

ANTHROCON 2009 PROGRAM



design and layout by Jessie Tracer / Electric Keet
cover art by Bob Boyle

From the Programming Director

Every year as I work on Anthrocon programming, I'm constantly amazed at the variety and scope of what the furry community is capable of putting together. Through the course of this weekend, we'll all be doing different things and attending different events. We'll have the chance to rekindle old friendships and make many new ones. At the end of the convention, we will all have something unique to share about our "Anthrocon Experience." I'd like to take a moment, to share with you one very special moment from an Anthrocon many years ago.

It was 1999, and my very first furry convention. I had traveled to Valley Forge, Pennsylvania to go to this big gathering of furies called "Anthrocon". I was a little nervous, and a bit overwhelmed. I knew very few people, except those I spoke to online. Through the course of that weekend, I laughed a lot. I made new friends. I went to panels and dances. I participated in shows, and most of all, I was able to find a way to relax and be myself. On Sunday, I was sitting in the lobby and this gentleman in a white lab coat asked me how I was doing. I told him I wasn't really sure. He put his arm around me and stretched the other arm out pointing across the lobby. He said, "Take a look around you, this is something you'll never forget for the rest of your life." He could not have been more right. I have returned to Anthrocon every year since that summer in Valley Forge. And to me, it's kind of like coming home again. As I work on each year's programming, I think of all the people that could have an experience, maybe not exactly like mine, but one just as deeply impactful. It does make me feel rather good that perhaps one of you reading this now, will someday look back and say, "That was a truly amazing weekend."

It is my hope, that through the programming of this fine convention, you will be able to find some knowledge, some laughter, some new friends, and ultimately enjoy what some have come to call "The Anthrocon Experience." To all of our new friends, I bid you a warm welcome to Anthrocon. To all of our returning friends, I offer you a smile and two simple words: "Welcome home."

K.P.

Anthrocon Programming Director

EVENTS

2-Gether On Stage: 2 and Kage Charity Performance	17
2's Rant	17
Adult Writing Panel (18+ only)	25
Advanced Costume Design and Tech	12
Advanced Fursuit Design and Construction	12
Advanced Fursuit Handling.	10
African Animals Roundtable	8
Agrifurs: Guests In Your Garden	20
Alien Mammals	6
Animal Spirituality and Therianthropy	7
Anthro Aliens Unite!	8
Anthrocon Mentor Program	4
<i>Anthropoly</i> Late Night	15
<i>Arkham Horror</i> : No, Mr. Lovecraft, You Are the Shambling Horror.	23
Art Auction	3
Art Conservation	2
Artist Alley	4
Artist Reception	2
Art of Wings	2
Art Show	4
Basic Drawing and Cartooning	5
Basic Fursuit Construction 101.	12
Basic Fursuit Design and Construction	11
Beginning Music Production	15
Bucktown Tiger Concert	17
Building a Legend from Scratch	13
Character Design for Animation	14
Charity Auction	4
Charity Presentation	4
Closing Ceremonies	5
Comics on Nuthin'.	2
<i>Concession</i> : Love and Death in the Movie Theater	2
Costuming for the Physically Challenged	9
<i>Cranium</i>	23
Dances	20
DDR Tournament: The Stompedown.	24
Dealer's Room	3

Developing Characters for Multiple Media	14
DEX Magic	15
<i>Digimon Classic</i> : TCG	22
DJ'ing 101	15
Draw As You Dream	3
Effective Furmeet Planning.	7
Evolution of <i>Underdog</i>	14
Eye Level Entertainment: Flat Acting Game Demos	21
Eye Level Entertainment: "Nature of the Beast"	21
First Time Fursuiter Program	9
Fluff and Such Puppetry: "How To"	18
Fluff and Such's "Invasion of the Body Stockings"	19
Following a Dream to Hollywood	13
Furries and Sports	8
Furry Hams Event Station	20
Furry Research Results Discussion and Q&A.	20
Furry <i>Twister</i>	13
Furry World Building	25
Furs In Space	19
Furs In the Videogame Industry	24
Furs Into R/C	19
Fursuit Dance 101	10
Fursuit Dance Competition	11
Fursuiter Meet and Greet	10
Fursuit-Friendly Dance	11
Fursuit Games: Recess.	10
Fursuit Games: Solo Competition.	11
Fursuit Games: Team Competition	12
Fursuit Parade.	11
Fursuits by Lacy & Nick Photoshoot	11
Fursuit Story Hour	5
Gathering of the Foxes	9
Getting Started with Sculpture.	1
Giggles and Laughs	16
Headless Lounge.	9
Heavy Horse Magic Show for Children	5
Hoofers	8
How To Be Awesome: Tips on Personal Motivation and Self Esteem	6

Husky Meet and Greet	8
If I Came to Earth: Socializing 101	21
Impress at a Furry Dance: Basic Breakdance Steps	21
Iron Author	25
Jadeclaw RPG: “The Battle for Shen Dahr”	22
Jibba Live!	17
Learn To Play <i>Furoticon</i> TCG (18+ only).	23
Learn To Play <i>RAGE</i>	22
Lights, Camera, Action!	19
Live Action Role Playing Chess	13
Looney Labs Game Demo	21
<i>Lupus in Tabula</i>	13
<i>Magic: The Gathering: Alara Block Draft</i>	23
<i>Magic: The Gathering: Deck Building and Strategy</i>	22
Make a Tail... Faux Real.	10
Making Your Aliens Alien.	25
Marsupial Madness Meet and Greet	6
Masquerade	16
Mature Art Auction	2
Meditations for Your Animal Spirit: “Moonforest Run”	7
Meditations for Your Animal Spirit: Walking the Path To Your Animal Spirit	8
Memories of Furp	5
<i>Method 1: Live</i>	17
<i>Munchkin: Or, How I Learned To Stop Worrying and Love the Dungeons and Mooks</i>	22
NE Furs Meet and Greet.	20
Opening Ceremonies	4
Open Mic.	16
Open Videogaming	24
PA Pets.	19
<i>Paranoia</i>	23
Pawpets Gone Wild!	18
Physically Challenged in the Furry Fandom	8
Plot Development	25
Pre-Con Dance.	20
Pre-Con Social Mixer	3
Presenting Furry Fandom to the Public	6
Professional Storyboarding.	14
Puppet and Puppet Stage Building.	18

Puppetry: Let's Get Started	18
Rock Band Tournament of Rock	24
Rodents!	6
Rules for Writing Good Furry Fiction	25
Saturday Morning Memories	14
Science Fiction vs. Science Fantasy	25
Science of Furry	24
Seafox Studios	2
Setting: "Gravity is Green"	25
Settlers of Catan	22
Small Arms Illustration	1
So This is Your First Anthrocon?	6
Space Crafts	5
Spazfox: Too Mature	17
Spotted Hyenas are Awesome!	7
Spotting for Fursiters: How To Be an Effective Fursuit Handler	10
Super Smash Bros. Brawl Tournament	24
Supersponsor Luncheon (by invitation)	4
The Battle of the Frogs and the Mice	16
The Best Furry Stuff	1
The Poink and Ezra Show	18
Tin Foil Hat Contest	1
To Absent Friends	3
Toonseum Presentation: Top Ten Anthro Characters of All Time	3
Uncle Kage's Story Hour	15
Warhammer 40K	23
Webcomics: Artist Fundamentals	1
Werewolf: The Apocalypse LARP	12
What's It Like To Be a Wolf?	9
Whose Lion Is It Anyway?	16
Wind and Wings	9
With Shadows and Strings	19
Women in the Fandom	7
Yu-Gi-Oh! Discussion and Tournament	24

Tin Foil Hat Contest

Friday 3:30–5p

Gathering Room (DLCC 303-305)

to be announced

The aliens are coming to read your brainwaves. There's only one way to stop this intergalactic threat: a *tin foil hat*! Come create your submission for the greatest *tin foil hat* ever constructed! Will it have ears? Horns? Will it fool the aliens into passing you by, or be so silly that they'll laugh themselves to death? This is your chance to participate in a fun, crafty contest. At the end of the contest, the hats will be judged on anything ranging from creativity, furriness, humor, or wearability.

Webcomics: Artist Fundamentals

Friday 4–5p

Cambria Room

Bill Holbrook, The Gneech

Do you have an idea for a webcomic, but don't know how to implement it? Let Bill Holbrook and The Gneech give you some valuable tips! The creator and artist behind *Suburban Jungle* will help guide you through topics such as: Do I draw on paper, or draw electronically? How do I build an audience? What kind of hardware and software works best for me? Then, after his presentation, The Gneech will open the floor to answer the topics and questions that you want to ask. This should be immensely valuable for all aspiring webcomic artists!

The Best Furry Stuff

Friday 4–5p

Westmoreland Room

Petercat

What are the best furry comics, stories, movies, video, or games you've seen recently? Find out what you shouldn't be missing! A review of the Recommended Anthropomorphics List and the winners of the Ursa Major Award, presented annually for excellence in the furry arts.

