



VANCAUFEUR

SPACE STATION ZEBRA

VANCOUFUR 2017

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March 9-12, 2017
Executive Airport Plaza Hotel
Richmond, BC

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FROM THE STATION CHAIR

Welcome to Vancouver, and to VancouFur 2017. This is the sixth year of this convention, and I'm excited that it has become bigger and better every year. I'm thrilled to share this year's con with all of you, our attendees. I feel we have put together a weekend that will be fun for everyone. We're happy to have some excellent guests of honour, showing off the talents of our local community as well as the furry fandom as a whole.



This has been an exceptionally challenging year for our executive and staff, but VancouFur has come together and we hope you will enjoy it. We have all been reminded through the difficulties that have been faced of one big reason we help organize this con: it's a labour of love. None of us, from the board to the chair to the staff, make any money from this event. We volunteer our time, effort and in many cases funds to make VancouFur the best it can be for one reason - to share it with the furry community far and wide. Our payment comes in the form of your enjoyment, and the fact that so many of you return year after year.

If you enjoy VancouFur and want to see it continue for many years to come, I encourage you to become part of the team. Volunteer your talents for one of the many staff positions, or at the convention. The more help that VancouFur has, the better the convention is, and the longer we will be able to be part of the Vancouver furry community.

Be safe, have fun and enjoy VancouFur!

Trapa



GUESTS OF HONOUR

Artist: KAPPY

Kappy is a Vancouver artist (originating from Edmonton, Alberta) who has studied arts & music her whole life. Currently working as a professional animator, she seeks to draw, sculpt and build fursuits in every spare moment. Passionate about gardening, she has a particular fondness for nature and all things green!

Kappy found her way into the furry community through the Lion King fandom in 2004 and has loved meeting many wonderful individuals who inspire her. She recently picked up fursuit building in 2013, and is looking forward to refining her skills & possibly opening up for business in the upcoming years.



Community Spotlight: SIXEL

Animated Icon Enthusiast and Fraser Valley raised, free range goose. In addition to serving the online furry community since 2009, she's been a regular of the Vancoufur Dealers Den and also works in the animation industry as a background artist. Long time video gamer and dedicated kitty momma she dreams of one day creating her own game company with her partner - and all the games will be about cats or birds.

Writer: LAWRENCE M. SCHOEN

Lawrence M. Schoen holds a Ph.D. in cognitive psychology; been nominated for the Campbell, Hugo, Nebula, and C  yotl awards; is a world authority on the Klingon language; operates the small press Paper Golem; is a hypnotherapist specializing in authors' issues; and writes science fiction and fantasy about life, death, and the continua between the two. His book, *BARSK: THE ELEPHANTS' GRAVEYARD*, received the C  yotl Award for Best Novel of 2015.



GUESTS OF HONOUR

Fursuit: DANCING DUKE

Hey everybody it's Duke here! ThatDancingDog is a performance artist and has been active in the furry community since the late '90s. Duke is not only a costume performer, but an artist, costume builder, singer, dancer and personality. Most known for creating and putting together convention music videos in which fursuiters of all shapes, sizes and ages are welcomed to learn the moves and participate in the filming.

The performer behind Duke has been working in the entertainment industry for many years and is a long time pro sports mascot for various sports teams. Has appeared in stage tours and television performances as some very well known characters!



Fandom: POTOROO

Potoroo (or Roo*) is a rogoyle originally from Erin, Ontario who, due to the misguided decisions of others, became Chair of Camp Feral! in 2004, inflicting his love of low-budget horror movies, the bizarre, and the colour pink on innocent campers ever since. He is also a musician, songwriter, music geek, and marketer for the [REDACTED] Company, which he can't talk about.

Charity: ORPHANED WILDLIFE REHABILITATION SOCIETY

For the second year in a row, VancouFur welcomes the **Orphaned Wildlife Rehabilitation Society** as its charity.

Founded as a society in 1985, O.W.L. has been rescuing and rehabilitating birds from across B.C., Canada and North America for more than 30 years.

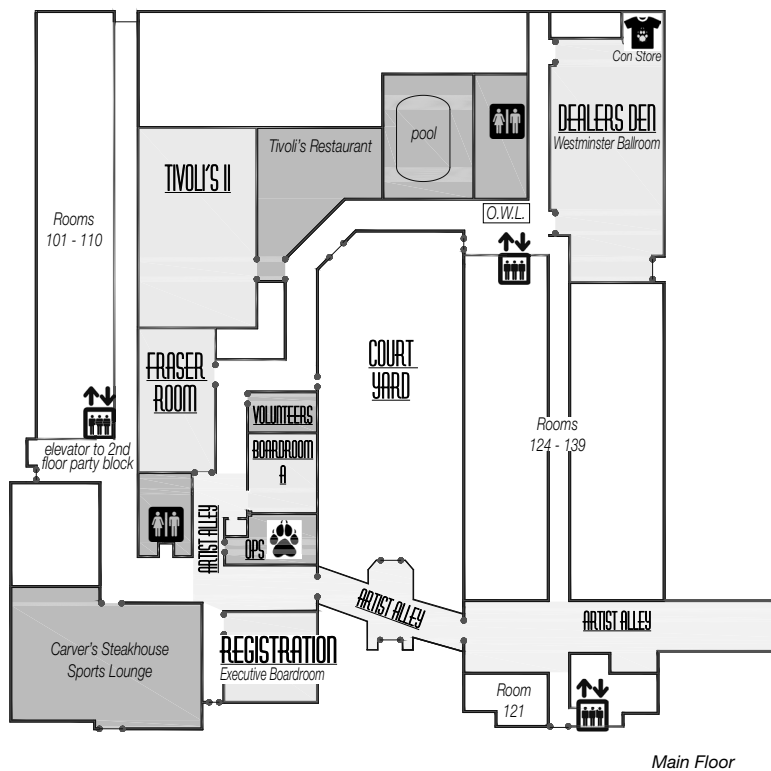
On call 24 hours a day, seven days a week, O.W.L. is a non-profit group run by volunteers who rehabilitate and release injured and orphaned birds while providing public education. Located in Delta, B.C., the society operates a facility that specializes in the treatment and care of raptors such as eagles, falcons, hawks and owls. The facility treats more than 400 injured birds of prey through the year. Staff is able to provide primary care such as treatment of bro-



ken bones, fluid injections and tube feeding. Educational programs provide opportunities for the public and school groups to experience these majestic birds. More than 40 unreleasable birds of prey are permanent residents at the O.W.L. facility.

For more information about O.W.L., please visit their website at owlcanada.org.

STATION LOCATIONS



ADDRESS

Executive Airport Plaza
7311 Westminster Hwy
Richmond, B.C.

CONTACTS

- Hotel Direct: (604)278-5555
- Emergency: **DIAL 911**

RESTAURANTS

Carver's Steakhouse & Lounge
5-10 pm (11 pm Fri/Sat)

Ceili's Modern Irish Pub
11:30 am-late Mon-Fri
12 pm-late Sat-Sun
19+? Check out our special drink menu at Carver's & Ceili's!

Tivoli's Restaurant
Open for breakfast & lunch
(see posted hours at the hotel)

DINING GUIDE

Check out the VancouFur 2017 Dining Guide for information on local restaurants, coffee shops and other retail outlets.

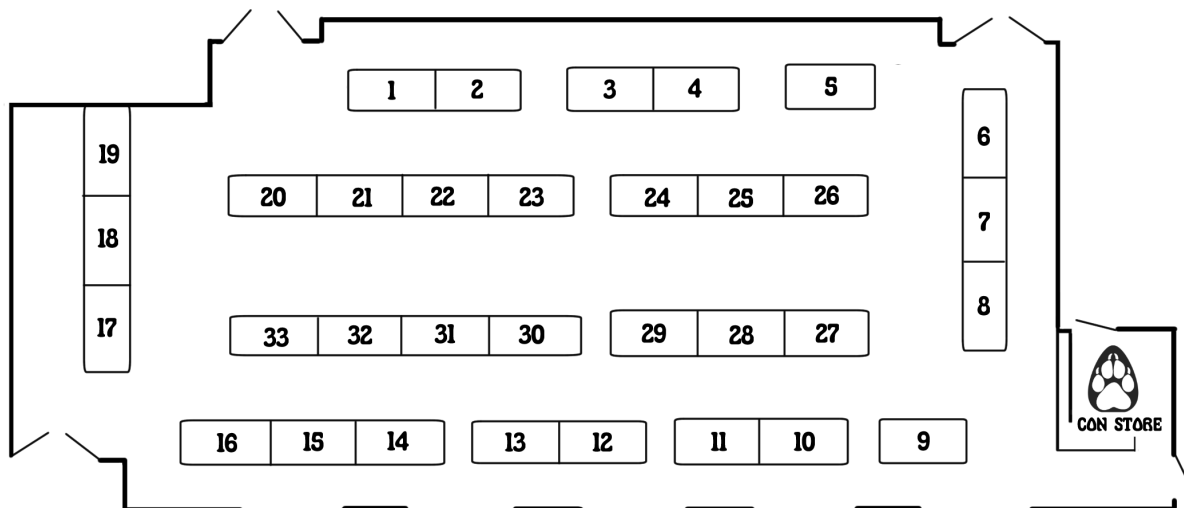
[vancoufur.org/
diningguide.php](http://vancoufur.org/diningguide.php)

