

Lost and Found

The lost and found is located at the info desk in the convention center. Eric Kuritzky, please come by to pick up your checkbook.

Computer Tour, Version 1.1

If there is sufficient interest, there will be an additional tour of the Computer History Museum on Saturday at 8 PM. The tour is free. Email Chris Garcia through their website www.computerhistory.com if you are interested.

The dot.Con Daily Staff

Publisher
Bob Daverin
Editors in Chief
Morning edition: Matt Branstad
Afternoon edition: Michelle Boyce
Evening edition: Brenda Daverin
Copy Editor
Bob Daverin
Field Reporters
Hilary Ayer, Douglas Berry, Neyir Cenk Gökçe, Barbara Johnson-Haddad, Debbie Lentz, Beth Little, Michael Nelson, Sarah Prince, Jan van't Ent, Julie Wall and a cast of thousands

The dot.Con Daily is © 2002 San Francisco Science Fiction Conventions, Inc. Views expressed here are not necessarily those of SFSFC, the executive committee of ConJosé, or any other person or entity save the person expressing those views. Items not credited to any individual were either written by staff or materialized in our office embedded in a transparent aluminum cube. Our office is in the Garden room at the Fairmont. Newsletter drop boxes are located at the Information Desk and in ConOps and the newsletter table in the Convention Center. Worldcon, "World Science Fiction Convention," "WSFS," "World Science Fiction Society," and "Hugo Award" are registered service marks of the World Science Fiction Society, an unincorporated literary society. "ConJosé" is a service mark of San Francisco Science Fiction Conventions, Inc.

Cabana Boy Gone to Sea

Impressed: One cabana boy. Well, yes, he's impressive, but in this case he's unexpectedly off at sea. While we expect him to be quite thoroughly conditioned for the job by the time he gets here later this weekend, the ConSuite needs an emergency holographic cabana boy and welcomes several more volunteers, too. All hours, all sorts of strangeness, and even more fun. Scheduled shifts and "I can help for the next X amount of time" positions available.

The ConSuite has volunteer forms on hand if you haven't already filled one out. ConSuite: Fairmont International Suite (2002-03-04). Please ask for the Resort Manager on duty. Thanks!

It's time to put on makeup! It's time to dress up brightly!

There's still time to register as an entrant for the Masquerade. Just stop by the Masquerade registration desk before 11 AM Saturday and fill out an entry form. If you're not ready to enter but are interested in being a judge, they have entry forms for that as well. One of the five Masquerade judges will be chosen at random from all received entries. The Masquerade registration desk is located on the main concourse in the Convention Center, near main registration.

Bring the Kids!

Children's Programming will be in the Cupertino room of the Fairmont Hotel (new tower) from 9 AM until 4 PM every day through Monday. Schedules of events will be posted on a regular basis; check with Yvonne Howlett or the newsletter for details.

Art Appreciation 101

Interested in the Art Show, but unsure where to begin? Looking for guidance on your foray into culture? Guided tours are available. Join one of our docents for an "art walk." You'll experience a new perspective and probably some bad jokes.

Friday's Tour Schedule

Friday 11:30am: team tour: Bjo & John Trimble, Fan Guests of Honor, inventors of Art Shows
1pm: John Hertz, fanwriter
2:30pm: David Cherry, Artist Guest of Honor

Party Reviewers Wanted

Did you attend a really great party last night? Planning on hitting another one tonight? Want to see your prose in print? Write up a brief review, mentioning what you liked about a particular party and why you think it deserves recognition and submit it to the newsletter via one of the submissions boxes. Help us give the party hosts the recognition that they deserve.

The dot.Con Daily

The Official Newsletter of ConJosé

Friday Morning
August 30, 2002

Programming Changes

Presentation of the Chesley Awards has been pushed back until 8:30 PM Friday. Presenters are asked to assemble in room A1 at 6:30 PM for a brief meeting.

The Lux Radio Theater Presentation will be presented Friday at 9:15 PM in the Civic Auditorium

Reminder - for the full list of changes to the program schedule, see the Program Changes list, available wherever the newsletter is found.

Party!

Throwing a party? Like to invite 4000 of your closest friends? Tell the newsletter about it. We will publish a list of the night's parties in the afternoon edition, in plenty of time to plan your social calendar for the evening. Reminder: When submitting a party announcement to the newsletter, please remember to include not only the time, date, and room of the party, but also which hotel it will be held in.