Getting Started with Sculpture

Friday 7–8:30p

Somerset Room

Fenris Lorsai

Learn how to get started sculpting. Learn about different types of materials strengths and weaknesses, how to build an armature, techniques for making fur and scales, and much more. Includes demonstration in clay.

Small Arms Illustration

Friday 9–11p

Somerset Room

Kitwulffen

This panel will help teach artists how to accurately portray characters using firearms. We will be going into detail on how we draw weapons and giving some tips and tricks that other artists can use in their drawings. We will also cover a variety of weapon types that artists can base their ideas off of when conceptualizing weaponry for the characters that they're drawing.

Artist Reception

Friday 9–11p

Somerset Room

Kitwulffen

Reception for artists, invitation only.

Seafox Studios

Saturday 1–1:30p

Presentation Room (DLCC 317-318)

Mikau Seafox

A speech to tell people about what the organization will be doing, is currently doing, and forming fundraisers to raise money for other organizations, such as cancer research.

Comics on Nuthin'

Saturday 1–2p

Fayette Room

STrRedWolf

Do you really need expensive tools to make digital artwork? No! There are many cheap and free alternatives, from \$50 down to absolutely zilch. In some cases, you don't even need Windows! From cheap paint programs to furry operating systems, Kelly "STrRedWolf" Price is here to save you some money... and give away free Ubuntu Linux CDs to 50 furs!

Art of Wings

Saturday 9–11p

Fayette Room

Nambroth, Rah-Bop, Vantid

Join Jennifer Miller "Nambroth", Amber "Vantid" Hill and H. Esdaile "Rah-Bop" as they reveal the secrets to drawing more realistic bird wings! Learn how to construct, layer, and texture feathers for all your wildlife, fantasy, and anthro art pieces. Real bird wings will be available for participants to study for artistic reference. Rah-Bop will reveal some of the secrets for dynamic dragon wings.

Mature Art Auction

Saturday 11p–12:30a

Gathering Room (DLCC 303-305)

Anthrocon

Concession: Love and Death in the Movie Theater

Sunday 11–noon

Somerset Room

Immelman

Immelman's here to discuss Concession! The webcomic of humor, drama, and love. Come talk to the artist, meet other fans, shed the coil of your boring and pointless lives! Featuring special guest star QuetzalDrake, author of *Furthia High*.

Art Conservation

Sunday 11–noon

Presentation Room (DLCC 317-318)

November

Whether you're a print or originals collector, it's important to protect your art from the elements and prevent aging. This panel will discuss basic art conservation and preservation techniques to keep your art safe, colorful, and vibrant for years!

Draw As You Dream

Sunday 1-2p

Fayette Room

Timothy "Amadhi" Albee

"The desire, not the ability, to draw is what makes an artist." With a few simple techniques, following the "Draw As You Dream" regimen, you can gently and enjoyably reach your goals of having your drawings breathe with the same life as the drawings you study. Bring your desire to see what you once saw as work, as how you now play!

Toonseum Presentation: Top Ten Anthro Characters of All Time

Sunday 1-2p

Spirit of Pittsburgh Ballroom

Toonseum

The Toonseum is a local Pittsburgh museum dedicated to cartoons and comic art. Please join the Toonseum in a special presentation to list the top ten anthro cartoon/comic characters of all time. The top ten will be determined by a panel of professional cartoonists and comic artists selected by the Toonseum.

Art Auction

Sunday 1-3p

Gathering Room (DLCC 303-305)

Anthrocon

CONVENTION FUNCTION

Pre-Con Social Mixer

Thursday 7-11p

The Zoo (Allegheny)

Anthrocon

Meet up with old friends and make new ones in this warm-up event before the convention gets underway. The Allegheny ballroom - "the Zoo" - is bigger and better than ever, and is located on the third floor of the Westin. There will be cookies, brownies, and milk to snack on.

To Absent Friends

Thursday 9-11p

Gathering Room (DLCC 303-305)

Anthrocon

Anthrocon provides a time and place for furs to remember those who cannot be with us for this year's convention due to military service, unforeseen illness, or untimely passing.

Dealer's Room

Friday 10a-noon (setup)

Dealer's Room (DLCC Hall B)

Friday noon-5p

Dealer's Room (DLCC Hall B)

Saturday 9-10a (setup)

Dealer's Room (DLCC Hall B)

Saturday 10-5p

Dealer's Room (DLCC Hall B)

Friday 10-4p

Dealer's Room (DLCC Hall B)

Anthrocon

Artist Alley

Friday 10-11a (signup)
Friday noon-5p
Saturday 8-9a (signup)
Saturday 10a-5p
Sunday 8-9a (signup)
Sunday 10a-4p

Gathering Room (DLCC 303-305)
Artist Alley (DLCC Hall B)
Gathering Room (DLCC 303-305)
Artist Alley (DLCC Hall B)
Gathering Room (DLCC 303-305)
Artist Alley (DLCC Hall B)

Anthrocon

Opening Ceremonies

Friday 11-noon

Spirit of Pittsburgh Ballroom

Anthrocon

Anthrocon Mentor Program

Friday noon-1p

Westmoreland Room

K.P.

This is a great place to begin if you're new to Anthrocon or to the furry community. The Anthrocon Mentor Program is an opportunity for you to make new friends and learn a bit about the convention. You will be grouped with other attendees and an experienced "Mentor". After a brief introduction, you will tour some of the Anthrocon spaces and given some background on the convention. You will then be able to go experience the convention either on your own, or perhaps with the group of new friends that you've made. Saturday and Sunday will have scheduled touchbases for you to meet, ask questions, or share your experiences. This is the first time for this new program, so your feedback is highly encouraged.

Art Show

Friday 2-6p
Saturday 10-6p
Sunday 10a-noon
Sunday 2p-5p (pickup)

Art Show (DLCC Hall B)
Art Show (DLCC Hall B)
Art Show (DLCC Hall B)
Art Show (DLCC Hall B)

Anthrocon

Supersponsor Luncheon (*by invitation*)

Saturday 11:30a-1p

Gathering Room (DLCC 303-305)

Anthrocon

Charity Presentation

Saturday 3-4p

Performance Hall (DLCC 319-321)

Anthrocon

Presentation by staff of the Wildlife Center of the Animal Rescue League of Western Pennsylvania.

Charity Auction

Saturday 4-5p

Performance Hall (DLCC 319-321)

Anthrocon

Items that will be up for auction will be on display at the Wildlife Center's table in the

Dealer's Room (Hall B of the Convention Center) starting at noon on Friday. This year we are trying something different: some items will be sold on a raffle basis, so don't forget to stop by the table to see what you might get to bring home for the cost of a single ticket.

Memories of Furp

Sunday 10-11a

Gathering Room (DLCC 303-305)

Anthrocon

Patrick "Furp" Reed was a long time Anthrocon staff member who passed away earlier this year. He was a friend to many staff members and attendees. This is an opportunity for any staff members, attendees, and the Dorsai Irregulars who wish to share memories or thoughts about him.

Closing Ceremonies

Sunday 5:30-6:30p

Spirit of Pittsburgh Ballroom

Anthrocon

FAMILY

Heavy Horse Magic Show for Children

Friday 2:30-3:30p

Presentation Room (DLCC 317-318)

Heavy Horse

A magic show being performed by Heavy Horse for children and families to be entertained by his tricks and wit. Recommended for attendees age 12 and under.

Basic Drawing and Cartooning

Friday 4-5p

Presentation Room (DLCC 317-318)

Saturday 4-5p

Presentation Room (DLCC 317-318)

Calliope Tora

A class on how to draw for all ages. Especially recommended for attendees age 12 and under and beginner artists.

Fursuit Story Hour

Saturday 9:30-10:30a

Performance Hall (DLCC 319-321)

Firekeeper

Fursuiters will act out stories and lead sing-alongs with children and their parents. Especially recommended for attendees 12 and under.

Space Crafts

Saturday 10:30-11:30a

Presentation Room (DLCC 317-318)

Eagle's Flight

An opportunity for the children to do crafts and spend some quality time with their parents having age-associated fun. Recommended for attendees age 12 and under.

How To Be Awesome: Tips on Personal Motivation and Self Esteem

Friday 12:30-1p

Somerset Room

Furball2K

A panel designed to help people overcome social anxiety and gain personal insight on how to achieve a better life experience at Anthrocon and beyond.

So This is Your First Anthrocon?

Friday 1-2p

Pennsylvania Room

2 the Ranting Gryphon, K.P., Uncle Kage

Is this your first time to Anthrocon? Are you uncertain what to do or where to go? Join Convention Chairman Uncle Kage, Programming Director K.P., and veteran comedian 2 the Ranting Gryphon for a fun and lighthearted approach to enjoying the "Anthrocon Experience". You'll get some great tips to help maximize the weekend, and learn a bit about some of Anthrocon's unique processes. And most importantly, you'll learn what "6-2-1" means!

Presenting Furry Fandom to the Public

Friday 2-3p

Pennsylvania Room

Uncle Kage

What do you do when a reporter shoves a microphone in your face? How do you answer the person who comes up to you and says, "Just what is this convention about?" Uncle Kage has many years of experience with both and will offer some suggestions of what to do in these situations in order to put the best face on Furry Fandom.

