

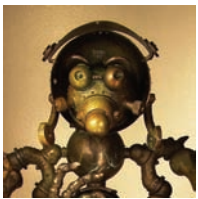


# Renovation

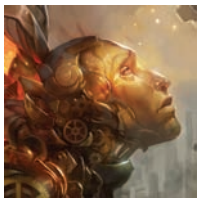
The 69<sup>th</sup> World Science Fiction Convention  
Reno, Nevada USA ★ August 17–21, 2011



Richard Hescox



Vincent Villafranca



Julie Dillon



Julie Bell



John Picacio



Boris Vallejo



Bob Eggleton



Lance Glass

## Artist Showcase 2011

Edited By Colin Harris and Sara Felix



## 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!**

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 THE WORKS OF SIX ARTISTS TO DISPLAY AT RENOVATION. ALL are well-established professionals, illustrators with unique talents and imaginations who specialize in creating bold, exciting, compelling and provocative works of illustrative art.

PAUL ALEXANDER  
RICHARD BOBER  
DIDIER GRAFFET  
ROMAS KUKALIS  
CHRIS MOORE  
RICHARD POWERS ESTATE

Worlds of Wonder sells art via printed catalogs, and on our web site. 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!

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

**WWW.WOW-ART.COM**

## ***Artist Showcase - Welcome***

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 Artist Hugos and the Chesley Awards given by ASFA. The Art @ Renovation project includes all of these traditional elements - and much more. We aim to maximize the opportunities for fans and artists to interact and for artists to meet and mentor one another.

This Artist Showcase is an important part of the Art @ Renovation project. It is not just a memento of the Art Show but a chance to learn about the exhibiting artists – in their own words. We find that appreciation of the work is often enhanced by this context and by the chance to talk to the artists in person – so please come along to the “Meet the Artist” hours planned for Thursday evening and Saturday morning.

The Showcase also highlights another feature of the Worldcon Art Show – it is open to everyone who wishes to participate, from Hugo winners to those who are just starting out, and fine art to fannish illustration. We welcome this diversity which is entirely in the spirit of Worldcon as it has existed for over 70 years.

We are also delighted this year to host two special Art Exhibits, featuring the unique collection of renowned art lover and collector “Khen” Moore as well as a loan of works owned by Robert and Virginia Heinlein. Please take the time to visit these Exhibits for a wonderful perspective on the best of classic science fiction art.

Lastly, none of this would have been possible without our three sponsors: the Frank Foundation, IlluxCon, and the Association of Science Fiction and Fantasy Artists (ASFA). We would like to express our deep thanks for their support.

Art @ Renovation Project Head: Anne Gray  
Printed Showcase Editor: Sara Felix  
Online Showcase Editor: Colin Harris  
Ken Moore Special Art Exhibit: Naomi Fisher

With sincere thanks to the Art @ Renovation Brain Trust:  
Lou Anders, Bob Eggleton, Richard Hescoc, John Picacio and Jannie Shea

All artworks and artist statements are copyright by the credited artists, their representative(s), and/or their respective copyright/trademark holders. All Rights Reserved.





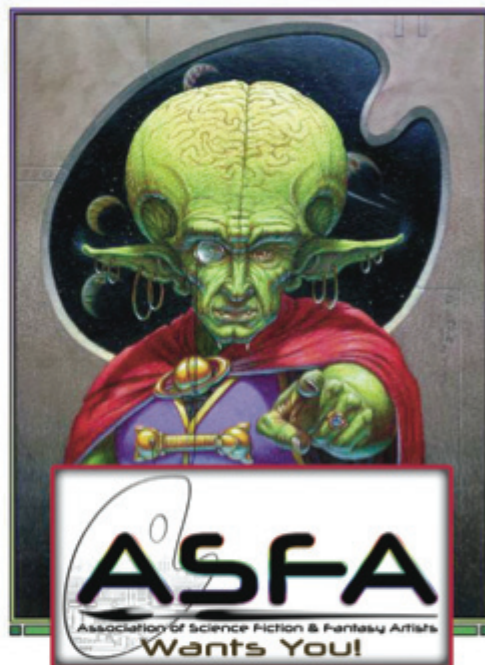
www.asfa-art.org Now on Facebook

- Building Community
- Sharing Information
- Providing Resources
- Recognizing Excellence

## ASFA is proud to be an official sponsor of Art Night

Join us as we kick off Art Night, Thursday, August 18th, with the Chesley Award Ceremony. Please check your schedule for location and time.

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!*

*This is the official names list for the 26th annual ASFA awards, the Chesleys. The Chesley, named for the great astronomical artist, Chesley Bonestell, started in 1985 as a means for the SF and Fantasy art community to recognize individual works and achievements during a given year. This year's awards are for works and achievements in the period from January 1 to December 31, 2010.*

### **Best Cover Illustration: Paperback Book**

Volkan Baga  
Jason Chan  
Jon Foster  
Todd Lockwood  
John Picacio  
Dan Dos Santos

### **Best Cover Illustration: Hardback Book**

Kinuko Y. Craft  
Don Maitz  
Gregory Manchess  
John Picacio  
Michael Whelan

### **Best Cover Illustration: Magazine**

Julie Dillon  
Nick Greenwood  
David A. Hardy  
Andrey Lazarev  
Sergio Rebollo  
James Ryman

### **Best Three-Dimensional Art**

Tom Kuebler  
David Meng  
Mark Newman  
Michael Parkes  
Jordu Schell  
Vincent Villafranca

### **Best Interior Illustration**

Jason Chan  
Jon Foster  
Donato Giancola  
John Picacio  
Keith Thompson

### **Best Color Work: Unpublished**

Daren Bader  
Julie Dillon  
David A. Hardy  
Omar Rayyan  
Matthew Stewart  
Raoul Vitale

### **Best Monochrome Work: Unpublished**

Eric Braddock  
Anthony Francisco  
Ed Ko  
Petar Meseldžija  
Ian Miller  
David Palumbo

### **Best Product Illustration**

Bob Eggleton  
Donato Giancola  
Lars Grant-West  
David Palumbo  
Sam Weber

### **Best Gaming-Related Illustration**

Daarken  
Lucas Graciano  
Kekai Kotaki  
Howard Lyon  
Matthew Stewart  
L. A. Williams

### **Best Art Director**

Lou Anders  
Irene Gallo  
William Schafer  
Jon Schindehette  
David Stevenson

### **Lifetime Artistic Achievement**

Brom  
Jeffrey / Catherine Jones  
Ian Miller  
Moebius/Jean Giraud  
Darrell K. Sweet  
Boris Vallejo



## ***Participating Artists***

Acca	Jeff Fennel	Hillary Pearlman
Durlyn Alexander	Phil Foglio	John Picacio
Iskandar Alexander	Estate of Kelly Freas*	Martina Pilcerova
Paul Alexander*	Brian Giberson	Marianne Plumridge
Kimm Antell	Lance Glasser	Estate of Richard Powers*
Tammy Beattie	Raya Golden	Vicki Ralls
Alan F. Beck	Didier Graffet*	Arlin Robins*
Jeffrey Bedrick*	John R Gray III	Mark Roland*
Jim Belfiore*	Cara Hayman	Arkady Roytman
Julie Bell	Richard Hescox	Diane Seiler
Laura and Paul Bernier	WJ Hodgson	Stu Shepherd
Richard Bober*	Dave Howell	España Sheriff
Ed Buckley*	Mary Jane Jewell	Jamie Sims
Kelley Caspari	Sue Jones*	Neal Skorpen
Sarah Clemens	Bob Keck	Ron Spears
Christina Collins	Tina Klein-Lebbink	Howard Stateman
Daniel Cortopassi	Johnna Klukas*	Rick Sternbach*
Deborah Cross	Romas Kukalis*	Steve Stiles
Loren Damewood	Frank Lurz*	Jeff Sturgeon
Russell Davis	Richard Man	Joyce Tatro
Al De La Rosa	Marcus Mashburn	Jodee Taylah
Cynthia Dickinson	Theresa Mather*	Katherine Timaeus
Julie Dillon	Becky Maung	Tammy Tripp
John Douglass	Mike Maung	Boris Vallejo
Philip Duckman*	Chris Moore*	Vincent Villafranca
Bridget Duffy	Winona Nelson	Worlds of Wonder
Bruce Eagle*	Leslie Newcomer	Gemma Woodhouse
Nancy Edwards	Carolyn Nicita	Donna Young
Bob Eggleton	Northern Star Art	Lisa Yount
Robin Eliason	William O'Connor*	
John Erickson	Priscilla Olson	
Yvonne Erickson	Anthony Palumbo	

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

## Special Exhibits: Ken Moore

### THE BIRD'S-EYE VIEW

Ken Moore's vision of Science Fiction - Past, Present and Future – as expressed through its Artists

A Collection Retrospective by Naomi Fisher

Renovation is delighted to host a very special exhibition of classic Science Fiction art. This show will feature the extraordinary collection of the late Kenneth A. Moore, longtime fan, convention-runner, and passionate SF art lover.



Ken Moore: Photo by Andrew I. Porter; all rights reserved

For over four decades, "Khen" was a well-loved and instantly recognizable fixture in Southern con suites and room parties. He was often called "The Bird" or "The Khandor" (from the Nashville, Tennessee convention, Kubla Khan, that he chaired for a quarter-century), since he was 6'4", skinny as a rail, beak-nosed and knobby-kneed, with glasses that made him look like a wild-eyed, crazily intelligent stork. He was renowned for Swill Parties, where he prepared his signature frozen drink in a (clean, new) plastic trashcan, and the infamous "Roar of the Blenders" called many an unsuspecting fan to ruin, or at least to regrets the next morning.

