

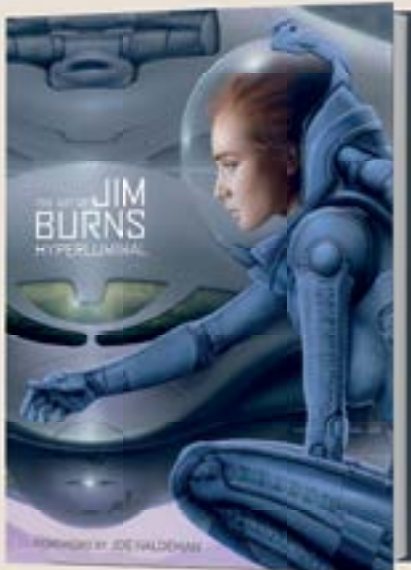
# ARTIST SHOWCASE 2014



Edited by Colin Harris and Sara Felix



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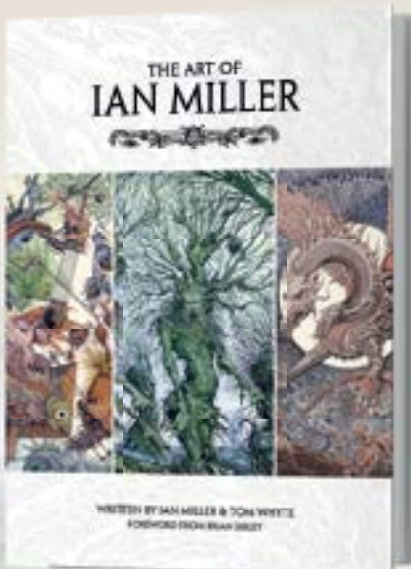
**The Art of  
JIM BURNS**



**The Art of  
JOHN HARRIS**



**The Art of  
FRED GAMBINO**



**The Art of  
IAN MILLER**



**Hardware: The Definitive  
SF Works of CHRIS FOSS**



**Sirens  
CHRIS ACHILLÉOS**

**FANTASTIC ART BOOKS FROM TITAN**

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# Artist Showcase - Introduction

Welcome to the 2013 Worldcon Artist Showcase - with more pages and more artists represented than ever before! We are again delighted to present this year's Art Show participants and their work.

Science fiction and fantasy art has long been an important part of Worldcon, through the Art Show and Art Programme, the Artist Guest of Honour, the Best Professional and Best Fan Artist Hugos, and the Chesley Awards given by ASFA (the Association of Science Fiction & Fantasy Artists). Loncon 3 is proud to continue this tradition and to present the work of almost one hundred artists in our Art Show, from multiple Hugo Award winners to those just starting out on their own creative journeys.

We are also proud to feature three Guests of Honour who between them reflect the full diversity of the art field.

- **Chris Foss's** ground-breaking science fiction art revolutionised paperback covers from the early 1970s. Raising the bar for realism and invention, his trademark battle-weary spacecraft, dramatic alien landscapes and crumbling brutalist architecture irrevocably changed the aesthetic of science fiction art and cinema.
- Graphic storyteller **Bryan Talbot** has been published in over twenty countries recognized with an Eisner award, the Prix SNCF and several Eagles, having worked in the medium for over thirty years. His work ranges from genre standards such as *Batman* and *Judge Dredd* to his own unique creations such as *Luther Arkwright* to the *Grandville* steampunk detective thrillers.
- **Jeanne Gomoll** has been active in science fiction fandom since the mid-1970s. A graphic designer by profession, her fannish work has included designs for program books, cookbooks, posters, brochures and web banners for the SF convention, WisCon, and for the James Tiptree, Jr. Award. Along with Tracy Benton, she also designed the James Tiptree, Jr Quilt.

Printed Showcase Editor: Sara Felix

Online Showcase Editor: Colin Harris

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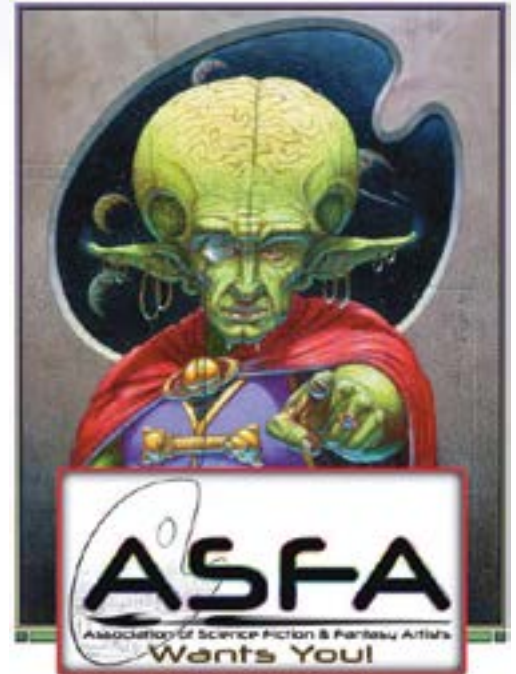
[www.asfa-art.org](http://www.asfa-art.org)

[www.facebook.com/ASFArt](http://www.facebook.com/ASFArt)

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

Join us for the Chesley Awards on Friday night at 7 pm in Capital Suite 9 then afterwards come to the art show for the Chesley Awards reception.

If you would like more information visit our website - [www.asfa-art.org](http://www.asfa-art.org), you do not have to be an artist to become a member today!




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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!

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This is the official names list for the 29th 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, 2013.

**Lifetime Artistic Achievement**

Jim Burns  
Kinuko Y. Craft  
Diane Dillon  
Drew Struzan

**Best Art Director**

Lou Anders

Irene Gallo  
Lauren Panepinto  
William Schafer  
Jon Schindehette

**Best Cover Illustration: Hardcover Book**

Jason Chan  
Kekai Kotaki  
Todd Lockwood  
Maurizio Manzieri  
Michael Whelan  
Allen Williams

**Best Cover Illustration: Paperback Book**

Kerem Beyit  
Jason Chan  
Julie Dillon  
Justin Gerard  
Dehong He

**Best Cover Illustration: Magazine**

Julie Dillon  
Dan Dos Santos

Maurizio Manzieri  
Cynthia Sheppard

**Best Interior Illustration**

Robert Hunt  
Brian Kessinger  
John Jude Palencar  
John Picacio  
Greg Ruth

**Best Three-Dimensional Art**

Devon Dorrity  
Thomas Kuebler  
David Meng  
Michael Parkes  
Forest Rogers  
Vincent Villafranca

**Best Color Work: Unpublished**

Rhea Ewing  
Donato Giancola  
Stephanie Pui-Mun Law  
Dave Leri  
Annie Stegg

**Best Monochrome Work: Unpublished**

Justin Gerard  
Rebecca Guay  
John Picacio  
Travis Lewis  
Ruth Sanderson

**Best Product Illustration**

Julie Bell & Boris Vallejo  
Mitchell Bentley  
Julie Dillon  
Justin Gerard  
Iain McCaig  
John Picacio

**Best Gaming-Related Illustration**

Lucas Graciano  
Tyler Jacobson  
Todd Lockwood  
David Palumbo  
Steve Prescott  
Chris Rahn

# Participating Artists and Exhibitors

Chris Achilleos  
Sandra Ackley  
David Angus  
Arena Illustration  
Carlos Argiles & Joseph Remesar  
Chris Baker (Fangorn)  
Grahame Baker-Smith \*  
Eskild Beck  
K.J. Bishop  
Clare Boothby  
Adrian Brown  
Jackie E. Burns  
Jim Burns  
Sarah Clemens \*  
Judith Clute  
Alejandro Colucci \*  
Daniel Cortopassi \*  
Richard Counsell  
Steve Crisp  
Rachel Cummins-Olsen  
Galen Dara  
Giulia de Cesare  
Chantal Delessert  
Mélanie Delon \*  
Alligator Descartes \*  
Sunila Dragonladych  
Jackie Duckworth  
Bruce Eagle \*  
Eira  
Anke Eissmann  
Alison Eldred  
Michelle Ellington  
Sara Felix \*  
Flick  
Danny Flynn

Chris Foss (GoH)  
Estate of Kelly Freas \*  
Sabine Furlong  
Fred Gambino  
Marina Gélinau  
Christopher Gibbs  
Raya Golden  
Jeanne Gomoll (GoH)  
Didier Graffet \*  
Dominic Harman  
John Harris  
Estate of Harry Harrison \*  
Paul Holroyd  
John Howe \*  
Vincent C. Jö-Nés  
Sue Jones  
Angela Jones-Parker  
Paola Kathuria  
Tom Kidd \*  
Sophie Klesen (SomK)  
Dominika Klimczak  
Lisa Konrad  
Ruth Lacon \*  
Deborah Larson  
Alan Leach \*  
Scott Lefton  
Gregory Manchess  
Maurizio Manzieri  
Linda & Alan Marques  
Sue Mason  
Becky Maung  
Mike Maung  
Helen McCarthy  
Ian Miller  
Chris Moore

Tom Nanson  
Northern Star Art \*  
Goldeen Ogawa  
Carole Parker  
Lucy Parker  
Bruce Pennington  
Judith Peterson  
Martina Pilcerova  
Autun Purser  
Alastair Reynolds  
Theodore Robinson  
Ralph J. Ryan \*  
Edwin H. Rydberg  
Keith Scaife  
Spring Schoenhuth  
Thomas Shaner  
España Sheriff  
Marc Simonetti \*  
Smuzz  
Jack Stelnicki  
Robin Stevenson  
Alex Storer \*  
Anne Sudworth  
Bryan Talbot (GoH)  
Vincent Villafranca  
Pauline Walsh  
Margaret Walty  
Sarah Webb \*  
Gary Wilkinson  
Richard Wood

The Loncon 3 Art Show will also feature sales from the estate collections of author Harry Harrison and well known British fans Chris Cooper and Dave Cox. All proceeds from the Dave Cox sale will be donated to the Transatlantic Fan Fund (TAFF) at Dave's request.

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

# Special Art Exhibit - The British Worldcons



Spaceport Glasgow (Jim Burns, 2005)

We are delighted that this year's Art Show includes a special exhibit of the cover artwork for the Souvenir Books of the last four British Worldcons. This comprises:

- Frontier Crossings (Jim Burns) - from Conspiracy '87
- The Martians Return (Les Edwards) - from Interaction (1995)
- Spaceport Glasgow (Jim Burns) - from Interaction (2005)
- And a new painting commissioned from Guest of Honour Chris Foss specifically for Loncon 3.



The Martians Return (Les Edwards, 1995)

These covers are part of the long evolution of Souvenir Books, from the very first, simple foil cover in 1939 through the early years of graphical designs, to the first full colour cover (by Frank R. Paul, in 1955) and increasingly featuring work by Artist Guests of Honour through recent decades. A complete gallery of every cover since 1939 can be found in Issue 17 of *Journey Planet* (downloadable from <http://efanzines.com/JourneyPlanet/>).



Pretty Polly (for *Marquis* magazine)

Chris Achilleos is a British illustrator, painter, and conceptual artist. Over the past 40 years, he has created some of the best loved fantasy and glamour art and been widely acknowledged as one of the top fantasy artists in the field.

Achilleos is best known for his unique interpretation of stunning amazons, epic dragons, and paintings inspired by ancient civilizations and mythology. His works adorned hundreds of fantasy book covers in the 1970s and 1980s, including novels by Robert E. Howard, Edgar Rice Burroughs and Michael Moorcock. He is also well known for the popular graphic style illustrations he produced for the original Target Books Dr Who novelisations.

Achilleos worked as a conceptual/costume artist for the adult animation cult movie *Heavy Metal* and is best known for his famous painting of the heroine Taarna commissioned for the movie poster in 1980. Other movies include the American fantasy film *Willow* and the historical dramas *King Arthur* and *The Last Legion*.

# Sandra Ackley



Navigator



Eurotium

Sandra Ackley creates 3-dimensional art, wall hangings, and apparel from llama, alpaca, and other animal fibres. *The Navigator* won Best Textile at Norwescon 36 and OryCon 34 fans chose *Dead in Oregon* as their Popular Choice.

Sandra has exhibited in juried shows at galleries throughout the Pacific Northwest, including the Carnegie Art Center and the Larson Art Gallery.

# David Angus

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



Epona (1 foot diameter globe)

What sort of a world do we live on? What might other worlds be like “out there”? I am a planetary modeller who loves exploring these questions, so I have consulted Earth scientists, SF authors and world-builders, modelled prehistoric Earths and alien worlds shown on television, and travelled the canyons of America and the deserts and jungles of Africa.

The planetary models I have built include a Lower Cretaceous Earth (shown on the recent BBC2 TV documentary *Live from Dinosaur Island*) and a terraformed Mars for the Chicago Adler Planetarium. I have also created “Helliconia” for author Brian Aldiss, and “Epona” for a US world-building group featured on *The Natural History of an Alien*. I have produced other models for BBC weather maps, television documentaries, photo-libraries, a BA

inflight magazine, and the Peters Atlas! My travels include two coast to coast crossings of the USA, two Sahara desert expeditions, and a crossing of Africa. I also run world-building workshops, to give people a “feel” for the natural world and a chance to use their natural curiosity to explore the world they might like to find in another solar system.

## Arena Illustration

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



Founded in 1968 by John Spencer, Young Artists became well known for the range of talented science fiction, horror and fantasy illustrators that it represented throughout the 1970s and 1980s under the care and expertise of Alison Eldred and Val Payne. This included such well-known names as Jim Burns, Les Edwards, John Harris, Terry Oakes, and Tony Roberts.

The agency evolved into Arena in the 1990s, adapting to the ever-changing illustration industry but still carrying on the tradition that made it one of the most well-known and respected British agencies. Arena Illustration, now run by Tamlyn Francis and Caroline Thomson, represents a select group of talented and award-winning artists who work on a range of projects from concept art to children’s publishing.

Arena’s current list includes: Tolkien expert and concept artist John Howe; character designer Jonny Duddle, currently working on the new Harry Potter covers; conceptual illustrator Christopher Gibbs, known for his SF Masterworks covers; Alejandro Colucci, well respected for his spectacular covers across all genres; and renowned science fiction illustrator and conceptual art director, Fred Gambino. Arena has just welcomed a new addition to this illustrious list, Mélanie Delon, who paints exquisite and luminescent fantasy figures.