TRANSIT INFO

Canada Line
Richmond-Brighouse Station
Departing
First train: 5:02 am
Last train: 12:46 am
Arriving
First train: 5:55 am (est.)
Last train: 1:37 am (est.)
translink.ca



DEALERS DEN



Friday: 10 am-6 pm Saturday: 10 am-6 pm
Sunday: 10 am-3 pm

- 1..... **Big Kitty & Little Fishy**
..... www.facebook.com/Pentaraskitchen
- 2..... **Pmoss**
..... www.furaffinity.net/user/pmoss
- 3..... **Onnanoko**
..... www.furaffinity.net/user/onnano
- 4..... **Echoes of Light**
..... echoeslight.com
- 5..... **WildElement Studios**
..... www.furaffinity.net/user/temrin
- 6..... **Sixel (Guest of Honour)**
..... www.furaffinity.net/user/sixel
- 7..... **The Tale of Ten Thousand**
..... T10K.weebly.com
- 8..... **Kappy (Guest of Honour)**
..... www.furaffinity.net/user/kappy
- 9..... **Holtwerx**
..... www.holtwerx.com
- 10..... **Che**
..... www.furaffinity.net/user/mystique
- 11..... **ShadowsMyst**
..... www.furaffinity.net/user/shadowsmyst
- 12..... **Davecko**
..... www.furaffinity.net/user/davecko
- 13..... **Yawg**
..... www.furaffinity.net/user/yawg
- 14..... **Nirokia**
..... nirokia.wixsite.com/nirokiasarts
- 15..... **Weregeek**
..... www.furaffinity.net/gallery/rhukai
- 16..... **Zardis Art**
..... zardisart.webs.com
- 17..... **Nomad Complex**
..... nomadcomplex.com
- 18..... **Gator Glass**
..... www.instagram.com/glass_gator
- 19..... **Draptor Print Shop**
..... www.furaffinity.net/user/dragoncreature

- 20..... **Apoxon**
..... furaffinity.net/user/apoxon
- 21..... **Otterlily**
..... otterlilyart.tumblr.com
- 21..... **Malicai**
..... www.furaffinity.net/user/malicaifox
- 22..... **Rhari**
..... www.furaffinity.net/user/rhari
- 23..... **Mitti / Grey White**
..... www.greywhiteart.com
- 24..... **Darkpaw Studios**
..... www.furaffinity.net/user/yoko-darkpaw
- 25..... **Waffle Wishes**
..... wafflesthemagician.deviantart.com
- 26..... **@AthenaTheJackal**
..... twitter.com/AthenaTheJackal
- 26..... **ScribblyTeas.com**
..... www.scribblytees.com
- 27..... **Get Fluffy**
..... www.getfluffy.net
- 28..... **Danji Isthmus**
..... www.furaffinity.net/user/danji-isthmus
- 29..... **Kiriska**
..... kiriska.com
- 30..... **Cursed Wolf Commissions**
..... www.furaffinity.net/user/ceowolf
- 31..... **SuperNova**
..... beta.furrynetwork.com/supernova
- 31..... **Allosaurex**
..... www.furaffinity.net/user/allosaurex
- 32..... **ViridianDenial**
..... www.furaffinity.net/user/vide
- 32..... **Ph8lWolf**
..... www.furaffinity.net/user/ph8lwolf
- 33..... **Sam and Fuzzy**
..... www.samandfuzzy.com

POINTS OF INTEREST

Thursday Night Market

Guests to Space Station Zebra will be greeted on the first evening of Vancouver by the Night Market, a collection of vendors that, in its inaugural year, was eclectic and very well received.

Set in the Artist Alley area between Carvers and the main lobby, the Night Market will invite both registered dealers and those who simply wish to grab a table for the evening and sell their wares, whether it be arts, crafts or what-have-you. Dealers Den dealers may

Thursday: 7-11 pm

grab a half-table in the Night Market free of charge, while other attendees are invited to drop in for their own half-table space for the low price of \$5 – with proceeds going to our charity, O.W.L.

These tables are first-come, first-serve, and there are some rules to be kept in mind for prospective sellers – talk to the coordinators for more information before setting up.

Artist Alley

On Friday, Saturday and Sunday, Space Station Zebra will not only have a fine selection of vendors in the Dealers Den, it will also have a varied collection of creators taking part in our Artist Alley.

Set along the halls between Carvers Steakhouse and the main lobby, Artist Alley is a gathering place for creators and artists of all kinds who change every day – it's a mixture of pre-registered and first-come, first-served spots, so the collection of creators changes every day of the convention.

Attendees can drop by during open hours

Friday: 10 am-6 pm

Saturday: 10 am-6 pm

Sunday: 10 am-3 pm

and find interesting and exciting creations of all kinds. Creators who want to be part of the Artist Alley can drop by before opening to sign up for a half table – check out the rules at vancouver.org/artistalley.php beforehand!

We're excited to welcome our creators Friday through Sunday – drop by and check out what's on display!

Board and Video Game Rooms

So you've danced until your space boots have worn out, you've attended enough panels for the day and you need some time to chill out, relax and socialize in a more laid-back setting? We have you covered.

Space Station Zebra has two gaming rooms for those times when it's time to take a break – or get competitive.

The always-popular Video Gaming Room will be on the third floor, with a range of consoles, games and activities throughout the day and night (ask in the room for opening times).

Up on the eighth floor in the Skyline Room

Thursday: 6 pm-1 am

Friday: 10 am-1 am

Saturday: 10 am-1 am

Sunday: 10 am-5 pm

the Board Gaming Room (open the hours listed above) will offer a range of games for loan, tables for anyone who brings their own games, and this year includes a variety of tournament events. Play Munchkin, Magic, Ultimate Werewolf, and much more – with prizes available for some events!

ACTIVITIES & EVENTS

Thursday

Opening Ceremonies 6 pm
Main Theatre
 Get the convention started right – drop by for a special welcome celebration and introduction of our guests.

Night Market 7-11 pm
Artists Alley area – outside Carver's Steakhouse
 Get an early start on con shopping with a first-come first-serve collection of vendors.

Friday

Fursuit Dance Rehearsal 11:30 am
Grand Ballroom
 Get warmed up for the dance competition with some rehearsal time.

Fursuit Dance Competition 7:30 pm
Grand Ballroom
 Get those paws moving! Check out how our competitors do on the dance floor with the always-exciting dance competition.

Ice Cream Social 1:30 pm
Tivoli's II
 Come meet furs and get some tasty treats! Ice Cream Social tickets must be purchased ahead of time, either with your pre-registration or at the con store.

Friday Dance 9 pm
Grand Ballroom
 Crank up the tunes and hit the Grand Ballroom for the first of the weekend's dances!
 DJs: 9 pm – Nesfuratu; 10 – Nos Hyena; 11 – DJ Floppy Ears; 12 am – DJ Spots; 1 – Midekai

Saturday

Saturday Morning Cartoons 8 am
Tivoli's II
 Wake up with some classic cartoons and get the day off to a good start.

ety Show. Tickets at Con Store.

Fursuit Parade 1 pm
Grand Ballroom
 Fursuits gather at 12:30 am in the Grand Ballroom – the parade, led by our guests, will head through the hotel at 1 pm.

Talent/Variety Show 7 pm
Grand Ballroom
 Cheer on fellow furries strutting their stuff on the stage – music, dance, comedy, there could be anything! Rehearsal Saturday, 1:30 p.m.

Guest of Honour Dinner 5 pm
Grand Ballroom
 Join our Guests of Honour for a great meal and conversation, this year leading into the Talent/Vari-

Saturday Dance 9 pm
Grand Ballroom
 How are those legs after Friday's dance? Still got some energy? Well, we can take care of that! Come on out for Saturday night's dance party!
 DJs: 9 pm – Top-40; 10 – Beekin; 11 – Akonite; 12 am – Cenny; 1 – Lutra

Sunday

Charity Auction 12:30 pm
Grand Ballroom
 Come get your hands on some awesome art and merch to benefit our charity, OWL!

Closing Ceremonies 5 pm
Grand Ballroom
 Time to wrap it up for another year. Join us to say goodbye to another great convention - and celebrate the start of our build to VancouFur 2018!

