



Artist Showcase 2012





ASFA is proud to be the official sponsor of the Artist Showcase

Please join us for the 27th Annual Chesley Award Ceremony this Friday, August 31st at 7:30 p.m. in Comiskey (*just one floor up the escalator from the art show*), followed by the Art Show Reception in the Hyatt Ballroom. *Be sure to check the pocket program for any time or location changes.*

You too can be a part of what makes ASFA great. Find the ASFA Suite in your program book and come on up to visit and become a member. You can also sign up online via our website, anytime.

The membership of ASFA would like to congratulate all of this year's Chesley Award finalists.
Thank you for being an inspiration for us all!

These are this year's nominees for the 27th annual Chesley awards. The Chesleys are named for the great astronomical artist, Chesley Bonestell, and began in 1985 as a means for the Science Fiction and Fantasy art community to recognize individual works and achievements during a given year. This year's awards are for works and achievements created from January 1 to December 31, 2011.

Lifetime Artistic Achievement

Jim Burns
Jean Giraud/Moebius
Charles Vess

Best Art Director

Matt Adelsperger
Lou Anders
Irene Gallo
David Palumbo
Jon Schindehette

Best Cover Illustration: Hardcover Book

Tom Kidd
Stephan Martiniere
Lee Moyer
Cliff Nielsen
Greg Staples

Best Cover Illustration: Paperback Book

Mitchell D. Bentley
Dan Dos Santos
Justin Gerard
Lucas Graciano
David Palumbo
Matthew Stewart
Jon Sullivan
J. P. Targete

Best Cover Illustration: Magazine

Facundo Diaz
Laura Diehl
Lee Moyer
Carly B. Sorge
Dariusz Zawadski

Best Interior Illustration

Julie Dillon
Scott Gustafson
Ryohei Hase
Greg Staples
J. P. Targete

Best Three-Dimensional Art

Gil Bruvel
Thomas S. Kuebler
Michael Parkes
Virginie Ropars
Vincent Villafranca

Best Color Work: Unpublished

Stephen Hickman
David Palumbo
Omar Rayyan
Eric Velhagen
Raoul Vitale

Best Monochrome Work: Unpublished

Justin Gerard
Stephen Hickman
João Ruas
Raoul Vitale
Allen Williams

Best Product Illustration

Stuart Craig
Lee Moyer
John Picacio
William Stout
Michael Whelan
Mark Zug

Best Gaming-Related Illustration

E.M. Gist
Lucas Graciano
Michael C. Hayes
Chris Rahn
Matthew Stewart

Welcome to the second Worldcon Artist Showcase, which is based on the first Showcase produced last year for Renovation. We are again delighted to present this year's Art Show participants and their work.

Science fiction and fantasy art has long been an important part of Worldcon, through the Art Show and art program, the Artist Guest of Honor, the Best Professional and Best Fan Artist Hugos, and the Chesley Awards given by ASFA (the Association of Science Fiction & Fantasy Artists). Chicon 7 is proud to continue this tradition and to present the work of over 90 active artists in our Art Show, from multiple Hugo Award winners to those just starting out on their own creative journeys.

We are also proud to have not one but two Guests of Honor from the art field. Alongside renowned fantasy artist Rowena Morrill, we also welcome Jane Frank, whose many careers as agent, collector, biographer, and passionate promoter of genre art and artists have done so much to support the field.

Printed Showcase Editor: Sara Felix
Online Showcase Editor: Colin Harris

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Special Exhibit: The Haggard Room from the Frank House

Jane Frank's husband Howard began collecting the books of H. Rider Haggard as a child and Howard's interest in fantasy as an art and literary form have long been influenced by Haggard's writing. Henry Rider Haggard was an English Victorian writer most famous for his heroic adventure stories set in exotic eras and locations, ranging from prehistoric times through ancient Egypt to the Vikings and colonial Africa. His "lost world" books *King Solomon's Mines* and its sequel *Allan Quartermain*, and *She* and its sequel *Ayesha*, among the first in that genre, were hugely popular and influential and remain so today. Over the course of his writing career he wrote over 60 of these novels, among them one written in collaboration with Andrew Lang (the "Fairy Books" series) who shared his interest in the spiritual realm and paranormal phenomena. Haggard's novel *Nada the Lily*, inspired by his time spent in South Africa in government service early in his career, was unusual for a Victorian novel in that its entire cast of characters is South African and black. The story inspired his best friend, Rudyard Kipling, to write *The Jungle Book*, which in turn influenced Edgar Rice Burroughs to write his "Tarzan" stories. Over time, Jane read all the Haggard books too, and suggested creating a room in their house that could showcase specifically commissioned art based on Haggard's work. Each painting displayed in the room would be created by a major artist, and decorated in Victorian era furnishings.

The art in the Haggard Room represents scenes from works including "She" (Michael Whelan), "King Solomon's Mines" (Don Maitz), and "The Ancient Allan" (Bob Eggleton). Other artists included in this collection are by Gary Ruddell, Donato Giancola, Ian Miller, Jeff Jones, Richard Bober, and Steve Hickman.

Chicon 7 is pleased to provide its own re-creation of the Haggard Room where the art commissioned and collected by the Franks can be exhibited and which can be used for discussions of art, classic fantasy literature, the Victorian period, and steampunk.

We hope that during the course of Chicon 7, you take the opportunity to visit this special art exhibit and programming room, located in the San Francisco Room on the Gold Level. It may even inspire you to search out some of Haggard's books in the Dealers Room.



Don Maitz: "King Solomon's Mines"

"When I was approached by Jane and Howard to be part of their H. Rider Haggard multiple art commission, I was thrilled. I became even more enthused when I found they had matched me with *King Solomon's Mines*, Haggard's first published and most widely known novel. I had read the book, seen both screen versions and have listened to the recorded book on several occasions. Howard sent me some background information on Haggard and a very nice illustrated edition to work from. A bit of the

background behind the original story was of special interest to me -- that it began as a dare to Haggard that he could write something as well received as Robert Louis Stevenson's *Treasure Island* -- and he did!

I proceeded to fill half a sketchbook with black-and-white ink drawings pursuing all aspects of the book that appealed to me -- a gush of visual excerpts. I was so inspired, excited, and intimidated by the source material, I neglected to consider the nature of the project itself. When that light went on, I realized I was not being commissioned to illustrate the entire book -- although I had accumulated nearly enough sketches to have done that -- nor was my mission to paint a work that would sell the book, which is the basic intent of a cover jacket. My part was to share my enjoyment of the book in a visual statement with someone who had great affection for the story. I took that concept and developed three color sketches using its perspective and allowed Howard to make a final choice of the scene that most appealed to him."

Stephen Hickman: "Nada The Lily"

"Here are my imperishable impressions on What The Haggard Project Meant to Me -

Victorian British authors have a feeling to them that I've always loved, a solidity and optimism that provides a particularly poignant escapism from the chaos of our present-day existence. I've read Haggard since I was in high school, and have always considered him among the best of the high fantasists, re-reading my favorites from year to year. I'd never heard of *Nada the Lily*,



however, the scope of which is somewhat daunting from the point of view of trying to come up with at least a metaphorical visual image to base a painting on. Fortunately for the project, Howard and Jane have had a lot of experience in the commissioning of artwork --- their suggestions when I showed them what I eventually came up with were not only tactfully worded and to the point (giving me a dawning respect for the communications arts), but were helpful in producing a much more powerful image.

The next step was to soak up as much of the feeling of East Africa as I could from reading (*West With the Night* by Beryl Markham is particularly fascinating), and finding out all I could about the remarkable Zulu nation. I was left with an overpowering feeling for the force and mystery of my subject, which I had to express by the texture and directness of my painting --- the palette knife, a particularly unmanageable instrument, is nevertheless capable of producing passages of great character, and I used this for the areas of the painting in direct sunlight. Choice of colors and particular paints and surface, and contrasting the smooth and rough areas were also employed, after an interval of psyching myself up for the painting."

Bob Eggleton: "The Ancient Allan"

"This offbeat story in the Allan Quartermain saga was not what one would expect. Basically it is a tale that takes place in another timeline, in another age with quite literally, an ancient Egyptian "Allan." The visual prospects are indeed rich given the backdrop. However, because it happened in an early age of Egypt, things were a lot harder to find reference for. The hardest were those Apis Bulls standing either side of the temple. We even went to Las Vegas and stayed in the Luxor Hotel with its Egyptian motifs to get an idea

of the feel I needed. At an exhibit entitled "Pharaohs of the Sun" in Boston, on a shelf in the gift area, was a resin replica of the elusive Apis Bull. To get the lighting and perspective just right, it was like finding a treasure. Going about painting it, I wanted a "Turneresque" feel to the colors, so it was a lot of fun to paint in the end, after going to so much research work."

Michael Whelan: "She"



"Well, first of all, I must say that I was extremely flattered to have been asked to do a painting based on *She*. Flattered, but daunted by the possibilities and challenges afforded an artist by one of the greatest classics in the fantasy genre.

From the outset I had rejected the climactic scene at the end, done to death in so many movies and previous illustrations; a cliché. Surely in a book filled with such wonder there would be other scenes which would be as good to illustrate. Ah, but which part to choose? There are so many

memorable scenes!

I wrestled for many days with the possibilities. How many other characters should I include? Which scene best sums up Haggard's appeal? And especially, which scene was most compelling for me?

There is a special problem with illustrating *She*, and that is the main character herself. As described by Haggard, She is incomparably, stunningly beautiful. It's a daunting task for any painter to portray a beauty as Haggard describes, a beauty so timeless and compelling that men fall prostrate before her feet at the mere sight of her!

Well, I can only do my best, I thought, as I went through the various scenes in the book where the title character stands out. Hmm. Maybe the scene in the audience chamber where Holly and his companions first encounter her...but She is usually completely swathed in concealing cloth, so that wouldn't do. Besides, the drabness of the dark underground chamber didn't do justice to the wild backgrounds so often described by Haggard. Perhaps, I thought, the scene in the ruined city of Kôr, bathed in moonlight? That section of the book had great appeal for me, until I realized that the colors in such a scene would necessarily have been too dark and muted to work for a painting earmarked for the centerpiece of a collection.

In the end, there really was no doubt in my mind which part to concentrate on. About 3/4ths of the way through the book, She leads Holly and his companions across a great chasm, illuminated by the red shaft of the setting sun, surrounded by swirling mists. No doubt about it, it had to be that scene! I like the idea that it presages her walk into the fire, when She is bathed in the ruddy sun glow with the fogs and mists swirling about her. Also, She is standing on the splinter of rock, in a commanding posture, fearlessly leading the way...such a great summing up of her character.

The painting is in oils on canvas, 36 x 48." It is painted [like many paintings by Goya and other old masters] over a background of a deep red primer, to establish the color mood of the scene."

Donato Giancola: "Eric Brighteyes"

"The novel *Eric Bright-Eyes* is rich with visual imagery of landscapes, grand conflict, and passion. To illustrate the epic exploits in *Eric Bright-Eyes*, I chose an allegorical representation rather than a direct narrative treatment. The love triangle between Eric, Gudruda, and Swanhild suggested that a triptych was the optimum solution.

Eric, as the center of the story, is also the center of the triptych. Chaos surrounds Eric in this panel, representing the disruption he wreaks on the lives of his two lovers and friends. The three panels, physically separate from each other but linked by elements of compositional similarities, parallel the dance the characters are bound in, as they meet for fleeting moments in the story, only to be torn apart a few pages later.

The pursuit of Eric's sexual and social validation, and their unattainable resolutions, are the driving force of unity and tension both within the story and this triptych."

Ian Miller: "The Brethren"

"Method of working fine line style: I start by pencilling in the image. When I've got the disposition I want, and this is sometimes hard won with a lot of rubbing out and reworking, I go to stage two. Depending on my mood, this stage can vary : Sometimes I block in the pencil shapes/image using watercolour or acrylic ink washes or, if taken, ink in all the basic pencil shapes and then block in with coloured washes afterwards. If after this everything still looks sound, I begin the slow trawl of laying



down the primary and secondary detail. At this stage I cover the image with movable sheets of paper leaving only that area of the image I am working on exposed. This window can be no more than two inches square at times and allows me to focus totally on the area I'm working on, free from the inevitable distractions of the bigger field. Because most of the vital decisions about the image were made in the primary stages, this seldom creates problems. I remove these cover sheets on a regular basis to check on the overall feel of the image. Despite this rather pragmatic approach, this process is never a foregone conclusion. At any stage of the work, changes can be made, and often are. Areas which have been days in the doing might be reshaped or even scratched out completely. Again, mood dictates how the detail is applied. I will sometimes work through the whole image applying primary and specific types of textures and detail. On other occasions I will build up and concentrate on a single section of the picture, creating a salient anchor point in the still transient field of coloured wash and pencil lines. At day's end, however, whichever route you take, there must be an overall tension and unity in the finished picture, no matter how contentious, disaffected, or anarchic the varied elements in that piece of work might be.

