characters in our fandom. Carolyn Kelly, daughter of Walt Kelly, has taken the reigns on this wonderful comic series. Mark Evanier has many wonderful experiences with the *Pogo* series. Please join Carolyn and Mark for an insightful look into the world of *Pogo* and into the creative process behind comic strips.

### Voice-Over Acting with Rob Paulsen and Mark Evanier

Spirit of Pittsburgh Ballroom  
Sunday 10–11:30am  
*Mark Evanier, Rob Paulsen*

Have you wondered what it takes to get into the world of voice acting? Come join two of our guests of honor as they discuss the many things it takes to break into this difficult and unique part of the entertainment world. (Please note: the Guests of Honor will *not* be accepting demo reels or other talent submissions. This is a discussion of the industry and not an audition.)

## Places to Meet

### Main Concourse

The area between the Spirit of Pittsburgh Ballroom and Rooms 301-305.

### The Zoo

Allegheny Ballrooms II and III  
3rd floor of the Westin

### West Corner of the Park

Outdoor turfed patio, 3rd floor of the DLCC near the Spirit of Pittsburgh Ballroom (a.k.a. the "South Terrace.")

### Noresco Riverside Terrace

Outdoor terrace overlooking the river,  
3rd floor of the DLCC.

### North Terrace

4th floor of the DLCC  
(with the amazing blue scrolling novel!)

## Places to Eat

Refer to the map in the Con Book for area eateries, including...

### The Brown Bag Deli

Go into the glass hallway by the ground-floor escalators in the Westin, and follow it to the right and to the end. The Deli is hidden around the corner to the left.

## Places to Get (or give) Help

### Convention Operations

3rd floor of the Westin, in the Crawford Room, overlooking the atrium. If you want to volunteer, the Volunteer Desk is also located here.

## Places for Fursuiters

### Headless Lounge

Room 303, 3rd floor of the DLCC, behind the glass partitions opposite the Spirit of Pittsburgh Ballroom. There is a second, smaller room (the Washington Room) on the 2nd floor of the Westin at the end.

### The Photo Spot

In the concourse outside of the Spirit of Pittsburgh Ballroom.

### Access to the Fursuit Floors

Near the escalators on the 3rd floor of the Westin is a small, nondescript stairway that goes directly up to the Fursuit Floors.

### Access to the DLCC

Top of the escalators on the 2nd floor of the Westin. A skybridge leads across the street to two elevators. Take them up one level for the DLCC. Stairs to the right of the elevators lead directly to the Spirit of Pittsburgh Ballroom only.

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**If you are not a fursuiter**, please use the street-level entrance (through the 10th St. Tunnel) to access the DLCC for any event other than ballroom events.

Remember, the stairs at the end of the skybridge go to the ballroom only and **must not** be used as a thoroughfare.

Please reserve the skybridge elevators for fursuiters and those with special needs.



**Fur, fun, and so much more.**

[www.anthrocon.org](http://www.anthrocon.org)