# Carlos Argilés & Joseph Remesar

carlosargiles-ilustacion.blogspot.co.uk

www.josephremesar.com



Escape from the Underground

**Carlos Argilés** was born in Spain in 1976. He has a Fine Arts Degree from the University of Salamanca in Spain and studied at the ESDIP Art School in Madrid, which is one of the most prestigious art institutes in Europe.

Carlos has won several art awards for his covers and designs during a professional career spanning over 25 years. In 2013 he was commissioned to draw the cover of *The Airship* for Joseph Remesar. He is also working on a steampunk art book, based on Remesar's Steampunk novels and due for publication in 2015.

**Joseph Remesar** was born in South American in the 1960s and spent his childhood travelling. It is precisely because of this that he developed an interest in fantasy literature, especially that of Jules Verne, H.G. Wells, Mark Twain & Henry James. He finds the city of London and the Victorian Age rich sources of fascination and interest.

Already an author of five books, last year Joseph published *The Airship* - a steampunk novel based on an alternative London with a Latino Scotland Yard Inspector as the main character. It has been nominated as Best SciFi Novel and Best Art Cover 2013 for the Ignotus awards in Spain this year.

# Chris Baker (Fangorn)

[www.spafongool.macmate.me](http://www.spafongool.macmate.me)



Icarus



Creature (terracotta sculpture with acrylic patina)

Chris Baker (a.k.a. Fangorn), began his artistic life, probably, around the time he could walk, selling his first pieces of artwork whilst still at school. From there on he has had careers in graphic design, fantasy and SF illustration for book covers, children's books, gaming, and graphic novels.

It was the illustrated novel of David Gemmell's *Legend* that brought Chris to the attention of Stanley Kubrick and led to his producing thousands of concept sketches for *A.I.* (then in early development) and also for *Eyes Wide Shut*.

After Kubrick's untimely passing, Fangorn went on to work with Steven Spielberg, and his interpretation of Kubrick's vision, which became *A.I.: Artificial Intelligence*. Since then, he has worked as a conceptual designer and storyboard artist on films including *Gravity*, *Star Wars Episode 7*, *War of the Worlds*, *Alice in Wonderland*, *The Golden Compass* and *Skyfall*.

Although digital is the medium of choice in the film industry, in recent years Chris has been inspired to pursue a much more personal journey with his own art. Painting on canvas, etching, and rediscovering the purity of drawing, but in particular, producing figurative sculpture in clay has now become a major part of his artistic output.

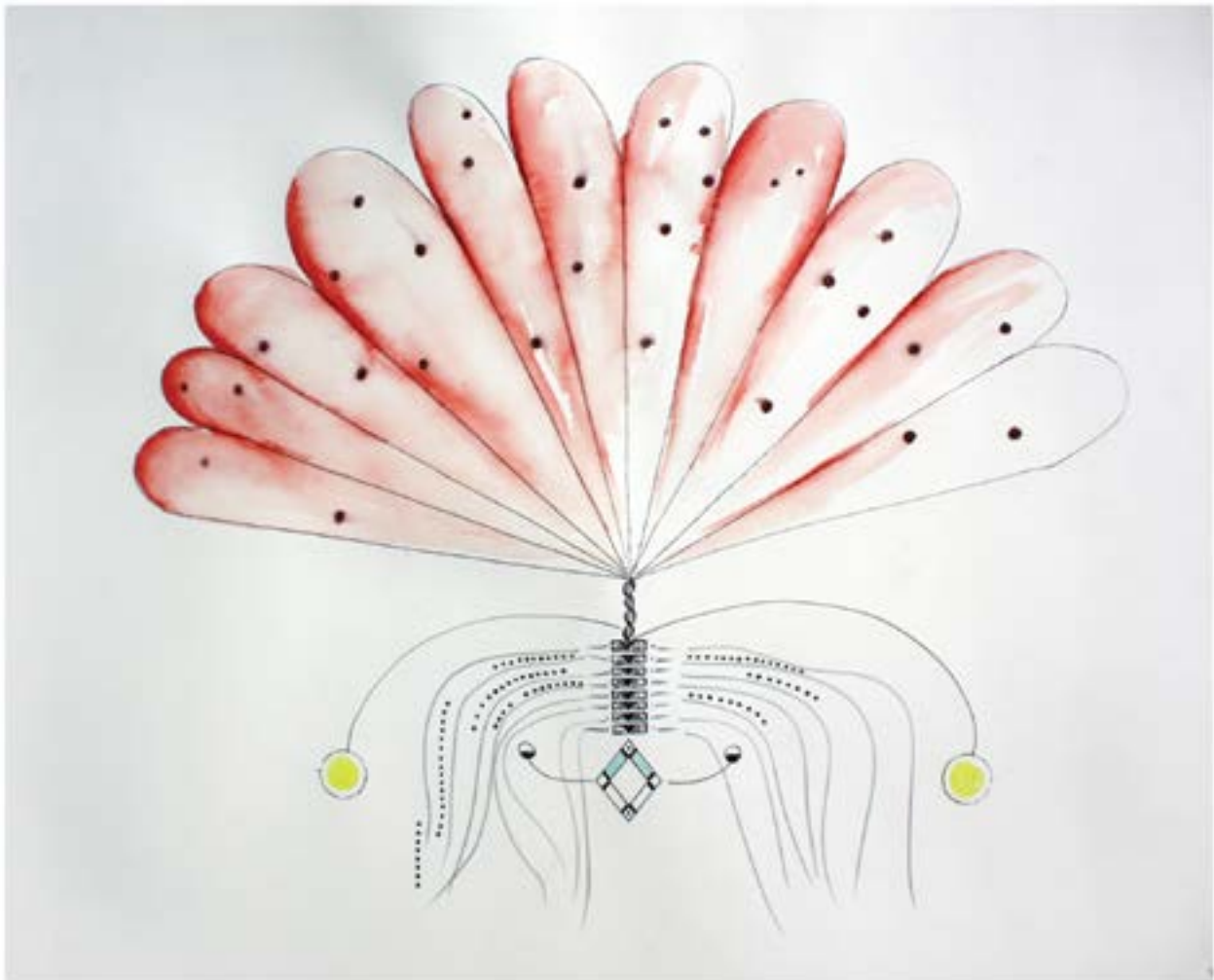
# Grahame Baker-Smith

[www.alisoneldred.com/artistGrahameBakerSmith.html](http://www.alisoneldred.com/artistGrahameBakerSmith.html)



Asgard

Mostly self-taught, Grahame used a spell of unemployment in the 1970s to practice and become obsessed with painting and drawing. Working alone in various bed-sits in Oxford, England, he decided that no other life but that of an artist would do for him. Dreaming of such a thing has made it so and he now writes and creates books as well as illustrating classics such as *Pinocchio*, Oscar Wilde and *Robin Hood*. He also illustrated Robert Plant's *Mighty Rearranger* album and *Nine Lives* boxed set and is currently designing a set of stamps for the Royal Mail. In 2011 his self-written book, *FArTHER*, won the UK's Kate Greenaway award for book illustration.



My Starship 8

All those fantastic book covers, with marvellous designed spaceships, fantastic planets and landscapes, powerful weapons, and lovely long-legged women. All done professionally; technical and artistic.

My starships might not always look like “starships”, but still I guess they are recognized as such.

With a background in museums and restoration, man’s history plays a part in my entrance to the world of science fiction, alongside today’s explosive growth in the metropolis, pollution, etc.

But whatever technique, style, or background, I believe the goal of SF artists is always the same; dreaming, searching, reaching - to dare.

See you out there...



City Without Time

# K.J. Bishop

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



Gary



Pan

K.J. Bishop is the author of the award-winning *The Etched City* and *That Book Your Mad Ancestor Wrote*. Over the past few years she has been revisiting her first love of art, concentrating on bronze sculpture.

# Clare Boothby

[www.interleaves.org.uk](http://www.interleaves.org.uk) / [www.interweaves.org.uk](http://www.interweaves.org.uk)



My God It's Full of Stars

Clare is a hobbyist book artist and chainmail jewellery maker. She is unnecessarily fascinated by complex systems built up from many smaller, simpler parts, in the way that rings make up a necklace or pages make up a book. As a scientist, she is trained to spot patterns in the things around her, and her work includes books based on mathematical functions, geometrical progressions of scenery, and Conway's "Game of Life". She also loves playing with chainmail, sometimes just for the joy of making the weaves and sometimes towards geekier ends - past work includes necklaces based on the solar system and the monolith from 2001.

# Jackie E. Burns, FIAAA

[www.artist-jackieburns.co.uk](http://www.artist-jackieburns.co.uk)



Shuttle Launch

Specialising in acrylic on canvas, with forays into digital and mixed media, Jackie expresses a deep love of all things space related, and it certainly shows with the care and detail that she puts into her work. Whether it's a commissioned piece or part of a themed exhibition, her ability to communicate the beauty of the universe hand-in-hand with mankind's current level of science and exploration is impressive. She is a great believer that science cannot be properly explained without art and that art would be impossible without science.

Jackie participates in a wide range of artistic activities, from delivering science and art related workshops to schools, to astronomical art demonstrations and exhibitions (Solo Exhibition, "Space", Central Museum & Planetarium, Southend-on-Sea, Essex, November 2012 to January 2013).

Jackie is also a life-long science fiction and fantasy fan, attending far too many national and international conventions to mention, but not yet enough to satisfy her enthusiasm.

# Jim Burns

[www.alisoneldred.com/artistjimBurns.html](http://www.alisoneldred.com/artistjimBurns.html)



Tachyonic (Digital, 2013)

Jim Burns was born in 1948 in Cardiff, South Wales. He received his first professional science fiction commission in 1972, for an anthology called *Towards Infinity*, using the very uncommercial media of pencil and light watercolour washes. Preceding this and four years at art college was a very different career as a would-be RAF pilot... which came to naught as, despite soloing on jets, he was really not a very good pilot. Sleep more soundly everyone...

While the desire to become a real-life incarnation of his childhood hero, Dan Dare, was not to be, there is still a distinctly Hampsonian retro look to Jim's work. In the 40 years since has carved a name for himself as a science fiction and fantasy artist, winning three Hugo Awards and a dozen BSFA awards, and his originals are now in many collections around the world. Currently he is embarking on a series of more personal paintings, so look out for new and 'darker' material in the years to come.

Loncon 3 will also see the book launch of Jim's new collection *The Art of Jim Burns: Hyperluminal*, published by Titan Books.

# Sarah Clemens

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



Lady Christine

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. She has been attending science fiction conventions since the late 1970s. The artwork she most enjoys creating are those connected with the fantastic and she is gratified at the response of con-goers to her award-winning paintings of Magnus and Loki, the cat and dragon companions, which have been the most fun of all her fantastic creations. She is a graduate of Florida Atlantic University, with a degree in Art History and Fine Arts and also exhibits in galleries in Boca Raton, Florida, and Scottsdale, Arizona.

# Judith Clute

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



Penates



Voiced

I was born in Canada in 1942. Instead of going to art college, I was invited to apprentice with a couple of established European artists living in Vancouver from 1961-3. I've exhibited since 1960, mostly in London, and have lived in Camden Town with John Clute since 1969. The place we live in is a main focus of *Polder* (2006), edited by Farah Mendlesohn, a Festschrift for the many people who have used it in stories.

My science fiction cover work includes several Joanna Russ books for the Women's Press in the 1980s, and other places since. My work is featured in Dick Jude's *Fantasy Art Masters* (2002). I've done two limited edition books for Temporary Culture (produced by Henry Wessells): *Forever Peace – To Stop War* (2008) accompanying a poem by Joe Haldeman; and *Against the Art of War* (2013) accompanying poems by Ernest Hilbert and Henry Wessells. I work at home and at the Artichoke Print Workshop, Brixton. My recent solo exhibitions include the thematic "Darkening Garden, Paintings and Etchings" (Prague and Slavonice, 2013), which links with ideas expressed in John Clute's *Darkening Garden* (2006).

# Alejandro Colucci

[www.arenaillustration.com/Artists/thumbsAlejandraColucci.html](http://www.arenaillustration.com/Artists/thumbsAlejandraColucci.html)



Blackwood Farm (Anne Rice)

Alejandro Colucci was born in Uruguay in 1966 to Italian immigrant parents. He began his career as an illustrator and graphic designer in 1990. After moving to Spain in 2002 he now works in London, where he lives with his wife and two children.

Alejandro is an award-winning artist who is comfortable illustrating fantasy, crime, horror, historic fiction and science fiction for publishers around the world. He has illustrated novels by esteemed authors such as Anne Rice, Eoin Colfer, Mario Puzo, H.G. Wells, Ursula K. Le Guin, William Gibson and J.G. Ballard, recently adding Robin Hobb to this list.

Alejandro works in a both traditional and digital media. His artistic influences include Gustave Doré, Frank Frazetta, comic artist Alberto Breccia and photographer Jan Saudek. Alejandro's illustrations engage the viewer to give an emotional response to his subjects. *El Arte de Alejandro Colucci* (Dolmen Books, 2011) is an extensive two hundred-page full colour book showcasing 330 of his atmospheric illustrations with an introduction by Anne Rice.

**Note: Alejandro Colucci's work will be exhibited at Loncon 3 by Arena Illustration.**

# Daniel Cortopassi

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



Himalayan Hijinx

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

# Richard Counsell

[www.3d-lenticulardesign.co.uk](http://www.3d-lenticulardesign.co.uk)



Beast Rider

Born in south London in 1984, I am a 3D digital Artist living and working at Whitstable in Kent. From a young age, I have always enjoyed creating and designing my own fictional characters, from 2D concepts to 3D modelling.

My interests are researching ancient history, mythology and weaponry; I have achieved a black belt in the Martial Art of Tenshin Ryu Iaido (a style of swordsmanship dating back to Japan's feudal past, which involves self-development and discipline).

I still enjoy creating and designing using pencil, pen and ink, and water colour, although my main medium today is Digital. I specialise in creating unique 3D Digital Models that are transformed into highly detailed 3D Lenticular Portraits, using Photoshop, Maya, Zbrush and dedicated Interlacing Software to create pieces with exceptional movement and depth.

I have produced 3D pieces for artists, gaming companies and authors, and exhibited at the London MCM ExCeL, Earls' Court Olympia, Cyber Art London, The Cyber Interactive Gallery, and SCI-FI London Film Festival.

I firmly believe that it does not matter what medium you use to create your art, whether pencil, paintbrush or digital.