Participating Artists:

Durlyn Alexander *
Paul Alexander *
Alan F. Beck
Jeffrey Bedrick *
Doug Beekman *
Mitchell Bentley
Joe Bergeron *
Elizabeth Berrien
Richard Bober *
Mary Aileen Buss
Sarah Clemens *
Jason Cole
Christina Collins
Cary Conder
Daniel Cortopassi *
Charlene Taylor D'Alessio *
Loren Damewood
Cynthia Dickinson
John Douglass
Bruce Eagle *
Shoshana Epsilon
Kurt Ericksen
Marjorie Farrell
Joseph L. Fieger Jr
Mary Fitzpatrick
Joleen Flasher *
Phil Foglio
Estate of Kelly Freas *
Didier Graffet *
Christy Grandjean *
Theresa L. Halbert
Karen Hart
Lisa Hertel
Richard Hescox *
Bill Hodgson
Karen Ann Hollingsworth *

S. L. Hughes
Lisa Hunter
Tamie Inoue *
Stephen Vincent Johnson
Todd Johnson
Eric Jorgenson
Karisu *
Julie Kastan
Bob Keck *
Alessandra Kelley
Tom Kidd *
Douglas Klauba *
Colleen Kobe
Steadman Kondor *
Deb Kosiba
Kelly Kotulak
Constance Kuilema
Romas Kukalis *
Alan Leach *
Kathryn Leventhal-Arnold
Sunshine Levy
Frank Lurz *
Margaret Magle
Don Maitz *
Richard Man
Theresa Mather *
Becky Maung
Mike Maung
Rachael Mayo *
Patricia McCracken *
Shauna McKain-Storey
Erin McKee
Rowena Morrill
Amy Nagi
Carolyn Nicita
Jean-Pierre Normand

Northern Star Art *
Terry Oakes *
William O'Connor
Priscilla Olson
Darlene Ostrowski *
Kevin Owens *
David Lee Pancake
Carole Parker
Jim Pavelec
Dina Pearlman
Hilary Pearlman
Tom Peters
Phoenix
Estate of Richard Powers *
Samantha Haney Press
Vincent Price
Mark Roland *
Ralph J. Ryan *
Sandra SanTara
Spring Schoenhuth
Thomas Shaner
España Sheriff
Mary Lynn Skirvin
Grace Spengler
Brandy Stark *
Howard Stateman *
Jeff Sturgeon *
KendraTornheim
Anne Trotter
Ellen Vartanoff
Vincent Villafranca *
Donna Waltz
Delphyne Woods
Worlds of Wonder
Youchan *

* These artists will be represented in the Art Show but are not attending the convention in person

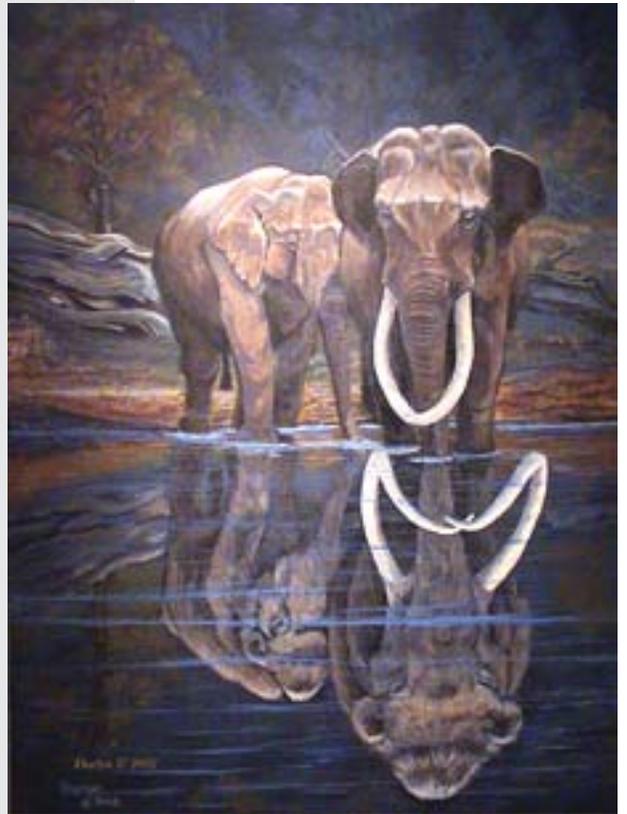
Durlyn Alexander

Growing up in Southern California, Durlyn was recognized in grade school after winning an art contest. Other than winning those private art classes in elementary school, Durlyn has mostly been self-taught, without formal instruction.

Realism with a touch of Fantasy. Durlyn's magic to create realistic-looking artwork with a touch of fantasy has been described as whimsical, lovable and amazing. She started to show her artwork around and quickly began showing in science fiction/fantasy conventions, local art stores, and at her place of work. Soon she was promoted to Art Show Director at some conventions.

Durlyn is still amazed that people collect her artwork. She has done commissioned artwork, donated to Art Council Auctions, and was included in several CDs produced for SciFi Artwork. Durlyn has won many awards, although being recognized by her peers is her most prized accomplishment.

Inspiration. Durlyn is not intimidated by the difficult nature to create, but has taken it to another level. Her inspiration generally comes from her dreams or stories told by her many friends. She reflects, "You cannot predict when it will happen, Inspiration just sneaks up on you."



Reflections of the Past: Elephants
www.durlyn.com

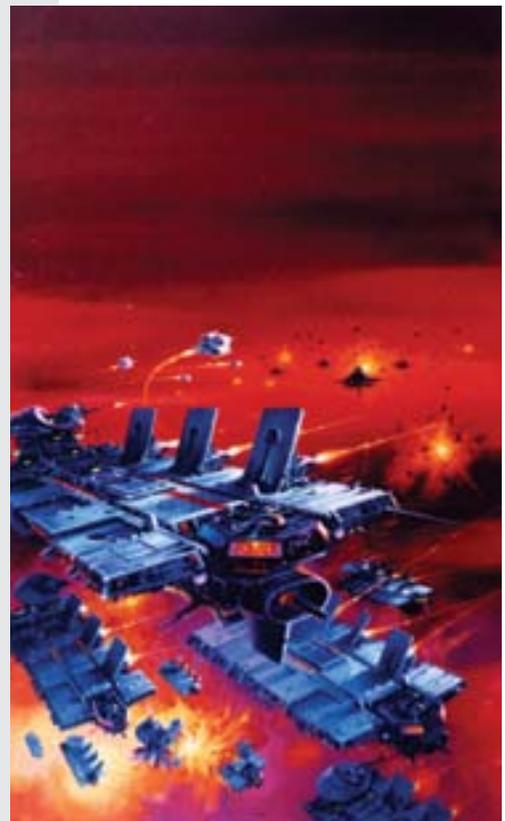
Paul Alexander

Best known for his high-tech illustrations - "one of the top 'gadget' artists currently working in the American paperback market" according to Vincent diFate, Paul is still 'old school' when it comes to painting - no computers for him!

He was born in 1937 in Richmond, Indiana, and graduated from Wittenberg University (Ohio) in 1959, and later from the Art Center College of Design, Los Angeles, California in 1967. He has worked for Ace, Ballantine, Fawcett, Del Rey, Baen, and Asimov's Science Fiction. Paul was featured in DiFate's *Infinite Worlds: The Fantastic Visions of Science Fiction Art* and *Spectrum: The Best in Contemporary Fantastic Art Volumes #1-4*.

He paints for his own enjoyment and occasionally for local church, civic and charitable organizations. He's a member of Mensa, a lover of classical music, a very active Episcopalian, and is a 'rail fan' (and loves painting old trains, too).

Paul Alexander's work will be exhibited at Chicon 7 by Jane Frank - Worlds of Wonder.



Gifts of the Gorboduc Vandal
www.wow-art.com



Edgar Mouse Poe
www.alanfbeck.com

Alan F. Beck

Alan F. Beck has been an artist, designer, and illustrator for over 30 years, doing work for many major corporations including book covers and magazine illustrations. His work has been exhibited in art shows and science fiction/fantasy conventions all across the country. He has won numerous awards and honors including two Chesley Award nominations and a Hugo Award nomination, and received a "Body of Work" Award at the LACon IV Worldcon Art Show, 2006, Anaheim, CA.

Alan's work tends to be realistic and surrealistic in nature, often whimsical and humorous. His paintings and prints can be found in collections in the U.S., Canada, and Europe. He has recently published a children's book *The Adventures of Nogard and Jackpot* and is creator of the *Mouseopolitan Museum of Art*. His artwork and concepts are produced using acrylics, watercolor, pastels, 3-D modeling and image manipulation programs. His art can be found in *Space and Time* magazine, the *Fantasy Art Bible*, assorted e-zines, and various book covers.



Ethereal Beach
www.atomicflystudios.com

Mitchell Bentley

Artist Mitchell Davidson Bentley spent the last 20 years moving physically from place to place and artistically from traditional oils to cyber compositions. Trained in the traditional medium of oil by his mother, and inspired by his grandfather's love of science fiction, Bentley began his career as a full-time science fiction artist in 1989 from his home base in Tulsa. While actively involved in the science fiction art world, Bentley also moved from Tulsa to Austin to Central Pennsylvania where his search for knowledge earned him bachelor's and master's degrees from Penn State University. Over the same period of time, Bentley shifted from the more traditional oil painting to airbrushed acrylics, and since 2004 has been working exclusively in electronic media.

As the Creative Consultant of Atomic Fly Studios, Bentley produces cover art, marketing materials, and websites while he continues to produce quality 2D artwork marketed through the AFS website and at science fiction conventions across the United States.

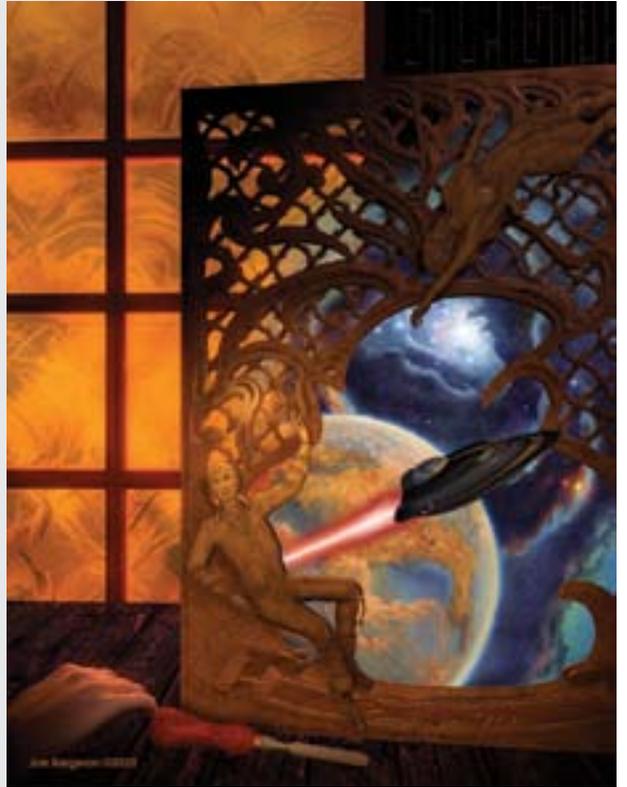
Bentley has lectured at universities, worked in film, edited publications, and served as Artist Guest of Honor at more than a dozen science fiction conventions. He has also earned 35 awards, is a lifetime member of the Association of Science Fiction and Fantasy Artists, and is the current President (2010-2014).

Joe Bergeron

In 1976, Joe Bergeron hung paintings at a World Science Fiction Convention. He sold most of them, which led to more paintings and a steady improvement in subject matter, media, and techniques.

Joe has produced hundreds of paintings and many highly polished digital images. His artwork has appeared in many publications related to space, astronomy, and science fiction. A Fellow of the International Association of Astronomical Artists, Joe is considered one of the best space artists in the world. He also enjoys painting landscapes, figures, and portraits.

Joe inhabits his ancestral homeland of Broome County, New York, having also dwelt in California's Mojave Desert; Chapel Hill, North Carolina; and Zion National Park. Joe pursues amateur astronomy and has written seven novels which are available as Kindle editions.



Emphyrio
www.joebergeron.com

Elizabeth Berrien

World-renowned wire sculptor Elizabeth Berrien creates intricate, brilliantly elegant wire sculptures: A life-size wire pegasus in a Kentucky airport and a Canadian raceway, a towering T-Rex at Disney World. Larry Niven's massive wire Fithp. People, creatures, spacecraft... all in wire!

A top world illustrator, Berrien's international awards include two Cannes gold lions, a Clio, and the prestigious Big Won rating for "Best Alternative/Innovative Medium."

Berrien's wire sculpture technique is deceptively simple: Twist two wires together. And another... and another... Drawing with wires, she intuitively seeks out the lines that best evoke essential spirit and energy. Her works are in museums and in public and private collections worldwide...

As "Godmother of Wire," Elizabeth sparked a renaissance in contemporary wire sculpture. Her website is an essential resource with hundreds of sculpture images and a free online tutorial and lesson plan.



Cloud Princess
www.wirelady.com

Richard Bober

Richard grew up in Elizabeth, New Jersey, and started as a freelance medical illustrator but soon turned to creating highly detailed, heavily embellished compositions in a romantic 19th century style that was superbly suited to mythological themes and literary fantasy.

Richard claims as artistic influences “anything that predates Impressionism and nothing that comes afterward” and paints the old-fashioned way. Richard has produced cover art for most of the major paperback publishers, including Dell, Avon, Berkley, Bantam, Tor, and the New American Library (NAL). Richard has won numerous awards including the Isaac N. Maynard Prize for Portraiture, the Henry Ward Ranger Fund Purchase Award, and a Chesley for Best Product Illustration. He was also featured in Pat and Jeannie Wilshire’s Visions of Never collection of fantastic art.

Since 1995, Richard has largely been retired from commercial assignments - in part to finally escape from the oppressive deadlines that inevitably interfered with his quest for artistic perfection. Unsurprisingly, he is also reclusive and a bit eccentric. But he’s still got his caustic wit, and enjoys painting for his own pleasure as well as taking private commissions, especially portraits of humans and animals.

Richard Bober’s work will be exhibited at Chicon 7 by Jane Frank - Worlds of Wonder.



Gandalf the Wizard
www.wow-art.com

Mary Aileen Buss

Mary Aileen Buss has been making fabric art for more than twenty years, starting with stuffed animals both ordinary and strange, and moving on to quilts and other things. Her science-fictional and fantastical stuffed animals have been displayed in convention art shows since the late 1990s; her quilts are a newer arrival to the convention scene. By day a librarian, she makes art as a way to keep herself (mostly) sane and to keep her overflowing fabric stash to manageable proportions.