In the world of convention Art Shows, he was equally well known for his unbounded love of the art of Science Fiction, and for his unbridled enthusiasm for the works of luminaries such as Chesley Bonestell, Richard Powers, Ed Emshwiller, Paul Lehr, John Schoenherr, Vincent Di Fate, Ed Valigursky, Ron Miller and many more. His passion for art led him to amass a collection of astonishing size and range, with pieces dating from the 1940s through his death in 2009. He was as likely to buy a beginning artist's work as an established professional's, nurturing talent and vision wherever he found it, but his eye for beauty in the fields of Science Fiction, Astronomical, and Fantasy art was unfailingly superb. Having Ken bid on your



Ed Emshwiller



Ed Valigursky



John Schoenherr

## ***Special Exhibits: Ken Moore***

work was a true accolade, and being told to “Go home and paint!” wasn’t an expression of distaste for your company, but the highest of praise.

Throughout his life, Ken collected art that evoked the “Sense of Wonder” that drew him to Science Fiction and fandom in the first place, and we hope to share that with you. Most of the pieces on show have not been seen in the decades since Ken acquired them – some have never been displayed.

This is an unprecedented chance to see the almost legendary “Art Hoard of Kubla Khen”, and to celebrate the life of one of Fandom’s greats, a true original, who will be long-remembered by all who knew him. We hope to see you there!



Richard Powers



Vincent Di Fate



Paul Lehr



Ron Miller



## Special Exhibits: Heinlein Society

The Heinlein Society is pleased to offer Renovation attendees the opportunity to view three paintings once owned by Robert and Virginia ("Ginny") Heinlein and displayed in their home. The paintings were donated to The Heinlein Society after Ginny's death, and in the process of appraising them the Society uncovered an interesting history:



- The portrait of Nichelle Nichols as Star Trek's Lt. Uhura was part of a set of seven "Officers of the Bridge" painted by Kelly Freas which was displayed in the Smithsonian Institute as part of a Star Trek exhibit. Readers of *The Expanded Universe* of Robert Heinlein know that he thought well enough of Nichelle Nichols to write a scenario in which she became President of the United States.
- "The Green Hills of Earth" painted by Fred Ludekens accompanied the publication of that famous "Future History" story in *The Saturday Evening Post* in 1947.
- The moonscape painted by Chesley Bonestell was part of a group of eleven which were published in the March 4, 1946 edition of *Life Magazine* as part of an article titled "A Trip to the Moon by Rocket."



Robert and Ginny Heinlein in Tahiti 1980 Photo by Hayford Pierce

## Participating Artists



### Durlyn Alexander

[www.durlyn.com](http://www.durlyn.com)

*Reflections of the Past: Elephants*

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 SciFi/Fantasy Conventions, local art stores, and at her place of work. Soon she was promoted to ArtShow Director at the 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."

### Paul Alexander

[www.wow-art.com](http://www.wow-art.com)

*Wing Commander*

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. 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 now 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).

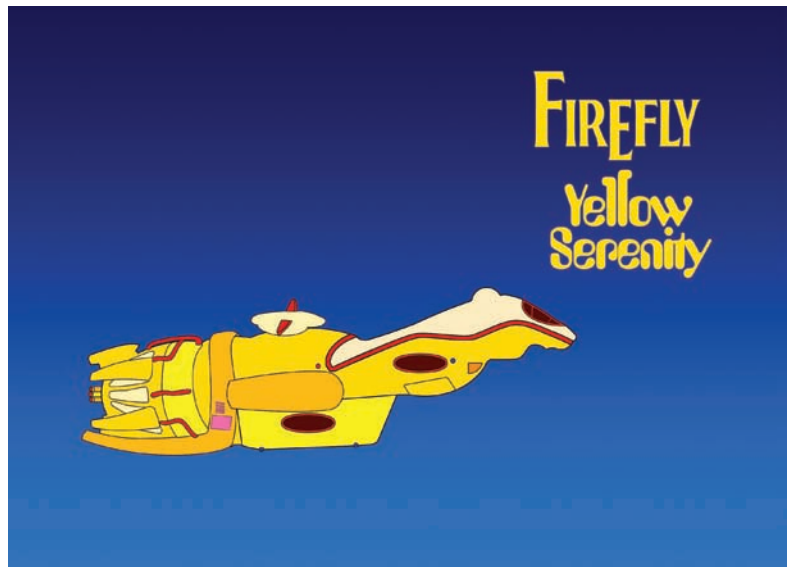
*Paul Alexander's work will be exhibited at Renovation by Worlds of Wonder.*



## Kimm Antell

[www.kimmantell.com](http://www.kimmantell.com)  
*Serenity*

There are great Texas artists like John Picacio, Vincent Villafranca, Brad Foster and Teddy Harvia. Artists who strive to create images of such glory and beauty, that they continue to win awards every year. Artists who are, dare I say it, the second-coming of Leonardo da Vinci. Kimm Antell is not one of those artists. However, since she was a little girl, she always loved mixing her sense of humor (Monty Python meets Carol Burnett) with her love for comics (Bloom County, Garfield, Non-Sequitur) into whimsical pieces of humor and parody. You can find her work in the Art Show. Just look for Serenity all decked out like the Yellow Submarine. And then try to find Tim Powers' head in a jar.



## Alan F. Beck

[www.alanfbeck.com](http://www.alanfbeck.com)  
*Nogard and Jackpot Reading*

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, 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 US, 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.



©2007 Alan F. Beck. All rights reserved.





## Jeffrey Bedrick

[www.northernstarart.com](http://www.northernstarart.com)

*August*

Jeffrey K. Bedrick was born in Providence, Rhode Island in the 1960s and moved with his family to Northern California in the early '70s. His artistic ability was recognized early as it developed in the Bohemian world of '70s hippie culture.

For over 20 years, Bedrick has produced art in a wide variety of genres and media. Moving freely between fine art and commercial art, he has done illustration, animation, and design for feature films, television, the stage, advertising, print, computer games and the internet. His fantastic paintings have been published in countless forms including gift cards, posters, limited edition prints, books, magazines, puzzles, and other collectibles. Notable projects include background art for animated features, *Shrek 2*, *The Little Mermaid 2*, *Fern Gully 2*, *Dudley Do-Right*, many TV commercials; digital art for scores of interactive media titles; numerous book illustrations including a children's book *Weather* for Doubleday; 3D design for *Cybertown - The Sci-fi Community of the Future*. Corporate collections include The San Francisco Opera, Pacific Telesis, Mazda, Proctor & Gamble, and GTE. He is listed in 2000 Outstanding Artists & Designers of the 20th Century.

He currently lives in the San Francisco Bay Area.

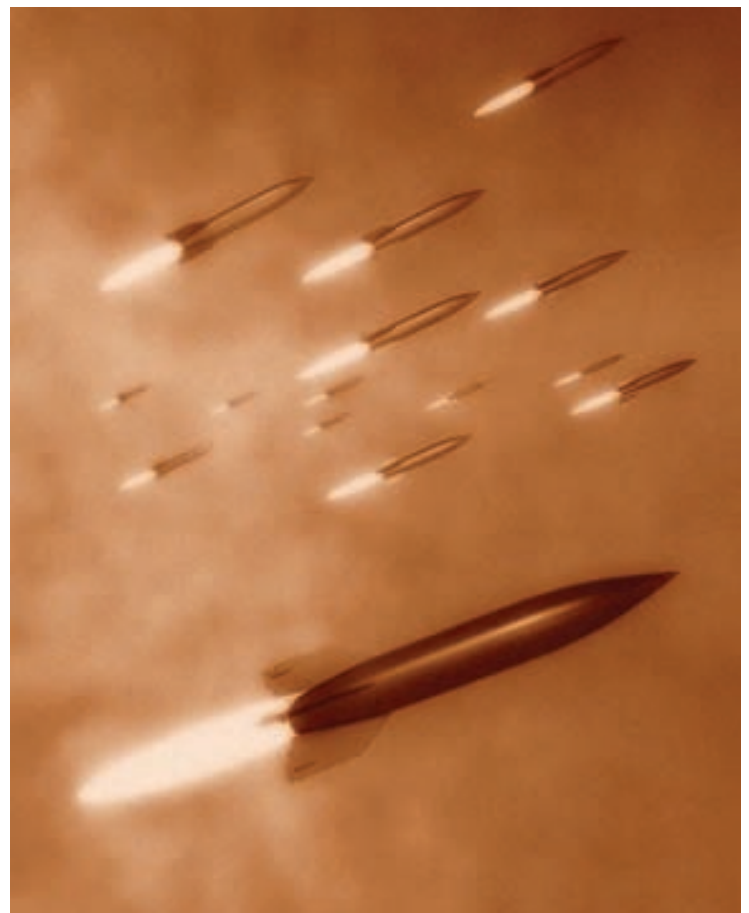
*Jeffrey Bedrick's work will be exhibited at Renovation by Northern Star Art.*

## Jim Belfiore

[virgil.com](http://virgil.com)

*Days of Glory*

By day, Jim Belfiore is a Certified Innovation Master and the Sr. Director of Client Innovation for Invention Machine Corporation in Boston. He facilitates break-through ideation at many Fortune 500 product R&D centers, and is a featured speaker at innovation conferences. Jim has also been a long-time member of the science-fiction fandom community, and in recent years has created and exhibited original CG art at science-fiction conventions and New England area galleries. Jim lives in Maine with his wife, multiple Chesley Award nominated and winning artist, Johnna Y. Klukas.