Fursuit Games 1:30 pm
Grand Ballroom
 Come get your hands on some awesome art and merch to benefit our charity, OWL!

Dead Dog Dance 8 pm
Secondary Ballroom
 Help pack up the con, and join our staff for a last chance to relax before the weekend ends.
 DJs: 8 pm – 80s Remixed; 9 – Digi Pig; 10 – K3rb3ros; 11 – Mad Curlz

Hiss & Scratch 4 pm
Grand Ballroom
 Provide constructive feedback for our staff and let us know what's working and what needs work to improve VancouFur.



PANELS

Panel information subject to change.
Please check your Pocket Program (available at Registration) for times and locations of all panels.

ART

3D Animation: Character Acting (Guest of Honour)

Host: Kappy

Curious about 3D animation? Kappy will walk you through each stage of creating a believable acting performance using 3D Rigs!

Artist Meet & Greet

Host: Temrin

Artists, young and old, beginners and professionals and everyone in-between. All are welcome! Come hang out and meet other artists, ask questions and possibly even learn techniques!

Character Design 101

Host: Gishkishenh

An informative industry approach when designing characters for publication and presentation

Drawing Dynamic Figures in Action!

Host: Shadows Myst

Your characters feeling stiff? Want to move away from the same old static poses and breathe more life into your drawings? In this panel, we'll look at how to draw figures in action, from everyday actions like walking and running, to fighting, as well as more dramatic and dynamic posing even for static figures through the use of action lines, gestures, foreshortening, and more.

Drawing Games

Host: Temrin

Come and play some silly drawing games! All you need to bring is a pencil! (We will try to have extras!) no drawing skills required.

Furrywood: Motion Capture

Host: Carrizo

What if instead of animating with a pencil or a mouse, you could use your entire body? That's motion capture! Find out how "mocap" is transforming the animation industry in this informative, audience participation panel.

Hoodie Making 101

Host: Apoxon

Apoxon dishes out some helpful tips and tricks in a highly caffeinated, rapid-fire run-down of How-to-Sew-a-Hoodie!

How To Draw Sexy Femmes – 18+ PANEL

Host: Rhari

A panel on drawing sexy females, shapely busts, curva-



ceous hips and anatomy that is truly female, and not just men with breasts.

How To Draw Sexy Males - 18+ PANEL

Host: Rhari

A panel on drawing men, from the beautiful and effeminate to the muscular powerhouses, this panel teaches you to draw good looking men.

How To Draw The Fiddly Bits – 18+ PANEL

Host: Rhari

A panel on drawing the varied genitalia of adult furry work, animal and human, both male and female.

Life Drawing – Human (Clothed)

Host: Thea

1-2 hours of timed drawing of a live human model. The best way to learn is to draw from life, and learning to draw better humans leads to better anthros.

Making Cartoons: Animation Q&A

Host: Che, Havok

If you enjoy cartoons of any form from 80's classics, to anime, to my little ponies, you may have wondered what it takes to actually be a part of the team that brings these titles to life. At this Q&A panel you'll get a look into what daily life is like in the modern animation industry from seasoned professionals, what kind of jobs they do, the challenges they've faced as artists, how they got where they are now, and what you need to do

to become a successful part of this growing industry.

Making Comics

Host: Shadows Myst

Have you ever wanted to make your own comics, particularly long form stories, either in print or online? This panel will give you an overview and insight into the process from conception to publication. We will look at how to write for comics, drawing sequential art, and explore the tools of the trade, programs, and resources to get the job done through to publication either online or in print as well as promoting your work.

Pajama Art Jam

Host: Che

Bring your kigurumis and your comfiest slippers! All the fun of a sleep over without all that awkward homesickness. Bring sketchbooks, art supplies, or any portable drawing means and come hang out! Draw, chat, make friends! But most of all, do it while comfortable as heck,

Portfolio Construction and Review

Host: Che

How to put together an art portfolio to put your best foot forward. Be it to apply for a school program, or trying to break into the animation industry, seasoned professionals will review your work and give you constructive feedback on how to make it stronger for you to achieve your goals. Bring your current portfolio and an open mind to have it reviewed by our panel of professionals to give you tips on how to strengthen and build a winning portfolio. Note: no at-con sign-ups for review, but all are welcome to watch.

Response Drawing - for Charity! (Guest of Honour, Charity)

Host: Sixel

Live drawn responses to audience prompts and suggestions. Have your character drawn in a response or take home a drawing by donation - which will go to OWL.



Transformation: The Art of Drawing Shifting Anatomy

Host: Shadows Myst

If you've ever wanted to learn more about drawing someone turning into something else, this is the panel for you. In this panel we will look at drawing techniques for transformation in terms of how to seamlessly blend and distort anatomy of different creatures together in dynamic and expressive ways from single images to progressive sequences.

FURSUIT

Fursuit Building

Host: Laylel

We will vote on doing handpaws, tails, or ears at the beginning of the panel. The workshop will be aimed at beginner/intermediate crafters who want to learn some of the techniques they can use to make their own fursuit pieces. Questions and discussions around other parts of fursuit building are welcome as well!

Fursuit Dance Video Shoot (Guest of Honour)

Host: Dancing Duke

Fursuiting GOH Dancing Duke will be shooting a video of fursuiters dancing. If the weather cooperates, shooting will take place out of doors. Otherwise, will take place in the Grand Ballroom.

Fursuit Performance

Host: Aphinity

You have a fursuit, but feel stiff? Come to this panel to learn how to perform in your fursuit.

GAMING

Adventures in Space: GMing for SciFi

Host: Havok

Telling compelling SciFi or futuristic stories can be a challenge, this panel will explore the challenges and pitfalls of running tabletop roleplaying campaigns in sci-fi or futuristic settings and how to avoid a wormhole of despair for your players while running a campaign that your players will rave about for years to come. This is not a system specific panel, and focuses on storytelling and art of GMing in general.

Cards Against Humanity Tournament (18+ EVENT)

Host: Rain Rat

Playing Cards Against of Humanity.

Cult Following

Host: Cult Following

Cult Following is an irreverent, creative storytelling game from new local Vancouver game developer Bravely Told Games. Players use ideas from the deck to make ridiculous cults and then pitch them to the other players.

How will you connect "Timid forest creatures", "Unleashing the beast within" and "A sensual paradise"

to attract the attention of potential recruits? Try Cult Following and find out!

Introduction to Star Wars X-Wing The Miniatures Game

Host: *Shadowfax*

Want to be an Imperial TIE Fighter pilot or fly an X-Wing for the Rebels. This introduction to the basic concepts needed to play for Star Wars X-Wing The Miniatures Games by Fantasy Flight Games. Panel Sponsored by The Royal Manticoran Navy: The Official Honor Harrington Fan Association.

Magic: The Gathering Tournament

Host: *Rain Rat*

Playing Magic the Gathering (format to be determined).

Munchkin / Star Munchkin

Host: *Kaji*

Munchkin is competitive card game where players delve into the dungeon, defeating monsters, collecting loot and even backstabbing their friends. All expansions will be included. Tournament Rules: There will be one game running for every 4 players signed up. Winners are determined by reaching level 10 or is the highest level by the end of 1 hour. The winners from each game will move onto a second round to battle it out for the Grand Prize: 1 free sketch commission of your fursona wearing all the equipment you were wearing when you won.

Music Bingo

Host: *Dragonman Mike, Shadowgoddess*

Prepare to be reminded of songs from the past while playing this game. This is bingo with music – 90s, 80s, and if there's time 2000s music. A 30 second clip of a song will be played; if you have the song you check it off. We award a prize for 1st, 2nd and 3rd place to the first person the host hears yell bingo that has a correct bingo.

Nine Player Eclipse

Host: *Kaji*

Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies, and build spaceships with which to wage war. There are many potential paths to victory, so you need to plan your strategy according to the strengths and weaknesses of your



species, while paying attention to the other civilizations' endeavors. Grand Prize: 1 free sketch commission.

Riffriders: Major/Minor

Host: *Smilin' Jack*

Delve into the strange circumstances that made up one of Steam's first big furry related games with host Smilin' Jack. Learn about the game, the influences, and bizarre events that made up and molded Major/Minor. There will be scene readings with audience participation and a Q&A session to wrap up any loose ends. Was it successful? Was it a cringey mess? Or does the author of the description know but is purposely holding it back from you to build tension? Find out with your attendance

Two Rooms & A Boom

Host: *Kaji*

Stop your president from being Blown Up! But who is the president? More importantly... WHO IS THE BOMBER?! In this social game of hidden roles and deduction, players are divided into 2 different rooms. Find your teammates, establish trust, and exchange hostages before time runs out and the bomber explodes! It's the party game that's Always a Blast.