Rodents!

Friday 2:30-3:30p

Lawrence Room

Matthias Rat

This panel is for all the fans of rodents in the fandom. It will be an opportunity for rodents of all tooth sizes to meet and share their interest and any tips and tidbits on what it means to be a rodent fur.

Marsupial Madness Meet and Greet

Friday 4-5p

Lawrence Room

Danruk, Fuzzyroo

This panel is open to all attendees and is intended for those who either are or have a love for kangaroos and other marsupials. Sit with the Fuzzyroo and Danruk as they chat and casually coordinate an hour's worth of time well wasted. This panel is going to also be fursuit-friendly; kangaroo, marsupial, and otherwise please feel free to come and sit in character!

Alien Mammals

Friday 4-5p

Somerset Room

Greenreaper, Tricuspa

In the "thing that perhaps came from another planet" category, these mammals look very odd or have traits that seem to make them different from most other mammals races.

Talk about aardwolf, anteaters, armadillos, echidna, pangolins, platypus, tapirs, tenrics, and other curious and different animals that are mammals. Time permitting, bring some pictures along of real animals that you have questions about.

Spotted Hyenas are Awesome!

Friday 7-8p

Armstrong Room

Atalhlla

Spotted hyenas are awesome. This a panel about just why they are so awesome, why you think they're awesome, or maybe why not, or even just to hang out with other people who think they're so awesome. Facts, discussion, connections personal or otherwise, possibly even art if the panel swings that way.

Women in the Fandom

Saturday 9-10a

Fayette Room

Devi Blue

A gathering of females in the fandom – chat, meet other women from the fandom, and make new friends. Hook up with other women from your geographical location and talk about possible gatherings and meet ups outside of the convention. Hear what your sisters have to say about being female in the fandom!

Meditations for Your Animal Spirit: “Moonforest Run”

Saturday 10-11a

Pennsylvania Room

Timothy “Amadhi” Albee

Whether you already know the shape of your spirit, or are curious to learn from the feeling of what it is like to dance with Mother Earth as you run on “your” paws through a moonlit woods, “Moonforest Run” lets you touch and experience resonance with the lupine harmonics of your spirit.

Effective Furmeet Planning

Saturday 11-noon

Fayette Room

Gir Tygrin, Nik Vulper

Join Gir Tygrin and Nik Vulper, who have organized everything from bowling meets to Furry Connection North, for an open discussion on the process of organizing a furmeet. Learn what makes a good venue, when the best times to host are, how to announce things to the public, and what to do if things go wrong.

Animal Spirituality and Therianthropy

Saturday 3-5p

Cambria Room

Blackjack

A discussion focusing primarily on modern animal spirituality, therianthropy, and other-kin. Aspects of physiology and psychology will be explored, including neurologically-similar phenomena, voluntary and involuntary. Interactions between furry and therianthropy, both friendly and non-friendly, will be covered.

Anthro Aliens Unite!

Saturday 4-5p

Armstrong Room

Daddy Stitch

Alien Meet and Greet. A time and place for all non-Earthlings to get to know each other and those who love them! Plus, an introduction to the Seti@home program and signup for the Anthrocon Group.

African Animals Roundtable

Saturday 4-5p

Lawrence Room

Antimon

An open forum discussion on all those wonderful creatures from Africa. No matter if it's the grasslands of the Sahel, the deserts of the Sahara, or the Congo Jungle, this is a place to meet friends who share an interest in the wonderful animals of the African continent.

Meditations for Your Animal Spirit: Walking the Path To Your Animal Spirit

Sunday 10-11a

Fayette Room

Timothy "Amadhi" Albee

Physically Challenged in the Furry Fandom

Sunday 11-noon

Armstrong Room

Rukario

Join Rukario in a "round-table" type discussion as he discusses the impacts that the furry community has had on his life, and offers suggestions and encouragement to those who are new to the community and are physically challenged.

Hoofers

Sunday 11-noon

Cambria Room

Hooper

A meet and greet game. Ask questions! Meet and greet everyone who you've found interesting! Fursuiters and non-suiters alike are welcome to this panel.

Husky Meet and Greet

Sunday 11-noon

Fayette Room

Whitepaws

Mush! Mush! Calling all huskies for an informal meet and greet to say hello and just chit chat about why these curly tailed canines are amazingly awesome. If you're a husky fursuiter, be sure to stop by for a group photo!

Furries and Sports

Sunday 1-2p

Presentation Room (DLCC 317-318)

Jacob O'Hare

A general meet up for furs who love sports to meet other furs and talk about sports and furry. In other words, total chaos.

What's It Like To Be a Wolf?

Sunday 1-2:30p

Cambria Room

Nezu-Ookami

What it's like living life as a furry wolf.

Wind and Wings

Sunday 2:30-3:30p

Fayette Room

Arrow Quivershaft

An open discussion for those whose personas are included amongst our feathery kin, or those who just want to talk about birds. Topics include bird stories, why people choose avian personas, and just general chatter of the feathery sort.

Gathering of the Foxes

Sunday 2:30-3:30p

Somerset Room

Bitmapfox

A meet and greet for everyone who favors a fox to get to know another and talk about all thing vulpine.

FURSUIT

Headless Lounge

Thursday 6p-1a

Headless Lounge (DLCC 301-302)

Friday noon-1a

Headless Lounge (DLCC 301-302)

Friday noon-1a

Headless Lounge (Washington Room)

Saturday 9a-6p

Headless Lounge (DLCC 301-302)

Saturday 9a-1a

Headless Lounge (Washington Room)

Saturday 8:30p-1a

Headless Lounge (DLCC 301-302)

Sunday 9a-6p

Headless Lounge (DLCC 301-302)

Sunday 9a-6p

Headless Lounge (Washington Room)

Anthrocon

First Time Fursuiter Program

Friday noon-1p

Pennsylvania Room

Nevermint

Are you a first time fursuiter? Do you need a little guidance on how to get around the con and things to make the most of your convention experience? Join Nevermint for a great orientation to Anthrocon for our first time fursuiters.

Costuming for the Physically Challenged

Friday 1-2p

Lawrence Room

Rukario

Costuming (also known as "fursuiting") is an activity that is gaining increasing popularity amongst all ages and walks of life. Join Rukario as he shares his personal accounts of how fursuiting has impacted his life, and gives tips and suggestions to other physically challenged furs who either do currently fursuit, or are considering it.

Spotting for Fursitters: How To Be an Effective Fursuit Handler

Friday 1–2p

Cambria Room

Kaltazar

A discussion on spotting for fursitters to make interactions safe and fun for all involved. We will cover what you should be ready for and what to do while in the role of handler for a fursuiter.

Fursuit Dance 101

Friday 1–2p

Westmoreland Room

DEX

Join the amazing DEX for a fantastic introduction to dancing in fursuit! If you want to figure out how to improve your moves, this is a great panel to attend!

Advanced Fursuit Handling

Friday 2:30–3:30p

Cambria Room

Shadowrunner

Three things that a fursuiter and a handler must have to make the relationship work are Communication, Honesty and Trust. If you do not have those then the bond will never hold. I will be discussing these areas and also will cover how to handle a situation and problems they can have. This includes scoping out the area and other important information.

Make a Tail... Faux Real

Friday 2:30–3:30p

Somerset Room

Timothy "Amadhi" Albee

Learn how to make a tail that looks and moves so realistically that you may find yourself having to prove to others that it's actually hand-made! With a few simple, inexpensive supplies, in under a day, you can create a "Faux-Real" tail that matches your character's (or spirit-being's) coloring and patterning *perfectly!*

Fursuiter Meet and Greet

Friday 3:30–5p

Pennsylvania Room

Rory

Join Rory for an informal party-style atmosphere for all fursuiters to get together, dance a little, chat a little, and generally get to know one another. Attendance in fursuit is encouraged!

Fursuit Games: Recess

Friday 7–9p

Westmoreland Room

Panda

Come join Panda for some fun and lighthearted fursuit games. These will not be physically intensive nor will they be judged competitively. Perfect games for beginner fursuiters.