# Steve Crisp

www.crispart.co.uk



Aliens



On a Pale Horse (Piers Anthony)

Steve was born in 1955 in Tonbridge, Kent, and has been creating images since he was 5 years old and taking on commissions from the age of 12.

Educated in the seventies at St Martins School of Art, London, at a time when students were graduating with new styles and ideas, Steve is a fine example of someone who has gone on to become a well-established, internationally known, award winning illustrator.

He has been a major player in the publishing and film industries for the last 30 years with pieces for 11 Stephen King Book covers (including *Insomnia* and *Salem's Lot*), Ray Bradbury, Piers Anthony, James Herbert, Richard Laymon, Stephen Laws, Guy N. Smith, Robert Silverberg, Carole Nelson Douglas, Mary Corran, F. Paul Wilson and many more.

Film work includes film posters for *Aliens* and *The Princess Bride*, and DVD covers including *Carrie* and *Mad Max*.

With a large and diverse catalogue of work especially from the 1980's and 1990's, many of which have become collector's pieces, Steve has adapted well to the changing needs of illustration, and his work now combines traditional and digital techniques.

# Rachel Cummins-Olsen

[www.facebook.com/rachip.shubunkin](http://www.facebook.com/rachip.shubunkin)



Scout

From a very early age I've been fascinated by stories about adventures from previous Worldcons my family have attended. Now I am excited to finally be a part of it at Loncon 3!

All of my life I've had a love of the fantastical, creating my own stories and characters first in traditional and now predominantly in digital art. My passions have led me to aim for a future career in animation. I feel very privileged to showcase some of my work with such a creative and wonderful community.

I'm currently working on a few personal projects which I'm eager to share and possibly come home from my first Worldcon with a story to tell of my own!



Shadows

# Galen Dara

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



The Brigid (*Fireside Magazine*)

Galen Dara sits in a dark corner listening to the voices in her head. She has a love affair with the absurd and twisted, and an affinity for monsters, mystics, and dead things. Galen also likes extremely ripe apricots. She has created art for 47 North publishing, *Fireside Magazine*, *Lightspeed* magazine, *Apex* magazine, *Lackington's Magazine*, and Edge Publishing. Recently she illustrated the cover of the "Women Destroy Science Fiction" issue of *Lightspeed* magazine, as well as the cover of the *War Stories* anthology, edited by Jaym Gates and Andrew Liptak, the cover of *Glitter & Mayhem*, edited by John Klima and Lynn M. Thomas, and the cover of *Heirs of Grace*, written by Tim Pratt. When Galen is not working on a project you can find her on the edge of the Sonoran Desert, climbing mountains and hanging out with a loving assortment of human and animal companions.

# Giulia de Cesare



Bead Embroidery

I've loved shiny stuff — beads, rocks, jewellery and gems — since I was little, but they didn't take over my life until I attended the 1999 Harrow Bead Fair in London. Having connected with the bead-working world, I subscribed to every magazine I could, bought every remotely-related book and joined The Beadworkers Guild, The Bead Society of Great Britain and Berkshire Beaders, as soon as I discovered each of them. A mere fifteen years later, I'm still completely hooked: so many beads, so many ideas, so little time...

The attraction of beadwork is to see what you can create. I have tried most forms of beadwork; my preferences are for off-loom bead weaving and bead embroidery using seed beads, semi-precious stones, pearls and, occasionally, found objects. Being able to make something original is great fun and you will always have unique jewellery to match the outfit and the occasion.

My main beading involvement is through Berkshire Beaders, with whose patient members I regularly trial new ideas. My job prevents beadwork from being much more than a hobby, unfortunately, but I hope to submit more articles to magazines in future.



Circuit Board

# Chantal Delessert

owlmoon.webs.com



Vautrin-Indigo



Rob

Chantal started out as a writer, with close to a dozen short stories (in French) published across Québec, Belgium and Switzerland. She started crafting paper mâché masks after reading Robert Holdstock's *Mythago Wood*. In 1991 she gave Rob two masks and he loved them and encouraged her so she's never stopped since. She gets her inspiration from nature, folklore, fantasy and science-fiction, and tries to use as much recycled material as she can. She is a self-taught artist who loves a challenge so she welcomes commissions.

Chantal lives in Switzerland, near Lausanne on the shores of Lake Leman and is a librarian by trade.

# Mélanie Delon

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



Opale

Born in Paris, France in 1980, Mélanie studied archaeology, history of art, and game design before discovering digital painting in 2005; she has been enthralled by it ever since. Using primarily Photoshop and Painter, along with a drawing tablet, she creates stunningly, realistic digital portraits which are both mysterious and emotive.

Her fantasy paintings have featured in many publications worldwide and won her a variety of awards. Mélanie is an avid science fiction and fantasy reader; her favourite authors include Philip K. Dick, Tolkien and Terry Pratchett.

She says: "some drawings are inspired by music, other drawings, movies and everyday situations. All my characters have their own stories – it helps me to create them and to give them life". Her work has been selected for Spectrum and her clients include Ballistic Publishing, Ubisoft, TOR, Random House, Orbit Books, Penguin, Harper Collins, Bloomsbury and Scholastic. She is a regular contributor to *Imagine FX* magazine and has several art books of her work published, including her new collection "Opale".

**Note: Mélanie Delon's work will be exhibited at Loncon 3 by Arena Illustration.**

# Alligator Descartes

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



"Sphericcoil" and "Wedgeworld"

Alligator Descartes is an artist working entirely in the digital realm. His background is computer graphics, specialising in innovative 3D visualisation techniques. Originally, his artwork was done in a more illustrative fantasy style modelled in 3D Studio and other tools but in recent years he has abandoned this and delved deeply into abstract art heavily influenced by Mondrian, Escher and mathematics. His initial abstract works were 2D but more recently he has started producing sculptures via 3D printing technology, resulting in much acclaim at Satellite 4. He is continuing to fuse abstract mathematics with science-fiction themes in a new series of sculptures for exhibition at Loncon 3.

# Sunila Dragonladych

www.goupil.ch



Shaman



Antikimena (Jewellery)

Swiss artist Sunila Sen-Gupta (aka Dragonladych) is a self-taught illustrator who studied biology and works as a museologist. Her inspiration finds its roots in music, books, and Nature, often with a hint of myths and legends.

Her published works include illustrated children's books as well as CD and book covers, posters and logos. In 2011 she published her first art book themed around archetypes. Her main influences include Rodney Matthews, Patrick Woodroffe, Alan Lee, John Howe, Arthur Rackham as well as French-speaking graphic novel artists.

A dozen years ago Sunila discovered a passion for metal work and soon combined it with her love of storytelling. This led to her infamous line of Steampunk jewellery (Antikimena) that comprises unique objects in brass and silver, but also polymer clay objects, each linked to a background story inspired by her favourite authors.

# Jackie Duckworth

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



The Eagles Are Coming

Jackie wrote and illustrated her first book at the age of five; a limited edition of one bound with brown knitting wool. However a career as a research scientist and then looking after a young family limited her artistic activities to illustrations for apazines and occasionally fanzines, craft items and holiday sketchbooks.

As the children grew up, a chance remark by an acquaintance led first to a life drawing class, then to the more formal study of art at Foundation level, and now to studying for a degree in Illustration at the Cambridge School of Art; she will graduate in 2015.

Her core practice is in linocut, but she likes to experiment and is always alert for subjects that might be better expressed through her craft skills, particularly in textile artwork or through the making and photographing of miniature tableaux. She is fascinated by artist's books and has made several, some as college projects and others for sale. Favourite themes include mythology, poetry, horses and dogs.



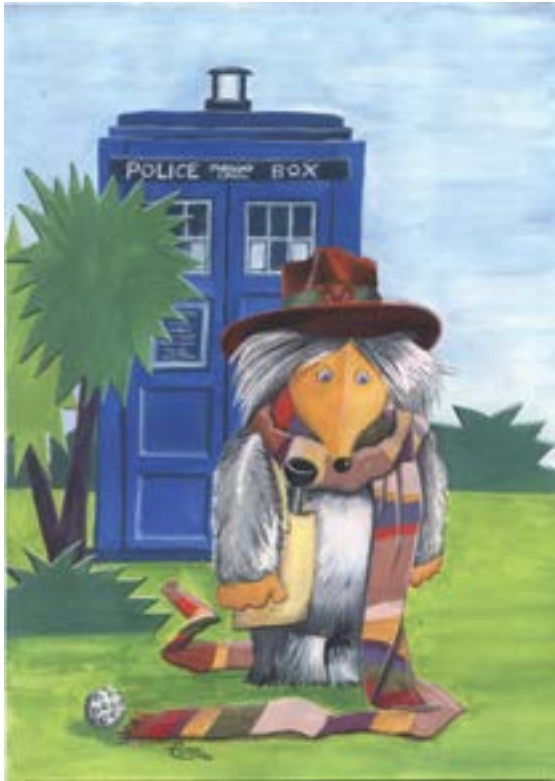
Dragon Wizard

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.

**Note: Bruce Eagle's work will be exhibited at Loncon 3 by Northern Star Art.**

# Eira

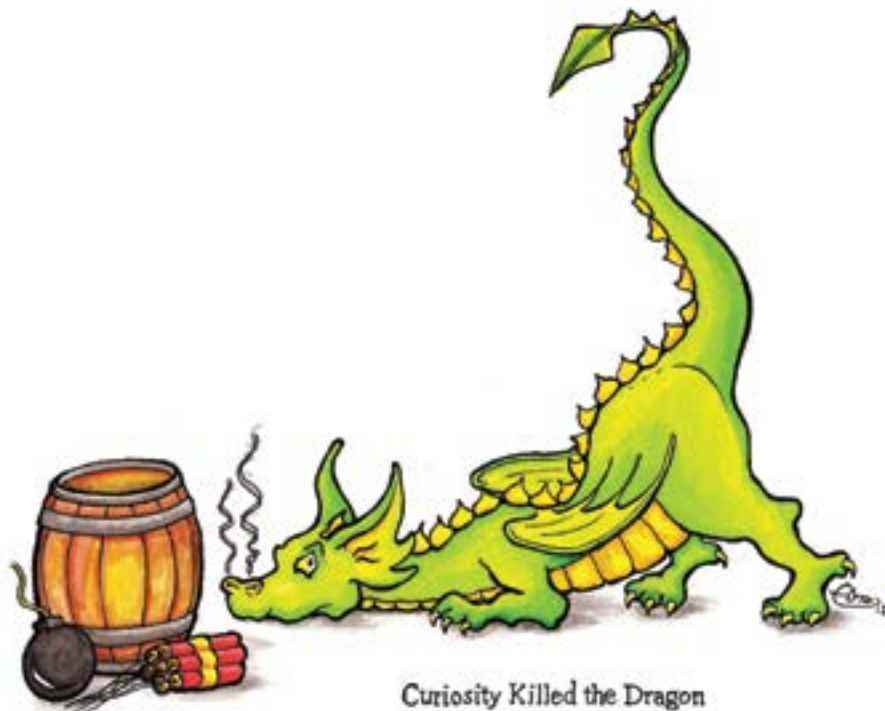


Bad Regeneration

Eira has been going to SF conventions since the early 1980's. Attracted to the less serious parts of fandom, she enjoys silly games and performances, from Morris dancing with a Dalek, to acting "Dark Angel" in the play *Captain Tartan*. Masquerade entries have included a re-animated "Steam Punk Queen Victoria" (on wheels) and an acrobatic "Spice Girl of Dune". She co-ran *Beyond Cyberdrome* (a regular battling robots event) for many years with her husband Smuzz, who she first met at Conspiracy '87.

By day, Eira is a primary school teacher, where she is the Art, DT and Drama specialist. By night, she moonlights with Skylight Circus, having performed in many local shows – last seen as "The Queen of Hearts" on a trapeze in *Alice*. These days she's on the board of directors too - *"Join the circus and learn how to use spreadsheets!"*

*"There's nothing better than standing behind my board and hearing people laugh out loud at my work. I hope it is for the right reasons..."*



Curiosity Killed the Dragon

Curiosity Killed the Dragon



Escaping from the Black Riders

I am a freelance illustrator and graphic designer living and working in Germany. Since studying Visual Communication at Bauhaus University in Weimar, Germany, and Graphic Design at Colchester Institute in the UK, I have worked for a number of publishers, mainly on fantasy publications and children's books. These have included books on Greek mythology, fairy tales and ghost-stories, adaptations of historic tales such as Beowulf, mixes of fantasy and historical subjects such as Naomi Novik's "Temeraire" series, and most prominently illustrations inspired by the works of J.R.R. Tolkien.

Tolkien's writings have been a major source of inspiration for almost twenty years. As an active member of the Tolkien Society and the German Tolkien Society, my Tolkien and fantasy-inspired work has been exhibited at galleries and international Tolkien gatherings. Apart from Tolkien, my interests and sources of inspiration include mythology, history, historical re-enactment, nature, films and cinematography. Most recently my creative juices have been stirred mightily by the magnificent BBC series *Sherlock*.

My preferred mediums for artistic expression are watercolour, pencil, and ink. I'm rarely seen without a sketchbook, apart from when I'm riding my bicycle or teaching art and art-history at secondary school.

# Alison Eldred

www.alisoneldred.com



Work by Grahame Baker-Smith, Jim Kay, Didier Graffet, and Jeffrey Alan Love

I've worked as an agent for many of the best science fiction artists in the UK for as long as I can remember. Firstly with Young Artists; then with Arena; and now with my own small group. Between them they have produced countless book covers for both the UK and the US and now increasingly work on commissions for private collectors.

They are Jim Burns, Fred Gambino and John Harris, and their collected works have been published by Titan this year along with those of Ian Miller who I also work for now and then.

I also represent some people less well known in the science fiction field, including Grahame Baker-Smith, Jim Kay, Didier Graffet, and Jeffrey Alan Love.

I have great memories of putting together many of the images for the "Terran Trade Authority" books which are going to be celebrated at Loncon, and I also work for the Richard Clifton-Dey estate.