Ultimate Werewolf

Host: *Rain Rat*

Ultimate Werewolf is an easy-to-learn social party game for 5 to 30 players of all ages. Each player has an agenda: as a villager, hunt down the werewolves; as a werewolf, convince the other villagers that you're innocent, while secretly eliminating those same villagers each night.

Video Game Music Trivia

Host: *Illus*

Challenge yourself against fellow furs in a multi round game of video game trivia. Think you know the sounds of the Super Nintendo or Playstation 2? This is a panel that involves your participation. Come join us and win prizes!



WRITING

Author Meet & Greet

Host: Tony Greyfox

A chance to get to know your fellow authors. Share ideas, recent works, reviews, and whatever else comes to mind.

Advantages of Small Press Publishing (Guest of Honour)

Host: Lawrence M. Schoen

Join our Guest of Honour, Lawrence M. Schoen, for a discussion of small press publishing vs. the big guys, and how small press can benefit a range of authors.

Anthologies: Start To Finish

Host: Ocean Tigrox

These collections of stories are popular products in the fandom. We will discuss creating, soliciting stories for, editing and publishing anthologies.

Bad Fan Fiction: The Movie (18+ PANEL)

Host: Arcane Reno

Bad Fanfiction - The Movie! Step one: Help write the worst of fanfictions. Step two: the bravest audience members (aka victims) will be selected to act it out as a script! There may be prizes for enthusiasm.

Becoming Fluent in Dialoguese

Host: Arcane Reno

Do your characters feel wooden? Dialogue seem stilted? Then this panel is for you! An interactive discussion on what dialogue is, the role it plays in your story, and how to improve your characters' speech.

Fanfic: The Good, Bad & Oh God Why

Host: Arcane Reno, Tony Greyfox

So you want to write fanfiction? Great! Join some authors familiar with fanfic to discuss the right way and wrong way of expanding your favourite universe.

Flash Fiction Jam

Host: Tony Greyfox

Bring your writing gear - we throw out prompts for the audience to work with, give ten minutes or so per prompt, and then share the often amusing results.

Language and SF (Guest of Honour)

Host: Lawrence M. Schoen

Our Guest of Honour looks at how authors can use linguistics and language more effectively, create new languages that work, and other aspects of language within science fiction writing.

Q&A and Reading with Lawrence M. Schoen (Guest of Honour)

Host: Lawrence M. Schoen, Tony Greyfox

Our Writing Guest of Honour, Lawrence M. Schoen, is a multifaceted individual with knowledge in everything from anthropomorphic writing to Klingon language to

hypnosis. Our host will interview Lawrence, and invite him to read a selection from his works.

Science Fiction Writers of America Q&A (Guest of Honour)

Host: Lawrence M. Schoen

Join our writing Guest of Honor to answer questions about the Science Fiction and Fantasy Writers of America for anyone who might be interested in what they do, what resources they make available, what the perks of membership include, and what you can avail yourself of without even joining! So come on by.

State Of Anthropomorphic Writing (Guest of Honour)

Host: Lawrence M. Schoen, Ocean Tigrox, Tony Greyfox

A panel discussion on the state of anthropomorphic writing at present, featuring Writing Guest of Honour Lawrence M. Schoen, Coyotl Award-winning anthology editor Ocean Tigrox and author Tony Greyfox.

Turkey Readings (Charity Panel)

Host: Tony Greyfox

Join our host as he reads some truly horrific SF, furry stories, fanfics and more to raise funds for our charity, OWL! Pay him to stop reading, start reading, use funny voices, act out scenes, and whatever makes him (or other victims) generally look silly for an hour.

Who's Your Character?

Host: Fever Low

A general look at how to create and develop characters in your writing.

World Building

Host: Tony Greyfox

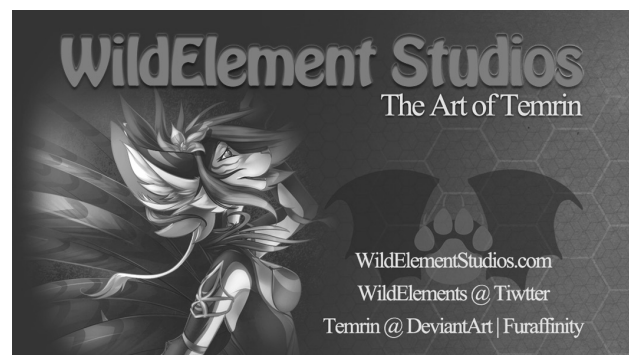
A discussion of worldbuilding techniques for writers, with a focus on creating worlds and settings for Fantasy or Sci-Fi inclined among us. Others most welcome.

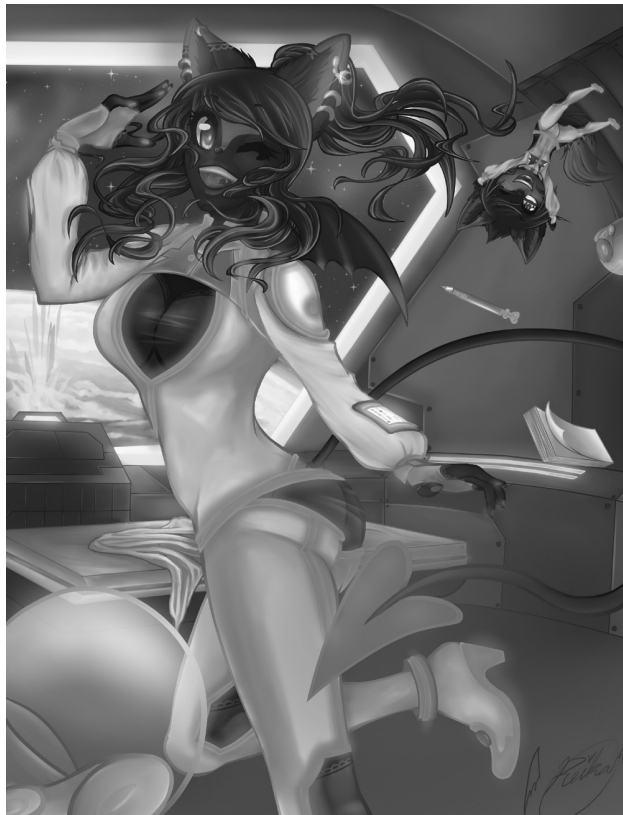
SOCIAL/MEETUPS

Brony Panel

Host: Aphinity

Gathering for fans of My Little Pony: Friendship Is Magic.





Cub/Babyfur Meet & Greet

Host: Donaar

A panel for furies who are babyfurs, littles, cubs, or caretakers to meet up and make friends.

Open and Poly Furry Relationships 101

Host: Viro the Science Collie

Are you in a relationship, but thinking of adding an additional mate? Have you considered an open relationship, but weren't sure what that would mean for your existing relationship? Are you single, and considering dating a couple, or joining up with an existing pack? Come to Open and Poly Furry Relationships 101, where you will learn how to practice non-monogamy ethically, with the full enthusiastic consent of all parties involved. Topics covered will include non-violent communication strategies, conflict resolution, ethical compromise, radical honesty, informed consent, safer sex practices, relationship structures (traditional monogamy, "monogamish" relationships, open relationships, polyamory, and relationship anarchy), personal boundaries, relationship rules, handling rejection, and how and when to say no. Presentation to be followed by Q&A.

Pajama Art Jam

Host: Che

Bring your kigurumis and your comfiest slippers! All the fun of a sleep over without all that awkward homesickness. Bring sketchbooks, art supplies, or any portable drawing means and come hang out! Draw, chat, make

friends! But most of all, do it while comfortable as heck,

Parents Of Furies

Host: Sniffum, Serena Spaulding

For parents of the furry community to get together and meet each other, and talk about issues and fun (SFW) furry things.

Record Collector Meetup

Host: Wilford B. Wolf

Do you collect vinyl records and are you interested in meeting others that do? Would you like to start? Come join us for a casual meetup where we can swap ideas and get recommendations.

Transformations

Host: Greyson Wolf

Meet and greet and general PG discussion on the transformation sub-fandom and transformations in general.

Transformations After Dark (18+ PANEL)

Host: Greyson Wolf

Meet and greet and general 18+ discussion on the transformation sub-fandom and transformations in general.

MUSIC/PERFORMANCE

aesthetic furs

Host: Tyins Darkwulf, Nostalgicmon

The virtual plaza welcomes you, and you will welcome it too. Welcome to the world of Vaporwave, an experimental sample based music genre with aesthetic that ignited an art movement. For furs who are curious about the genre, or are already understanding that we are more and less human, consumed and consuming a relentlessly rich economy of sensory information - come chat and learn about it!