THURSDAY 6p

WESTIN HOTEL • CONVENTION CENTER

Dealer's Room
Art Show
Artist Alley

Headless Lounge (301-302)
Gathering Room (303-305)

Headless Lounge (until 1a)

Tabletop Gaming (306-307)

Eye Level Entertainment: Flat Acting

Eye Level Entertainment: "Nature of

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Spirit of Pittsburgh Ballroom

Videogame Room (Butler)
Cambria
Westmoreland

Fayette
Somerset
Armstrong

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

7p

8p

Game Demos

the Beast”

Pre-Con Social Mixer (until 11p)

THURSDAY 9p

WESTIN HOTEL • CONVENTION CENTER

Dealer's Room
Art Show
Artist Alley

Headless Lounge (301-302)
Gathering Room (303-305)

Headless Lounge (from 6p until 1a)
To Absent Friends

Tabletop Gaming (306-307)

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Spirit of Pittsburgh Ballroom

Pre-Con Dance (until 2a)

Videogame Room (Butler)
Cambria
Westmoreland

Fayette
Somerset
Armstrong

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

Pre-Con Social Mixer (from 7p)



FRIDAY 9a

WESTIN HOTEL • CONVENTION CENTER

Dealer's Room
Art Show
Artist Alley

Headless Lounge (301-302)
Gathering Room (303-305)

Tabletop Gaming (306-307)

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Spirit of Pittsburgh Ballroom

Videogame Room (Butler)
Cambria
Westmoreland

Fayette
Somerset
Armstrong

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

10a

11a

Dealer's Room Setup

Artist Alley Signup

Eye Level Entertainment:
Flat Acting Game Demos

Eye Level Entertainment:
"Nature of the Beast"

Looney Labs Game Demo

Opening Ceremonies

FRIDAY

noon

Dealer's Room
Art Show
Artist Alley

Dealer's Room (from 10a until 5p)

Artist Alley (until 5p)

Headless Lounge (301-302)
Gathering Room (303-305)

Headless Lounge (until 1a)

Tabletop Gaming (306-307)

Jadeclaw RPG: "The Battle for Shen"

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Spirit of Pittsburgh Ballroom

DEX Magic
(DLCC Concourse)

Videogame Room (Butler)
Cambria
Westmoreland

Anthrocon Mentor Program

Fayette
Somerset
Armstrong

How To Be Awesome
Tips on Personal...

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

First Time Fursuiter Program

Headless Lounge (until 1a)

1p

2p

Art Show (until 6p)

Dahr (until 4p)

Settlers of Catan (until 4p)

Puppetry: Let's Get Started

Heavy Horse Magic Show (until 3:30p)

Lights, Camera, Action!

Open Videogaming (until 10p)

Spotting for Fursuiters:
How To Be an Effective Fursuit Handler

Fursuit Dance 101

Following a Dream to Hollywood

Science of Furry

Iron Author Intro (until 3:30p)

Make a Tail... Faux Real (until 3:30p)

Werewolf: The Apocalypse LARP

Costuming... Physically Challenged

Rodents! (until 3:30p)

So This Is Your First Anthrocon?

Presenting Furry Fandom to Public

FRIDAY 3p

WESTIN HOTEL • CONVENTION CENTER

Dealer's Room
Art Show
Artist Alley

Dealers' Room (from 10a)

Art Show (from 2p)

Artist Alley (from noon)

Headless Lounge (301-302)
Gathering Room (303-305)

Headless Lounge (from noon until 1a)

Tin Foil Hat Contest

Tabletop Gaming (306-307)

Jadeclaw RPG (from noon)

Settlers of Catan (from 1p)

Magic: The Gathering:
Deck Building and Strategy

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Heavy Horse Magic
Show (from 2:30p)

Furs into R/C

Spirit of Pittsburgh Ballroom

DEX Magic
(DLCC Concourse)

Videogame Room (Butler)
Cambria
Westmoreland

Open Videogaming (from 1p until 10p)

Building a Legend from Scratch

Fayette
Somerset
Armstrong

Iron Author Intro
(from 2:30p)

Furry World

Make a Tail... Faux
Real (from 2:30p)

Werewolf: The Apocalypse LARP

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

Rodents!
(from 2:30p)

Fursuiter Meet and

Headless Lounge (from noon until 1a)

4p

5p

Digimon Classic: TCG (until 7p)

Munchkin: Or, How I Learned To Stop Worrying and.... (until 7p)

Basic Drawing and Cartooning

Character Design for Animation

Webcomics: Artist Fundamentals

The Best Furry Stuff

Building

Alien Mammals

(from 2p)

Marsupial Madness Meet and Greet

Greet

FRIDAY 6p

WESTIN HOTEL • CONVENTION CENTER

Dealer's Room
Art Show
Artist Alley

Headless Lounge (301-302)
Gathering Room (303-305)

Headless Lounge (from noon until 1a)

Tabletop Gaming (306-307)

Digimon Classic: TCG (from 4p)

Munchkin: Or, How... (from 4p)

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Live Action Role

Spirit of Pittsburgh Ballroom

Videogame Room (Butler)
Cambria
Westmoreland

Open Videogaming (from 1p until 10p)

Fayette
Somerset
Armstrong

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

Headless Lounge (from noon until 1a)

Learn To Play RAGE

Playing Chess (DLCC South Concourse)

Anthropoly Late Night

Uncle Kage's

Lupus in Tabula (until 10p)

Fursuit Games: Recess

Furs In Space

Plot Development
(until 10p)

Getting Started with Sculpture

Spotted Hyenas Are Awesome!

NE Furs Meet and Greet

FRIDAY 9p

WESTIN HOTEL • CONVENTION CENTER

Dealer's Room
Art Show
Artist Alley

Artist Reception (by invitation only)

Headless Lounge (301-302)
Gathering Room (303-305)

Headless Lounge (from noon until 1a)

Tabletop Gaming (306-307)

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Spirit of Pittsburgh Ballroom

Uncle Kage's

Videogame Room (Butler)
Cambria
Westmoreland

Open Videogaming (from 1p)

Lupus in Tabula (from 7p)

Fayette
Somerset
Armstrong

Plot Development (from 8:30p)

Small Arms Illustration

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

Headless Lounge (from noon until 1a)

10p

11p

Learn To Play *Furoticon* TCG (18+ only)

Whose Lion Is It Anyway? (until 2a)

Furry Twister (DLCC South Concourse)

Dance (until 2a)

Super Smash Bros. Brawl Tournament (until 1a)

Fursuit Dance Competition (prelims)

Adult Writing Panel (18+ only)

Fursuit-Friendly Dance

SATURDAY

9a

WESTIN HOTEL • CONVENTION CENTER

Dealer's Room
Art Show
Artist Alley

Dealer's Room Setup

Headless Lounge (301-302)
Gathering Room (303-305)

Headless Lounge (until 1a)

Artist Alley Signup (8-9a)

Tabletop Gaming (306-307)

Eye Level Entertainment:
Flat Acting Game (from 8a)

Eye Level Entertainment:
"Nature of the Beast" (from 8a)

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Fursuit Story Hour

Spirit of Pittsburgh Ballroom

Masquerade (rehearsal)

Videogame Room (Butler)
Cambria
Westmoreland

Fayette
Somerset
Armstrong

Women in the Fandom

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

Headless Lounge (until 1a)

10a

11a

Dealer's Room (until 5p)

Art Show (until 6p)

Artist Alley (until 5p)

Supersponsor
Luncheon (until 1p)

Looney Labs Game Demo

Magic: The Gathering: Alara Block Draft (until 6p)

Space Crafts

Fursuits by Lacy & Nick Photoshoot

Fursuit Games: Solo Competition
(DLCC South Concourse until 12:30p)

Open Videogaming (until 10:30p)

Setting: "Gravity is Green"

Saturday Morning Memories

Effective Furmeet Planning

Fluff and Such Puppetry: "How To"

If I Came to Earth: Socializing 101

Agrifurs: Guests In Your Garden

Meditations for Your Animal Spirit:
"Moonforest Run"

SATURDAY

noon

WESTIN HOTEL • CONVENTION CENTER

Dealer's Room
Art Show
Artist Alley

Dealer's Room (from 10a until 5p)

Art Show (from 10a until 6p)

Artist Alley (from 10a until 5p)

Headless Lounge (301-302)
Gathering Room (303-305)

Headless Lounge (from 9a until 6p)

Supersponsor Luncheon

Tabletop Gaming (306-307)

Magic: The Gathering: Alara Block Draft (f

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Fursuit Games Solo
Competition

Spirit of Pittsburgh Ballroom

DEX Magic
(DLCC Concourse)

Videogame Room (Butler)
Cambria
Westmoreland

Open Videogaming (from 11a until

Fayette
Somerset
Armstrong

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

Headless Lounge (from 9a until 1a)

1p

2p

from 10a until 6p)

Seafox Studios

Fursuit Parade
Lineup

Fursuit Parade

10:30p)

Furs in the Videogame Industry

Comics on Nuthin'

Science Fiction vs. Science Fantasy
(until 3:30p)

Impress at a Furry Dance:
Basic Breakdance Steps

SATURDAY 3p

WESTIN HOTEL • CONVENTION CENTER

Dealer's Room
Art Show
Artist Alley

Dealers' Room (from 10a)

Art Show (from 10a)

Artist Alley (from 10a)

Headless Lounge (301-302)
Gathering Room (303-305)

Headless Lounge (from 9a)

Tabletop Gaming (306-307)

Cranium

Magic: The Gathering: Alara Block Draft (f

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Charity Presentation

Spirit of Pittsburgh Ballroom

DEX Magic
(DLCC Concourse)

Videogame Room (Butler)
Cambria
Westmoreland

Open Videogaming (from 11a until

Animal Spirituality and Therianthropy

Fayette
Somerset
Armstrong

Science Fiction vs.
Science Fantasy

Rules for Writing

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

Headless Lounge (from 9a until 1a)

4p

5p

from 10a)

Paranoia (until 8p)

The Poink and Ezra Show

Basic Drawing and Cartooning

Charity Auction

Open Mic

10:30p)

Professional Storyboarding

Good Furry Fiction

Anthro Aliens Unite!