Memberships:

4800

Pre-registered

Deadline for the Thursday afternoon issue: 11 AM

It's Official

ConJosé officially got underway with the pomp and ceremony that one would expect of the 60th World Science Fiction Convention. Opening ceremonies got under way precisely at 4PM (Fannish Time), kicking things off with the fanfare from GalaxyQuest. The reading of the proclamation from the Mayor of San Jose proclaiming National Science Fiction Week was followed by a visit from the Great Washed Masses, who led the crowd in the solemn Rubber Ducky Liturgy. After a semi-mysterious blackout, the Guests of Honor appeared on the stage, where they were warmly received. Toastmaster Tad Williams recounted an experience from his first Worldcon, Fan GoHs Bjo & John Trimble made an appeal for the charity Locks of Love, and Writer GoH Vernor Vinge expressed his pleasure at being here. Sadly, Ferdinand Feghoot was not present, but it was explained that he had been unavoidably detained in the b'ar. Finally, Co-Chairs Tom Whitmore & Kevin Standlee declared that the convention was officially underway, to the cheers of the crowd.

Roll Film!

Due to numerous requests, the ConJosé video program has been expanded to include Stargate:SG1, Invader Zim, and a preview version of the A&E production of the Lathe of Heaven. Stay tuned for further schedule updates as they happen. All film program items will be shown in the Imperial Ballroom of the Fairmont Hotel.

Friday Screening Schedule

10 AM - Harry Potter and the Sorcerer's Stone - Hugo Nominee
12:30 PM - Stargate SG1 - Pilot Episode
2:30 PM - Trailer Park - Trailers, Previews, and Hope, a short film by visual effects expert Ron Brinkmann
4:30 PM - Monsters, Inc. - Hugo Nominee
8:30 PM - Stargate: SG1 - 1st Season Episodes

Light Rail/Bus Passes

You can buy discounted VTA bus/rail passes from Sales to Members in the Concourse. Passes are \$21 for all light rail and buses from August 29 through to September 3.

Interview: Vernor Vinge

The conclusion of the interview with our Writer Guest of Honor on the concept of The Singularity. For the first half of this interview, please see The dot.con Daily, Issue #1.

Q: Another quote from the essay, "From the human point of view, this change will be a throwing away of all the previous rules, perhaps in the blink of an eye, an exponential runaway beyond any hope of control. Developments that before were thought might nony happen 'in a million years' (if ever) will likely happen in the next century." What will it look like from the point of view of 'human non-superior'.

VV: That point of view is the way that most of that essay is written, from the point of view of humans who do not participate. In Blood Music by Greg Bear, things are getting so good, so fast, that it looks like a catastrophe more than anything else. You look out into the ocean west of the bay here and you say, "I don't remember a mountain range here." If that's the case, then either you're on drugs or the Singularity has happened. That's what I call a "hard take-off", where the Singularity manifests within, say, 100 hours. Reasoning by analogy, from the standpoint of dumb animals, we humans can render changes on a scale of at least 1000 times faster. They're used to seasons, and maybe infestations and stuff like that. We plan, and in a year or two things are different.

Q: You mentioned that in a "hard take off," we might not see it coming. There would be a precipitating event: someone will think they are just doing a last tweak on something...

VV: They're still thinking "We're thirty years from this, if it will ever happen." Then all of a sudden it happens. Now the opposite to that idea is the notion of a "soft take-off." It might take a hundred years. Things will get a little bit better, then a little bit better. Then there are committees formed, and they guide it. It's all very well planned, and then 100 years later, the people who want to be smart are smart. That's the soft take-off, and it very well may be the way it happens.

Q: Are you bringing this to people's attention for concentrated thought before it happens, or are you advocating that people do some thinking and planning?

VV: Are you aware of the Foresight Institute? Eric Drexler, who is NATO Technology, and others made the Foresight Institute. The idea was to try to think about technological issues in general, including this one. Now, I admit to being somewhat pessimistic about how much good can come of it if there's a hard take-off. But as Eric pointed out to me, either way since there's obviously very bad things that could happen, it's worth us trying to think about these things to make recommendations about how to proceed. And also to watch what's happening in the real world; there's various symptoms that might indicate that things are going one way or another.