Basics Of Pop Music

Host: Cassidy Civet

Ever wanted to write a Pop song? Something catchy that everyone can sing along to? Then this is the panel for you! Come learn about the importance of lyrics, song structure and more!

Floor Wars

Host: SuperNova

Floor Wars is a chance for all dancers – fursuiters and non-fursuiters – to show off their dance skills in a tournament-style one-on-one dance-off, with the audience choosing their favourites!

Furrywood: Voice Acting

Host: Carrizo

Learn about voice acting by stepping up the mic! In this audience participation panel, volunteers will perform roles from a prepared stack of scripts. Recordings will be edited and posted on <http://furrywood.com>

Introduction to Ableton Live

Host: *OscillaFox*

Basics of music production with Ableton Live and any advice i can share on the subject.

Magromancer's Magic Hour

Host: *Magromancer*

Magic and story time with Magromancer. I will be talking about what I do outside the Fandom which is magic tricks. I'll also tell how I learned about the Fandom. I will also be teaching some great magic tricks you can perform for people, including a magic trick that's "paw"sible while in a Fursuit. Come to my Panel and be prepared to learn some great magic tricks. Fursuiters gladly welcome to come in your suits.

Whose Lion Is It Anyway? An Impawve Panel

Host: *Dronon, Smilin' Jack*

Join Dronon and Smilin' Jack for a whole bunch of improv games! Never done improv? No problem! Games for all skill levels - You can come up on stage, or watch and shout out your ideas from the audience. Fursuit friendly!

Whose Lion Is It Anyway? A NSFW Impawve Panel (18+ PANEL)

Host: *Dronon, Smilin' Jack*

Grab your pass and come with us behind closed doors for the NSFW edition of Whose Lion. Like the family panel, Dronon and Smilin' Jack will be hosting improv

games for willing volunteers! Fursuit friendly. We'll be taking suggestions from the audience - Now's the chance for some spicy jokes without the risk of your mom washing your mouth out with soap!

GENERAL

Bad Movie Night

Host: *Wilford B. Wolf*

A Vancoufur tradition! Come get shot up into space and watch some of the worst movies ever made. This year a double feature: Rifftrax presents "Cat Women On The Moon" and MST3K's "Space Mutiny."

BCAEA Annual General Meeting

Host: *BCAEA Board*

The annual general meeting of the BC Anthropomorphic Events Association. All members welcome.

The Best Worst Tips From An Accidental Marketer (Guest of Honour)

Host: *Potoroo*

While chasing dreams of becoming an actor, director, playwright, restaurant owner, world famous musician and artist manager, Potoroo found his true calling by trying to avoid it like the plague: he accidentally became a marketer. With training in marketing for the music industry, experience with Universal Music, indie radio and digital promoter Dale Speaking in Toronto, and now [REDACTED], Potoroo honed his skills as an

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"anti-marketer" and now he will pass his bad (but bizarrely successful) habits to you. Learn new ways to promote your art, writing, and costuming commissions, or marketing your music, your business, your event, yourself, and not feel awful and skeezy afterwards!

Camp Feral! - 20 Years of Organized Chaos (Guest of Honour)

Host: Potoroo

In 1997, three Toronto furs returned from the first Albany Anthrocon inspired to start a local convention. The first fur wanted to plan a traditional FurMeet, eventually to become the biggest con in the north! The second fur had the unique idea of running the first Furry University with a focus on workshops and panels, run in a University setting. The third fur wanted to drag furies away from their computers and into the woods to be around nature and the furry community. Luckily, since everyone knew each other in the late 90s, they brought the ideas together and mashed them up, creating Camp Feral: Canada's first furry convention, and the world's first outdoor convention. Furies in the woods! It was doomed to fail. Twenty years later, Feral is either the 4th, 3rd or 2nd longest running furry convention in the world!

Compressing Air Space (Inflatables)

Host: Aphinity

An artistic expression of furies hits the pools and beaches; and now reach the station as they are compact and relatively easy to transport up. This panel is fursuit and photo friendly; and will be full of vinyl and latex.

Furies In The Media

Host: Carthage

A review and discussion of how the media has portrayed furies over the past year.

History Of Furry Fandom

Host: Dronon



How did furry fandom get started? How has it been shaped and changed by each new generation of fans? A greymuzzle explains!

Klingon Language (Guest of Honour)

Host: Lawrence M. Schoen

A discussion of the development of Klingon and how it's used.

Lessons we learned running our first Kickstarter campaign

Host: CultFollowing

If you've ever considered bringing a project to life through crowdfunding, there's a lot of work that goes into running a campaign - before, during, and after. Panelists will talk about what they learned when organizing, running and funding a crowdfunding campaign for the first time. They will share lessons

learned and provide advice to those considering using Kickstarter or similar services for their projects.

Meet the Board

Host: BCAEA Board

A casual get-together opportunity to meet the Board of Directors of the BC Anthropomorphic Events Association.

Nerf War

Host: Holtwerx

Loosely-themed foam-blaster scenario games - Capture the flag, team versus team, and other objective games.

OMG DINOSAURS!!

Host: Apoxon

Enjoy a trip through the Mesozoic as Apoxon delivers another highly caffeinated talk about those amazing prehistoric giant (and not-so-giant) creatures we like to call Dinosaurs!

O.W.L Info & LIVE BIRD Presentation (Charity Panel)

Host: O.W.L., Temrin

Come visit our charity while they tell you about their work, the birds, environment and how you can help! There will be a special avian visitor present!

Photografurry 102

Host: Uninvaded Fox

Another eye-opening introduction to Photography for members of the Furry Community who are looking to expand their skill set. Explore basic principles of the art form; learn photographic technology, terminology, and the workings of your camera; and gain practical hands-on experience. Prior knowledge or a professional understanding of photography is not necessary. Participants are encouraged to bring their own cameras; a demonstration camera will also be provided. Come with an open mind and find out how you too are capable of



taking more than simple run-of-the-mill snapshots.

Planet Of Reptiles

Host: Hazellius

All about the beautiful and interesting scaly that we share the world with! Learn about the most stand out and strange species of lizards, snakes, turtles and crocodiles. Find out what it is like to have a reptile as a pet, and which one would be right for you!

Running A (Successful) Furry Business

Host: Apoxon

Budgeting got you down? Emails spiralling out of control? Fighting the constant pressure to WORK ALL THE TIME? Apoxon offers some tips and tricks for running a successful commission-based business (costumes, plushies and art) that won't drive you into the ground, based on her 9 years of experience.

Sexual Health and Safety Within the Fandom (18+ PANEL)

Host: Tyins Darkwulf

Daniel Kline, MA, Registered Clinical Counsellor and Sexual Health Educator will be joining us to speak about sexual health and safety within the furry fandom. Do you have any questions? Maybe you are unsure of some things, or maybe you just want to learn more! Remember, your health comes "fur"st and you must be informed.

Space 101: What's out there?

Host: MiniMike

Ever wonder what's out there, beyond the Earth's atmosphere? Join MiniMike in a layman's journey into Space, and see just what's out there!

Space 201: The really weird stuff!

Host: MiniMike

So you know a bit about space, but what about the really truly weird and bizarre things out there? Join MiniMike as we explore even deeper into the cosmos, and see just how weird things can get!

So This Is Your First Con?

Host: Hazellius

Helpful tips and advice for first (furry) convention goers. A quick sweep through the conbook, schedule, events and panels. A nice overview of VancouFur.

Stage Fright? We can help

Host: Empty Shadow

The few, the proud, the performers. NOT. We need you! Join us in this fun workshop style panel to help you face your anxiety. Do you have a talent or skill that you want to share with the world but haven't built the confidence to sign up for a variety show/dance competition/other? This is the panel for you! I will be sharing my secrets for getting on stage and performing in front of an audience. What are you waiting for?



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Crew Dossier File

Designation: Artist Guest of Honour

KAPPY

How long have you been involved in the fandom, and what got you started?

I've been involved in the furry fandom since the early 2000s, originally finding my way in through the Lion King community! I had a "fursona" before I knew what furry was – it was an easy transition to make once I met the right people!

When did you start drawing? What inspired you to be a creator?

I've been drawing since I could hold a pencil – the cookie cutter response, I know! I used to pause Disney movies as a kid and draw the still frames as practice. I was largely inspired by family I had working for Disney at the time, and it set the fire in me to become an Animator.

Have you had any formal training in art, or are you self-taught?

I was largely self taught up until College – where I was studying for Animation and found myself knowing more about most techniques than was in the curriculum. Self instruction is a powerful tool, and is also what set apart most students from their peers in school as well.

When it comes to furry art, what's your muse – what drives you to draw and steadily improve?

The community itself is largely what inspires me to create and continue improving! I'm surrounded by remarkable artists, both budding and well established – it's impossible to not be filled with ambition and inspiration seeing what other people are doing!