African Animals Roundtable

SATURDAY 6p

WESTIN HOTEL • CONVENTION CENTER

Dealer's Room
Art Show
Artist Alley

Headless Lounge (301-302)
Gathering Room (303-305)

Masquerade Green Room

Tabletop Gaming (306-307)

Paranoia (from 4p)

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Spirit of Pittsburgh Ballroom

Masquerade (setup)

Videogame Room (Butler)
Cambria
Westmoreland

Open Videogaming (from 11a until

Fayette
Somerset
Armstrong

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

Headless Lounge (from 9a until 1a)

7p

8p

(performers and handlers only)

Headless Lounge
(until 1a)

Masquerade

10:30p)

Giggles and Laughs
(until 9:30p)

Making Your Aliens Alien

SATURDAY 9p

WESTIN HOTEL • CONVENTION CENTER

Dealer's Room
Art Show
Artist Alley

Headless Lounge (301-302)
Gathering Room (303-305)

Headless Lounge (from 8:30p until 1a)

Tabletop Gaming (306-307)

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Spirit of Pittsburgh Ballroom

2's Rant

Videogame Room (Butler)
Cambria
Westmoreland

Open Videogaming (from 11a)

Giggles and Laughs
(from 9:30)

Fayette
Somerset
Armstrong

Art of Wings

The Battle of the Frogs and Mice

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

Headless Lounge (from 9a until 1a)

10p

11p

Mature Art Auction (until 12:30a)

Learn To Play RAGE (until 1a)

Pawpets Gone Wild!

Jibba Live! (until 12:30a)

Furry Twister (DLCC South Concourse)

Dance (until 2a)

Rock Band Tournament of Rock (until 1a)

Spazfox: Too Mature (until 12:30a)

Fursuit-Friendly Dance

SUNDAY 9a

WESTIN HOTEL • CONVENTION CENTER

Dealer's Room
Art Show
Artist Alley

Headless Lounge (301-302)
Gathering Room (303-305)

Tabletop Gaming (306-307)

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Spirit of Pittsburgh Ballroom

Videogame Room (Butler)
Cambria
Westmoreland

Fayette
Somerset
Armstrong

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

Artist Alley Signup (8-9a)

Eye Level Entertainment:
Flat Acting Game (from 8a)

Eye Level Entertainment:
"Nature of the Beast" (from 8a)

With Shadows and

Headless Lounge (until 6p)

10a

11a

Dealer's Room (until 4p)

Art Show

Artist Alley (until 4p)

Headless Lounge (until 6p)

Memories of Furf

Looney Labs Game Demo

Strings

PA Pets

Art Conservation

DJ'ing 101

Basic Fursuit Construction 101

Meditations for Your Animal Spirit:
Walking the Path To Your Animal Spirit

Open Videogaming (until 1p)

Hoofers

Evolution of *Underdog*

Husky Meet and Greet

*Concession: Love and Death
in the Movie Theater*

Physically Challenged in Fandom

Advanced Fursuit
Design...

SUNDAY

noon

WESTIN HOTEL • CONVENTION CENTER

Dealer's Room
Art Show
Artist Alley

Dealer's Room (from 10a until 4p)

Artist Alley (from 10a until 4p)

Headless Lounge (301-302)
Gathering Room (303-305)

Headless Lounge (from 10a until 6p)

Tabletop Gaming (306-307)

Warhammer 40K (until 5p)

Arkham Horror:

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Spirit of Pittsburgh Ballroom

Videogame Room (Butler)
Cambria
Westmoreland

Open Videogaming (from 11a)

Fayette
Somerset
Armstrong

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

Advanced Fursuit
Design...

Headless Lounge (from 9a until 6p)

1p

2p

Art Show Pickup (until 5p)

Art Auction

No, Mr. Lovecraft, You Are the Shambling Horror. (until 4p)

Yu-Gi-Oh! Discussion and Tournament (until 4p)

Fluff and Such's "Invasion of the Body Stockings" (until 4p)

Furries and Sports

Fursuit Games: Team Competition

Toonseum Presentation: Top Ten...

Furry Hams Event Station

DDR Tournament: The Stompedown (until 5p)

What's It Like To Be a Wolf?

Method 1: Live

Draw As You Dream

Wind and Wings
(until 3:30p)

Gathering of the
Foxes (until 3:30p)

Beginning Music Production

Bucktown Tiger Concert

SUNDAY 3p

WESTIN HOTEL • CONVENTION CENTER

Dealer's Room
Art Show
Artist Alley

Dealers' Room (from 10a)

Art Show Pickup (from 2p)

Artist Alley (from 10a)

Headless Lounge (301-302)
Gathering Room (303-305)

Headless Lounge (from 10a)

Tabletop Gaming (306-307)

Warhammer 40K (from 5p)

Arkham Horror (from 12:30p)

Yu-Gi-Oh! Discussion and Tournament
(from 1p)

Puppetorium (315-316)
Presentation Room (317-318)
Performance Hall (319-321)

Fluff and Such's "Invasion of the
Body Stockings" (from 2p)

Iron Author

2-Gether On Stage: 2 and Kage Charity

Spirit of Pittsburgh Ballroom

Fursuit Dance

Furry Hams Event Station

Videogame Room (Butler)
Cambria
Westmoreland

DDR Tournament: The Stompedown (from

Developing Characters
for Multiple Media

Furry Research Results Discussion

Fayette
Somerset
Armstrong

Wind and Wings
(from 2:30p)

Gathering of the
Foxes (from 2:30p)

Lawrence
Pennsylvania
The Zoo (Allegheny Ballroom)
Headless Lounge (Washington)

Headless Lounge (from 9a)

4p

5p

(reading)

Performance

Competition (finals)

Closing Ceremonies
(until 6:30p)

1p)

and Q&A

Fursuit-Friendly Dance

Friday 10p-midnight
Saturday 10p-midnight

Pennsylvania Room
Pennsylvania Room

Antimon, Rory, Yappyfox

Dances focused around the special needs of fursuiters! Our fursuit friendly DJ's will be playing music and creating a fun and inviting atmosphere for fursuiters and non-fursuiters alike. These dances will typically have a lower BPM than the main stage dances and there will be appropriate lighting for folks to have a safe and fun time!

Fursuit Dance Competition

Friday 10p-midnight (prelims)
Sunday 3:30-5p (finals)

Westmoreland Room
Spirit of Pittsburgh Ballroom

Jibba

Come and see fursuiters vying for the title of the best fursuit dancer at Anthrocon! You'll have the opportunity to see some truly outstanding fursuit dancers showing off their best moves for our judges.

Fursuit Games: Solo Competition

Saturday 10:30a-12:30p

DLCC South Concourse

Panda

Do you have what it takes to win the Anthrocon Fursuit Solo Fursuit competition? Join Panda on the South Concourse to find out. These games will challenge you physically as well as test how clever you can be! There are limited spaces available for these games, so please plan to arrive early.

Fursuits by Lacy & Nick Photoshoot

Saturday 11-noon

Performance Hall (DLCC 319-321)

Lacy

Official photoshoot of costumes by Fursuiting.com - Fursuits by Lacy & Nick.

Basic Fursuit Design and Construction

Saturday 11:30a-12:30p

Pennsylvania Room

Wildwolf

Chad "Wildwolf" Laubach will discuss how to create a fursuit from design concept to production. This panel will deal primarily with the basics of fursuit design, and will discuss simple methods for beginning the creation of your very own fursuit.

Fursuit Parade

Saturday 1:30-2p (lineup)
Saturday 2-3p

Spirit of Pittsburgh Ballroom
Spirit of Pittsburgh Ballroom

Yappyfox

Be a part of the parade that started them all! Since 1997, Yappyfox has led the Anthrocon fursuit parade to showcase the various and beautiful fursuit creations of the furry fandom. This year, Anthrocon's fursuiters will be celebrating Independence Day with a special flag display in addition to the parade. The parade will begin at the Spirit of Pittsburgh ballroom and head toward the Dealer's Room in Exhibit Hall B. After the parade, this year participat-

ing fursuiters can head toward Exhibit Hall C for the group photograph. Due to logistics, only participating fursuiters and specified photographers will be allowed into Exhibit Hall C for the group photo. However, there will be ample opportunities for photographs and video on the concourse once the parade has concluded.

Advanced Costume Design and Tech

Saturday 4-5p

Pennsylvania Room

Wildwolf

As costume technician for a major Orlando area theme park, Chad has been building costumes, both mascot and theatrical, for over eight years. Join him in a discussion on advance techniques used for building costumes. Some topics that may be covered include: mold casting, prosthetics, prop design & building, and fine detailing. *Note:* Due to the complexity of potential topics, this will only be a discussion and not a demonstration of technique. There will, however, be some props displayed that may have been used in theme park or cinematic film production.

Basic Fursuit Construction 101

Sunday 10-11a

Westmoreland Room

Sharky

Construction of home-made fursuits for furs on a fixed income.