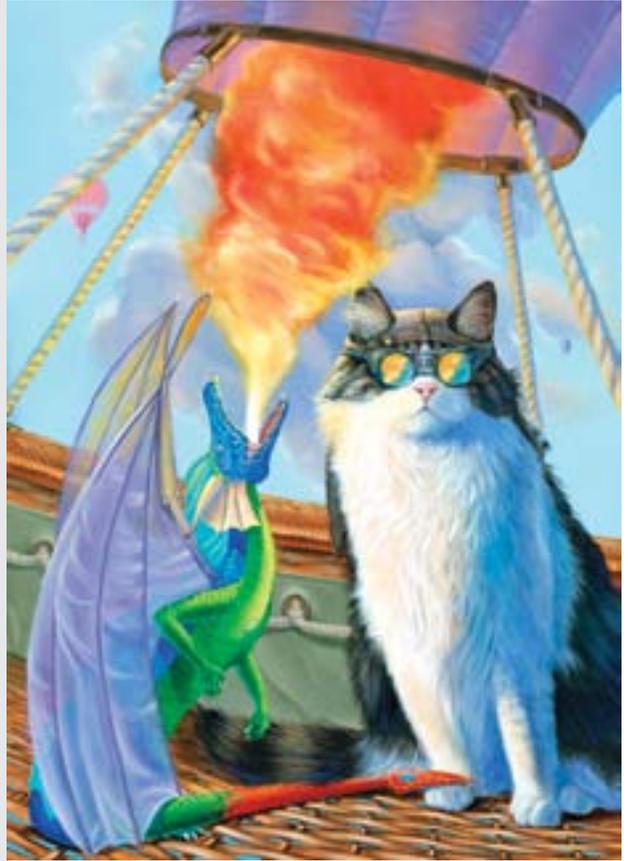


Cat Wizard

Sarah Clemens

Sarah's early love of science fiction and fantasy art came even before she could read, from looking at the covers of science fiction magazines. The artwork she most enjoys doing are those connected with the fantastic and she has been going to conventions since the late 1970s.

Sarah is gratified at the response of con-goers to her award-winning paintings of the cat and dragon Magnus & Loki, which have been the most fun of all. She is a photo-real artist working in oils, exhibiting her mainstream paintings in galleries in Boca Raton, Florida, and Scottsdale, Arizona. Growing up in a darkroom contributes to her love of photography and she still does photo work occasionally. All of the models used in her notorious and award winning St. Labia series were photographed by Sarah. She has published short stories with Asimov's Science Fiction magazine and in Ellen Datlow anthologies.



Magnus & Loki: Aeronauts
www.clemensart.com/fantasy.htm

Jason Cole

Jason Cole is a traditionally trained fantasy illustrator, having received his BFA from the College for Creative Studies and his MA from the Fashion Institute of Technology in New York. He has a strong drawing style and can work with gouache, acrylics, and oils; as well as digitally with Corel Painter and Adobe Photoshop. He specializes in character development and illustrations that tell stories.



No Retreat
www.joamamida.com

Christina Collins

I first began working in clay in 1976 and immediately fell in love with it. To take a sloppy wet ball of mud and transform it into a beautiful functional object with just my hands, some water, and a spinning potter's wheel to me just seemed magical. More than 35 years later, it still does. After spending my childhood drawing all over everything, it just seemed natural to draw on my pottery. I began carving the drawings into relief when I was still in school and that has become my signature style. The clay I choose to work with is a white, high-firing stoneware that has the look of porcelain but is easier to throw and carve. Each of my pieces is made one at a time and decorated entirely by hand, making each one a unique piece of functional art.



Oriental Dragon Jar

Cary A. Conder

Born to British parents in Colombia, South America, Cary spent the first 26 years of her life moving so often that she never lived longer than seven years in any one place. When asked where she's from, she generally responds: "My mother."

A member of the Association of Science Fiction and Fantasy Artists since 1997, Cary now holds a life membership and is the Director-at-Large for ASFA. Cary specializes in one-of-a-kind needlepoint canvases and Celtic knotwork embroidery. She is also a published author. Her first two books, *Half A Rune* and *Half A Ring* are available online in hard copy and e-book formats. Her third novel, *Catalyst*, is scheduled for release by Raider Publishing this year.

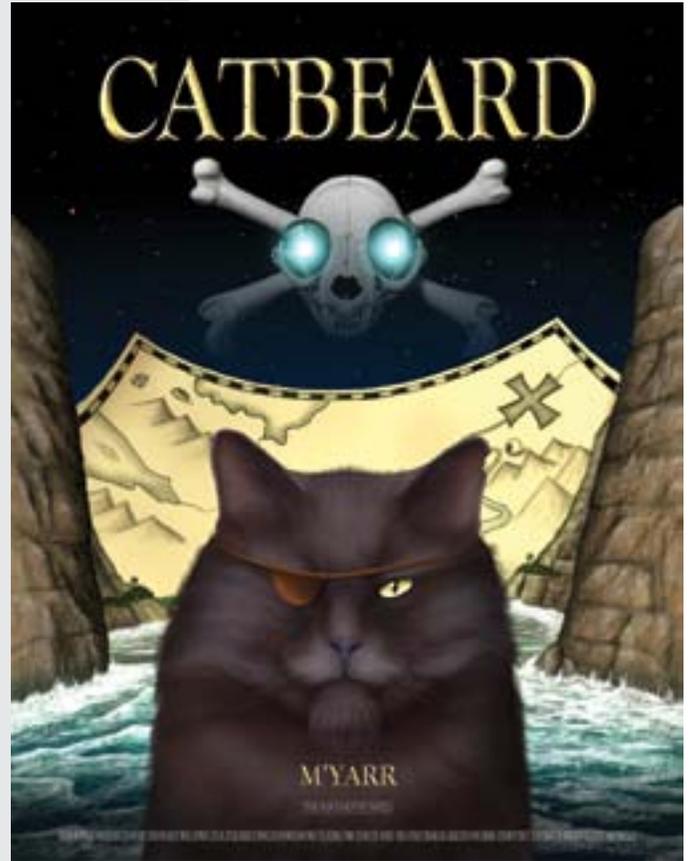
After 27 years of service with the Royal Canadian Air Force, Cary retired in June 2010, having seen duty in the Sinai Peninsula, Egypt, in 1988 and inside the Arctic Circle in 1996. One of her pieces of art, "Dease River," hangs in the home of Her Honour Iona Campagnolo, a previous Lieutenant-Governor of British Columbia.



Dease River
www.caryconder.com

Daniel Cortopassi

Daniel Cortopassi is an artist and illustrator based in Northern California. His work appears regularly at science fiction and fantasy conventions, where his feline-inspired art has proved quite popular. Dan works in both traditional and digital media, including colored pencil, graphite pencil, paint, Adobe Photoshop, Adobe Illustrator, and 3D modeling applications. He has also done book covers and product packaging design.



Catbeard
www.dacort.com

Charlene D'Alessio

Charlene Taylor D'Alessio has been painting and illustrating in the F&SF genre since 1973. She holds a BFA in painting from Syracuse University and an MFA in Art Ed. and Painting. She began her art career as a graphic artist in the 1970s, became an art teacher through the 1980s & 1990s, and continued to do F&SF illustrating and attend SF conventions. Since 1999, Charlene has been a full-time F&SF illustrator, exhibiting and selling at conventions throughout the U.S., Australia, and Canada.

Living in Connecticut, the forests and her garden often inspire many of her humorous and colorful illustrations depicting cats, mice, hamsters, owls, bears, and dragons. Her hand-painted neckties are well known. Charlene's artwork has been published by Sunsout, in Robot Magazine, and self-published by The Fantasy Den Press. An illustrated children's book is in the works.



Merlin's Enterprise
home.earthlink.net/~edisonbear

Loren Damewood

Loren Damewood began his interest in the art of knot-tying over half a century ago, and has spent the last few decades turning knots into fine jewelry, using precious and/or refractory materials (silver, gold, titanium, and steel) to create rings, bracelets, and even articles of clothing. His work is on display on his website, is often to be seen in science fiction convention art shows, and has been featured in several paper publications. ("All Wired Up" ISBN 1-883010-73-X, "Wire in Design" ISBN 0873492188, "Jewelry Crafts" magazine.) His instructional DVD, "Knotted Wire Jewelry -- Introductory Techniques," was released in 2009 and is still available.

In recent years, much of his time has been occupied with teaching, and creating instructional materials to introduce others to whatever level of knot-tying suits their fancy, from showing kids how to make their own simple cotton Turk's-head bracelets to the intricate and challenging techniques required to turn a piece of wire into a magnificent and eye-catching article of jewelry.



Ring
www.golden-knots.com

Cynthia Dickinson

Cynthia Dickinson enjoyed childhood building and craft activities at home, elementary school, and camp. In junior high and high school, she took more art than was absolutely required; and while obtaining degrees having little to do with art, was lucky enough to find the campus studios available to students not taking art courses. Besides clay, she took advantage of the lost wax-casting equipment to begin working with silver and was persuaded to join a leisure class on caning and rushwork.

While visiting her mother in 1988, the two of them attended a crystal workshop where she first encountered wire wrapping, a skill which she later extended to fossils, arrowhead reproductions, and small stone cats. While lacking feeling for the subtler energies of the stones, their myriad shapes and groupings are a source of endless delight and inspiration.



Three Pendants
(Aventurine Angel Cat, Rose Fairy Cat, and Picture Jasper Dragon Cat)

John Douglass

John Douglass' fascination with plastic models began as a toddler with the tiny airplanes from an aircraft carrier kit, and quickly grew as he did. Discovering science fiction as soon as he could read, spaceships soon became all he wanted to build. Kits having always been rare, he soon turned to creating his own models out of found objects and parts of other kits. His greatest inspiration became the pocketbook covers by the great hardware artists such as Paul Alexander and John Berkey, and especially Chris Foss and his use of garish paint schemes.

Over the last 25 years, John has built a dozen or so spaceship models a year, winning awards at local model contests and Wonderfest, the annual science fiction and fantasy model-building contest and convention. Images of his ships have been used in online games, student films, book covers by Dave Seeley, and in the Dark Horse comic *Float Out*.



The Rakasha, a small Lycan corvette, designed and built for a webisode series. airships.com

Bruce Eagle

Bruce Eagle was born in Oklahoma City. He is the son of Wayne Eagle, a noted Native American artist whose work was used in advertising as well as in local museums. In his early years, Bruce spent his time sketching. During his high school and college years he won several school art competitions.

Eagle ultimately moved to Los Angeles, where he began assisting with the design of movie posters for several major movie studios. This led to Eagle being commissioned by Walt Disney Studios to work on animated films such as *Aladdin* (1992), *Beauty and the Beast* (1991), and the 50th anniversary release of *Fantasia* (1990), as well as the 1991 live-action releases *The Rocketeer* and *White Fang*. Eagle has made artistic contributions for companies that cover a vast consumer market.

Bruce Eagle's work will be exhibited at Chicon 7 by Northern Star Art.



King of the Roses
www.NorthernStarArt.com



Turning Point
redbubble.com/people/shoshanaspsilon



Frida Invites the Seven Sisters to Dinner in Her Garden

Shoshana Epsilon

Shoshana Epsilon, virtual photographer, is the Second Life avatar of Sue (Who?) Schroeder. Exploring her work and meeting new people, she captures the beauty that surrounds her. The pictures presented at the convention are of locations she has visited and the denizens she has met. Second Life photography offers a few significant advantages over real life photography: my camera equipment is completely weightless and coolest of all, I can move the sun!

"I seek beauty in all its forms."

Marjorie Farrell

Marjorie's two lifelong creative muses - art and science fiction - have come together in a series of wall hangings in tribute to the early 20th century Mexican painter, Frida Kahlo. Frida's paintings are lush with tropical flowers and fruits as well as harsh autobiographical details of her life.

Marjorie has read science fiction since her early teens and has sat in her beloved garden enjoying the night sky and dreaming of possibilities. She has chosen to portray Frida in her beloved garden enjoying the night sky and dreaming of possibilities.

Mary Fitzpatrick

Mary Fitzpatrick makes and sells knitted-felt soft sculpture Alien Pets which lets her combine two of her favorite things, knitting and science fiction. You can check them out on Facebook. She has several day jobs, including Naturalist for Hamilton County Parks and Guard / Interpreter for the Insect House at the Cincinnati Zoo. She also is involved in running the Millennicon science fiction convention in Cincinnati.



Alien Pet #123
maryfritz.typepad.com/flyingwhaleproductions/

Phil Foglio

Phil Foglio lived in Chicago off and on for ten years from the mid 1970s to the late 1980s.

He initially came here from New York, in order to attend The Chicago Academy of Fine Arts, where he received a B.F.A. in Cartooning.

He was active in Chicago-area fandom, and served on the con com of both Windycon and Capricon in a wide variety of jobs. He was one of the founding members of Möbius Theatre, an improvisational group that only did science fiction humor. He threw a lot of parties and played a lot of poker.

During this time, he contributed a large number of drawings to various fanzines, and won two Hugo Awards for Best Fan Artist. Since he moved to Seattle, he has had some small success in his chosen field.



Agatha Nouveau
www.girlgeniusonline.com



The Green Hills of Earth
www.NorthernStarArt.com



Abracadagascar
www.didiergraffet.com

Estate of Kelly Freas

Recognized as the most prolific and popular science fiction artist worldwide in the last half of the 20th century, Frank Kelly Freas illustrated stories by some of science fiction's greatest writers: Isaac Asimov, Robert Heinlein, Arthur C. Clarke, A. E. Van Vogt, Poul Anderson, and Frederik Pohl, to name a few. Nominated an unprecedented 22 times, Freas was the first to receive 11 Hugo Awards for achievement in the field as Best Professional Artist.