Do you have any specific projects you're working on, or that we can look forward to?

I'm on track to have a couple new fursuits done this upcoming year (a couple for sale, maybe!), as well as a graphic novel about a tribe of Wild Skunks (a collaborative project with Leon SpottyDog). It'll be a busy year!

What advice would you give new artists wanting to improve their work?

Never stop drawing! Even if its the last thing you feel like doing – pick up a pencil and do some life studies. In the words of an inspiration of mine, Chuck Jones – “Every artist has thousands of bad drawings in them and the only way to get rid of them is to draw them out.”

Crew Dossier File

Designation: Community Spotlight

SIXEL

Tell us about yourself - how did you get involved in furry fandom, and why?

Rhari was my introduction to the fandom, we were taking a beginner animation class together. I started drawing birds and was getting feedback and encouragement, it was awesome! I felt very welcomed by the community.

What path have you followed in developing your art? Has your professional career influenced your anthropomorphic works?

I dabbled in art classes but never went to art school. I went digital early on and started doing commissions. I'd never thought I could turn my hobby into any sort of job, it was just something I really liked doing. Professional work has influenced me for sure, I'm honoured to have known and worked with really talented people who've been willing to share their experience with me.

As a creator, what do you find is the most fulfilling part of working within the furry fandom?

Making icons, hands down. Before I really joined the fandom I loved making little anima-



tions, I thought "if only I could find somewhere that appreciated small looping animations." Dream come true!

If someone wants to up their art game and get into things like animation, how would you suggest they go about it?

It's got to be something you're passionate about; I'm not saying quit your day job and go to art school. Do what you have to do to keep doing what you love, work to pay bills but never stop drawing. Take a hard look at where

you're weak. Wonder if you're ever going to 'make it'? Keep drawing. Network. Be consistent and dependable. You won't get there if you wait for the 'right' time or break. And then keep drawing.

Your fursona is a goose – that's pretty unique! What's the story behind that?

A certain someone had been attempting to assign me an animal, finally I just said that I was a goose. It really grew on me; they're locally sourced and a symbol of our nation (that also poops on your lawn, honks loudly, chases you, and steals your french fries).

Crew Dossier File

Designation: Writer Guest of Honour

LAWRENCE M. SCHOEN

Barsk has become perhaps your most well-known work, but it's not your first novel involving animal characters; tell us about your writing involving anthropomorphic creatures and how you got started writing about critters.

I have a humorous SF series, let's call it the "Conroyverse," that includes two novels, three novellas, two novelettes, and half a dozen short stories that involve a stage hypnotist, the Amazing Conroy, who travels the galaxy doing stages shows with aliens (some of whom might qualify as anthropomorphics). He has an alien companion animal named Reggie who is a buffalito – picture an American bison scaled down to the size of a breadbox, with big anime-style eyes, now consider that it can eat anything (rock, toxic waste, radioactive ore) and somehow converts it all into oxygen which it then farts. Wild hilarity ensues. The idea for the entire series came to me in a phrase that just popped into my head at the very end of a two-week writing workshop. To this day, I have no idea where it came from. The phrase was "Put down the buffalo dog and step away from the bar."

How difficult was it to create a world filled with anthropomorphic animals, combined with the other concepts that make up the world of Barsk?

I suspect if I'd done it in that order, it would have been very hard indeed. But instead, I came up with the characters first, the Fant (Eleph and Lox), the Urs, the Brady, the Bos, and all the rest. Knowing them, understanding them – their goals, their motivations, their dreams, their talents and shortcomings – gave me everything I needed. I just let them loose and they told me about their worlds.

Furry fandom is a relatively small niche in terms of writing; how can authors writing in this genre best reach beyond that to a more mainstream audience?

The first thing is the hardest thing: tell a good story.



If you've got a good story it doesn't matter what genre it is, people will want to read it. Master the craft, learn how to put words together for different effects. Understand the nature of conflict, characterization, pacing. But in the end, it all comes back to story. If your goal is simply to do an awesome job portraying Furry characters, then you're not concerned with story and you have a real uphill battle. But if your characters are characters first, characters who just happen to be furry, who have wants that the reader can relate to, who have lives the reader can care about, then you're on your way. Tell a good story.

You have many other interests beyond writing. Can you tell us a little about the various projects you're involved with, and how you manage to keep

them all up along with your day job?

To answer the last question first: I don't. Often it's a juggling act, and as happens when you're juggling, things sometimes get dropped. For example, years ago I started a small press. It's been a very satisfying side project and I'm proud of the work that's come out of it. But within a week of signing a contract with Tor Books I realized something had to give and my small press was one of the first casualties. It's not gone entirely, but it's scaled way back. Another example: in addition to my doctorate in cognitive psychology, I have a certification in hypnotherapy. I like using hypnosis to help writers get out of their own way, to become better at what they want to do. But there's no time! I have a website that I started work on back in 2013, www.hypnosis4writers.com, and it's still not operational. I also have lots of side projects – many of them invitations to write for this anthology or that friend's universe – and I'm trying to squeeze them into an already overpacked schedule. And then there's the DayJob. Oy! The answer of course is that I don't sleep much. That's not a good solution, but as I have insomnia a lot of the time anyway I try to turn it into a feature.

Crew Dossier File

Designation: Fandom Guest of Honour

POTOROO

Tell us about what you do, and how you got so involved with furry in so many interesting ways!

What I do? That's tough! I have been co-running events since I fell into furry around 1996. I helped start Guelph Furry Breakfasts, which drew event-starved furs from all around the region. Furs tended to hang around at my place afterward so I knew pretty much everyone in the region and, as a result, I also met furs from around the world when they visited. I'm also a musician, releasing my first album as a furry at AC 2004. I've performed at Anthrocon, Further Confusion, Morphonicon, Condition:Furry, Furnal Equinox, Wild Nights (Oklahoma), Fangcon (in Knoxville, with the amazing Rhubarb), in Brazil at Abando. I got into podcasting, producing about 250 podcasts between 2011 and 2014, including the long-hiatused Fuzzy Notes. Haven't even mentioned Feral yet!

As to how I got so involved... I just do what I love, put community first, talk to as many new people as can tolerate me, say yes to requests for help far more often than I say no, and I never skip a line if I can help it: I still wait in line and pay my full registration at Camp Feral after 14 years of running it.

What is the furry entertainment scene like, and do you feel it gets the attention it deserves from the fandom?

The Fandom was built on a collaborative spirit among fans of anthropomorphic characters. Artists, writers, and cartoonists all shared ideas, created Amateur Publishing Associations, created the foundation that this whole community is built on, and I think we don't realize how insanely unique our fandom is! Our culture is almost entirely self-created. We have furry artists and furry characters we love, furry writers publishing furry novels. I've met furs who found the fandom through furry art or webcomics! It's hard to get noticed when a community is based off of visual and narrative arts. Furry music, or "Music Made By Furs" as I prefer to call it, has found its niche mostly in electronic music, which is awesome. I'm intoxicated by the sheer talent, ingenuity, and number of furry songwriters, producers, and musicians putting out tracks, and how few of them have a following.



How did you get involved with Camp Feral, and what kind of challenges does a camping con bring compared to others?

Feral is sentient, its physical form is a beautiful, ornate tassel, its silky thread skirt wrapping itself tightly around my heart... I had no choice, it climbed down my throat and bearhugged my heart. I began in 1998 as a shy camper who nervously left a day early. Vowing to get over that shyness, I became a workshop instructor for 2001-2002. Soon after I was asked to manage Workshop Coordination. Of course, there is a slow and gradual climb up the ladder to become chairNOPE! From 2003

to the end of the 2004 event my path was workshops, co-chair, and chair by the time we ate our final meal together.

I could talk about Feral for months... so to boil down: we have fewer electrical outlets, those we have are unreliable, we have sudden downpours while emptying the cube van, sudden drops from 25 C to 3 C, fire bans if it's too dry, and don't get me STARTED on the eco terrorists (kidding...?). Really, in the end, I think we have to do more Gilligan-like, Flintstonesian problem solving. Also, our nearest gas station is an hour away so... bad planning can be bad.

What are you up to these days?

It's been a crazy 18 months. I write inspired by low-budget horror films and actually have had some strange success: one song on 25th Anniversary BluRay re-release of The Dead Next Door, and another, House of Forbidden Secrets, released on DVD, BluRay AND VHS as part of a documentary special feature. I may be writing a song for a VR project investigating the history of the canoe and it's ties to Canadian culture, and have been wanting to get a project called "Sheets Music" off the ground: songs inspired by the movies of Todd Sheets.