The following artists represented by Alison Eldred are taking part in the Loncon 3 Art Show:

- Grahame Baker-Smith
- Jim Burns
- Fred Gambino
- Didier Graffet
- John Harris
- Ian Miller

# Michelle Ellington

[www.etsy.com/shop/FalconFantasyworks](http://www.etsy.com/shop/FalconFantasyworks)



Carnelian Necklace

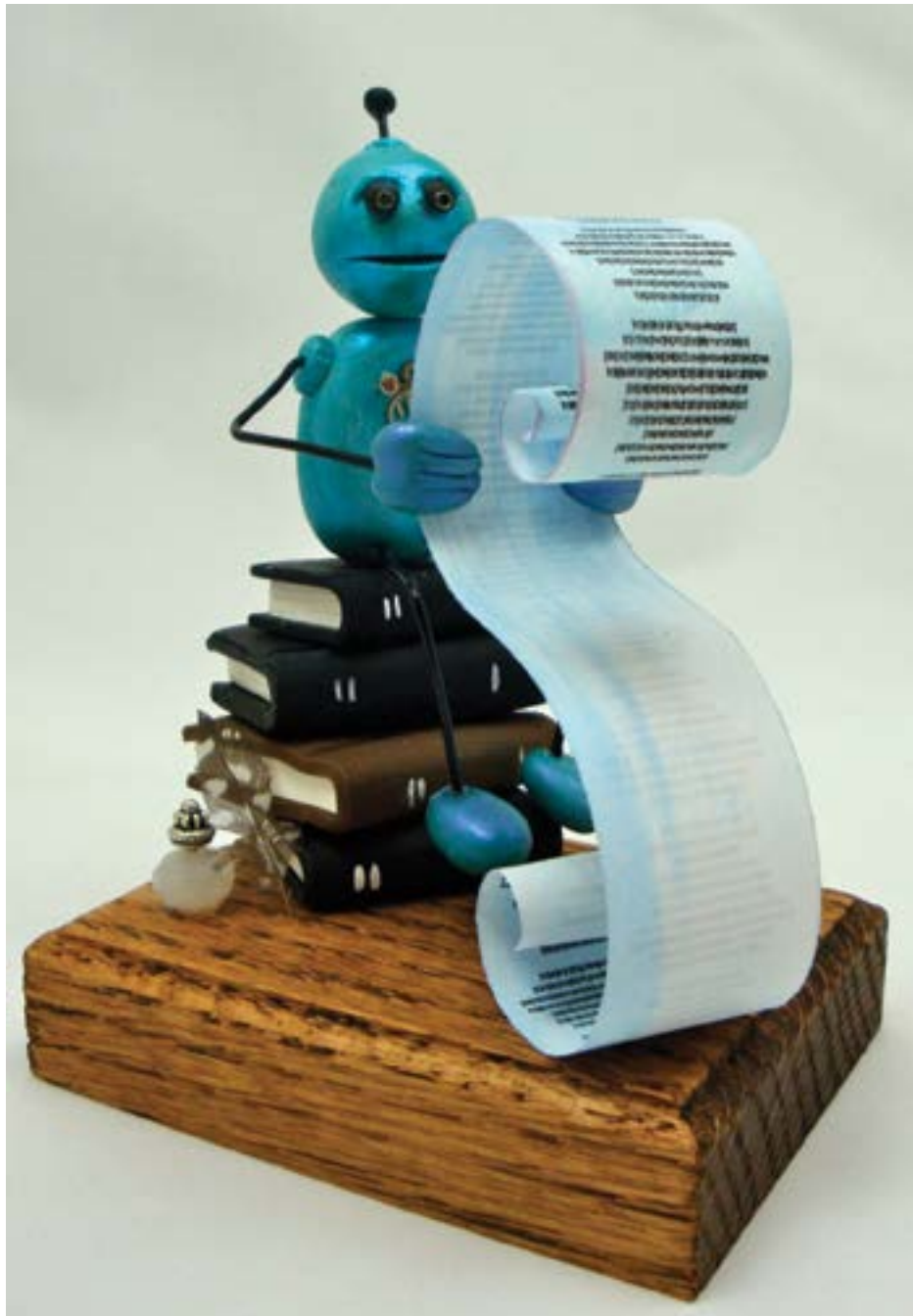
I was born in sunny Florida and grew up all over the north-eastern US. I moved to west Texas as a teen and stayed. I've had a long and productive career in public service, privileged to help those less fortunate than myself. I live with a Great Dane named Simba and a Siamese cat named Jasmine, both rescues.

I have always loved creating art. I enjoy making all types of art and change media every few years. I have painted with watercolours, oils, acrylics; sculpted with bronze, aluminium, resin and plastic clay; created etched, painted and stained glass; experimented with papermaking and moulding; made textile and fabric arts; done costume design and any other medium or technique I've had the chance to explore. Right now I am really enjoying creating jewellery. The variety and beauty of the natural stones just amazes me.

I don't have any formal art training but I take community classes when I can and sometimes teach. I enjoy learning from other artists and sharing my knowledge. Like many part-time artists, I never have as much time as I would like to create.

# Sara Felix

[www.etsy.com/shop/sillysarasue](http://www.etsy.com/shop/sillysarasue)



Reading Robot

Sara Felix is an artist living in Texas. She has been making small robots and jewellery for Texas conventions for the last eight years. She has appeared on a few segments on *Home and Garden Television* working on clay projects. Her art is colourful and whimsical and is intended to make the viewer smile.



At the Beach

Flick has a varied CV that takes in planetary science, accountancy and book conservation, with a specialism in Victorian ledgers. This has perfectly set her up for her dream job but, until the day when she gets the *Omnilingual*-style call from NASA to help reconstruct the finance records of a lost alien civilisation, she is content to wait in a farm house in the Kent countryside, with her dog, horses, and husband.

Although paper is her first love, she is increasingly interested in fibre arts, using both commercial and found materials for different types of weaving projects.



Megafauna of the Delta

# Danny Flynn

[www.dannyflynn.com](http://www.dannyflynn.com) / [www.lunartics.com](http://www.lunartics.com)



Expedition to Earth (Arthur C. Clarke; cover for the NEL edition)



Pugdimple (Lunartics)

Danny Flynn spent his late teens driving overhead cranes in a steelworks in his birth town of Scunthorpe, plotting his escape before heading to London to do an Illustration/ Graphic Design degree at Kingston University. To date, Danny has illustrated book-jacket art for many hundreds of novels, and for most of the best-known science fiction and fantasy authors; a list which includes Clarke, Pohl, Asimov, Heinlein, and George R. R. Martin.

Danny's vision is deeply rooted in a combined love of natural history, fantasy and science fiction. Many of his paintings are of make-believe worlds, where his detailed observation of nature is evident in the believability of his mystical landscapes. A book of his paintings, *Only Visiting This Planet*, was published in 1994, leading to offers of Concept Artist work in the computer games industry, with stints at EA Games, Ubisoft and Travellers' Tales.

More recently, Danny took the decision to work on a large venture of his own, creating a secret "world" deep inside the moon, populated with hundreds of the universe's misfits and oddballs - for a vast range of collectible characters, the Lunartics. Danny even learned to play keyboards and joined a rock band to gain the experience to help him compose his own Lunartics music!

# Chris Foss (Guest of Honour)

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



Cathedral Battleship, Games Workshop (2000)

Growing up in post-war Britain, Chris Foss developed a love of disused railway lines, quarries and watching the cranes at work in Guernsey harbour. The sleek and modern did not appeal to him and it was the aesthetic of the old and decaying that he brought to his SF work. Raising the bar for realism and invention, his trademark battle-weary spacecraft, dramatic alien landscapes, and crumbling brutalist architecture revolutionised paperback covers from the early 1970s, and irrevocably changed the aesthetic of science fiction art and cinema.

Alongside his distinctive book covers, Chris Foss has worked in film design on *Dune*, *Superman*, *Alien*, *Flash Gordon*, Stanley Kubrick's *A.I.*, and most recently Marvel's *Guardians of the Galaxy*. Showing his versatility, in 1972 he also created the black and white line work for *The Joy of Sex*, *A Gourmet Guide to Love Making* in collaboration with Charles Raymond.

Chris now works from his studio in Guernsey and is enjoying working in new mediums such as oil and collage. A new sculpture, *The Crab*, will be exhibited at Loncon 3. More of his work can be seen on his website and in *Hardware: The Definitive SF Works of Chris Foss* published by Titan Books.

# Kelly Freas

[www.NorthernStarArt.com](http://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 22 times, Freas was the first to receive 11 Hugo Awards for achievement in the field as Best Professional Artist.

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

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

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

**Kelly Freas's work will be exhibited at Loncon 3 by Northern Star Art.**

# Sabine Furlong



The Strawberry Thief

My name is Sabine Furlong. I live near Oxford, England with my husband and two children. Originally from Germany, I have lived in England since 1996. I like the rolling hills of the Oxfordshire countryside and the sleeping towers of Oxford, with only a quick trip on the train to buzzing London.

I have been interested in photography ever since my father dropped my first small camera into my lap and taught me about picture composition, lenses, and exposure time. When I graduated to my first SLR, a new world of possibilities opened, and with my first digital camera my playing field increased again. For the last ten years I have been combining my twin passions of photography and science fiction to create something new. I like unusual angles, looking through things, experimenting with colour to make something familiar into something unfamiliar. I aim for funny, quirky or simply beautiful but all with a science fiction or fantasy angle. So you can expect dragons but also Daleks, fairies and alien flowers, as well as the Terminator coming at you from the fire. I hope you enjoy my work.

# Fred Gambino

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



Dark Shepherd

I have been drawing for as long as I can remember. I still have some of those early drawings, often inspired by science fiction shows like *Dr. Who* and the Gerry Anderson puppet series. It seemed that a career in SF or fantasy illustration was inevitable.

After graduating from the Derby College of Art and Technology, I took a part time job delivering groceries, painting in my spare time. Trips down to London with my portfolio eventually led to my first book cover commissions. Subsequently I illustrated book covers for publishers on both sides of the Atlantic creating covers for acclaimed authors including Arthur C. Clarke, Isaac Asimov and David Brin.

Now working largely digitally, my career since 2000 has taken a side step into film, television and games. As concept artist and matte painter I have worked on films as diverse as *The Ant Bully*, *The Tale of Despereaux*, and *Guardians of the Galaxy*.

A book of my work entitled *Dark Shepherd, the Art of Fred Gambino* is to be published in 2014 by Titan books. As well as a retrospective over the last 14 years it also has many images created especially for the book illustrating my own story eponymously called *Dark Shepherd*.

# Marina Gélineau

www.marinagelineau.com



Galipote aux Aguets- Female Werewolf on the Look-out

Marina Gélineau is a stained glass artist working and living in Poitiers, France. Born in 1980, she mainly uses the traditional lead technique for her creations.

Marina's favorite source of inspiration is nature and its different aspects, which she then re-transcribes in glass for interior decoration elements as well as for sculptures and other glass works. She enjoys looking for new techniques to integrate into her work, and works various types of glass with grisaille, enamels, fusing, and cold engraving.

Marina studied Art History before turning to a stained glass apprenticeship for three years at the Saint Joseph de Ruffec workshop in Charente. She specialized in glass painting for an extra year in the same workshop, also

learning from Michel Guével, in Val-d'Oise. At the end of her apprenticeship, she received the regional award SEMA-Jeunes for her creation "Mobilis in Mobile" inspired by Jules Verne's novel *20,000 Leagues Under the Sea*.

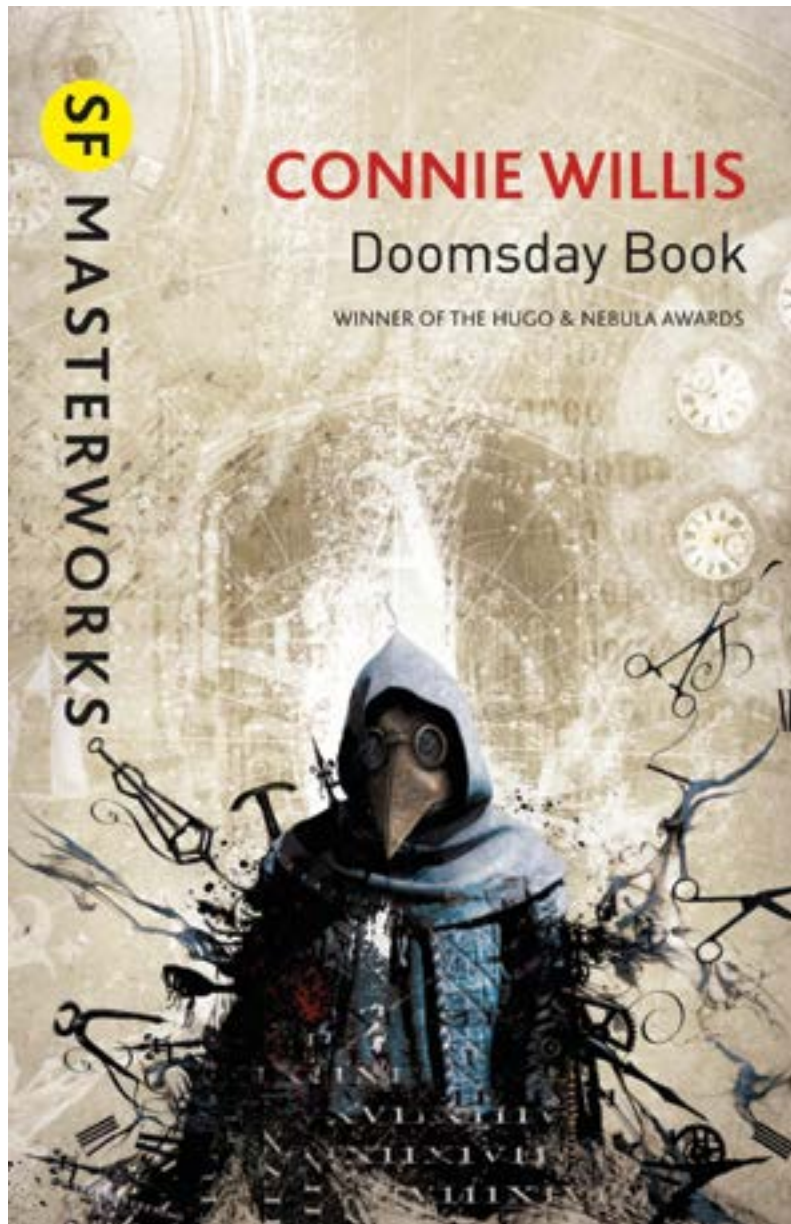
Marina established her own workshop in Poitiers in 2007. Her creations continue to evolve, following her inspiration of the moment, and she has also recently turned to sculpture. In 2011, Marina designed the Hugo Award Trophy Base for Renovation.