Advanced Fursuit Design and Construction

Sunday 11:30a-12:30p

Pennsylvania Room

Wildwolf

In this panel, you will learn some of the more advanced techniques for fursuit building. If you've already built a costume, this panel can help you learn how to refine some of your methods or provide alternate ways to get a more polished look to your costume.

Fursuit Games: Team Competition

Sunday 1-3p

DLCC South Concourse

Panda

This is an opportunity to see how adaptable you can be when it comes to fursuit performance. Join Panda on the South Concourse for this year's team fursuit games. You will be *randomly* paired with team members before the start of the games. Due to the popularity of the fursuit games, there will be limited spaces available for participation, so please plan to arrive early.

Gaming

Werewolf: The Apocalypse LARP

Friday 2-5p

Armstrong Room

Blackjack

Live Action Role-Play in the World of Darkness setting. Players play Garou - werewolves who fight to save the Earth, nature, and the city. This time, they've been invited to a casual social get-together. No problems whatsoever are expected to strike.

Live Action Role Playing Chess

Friday 6:30-8:30p

DLCC South Concourse

Ardy

Played on a 16'x16' chess mat, with each player playing as a chess piece. Every player gets to act on every turn, with quick rock-paper-scissors combat and different special play cards for each piece type keeps the game exciting. The game is "fursuit friendly", but suits are far from a requirement! An open, indoor area with a lot of foot traffic is optimal. Fun to play and fun to watch!

Lupus in Tabula

Friday 7-10p

Cambria Room

Rigel

Lupus In Tabula is a variant of "Werewolf", a social game of deceit, desperation, and deduction. Up to 24 players sit in a circle and, through a series of moderated night and day phases, attempt to determine who among them are werewolves. However, at the same time the werewolves are trying to remain hidden, disguised as villagers! Will the werewolves succeed in deceiving the villagers until it's too late? Or will the villagers deduce the identities of the werewolves before they're all eaten? The game is designed to be played by outgoing people of all skill levels. Significant amounts of discussion and oration are involved.

Furry Twister

Friday 10p-midnight

DLCC South Concourse

Saturday 10p-midnight

DLCC South Concourse

Dakota, Snippet

Attention, fursuiters! Come out and play on our super-sized Twister mat! Got a free hour? Looking for something to do? Get "tied up in knots" with the girls from Bunnies Blue. Join Snippet & Dakota for a twisted adventure in gaming while getting to know your fellow furs!

GUEST OF HONOR

Following a Dream to Hollywood

Friday 2-3p

Westmoreland Room

Bob Boyle

Please come join Bob Boyle, the creator of *Wow! Wow! Wubbzy!* and *Yin Yang Yo* as he discusses the triumphs and tribulations that he encountered while pursuing his dreams in Hollywood. This should be an insightful panel for anyone who is interested in a career as an artist in a very competitive artistic environment.

Building a Legend from Scratch

Friday 3-4p

Westmoreland Room

Joe Harris

Joe Harris created the legendary characters "Underdog" and the "Trix Rabbit". Come and listen to an inspirational talk from Joe as he recalls how a team with no animation or production experience created a successful character franchise from the ground up. If you've ever dreamed about your own character becoming its own television or comic star, this should

prove to be an informative and eye opening discussion. Time permitting, a Q&A session will follow.

Character Design for Animation

Friday 4–5p

Performance Hall (DLCC 319-321)

Ben Balistreri

Have you ever wondered what it's like to take your character concept and adapt it for use in the animation industry? Join Anthrocon's guest, Ben Balistreri, as he discusses the process of developing a character design for use in animated productions. This should prove to be an insightful panel for artists and for animation fans alike!

Saturday Morning Memories

Saturday 10–11:30a

Westmoreland Room

Ben Balistreri, Bob Boyle, Joe Harris

Remember watching Saturday morning cartoons? Well, how would you like to hear some of the funny stories about things that happened behind the scenes while those memorable cartoons were being made? Please come join our Guests of Honor as they recall some of the surprising, interesting, and funny moments that happened during the production of such titles as *Underdog*, *Foster's Home for Imaginary Friends*, and *Wow! Wow! Wubbzy!*

Professional Storyboarding

Saturday 4–5p

Westmoreland Room

Ben Baliestri

One of the most overlooked aspects of any animated project is the storyboard. Ben Balistreri will be hosting an informative and insightful discussion on how he approaches storyboarding and what can really make a difference in how effective your storyboard is.

Evolution of *Underdog*

Sunday 11–noon

Westmoreland Room

Joe Harris

Joe Harris will be having a discussion about the evolution of the character Underdog from the 1960's Saturday morning programming to the Disney film hero. As the character's creator, Joe has a unique perspective on the development of the character. Joe will also be able to discuss the other show elements such as Tennessee Tuxedo, Klondike Kat, and Go Go Gophers and how they were developed. He can also talk about the creation of the Trix Rabbit while working in an advertising capacity. This should be an insightful discussion from someone who had a distinct impact on some of pop culture's most colorful characters. Time permitting, a Q&A session will be included.

Developing Characters for Multiple Media

Sunday 3:30–4:30p

Cambria Room

Bob Boyle

Bob Boyle has had his characters appear in various media from cable television animation to Random House books. Please join him in a discussion as he talks about how characters can be developed for portrayal in different forms of media. This should be a terrific discussion for artists who wish to pursue endeavors for their characters in multiple media formats.

MUSIC

DJ'ing 101

Sunday 11-noon

Performance Hall (DLCC 319-321)

Draconum

Have you ever wanted to try your paw at DJ'ing but didn't know where to start? Join Draconum for a live demonstration of laptop-based DJ'ing, one of the easiest ways to start DJ'ing with a piece of equipment you probably already own! You can even bring your own music and try mixing it yourself. Who knows - you may be DJ'ing at Anthrocon next year!

Beginning Music Production

Sunday 1-3p

Armstrong Room

Draconum

Join Draconum for a hands-on panel about producing and writing music using a software sequencer. He'll show you that it's easy to get started with this fun and exciting hobby. Attendees will be able to try it themselves, time permitting. Both Windows and Mac sequencers will be covered.

PERFORMANCE

DEX Magic

Friday noon-12:30p

DLCC Concourse

Friday 3-3:30p

DLCC Concourse

Saturday noon-12:30p

DLCC Concourse

Saturday 4-4:30p

DLCC Concourse

DEX

Aces Wild, also known as DEX, will be doing some of his special brand of street magic live and up close. Join DEX on the Concourse for his amazing magical feats.

Anthropoly Late Night

Friday 7-8p

Spirit of Pittsburgh Ballroom

K.P.

Anthrocon's own game show returns in a new evening time slot! Contestants will be selected right out from the audience to compete and match answers with our distinguished panel of judges. The panelists represent 6 different aspects of Anthrocon: Writers, Artists, Puppeteers, Fursuiters, Performers, and a convention Staffer! Prizes are awarded to our winners. Who knows, you could be the next contestant to make it up on stage!

Uncle Kage's Story Hour

Friday 8:30-9:30p

Spirit of Pittsburgh Ballroom

Uncle Kage

Our venerable chairman, Sam Conway, affectionately known as "Uncle Kage" takes time out of his hectic schedule to share some stories of his travels with the attendees of Anthrocon. Kage has been delighting the furry fandom with his stories for many years, and this is your chance to hear him telling some stories reserved exclusively for Anthrocon! This is one

of Anthrocon's most attended events. It is suggested that you arrive early for the best possible seating.

Whose Lion Is It Anyway?

Friday 10p-1a

Performance Hall (DLCC 319-321)

Semjay

Come join us for an entire panel of your favorite improvisational games! Watch hilarity ensue as participants perform scenes spontaneously, without a script! Just like the TV show, we will play several popular improv games like "Questions Only" and "Party Quirks". You are more than welcome to just come to watch, but everyone is encouraged to participate!

Masquerade

Saturday 9-noon (rehearsal)

Spirit of Pittsburgh Ballroom

Saturday 6-7p (setup)

Spirit of Pittsburgh Ballroom

Saturday 6-8:30p (green room, performers/handlers only)

Headless Lounge (DLCC 301-302)

Saturday 7-8:30p

Spirit of Pittsburgh Ballroom

J.R., K.P.

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 and your performance talents by providing entertainment for Anthrocon's attendees. This is a show you won't want to miss. (Rehearsal on Saturday morning is *mandatory* for performers.)

Open Mic

Saturday 4-5p

Spirit of Pittsburgh Ballroom

Jibba

If you ever wanted to do stand up comedy, this is your chance to get up on stage and deliver your stuff. After you are done you can receive feedback from the host.

Giggles and Laughs

Saturday 8:30-9:30p

Westmoreland Room

Juubi

A small stand up comedy show for Anthrocon where we can have furrries show just how funny they really are.

The Battle of the Frogs and the Mice

Saturday 9-10:30p

Somerset Room

Mark Miner

Mr. Miner, a professional story-teller, will recite the "Batrachomyomachia," a pastiche of Homeric epic with *frogs* and *mice* as the heroes! Scripts will be provided in Greek and English; Mr. Miner reads the Greek, and each participant will have a chance to read some of the English translation. Always wanted to be a heroic mouse like Reepicheep, or an annoying frog like Jar-Jar Binks? Now's your chance!