MOST importantly, Camp Feral 20 this year! We have some fun ahead, mashing up the last six themes. We have also been working on Feral 2018 since approximately 2011, and me and another staffer are going deep underground to complete the work required to make it happen. You might call that my passion project. That and my pink car. I love my pink car.

Crew Dossier File

Designation: Fursuit Guest of Honour

DANCING DUKE

You're not only a fursuiter, but a professional mascot – how did you get started with costuming, and how did it develop into the pro sports work?

I started at a very young age of 14. I had ties with a football team whom my sister was a cheerleader for. I was studying dance at the time and it seemed like a natural path to take. I've always had an interest in costumes, so I jumped at the chance of being a mascot.

It snowballed from there and ended up working with agencies, various major sports teams over the years and in large productions on the stage and television. This later developed into more of a role outside the costumes as a production manager for these events and shows. But, I still jumped back into those costumes when ever the opportunity came up.

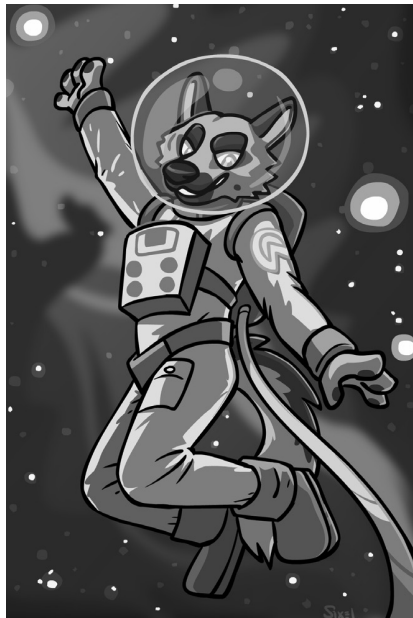
What are your other activities beyond fursuiting that we might find interesting, and how did you get started in those?

Actually costumes and entertainment has pretty much been my whole life. I adore performing, love to dance as well as create and play characters. Singing is actually a fairly recent endeavor for me and whilst i'm not amazing. I'm certainly having a lot of fun learning and developing my singing ability.

I also love interior design and home renovation! Had the opportunity to renovate my place back in Australia and now our home here in New York state with my husband Mozee. Other than that, enjoy the odd video game, movie and general social activities with friends.

You're known for working with aspiring performers to help them along; why is it important to you to teach others how to do what you do?

I've been blessed to be able to work with many fellow performers in the community, be them veteran or aspiring. I certainly learn from them, I guess as much as



they learn from me. Creating and developing a performance takes time and passion. Though, I hope through my music videos and other content, that it involves the community. That anyone can join in and be apart of the fun.

Being a performer is not reserved for anyone special. If you want to go out there and be a character, then do it! Have fun!

When people stop me for a photo or a chat, i'm so humbled by the comments I receive. It is incredible to think that my fun videos and performance helped people find the community. I can't wait to see what they do now they're a part of it!

You've moved from Australia to the United States - how does the fandom compare in North America to overseas?

It is both different and the same. Certainly the amount of furies here is far greater. Cities being closer together, events, gathering and cons all over the place. It is certainly easier to get your furry social fix here in the USA.

Though, personalities, social circles, people and interests are all pretty much the same.

What is the main piece of advice you would give a new fursuiter or performer to help them along in getting comfortable with their character work?

Don't put so much pressure on yourself or try to be like someone else. Don't do it to be popular, just do it to enjoy the happiness that comes from performing and being in that costume. Do it for you! It's ok to feel intimidated by other performers or talent. I feel that all the time, everyone around me is so talented! But, I can only just be me and improve my own abilities.

Just have fun! If you're having fun, then you're doing the right thing.

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The View from Nick's

by Tony Greyfox

There's a reason people come to Nick's Cafe – besides the coffee, which any connoisseur that ports at the station will tell you is the best in three sectors.

It sure isn't the decor. Mix-and-match benches. Tables that have more scars than a low-G boxer with a losing record. No pictures on the wall – except for one, that hangs nearly out of sight behind the battered counter, that to the knowledgeable eye can be spotted as the command console from an old Bergemond freighter outfitted with a plastic top.

It can't be the location, either. Step off Slideway 2 at the pursuer's office, climb two flights of manual – manual! – stairs, hang a left and watch for the open door past a few administration spaces.

Mostly, if you don't hear about Nick's from someone who's been there, then you don't get there.

Oh sure, there are nicer places to go on board. The tourists like The Last Blast, a retro diner

down by the launch pits, if they want some "real space food." There's Neptune, an upper-end joint in officer's country, for good steaks and decent drinks. Why go to Nick's?

For the same reason there's no pictures on the wall.

Follow a group of cadets down the hall. One's telling the story about how her flight instructor hit the wrong control and backed a transport through a hangar wall yesterday. They're laughing, joking, letting off steam after the tension of the day. One of them mentions Nick's. The others? Skeptical. But, it's closer than the Blast, so what the hell.

They step off the slideway, climb the stairs, walk down the hall and step through the door and bam. Speechless. Which for a lot of cadets is an unfamiliar state.

Nick's has three walls. One of them is long, tall, wide and curves. It makes up the side of the station.

And it's clear.

Watch the cadets walk over to the curve, press their faces up

against the toughened, metre-thick, perfectly clear polymer.

Look past them. In the foreground, the thorny branches of the station's main docking spokes sprawl – "like those pictures my granny sent of blackberry bushes back on Earth," one slim feline says, her tail arcing back and forth with excitement.

Look past them. The defense grid, a cordon of floating stations. They look like nothing more than balls, but the cadets know if anything threatens the station those balls turn into blowfish – that fire lasers.

Look past them. The cadets do, and gasp at the sight. The arc of a planet. Darkness crowned by a curve of blue ocean glistening in the light of the yellow sun tinged white by the brilliant pulsar just far enough away to not roast the sun, the planet and the station in its radiation.

"Beautiful, ain't it?"

Four sets of ears shoot up and the cadets turn towards the voice. Nick's is quiet tonight, a couple of officers enjoying coffee and companionable silence off in

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one corner – and the guy behind the counter.

He's smiling, watching the younger furs, wiping a glass. A deer. Tall, a little thick, muzzle tinted grey. Small antlers that, on second glance, seem to be detachable and fitted with little LEDs that flicker green and yellow.

"First week on station, right?" he asks. One of the cadets nods. "Figured. Your uniforms are too neat for any longer out here."

The deer – Nick? – motions to a table by the window, where the view is unbroken. He delivers menus while the cadets watch the busy bustle of the station outside.

Every crop of kids is alike, Nick thinks, paws in the familiar pattern of transferring coffee to mug over and over.

First couple of weeks, it's summer camp – do exercises (easy in the below-earth-standard gravity of the station), test-fly some garbage haulers, explore the station, make new friends.

Get that done, and there's room in the brain to realize: you're in space. Space doesn't like you at all, you silly organic. What ever possessed you to leave that comfortable, dirty brown and blue ball that you call home?

Nick drops off the coffee and surveys the cadets, who barely glance up from the view – a Home Guard frigate just docking on Spoke Beta, the first time they've seen a ship that big. They're excited, their ears all up and forward (except the ferret,

who's just doing a full-body vibrate).

This bunch might make it. Push past the fear wall, learn the ropes, make the big jumps, survive. Most of them, anyhow.

Nick clears his throat, gets their attention and takes food orders. Back behind the counter he plugs in the request to the station's central system and leans back to wait the precise three minutes for delivery. In the meantime, he looks at the only picture in the place.

Him: younger, slimmer, bigger but well kept antlers, in uniform next to a Nova-class system

fighter. Her: short, stocky, but lovely in the shiny new uniform of a VIP transport pilot. One wing around his waist, a big smile across that corvid beak.

He keeps that picture to remind himself – space is hard. He knows the cadets – back to chatting, the activity outside a pleasant backdrop to the companionship – will learn that difficult lesson one day.

Nick thinks: hopefully not as soon as I did.