## Julie Bell

[www.imaginistix.com](http://www.imaginistix.com)

*The Sorcerer*

Julie Bell's credits include creating advertising illustrations for the elite of the corporate world, such as Nike, Coca-Cola and The Ford Motor Company, painting book covers for the major publishing houses in NYC or doing album covers for artists such as Meat Loaf. She was the first woman ever to paint Conan for Marvel Comics, which paved the way for many other commissions from Marvel, DC, and Image Comics to illustrate superheroes in fully rendered paintings. Her first published cover for *Heavy Metal* magazine broke ground for other illustrators with the introduction of her now legendary Metal Flesh. Her hyper-realistic style is known for its sexy, powerful images of warriors and amazons and a sensitive, exquisite use of color and texture.

Born in 1958 in Beaumont, Texas, Julie has known herself through the identity of "Artist" for as long as she can remember—art comes as naturally to her as does breathing.

Julie and Boris were married in 1994 and are busy living happily ever after.





## Laura and John Paul Bernier

[www.dragonlore53.com](http://www.dragonlore53.com)

*East vs. West: Who will win the Nest Egg*

Laura Fenger-Bernier has been an artist for over 30 years, working in many different mediums including pen and ink, pottery, sculpting in clay, wood carving design and stained glass.

John Paul Bernier has been an artist for over 30 years, studying at the R.I. School of Design and commissioned for work by the Governor of R.I., Brown University, Johnson & Wales, Trinity Repertory Company, The Rolls Royce Society, etc. He is a designer and artist for both stained glass and wood carving.

## Richard Bober

[www.wow-art.com](http://www.wow-art.com)

*Of Mice and Men*

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) among others. Richard has won numerous awards including the Issac N. Maynard Prize for Portraiture, the Henry Ward Ranger Fund Purchase Award, a Chesley for Best Product illustration and was 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 Renovation by Worlds of Wonder.*





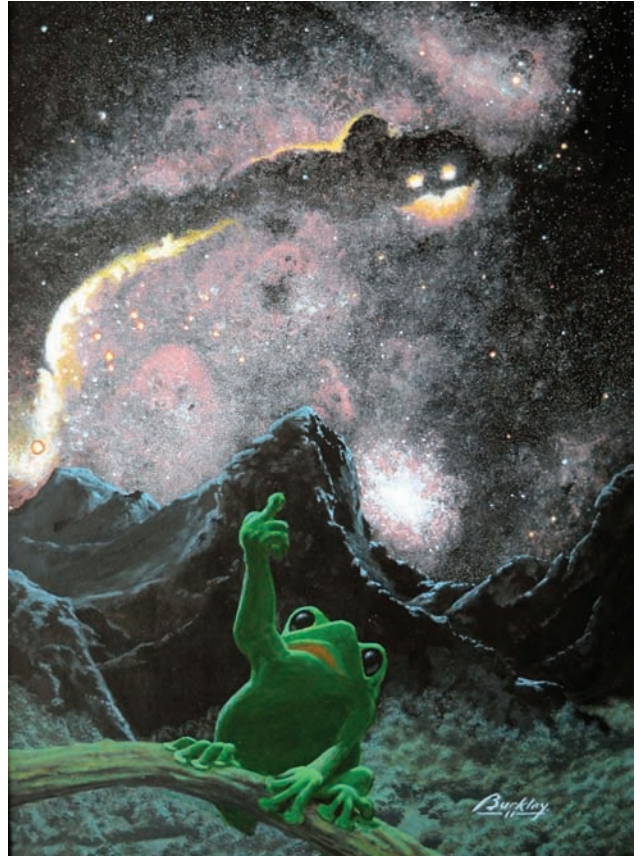
## Ed Buckley

*Sky Gods- A Small Defiance*

Glasgow artist Ed Buckley was originally influenced and overwhelmed by the works of Chesley Bonestell in the early 1950s. He began to teach himself to paint just after Sputnik in 1957, trying water-colour, gouache, oils, (even house paint -- although that ruined the brushes!) before eventually settling on acrylic paints as his preferred medium.

Ed produced little art during his years working as a bus conductor in Glasgow, but his interest was revived when he switched to a job as a Security Attendant in the City's municipal galleries. This exposed him to the many works of art on display -- and he also discovered SF Conventions and of course their Art Shows.

Ed really began to paint in earnest only after his retirement -- when he found the spare time! He is still learning and improving his art - the works you seen on display in Reno are the result.



## Kelley Caspari

[kelleycaspari.com](http://kelleycaspari.com)

*Sailor*

Kelley Caspari earned her BFA from Virginia Commonwealth University, after which she became an assistant to internationally known glass artists John Littleton and Kate Vogel, and innovative light sculptor Craig Kraft. She enjoys bending a variety of materials to her will including glass, iron, silver, clay, and words. She is a staff writer for *The Green Man Review* and *Sleeping Hedgehog*.



## Sarah Clemens

[www.clemensart.com](http://www.clemensart.com)

*Aeronauts*

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 seventies.

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* magazine and in Ellen Datlow anthologies.

## Christina Collins

From the time I was a small child I loved making things and I especially loved to draw. In 1976 I took my first pottery class in college and instantly fell in love with what I've always thought of as a truly magical process - using just your hands and a little water you can spin sloppy wet blobs of mud on a potters wheel and create something that's not only beautiful but functional as well. Add fire to the end of the process and that beauty becomes permanent.

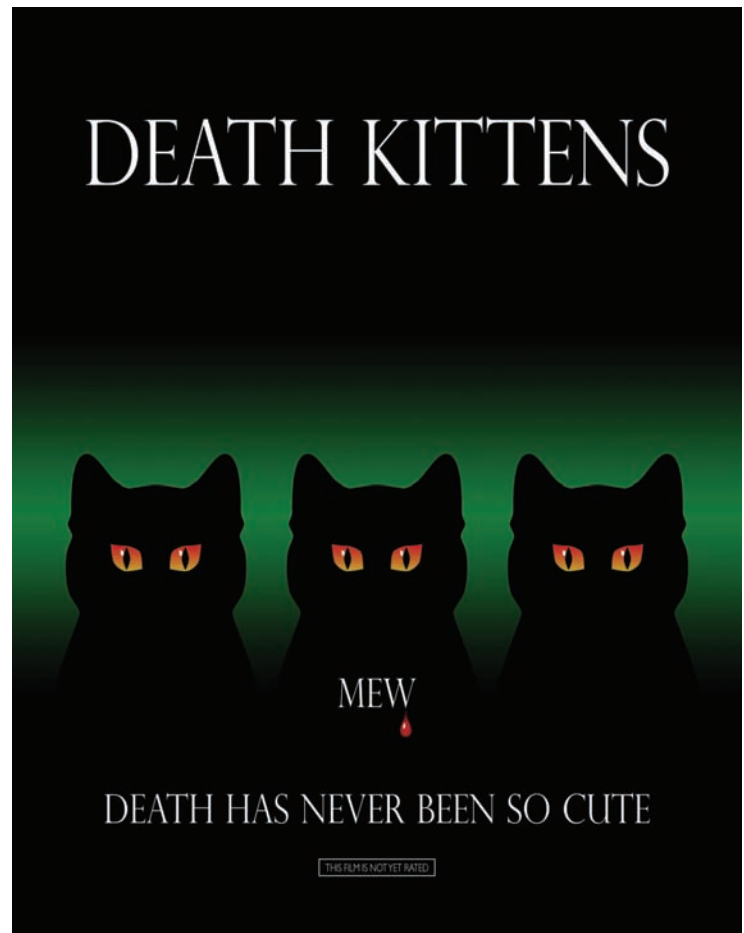
I draw each design by hand directly onto each piece of pottery while the clay is still slightly soft, then carve that design into relief. I use a high firing white stoneware clay because of its strength, it's similarity to porcelain and it's ease of carving. Another technique I use is to coat the surface of the clay with a thin layer of black slip (basically liquid clay with oxides added to it to make it black), draw the design through the slip and then scrape off all of the slip that isn't part of the design. The clay and all of the glazes that I use are lead free, food safe and the pieces that are not decorated with gold, silver or opal lusters are safe to be put into the microwave and dishwasher.

## Daniel Cortopassi

[www.dacort.com](http://www.dacort.com)

*Death Kittens*

Daniel Cortopassi is a California-based artist and illustrator specializing in science fiction, fantasy, and feline art.



## Deborah Cross

[www.facebook.com/#!/pages/Deborah-Cross/76656529867?v=info&ref=ts](https://www.facebook.com/#!/pages/Deborah-Cross/76656529867?v=info&ref=ts)

*Ice Zeppelin*

Debbie Cross, a long time science fiction fan and convention organizer, has only recently joined the ranks of science fiction and fantasy artists. Her art medium is kiln formed glass in which she portrays alien landscapes, cities in space and other fantastic scenes. Outside of this genre, she also creates artistic pine needle baskets.





## Loren Damewood

[www.golden-knots.com](http://www.golden-knots.com)  
*Colson Pair of 5-lead rings*

I was born and raised in St. Petersburg, Florida. Sometime in my early teens I was given a copy of *The Ashley Book of Knots*, by Clifford Ashley, and I began learning and tying various complex knots, most particularly the "Turk's-head", but also various sinnets and splices and ordinary knots that one might encounter in everyday life.

I am deeply honored that so many couples over the years have chosen the symbolism represented by my matched ring sets to wear as wedding rings, and that continues to be the largest part of my work. I also have been conducting workshops to teach others the methods that I've developed over the years, and I find that this is becoming a major source of both my income and my satisfaction.

I've been creating more and more ambitious pieces, some requiring hundreds of hours of work and thousands of individual knots. I like working in silver, best of all, but any precious metal is acceptable, especially when I can combine them to make pieces with contrasting colors that set off the complexity within a knot.