Melolontha Hermannii

# Christopher Gibbs

[www.arenaillustration.com/Artists/thumbsChristopherGibbs.html](http://www.arenaillustration.com/Artists/thumbsChristopherGibbs.html)



Doomsday Book

Christopher Gibb's first illustrations explored texture using a variety of materials to create three-dimensional hand-made collages inspired by the work of Antoni Tàpies and Joseph Cornell. He then started to manipulate imagery digitally by photographing textures and found objects to create multi-layered pictures with strong graphic symbols and a sophisticated colour palette.

His work has adorned contemporary, science fiction, fantasy, historic and crime fiction for both adult and young adult covers all over the world including eleven covers for the popular *How To Train Your Dragon* series, written by Cressida Cowell. He's illustrated Royal Mail packaging for Harry Potter Stamps and over forty Agatha Christie audio book covers for BBC Audio. In 2007 Chris won the Association of Illustrators' *Images 31* Gold award for his book cover image for *Puccini's Ghosts*.

His work has been selected for Spectrum and he has also illustrated many covers for Gollancz's SF Masterworks series, including H.G. Wells' *The Time Machine*, Mary Shelley's *Frankenstein* and Connie Willis' *Doomsday Book*. Christopher lives in High Wycombe, with his dog and an infinitely more obedient Apple Mac.

**Note: Christopher Gibbs' work will be exhibited at Loncon 3 by Arena Illustration.**



The Last Unicorn

Raya Golden graduated from the Academy of Art University in 2007 focusing on traditional and digital illustration. She has a unique and stylized vision and brings her work into the world using media ranging from watercolours to digital multi-media. She has applied these methods to projects including gaming cards by Fantasy Flight Games, sports bottle design for Polar Bottles as well as miniature concept design for Dark Sword Miniatures. Much of her experience comes from non-formal odd “jobs” which have popped up throughout her life. Such as logo design, tattoo design, portraits, characters, and other random consignment work.

Raya was born in Manhattan, and has slowly made her way across the United States in a steady jaunt westward. She currently resides in Santa Fe, New Mexico with her boyfriend Tyler and her cat Mr. Boogie, where she enjoys seasonal camping and hiking as well as reading a great book on the deck below an amazing New Mexican sunset. But mostly she just loves to paint and draw while a barrage of ultra geeky TV shows and movies are playing endlessly in the background.

# Jeanne Gomoll (Guest of Honour)

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



Space Babe ®

In her teens, Jeanne Gomoll spent a lot of time in the ceramics lab making pottery. After she graduated from the University of Wisconsin in 1973, she switched her focus to drawing illustrations for the fanzine, *Janus*, which she co-edited. That led to doing layout and design, illos for other fanzines, and eventually three Hugo nominations (1978, 1979, and 1980). It also led to freelance work which in turn inspired the lovely thought that it might actually be possible to earn a living as an artist.

The Wisconsin Department of Natural Resources hired Jeanne in 1979, and she worked there for 23 years, eventually as senior designer. Since 2003, Jeanne has run her own graphic design company, Union Street Design LLC, offering services including book design, conference publications, corporate identity, logo design, illustration, maps, marketing literature, brochures, trade show displays, posters, newsletters and more.

Even though *Janus* ceased publication in the mid-1980s, Jeanne has continued helping out the fan community by designing program books, cookbooks, posters, brochures and web banners for the SF convention, WisCon, and for the James Tiptree, Jr. Award. Oh, and a quilt.

Since 1982 Jeanne's work also includes book design, cover art, interior illustrations and maps for works such as *The Cacher of the Rye* by Carl Brandon, *The Silver Horse* by Elizabeth A. Lynn, and *Tomb of the Fathers* by Eleanor Arnason.



Legende

Didier Graffet was born in 1970. He has always loved to draw and cannot imagine his life without it. At first, he attended the Dupere School which emphasized the abstract. Because this was not his main area of interest, he left this school and spent some time as a model creator. Later that year he attended the Cohl School in Lyon, which specializes in illustration, cartoons and animations. In 1994, he began his current occupation as an independent illustrator.

Some of his favourite themes are imaginary travels. He enjoys representing places that appeal to him, gaining inspiration through locations in Scotland, Bretagne or the places of his childhood, the Pays d'Auge (Normandy). What he likes about those places is what he can't see, what stays hidden and imagined... some places that are familiar become extraordinary if we allow our imaginations to run free.

**Note: Didier Graffet's work will be exhibited at Loncon 3 by Bragelonne.**

# Dominic Harman

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



Lord Loss (Darren Shan)

I've been illustrating professionally in the field of fantasy, science fiction, and horror book jackets, and CD covers, for 17 years. I always felt that people appreciate the value of persistence and hard work and, after many years of grafting and honing my craft, publishers and clients took notice and started rewarding me with commissions.

Over the years I've worked for all the major book publishers and with such writers as Clive Barker, Terry Pratchett, Alastair Reynolds, Kelley Armstrong, Ian Whates, Naomi Novik and Eric Brown.

Regarding medium, I began with pencils and oils then moved on to acrylic and airbrush. Later, I realized that just as I was getting into the cover market I was witnessing the cusp of change. Commercially I felt going digital was the way forward, but it was also important for me to continue to paint and draw traditionally as it's a passion, a discipline and something of a refreshing counterweight to the digital work.

An early influence was the work of Derek Riggs, who created the album covers of the British rock band Iron Maiden. My inspirations and influences also include Velazquez, Caravaggio, and Rembrandt, and contemporary fantasy artists, particularly Boris Vallejo and Frank Frazetta.

# John Harris

[www.alisoneldred.com/artistJohnHarris.html](http://www.alisoneldred.com/artistJohnHarris.html)



The Twin Parliaments of Pyrrus

John Harris has been working in the science fiction genre since the mid-1970s. Although much of his work is clearly concerned with the hardware of space flight, his interests and preoccupations are more to do with atmosphere and scale. It was for this reason that NASA invited him to witness the launch of a Space Shuttle in 1984 and record the event in a painting (now hanging in the Kennedy Space Centre), the first British artist to be thus honoured. Over the last 30 years he has continued to produce work for science fiction, including many of the great names in the genre.

Loncon 3 provides a rare opportunity for John to display work on a large scale, stripped of the limitations imposed by book cover format. This brings out the noticeably cinematic quality of his images, a characteristic not lost on various film directors. In fact, although he gets huge enjoyment from moving film, he actually favours the frozen image. There are many occasions when he has to resist the urge to shout “hold that image!” while watching a science fiction film.

A new book of his work, *Beyond the Horizon*, has been published this year by Titan Books.



Coming Home (Jack McDevitt)

www.harryharrison.com



Loncon 3 will celebrate Harry's life and art with an exhibition of Harry's own art as well as some of the science fiction artwork he collected himself. Pieces for sale will include work by H R Von Dongen (*Deathworld Part 1: Astounding*, Jan 1960), Jim Burns (*Planet Story*), Bruce Pennington (*The Stainless Steel Rat's Revenge*), Gino D'Achille (*Eden* trilogy), Kelly Freas and Eddie Jones.



The Rapture

Paul Holroyd is an amateur photographer, model maker, and costumer who combines his interests to create fantasy inspired images. Combining old techniques with new, the images are painstakingly assembled from multiple photographs of people, miniatures, and real landscapes (all taken by Paul; no stock photography is used). Although brought together in a computer they are not “computer generated”; occasionally small CGI elements are used but only for minor details.

Despite being an amateur he has had photographs published (including in a national news magazine). He has a degree in the technical side of photography, is a Licentiate of the Royal Photographic Society and works as a television lighting and vision control professional. Models he has made have appeared on national TV and on video and won several awards as has his costuming, including masquerade Best in Show at Reconvene, the 50th National British Science Fiction Convention.

Paul's first digitally combined image won the art show at “Deliverance” in 1998. Since then he has exhibited images at Interaction, the 2005 Worldcon, and a number of British national conventions.

# John Howe

[www.john-howe.com](http://www.john-howe.com)

John Howe was born in 1957 in Vancouver and grew up in British Columbia. He studied in Strasbourg and never returned to Canada, preferring to stay and explore the history and mythology of Europe, eventually settling in Switzerland with his wife and son.

His early influences included Frank Frazetta and Gustave Doré as well as medieval art and architecture. He discovered *The Lord of the Rings* at school and immediately began to draw his own illustrations for the classic trilogy. Now a renowned fantasy artist and book illustrator, he is best known for his illustrations of Tolkien's books and merchandise, but has illustrated many fantasy titles including Robin Hobb's *Farseer*, *Liveship Traders* and *Tawny Man* trilogies; Robert Holdstock's *Mythago Wood*; George R.R. Martin's *A Clash of Kings* along with the Anglo-Saxon legend of *Beowulf*.

In 1997, his reputation led Peter Jackson to invite him and fellow Tolkien expert Alan Lee, to be the concept artists for *The Lord of the Rings* and more recently, *The Hobbit* film trilogies. John's involvement in these projects has made him one of the most celebrated fantasy artists of our time.

**Note: John Howe's work will be exhibited at Loncon 3 by Arena Illustration.**



Smaug



Ship of Destiny (Robin Hobb)



Phosphorescent

## **The Art of Up-Cycling Technology**

To paraphrase Einstein, “Imagination Is More Important Than Knowledge.”

London’s original CYBER Artist transforms natural found objects and hi-tech electronic components into his forward visions of artistic exploration... as if from an archaeological dig into the history of the future.

### **Futuristic Artefacts**

Vincent works with phosphorescent colours that first appear as normal pigments. When viewed under UV Lights these unexpectedly dazzle the viewer with brightly fluorescent colours, before finally, when the lights are turned off, viewers are heard to delightfully gasp with an audible... “Ahhhh - they’re glowing in the dark”.

The Art of Up-Cycled Technology gives new life to discarded electronic products and other naturally occurring found objects from our Throwaway Culture... it’s far better to give household rubbish and high-tech junk a second life.

Vincent’s “Futuristic Artefacts” have been exhibited at many SF conventions. His visions of contemporary Up-Cycling Technology have mystified viewers at museums, community centres, and schools as part of Vincent’s vision of bridging the gap between art and science.

# Sue Jones

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



Tempest

*"I've been drawing and making things for as long as I can remember. So when I went to my first science fiction convention it was natural for me to gravitate to the Art Show. I felt at home there."*

That was Novacon 21, in Birmingham. Over twenty years later, Sue is still a familiar face at Novacons and Eastercons, where she helps run the art shows, and even the occasional Worldcon. As well as small pen and coloured-pencil drawings, often featuring her cheeky red Martians, Sue creates digital fractal images on the computer. She also enjoys hand embroidery and photography. "I find inspiration in all sorts of places: from a story or an idea or a passing remark, from the materials that I work with, from the shapes, textures and colours around me and from historical sources such as old pattern books, herbals and emblem books."

Sue's art has appeared in various fanzines, including her own fanzine *Tortoise* which ran for 24 issues, and she produced the cover art for the publications for Novacon 40. Sue was born and raised in Kent, but has lived in Shrewsbury, in Shropshire, for most of her adult life.

# Angela Jones-Parker

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

Angela's jewellery encompasses her interests in astronomy, botany, the interplay of negative and positive space, and the entire spectrum of colour. "I don't think I could ever tire of working with these themes," said Ms. Jones. "Sometimes I use just one in a piece, but more often I'll use two or even three. This works better for me, and I think it results in more interesting jewellery."

Additionally, her work reflects her ethos: elegance, endurance, and affordability. "People wear jewellery for many reasons - but I make jewellery for people to look beautiful wearing, and for people to enjoy. I also make jewellery that lasts - it's no fun to have a necklace that falls apart the third time you wear it, or to lose a ring's stone down the drain."

She has no limits when it comes to gems. "I love all of them. I don't understand how

anyone could confine themselves to the expensive gems seen in traditional jewellers' shops, when so many beautiful stones are out there. I find that the more esoteric stones often look better on clients and they're more affordable too."



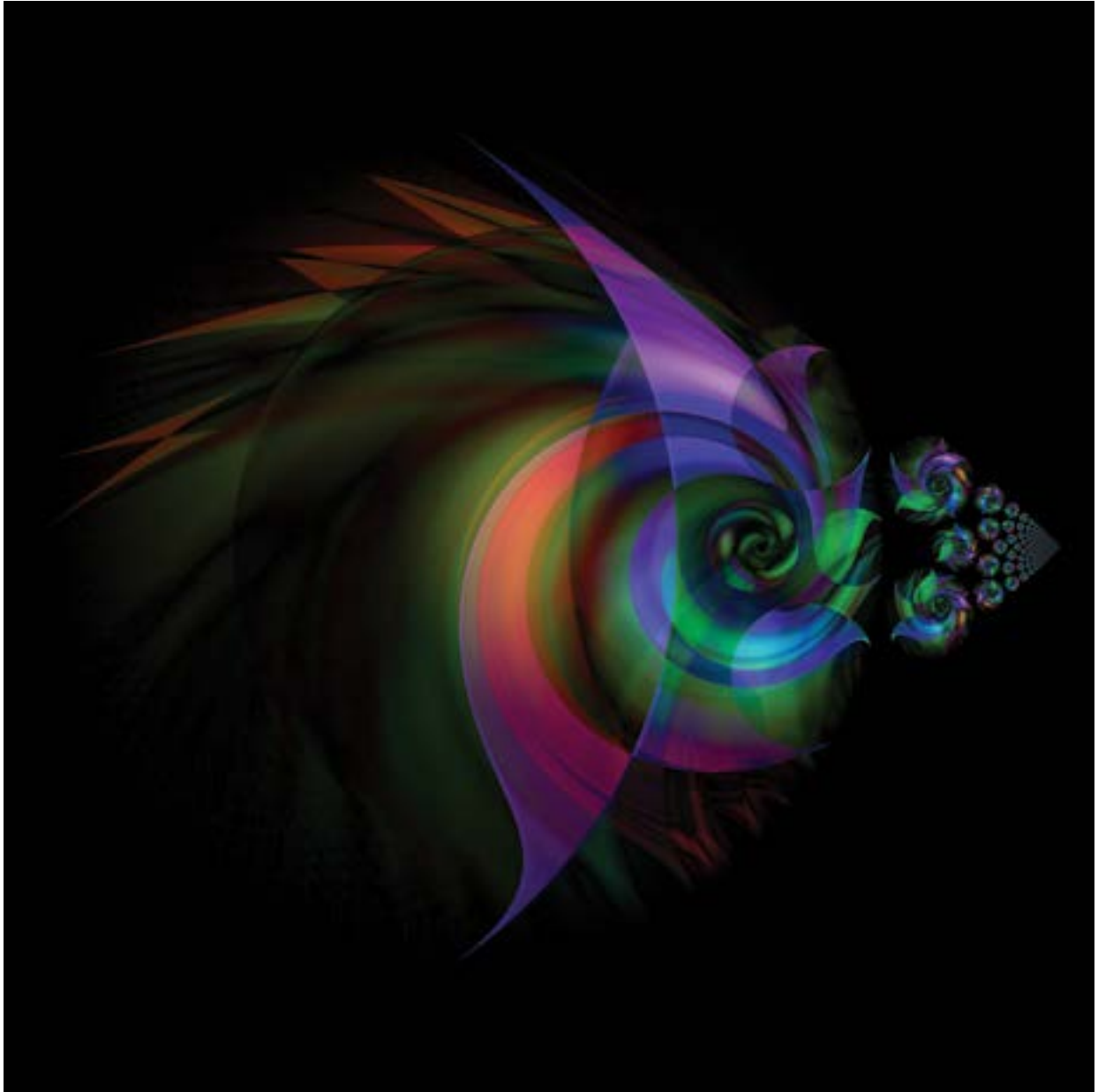
Silver Bar Necklace



Saturn Rhodochrosite Pendant

# Paola Kathuria

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



Hexodus

Paola is an inventor of things on the Internet. She lives in the UK.