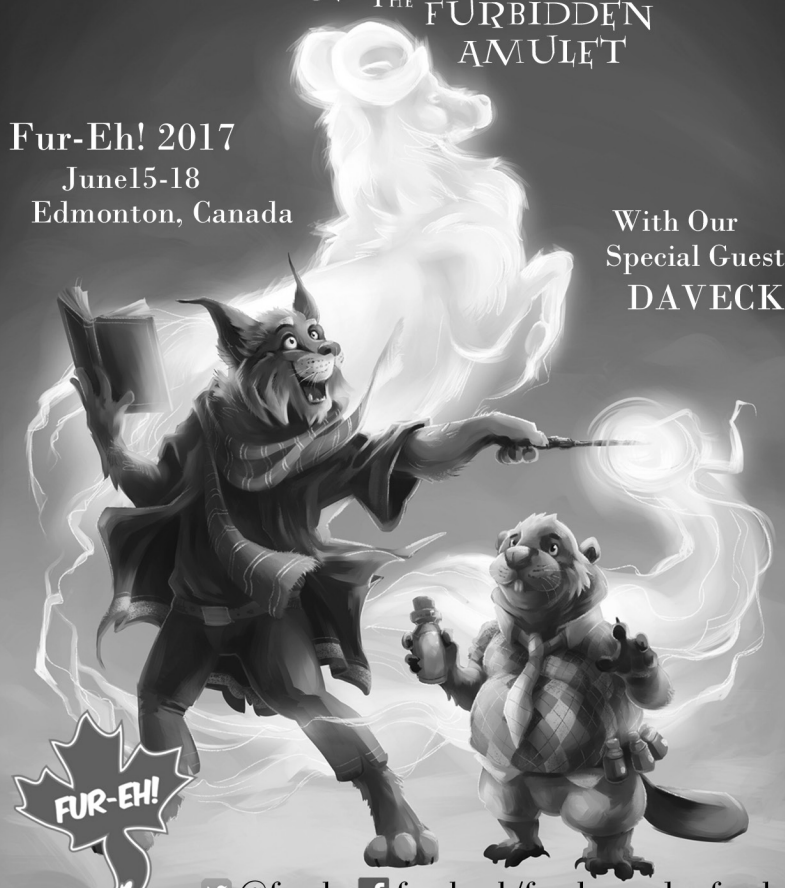
He touches the picture, delivers the meals, and leaves the cadets with their coffee, their food and the view.

Harry Otter

AND THE FURBIDDEN AMULET

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TEXAS FURRY FIESTA 2017

VANCOUFUR 2017 STAFF

Chair Trapa
 Vice Chair Jax
 Admin/Secretary Temrin
 Admin/Secretary Cekuba
 Treasurer Nostalgicmon

BUSINESS

Director/Exec..... Zen
 Charity Temrin
 Charity Second..... Amulet Jaedn
 Artist Alley Shadowgoddess
 Artist Alley Second..... SuperNova
 Night Market SuperNova
 Night Market Second Shadowgoddess
 Dealers Den Oroshi
 Dealers Den Seconds Rhari, Zen
 Advisor..... Peli
 Con Store..... Niahm
 Con Store Second..... Zen
 Theming..... Selkit
 Theming Team.. Fridu, Kuma, Soul, Minimike, Foobar
 Sign Shop Nirokia
 Sign Shop Second..... Temrin
 Sign Shop Team..... ShadowsMyst, Afion

OPERATIONS

Operations..... Jason
 Volunteers Ro3
 Pre-Con Volunteers..... Temrin
 Security..... Loial
 Security Second Foobar
 IT..... Silvershock
 IT Second Kuma
 Logistics FoxCouncil
 Logistics Second..... Fridu
 Party Ambassadors..... Aphinity
 Info Desk..... Shadowgoddess

MEDIA

Director/Exec..... Temrin
 Marketing DragonManMike
 Marketing Second..... Temrin
 Social Media Temrin
 Social Media Second..... Carthage
 Art Lead Temrin
 GOH Relations Temrin
 Publications Tony Greyfox
 Publications Seconds Temrin, Andrew Hayes
 Map Maker Ro3
 Website Ph8iWolf
 Website Second PrawnSkunk
 Web Team..... DragonManMike

Hotel Nostalgicmon
 Hotel Seconds..... Silverski, Trapa
 Hotel Second/Catering Daryll
 Email Admin Mediar

Video Crew Kheetah & Univaded
 Forums..... RainRat

EVENTS

Director/Exec..... Elias
 Events Lead/Programming Wilford
 Events Second..... TigressSerena
 Writing Track..... Tony Greyfox
 Fursuit Track Kyroo
 Fursuit Track Second..... Silverski
 Fursuit Lounge Kyroo
 Dance Comp Kyroo
 Art Track..... ShadowsMyst
 Gaming Track Kaji
 Registration Greyson
 Registration Second..... Slithers
 Registration Second Risto
 Photoshoot..... Tai
 DJ/Dance Akonite
 DJ/Dance Second Mediar
 Dead Dog Aphinity, Elias
 Theater Lead..... Snowfall
 Technical Director Nullreff
 Video Team Kay Fox
 Audio Team Foxworth
 Lighting Nullreff & Torwin
 Lighting Team..... Kay Fox, Kato, Ace, Foxworth
 Variety Show..... Cassidy Civet
 Variety Show Second Snowfall

BC ANTHROPOMORPHIC EVENTS ASSOCIATION

Board of Directors Tony Greyfox
 Aphinity
 Carthage
 Pdawg
 Mediar

SPECIAL THANKS

Art Guest of Honour Kappy
 Community Spotlight..... Sixel
 Writing Guest of Honour Lawrence M. Schoen
 Fursuit Guest of Honour Dancing Duke
 Fandom Guest of Honour Potoroo
 Management & Staff of the Executive Airport Plaza and
 Sheraton Vancouver Airport Hotel, Richmond, BC
 Our Amazing Attendees

ART CREDITS

Art Team

Kappy.....furaaffinity.net/user/kappy
 Sixel furaaffinity.net/user/sixel
 Théa.....echoeslight.com
 Ceowolffuraaffinity.net/user/ceowolf
 Rharifuraaffinity.net/user/rhari
 Temrinfuraaffinity.net/user/temrin

Conbook Cover

Background: Théa
Characters: Kappy (Misty Raccoon),
 Sixel (Duke/Sunny Otter/Sixel),
 Leon (Kappy), Ceowolf (Castor Beaver),
 Temrin (Potoroo & Lawrence)
Post production: Théa & Temrin

T-shirt

Kappy

Badges

Rhari (Otterbot), Kappy (Lounge),
 Sixel (Harvest), Ceowolf (Floating in
 space)

Glassware Design

Temrin

Drink/Dinner Menu

Voucher/Ticket art

Sixel

Guest Portraits

Kappy (Lawrence & Sixel), Sixel (Kappy,
 Duke, Potoroo)

Interior Artwork

2,16.....**Apoxon**
furaaffinity.net/user/apoxon
 2, 17.....**Rhari**
 9.....**Darkpaw Studios**
darkpawstudios.com
 10.....**Scythemouse**
www.furaaffinity.net/user/scythemouse
 11.....**Carrie Lindstrom**
www.crazdude.com
 12.....**MrD66**
www.furaaffinity.net/user/MrD66
 14.....**Reika**
www.furaaffinity.net/user/o0reika0o
 31.....**Weremagnus**
weremagnus.tumblr.com



CODE OF CONDUCT

Here at VancouFur we encourage all of you wonderful furries to have fun and enjoy yourselves throughout the whole weekend – after all that's why we put this convention together! At the same time, we'd like to ask all of our attendees to help us out by having your fun in a safe, sensible manner.

We reserve the right to remove anyone who is not following the rules - we'd hate to do that but it's an option if we need it. All of the legal specifics are in that acceptable use policy you signed when you registered (if you need to read it again, ask at Ops and they'll be happy to help), but really, a lot of the important stuff when it comes to enjoying yourself comes down to one word: **RESPECT**.

Respect for your fellow attendees

- Enjoy yourself - but not too much! If you have too much fun and are in the public spaces showing the effects, our staff may have to take official action.
- Keep your costumes and clothing acceptable for public spaces – we welcome all ages at VancouFur so we need the space to be okay for all our guests. If staff feels you're dressed inappropriately, we will ask you to change.
- Please don't have illegal substances in the event space or hotel proximity. No outside alcohol is allowed in the event space, and if you're under 19 please don't drink.
- **HARASSMENT WILL NOT BE TOLERATED.** If you are being harassed or feel that you are in danger, immediately inform Operations or our security staff, and they will work with you.

Respect for the con's host hotel

- VancouFur is a private event held in a public hotel; the Executive Hotel has its own code of conduct and polices it themselves – if they take action against a con-goer, we will back them up.
- There is **NO SMOKING OR VAPING** anywhere on hotel property except for the designated smoking area! That includes guest rooms. The hotel may fine guests who are caught smoking or vaping.
- Anyone causing damage to hotel property will be dealt with harshly – expect to have a conversation with the local RCMP if you deliberately damage the hotel.

Respect for the event and its staff

- We all want to have fun at VancouFur. We put this event on for you – the attendees. We put hundreds of hours into the convention, work with the wonderful staff at our host hotel, and spend a lot of money to make this the best event it can be.
- All we ask is for you to have fun but use your common sense - be considerate to the event, your fellow furries, the staff and our hotel.
- Please follow the directions of staff, especially if any emergencies arise. Staff is here to ensure that you have a safe and fun time at VancouFur – please work with us for everyone's benefit.