## Russell Davis

[www.facebook.com/profile.php?id=1510656988](https://www.facebook.com/profile.php?id=1510656988)  
*Miracle Parking Space*

Russell Davis has knocked around quite a bit in the decades he's been around.

He was born in Florida.

He has seen Carl Yastremski and Carlton Fisk play at Fenway Park!

He attended college in Richmond, Virginia.

He has been a bit actor in a motion picture, *Finnegan Begin Again* (playing a student artist no less).

He has dealt 21 and Craps on the Las Vegas Strip.

He has given away a \$94,000 jackpot on his first day during his first hour working.

He has spied for Casinos.

He has performed mentalism during a Reno Halloween Art Show!

All those experiences, and the many strange people he has met on his many and strange journeys are with him as he puts paint to canvas and makes an Artist's window into Fantasy Worlds, often where machines and people find a glorious equilibrium.



## Al De La Rosa

[sites.google.com/site/creatureations/home](http://sites.google.com/site/creatureations/home)  
*Junkyard Dog*

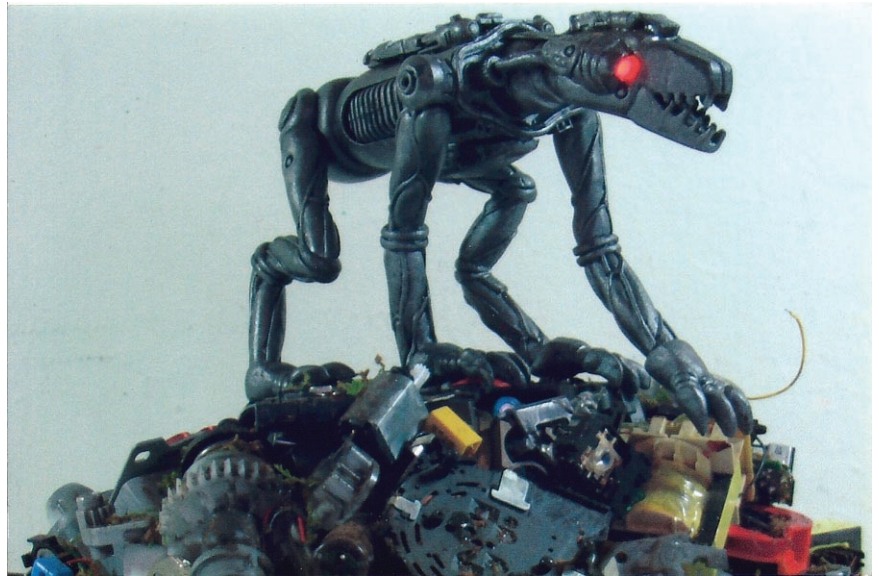
Creature-ations are handmade statues that spring from the creative imagination of Al De La Rosa.

Sculpting is Al De La Rosa's passion and joy in life. He is self-taught, having switched from painting to sculpting about 25 years ago.

He has sold his handmade sculptures at many Science Fiction Conventions as well as Art and Crafts Shows in the San Francisco Bay Area of California.

His creatures are all original concepts, handmade and one of a kind. The statues are made of Magic Sculp, a resin-plus-hardener product that is very sturdy. The arms and legs have wire armatures. He also makes the barbarian or sci-fi weapons out of genuine junk (mostly broken VCR parts!)

Al has also done many commissions based on client-provided artwork.



## Cynthia Dickinson

*Three Pendants*

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.

She, her husband Clifford Barnes and their cats live in Dallas, Tx.





## Julie Dillon

[www.juliedillonart.com](http://www.juliedillonart.com)

*Artifical Dream*

Julie Dillon is a freelance illustrator working in Northern California. Her clients include TOR, Wizards of the Coast, Paizo Publishing, and the Black Phoenix Alchemy Lab. More of her work can be seen on her website.

## John Douglass

[artships.com](http://artships.com)

*Harrier*

John Douglass is a Texas resident whose life-long interest in plastic model building began in the 60's when his father was posted to Japan, where, even back then, there was a model kit of everything - even a cat. Interest in Science Fiction also began then, but it was not for several years that frustration at the dearth of spaceship kits led to John creating his own models out of other model kits and found objects. Over the last 25 years he 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, a book cover by Dave Seeley, and in the Dark Horse comic *Float Out*.

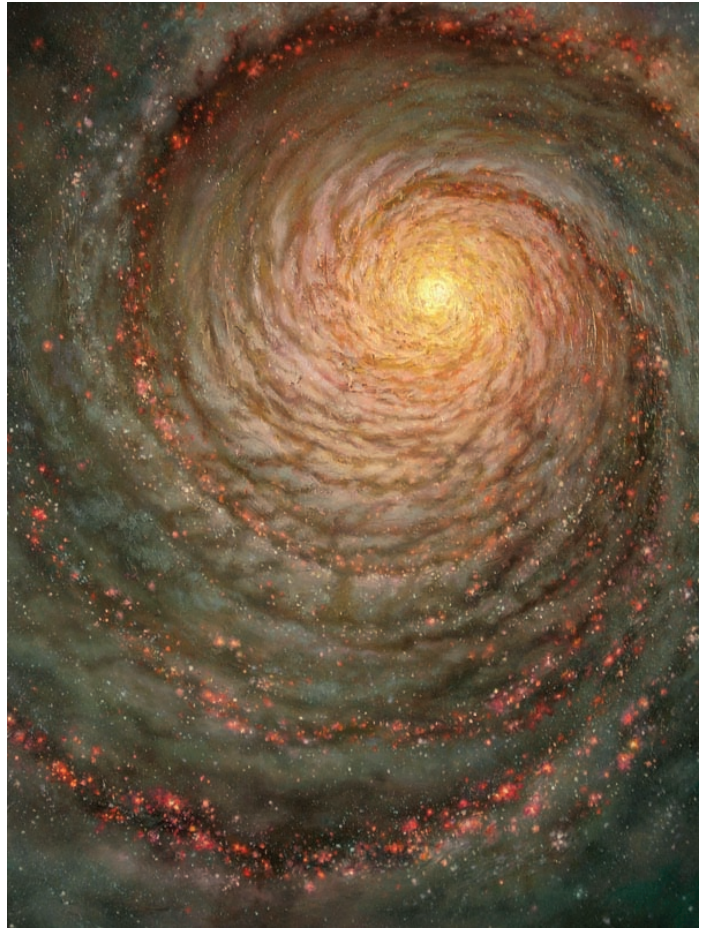




## Bridget Duffy

duffyart.com  
*Kalan's Radiance*

A Southern California native, Bridget Duffy earned her Bachelor of Fine Arts Degree at UCLA with further studies at the Art Center College of Design. In the 1980's she was mentored by the highly revered portrait and genre painter, Theodore N. Lukits. After a brief stint as an art director at Leo Burnett Advertising Agency in Chicago, Bridget returned to her first love, painting for the entertainment industry. Since 1983 she has painted for the theatre, feature films, television, commercials, and music videos. Her clients include ABC, NBC, CBS, KCET (PBS Television), Universal Pictures, Paramount Studios, and Warner Brothers. She has worked on the Universal Theme Park in Osaka, Japan in addition to major murals for Aladdin Casino in Las Vegas and custom art for the Marriott Hotels. She is an Artist Member of the California Art Club and a noted journeyman of Local 816 Scenic and Title Artists, of which she has served on the Executive Board and is currently a Trustee.



## Bruce Eagle

www.northernstarart.com  
*King of the Roses*

Bruce Eagle was born in Oklahoma City. He is the son of Wayne Eagle, a notable 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 art competitions within school.

Eagle ultimately moved to Los Angeles, where he began assisting with the design of movie posters for several notable movie studios. This led to Eagle being commissioned by Walt Disney Studios to work on animated films such as films 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's artistic contributions have been made to companies that cover a vast consumer market.

*Bruce Eagle's work will be exhibited at Renovation by Northern Star Art.*



## Bob Eggleton

[www.bobeggleton.com](http://www.bobeggleton.com)

*Dragon's Ring*

Bob Eggleton is a successful science fiction, fantasy, horror, and landscape artist, encompassing twenty five years of putting brush to canvas or board. Winner of 9 Hugo Awards, 12 Chesley Awards, as well as various magazine awards, his art can be seen on the covers of magazines, comics, books, posters and prints, and of late, trading cards, stationery, drink coasters, journals, and jigsaw puzzles. Also, Bob's concept design work can be recognized in the movies *The Ant Bully* and *Jimmy Neutron: Boy Genius*, as well as the now defunct Star Trek: The Experience ride in Las Vegas. He is considered one of the most "commercially successful" artists in SF & Fantasy.



## Robin Eliason

*You Get a Line, I'll Get a Pole...*

My philosophy of art is simple: I am, therefore I draw. And draw. And draw.

I am largely self-taught as an artist. My formal education since Jr. High school consists of two college level courses, one in drawing for the non-major and one in basic design.

I was drawn to fantasy art because I love the fantastic. That is why I have been a SF & F fan since I was about eight years old. I try to capture that sense of wonder in my drawings.

I love bright colored things, so my drawings are frequently done in bright colors. I find I am happier when drawing and shading, so most of my work is done in colored pencil or pastels.

I find inspiration in my everyday surroundings. My dragons, for example, are my cats –if my cats had opposable thumbs and wings.

I live in Salt Lake City, Utah.



## John Erickson

[www.cloakanddaggerdesign.com](http://www.cloakanddaggerdesign.com)

*Sorcerer and Apprentice, c. 1300*

John Erickson has always loved art, especially for its ability to let the viewer explore the far reaches of history and imagination. He works in a variety of media, both real and digital, often mixing the two, and his art is often infused with a child-like sense of whimsy. John lives in Southern California.