Q: What books of yours, particularly using Singularity and post-Singularity ideas are in print and available to buy?

VV: The Collected Stories of Vernor Vinge came out last fall. It has one new story, "Fast Times at Fairmont High". "Fast Times" addresses a time when the Singularity is getting close. "Blabber" is also in that collection, set in the same universe as A Fire Upon the Deep and A Deepness in the Sky (both also in print). It is true that almost everything I've written in retrospect has been about this issue. I wasn't consciously thinking about it in these terms, but if you look back at the stories, you'll find that it's true that it was there. Nowadays if you're a hard science fiction writer, that is a writer who is trying to write the true consequences of real fact, you have a real problem if you want to write stuff that is more than 50 years in the future. I like to say that hard science fiction writers were the first working group to be impacted by The Singularity.

Q: About "True Names"?

**Coming Up In Our
Next Issue**

Auctions! Auctions! Auctions!

Vinge Interview - Continued

VV: A friend of mine read the story "True Names" when it first came out and said, "You know, this is a really good story, but it's totally off the wall." Then she read it about 5 years later and said, "You know, this is a really good story, but it's kind of passe."

Q: "True Names" in some senses defined Cyberspace. Isn't there a book now that rereleases the novella with some interesting extras?

VV: The book True Names and the Opening of the Cyberspace Frontier from Tor Books has the novella and a bunch of essays by very neat people. Tim Mayne, Danny Hillis, Patty Mays, Art Pesche, and other neat people talking about subjects that are in this general area. So I was very pleased that it came out.

Q: So, what's next?

VV: In general the books that we have talked about are all in print, the ones that aren't in print are the ones that I have just signed a contract with Tor Books to reissue. The next novel length thing is probably an expansion with new material in the world of "Fast Times".

Q: It wouldn't be a true newsletter interview if we didn't ask you for advice to new writers. Have you any?

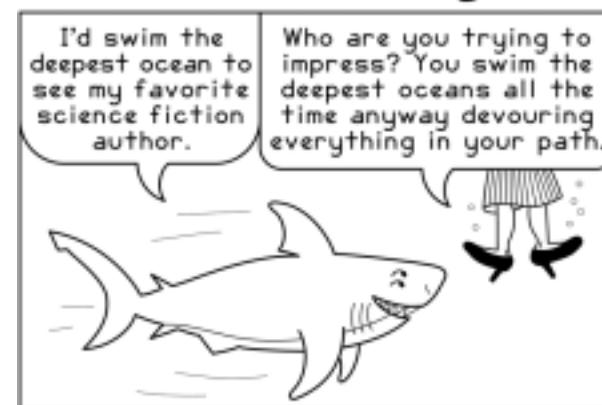
VV: I started writing science fiction in the 3rd grade, although that story I never finished. And then I started writing and finishing stories in the 10th grade. The advice to not give up your day job is certainly true. Very seriously, I talk to a lot

of people who have this great idea for a novel, and the thing is, science fiction is relatively easy to break into, in one sense. The sense is: spend the time and develop a track record as a short story writer. Then you don't have to worry about agents. You may eventually want an agent, but you don't have to have one to start selling. Once you've developed a track record for short stories, then it shouldn't be too hard to sell novels. At that point you may want to get yourself an agent. The hard part about that is - it's several years of effort. That's the very hard part. If somebody has the notion that they just want to write something and make a book, that is too hard. The point that's made in A Deepness in the Sky, where I say that great artists are really people who didn't have a life! They spent all their time doing stuff that made life a little bit nicer for other people. You want to keep your day job and do this as a sort of hobby that is also an investment. Then there is no down side; it only has a possible up side.

Official Business

The World Science Fiction Society Business Meeting will be held starting at 10 AM on Friday, Saturday, Sunday, and, if necessary, Monday. The meeting will be held in the San José Convention Center Room, B3B4. The WSFS Rules, business passed on to ConJosé, and the WSFS Constitution are in the ConJosé Souvenir Book. Preliminary Business Meeting agendas are available on the ConJosé web site at http://www.conjose.org/wsfs/wsfs_bm.html.

Carcharodon José



TEDDY HARVIA