2's Rant

Saturday 9-10:30p

Spirit of Pittsburgh Ballroom

2 the Ranting Gryphon

2 the Ranting Gryphon returns to Anthrocon's main stage! 2 has delighted audiences around the world with his unique brand of comedy. Anthrocon is proud to welcome back this amazing performer and his irreverent style! This year, the incomparable Jackrabbit will be opening for 2. This is a highly attended event. We recommend that you arrive early to ensure good seating.

Jibba Live!

Saturday 11p-12:30a

Performance Hall (DLCC 319-321)

Jibba

Come and join Jibba for his unique brand of stand up comedy! Material is aimed at mature audiences.

Spazfox: Too Mature

Saturday 11p-12:30a

Westmoreland Room

Spazfox

Come and see the multi-talented Spazfox as he delivers a stand-up performance unlike any other.

Bucktown Tiger Concert

Sunday 1-2:30p

Pennsylvania Room

Bucktown Tiger

Ever wanna see a tiger in concert? Bucktown Tiger performs a unique and fun filled concert *completely in fursuit!* Something you will wanna definitely try to catch!

Method 1: Live

Sunday 1-2:30p

Westmoreland Room

Gir Tygrin, Nik Vulper

Join Nik Vulper, his co-host Gir, and their DJ Oddy for the weekly *Method 1* podcast. They feature a lampooning of current events, a beer review, letters, and more over an electronic backbeat. Neither cold, nor flu, nor convention, nor lack of sleep stays these courageous hosts from the weekly completion of their beloved show. Come celebrate episode fifty!

2-Gether On Stage: 2 and Kage Charity Performance

Sunday 3-4:30p

Performance Hall (DLCC 319-321)

2 the Ranting Gryphon, Uncle Kage

Uncle Kage and 2 will be doing a performance to help raise funds for Anthrocon's charity. Please join them for some fun and laughs. All donations given at this event will be presented to the charity! Tickets will be on sale at the Wildlife Center table in the Dealers' Room.

Puppetry: Let's Get Started

Friday 1-2:30p

Puppetorium (DLCC 315-316)

Recherei

Bring a puppet or try one of ours. We'll go over basic puppet movement, expressions of joy, surprise, disappointment and others. You'll be shown how to perform with a puppet stage, how to perform without, and much, much more. This year we are adding video playback so you can see your performance as the audience does. We welcome people new to puppetry and veteran puppeteers who wish to contribute their expertise.

Fluff and Such Puppetry: "How To"

Saturday 11-noon

Somerset Room

NonSanity

Observe the video editing and background keying (greenscreen) techniques used to make the Fluff & Such puppetry videos, and how to make your own special effects using Adobe After Effects software. A live demo is planned.

Puppet and Puppet Stage Building

Saturday 1-2p

Puppetorium (DLCC 315-316)

Recherei

Does your puppet seem a little stiff? How do the puppets seen on stage and television move so easily from a smile to an extreme take? The truth is since most puppets you see in stores are bought as stuffed animals, the manufacturers deliberately overstuff them. We'll show you how to unstuff your furry friend and other modifications you can do to get a puppet that can perform like a professional. We'll also take a quick look at puppet stages large and small.

The Poink and Ezra Show

Saturday 4-5p

Puppetorium (DLCC 315-316)

J.R., K.P.

Join two of the cast members of the long running Funday Pawpet Show for an hour-long Anthrocon exclusive performance. To see these two perform together live, you'd normally need to travel to Orlando, Florida. But now, you can catch them live, right here at Anthrocon! Maybe you'll see Hugh, Todd, Spoiler, or some other unexpected guest stars in this fun filled, puppet performance.

Pawpets Gone Wild!

Saturday 10p-midnight

Puppetorium (DLCC 315-316)

DarkWolf, Fox McCloud, Luna, Wolfdog

The cast of PA Pets return to host another evening of R-rated comedy. Audience members are invited to join the cast. You can bring your own puppets and music, or try some of ours! It's a chance to see what it's like to perform in front of a live audience, behind the stage with your hand up a puppet's backside.

With Shadows and Strings

Sunday 9:30-11a

Puppetorium (DLCC 315-316)

Recherei

Puppetry from Asia, the Middle East and Europe will be performed complemented by a quick and painless history. The present and future of puppetry in the US will be shown. Also, when is it puppetry and when is it not? You can see how one art form becomes another.

PA Pets

Sunday 11-noon

Puppetorium (DLCC 315-316)

DarkWolf, Fox McCloud, Luna, Wolfdog

The Pennsylvania Pawpets take the stage for another hour and a half of comedy music, commentary and general silliness. They perform a live webcast each Saturday at 6pm to 8pm Eastern at www.papawpets.org.

Fluff and Such's "Invasion of the Body Stockings"

Sunday 2-4p

Puppetorium (DLCC 315-316)

NonSanity

A sci-fi puppet musical with an alien invasion, a secret government organization, an interplanetary romance, and a prophecy that puts the end of the world - or its salvation - on the shoulders of one little dog....

SCIENCE / TECHNOLOGY

Lights, Camera, Action!

Friday 2-3p

Spirit of Pittsburgh Ballroom

Nius

Have you ever wondered what it's like to work in a real TV production studio? Guess what, there's one right here at Anthrocon! Come meet the furry production crew from Neofelis Communications and get hands-on with a truckload of gear. If you love video production, whether as a hobby or a career, this is the place for you! Stop by and get acquainted, then come back later to help film a live production!

Furs Into R/C

Friday 3-4p

Performance Hall (DLCC 319-321)

Valued Redfox

This panel will demonstrate how the world of Radio Control can be adapted to the furry world, such as using animatronics to make fur heads move or show emotions through facial expressions.

Furs In Space

Friday 7-8p

Fayette Room

Tricuspa

From *Albedo* to *Muppets*, what are the complications of space travel for furs? Do you really want to put your tail in there? Will you always be fluffy in a zero-gee environment? Discuss interesting and humorous stories about furry space and what truly would be alien to visit.

Agrifurs: Guests In Your Garden

Saturday 11–noon

Lawrence Room

Uzuri

Is your thumb both furry *and* green? Join other furs interested in agriculture, horticulture, or just plain playing in the dirt for a presentation on gardening to attract wildlife – and how to live with those garden guests that you didn't invite! Focus will be on building a welcoming environment for your garden guests, responsibly managing “gate-crashers”, and making sure there's something left in your garden for you when the night is over. Open discussion to follow, so bring your agricultural tales to tell.

Furry Hams Event Station

Sunday 2–4p

DLCC North Rooftop Terrace

Oryx, Yappyfox

The Furry Hams will once again run a solar powered event station on the rooftop of the Convention Center to demonstrate amateur radio. Complete with three HF transmitters and a 102' full-length dipole antenna suspended between two towers; we'll work the airwaves and make contacts around the world! Who knows what furs we'll be able to contact and what country they may be from! Everyone is invited to join in our activities and operate a radio. Best of all, you do not need to be an amateur radio operator to participate!

Furry Research Results Discussion and Q&A

Sunday 3–4:30p

Westmoreland Room

Dr. Gerbasi

We will discuss previous research projects and answer questions and appreciate and welcome suggestions and comments from attendees.

SOCIAL

Pre-Con Dance

Thursday 9p–2a

Spirit of Pittsburgh Ballroom

SimbaLion

NE Furs Meet and Greet

Friday 7–9p

Pennsylvania Room

Tony Ringtail

A panel to introduce and meet furs from the east side of the Americas. Everyone welcome.

Dances

Friday 10p–2a

Spirit of Pittsburgh Ballroom

Friday 11p–2a

Spirit of Pittsburgh Ballroom

SimbaLion

Anthrocon is pleased to have some of furry fandom's best DJs from around the world spinning for you this year. Join our cast of DJs for Anthrocon's dances – always one of the social highlights of the convention!

If I Came to Earth: Socializing 101

Saturday 10:30-noon

Armstrong Room

Tricuspa

Feeling like an alien on another planet when going to a con, or being at a furmeet, even when just meeting some other furs? We will work on some tools and techniques one can use to meet folks in a friendly way, and hopefully get someone to learn more about you in the process.

Impress at a Furry Dance: Basic Breakdance Steps

Saturday 1-2p

Pennsylvania Room

VegaGuy

Impress and have fun on the dance floor at any furry con! This is a basic introduction into breakdancing. The first portion will include a little history of break, risks to watch, different exercises, etc. The second part will include a more in-depth look into popnlock/robot, footwork, and movement. Lastly I will include a short dance session with everyone there where I will show what you should and shouldn't do in the middle of a group of dancers.

TABLETOP GAMING

Eye Level Entertainment: Flat Acting Game Demos

Thursday 6-7:30p

Tabletop Room (DLCC 306-307)

Friday 10-11a

Tabletop Room (DLCC 306-307)

Saturday 8-9:45a

Tabletop Room (DLCC 306-307)

Sunday 8-9:45a

Tabletop Room (DLCC 306-307)

Matt Anticole

Quiet on the set! Only one movie is going to get made today... and it better be yours! Take over the roles of scriptwriters competing to win a movie contract. Take over the best movie sets with your actors and props while preventing your friends from doing the same!