## Yvonne Erickson

Scoop51.deviantart.com

*She Hath Wings*

Yvonne Erickson, aka Scoop, indiscriminately draws her inspiration from the sparkliest bling down to the earthiest hunk of unakite stone. Her work is infused with whimsy, humor and glorious abundance. From Silk Road to Stream Punk, there is something for every taste. She especially loves the challenge of making someone's unique jewelry dreams come to life. Scoop toils daily in her studio, weaving themes of Gothic, Victorian mourning, ethnic chic and more into a lovingly schizoid body of work.

## Estate of Kelly Freas

www.northernstarart.com

*The Green Hills of Earth*

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 twenty two times, Freas received eleven Hugo Awards as Best Professional Artist.

His work for *Weird Tales*, *Planet Stories* and other pulp magazines remain recognizable images even today. Freas' 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. Kelly Freas's art work continues to be available to his public via Northern Star Art with the permission of the Freas Estate.

*The Estate of Kelly Freas will be represented at Renovation by Northern Star Art.*



## Brian Giberson

[www.facebook.com/indigolights](http://www.facebook.com/indigolights)  
*Jet Pack Girl*

Brian been a professional artist for his entire life, working in and on: illustration, animation, computer games, sculpture, art instruction, art direction, painting, metal smithing, jewelry design and digital art.

Brian strives to make the experience of his work a collaboration between his thoughts and emotions, using abstracted partial narratives, that speak to the viewer's perception and imagination. His goal is to touch on archetypes and emotional spaces, making the viewer more invested in the experience by filling in the blanks and becoming a part of the process, creating art to reflect on ... art to dream on ...

Brian has had his work featured in books, magazines, museums, podcasts, websites, blogs, art instruction books, vanity publishing scams, and many private collections.



## Lance Glasser

[www.exxothermic.com](http://www.exxothermic.com)  
*Enlightenment*

Lance grew up in a house filled with the sights and smells of art. His mother painted in oils and his father sculpted. In college, Lance illustrated the Science Fiction club fanzine. After college, like his father, Lance earned his daily bread as an engineer, a seriously left-brain activity that eventually brought him to Silicon Valley. An accomplished technologist and businessman, Lance nevertheless was driven to steal time for art even though he managed teams over a thousand strong.

In 2004 Lance started his first sculpture, a bronze dragon which won an award in the Los Gatos Art Association Annual Juried Show. Lance has fallen in love with sculpture and continues to learn and teach the medium in Silicon Valley, where you can often find him creating with clay under his nails.





## Raya Golden

[www.rayagolden.com](http://www.rayagolden.com)

My name is Raya Golden, and I come from many places. I began on the East Coast and have slowly made my way across our fair continent, meandering westward in no great hurry; back and forth, as far into the sunset as the Big Island of Hawaii. I've since then settled a bit up north in Colorado but all in all, I've had addresses in nine states thus far. The one thing that has remained consistent within my journey has been my unwavering passion for the art of illustration in all its forms. My art is whimsical, stylized and just a little bit creepy, like me. And much like myself, it wallows in far away worlds, dreamy places, many of which were born in the minds of authors attending this very convention. My art is my world, and I hope you like what you see when you come by.

## Didier Graffet

[www.didiergraffet.com](http://www.didiergraffet.com)  
*The Quest for the Holy Grail*

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. In 2010 he created his first cover for Ballantine Books, New York: *The Children of Hurin* by JRR Tolkien.

*Didier Graffet's work will be exhibited at Renovation by Worlds of Wonder.*





## John R. Gray III

*The Storyteller*

John R. Gray III has been showing his artwork at convention art shows nationally since 1981. At these, he has received numerous awards, including Best Fantasy, Best Color, Best Use of Humor and Most Unusual Concept.

John's publishing history includes book and cassette covers, an ongoing cartoon in *The Autoharp Quarterly* magazine, a series of fantasy bookplates, CD-ROM fantasy clip art collections and illustrations in various convention program books and fan publications. He is also currently working as a freelance commercial artist and as a luthier, building custom autoharps, and plays bass with the folk group "Starlight".



## Richard Hescoc

[www.richardhescoc.com](http://www.richardhescoc.com)

*The Heart of Atlantis*

Richard Hescoc started his illustration career working 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 Hescoc's work will be exhibited at Renovation by Northern Star Art.*





## WJ Hodgson

[www.wjhodgson.net](http://www.wjhodgson.net)

*Evening*

WJ Bill Hodgson began writing professionally for national magazines in Junior High, and his first published illustrations were technical drawings of NASA hardware, while still in high school. After getting hurt at the USAF Academy, he married his fifth-grade sweetheart, who gave him an art set for Christmas. He has since completed over 1,000 professional projects for books (especially romance novel covers), games, posters, etc. He lists as his "hobby" doing reverse-painted astronomicals on the back of glass, of which he has sold over 1,500 at conventions. Current projects include a screenplay, an illustrated novel, and a series of personal paintings for galleries. He lives with his wife (Sherrie, a veterinarian) and their 3 kids on a wiener-dog ranch outside Oklahoma City.

## Dave Howell

[howell.seattle.wa.us/art](http://howell.seattle.wa.us/art)

*Constantly Ticking*

Dave Howell's artistic output is limited, but distinctive. Probably most well known for the "Asteroid" Hugo Award base he designed for Anticipation (the 2009 Worldcon in Montreal), he has been showing an array of unusual clocks and a selection of imaginary parking stickers at Worldcons for about a decade now. Other works feature photomanipulation, or his fondness for the bold imagery of comic books.



## Sue Jones

[suetortoise.wordpress.com](http://suetortoise.wordpress.com)

*Burning Wave*

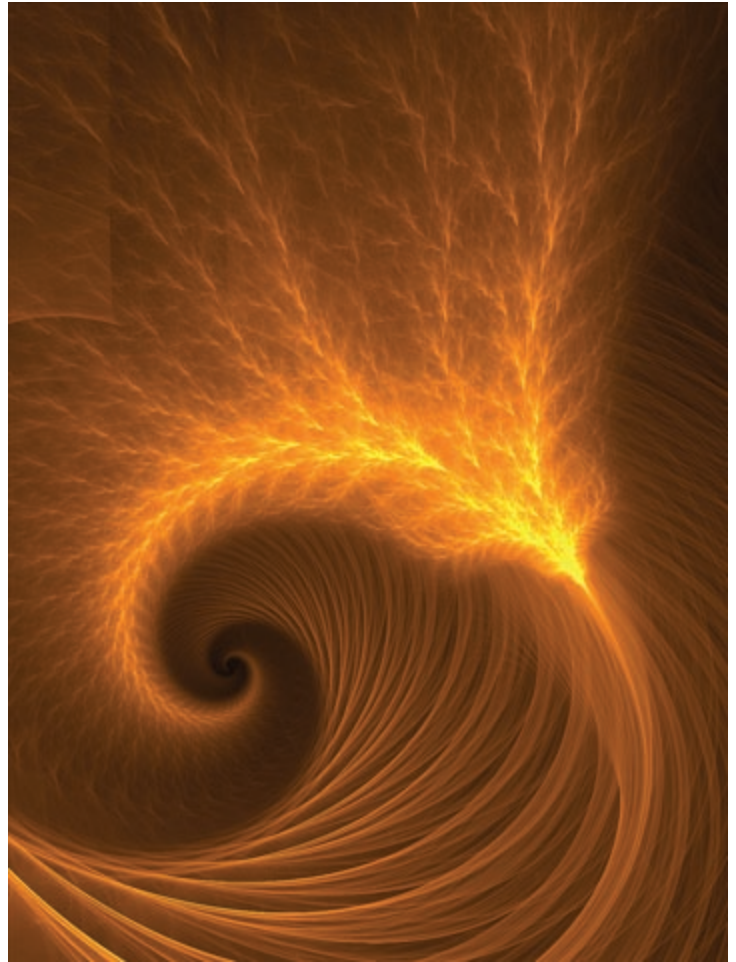
I'm Sue Jones from Shrewsbury in Shropshire, England. Better known online as Sue Tortoise. I've been exhibiting at SF conventions in the UK for twenty years, and I've helped run art shows too.

I started with drawings and cartoons - little red Martians get everywhere. My favourite tools are ink and artists coloured pencils.

Five years ago I started producing pictures on computer, based on my own photographs. More recently I've discovered fractal artwork and digital images. I love watching pictures evolve - I guess that comes from living in Charles Darwin's home town!

Other interests include reading (of course), stitchery, photography, writing and playing guitar very badly.

I'm sorry I can't be with you in person. I send my pictures with good wishes for a very successful Worldcon. For more information, contact my Amazing Agent, Dave Tompkins, or visit my website.



## Bob Keck

[www.digitaldreams.com](http://www.digitaldreams.com)

*Prophecy*

Bob Keck is a California artist who uses a computer to create his art. 3D modeling software and Photoshop are his main tools. Most of his images do not contain any photos and have been totally rendered only using 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. The progression to using a computer to create his art was a natural step. He enjoys creating images that look like photos but are of subjects that don't exist. He has won multiple awards, shown at many sci-fi conventions, and had his art on book covers. 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.





## Johnna Klukas

[www.jykboxes.com](http://www.jykboxes.com)

*"Ready for Launch!" (2008) from the collection of James Reynolds*

After a ten-year career in the defense and high-tech industries, Johnna left the engineering world to become a full-time artist and woodworker. Her work has received two Chesley Awards for Best Three-Dimensional Work from the Association of Science Fiction and Fantasy Artists. She was commissioned to make the Hugo Award bases for Chicon in 2000 and Millennium Philcon in 2001, and was commissioned to create this year's Tiptree Award trophy. She is a member of the American Association of Woodturners, the Southern Maine Woodturners, and the Computer Society of the IEEE. She lives in Maine.