She works digitally, creating images on computer using a variety of mathematical transformation tools. The process involves a great deal of serendipity; Paola never knows what the outcome will be when she starts on a new work. The finished image is created after many exploratory steps.

Only 5% of the images that Paola creates are chosen to release as a print. She uses a seven-colour pigment ink printer which produces giclee-quality prints. Finally, each image is put through a rigorous proofing process to find the combination of colour and print settings which produces the best results.

Paola makes and sells her own jewellery in an online shop she designed and built herself. She has sold over £15,000 of jewellery to date.

She is also a toy photographer, photographing small toys as if they're in the real world.

# Tom Kidd

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



Cat Box



Air Lizard

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

Kidd's art has won him a World Fantasy Award (Best Artist 2004) and seven Chesley Awards. He has also done design work for film, theme parks, entertainment products, and conceptual design for such clients as Walt Disney, Rhythm & Hues, and Universal Studios. His favorite and most time-consuming obsession is a unpublished book called *Gnemo: Airships, Adventure, Exploration*.

**Tom Kidd's work will be exhibited at Loncon 3 by Northern Star Art.**

# Sophie Klesen (SomK)

somk.deviantart.com



Cthulhu



Plates Duet

After studying Math, SoMK spent several years at the creative end of the advertising business, and accidentally ended up as a teacher of programming languages for the computer industry. In 2001, blissfully unaware, she embarked on a full-time artistic career, becoming a painter, sculptor and jewellery maker!

Her love of precision, blown up deadlines, detail and hard work and the proven 'recipes' that she has rediscovered and incorporated in her work, shine through the simplicity and patience involved in creating the traditional technique of illumination. Be it in jewellery or illustration, SoMK draws her inspiration from a variety of sources - a combination of nature, history, fantasy, science-fiction, horror and whisky.

# Dominika Klimczak

[www.salon.io/dominika-ika](http://www.salon.io/dominika-ika)



Bazuka

Dominika was born and grew up in Poland. She moved to England in 2004 and currently lives in Sutton in Surrey. An artist by preference, without any formal art education, Dominika started her art adventure in early childhood and still hasn't stop dreaming... she is fascinated by angels, dragons and other creatures. She paints mostly with acrylics but enjoys experimenting with inks, oils and encaustic wax.

Dominika shares her heart between the Epsom and Ewell Art Group and Japanese swordsmanship practice.

# Lisa Konrad

[www.arthouse.org](http://www.arthouse.org)



Misty Mountains

Lisa Konrad grew up in Birkenhead. After attending art college in Cardiff, she decided to go travelling, joining an Israeli Kibbutz before returning to the UK for the Solstice at Stonehenge.

The desire to explore and gain new experiences carried Lisa even further afield. She spent six weeks in Bali and travelled through Indonesia, Singapore and finally Malaysia where she stayed for two years. Lisa's love affair with Malaysia's mountains and particularly Bukit Larut is reflected in many of her paintings both from her time there and in her current landscapes.

On returning to the UK Lisa worked as a library assistant and also had two children. Learning HTML she worked for a while as a web designer, also experimenting with gifs, animation and design using Painter and Photoshop. As her kids grew she returned to her love of painting landscapes and dragons using more traditional media.

Lisa currently lives on the borders of Epping Forest, and when she is not exploring with her dog, painting or designing t-shirts, she can be found camping with her friends taking part in a Live Action Roleplaying Game.



Queen Beruthiel Cast Adrift with Her Cats

Ruth Lacon is a Scottish artist who has been interested in folklore, fantasy and science-fiction since she was a child. Despite that, her first degree was in science, a B.Sc. in Zoology, which comes in handy for drawing dragons. She later went back to college and gained a degree in design and illustration from one of the UK's rare specialist Illustration and Design courses at the North-East Wales Institute of Art and Design.

Since graduating Ruth has been working more as an artist than an illustrator, producing works inspired by fantasy and folklore, and in particular by the works of J.R.R. Tolkien. Ruth now shows her work on a permanent basis at a gallery owned by her agent near Machynlleth, in mid-Wales. Ruth has worked on two major privately printed limited-edition illustrated books drawing on J.R.R. Tolkien's writings, *The Tale of Gondolin* and *The Ruins of Osgiliath*. Ruth Lacon (writing as Elizabeth Currie) and Alex Lewis have also co-authored three widely acclaimed academic books on Tolkien Studies.

# Deborah Larson



Gryphon

So, there I was with a brand new Bachelor's degree in Art, but no job. A local sporting goods company had an ad in the paper for a graphic artist so I applied. They were actually looking for something called a "digitizer", no experience necessary. What the heck, I'll try anything once. Turns out that a digitizer is someone who uses fairly sophisticated software to create an embroidery design. Also turns out to be harder than it looks, but I was hooked. After a few thousand designs and caps for every NCAA team in the country, I moved on to doing my own art work and embellishment. I've won several industry awards as well as an award from Westercon 57. I'm working on a series called "Night's Carousel" with figures from the darker side of fantasy. I also do embroidery for historical and fantasy costumes.

# Alan Leach

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



Mars Surveyor

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

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

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

**Note: Alan Leach’s work will be exhibited at Loncon 3 by Northern Star Art.**

# Scott Lefton

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



The Innsmouth Table (mahogany, MDF and glass; all details handmade and hand-carved)

Scott Lefton makes art in media including wood, metal, glass, and Photoshop. He is primarily self-taught and has been making stuff for over 40 years. He also works as a mechanical design consultant and patent agent, and has a workshop with all the toys. He also plays with Arduino for fun and profit, invents unusual and challenging ice cream flavours, and is occasionally serious about photography. He lives in the Boston area in a big old Victorian house with his wife, a cat, and whichever of his children happen to be visiting.

# Gregory Manchess

www.manchess.com



Ambush



Station Repair

Creating a moment that communicates emotionally with the viewer is the essence of Gregory Manchess' artwork. He combined his love for fine art and science fiction and began his freelance career painting for OMNI magazine. His versatility allows him to paint across a wide range of mainstream illustration.

Manchess' interest in history and his excellent figure work have made his paintings a favourite choice of the National Geographic Society. He recently painted one of the very few illustrated covers of the past 20 years. He also painted the "Mark Twain Forever" stamp for the US Postal Service, released in 2011, and the "March On Washington" stamp, in 2013.

Manchess' work has garnered numerous awards across the industry, from the Spectrum Fantastic Art Annual to the NY Society of Illustrators, where he was honoured with the coveted Hamilton King Award, highlighting an artist's successful career.

Gregory is included in Walt Reed's latest edition of *The Illustrator in America, 1860-2000*. He teaches workshops at the Norman Rockwell Museum and the Illustration Master Class in Amherst, MA.

# Maurizio Manzieri

www.manzieri.com



Pictures from an Expedition



Five Thrillers

Naples, where Maurizio was born, is a beautiful city considered by many a paradise of art and classical culture. He began his artistic career working as a graphic artist in advertising and his first editorial sale came in 1994 with a cover for *Interzone*. Today Maurizio is a professional illustrator based in Turin and specializing in surreal worlds of the imagination. His artwork has appeared on countless covers of leading Italian and international publishing companies – Mondadori, Rizzoli and Espresso Group, Delos Books, Elara Libri, Bragelonne and

overseas *The Magazine of Fantasy & Science Fiction*, *Asimov's*, Putnam/ Berkley, Prime Books and Subterranean Press.

During his career Maurizio has received the Europe Award, the Premio Italia (twice) and the Chesley Award. His paintings have been chosen for annuals including *Spectrum*, *the Best in Contemporary Fantastic Art*, and *Infected by Art*.

While teaching Digital Illustration in two Italian Art Schools, the artist keeps expanding his collaborations in the fantastic field and has just been appointed Artist Guest of Honor for the renowned European Festival Lucca Comics & Games 2014 with a solo exhibit dedicated to *The Magazine of Fantasy & Science Fiction*.

# Linda and Alan Marques

[www.lindamarques.com](http://www.lindamarques.com) / [www.alanmarques.com](http://www.alanmarques.com)



Decaying Artefact (Alan Marques)



A Bad Landing (Linda Marques)

Linda met Alan at High School where they discovered a mutual passion for science fiction. She studied Technical Illustration at Portsmouth College of Art, then did archaeological illustration on a voluntary basis, before working in the printing industry and then for the Royal Astronomical Society in London. Since then she has worked as a Visual Effects Assistant, leading to location work in Romania on the film *Bunraku*, and in South Africa on the TV series *Outcasts*. Linda recently worked on Dave McKean's film *Luna*. Her art is a hobby, but she would like to turn it into a career.

Alan is a freelance Visual Effects Supervisor who attended film school in London. He set up the Digital Effects facility at the Magic Camera Company at Shepperton Film Studios in the 1990s and was a guest speaker at the 1995 Glasgow Worldcon for the VFX work on Gerry Anderson's *Space Precinct*. Alan has worked on over 50 film and television productions including *Goldeneye*, *The Borrowers*, *Lost in Space*, *Vertical Limit* and Dave McKean's *Luna*. His VFX Supervisor credits for television include *Mission 2110*, *Spooks* and *Outcasts*. Alan would also like to make his art a career in the future.



Copper Dragon Box

I've been drawing all my life. Although I've not much formal training, it gives me great joy, as does sharing art with others. I feel that art and crafts should be for everyone and that everyone should have the opportunity to make things which they find pleasing and which give others pleasure too.

I've been sharing my own art with fandom since 1982, through art shows, convention publications and fanzines. I was proud and fortunate to win the Fan Art Hugo in 2003 and 2005.

I do a lot of black and white line work with disposable technical pens or old fashioned dip India ink pens but I've turned my hand to many different things over the years, book covers, magazine illustrations, cartoons, colouring comics, and teaching crafts such as Pergamano, glass painting, and pyrography.

Pyrography on wood is my favourite art form and I have a particular fondness for green men and horned gods and earth goddesses.

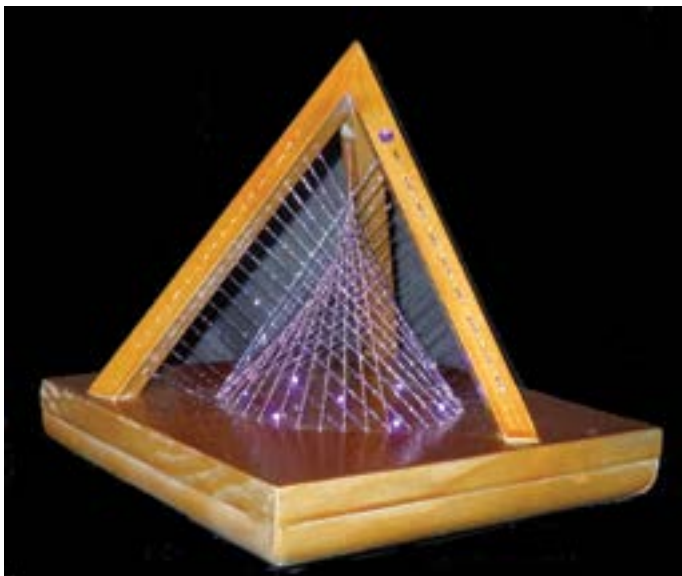
I live in green and leafy Cheshire, with a mad cat (the source of many amusing anecdotes), and spend most weekends walking through the woods, along the canal or yomping up hills in North Wales with my trusty thumbstick.

# Becky Maung

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



Matrix Wings



Pyramid String art

Becky Maung creates garments influenced by clothing designs from 1950 and earlier. 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 and LEDs. She has also been experimenting with geometric 3D string art that is also illuminated with LEDs.



69th Infantry Fort Cochran 1862

Mike Maung found out at an early age he had a passion for painting after being exposed to Salvador Dali in the mid-1970s. Other influences include Hieronymus Bosch, Roger Dean, Frank Frazetta, and Patrick Woodroffe. Starting in acrylics to create other worlds on canvas, he progressed to large scale murals and stage sets for local theatres. 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 centrepieces for events across the country. His work has been included in *Spectrum*, *the Best in Contemporary Fantastic Art*, and has also been displayed at the Institute of Contemporary Art in Boston in the early 1990s. Mike has recently exhibited at conventions including Arisia and Boskone.



Baby Hellboy

# Helen McCarthy

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



Robot Rumble

Helen McCarthy has been writing poetry and making textile art since childhood, encouraged by her mother and grandmother. Taught to draw by radical feminist nuns, she became addicted to mashing unlikely media together, eventually leading to her book and workshops on Manga Cross-Stitch.

She currently makes haiga - haiku combined with pictures or photographs - in both print and embroidery, and produces art from a mixture of needlework, inkjet printing, collage, found objects and icons of British, American and Japanese pop culture. She collaborates on embroidery design with her partner, the illustrator Steve Kyte. She also reads haiku to passers-by at random moments.

She celebrates four decades of con-going this year. During that time she's designed, made and worn both historical and SFF costume. She appeared in numerous Star Trek and SF masquerades, and in 1990 she was part of an award-winning group at ConFiction in Den Haag. She also created art for a number of fanzines and conventions, though she hasn't exhibited or sold her work since Conspiracy '87 in Brighton. Loncon 3 marks the beginning of a new adventure - she hopes you'll share it by coming to see her work.