His work for *Weird Tales*, *Planet Stories*, and other pulp magazines remain recognizable images even today. Freas's long association with John W. Campbell and *Astounding/Analog* began with a poignant and powerful cover in 1953 entitled "Robot."

In the course of his remarkable career, his endeavors covered many areas, including an extensive body of work for *MAD* magazine. He continued to work for *MAD* from 1955 to 2005 doing book and magazine covers. An official NASA mission artist, his space posters hang in the Smithsonian.

Kelly Freas passed away on January 2, 2005. His artwork continues to be available to his public via Northern Star Art with the permission of the Freas Estate.

Kelly Freas's work will be exhibited at Chicon 7 by Northern Star Art.

Didier Graffet

Didier was born near Lyon, France, but his ancestors are from Normandy, where his family has lived for the last four generations. Working mainly for French publishers, Didier produced many fantasy covers for authors such as David Gemmell and Stan Nicholls for Bragelonne Editions.

Attracted by the sea and the idea of imaginary travel, in 2001, Didier illustrated Jules Verne's fabulous novel *20,000 Leagues Under the Sea*, published by Editions Gründ, followed by *Mysterious Island* in 2005.

Graffet is equally passionate about myths and legends. He illustrated a novel about the Knights of the Round Table (Editions Gründ), a graphic novel about the legend of the Ring des Nibelungen (Editions Soleil), and the "Black Company" series by Glen Cook published by French publishing house L'Atalante. In 2010, he created his first cover for Ballantine Books, New York: *The Children of Hurin* by J.R.R. Tolkien.

Didier Graffet's work will be exhibited at Chicon 7 by Jane Frank - Worlds of Wonder.

Christy Grandjean

Christy "Goldenwolf" Grandjean (also known as "Goldie") is a mostly self-taught artist who loves all things wild and natural. Christy specializes in what she likes to call "Anthropomorphic Wildlife," a blend of human anatomy and culture with that of wild animals. This style makes up the body of her work, however, she also enjoys creating fantasy, visionary, and esoteric works as well that reflect her own reverence and awe of the natural world, spiritual concepts, and the animal kingdom. A legend in the anthropomorphic community, Christy's originals have sold for upwards of \$9,000, making her the premier anthropomorphic animal artist in the world.



Golden Feather
www.Goldenwolven.com

Theresa L. Halbert

Theresa Lee Halbert (AKA Teri) utilizes beads, fabrics, found items, trims and paint (or whatever else she can get her hands on) to create 3D art, quilts, art bags, etc. She is inspired by patterns, color, and texture and draws inspiration from history, fantasy, other cultures, fairy tales, nature... basically anything that draws her eye.

She spent over 20 years as a professional costumer in film and theater and has had her work shown all over the world. When she left the costuming world, she was invited to attend Orycon by a friend and there discovered the wonderful world of costuming for herself. She has won Best of Show for workmanship at Norwescon and her group entry at Renovation won Best Journeyman for "Steampunk Wizard of Oz." (She was the Tin Woman for those of you who saw the masquerade.)

Teri currently resides in Seattle and in her day job she works as an apparel developer with Eddie Bauer. She is extremely proud to be making her first Worldcon appearance in her home town of Chicago.



Mother Dragon
tlcdesigns4u-ter.blogspot.com



Hogwarts Key

Karen Hart

Kardia (Karen Hart) of Denver, CO, was raised in suburban Ohio and worked in an electronic assembly factory for 14 years. Having reluctantly accepted a medical disability retirement, she now invests her good hours in various arts, jewelry-making, and crafts. And enjoys spending her many resting hours reading epic fantasy or science fiction (as long as her eyes will focus).

Kardia started hand quilting with thrift shop supplies in Y2K while living with just a mattress on the floor of a small house trailer. Her two beloved cats contributed fur and moral support. More recently, beading and leather crafting have become passionate interests over the past two years. Kardia often teaches herself the basics from library instruction books and then goes on to designing new items.

"Hogwarts Key" is a hand pieced and quilted wall hanging. The Greek Key border is made of one-inch squares of fabric, hand stitched together.



Cat Bowl

Lisa Hertel

Lisa Hertel has been working with clay since 1970. Some day, she'll get better.

Richard Hescox

Richard Hescox started his illustration career with Marvel Comics. As a book cover artist, he worked for most of the major publishing houses that had science fiction or fantasy lines including Daw, Del Rey, Signet, Baen, Bantam, Tor, Warner, and Ace. He created advertising art and production designs for *Swamp Thing*, *The Howling*, *The Philadelphia Experiment*, *E.T.*, *The Dark Crystal*, *The Fly*, *The Neverending Story*, *Halloween 2*, and *Time Bandits* among others. Besides his many U.S. clients, he has clients throughout Europe and Russia.

Richard is a winner of many awards in the field of science fiction and fantasy art including The Jack Gaughan Memorial Award and the Chesley Award from the Association of Science Fiction and Fantasy Artists (ASFA).

Richard now lives In Reno, Nevada.

Richard Hescox's work will be exhibited at Chicon 7 by Northern Star Art



The Heart of Atlantis
www.richardhescox.com

W J Hodgson

W J (Bill) Hodgson began writing and illustrating professionally while still in grade school, before being a Presidential appointment to the USAF Academy, Class of '83. He has completed over 1,000 published writing and illustration/art projects for very diverse clients and publications (most numerous being romance novel covers), appeared in hundreds of shows, and has literally thousands of originals in public and private collections. This year, he is doing more writing than art, with current projects including script/consultation/revisions and a pair of illustrated novels. The resulting time shortage means that half of his reverse-painted astronomicals for the year are in the Chicon 7 Art Show! Bill lives in central Oklahoma with his veterinarian wife, Sherrie, and their children.



Evening
www.wjhodgson.net



Karen Ann Hollingsworth

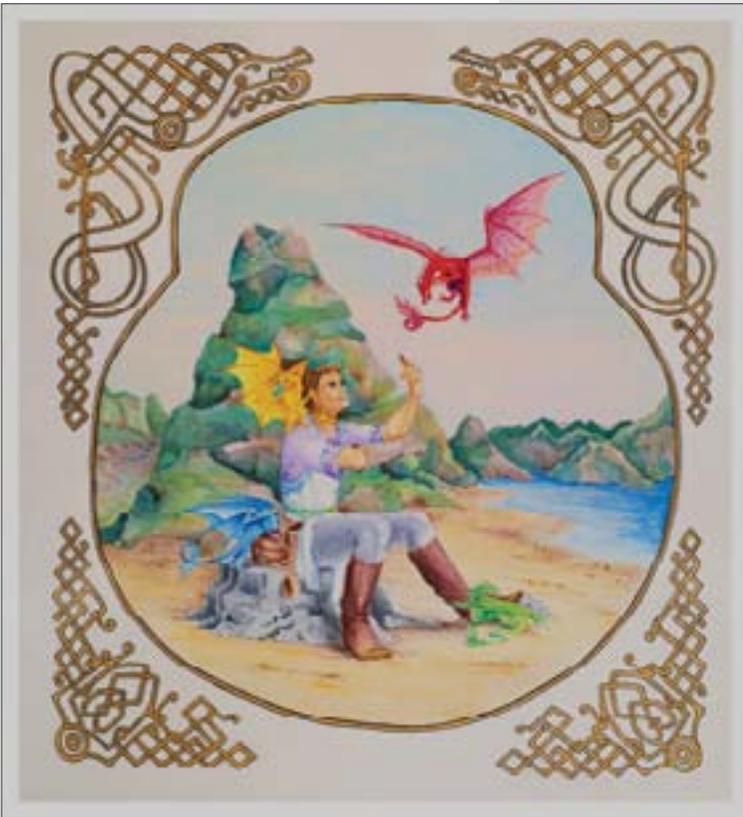
Chicago-based illustrator Karen Ann Hollingsworth works mainly with traditional media, exploring her imagination through watercolor and colored pencil. Also skilled in a variety of other media, her versatility has enabled her to enjoy working on a range of creative projects which have included fantasy and children's illustration, concept art and costume design for independent films, as well as graphic design and private fine art commissions.

Karen will be Artist Guest of Honor at Capricon in February 2013.

Imagine
www.wrenditions.com

S. L. Hughes

Artist has been known to be drawing since she was able to hold something to draw with. This natural talent has been self-taught, augmented and influenced by observation of Graphics Design coursework. Professional assessment of her skills has been positive and has led to a desire to tip those skills over to the professional side of the line. A penchant for doing the non-traditional thing makes science fiction and fantasy the preferred topic for her artistry. Prior works have been in pencil, colored pencils, colored ink, India ink, and currently acrylics. Visitors are invited to view the small number of selected works available by order at her website.



"Who's Training Who?"
www.nimblefingersink.com

Todd Johnson

Todd Johnson has been interested in the relationship between art and science all his life. He has always maintained an appreciation for the presence of science in art as well as a little art in science. An early exposure to electronic music fuelled this philosophy and played a strong role in his later interest in electrical engineering.

His first real foray into artistic expression in the 1990s was the medium of white light holography, which he found challenging and enjoyable. For the last five years, he has been working with an even more unusual medium involving the taming of extremely high voltage effects. His "Shockfossil" Lichtenberg figures are created by the interaction of a high-energy electron beam with thick pieces of transparent acrylic plastic. The process requires millions of volts, however, and access to the required particle accelerator limits his production work to at most two days a year.



Dragonfly
shockfossils.deviantart.com

Eric Jorgenson

Many moons ago, Eric Jorgenson was born in the suburbs of Chicago -- birthed with a box of crayons already held tightly in his little hands. Ever since that day, he's drawn pictures for mommy and daddy, and drawn anime characters for school friends. Now, he paints commissions for clients, paints murals, and has recently illustrated caricatures for the biography of Martin H. Greenberg.

He pursued art at St. Norbert's College in DePere, Wisconsin, and the University of Wisconsin Green Bay, as well as several stand-alone oil painting classes and visits to Kewaunee Academy of Fine Arts for figure painting groups; he continues to study and learn {almost} every day through practice and observation. Eric is mostly inspired by the wonder of fantasy and science fiction, as well as the beauty of light and color in nature. He's been significantly influenced by anime, science fiction and fantasy movies, comic books, zombie movies, and certain "fantasy" video games. Dragons, post-apocalyptic breathing machines, creatures of the night and of myth, angels, and demons (and one or two cats) roam his canvas and digital space.



Robot
www.daesedonia.com



The Steampunk Deco
www.digitaldreams.com

Bob Keck

Bob Keck is a California artist who has moved to using a computer to create his art. 3D modeling software, art software and Adobe Photoshop are his main tools. He has a variety of styles, with most of his images not containing any photos and having been totally created using only software. He has a BA and MFA in Art from San Jose State University, where he painted photo-realistic looking images using an air brush and acrylic paint. Having a secondary interest in science and programming made the progression to using a computer to create his art a natural step. He enjoys producing images that look like photos but are of subjects that don't exist, as well as creating more traditional images and photographs. He has won multiple awards, shown at many art shows, and had his art on book covers and CDs. For the past 20 years, he has made a living doing graphic design, illustration, photography, and music. Some of his past professions have been computer programmer, magician, art teacher, and woodworker, all of which have influenced his art along with a number of fantasy and fine artists.



Unknowable Death
www.alessandrakelley.com

Alessandra Kelley

Alessandra Kelley is a painter and textile artist based in Chicago. Her work has been exhibited internationally and used on book covers, posters, and the cover of "Black Gate," a science fiction magazine. In 2006 she arranged and curated "Otherworldly Chicago," a three-artist exhibit at the University of Illinois at Chicago, which showcased some of the strange perspectives artists have on the city.

Alessandra's work has long drawn upon mythology, juxtaposing the preternatural with modern street scenes, revealing layers of symbolism through fashion and allegory, and presenting the esoterica of philosophy in recognizable form. She is also interested in the materials used to make art; her paper "Safety Concerns for Pregnant Painters" remains one of the few resources on its topic. She has painted professionally for many years, making textile art and symbolic garments as a sideline. She is a specialist in the ancient medium of egg tempera. Recently she has begun to integrate her textile work with her paintings. She has collaborated with her husband, author Richard Garfinkle, on various artistic and technological projects.

Tom Kidd

Tom Kidd has worked for a number of publishers including Baen, Random House, DAW, Warner, Doubleday, Ballantine, Marvel Comics, and Tor. He has illustrated two books: *The Three Musketeers* (1998) and *The War of the Worlds* (2001), and there are two books of his art: *The Tom Kidd Sketchbook* (1990) and *Kiddography: The Art & Life of Tom Kidd* (2005). A gallery featuring this book appeared in the April 2006 issue of *Realms of Fantasy*. He has written two instructional books: *How to Draw and Paint Dragons* and *Otherworlds*.

Kidd's art has won him a World Fantasy Award (Best Artist 2004) and seven Chesley Awards.

He has also done design work for film, theme parks, entertainment products, and conceptual design for such clients as Walt Disney, Rhythm & Hues, and Universal Studios. His favorite and most time-consuming obsession is a unpublished book called *Gnemo: Airships, Adventure, Exploration*.

Tom Kidd's work will be exhibited at Chicon 7 by Northern Star Art.



Air Dragon
www.NorthernStarArt.com

Colleen Kobe

Colleen read Robert Heinlein's essay "Specialization Is for Insects" when she was young and completely took that philosophy to heart. She prefers to be a generalist, instead of a specialist.

Artistically, Colleen works in pastels, pen and ink, and acrylics; she loves creating portraits and illustrations. She has molded clay and carved wood.