## Romas Kukalis

[www.romas.biz/illustration\\_site/home\\_illustration.html](http://www.romas.biz/illustration_site/home_illustration.html)

*Sovereign*

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 such as *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 three hundred 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 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 Renovation by Worlds of Wonder.*



## Frank Lurz

[www.franklurz.com](http://www.franklurz.com)  
*Margin of Error*

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.



## Marcus Mashburn

[www.marcusmashburn.com](http://www.marcusmashburn.com)  
*Colossal Squid vs. Abominable Snowman*

Marcus Mashburn is a leading Christian illustrator, having over 3,000 illustrations published nationally and internationally. Marcus has echoed his interest in science fiction throughout his career.

While in college, Marcus worked for Walt Disney Feature Animations for a short time. He participated in the first internship program, chosen from eighty art schools in the nation. He graduated from the Columbus College of Art and Design, achieving a bachelors degree of fine art. He currently owns Lionheart Studio in Mountain Home, Idaho. The studio specializes in illustrations, mural paintings, limited edition prints, and silk-screening t-shirts.

Marcus is very excited about the World Science Fiction Convention. He has even decided to become a full-time science fiction illustrator. He hopes to receive a warm welcome from the science fiction community, being a huge fan of science fiction artists such as Frank Frazetta, Boris Vallejo, Michael Whelan and Julie Bell.





## Theresa Mather

[www.rockfeatherscissors.com](http://www.rockfeatherscissors.com)

*Lost Canyon*

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.

## Becky Maung

[www.pimpmygarment.com](http://www.pimpmygarment.com)

*Pimp My Garment- Peacock Coat*

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.



## Mike Maung

[www.allaroundpainters.com](http://www.allaroundpainters.com)

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-70's. 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, the Best in Contemporary Fantastic Art, Volume 5 and has been displayed at the Institute of Contemporary Art in Boston in the early 1990's. Recent exhibits his work has been seen in include Arisia 2010 and Boskone 47.



## Chris Moore

[www.chrismooreillustration.co.uk](http://www.chrismooreillustration.co.uk)

Cover for *We Can Build You* (Philip K. Dick)

Born in South Yorkshire, UK in 1947, Chris began his professional career as a founding partner in a design group called Moore Morris, working on a huge variety of projects.

Chris' first SF cover was an Alfred Bester book, since then he created covers for authors such as Isaac Asimov, Clifford D. Simak, Larry Niven, Arthur C. Clarke and Philip K. Dick.

Chris enjoyed getting a 'Pink Pig' award from Women in Publishing for the sexist book cover and an Asimov's Magazine Readers Award for best cover art as well as several Chesley nominations.

His art has been featured in numerous books including a book focusing on his art - *Journeyman, the Art of Chris Moore* by Stephen Gallagher.

Chris is married with two children and two dogs and has two children from a previous marriage. He lives in a converted barn in Lancashire, England where he runs a gallery from his home – and also finds time to play lead guitar in a local country blues band.

*Chris Moore's work will be exhibited at Renovation by Worlds of Wonder.*





## Winona Nelson

[www.winonanelson.com](http://www.winonanelson.com)

*Ramsey*

Winona Nelson was born in Superior, Wisconsin, in 1983 and grew up in nearby Duluth, Minnesota. The daughter of an abstract painter and a wildlife artist, Winona started drawing as a toddler and never stopped. She honed in on science fiction, fantasy, and comics through Isaac Asimov, Ursula K. LeGuin, and Katsuhiro Otomo. As a teenager, she found the character illustrations in game booklets from *Final Fantasy 7* and *Xenogears*, and realized her passion for art could be a career. Winona found training at the Safehouse Atelier in San Francisco and started working in Bay Area game studios. In 2009 she went freelance, and now paints book covers, comics, game and card art for various clients including Final Form Games, Night Shade Books, Warhammer Black Library, Fantasy Flight Games, and Wizards of the Coast. Winona lives and works in Philadelphia with artist Anthony Palumbo and their bad cat, Diego.

## Leslie Newcomer

[www.fantasycatart.com](http://www.fantasycatart.com)

*Walk Like an Egyptian Mau*

Leslie Newcomer has spent the past twenty-odd years painting cats, and although she has managed to paint nearly every breed and color of these feline wonders, there is usually a bit more than just cats in her work. The mainly watercolor and colored pencil pieces include cats having clandestine meetings at various landmarks such as Stonehenge, Egyptian temples and many other real and imagined places. This year, her panel will have cat art on it, but, you will also see some of her new, non-cat pieces. Needing a change in subject as well as media, there will be some new, acrylic pieces featuring landscape settings that incorporate hot-air balloons and airships as well as crows and cloudscares, and whatever else catches her fancy at the moment. She earned a Bachelor of Fine Arts in Painting and Drawing from Northern Illinois University, where painting cats was frequently frowned upon.



## Carolyn Nicita

[www.carolynnicita.com](http://www.carolynnicita.com)  
*Summoner Conservatory*

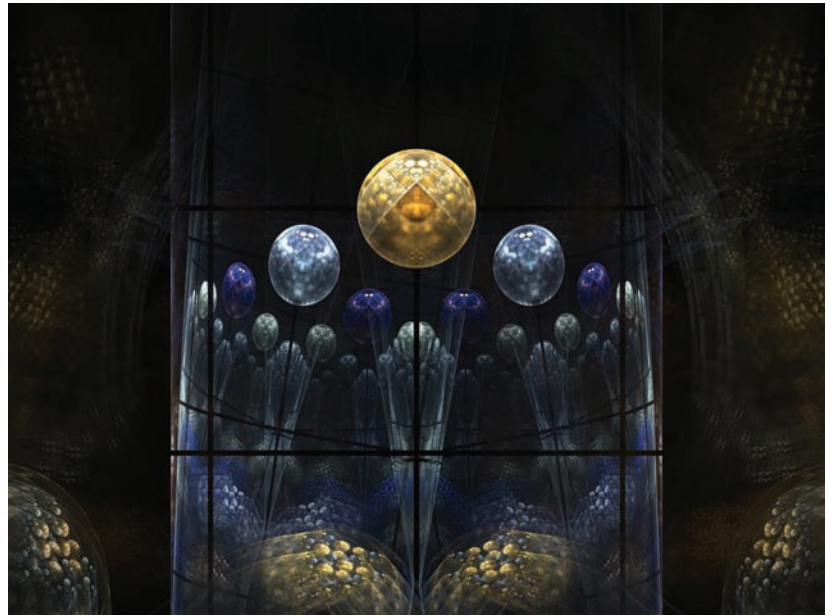
I've been making flame fractals since 2005, a year after the astonishing fractal generation program, Apophysis, was first released.

The fractal "Summoner Conservatory" won the Judge's Choice award at the Conduit science fiction convention in 2010. This blew me away, because I'd never participated in an art show before Conduit.

When my bipolar neighbor came and told me that she'd spent an hour staring at one of my fractals and doing so had brought her out of a serious depressive episode, that again surprised me.

So I've decided to venture a display at Worldcon. Maybe they'll sweeten someone else's day.

Of course, in the fractals there are also demons....



## Northern Star Art

[www.northernstarart.com](http://www.northernstarart.com)

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 art 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](http://www.NorthernStarArt.com) and our sister site for romantic and fine art at [www.SouthernCrossArt.com](http://www.SouthernCrossArt.com).

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





## William O'Connor

[www.wocstudios.com](http://www.wocstudios.com)

*The Legend of the Golden Dragon*

Author/Illustrator of the best selling "Dracopedia" book series, as well as illustrator of over 3000 illustrations for the gaming and publishing industries, 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 6 contributions to Spectrum: The Best in Contemporary Fantasy Art and 4 Chesley Nominations, William has taught and lectured around the country about his unique and varied artwork.

## Anthony Palumbo

[www.anthonypalumboillustration.com](http://www.anthonypalumboillustration.com)

*Move Along*

Anthony Palumbo was born in Michigan in 1980 and grew up in Pennsylvania. His father, Donald Palumbo, is an English professor with a passionate and scholarly interest in science fiction literature and Marvel comic books. His mother, Julie Bell, became a professional illustrator after meeting Boris Vallejo in 1990. Boris, Julie, and Donald proved to be powerful influences on Anthony. When he graduated from The Pennsylvania Academy of the Fine Arts in 1998, Anthony was showing in Philadelphia art galleries and making additional income from portrait commissions. After a decade in the fine art world, Anthony happily surrendered to the forces of genetic predisposition and began working as an SF and fantasy illustrator in 2009. He's done work for Night Shade Books, Wizards of the Coast, and Fantasy Flight Games among others. Today, he shares a studio in Philadelphia with artist Winona Nelson and their mischievous cat Diegotron 9000.



## Hillary Pearlman

*Dayman's Construct*

Well hello there! My name is Hillary Pearlman, and I will be your tour guide through the next 150 (or so) words of subliminal mischief. I originally spawned between the book-bindings of our beloved South Florida S.F.S. library. At a young age, I took upon myself the heavy task of divulging all the darkest secrets the monsters under my bed had to hide, to the public at large. My graphic warnings of the legendary fire-breathing swan-hydra however, (which I clearly sculpted out of cookie dough in consuite's past) went unheeded. I am so grateful that you, my fine adventurer, seem to have more sense. I'm also grateful and very honored to be included in the Renovation art show with so many amazing and accomplished artists. I hope not to get lost among them, thanks so much for wandering in my direction. Destined to be nuts, for the win, and watch your step as you exit the artist bio.