At the Mountains of Madness

At the age of nine I was enrolled at the Mortbane Academy for Boys Inverness-shire, a damp, grey granite pile, situated on the shores of a small black-water Loch. It was here, whilst under the influence and tutelage of Mr Beck the art master (known affectionately as Old Dribble to those in his charge) that I determined to become an artist. Beck was a spare-framed man with a livid pallor, spiky grey hair and the blushed nose of an inveterate drinker, and every boy in the school thought the world of him.

I remember doing this wonderful oil painting of a sunset, a panorama in orange, red and black, a subtle palette knife smear, sinking down behind a flat lamp black roof scape.

I thought it was very special, so did Mr Beck.

He told us my picture was, without fear of contradiction, the worst painting ever produced in the entire history of art, and would not be, in his opinion, be bettered by anything in the near, or foreseeable future.

Everyone cheered.

In what seemed a brighter vein, he then told me that the gap between failure and success was infinitesimal, so small as to be unmeasurable. "Twitch once, Miller, and you're King of the Heap. Twitch twice and you're inconsolably lost."

Removing the picture from the easel he smiled at me and said "Carry on and remember the twitch". I did and do frequently.

And so it all began.

# Chris Moore

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



Journey



Ubik (Philip K Dick)

Chris Moore was born 66 years ago in Rotherham, Yorkshire and currently lives in Lancashire with his wife Katie. From a very early age he wanted to be a commercial artist. He specialised in illustration at Maidstone College of Art and at the RCA on a 3-year postgraduate MA course.

On leaving the RCA he set up a studio in the early 1970s in Covent Garden, London with fellow graduate Mick Morris. These were incredible times; Covent Garden was awash with illustrators, photographers, designers and advertising agencies. Rents were cheap and parking free, and everyone knew each other and reputations grew very quickly. They worked on book covers, record sleeves, magazine covers, ad campaigns, etc., from day one and never had to look hard for work.

Thanks to Peter Bennett at Magnum paperbacks Chris started working on SF covers which eventually came to dominate his output. He has been fortunate to produce covers for almost every SF writer of the 20th Century, but has been particularly associated with Philip K Dick. In 2001 an example of his work was signed in space by the shuttle astronauts as part of a promotion for the Isle of Man postal service.

# Tom Nanson

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

Tom Nanson trained at Wimbledon School of Art and Kingston School of Art (part of Kingston University) and has been exhibiting at conventions since the early 1990's, as well as providing artwork for program books, PRs, fanzines and filk songbooks and filk album covers.



Ash

## 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 Kelly Freas, Bruce Eagle, Tom Kidd, Alan Leach, and other fine science fiction and fantasy artists working in this genre? I know I am, and if you want to buy their work or related items, spend a few moments reviewing our unique selection of their paintings, preliminaries, and drawings at our web site at [www.NorthernStarArt.com](http://www.NorthernStarArt.com) and our sister site for romantic and fine art at [www.SouthernCrossArt.com](http://www.SouthernCrossArt.com).

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



# Goldeen Ogawa

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



Betelgeuse

Goldeen Ogawa is a writer of fantasy and science fiction, an illustrator, painter, and cartoonist. Born in the San Francisco Bay Area, she is a completely self-taught artist specializing in fantastical creatures and landscapes. She works primarily in traditional media, her favourites being watercolour, coloured pencil, and oil — or some combination of the above. She has written several short stories, published two comic books, and has served as a narrator on the Hugo Award winning podcast *StarShipSofa*.

She is the creator of the webcomic *Year of the God-Fox*, which can be read online at [yearofthegodfox.com](http://yearofthegodfox.com).

# Carole Parker



Sarong using Shibori Larch resist technique and ice dyed

Carole's detail focus works well in her publications career including technical writing and editing, as well as her interests in costuming, dyeing, and wearable art. She has competed in masquerades and won numerous workmanship awards for her dyework. Carole likes combining traditional, such as Shibori, and contemporary techniques to attain unusual results. In 2012, Carole had five hand-dyed scarves in the San Jose Museum of Quilts and Textiles "High Fiber" exhibit.

# Lucy Parker

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



Roots of Yggdrasil

My mother was an artist and took a dim view of art colleges, so she pushed me into studying science even though I had shown some early artistic talent. I ended up getting a Biology degree, however you can't keep a good artist down so after that I went to art college, studying for a BA in Illustration. I was then involved with setting up Salamander Software in the gaming boom of the 1980s. It was a challenge designing dynamic covers for Pacman and Space Invaders!

At Art College I developed my passion for life drawing. I think of it as my artistic aerobics and have always done it on a regular basis. After a break to have children I began to paint for myself and to exhibit my work. I also began to teach painting and drawing at this time.

I discovered handmade Khadi watercolour paper and a new way of using watercolour at a workshop with the painter Graham Dean. This changed my life. It seemed natural to use my life drawings in my work once I moved away from my tight illustrative style. I use a very limited palette of colours, which seem sympathetic to the human form. Portraits, landscapes and architecture are also inspiring to me and my paintings tend to reflect where I have been recently.

# Bruce Pennington

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



Shadow of the Torturer (Gene Wolfe)



Children of Tomorrow (A.E. Van Vogt)

Bruce Pennington was born in 1944 in Somerset, and studied at the Beckenham School of Art before graduating to Ravensbourne College of Art in Bromley. Exchanging “Fine Art boredom for Commercial Art whoredom” at the end of his studies, he began work in film posters whose boldness and vulgarity he felt to be a continuation of Pop Art, one of his passions at college.

At the age of twenty-one, he was confident enough to plan leaving film posters for a career as a freelance illustrator. His first SF book cover was a commission in 1967 for Robert Heinlein’s *Stranger in a Strange Land*. This led to many other covers for New English Library - not least for Frank Herbert’s *Dune* series - with whom for a while he felt he had found his artistic home.

In the early 1970s Pennington moved on to horror, illustrating covers for authors such as Machen, Lovecraft, Derleth and Clark Ashton Smith. These dark fantasies led to a misconception that Pennington himself was some kind of gloomy pessimist. “But the opposite is true,” he once said. “These pictures are not my personal nightmares, just a subject for painting.” Pennington’s walk on the dark side culminated with the publication in 1977 of *Eschatus*, his interpretation of the prophecies of Nostrodamus. He subsequently returned to book cover illustration, mostly in the fantasy vein, before moving on to more personal work in the late 1980s.

# Judy Peterson



Stonehenge

My B.A. is in History and I have a background in Education and Library Science. I acquired my fascination with wood from my father - an inveterate whittler. I have always had a passion for puzzles and science fiction. When my youngest child graduated from high school and left home, I found myself with time on my hands. In 1990, I bought a scroll saw and taught myself to use it. Since then, I have been designing and cutting free-standing, interlocking jigsaw puzzles from a variety of hardwoods. In 2013, I started designing and cutting more traditional flat puzzles.

As of the winter of 2013/14, my husband and I have co-authored five books for Fox Chapel Publishing. I am a frequent contributor of articles in *Scroll Saw Woodworking & Crafts* magazine, and teach beginning and intermediate scroll sawing. I have a firm conviction that the more of us who do it well, the better off we all are.



My Battle (for A Storm of Swords by George R. R. Martin)

Martina Pilcerova was born in Slovakia in 1973. She started to create illustrations, covers and comics before she finished her Master's Degree at the Academy of Fine Arts in Bratislava. She has been working in science fiction and fantasy genre for more than 23 years, creating around 400 paintings for various books, magazines, games and movie projects all around the world. She has worked for a wide range of publishers including Subterranean Press, Fanpro, Fox Acre Press, Berkley Books, Prime Books, Alien Contact, Talebones, Science Fiction Chronicle, Asimov's, Talpress, and Argument Verlag.

Martina has also provided artwork for the collectible card games *A Game of Thrones*, *Magic: the Gathering*, and *World of Warcraft* as well as conceptual designs for two movie projects and *Ravnica*, set in the world of *Magic: the Gathering*.

Martina has won multiple best artist awards in Slovakia and the Czech Republic, as well as the Jack Gaughan Award for Best Emerging Artist at Boskone in 2003, Best European Artist in 2010, and a number of Worldcon Art Show awards. Her paintings have also been included in several *Spectrum* publications.



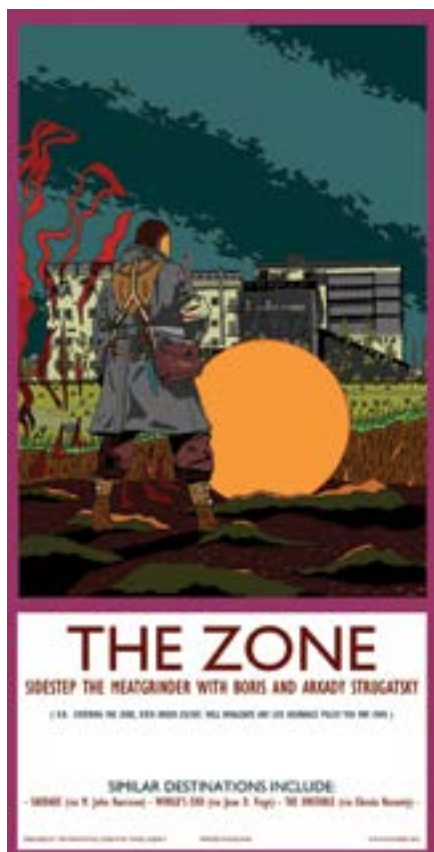
Starlady (for Starlady & Fast-Friend by George R. R. Martin)

# Autun Pursur

www.apillustration.co.uk



Fantastic Travel Destinations: The English Channel



Fantastic Travel Destinations: The Zone

Autun Purser is a deep sea ecologist based in Bremen, Germany. He is primarily concerned with the investigation of extreme ecosystems, such as gas hydrate provinces and cold-water coral reefs.

Commonly, he is stuck at sea in bad weather or in ports whilst damaged equipment is repaired. In these moments he usually makes illustrations to pass the time. If there are any handy, recently collected deep water beasts available he will sketch these, otherwise he tends to illustrate scenes from books.

Over the last couple of years he has enjoyed some success with his 'Fantastic Travel Destinations' series of posters. In these he takes the style, fonts and page formats from the old 1930s – 1950s British Rail travel posters and applies them to locations from science, fantasy and unusual fiction. A number of these posters will be exhibited at Loncon 3.

# Alastair Reynolds

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



Untitled 1

Alastair Reynolds is a former scientist and now full-time science fiction writer, with twelve novels to his name and many shorter pieces. His works have been nominated for the Clarke, BSFA, Hugo, Campbell and Sturgeon awards, and he is a winner of the BSFA, Seiun and Sidewise awards.

Alastair is also an enthusiastic amateur artist and has produced hundreds of paintings and drawings over the years, in many media, and covering topics from Welsh landscapes and industrial scenes, to birds and science fiction scenes. After a fallow period, he took up art seriously again after returning to Wales from the Netherlands. He and his wife are both keen members of their local art society, and between them have completed many courses in different art media and subjects at their local adult education college, as well as exhibiting locally.

# Theodore Robinson

www.robinsonarts.com



The Pluto Run - Os Frigate



The Pluto Run - Phoenix Cruiser

Theodore D. Robinson was born in 1965 in Tucson, Arizona. His mother was an artist so Theodore's artistic creativity was encouraged from an early age. Theodore studied drawing and painting in high school and college, earning a Bachelor's degree in General Fine Arts from the University of Arizona in December of 1990.

His principal courses were in illustration, graphic design, painting, figure drawing, and photography. After Theodore graduated, he moved to San Francisco, living in Hayes Valley for seven years working various jobs while continuing to create new work, having occasional shows and sales. In 1997 Theodore began living and working between Paris, France and Los Angeles, CA. His website has been up since 2003 continually showcasing his developing talents and endeavors. Theodore also exhibits and sells his work through several online galleries with increasing recognition of his quality. In addition to visual arts, Theodore's most recent and ambitious creative project is a copyrighted science fiction story for film, books, and games called *The Pluto Run* about an epic race of magnetic solar sail yachts sailing from Mercury to Pluto and back again in the late 38<sup>th</sup> century.

# Ralph Ryan



Blue Moon

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

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

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

# Edwin Rydberg

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



Biohazard



Before the Fall

Born Canadian, Edwin H. Rydberg currently lives in the UK with his Italian wife, British daughter and Israeli cat where he enjoys producing digital/3D rendered artwork and writing speculative fiction.

A biochemist by training, Edwin is the author of numerous scientific papers and was the recipient of the European Molecular Biology Organization (EMBO) Science Writing Prize in 2005. He moved full time into writing and artwork when life and personal interest pulled him away from the lab bench.

Edwin's published artwork includes a 3D digital image ("Attack!") in the first issue of the magazine *Crossed Genres*, and covers for anthologies by Utility Fog Press and Sleeping Cat books. He is a regular exhibitor at Eastercon and Novacon, and recently had his first solo show in Harrogate, UK.

# Keith Scaife

[www.facebook.com/keith.scaife](http://www.facebook.com/keith.scaife)



The Player of Games (Iain M Banks)

I've made SF art for as long as I can remember, influenced by Gerry Anderson, Stanley Kubrick's *2001: A Space Odyssey*, and New English Library's *Science Fiction Monthly* magazine - filled with wonderful artwork - and I knew from a very young age that was what I wanted to do.

After art college, I went on to specialise in model making at Sunderland Polytechnic, with a view to a career in movie special effects. A chance encounter there with film & TV model maker Martin Bower led me to paint some concept artwork for a project he was working on. Suddenly I found myself a professional illustrator, producing covers for authors such as Iain M Banks, Walter Jon Williams, and Larry Niven. I was still making models though, as I find it much easier to think and design in 3D, so for almost every piece of artwork there's a maquette made first to work from.

Over the years I have also produced non-SF model work for a number of giftware companies, as well as working with Martin Bower again - making moulds and resin casting. Most recently I've gone back to 2D, producing concept artwork for a project with Livemation Films.