Currently, she is exploring Lichtenberg figures: masking a piece of acrylic with metal in whatever shape she likes, stuffing the acrylic with electrons by running it through a particle accelerator, and "triggering" the piece by tapping it with a pointy object. That releases the electrons and they vaporize the acrylic in their haste to escape, leaving tunnels in the plastic that conform to the shape of the mask. What fun!!! Colleen is investigating two-piece figures as well: one piece a Lichtenberg and a second overlay piece a detailed laser engraving.



Angel



Constructing the Ruined Watermill
www.steadmankondor.com

Steadman Kondor

Steadman Kondor first exhibited his works at Aussiecon 4, the Worldcon in 2010 in Melbourne, Australia, and followed up with exhibits at the 2011 World Fantasy Convention in San Diego.

An untutored artist, he uses digital and 3D applications, photography as well as traditional media. His works include portraiture and poster design, which often have a story-telling element betraying his other passion as a writer. He has several thematic sets of artwork in progress. "Unreal Avatar" is a series of portraits that explore the humanity of the avatar versus the virtual construct. "Virtual Nijinsky" is a reinterpretation of famous ballets from the famed Russian dancer.

Steadman's works are available as quality limited edition prints on paper and canvas. He welcomes enquiries for cover art or magazine illustrations, or to host an exhibition of his artwork. At Chicon 7, he will be exhibiting a set of new works articulating the space/astronaut theme.



Solar System
bigblued.deviantart.com

Deb Kosiba

Deb Kosiba is a Chicago-area artist who has been making things since forever. In her professional life, she has designed toys for McDonald's, makeup cases for Caboodles, and seasonal giftware including candy, plush, and ceramics. She is currently the Model Shop Manager for Kolcraft Inc., where she builds prototypes of high chairs, strollers, and potty seats.

Her fannish life is no less diverse. Over the last 20 years or so, she has run art shows across the Midwest, chaired Capricon twice, and started up the Artist's Alley at WindyCon.

Over the decades she has shown art in countless art shows, in every medium imaginable. Most recently, though, she has been working in stained glass. She and her husband Phoenix took classes together four years ago, and it has been a driving passion ever since.

K. M. Kotulak

K. M. Kotulak is a Brooklyn-based designer and multimedia artist known for her distinctively baroque style and unrepentant weirdness. Her artefacts and accessories cross the borders between fine art and fashion, creations ranging from the boldly architectural to the preciously intricate. Motivated both by a engineering passion and wild curiosity, she is drawn to ruins and antiquity, scavenging materials such as animal bones, broken machinery, lost letters, and architectural salvage. She considers her works dreams-made-real, alive with mythic power and primal beauty. She is most popularly known for surreal jewelry and artwork featuring multitudes of eyes. Though curiously obscure, her work has been featured in galleries and on runways, on store shelves and in magazines worldwide.



Garden of Fire
www.kmkotulak.com

Connie Kuilema

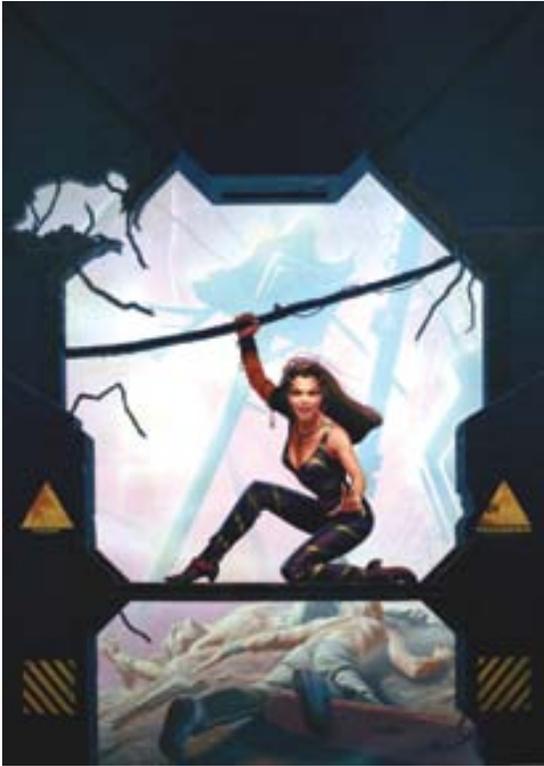
My sister-in-law Wanda put it best, when I asked advice of my friends on how to write this little bio. She said "Since your life did not officially begin until you started beading, I'd start there." I thought about that for a bit, and she's right. Up until then I was a bit of a wanderer. From traditional jewelry-making to soft sculpture to chain mail. Jack of all trades, master of none.

I got into beading after losing my mom and stepfather, when I had to find something that would allow me to get through this without losing my mind. What better way than to learn a whole new skill set! I wandered into Ayla's Originals in Evanston IL, one day, and stayed for nearly 10 years. I taught chain mail and beading techniques while I played there. (I can't really call it working since most weeks I got paid in beads.) Off-loom weaving held me for a long time. More recently, my passion is for embroidery. there are just so many possibilities the mind boggles, and now that I've caught the steampunk bug I've also rediscovered my love of hats. (I live in a small town, this could be fun.)

My very first convention was Windycon in 1988. This will be my third Worldcon in Chicago. I've lost count of all the ones in between. I've been away for a while so I'm certainly looking forward to seeing everyone again, even my friends I haven't met yet.



20,000 Leagues Part 2



Stryker Assassin
www.romasbk.com

Romas Kukalis

Born Romas Kukalis, in Toronto, Canada, Romas moved to the United States in 1960 and became a U.S. citizen in 1989. He has illustrated for diverse clients including *TV Guide*, *Readers Digest*, *Omni*, Marvel Comics, the D.C. Comics "Batman Masters" Series, Seagrams, Hasbro, The Bradford Exchange, and The Danbury Mint. Some of Romas's best-known SF/F covers include Marion Zimmer Bradley's "Darkover" series, Anne McCaffrey's "The Rowan" series, and the Scholastic Books young adult "Animorphs" series.

His images have appeared on more than 300 book covers and on a wide range of published media internationally. He has exhibited work at the Society of Illustrators (NY), the Museum of American Art (CT), and in numerous one-man shows throughout New England. Romas lives in Keene, New Hampshire, with his wife, Allison Barrows, and their two children. Romas and Allison are now collaborating on a graphic novel, *Anarchicks*.

Romas Kukalis's work will be exhibited at Chicon 7 by Jane Frank - Worlds of Wonder.

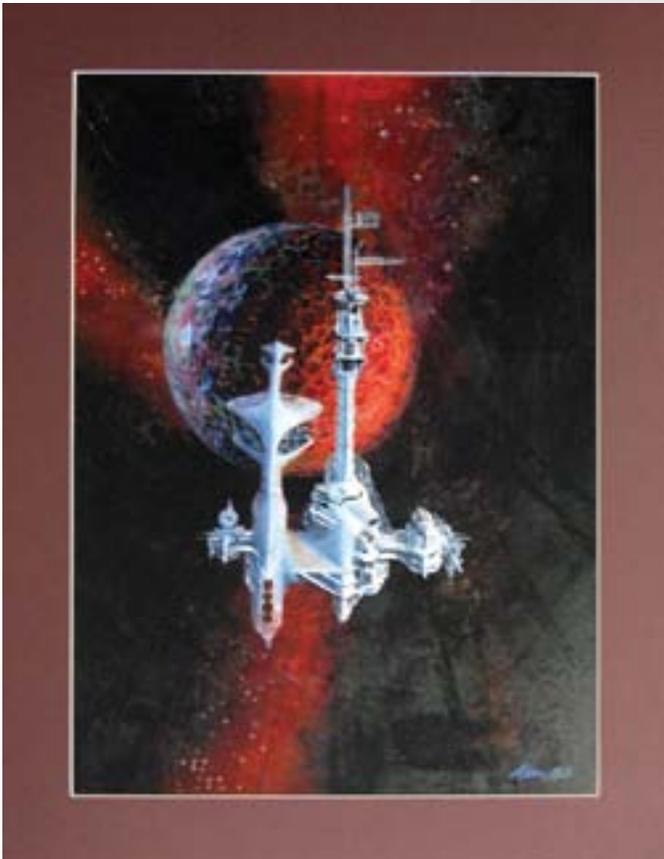
Alan Leach

I am fascinated by the phenomena by which an artistic expression becomes "magic"... Every person is drawn by the magic, regardless of individual background or artistic ability, and drawn in, in spite of themselves... And the irony is that this aesthetic connection happens if for no other reason than because that person simply "knows what they like" ...

Art is complicated... More complicated still is the visual aspect itself: the idea that art is only understood visually... intuitively... Artists themselves are enticed by a gift.. And that gift is stimulated by a daily re-collated set of revolving motivational revelations...

For me, the most compelling of these revelations happens when the "magic" happens... That's when concept, materials, symbols, and advancing technique come together to create the "Wow!" factor... Like the gratification when the gemcutter cuts the perfect stone... Or the exhilaration of the mountain climber beholding a breathtaking vista... Or the athlete winning the game for his team in the final seconds... Art can be a powerful form of encouraging inspiration...

Alan Leach's work will be exhibited at Chicon 7 by Northern Star Art.



Mars Surveyor
www.NorthernStarArt.com

Kathryn Leventhal-Arnold

My passion is taking a flat static piece of metal and hammering, folding, or twisting it before using enamels to add color. Whether through the design created by the play of light through colored enamels on metal or through actual twists and textures, each piece provides a dance of light and movement.

My designs are inspired by nature and dreams: from the celebration of flowers and trees, to dreams of dragons, fantastic worlds, and flying like a ribbon or leaf on the wind. Whether realistic or abstract, each piece I create contains my belief in the endless possibilities and new opportunities presented to us every day. I believe in each of us is the freedom to work for our dreams.

As you use my work in your own life, I hope you will carry that shared sense of freedom and endless possibilities with you every day.

Sitting in front of a computer for over 20 years as a technical writer and project manager has driven me to search out movement and texture. I appreciate opportunities to engage in the world away from text on a flat screen.



Water Dragon
www.kel-a.com

Frank Lurz

Born in 1942, Frank Lurz grew up with the V2 rocket, Sputnik and Project Mercury; read the novels, hot off the presses, of Heinlein, Asimov, and Bradbury; and saw *The Thing*, *When Worlds Collide*, *War of the Worlds*, and *Them* when they premiered on the silver screen. It was the golden age of science fiction and in his mind's eye, Lurz saw the work that lay before him. Mostly self-taught, he began drawing and painting in grammar school. A long hiatus intervened during his days in graduate school and later, those spent in anaesthesia research at U.C. San Francisco, but he returned to painting in the 1980s and has been showing at science fiction conventions ever since. Lurz is a veteran, two-term past president of Vietnam Veterans of America's Chapter 547, and a member of the Italian Fencing Masters Association.



Margin of Error
www.franklurz.com

Margaret Magle

Margaret Magle has enjoyed creative outlets all her life. She sings and works in theater both in front of the house and on and off stage. Her two biggest passions are writing fiction and creating unique pieces of jewelry and other artistic pieces. She has created many pieces of jewelry that have appeared in plays with her. When not on stage, Margaret works at a local pharmacy and is in charge of the craft, gift, card, and bead areas. Her hobbies include making jigsaw puzzles, reading, and listening to music. Margaret lives in Sturgeon Bay WI, with her husband and two cats.

The artwork shown was part of a mosaic art piece at the Hardy Gallery in Ephraim Wisconsin. The poem attached to the piece, and the inspiration for the piece, is An Uncertain Peace.

An Uncertain Peace

*The language of laughter flowed easily between them,
As if the years apart had never happened.
Still there was a longing in the old women's eyes,
as if she wished she could bottle these moments
and place them on the mantle,
between the sepia photo of her long passed away husband
And the cracked china cat.*



An Uncertain Peace

Don Maitz

Don Maitz has produced imaginative paintings internationally published and enthusiastically embraced for 30 years, receiving widespread exposure as creator of the Captain Morgan Spiced Rum character.

Don Maitz has twice won the Best Professional Artist Hugo award with nominations spanning 20 years. He has also received the Howard award, ten Chesleys, an Inkpot, and a Silver Medal of Excellence from the Society of Illustrators. He displayed at NASA's 25th Anniversary, the Park Avenue Atrium, Hayden Planetarium, Society of Illustrators, New Britain Museum of American Art, Delaware Art Museum, and Canton Art Museum. Currently, among 87 paintings on temporary display at four museums across the country, his award-winning painting "Second Drowning" (cover to *The Road to Corlay* by Richard Cowper), hangs at the Allentown Art Museum, PA exhibit, "At the Edge: Art of the Fantastic." This oil painting appears in May's *American Artist* and July's *Art Connoisseur* magazines announcing this exhibit of 160 works by imaginary artists spanning the last 200 years.

Don Maitz has authored two art books, *Dreamquests: The Art of Don Maitz* and *First Maitz*. His works are featured in book collections including many Spectrum Annuals. His illustrations include writing by, Isaac Asimov, Ray Bradbury, C.J. Cherryh, Raymond Feist, Alan Dean Foster, Stephen King, Michael Moorcock, Mike Resnick, and his wife, artist and author Janny Wurts.



Hands off my Chest
www.paravia.com/DonMaitz

Richard Man

Richard is a software engineer and entrepreneur by day, and a professional photographer by, um, whenever he is not doing software engineering or entrepreneuring. He takes really wonderful B&W fine art and documentary photography, says his wife Karisu, and he is the official masquerade photographer (images taken in color of course) for a few Worldcons, Costume-Cons and regional cons such as Loscon, Anime LA, Baycon, SiliCon etc.

His Occupy Wall Street images have won awards in the prestige B&W Magazine's annual competition and NYC Soho Gallery's national competition.