## John Picacio

[www.johnpicacio.com](http://www.johnpicacio.com)

Cover of Michael Moorcock's *Swords and Roses*

John Picacio is a 2011 Hugo Award finalist for Best Professional Artist and a 2011 Chesley Award finalist in three categories. His 2010 published cover artwork credits include Michael Moorcock's *Elric: Sword and Roses* (plus over 20 interior illustrations), Lauren Beukes' *Zoo City*, and Mark Chadbourne's "Dark Age" trilogy.

He is best known as one of the most prolific American cover artists for science fiction, fantasy, and horror of the last ten years. His artwork is noted for its diversity and range, often combining traditional drawing and painting with digital finishes, as well as exploring methods such as hand-made assemblages. His artwork has illustrated the covers of books by Michael Moorcock, Harlan Ellison, Robert Silverberg, L.E. Modesitt, Jr., Dan Simmons, Joe R. Lansdale, Jeffrey Ford, Frederik Pohl, James Tiptree, Jr., and many more.

His accolades include the World Fantasy Award, the Locus Award, four Chesley Awards, and two International Horror Guild Awards.

Recent and forthcoming published works include the much-anticipated 2012 calendar for George R. R. Martin's *A Song of Ice and Fire* as well as covers for Ian McDonald's YA novel debut *Planesrunner* and new limited editions of Dan Simmons' classic *The Hyperion Cantos*.

## Martina Pilcerova

[www.martina.sk](http://www.martina.sk)  
*Renly Baratheon*

Martina Pilcerova was born in the former Czechoslovakia and graduated from the University of Fine Arts in Bratislava in 2001. She always wanted to become an artist and she has been working for various science fiction and fantasy publishers since 1988. Her work has appeared on almost 100 covers of various books and magazines all over the world and she has also worked on a number of movie projects.

Illustrating the *Game of Thrones* CCG was one of her first game industry assignments. While she still works for book publishers, her main commissions today are for games including Magic the Gathering and World of Warcraft. "A Song of Ice and Fire" is her favorite theme and she has provided covers for many translations of George R.R. Martin's books. Martina is also working to complete her own illustrated story, based in her own universe that she has been designing for the last 20 years.



## Marianne Plumridge

[www.marianneplumridge.com](http://www.marianneplumridge.com)  
*Bird Dog*

Marianne Plumridge is an Australian illustrator who lives in Rhode Island, USA, with her husband, illustrator Bob Eggleton. They share their home with approximately 1,000 Godzilla monsters, and about twice that many dinosaurs, toys, and other odd beasties and creatures. The rest of the house is occupied by numerous books, paintings, art materials, and CDs. It really is a creative atmosphere, where inspiration is never lost for long. Marianne has shown her paintings of fantasy and marine fantasy at many convention art shows over the last three years, and has won several prizes. She was a nominee for three Chesley Awards for 1999, one of which was 3D. More recently, Marianne has been developing painted themes involving birds and robots and tin toy robots, as well as her two ongoing fantasy series of cosmic fantasy works.





## Estate of Richard Powers

www.wow-art.com  
*Shapechanger*

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 Renovation by Worlds of Wonder.*

## Vicki Ralls

After retiring from a career in software engineering I wanted to learn to make things with my hands. I started with basic costuming, but found I really like the more exotic elements, hats, masks, crowns, jewelry. Learning to make each new type of accessory was a challenge I found I really enjoyed.

My art is about fantasy, seeing the possible, having fun with the improbable. These things are props for the imagination. Tools for play. I guess I never outgrew playing dress-up. Somehow I don't think I'm the only one...



## Arlin Robins

[www.southerncrossart.com](http://www.southerncrossart.com)  
*The River's Daughter*

Arlin Robins earned her Bachelor of Fine Arts at the School of the Art Institute of Chicago. Arlin moved from her native Chicago to northern California in 1979 it was there where she sold her first jewelry designs. She began creating a line of crystal and pewter fantasy miniatures for Crystal Treasures in 1981.

Recommended by her foundry to jewelry manufacturers, she created originals for a number of designer lines, and her pieces were shown at Neiman Marcus, Gump's, Macy's, and designer boutiques.

Since then, Arlin Robins has produced a collection of small sculptures honoring the thoroughbred horse, a series of works on mythological subjects, figurative fountains and sculpture of wildlife subjects. Her medium of choice is bronze, using the lost wax casting method.

Over the last 3 decades, Arlin has shown her work in galleries, exhibits and festivals. She has won the Chesley Fantasy sculpture award, numerous show ribbons and has been featured in publications and on television.

*Arlin Robins' work will be exhibited at Renovation by Southern Cross Art.*



## Mark Roland

[www.rolandscapes.com](http://www.rolandscapes.com)  
*Voyager 2*

Mark Roland has been depicting imaginary realms, 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*, *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 and "Fallen Giants", his collaborations with Alan Clark.



## Arkady Roytman

[www.arkadyroytman.com](http://www.arkadyroytman.com)

*Beauty and the Beast*



Arkady Roytman was born in 1980 in the former USSR and immigrated to the US 10 years later. He studied Sequential Art and Illustration at the Savannah College of Art and Design. After moving to NYC in 2004 he began volunteering at the Society of Illustrators and became the moderator for their Jazz and Sketch figure drawing sessions. His daily blog of figure studies from the Society (<http://nudeoftheday.blogspot.com/>) just celebrated its 4th anniversary and will soon surpass 1500 drawings/paintings. In 2009 Arkady helped Irene Gallo and Gregory Manchess curate the 2nd Spectrum Exhibition at the Society of Illustrators. His clients include Fantasy Flight Games, White Wolf, AEG, Mongoose Publishing, Games Workshop, McGraw-Hill and Dover Publications and his work was featured in *Spectrum*. In 2010 Arkady moved to Portland, Oregon to pursue his illustration career full time.

## Diane Seiler

*Shells of an Unknown Creature*

Diane Seiler started reading SF at age eleven, and has been drawing since she was two. She graduated from Art Center College of Design in Pasadena, CA, in 1978, and has since worked with many materials, including paint, ink, glass and clay, before settling happily into fiber and (most recently) enameled hollowware. She forms most of her own pieces, alternately annealing and hammering the copper before sifting on enamel powder and firing it to fusion.

"It's all about the color," she tells people. "I live in New England, which spends November through February in shades of grey, taupe, and washed-out blue. Dying natural fibers (such as silk) and making clothing gives me vivid colors to play with when it's dreary outside. Enamel is even better, because the metal reflects light through the transparent colors, especially in bright light, and the colors shift as the angle of the piece changes."



## Stu Shepherd

[www.stushepherdart.com](http://www.stushepherdart.com)

*Space Shuttle Vignette*

Stu Shepherd is a California artist known for his Aviation Art (mainly the 150+ illustrations he has created as box art for Revell and Monogram plastic model kits) and has been featured in a book on the history of model kit art. He has created cover art for several aviation related books as well. He recently created the conceptual design for the new building at the Jimmy Doolittle Air Museum at Travis AFB, CA.

Stu also has worked in the games industry and has been displaying art at Sci-fi and Fantasy conventions for years. He works in paint and digital media (using Photoshop and 3D Studio as well as numerous other programs.) He recently completed a game project ("Oceanis") as lead artist. Stu loves creating Sci-fi and Fantasy art, with a focus on the wonder of fantastic environments. His aviation background leads to a knack for creating spaceships as well



© 2005 Revell, LLC.



## España Sheriff

[www.espanasheriff.com](http://www.espanasheriff.com)

*Clockbird*

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 endeavours at my ArtFire store ([www.artfire.com/users/futuriana](http://www.artfire.com/users/futuriana)).

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.





## Neal Skorpen

[www.nealskorpen.com/](http://www.nealskorpen.com/)  
*Lemuel, the Explorer*

I grew up in Denver, Colorado, and have since immigrated to Portland, Oregon. I am a cartoonist, animator, and creator of numerous comic strips and stories, including the print strips *Muddlemarch* and *Cyclotoon*, and my current webcomic, *The Introvert Manifesto*. I have worked with writer Peter Gelman on several projects, including *Island of the Moths*, a graphic novel in 14 chapters that finishes this year.

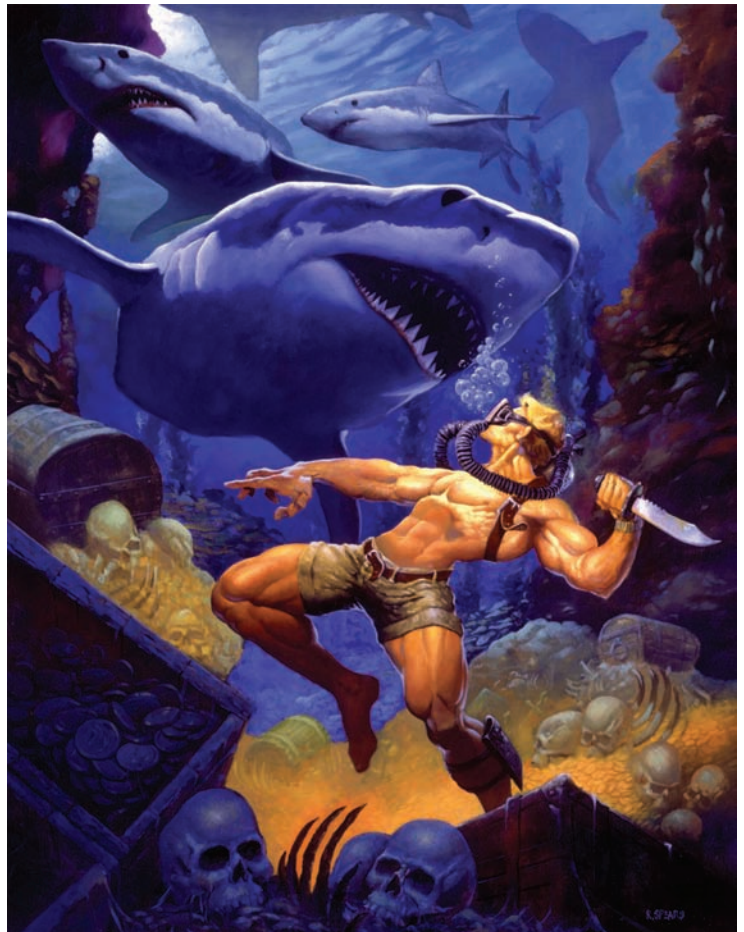
I work in a variety of styles; sometimes cartoony and whimsical, sometimes moving closer to realism, but always with an underlying narrative driving the imagery. My submission to the Renovation art show features characters from my next webcomic, *Aethernaut*, coming in 2012.