Software

# Spring Schoenhuth

www.springtimecreations.com



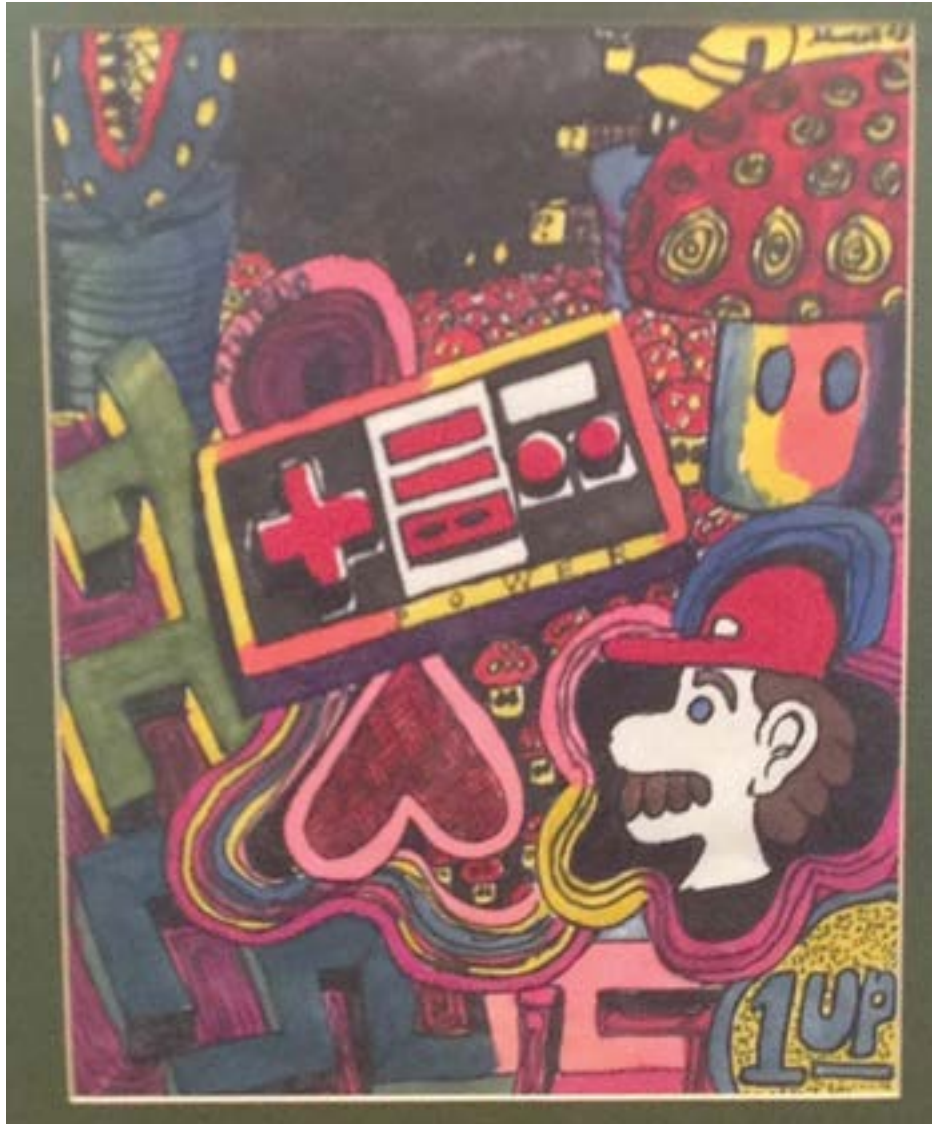
Chesley Award Winner Pin

Spring Schoenhuth has a fascination for all things geologic, particularly astronomy, gemology and palaeontology. She was born and raised in Montana looking up at the “Big Sky”, lived for many years in Seattle, and taught in California, Washington, Montana and Hawaii. Her current projects are putting together a series of children’s books, teaching second grade, and being the owner of Springtime Creations, (purveyor of exotic and science fiction jewellery, whose work has been seen in *Star Trek: DS9™*). She has also designed jewellery for organizations, and crafted the *John W. Campbell Award for Best New Writer* nominee pin.

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

# Thomas Shaner

ronin356.deviantart.com



Nintendo Power

Thomas Shaner is an Artist and Cartoonist from Cape Girardeau, MO. He has two degrees from Southeast Missouri State University; a BA in Art from 2003, and a BFA in Painting from 2011. Thomas was the cartoonist for his college newspaper, *The Caphaw Arrow*, for four years from 1999-2003. He has been a lifelong fan of Star Trek. His favorite Star Trek series is *Star Trek: The Next Generation* along with *Deep Space Nine*. He also likes watching *Futurama*, *Warehouse 13*, *Almost Human*, *Game of Thrones*, *Girls* and *True Detective*.

Thomas has been working on many different comic book projects, including *Killjoy: The Raygun Chronicles* (a futuristic noir thriller with equal parts of horror thrown in) and *Last Words* (a redemption story of a man named Doug Gilliam set in an Urban Fantasy setting). Thomas has exhibited his work in the St. Louis area as part of the Foundry's KA-POW show, a juried show focused on comic related art. He also displayed work at the 2012 Worldcon, Chicon 7.

Thomas also created and draws a webcomic called *Magenta the Witchgirl*. The webcomic about a witch who wants to be a superhero is available on DrunkDuck.com.

# España Sheriff

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



Squid Bride

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 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.

When not drawing I dabble in fanwriting and costuming, often both at the same time in the pages of *Yipe! Costuming Fanzine*.

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.



La Conspirations de la Couronne

Marc Simonetti is a French artist, born in 1977 and currently living in Annecy, France. He graduated from the INSA Lyon School with an engineering diploma but a short R&D project manager career gave him a huge need to express himself in a more artistic way.

After studying at the Emile Cohl School, he started to work in the artistic field as a background 3D artist for the video game industry. Work as a freelance artist followed, in many fields such as video games, advertisement, cinema, and cover art.

He has provided illustrations for many fantasy and SF novels, mainly for French Publishers (illustrating HP Lovecraft, George R.R. Martin, Terry Pratchett, China Miéville, David Gemmell, Terry Goodkind, Frank Herbert, and many others).

**Note: Marc Simonetti's work will be exhibited at Loncon 3 by Bragelonne.**



Spacegirls of Uranus - Roslind

Who are you? A quiz...

Have you:

- Worked for 2000AD, Interzone, Penguin, Games Workshop and Marvel UK & US?
- Inaugurated the "Phlosque" award for "Cute Fantasy artwork with significance"?
- Presented "Beyond Cyberdrome" (wool & balloons Robot Wars) at Eastercon (UK) for over a decade?
- Drawn backgrounds for *Luther Arkwright: Heart of Empire*?
- Been an Eastercon Guest of Honour?
- Been featured in *Sci Fi Now* and *Imagine FX* magazines?
- Completed the art/layout for a book based on the Edwardian "Night lands" Mythos which is STILL "In production"?

Are you:

- Married to Eira who does humorous SF Fan-Art and trapeze and father to an 11-year old squirrel genius?
- Working with John Freeman on Science and "Sorcery" strip Crucible but still don't know if it will continue as hardcopy or web-comic?
- Launching the first hardcopy edition of the fan-fave kids illustrated book "If I had a Dog" at Loncon?
- Developing an ecological action strip?
- Developing a strip about prehistoric life and babes in spacesuits but wondering where it will feature?

If you answered "Yes" to all the above, then you are Smuzz (BAHons Phil) and you need a publisher who fulfils their contract.

# Robin Stevenson

[raliel.deviantart.com](http://raliel.deviantart.com)



Crackmoon City

MRaliel (Robin Stevenson) studied art far too long ago at Winchester School Of Art.

Raliel specialises in art depicting the mythic and macabre or downright made up and has done specific work for Amanda Palmer (of the Dresden Dolls) and has been part of exhibitions that have toured Europe and the US. He works and resides in North London, and is quite well known for his dress sense, which is a good couple of hundred years out of date.

He is not a pirate.

## Alex Storer

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

Alex Storer is a digital artist and electronic musician based in Sheffield, UK. A lifelong interest in science fiction came full circle in 2010 when he began producing his own brand of science fiction artwork. His work often pays homage to yesterday's visions of tomorrow yet remains contemporary and distinctive in style.

Alex's H.G. Wells-inspired painting "Awakening" was included in *Brave New Worlds: Utopias/Dystopias* in London in 2011, and his work has appeared in *ImagineFX Magazine*, *Writing and Illustrating the Graphic Novel* (Mike Chinn) and *How to Draw and Sell Comics* (Alan McKenzie). In addition to his artwork, Alex has been composing instrumental music since 2006 under the name of *The Light*

*Dreams* – atmospheric soundscapes inspired by a wealth of film and literature as well as the fascinating world of dreams. Having grown up with a passion for both science fiction and electronic music, this crossover comes as no surprise!



Into the Unknown

# Anne Sudworth

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



The Invitation



Whitby Abbey

Anne Sudworth is a British artist, internationally known for her magical trees and haunting moonlit landscapes. Drawing and painting since childhood, her professional career started in 1993 when she presented her first exhibition "Visions and Views". Her work can now be found in many collections around the world.

Her dark, moody pastel paintings are deeply involved with nature and its more mystical aspects. This is most evident in her "Earth Light Trees", an ongoing series which represents a central theme in her work.

Her inspiration comes from many things including dreams, nature, death, mythology and folklore. Her work has been described as visionary, magical, gothic, fantastical and occasionally surreal and her strange, haunting works, particularly her moonlit scenes, have influenced many.

Her art is best described by Academy Award winning actor, Nicolas Cage, who wrote: *"Anne Sudworth's art awakens the inner glow I felt as a child when I beheld a tree for the first time under moonlight. She recalls in me a soft, light green illumination that restores my imagination; gives me strength in my adult life, and never stops burning no matter how dark the night gets. Like Graves' 'White Goddess' her paintings are poetic, magical gifts direct from the source."*

# Bryan Talbot (Guest of Honour)

[www.bryan-talbot.com](http://www.bryan-talbot.com)



*Grandville Mon Amour*, page 9

Bryan Talbot is now published in over twenty countries and winner of many comic awards – including an Eisner award, the Prix SNCF and several Eagles – having been working in the medium for over thirty years.

He's produced underground and alternative comics, notably *Brainstorm!*, and science fiction and superhero stories such as *Judge Dredd*, *Nemesis the Warlock*, *Teknophage*, *The Nazz* and *Batman: Legends of the Dark Knight*. He's worked on DC Vertigo titles including *Hellblazer*, *Sandman*, *The Dreaming* and *Fables*, and has written and drawn the graphic novels for which he is best known, including *The Adventures of Luther Arkwright* (the first British graphic novel), *Heart of Empire*, *The Tale of One Bad Rat*, *Alice in Sunderland*, *Metronome* and *Dotter of Her Father's Eyes*, this last written by his wife, Mary. He has been awarded an honorary Doctorate in Arts by Sunderland University and an honorary Doctorate of Letters by Northumbria University. *Sally Heathcote: Suffragette*, a collaboration with Mary and Kate Charlesworth, has just been published by Jonathan Cape. He is currently working on the *Grandville* series of steampunk detective thrillers.

# Vincent Villafranca

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



The Inquisitive Nomad

Vincent Villafranca is a bronze sculptor based in rural north Texas. He produces a wide assortment of imagery, from futuristic robotic beings to historical and high fantasy figures. Vincent has won the Chesley Award for “Best 3-D” and numerous convention awards. He designed the Ray Bradbury Award (which is given out annually during the Nebula Awards). In 2013 Vincent designed the Hugo Award base for LoneStarCon 3.



Ceridwyn

Pauline is a self-taught sculptor and jeweller. Her influences include Tim Burton, Monty Python, and Roald Dahl. She tries to keep her work geeky, finding inspiration in nature, movies and TV, and her husband's pre-coffee non-sequiturs. Her newest work is a series of pendants inspired by D&D skills and attributes.



DNA Wristlets

# Margaret Walty

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



Noah's Ark 2

I was born in 1952 in Geneva, Switzerland, of a Scottish mother and a Swiss father. I lived in Lebanon, Singapore, Algeria and Spain before returning to Geneva to art college where I studied jewellery. I now live in the south of Scotland and concentrate entirely on painting, which I exhibit through my web site, and at galleries across the UK and abroad.

There are many wonderful subjects out there in the world, and I try and capture some of them in my botanical, wildlife and nature paintings. There are also many wonderful subjects that are out of this world, and these are the ones I try and capture in my fantasy paintings. Whatever the subject, I always see it in great detail, and this is how I strive to depict it, from a tiny miniature painting to a larger mythical landscape. I paint in acrylics, for the luminous colours of that medium, and increasingly in oils, layering the paint in many glazes.

My book illustrations include *The Last Slice of Rainbow* (Joan Aiken), *Hush, Little Baby* (a collection of songs and nursery rhymes), *The Celtic Lunar Zodiac* (Helena Paterson), *Faery Healing* (Margie McArthur) and *Greenworld* (Dougal Dixon).

# Sarah Webb

[bonfireofstars.carbonmade.com](http://bonfireofstars.carbonmade.com)



Hunter

Sarah Webb was born in 1994 and raised in Fairbanks, Alaska. From an early age she loved to draw, paint, and read or imagine fantastic stories, and these interests have never faded. The cold winters in Alaska made it very easy for her to spend long hours inside working on her art, and this dedication has stuck with her throughout her life.

She started working in illustration at 14, and now uses a Wacom Intuos tablet alongside Adobe Photoshop CS5.

Before graduating high school she had won a National Gold Medal in the 2013 Scholastic Art & Writing Competition, and her work has been featured in *Exposé 11* and *ImagineFX* magazine.

She is currently attending the Maryland Institute College of Art, where she is majoring in Illustration, and will graduate in 2017.



Illusions

# Gary Wilkinson

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



Orbital Over the Forth (Iain Banks 1954-2013)

Gary S. Wilkinson is an enthusiastic (one early school report remarked “Gary gets more paint on himself than the paper”) self-taught artist. Although he has worked in a number of mediums including pen and ink, most of his recent work has been digital. Born in Yorkshire but growing up and spending most of his life in Lincolnshire, a love of science fiction was gained from discovering Harry Harrison on his first trip to the adult library and of fantasy by games of “Dungeons and Dragons” played during the school holidays.

Gary is also interested in photography and writing – both fiction and non-fiction - and has combined the latter with his art to write and illustrate comics. He has contributed to a number of fanzines, including his own, as both a writer and an illustrator.

Influenced by an eclectic range of classical and modern art as well as sf and fantasy illustration plus film cinematography, Gary S. Wilkinson produces work that is essentially realist in style but still painterly, with a bold use of colour.