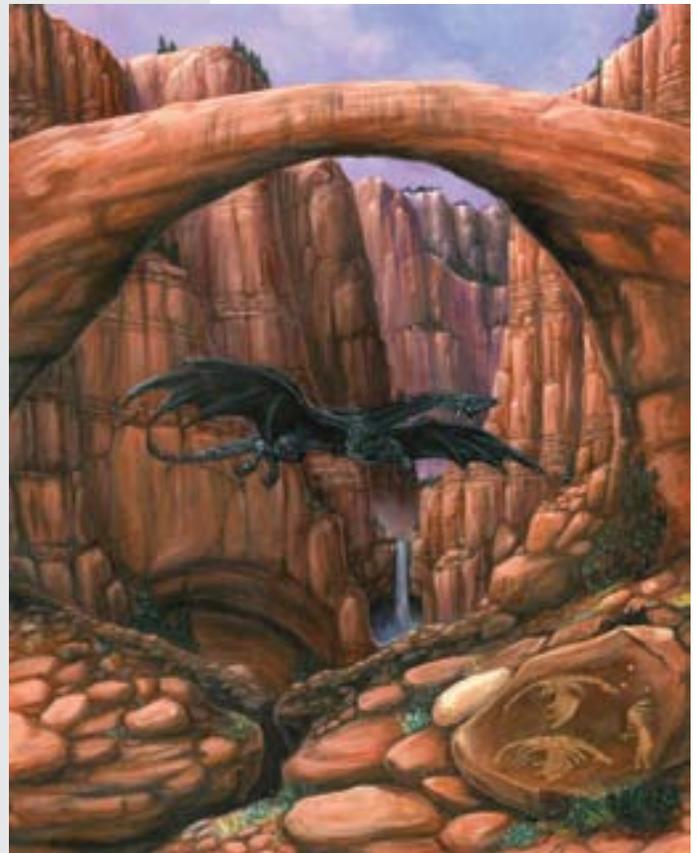
His greatest achievement at Renovation was taking photos of George RR Martin on the Iron Throne and then screwing up the once-in-a-lifetime photo opportunity. Fortunately, sometimes lightning does strike twice.



Queen of Throne
www.richardmanphoto.com

Theresa Mather

Theresa Mather's artwork explores a wide range of the fantasy bestiary, from traditional fauna like dragons, gryphons, and unicorns to those odd creatures lurking within our own homes. Known for her paintings on feather and stone as well as more traditional surfaces, Theresa's artwork fills the walls of many fans' homes. She lives in southern Utah, where the line between fantasy landscape and real landscape is very, very blurry.



Lost Canyon
www.rockfeatherscissors.com

Becky Maung

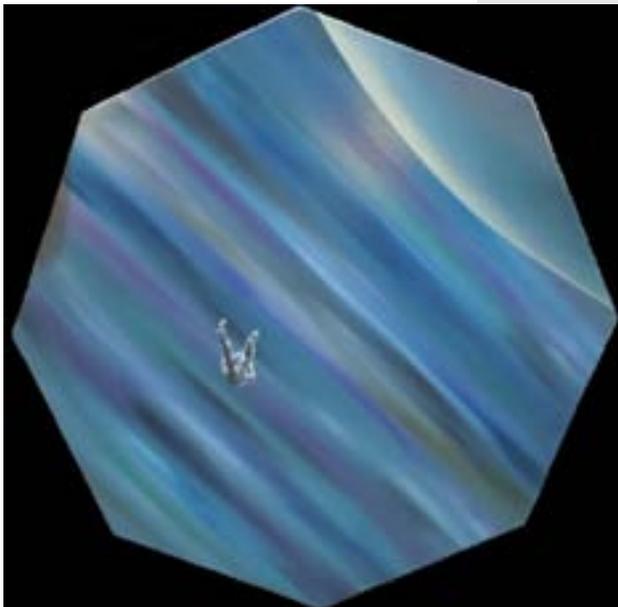
Becky Maung specializes in distinctive garments which are generally made using patterns dated from 1950 and earlier; other items are designed on a personal garment. Garments are made using fabrics ranging from faux fur and upholstery to bridal and glitter textiles. The more interesting items incorporate illuminated shapes and designs using battery-powered electroluminescent wire.



Pimp my Garment- Kimono Dragon
www.pimpmygarment.com

Mike Maung

Mike Maung, born in 1965, found out at an early age he had a passion for painting after being exposed to Salvador Dali in the mid-1970s. Other influences include Hieronymus Bosch, Roger Dean, Frank Frazetta, and Patrick Woodroffe. Starting in acrylics to create other worlds on canvas, he progressed to large-scale murals and stage sets for local theaters. While attending Massachusetts College of Art, he moved on to oil paintings and creating large-scale sculptures. He has been building large temporary sculptures over the past decade, incorporating light with common building materials to create spectacular centerpieces for events across the country. His work has been included in the Spectrum series and the *Best in Contemporary Fantastic Art, Volume 5*, and has been displayed at the Institute of Contemporary Art in Boston in the early 1990s. Recent exhibits his work has been seen in include Arisia 2010 and Boskone 47.



Astronaut
www.allaroundpainters.com

Rachael Mayo

Rachael Mayo is a fantasy and SF artist from Kansas City, Missouri. Rachael considers art her foremost hobby, and she spends most hours outside of her day job producing art. (Her day job is technical; she is a tech analyst who enjoys tormenting unsuspecting mainframes.)

Rachael prefers traditional art mediums and specializes in combination techniques that include watercolor, colored pencil, paint pens, ink, acrylic, and found objects. She also uses Adobe Photoshop to some extent, but does not consider it one of her primary mediums. She likes to create creatures with eye-searingly bright patterns and color schemes.

Most of the artwork Rachael produces is in the form of private commissions and personal projects. She occasionally creates book covers and interior illustrations, and works primarily with small press publishers.

Rachael likes bugs, birds, monsters from outer space, dragons, fish, movie soundtracks and the symphony, clouds, books, and giant robots.



The Nefarious Octoparrot
rachaelm5.deviantart.com

Patricia McCracken

Patricia McCracken is an accomplished fantasy artist working in watercolor and acrylics. Her style is clearly influenced by the Japanese wood block prints from the Edo period called Ukiyo-e, which translates to "pictures of the floating world." She keeps her paintings light and delicate but with the bold colors and patterns typical of the latter end of that period. "Ever since I can remember, art has always been a part of my life. I guess I was just born into it." She pursued her love of art through two degrees, receiving her BFA at the University at Buffalo and an MA at Syracuse University. In 2002, she began exhibiting in art shows all across the country and has won a number of awards for her Japanese style work. Patricia lives in New York City with her family.



Butterfly Iris
www.patriciamccracken.com

Shauna McKain-Storey

Shauna McKain-Storey lives in Beaverton, Oregon, among the many trees and creatures that also make it their home. She has been crafting and exhibiting science fiction and fantasy artwork in many different media since 1983, including at several Worldcons. She has experimented with many media, including pottery, Sculpey, batik, collage and acrylics, as well as the digitally altered and hand-colored photography shown here. This photography explores her fascination with the subtle doorways into the fantastic that can be perceived, dreamed and imagined on the borders of what we see as "real."



Three Graces: Claws, Eyes, Wings



Golden Dragon
www.rowenaart.com

Rowena Morrill (Artist Guest of Honor)

Rowena is one of the best known names in the world of science fiction and fantasy illustration. During a career that has spanned three decades, her paintings have appeared on hundreds of book covers, calendars, portfolios, trading cards, and in magazines such as *Playboy*, *Omni*, *Art Scene International*, and *Print Magazine*. Books of her own work have included *The Fantastic Art of Rowena*, *Imagine* (in France), *Imagination* (in Germany), and *The Art of Rowena*. She has also been included in many anthologies, such as *Tomorrow and Beyond* and *Infinite Worlds*. Rowena began her career in New York City, where she lived for sixteen years. She presently resides in upstate New York, gaining creative inspiration from the beautiful countryside.



Sky Island
www.amynagi.com

Amy Nagi

Amy first became interested in art as a form of storytelling and self-expression. Drawing is a method of creation, and the desire to bring to life new characters, tales, and worlds remains a core part of her artwork today. Amy works mainly in fantasy illustration with close ties to nature, and she strives to awaken a feeling of wonder and magic with each piece. She is inspired by mythology and speculative fiction, and is interested in the interaction between stories and societies. Amy's future goals include taking over the world, continually improving her artwork, and trying her hand at drawing a webcomic someday.



Praeglyphioceras Radiospinass
www.carolynnicita.com

Carolyn Nicita

This is my seventh year creating art using the copacetic flame fractal generator Apophysis.

In October, the nice folks at the OryCon Art Show slipped me a Best Fantasy Art award while I was out enjoying the festivities there.

A couple of months later, my flame fractals got to shine on the walls of the Stephen R. Covey Center for the Arts while Tim Little's junkyard sculptures roamed the floor in a showing called "Do Dragons Dream of Electric Sheep." Three of the fractal pieces stayed afterward in the Center's permanent collection.

And then I showed art at Utah's "Life, the Universe and Everything" science fiction symposium's 30th anniversary, and I didn't even get blacklisted.

What a long, strange trip it's been.

Jean- Pierre Normand

Jean-Pierre Normand is a professional illustrator, specializing in science fiction and fantasy for the past 30 years. Over 200 book and magazine covers featuring his work have been published in Canada and the United States. He generally works in ink and liquid acrylic, applied with brush and air-brush. His work has been shown at various conventions and other exhibits, winning several awards, notably the Aurora for artistic achievement in Canada in 1996, 1997, 1998, 1999, 2001, and 2004. His work was published in *Spectrum: The Best in Contemporary Fantasy Art*, and appeared on the covers of *Asimov's Science Fiction*, *Analog*, *On Spec*, and *Science Fiction Chronicle* magazines.



Alteration
www.jeanpierrenormand.com

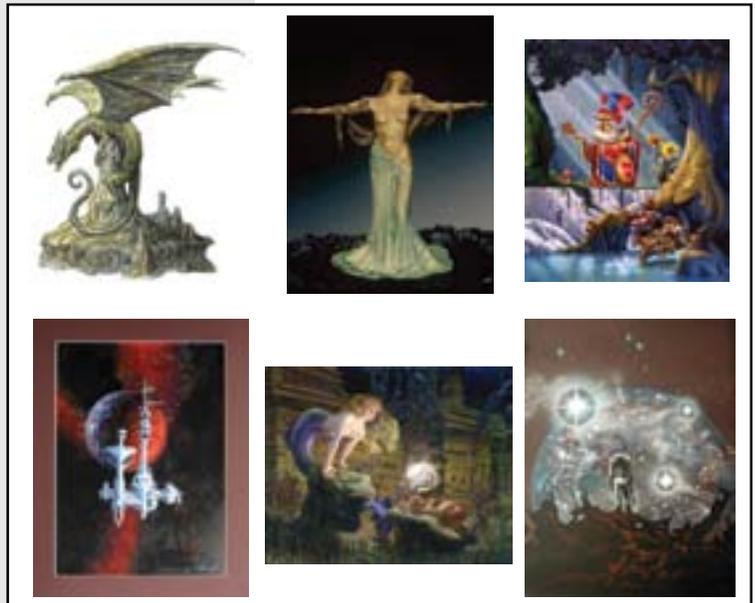
Northern Star Art

You are entering a new realm in art sales and representation. I (Mark Corrinet) am the proprietor of this humble establishment and I have been buying, selling, and collecting artwork for over 30 years.

The great Kelly Freas urged me to start representing artists and selling their artwork. It was my privilege to represent Kelly for the last years of his life and then to serve his estate. Now, other talented artists are joining our fellowship and we look forward to representing many more.

Are you excited seeing the work of Richard Hescox, Douglas Beekman, Kelly Freas, Den Beauvais, Jeffrey Bedrick, Bruce Eagle, and other fine science fiction and fantasy artists working in this genre? I know I am, and if you want to buy their work or related items, spend a few moments reviewing our unique selection of their paintings, preliminaries, and drawings at our web site at www.NorthernStarArt.com and our sister site for romantic and fine art at www.SouthernCrossArt.com.

We also offer you a wide variety of gift items, prints, limited edition lithographs, and other items from our represented artists on both sites.



www.NorthernStarArt.com
www.SouthernCrossArt.com



Birthpyre
www.wow-art.com

Terry Oakes

Terry was born - and still lives - in Merthyr Tydfil, a relatively small post-industrial town in South Wales. Naively deciding that his love of drawing could help him escape from a factory job, and driven by a love of horror and fantasy, he executed a series of sketches and paintings and sent photographs of them to various publishers.

A kind art editor at Sphere Books got him in touch with the late John Spencer, who had just founded an artists' agency called Young Artists. He saw potential in Terry's work, and eventually got him commissions - which in time were sufficient in number for Terry to become a full-time freelance illustrator. "From then on, it was like a dream come true: to step inside bookshops and see my stuff on the shelves alongside the likes of Jim (Burns), Les (Edwards), and the inimitable Frank Frazetta - and to get paid, too! was as satisfying and self-affirming as anything that had happened in my life."

Well-known in the 1980s for his SF/F and "grand guignol" gothic horror illustrations, Terry kept all of his originals through the years, never selling any of them - until now! Jane Frank is Terry's exclusive agent for sales of his originals, and will be offering a wide selection of his works, all one-of-a-kind originals.

Terry Oakes' work will be exhibited at Chicon 7 by Jane Frank - Worlds of Wonder.