Eye Level Entertainment: "Nature of the Beast"

Thursday 6-7:30p

Tabletop Room (DLCC 306-307)

Friday 10-11a

Tabletop Room (DLCC 306-307)

Saturday 8-9:45a

Tabletop Room (DLCC 306-307)

Sunday 8-9:45a

Tabletop Room (DLCC 306-307)

Matt Anticole

Prepare to *unleash the beast!* Take control of an animal army fighting for total domination. Be the first to fill your playing field with animals and claim victory! In the process, you'll be solving a challenging puzzle as you try to move your recruits as permitted to fill the empty spaces in your field. Be warned though, unless you control your combative instincts you may lose everything to your Dark Nature....

Looney Labs Game Demo

Friday 10-noon

Tabletop Room (DLCC 306-307)

Saturday 10-noon

Tabletop Room (DLCC 306-307)

Sunday 10-noon

Tabletop Room (DLCC 306-307)

Silaria

21 Have a lull in your day? Come play with us! Stop by, join the Looney Lab rabbits, and demo

the many card and pyramid games published by Looney Labs. Come learn and play one of the many versions of Fluxx or Chrononauts, or play a pyramid game like TreeHouse, Volcano or Martian Chess. Just look for the bright tie-dye and the friendly folks in lab coats. Typical games take from 10-30 minutes.

Jadeclaw RPG: "The Battle for Shen Dahr"

Friday noon-4p

Tabletop Room (DLCC 306-307)

Prince Aa'Ras

A small group of adventures assigned to strengthen a frontier outpost gets into more than they bargained for! Character sheets, dice and rulebooks provided.

Settlers of Catan

Friday 1-4p

Tabletop Room (DLCC 306-307)

Sunday 1-4p

Tabletop Room (DLCC 306-307)

Vidaroke

Magic: The Gathering: Deck Building and Strategy

Friday 3-4p

Tabletop Room (DLCC 306-307)

Dire

I will be demonstrating deck building strategies, standards, and structures. Additionally, I will discuss play strategies, and helpful techniques for constructed play.

Digimon Classic: TCG

Friday 4-7p

Tabletop Room (DLCC 306-307)

Ether, Kelix Malachite

The Digimon Digi-Battle Card Game! All cards are provided. Come learn to battle with your favorite Digimon from the first season of the classic anime Digimon: Digital Monsters. Tournament for booster pack prizes to follow demo!

Munchkin: Or, How I Learned To Stop Worrying and Love the Dungeons and Mooks

Friday 4-7p

Tabletop Room (DLCC 306-307)

Luca Shoal

Kill the monsters, steal their stuff, and stab your friends in the back while you do it. *Munchkin* is a non-collectible card game where anything can happen. You could fight the Grim Reaper with a pie, Cthulhu with a laser rifle... or even Trifle with the Humongous Fungus and his buddy, the Shadow Nose. Just don't get caught Cheating (unless you have a card!)

Learn To Play RAGE

Friday 7-9p

Tabletop Room (DLCC 306-307)

Saturday 11p-1a

Tabletop Room (DLCC 306-307)

Fenris Lorsai

Take control of a savage pack of werewolves as they battle to save the world from the forces of corruption. Rules will be taught and cards provided for new players. Experienced players, please drop by and check out playtest cards for the next set!

Learn To Play *Furoticon* TCG (18+ only)

Friday 10-11:30p

Tabletop Room (DLCC 306-307)

Seppel

Furoticon is a new trading card game where you play as a well-renowned Owner competing against one or more Owners for dominance over your opponents' harems. *Furoticon* features over 50 artists who have pooled their talents toward making a 179-card set.

Magic: The Gathering: Alara Block Draft

Saturday 10a-6p

Tabletop Room (DLCC 306-307)

Rick Woods

Magic: The Gathering is a strategy game you play with cards. Catch up on the new expansions in a casual environment by playing in this draft tournament with cards from Alara Block! Players should bring a pen or pencil, and possibly a small pad of paper.

Cranium

Saturday 3-6p

Tabletop Room (DLCC 306-307)

Luca Shoal

Cranium is a game of creativity, spelling, facts, and general wackiness. Think *Trivial Pursuit*, but throw in clay, charades, and drawing with your eyes closed. But keep them open for the Fast Track! Just bring yourself and a friend, the more the merrier!

Paranoia

Saturday 4-8p

Tabletop Room (DLCC 306-307)

Xavier Fox Shandi

Welcome, Friend Citizen, and congratulations on accepting your Mandatory Bonus Duty given to you from Friend Computer. Failure to accept your Mandatory Bonus Duty is treason. You will be taking on the important role of Troubleshooter in Friend Computer's glorious name. Stay alert! Trust no one! Keep your laser handy! The mission you are to undertake for Friend Computer is [*DELETED FOR SECURITY REASONS*]

Warhammer 40K

Sunday noon-5p

Tabletop Room (DLCC 306-307)

Simba X

In the grim darkness of the far future, there is only War! The aim of every person who plays *Warhammer 40,000* is to pit their force of miniatures against other players across war-torn futuristic battlefields. *Warhammer 40K* is a SF-Fantasy based, table top miniatures game. It is open to 2-6 players of all experience levels. If you're curious about the game, come and give it a try. Have your own 40K army? Put together a 1000 point unit and bring it along.

Arkham Horror: No, Mr. Lovecraft, You Are the Shambling Horror.

Sunday 12:30-4p

Tabletop Room (DLCC 306-307)

Luca Shoal

A Shoggoth on the Roof. Sounds crazy? No, certifiably insane! A fun board game of survival and horror!

Yu-Gi-Oh! Discussion and Tournament

Sunday 1-4p

Tabletop Room (DLCC 306-307)

Roxas

Ever wonder what *Yu-Gi-Oh!* was about? Ever wanna try playing? Now's your chance! We will have demo games and if enough people participate, a tournament!

Videogaming

Open Videogaming

Friday 1p-10p

Videogame Room (Butler Room)

Saturday 11a-10:30p

Videogame Room (Butler Room)

Sunday 11a-1p

Videogame Room (Butler Room)

Yiffer

Super Smash Bros. Brawl Tournament

Friday 10p-1a

Videogame Room (Butler Room)

Yiffer

Furs In the Videogame Industry

Saturday 1-2p

Westmoreland Room

MooglyGuy

If you're a furry and you've got questions on how to get into the video game industry, now's your chance to get your questions answered! There will be multiple panelists, each of whom works in the videogame industry. Each will introduce him or herself, at which point the audience will be able to ask any questions that they have, and get answers.

Rock Band Tournament of Rock

Saturday 10:30p-1a

Videogame Room (Butler Room)

Miltonius Prime

DDR Tournament: The Stompedown

Sunday 1-5p

Videogame Room (Butler Room)

Phoenixian

The arrow-stompingest tournament around! At least, in this convention. Come one, come all, see what the fandom's got to offer, and how you stack up against the best!

Writing

Science of Furry

Friday 1-2:30p

Fayette Room

Terrulen

A writer's guide to the ways transformation and furies can happen, based on today's science. Beginning with "thinking animals", ending with walking, talking bipedal anthropomorphs, and getting there by medicine, genetics, and whatever's behind door number three.

Iron Author

Friday 2:30–3:30p (intro)
Sunday 3:30–5p (reading)

Fayette Room
Presentation Room (DLCC 317-318)

Waylon Darosh

Entering its fifth year, we bring you... *Iron Author!* Witness the battle of the disasters... and the worst writing this side of Yiffstar.

Furry World Building

Friday 3:30–5p

Fayette Room

Terry Wessner

Pointers and guidance for storytellers and role-playing enthusiasts who want to create furry worlds that are not based on contemporary or historical human cultures. The bulk of this workshop is a collaborative round-robin exercise to highlight the benefit of multiple points of view to imaginative writing.

Plot Development

Friday 8:30–10p

Fayette Room

Waylon Darosh

Creation of plots both from their standard rules and genre specific rules of Science Fiction. Writing exercises will be used throughout the panel, so come prepared.

Adult Writing Panel (18+ only)

Friday 10:30p–midnight

Fayette Room

Waylon Darosh

How do we use adult themes in writing without writing a romance novel? Come and find out! (18+ only)

Setting: “Gravity is Green”

Saturday 10:30–noon

Cambria Room

Waylon Darosh

Exploration in world development and the development of setting.

Science Fiction vs. Science Fantasy

Saturday 2–3:30p

Fayette Room

Waylon Darosh

Defining the genre and the rules that create the various sub-genres.

Rules for Writing Good Furry Fiction

Saturday 3:30–5p

Fayette Room

Terry Wessner

A presentation on the rules and guidelines that make good fiction work well, with an eye toward furry fiction specifically. Discussion encouraged.

Making Your Aliens Alien

Saturday 7:30–9p

Fayette Room

Waylon Darosh

How to make your characters and aliens real and not just men in trash bags.

NOTES | Phone & Room Numbers

