

Tentative Program
for
Westercon 32

"A" Series. . .Main Ballroom---1500 seats theater style.

Each program is 90 minutes long with a 30 minute break until the next program. Total time block is 120 minutes.

1. ARTISTS DUEL: Standard artist duel, need 6 to 8 artists before the audience with some form of projection of artwork above the panel.
2. WAR PANEL: Warfare in the future, expert type panel.
3. SPACE PANEL: Near future in space, next 50 years, etc. expert panel (NASA, Lockheed, etc.)
4. STANDARD OF LIVING: Household items and general life style, what things that we don't even have yet will we take for granted. Expert panel
5. HOME ENTERTAINMENT: TV, stereos, videotapes, games.
6. SCIENCE FICTION AND ROCK AND ROLL: Big name R&R people "rap" with science fiction pros.
7. SCIENCE FICTION FILMED: Writers whose work has been filmed talk about aspects of the transformation.
8. SCIENCE FICTION ARTISTS TALK ABOUT THEIR WORK: Major pro artists speak on the whys and wherefores. (Artwork being discussed will be projected for the audience.)
9. HIGH FANTASY WRITERS PANEL
10. CAULDRENBOILERS (HORROR)
11. SPECIAL EFFECTS IN FILMS
12. BIOLOGY AND REPRODUCTION
13. PERSONAL INTERVIEWS (Scott Carey interviews Dick Lupoff for a small example.)

ALTERNATES: Slide Shows. . .from artists collections, films in production, artists work in production, etc.

"B" SERIES. . .200 person capacity room, six items per day, each item to be one hour in a 90 minute time slot.

PUBLISHING DAY: All items to be related to SF publishing

1. INTERVIEWS
2. Science Fiction without John W. Campbell
3. Criticism & Review Panel. . .with a Workshop to follow immediately afterwards.

4. New Magazine Panel (Omni, Pulsar, etc.)

Alternate fill-in panel: Specialty Publishers Panel

FAN HISTORY DAY: Full day, all items related

1. The Fan Presses
2. Fanzines
3. Conventions: The rise of the huge conventions
4. Fan Clubs
5. Bruce Pelz interviewed

OTHER "B" PROGRAMS

1. Non science fiction by SF writers and artists
2. Science Fiction Work by Mainstream (non SF) Writers
3. 3-D Science Fiction Art
4. How to Count Words: Basic writers panel (to be followed by C Workshop)
5. Anthropology Panel
6. Computer Games
7. Costume Designer's Panel/Workshop (Note. . .this should be held on Wednesday.)
8. Masquerade Winners (and how they won) Winners of the Masque talk about design and construction of their costumes.
9. Drug Panel
10. Social Control Techniques: (You controlling society controlling you)
11. The Child's Role in Science Fiction
12. Disabilities in the Future

ALTERNATES:

1. Science Fiction Underground Comix
2. Invented Religions in Science Fiction
3. Parapsychology Panel: (ESP, Telekenisis, Etc.)

"C" PROGRAM Small, 100+ people room. Programs are 60 minutes long set within a 90 minute time slot. Six program items per day.

1. Fall and Rise of the APAS: An overview of the fan apa and its recent rebirth.
2. How to Count Words/Workshop: See panel in series B
3. How to Criticize/Workshop: See Panel in series B
4. Fanzine Production Workshop: Set up after the Fanzine panel in Series B
5. The Computer Hits the Fandom: Computer fans of the world, unite!
6. Poetry Corner: SF Poetry, to be set up by Terry Garey
7. Linguistics:
8. Future Food: After Banquet!
9. Discrimination in Fandom: Not just racial and sexual, but discrimination against minority groups such as Trekkies, Star Warriors, etc.
10. Singfest #1, #2, #3, #4
11. Ecotopia Panel
12. The New Animation: (New Warner Bros., Hanna-Barbera, Filmation etc.)
13. Future Religions and Ideologies
14. Pigeon Drops in Space: Crime(s) in the future
15. Computer Crime
16. Politics and the Future
17. Dragons in SF Art
18. Style Changes: (Future fashion and fabrics) What will people wear and why?
19. New Art Mediums
20. Urban Transport: (BART, Muni, Telephone, etc.)
21. Communication with Terrestrial Intelligences (Cetacians, etc.)
22. Speaking Primates

SEE ALSO ON OTHER SIDE NOTE ON PUBLICATIONS AND NEW ADDITIONS TO PROGRAM ITEMS.

A note about publications from Jim Thomas. . .

I'm sure a number of you are wondering about the lateness of this PR. I have been in charge of publications for many conventions (I should add FAN conventions. . .Media, or make-money conventions do not concern us here, although I was involved with one, only one, and vowed to never do it again,) and have always tried to adhere to a strict publication schedule, Ghod willing. This PR was no exception. . .until a few things happened.

First, there was a minor problem with the Hotel. . .minor to the Hotel, but I think major to the attendees. This was worked out to our satisfaction, but required a delay in order to present the correct information. Secondly, something ugly reared its head and raised a certain amount of havoc. . .the paper strike. I really have no idea what this will finally be printed on, but with the aid of one of the kindest printers I know of, I had to track down paper supplies all over the bay area. The small amount of cover stock I was able to procure is at this moment being trucked down from Santa Rosa. In order to keep with the theme which will be thoroughly explained in the Program Book, this PR was to be typeset. I am a photographer by trade and one of our accounts, Klocko Consultants, an advertising agency, consented to do our typesetting with photographic work in exchange, and the resulting job took many days longer than I had thought. In this way it becomes much of my fault. I apologize.

I hope that this PR, and the next, and the Program Book reflect some of the care and love that go into a Fan Effort and that Professional Conventions have not made us lose sight of the fact that no matter how big our conventions get, it is still a small group of dedicated FANS, dedicated FRIENDS that put these mysterious entities together. . .not doing it for money (we usually end up with less than when we started) without thanks, (Fans have their own ways of showing thanks) and without profit. These may be naive concepts in this day of Big Business Cons, but I still blindly cling to them and feel that most of you out there do also.

QUICK FLASH!!!

Details have finally been worked out concerning a new exhibit at this convention. The entire (space permitting) Argonaut Studios art collection will be on display at the con. This collection, numbering over 300 works by artists such as Virgil Finlay, Tim Kirk, George Barr, Alicia Austin, Kelly Freas, Wallace Wood, Ron Cobb, Michael Whelan, Phil Vanderlei, H. W. McCauley, Greg Bear, Cathy Hill, Mike Minor, Vaughan Bode, Eyvind Earle, Harry Holt, Brian Lewis, Jim Thomas, Jack Gaughan, Arthur Thompson, J. Allen St. John, Don Simpson, Jim Cawthorn, Dale Enzenbacher, Sean Spacher, Hannes Bok, Greg Davidson, Eddie Jones, Mike Gilbert and more. . . This is probably the largest collection of its kind. There have been many cons requesting this show, but this will be the first, and last, time it will be on public (or fannish) exhibition. More details in PR 4.