Flight of the Paladin
www.wocstudios.com

William O'Connor

Author/Illustrator of the best selling Dracopedia book series, as well as illustrator of over 3000 illustrations for the gaming and publishing business, William O'Connor's 20-year career has allowed him to work with such companies as Wizards of the Coast, Impact Books, Blizzard Entertainment, Lucas Films, Activision, and many more. Winner of over 30 industry awards for artistic excellence including six contributions to *Spectrum: The Best in Contemporary Fantasy Art* and four Chesley Nominations, William has taught and lectured around the country about his unique and varied artwork. www.williamocconnor.com

Darlene Ostrowski

Darlene Ostrowski of Do Bats Eat Cats? creates handmade gothic and fandom-inspired chainmaille jewelry from shiny made-in-the-USA aluminum rings. Each necklace, bracelet, and earring is handwoven, one ring at a time - no pre-made chain is used - and many pieces are one of a kind. A lifelong Chicagoan, Darlene is currently obsessed with, in no particular order, *The Hunger Games*, *Alice in Wonderland*, and pretty much anything that Neil Gaiman has ever written, especially his Sandman series. Custom orders and special requests are welcome and encouraged!



Morpheus's Ruby
dobatseatcats.indiemade.com

David Pancake

David Pancake is a sculptor of fantasy art. David's creations represent a vast and unique repertoire of his personal interests. Not limiting himself to one genre, he pursues a variety of subject matter which includes a series of risqué angels, dragons, comic book heroes, nudes, abstracts, and horror figurines. David is fascinated with the sensual beauty of the human form, which is quite evident in his risqué angel sculptures. He states: "I love detail and texture and angels and dragons allow me to create whimsical creatures that display a wide variety of complex textures that feel sensual to the touch." David's work captures a flight of fancy, freezes the imagination's most soaring dream, and brings it to terra firma for our pleasure and admiration.

David Pancake's fantasy art creations are sought by international collectors and his beautiful sculptures are gracing homes all over the U.S. as well as Europe. David has been sculpting for 20 years, bringing to life dragons, angels and heroes.



Ascension
www.davidpancake.com



Sarong using Shibori Larch resist technique and ice dyed

Carole Parker

Carole's detail focus worked well in her technical writing and editing career as well as her interest in costuming and wearable art. She has competed in masquerades and won numerous workmanship awards for her dyework. Several people have asked why Carole wasn't teaching and selling her dyework. She has taught sessions at Worldcon and Costume-Con, and this will be the first Worldcon where she will sell abstract dyed scarves. Carole likes combining traditional and contemporary techniques to attain unusual results.



Eerie cover #2 © Dark Horse Comics
www.jimpavelec.com

Jim Pavelec

As a freelance illustrator for the past 15 years Jim has worked on projects including Star Wars, World of Warcraft, Magic: The Gathering, and Dungeons & Dragons, and contributes regularly to Imagine FX magazine.

Jim has written and illustrated four books for Impact Books. He wrote *Hell Beasts*, and co-wrote *Wreaking Havoc: How to Create Fantasy Warriors* and *Wicked Weapons* and *How to Draw Blood-Sucking Monsters and Vampires*. *Ink Bloom* marked his debut as a fiction writer in 2010. His new art book, *Hymns & Wretched Offerings to the Golden Ones* was released on Halloween of 2011. Jim has recently found success in the fine art world with his Harajuku Zombie series.

Jim lives in Chicago, and his hair is turning gray at an alarming rate.

Dina Pearlman

Dina was born in 1951 in Pittsburgh, PA. and grew up in Baltimore, MD. She attended Towson University before moving to Florida and finishing her Bachelor of Fine Arts degree at Florida Atlantic University. She then discovered that making a living in the art world was somewhat less than practical for a single parent, and returned to school for a Master of Computer Science.

Dina spent her working life in the technical world. Now retired, Dina has returned to her first love. She creates wall art using fabric and quilting as her media. Her work is primarily of space and fantasy objects since her second great love is science fiction. Dina is a founding member of the South Florida Science Fiction Society and mother of up-and-coming artist Hillary Pearlman.



Sister Planets

Hillary Pearlman

Hillary A. Pearlman, a young, primarily self-taught artist from Baltimore, began her quest into the depths of fantasy and science fiction through her childhood as a member of S.F.S.F.S. (South Florida S.F.S.) Ink and watercolor techniques are her go-to, but acrylic, oil, and mechanical/musical sculpture are her newest loves in life. She's honored to have her work included with all of the amazing artists at Chicon 7. (She's also very proud of her mother Dina Pearlman, whose quilts are on display, and who has always supported her through every crazy imagining.)



Muba



Liaden Universe Companion 2
www.tpeters.com

Tom Peters

Tom Peters is an illustrator and graphic designer. Early in his career, he was a Technical Illustrator for a NASA subcontractor, supporting several projects related to the Space Shuttle program. This provided him with a real-world foundation for his exploration of cutting-edge high-tech. Tom's goal is to combine science and technology seamlessly with science fictional themes. He strives to imbue his work with artistic drama and storytelling. He has illustrated several paper role-playing Game titles (*Traveler*, *Shadowrun*). He created concept art, 3D models, and various art assets for digital games (*MechCommander*, *Axis & Allies*). As a freelance Illustrator, he created cover paintings for acclaimed authors Sharon Lee and Steve Miller's *Liaden Universe Companion 1* and *2*, and two of their chap books. He worked with science fiction author Allen Steele on the visual and functional design of the spacecraft in Steele's novel *Spindrift*.

Phoenix

Phoenix has had an interest in origami since he was a child. While dining out, he found that he enjoyed folding dollar bills to leave as part of the tip for the servers. Part of the fun that comes from folding dollar bills is their unique shape and size and the challenge to fold within those boundaries.

His enjoyment from folding moneygami was something he decided to share with fandom and he started to display his work in convention art shows four years ago. Since then, his pieces have been in shows all over the country and have been very well received.

Phoenix has been a member of fandom since Windycon 1 in 1974. He has been to countless conventions since then, including six Worldcons. During this time, he has also run just about every department as well as chairing at one time or another. He is currently hotel liaison for WindyCon (www.windycon.org) and has been for many years now. He also chairs his own relaxacon, DellaCon (www.dellacon.com).

Phoenix loves to meet new people and make new friends. If you see him, feel free to go up and say hello, get a hug, and talk to him. He may even teach you to fold something!



Dragon

Estate of Richard Powers

Richard M. Powers brought fine art influences from abstraction and surrealism into science fiction illustration, where he was one of the dominant forces from the 1950s to the 1980s. He produced an estimated 1400 covers in almost all commercial genres, the vast bulk of them in science fiction. He was born in Chicago, and studied art at the Mizen Academy, the Chicago Art Institute, and the University of Illinois at Chicago before enlisting in the Army during World War II, which he spent at the Signal Corps Studios in New York. He exhibited his fine art in yearly shows at the Rehn Gallery in New York. A close friend of Ian and Betty Ballantine, his surrealistic science fiction covers became the house style for Ballantine Books. He moved to Ridgefield, Connecticut, in 1954, where he stayed, for the most part, for the rest of his life. He died in Spain while visiting his daughter Beth in 1996 at the age of 75.

With thanks to Richard G. Powers for creating this short biography of his father.

The Estate of Richard Powers will be represented at Chicon 7 by Jane Frank - Worlds of Wonder.



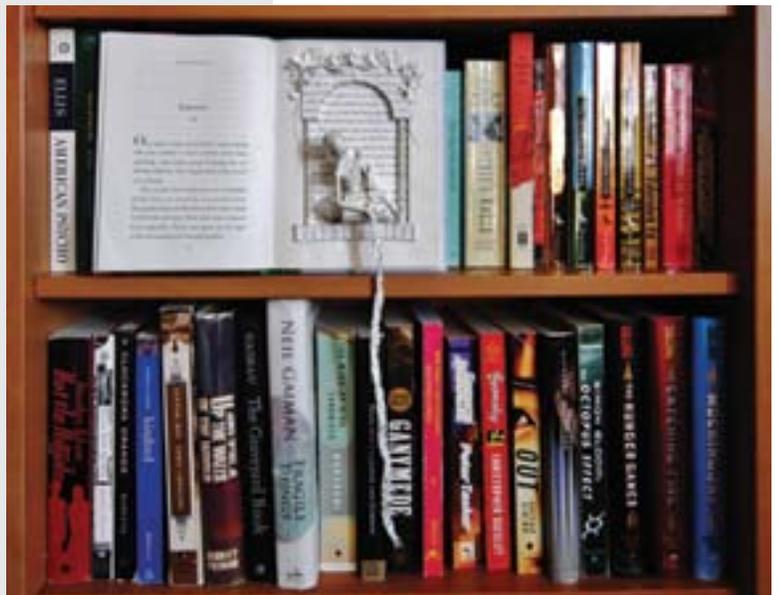
Break in the Clouds
www.wow-art.com

Samantha Haney Press

Samantha Haney Press has always known she was different from other girls. The urges began to strike her at a young, tender age, until her parents finally consulted a "How to Talk to Your Child About Art" pamphlet and they had the Talk. Thus enlightened, Sam was able to indulge her artistic inclinations, and she pursued a professional creative career with zeal.

As a student, her work was selected by the Society of Illustrators for inclusion in their NYC gallery's exhibition of student work, and she was published in *Steampunk Magazine*. Ultimately, Sam graduated with a BFA in Illustration from Northern Illinois University while organizing her class's senior portfolio gallery show.

Sam currently serves as Art Director of both Eggplant Literary Productions and Grand Guignol Games. While still fond of 2D illustrating, she now also works to transform the page via 3D papercrafts and book sculptures.



Rapunzel
samhainpress.daportfolio.com



Locus
www.rolandscapes.com

Mark Roland

Mark Roland has been depicting imaginary worlds, in oils, acrylics, watercolors, and graphic media, professionally since 1975. An area of particular emphasis has been intaglio printmaking; producing and hand-printing individual works and series such as "The Enchanted Forest" since 1981. He has worked as an illustrator for magazines - such as *Witches and Pagans*, *Realms Of Fantasy*, *Different Worlds*, and *Magical Blend* - for books, role-playing games, and CD packages. In addition to his contributions to fantasy illustration, he is considered part of the West Coast Visionary Art movement. He exhibited in numerous gallery shows from 1981 to 2000 and was represented in several museum retrospectives dedicated to that genre. Current projects include new etchings, acrylic/mixed media paintings.

Ralph J. Ryan

The happenings and psychedelia of the 1960s fed the imagination of a high school student with artistic talents. It was during this time that Ralph's interest in art flourished. He studied painting, graphic design, printing, and photography and received a degree in Industrial Arts from San Jose State University in 1971. While in college, he became involved in the theatre, studied set design, and has worked as a scenic and lighting designer for nearly forty years. Many of his paintings reflect the dramatic lighting and contrast of the stage.

In 1992, Ralph married fellow thespian and Minnesota native Carol Ann Hoffmann. In 2001, they moved to the Twin Cities area. Since then, Ralph has begun his theatre career anew, working with theatres in the Twin Cities, greater Minnesota, and Wisconsin. He has continued to pursue his art with showings at the New York Mills Cultural Center and the Phipps Center, as well as numerous science fiction and fantasy conventions in the U.S. and Canada.

My art is an exploration of traditional, science fiction, and fantasy landscapes. Since childhood, I have pursued artistic endeavors. The medium and style has changed over the years, but I paint for the pure love of making pictures of places. Working in acrylics and watercolors, my paintings reflect the influences of Impressionist painting, a long-time interest in architecture, and the dramatic lighting of the theatre.



Nimbus

Sandra SanTara

Sandra SanTara is a self-taught and diverse professional visionary wildlife artist. Popular in many different genres, she is well known for her symbolic tribal images, detailed wildlife and fantasy paintings on feathers, and erotic male pin-ups. Science fiction fandom is where she started as an artist entrepreneur, selling hand-stitched dragons at a local convention in Denver, CO while in high school.

SanTara's creative style is expressed through a variety of media and styles in 2D and 3D, though acrylic painting remains her favorite. Besides the traditional flat surfaces, she enjoys creating on untraditional surfaces from the natural world. Painting drum heads she has a particular fondness for, and the ever-popular painted feathers which have been featured and sold in all genres.

Achievements of particular notoriety include numerous images licensed with national and international companies, conceptual and published works, along with a 300+ repertoire of images sold as originals, prints, and T-shirts both retail and wholesale worldwide. Her art has been featured in both museums and galleries across the country. In addition, she has also opened and run her own gallery, Wolfsisters Creations Gallery, in the Black Hills of South Dakota for a few years with her soul sister and artist business partner, Christy Grandjean.



Green Wolf
www.windwolf.com

Spring Schoenhuth

Spring Schoenhuth has a fascination for all things geologic, particularly astronomy, gemology and paleontology. She was born and raised in Montana looking up at the "Big Sky," lived many years in Seattle, and taught in California, Washington, Montana, and Hawaii. Her current projects are putting together a series of children's books and teaching second grade. She is the owner of Springtime Creations, (purveyor of exotic and science fiction jewelry), whose work has been seen in Star Trek: DS9™. Other than creating jewelry for individuals and television shows, she has also designed jewelry for organizations, and crafted the Campbell Award for Best New Writer nominee pin.

Spring has been an advocate and teacher of fine arts in her long career as an educator. She serves on the Fremont Unified School District's Arts Committee, is a Monart™ Specialist for the district, a member of the California Art Educator's Association, and has conducted workshops to teach instructors on a variety of methods of infusing fine arts curriculum into the elementary and secondary program. She is currently the Western Region Director of ASFA (Association of Science Fiction and Fantasy Artists) and a member of BASFA (Bay Area Science Fiction Association). Spring lives with her wonderful husband, Dave Gallaher, and her feline son, Spike, in Fremont, California.



Earrings

www.springtimecreations.com

España Sheriff

I am a San Francisco-based artist specializing in science fiction and fantasy art and have been exhibiting in art shows and contributing fan art to fanzines pretty much since I first entered fandom a decade and a half ago.