## Ron Spears

[www.theispot.com/rspears](http://www.theispot.com/rspears)  
*Diver*

As a professional artist, I've been fortunate to work with some great clients in entertainment, gaming and publishing. I continue to seek new experiences in art and find great inspiration in learning and teaching. I'm a member of the Society of illustrators in New York and received my MFA from the University of Hartford, in Connecticut.

Ron Spears lives in Reno, NV.



## Howard Stateman

*howeird.com*  
*Bamboo Cat*

Howard Stateman sold his first photograph at 14 to a weekly newspaper in Seattle, WA. After graduating high school he was invited back to teach photography for the month before college and worked as a photojournalist at the University of Washington and newspapers in Oregon and Washington before continuing his photography career as a US Peace Corps volunteer in Bangkok and Haad Yai, Thailand. After another short stint in newspapers and as head of the A/V department for a vocational school, 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. He has been a sci-fi fan from age 6, but did not discover fandom until *Silicon I* in 1980-something. His photos have been displayed at Baycon, Silicon and NASA's Contact Conference.



## Rick Sternbach

*www.ricksternbach.com*  
*Farmer In the Sky*

Rick Sternbach has been a space and science fiction artist since the early 1970s. He has done book and magazine illustrations for works by Asimov, Heinlein, Anderson, Benford, Niven, White, Pohl, Bear, Brunner, Hamilton, Tiptree, Williamson, Schmidt and others. Rick won the Best Professional Artist Hugo Award in 1977 and 1978. His space art clients include NASA, Sky and Telescope, Data Products, Random House, Smithsonian, Astronomy, The Planetary Society, and Time-Life Books.

Rick added film and television illustration and special effects to his background, with productions like *Star Trek: The Motion Picture*, *The Last Starfighter*, *Future Flight*, and *Cosmos*. He received an Emmy Award for the visual effects for *Cosmos: On the Shores of the Cosmic Ocean*. Rick contributed graphic designs for the *Star Trek: Nemesis* feature film, including the Romulan bird of prey and Senate chamber floor.

Rick was Artist Guest of Honor at Denvention 3, the 2008 Worldcon.



# ASKANCE



September 2008

## Steve Stiles

[www.stevestiles.com](http://www.stevestiles.com)

Cover from Askance Issue 10, Sept 2008

Discovered s.f. fandom in 1957 and immediately began cartooning. Since then I've won seven Fan Activity Achievement (FAAn) Awards for best artist. In 1998 I won the first Bill Rotsler Award (which was Very Cool since Bill was one of my heroes) and I frequently (since 1967!) get nominated for the Best Fan Artist Hugo Award.

Best Award: Getting married to Elaine!

Another Best: Having Will Eisner tell me he liked my work!

Professionally I began working for Marvel's British comic line in '75, and then branched out into a wide variety of comic genres, ranging from humor to horror, including work for the award winning Xenozoic Tales and the recently reprinted *The Adventures of Professor Thintwhistle*.

A fanzine interlineation I coined, "Death Is Nature's Way Of Telling You When To Stop," became a national catch phrase after being reprinted in Pageant Magazine in 1962, but I'll bet it never winds up in my obit – well, that's life!

## Jeff Sturgeon

[www.jeffsturgeon.com](http://www.jeffsturgeon.com)

*Messenger 2*

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 is a guest and has been an Artist Guest of Honor at numerous cons around the country.

Jeff Sturgeon's work has graced books, magazines, game art, CD's and albums and one such cover for the band Bloodhag resides in the SF Hall of Fame/Museum in Seattle. 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).

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





## Jodee Taylah

www.toxicapplestudios.com  
*We're All Mad Here*

Australian artist Jodee Taylah has been drawing since she could hold a pencil, and writing stories since she knew how to spell. Her love of art has developed consistently throughout her life and Jodee continues to grow as a creative.

Jodee has gained awards in 'illustration excellence' and nominations for 'emerging talent' awards. In 2010, her work was personally recognised by Tim Burton as part of his exhibition in Melbourne – an award that Jodee regards highly.

Jodee Taylah now lives on the East Coast of Australia where she runs her own illustration and design business, Toxic Apple Studios. Her work has been described as 'quirky' and 'beautifully twisted'.

Jodee's debut book *Children of the In-between* is receiving great reviews, and her fan base continues to grow.



## Katherine Timaeus

*Frame of Mind*

In a world full of fast-paced traffic, economic worries, and mundane everyday activities, it is nice to escape to a place that leaves all that behind. This is the world that I have chosen to bring to life through art. Over time I began to develop my own style, one that incorporated my love for fantasy worlds and their inhabitants, especially dragons. In fact I enjoy including them in unexpected ways in my work. I have experimented using different mediums, but find I prefer to draw using colored pencils, or to create mixed-media pieces.

I have always loved art, and having the privilege to experience 13 years of art instruction at a wonderful school has only furthered that love. Every year that has gone by has increased my desire to pass on my passion for art to a younger generation. This is why I have chosen to continue my studies in the field of art education.





## Boris Vallejo

[www.imaginistix.com](http://www.imaginistix.com)

*Savage Land*

Born in Lima, Peru, Renovation's Artist Guest of Honor Boris Vallejo attended the National School of Fine Arts in his native country before immigrating to the United States in 1964. He has since done a great volume of work for the Fantasy field, having worked for virtually every major publishing house with a science fiction/fantasy line. Boris has also illustrated for album covers, video box art and motion picture advertising.

His mastery of oil painting is immediately and abundantly clear to anyone who looks at his work, and his classic sense is as much an homage to the old masters as it is to anyone contemporaneously working in the Fantasy genre.

For sheer dauntless bravura, few have ever pushed the limits as does Boris with his beautiful maidens and fearsome monsters.

Boris and Julie Bell married in 1994 and share their lives and their studio in Pennsylvania.



## Vincent Villafranca

[www.villafrancasculpture.com](http://www.villafrancasculpture.com)

*The Celestial Itinerant*

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.





## Worlds of Wonder

[www.wow-art.com](http://www.wow-art.com)

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 Renovation. 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 web site. 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!

## Gemma Woodhouse

[www.gempunk.com](http://www.gempunk.com)

*Collage*

Gemma Woodhouse is the founder of GemPunk Jewelry, a company that specializes in wearable art made from vintage watch parts. Gemma has held a long-term interest in post-apocalyptic science and culture, which lead to various experiments in altered "scavenged" art. She quickly found that the Steampunk genre fits perfectly with her tinkering nature. Each GemPunk Jewelry piece is handmade, completely unique, and full of intricate details. Gemma has shown her work at several conventions and art galleries throughout the Pacific Northwest, including Steamcon, Norwescon, and Orycon. This is her first year displaying her art at Worldcon.



## Donna Young

*Sorrow*

Donna Lee Young is the Lead Educator for the Chandra X-Ray Observatory Education and Public Outreach Office located at the Smithsonian Astrophysical Observatory in Cambridge, MA.

In the late 1960's Donna lived on the Chemehuevi Indian Reservation in California. After spending most of her time rummaging around in the Mohave Desert, collecting objects such as beach pebbles, cactus wood, fossils, glass and rusty tin, she began creating what is today called mixed media art and assemblages. Traveling between the reservation and Maine Donna worked with art for a few years – until work and children required her time. Thirty four years later, she decided to “do something artistic.” She intended to work with 3-D mixed media; the art form – photography and digital collage transferred to canvas and embellished – was the surprisingly unanticipated result! Donna has been working with this art form for 2 years, and has exhibited at Anticipation and Boskone.



## Lisa Yount

[www.lionlight.com](http://www.lionlight.com)

*Jellyfish Forest*

Discovering, playing with, and bringing to others' attention the wonders of the outer world of nature and the inner world of the imagination is my passion. My computer-generated (in Photoshop) paintings and photocollages, the latter built primarily from my own photographs, rise from the borderland where these two worlds meet. They combine textures (rocks, tree bark, sand, leaves, building reflections), computer-generated fractals and kaleidoscope patterns, natural objects, and occasional human beings to create art that both celebrates nature and goes within and beyond it into surrealism, fantasy, and myth. Although some of my images are playful, I hope that others will puzzle and even haunt the viewer, leading to contemplation of a spiritual dimension beyond our physical surroundings.





NOVEMBER 3-6, 2011

It's not just *about* the artists

It's *for* the artists

Join them . . .

The Symposium of Fantastic Art

WWW.ILLUXCON.COM



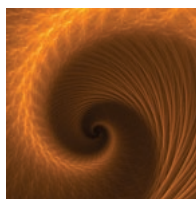
Ron Spears



Kelley Caspari



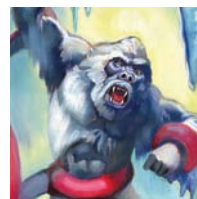
Paul Alexander



Sue Jones



Sarah Clemens



Marcus Mashburn



Theresa Mather



Jim Belfiore