I've always been fascinated by the genre artists of the Golden Age and the mid-century such as Virgil Finlay, Ed Emshwiller, and the inimitable Richard Powers, and hope to be buried Pharaoh-style with a complete run of Galaxy magazine and a Hubley Atomic Disintegrator.

I mainly work in acrylic, ink and some digital but have also recently become interested in beading, wirework and other crafty pursuits, you can find the fruit of those endeavors at my ArtFire store.

For the curious; my first name is pronounced "ess-PAHN-yah" like the country and my last name is pronounced exactly the way it looks, "SHEH-riff," as in Sheriff's Department.



Squid Bride

www.espanasheriff.com

Mary Lynn Skirvin

Mary Lynn Skirvin is an artist who considers herself a generalist. Starting her career by making her very first sale to science fiction author Hal Clement back in 1975, she has since devoted much of her life so far to exploring art like some people explore foreign countries. She enjoys discovering the tools of obscure techniques that often fall out of the purview of most artists, while continuing to hone her skills with the usual forms of painting and drawing.

No matter what style or technique she may try, she always comes back to center when she's drawing the "bitey things." The furred, feathered, clawed, fanged, horned creatures of dream and nightmare that seem to have a personality all their own. They are her specialty. Some are funny, some are frightening, but all are uniquely hers.



Tsurai

Grace Spengler

In a room full of professionals I, Grace Spengler, am an amateur artist. I do this because I love art and because I feel compelled to draw dragons and carousel horses and flowers and mythical beasts. My medium of choice is pencil and colored pencil and I have no formal art training. I've participated in a small handful of art shows offering prints or color books: MileHiCon, Dragon*Con, Millennicon, and Opus. I get a lot of fun out of working and participating in art shows and I like to see my work on display and get a chance to buy other people's art, so I suppose I am that most essential of all things: a customer.



Colombine Wyvern



Fairy Queen
www.bstarkart.com

Brandy Stark

Inspired by her knowledge of ancient world mythologies and religions, Brandy Stark has produced her "Metal Myths" series since 1995. She focuses on bringing ancient characters, deities, and ideals to life in the modern world, thus connecting the past and present into a cohesive whole.

Brandy's body of work reflects a Neo-expressionist basis. Each piece is hand wrapped into an intricate pattern that blends the natural colors of the metals together into a unified structure. The works further link to current cultural ideas through the use of found objects. The implementation of these rediscovered items not only promotes an awareness of our current environment, it also shows that everything, and symbolically everyone, has a unique place in this world.

Her drive to create has granted her awards for works in multiple disciplines including metal sculpture, creative writing, website design, digital artwork, and photography. Her winning pieces include several "Best 3D" and "Best Concept" awards.

Howard Stateman

Howard "howeird" Stateman sold his first photograph at 14, was a photo lab TA in high school, and worked as a photojournalist at the University of Washington, where he earned a BA in Radio/TV production in 1972. Howard worked for newspapers in Oregon and Washington, and was a U.S. Peace Corps Volunteer in Bangkok and Haad Yai, Thailand. Howard went back to school and learned to chase electrons. He has been a computer demolition expert since 1979, which pays for his photography habit. An avid sci-fi fan from age 6, Howard somehow did not discover fandom until SiliCon I in 1980-something. His photos have been displayed at BayCon, SiliCon, Renovation (Worldcon 2011), and NASA's Contact Conference, and have been in Hugo-winning fanzine *The Drink Tank*, as well as SinSF, and Journey Planet. A long-time resident of Silicon Valley, CA, Howard is an active member of BASFA, the Bay Area Science Fiction Association.



Chinese Dragons
www.howeird.com

Jeff Sturgeon

Jeff is a northwest artist known for his beautiful award-winning metal paintings usually involving space in one form or another but not always, Jeff is also known for beautiful landscapes. Jeff paints primarily with acrylics on either textured metal or canvas, and his work has appeared on numerous book and magazine covers. Jeff is a guest and has been an Artist Guest of Honor at numerous cons around the country.

Jeff Sturgeon's work has graced books, magazine, e-books, and CDs. Jeff is a member of the IAAA, the International Astronomical Artists Association. Jeff's work has won numerous awards over the years but he's most proud of his Best of Show at NASFIC 2005, Judges' Choice and two Children's Choice awards at L.A.Con IV (2006 Worldcon), and a Judges' Choice and People's Choice as Best of Show at Denvention 3 (2008 Worldcon). Most recently, Jeff was awarded one of the six coveted awards at Renovation, the 2011 Worldcon in Reno, NV.

In a former life Jeff was a long-time computer game artist/art director, most notably with Electronic Arts Seattle. He lives in the Cascade foothills of Washington with sons Corwin and Duncan.



Undiscovered Worlds
www.jeffsturgeon.com

Kendra Tornheim

Kendra Tornheim is a wire jewelry artist living near Boston, MA. Her focus is making jewelry from antique keys, ornamenting them with swirls of wire, gears, crystals, pen nibs, and brass decorations such as leaves, wings, or dragons. She adds brilliant colors to her work with permanent inks on brass, finished with gloss varnish to give the look of enamels.

Kendra grew up assisting her mother at craft shows, visiting yard sales and antique shops with her father, and reading a great deal of science fiction and fantasy. She dabbled in a variety of craft techniques before becoming enthralled with wire in 2007. She sells her work online through her Etsy shop, Silver Owl Creations, and at a handful of conventions and craft fairs mainly in the northeastern U.S.

When she is not making jewelry, Kendra works as a software engineer, plays live-action role playing games, and enjoys choral singing.



Winged Clockwork Key Pendant
www.silverowlcreations.com



Medusa

Anne Trotter

Anne Trotter is an artist, writer, and photographer currently living in Colorado. She's never been exhibited, unless you count posting holiday photos on Blogger or Facebook. Which no one does. The only artistic credit she has was winning the Boston Globe Silver Key back in the mid 1990s when she was in high school. (She's very proud of that key. Which isn't actually a key at all, but a pin with the picture of a key on it.)

Anne was born in upstate New York back in the mid 1970s. Since writing ideas come from Schenectady and so does she, she's never been entirely certain if she's a real person or someone's idea for a story. This has led to numerous occasions where she hasn't reacted appropriately to dramatic events. She hopes to become a writer herself, and thusly solve the dilemma.

In the meantime, she burns pictures into stuff for fun.

Vincent Villafranca

Vincent Villafranca is a Chesley Award-winning sculptor who produces futuristic and fantastic bronzes using the traditional lost-wax casting process. Vincent draws from numerous visual arts traditions to aid him in the creation of his images. He annually attends IlluXCon in addition to numerous Texas-based conventions.



Spaceman on the Verge
www.villafrancasculpture.com

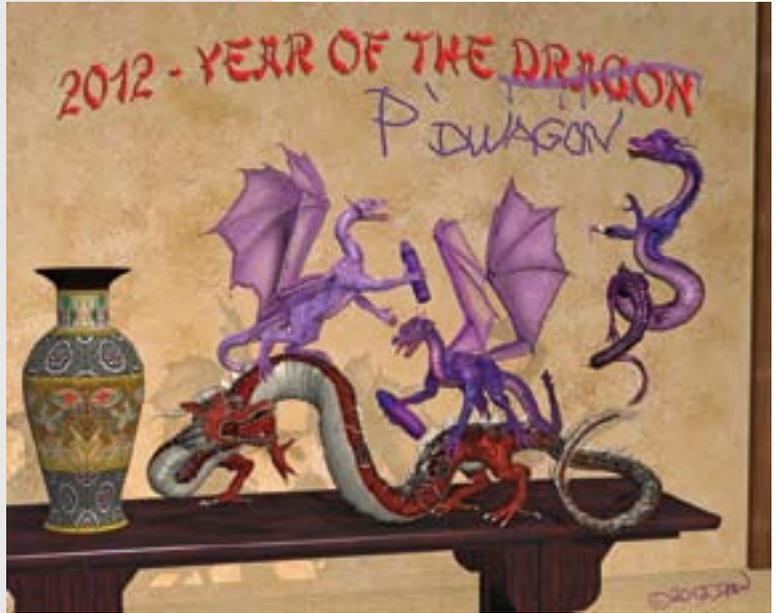
Donna Waltz

Donna "Daio" Waltz is a scientist by vocation and artist by avocation.

She works digitally so that her cats can no longer smear her canvases or leave their little paw prints over all her artwork.

When not working or catering to whims of her cats, she is feeding, watering, or otherwise taking care of her equines (3 Arabs, a Friesian, a Percheron, a miniature donkey, and a pony) or helping her nephew with his homework.

In the minuscule amount of free time that is left, she does art. At night, she dreams of unicorns, pegasi, winged cats, centaurs, and tiny purple dragons who scribble on walls with purple crayons.



Year of the P'Dwagon
incandescent-art.daportfolio.com

Delphyne Woods

Science fiction has always spiced up my life. In 1949, my paternal grandfather taught me to read using his son's science fiction pulp magazines stored in the attic of the family bungalow in Chicago's Ravenswood neighborhood. I discovered science fiction fandom at Windycon in 1978. My artwork had always been a private journal of human existence - thus, I regarded it as "amateur" whether or not it is published in fanzines or an occasional prozine. I have won numerous regional convention art show awards and twice the FAAN award for fanzine artwork. I received a record-setting series of seven consecutive nominations for the Best Fan Artist Hugo award, finally winning at the 1986 Atlanta Worldcon, Confederation. Then I promptly gaffiated. Recently, however, through the kindness of friends, I rejoined the society of science fiction fans. Ultimately, I seek to promote human evolution through art.

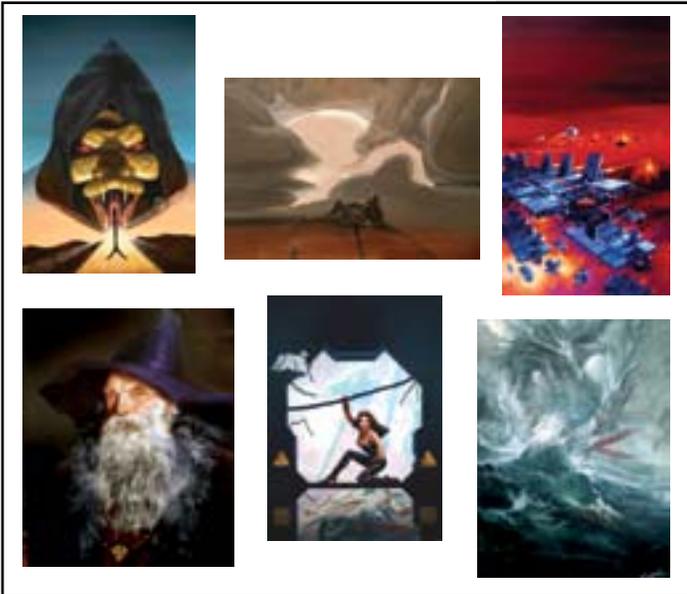


See the Jellybeing Gardens of Titan

Worlds of Wonder

Since 1991, Worlds of Wonder has offered the very best of this special kind of art, works by award-winning, recognized artists in the field - the artists whose colorful technique, craftsmanship, and highly original styles of expression have made them nationally, and even internationally, famous. Of the more than 20 artists we represent, we have chosen six to represent at Chicon 7. All are well-established professionals, illustrators with unique talents and imaginations who specialize in creating bold, exciting, compelling and provocative works of illustrative art.

Worlds of Wonder sells art via printed catalogs, and on our website. For collectors wishing to see the works in person, we offer the potential of a visit, by appointment only. We offer appraisal services, and consultation on special projects. For a limited number of artists, we also act as artist's agent in the licensing and sale of reproduction rights of their images. And yes, we run sales, and are known for special offerings on eBay - join our online mailing list to keep up!



www.wow-art.com



Wind of Robot
www.youchan.com

Youchan

Born in 1968 in Nishio-City, Aichi-Prefecture, Japan. After graduating from Art School in Nagoya, Ms. Youchan started working at a graphic design company. In 1991, she became independent as a freelance graphic designer, and gradually shifted her career focus to illustration. She co-founded Togoru Co., Ltd. in 2000; they have mainly produced book covers and illustrations up to the present time. They also hold a bi-annual exhibition at a gallery in Tokyo.

Some of their well-known book covers include "Mizu no naka, Hikari no soko" (Inside the Water, on the Bottom of the Light) by Masao Hirata published by Tokyo Sogensha Co., Ltd., "Risuko no SF, Tokidoki Kaigo Nikki" (Risuko's SF, Sometimes Caregiver's Diary) by Mari Kotani published by Ibunsha Co., Ltd., "2010 TOKON10 Souvenir Book" by The 49th Japan SF Convention, "Other Cafes, Other Books" by Takayuki Tatsumi published by Kenkyusya Co., Ltd., and SF Magazine September 2010 issue (Hayakawa Publishing Corporation).

Ms. Youchan is also a member of SFWJ (Science Fiction and Fantasy Writers of Japan).



ABOUT WORLDS OF WONDER ART

If you've ever picked up a fantasy or science fiction paperback because you loved the image on the cover...or decided to read a story, bought a calendar, or played a role-playing game, just because the images were so compelling...you're going to love the art we sell!

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PAUL ALEXANDER
RICHARD BOBER
DIDIER GRAFFET
ROMAS KUKALIS
TERRY OAKES
RICHARD POWERS ESTATE

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We are always interested in purchasing works of high quality, whether 'vintage' science fiction, or contemporary. We also can help in placing works of art that you currently own.

Whether you are a beginner, new to collecting in this field, or are adding to an already established collection, we've got more than 35 years of experience in this field to guide you in your decisions. And we wouldn't steer you wrong.

Jane Frank, Proprietor

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