



OTAKON[®]

Icyday Design

Portfolio Sample

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CONVENTION OF OTAKU GENERATION



30% OFF

SPECIAL FIGURES COUPON!!

30%OFF figures coupon w/ one time use!

CODE: ENJOYOTAKON

Expires at 11:59 pm on Aug 31st (PDT)

Valid with any "Figures & Dolls" label items.

Applicable to TOM Shop items only.

<https://otakumode.com/shop>

Hi there! We're Tokyo Otaku Mode (TOM).

We're an online shop featuring all kinds of otaku merchandise, from figures to plushies and cosplay products.

We have a special coupon for everyone attending Otakon! You can get 30% off your purchase of all figures, including popular items and the latest models. Please use this chance to get that item you've been eyeing!



Let's Enjoy Otaku Life!

Tokyo Otaku Mode

otakumode.com

INITIALIZING CONTROL SYSTEMS...

MOCAP SYSTEMS ACTIVATING...

WEAPONS SYSTEMS ENGAGED...

AWAITING TRANSMISSION...

//

//

TRANSMISSION INCOMING...

//

//

TRANSMISSION APPROVED ...

//

All Pilots ... All Pilots...
Report to your Mechs...

Crabby has gone rogue...

//

Reports indicate

//

//he has access to the alien stealth tech
//he's been trained on chameleon circuit ops
// he may
// //take cover in Artist Alley or Dealers Room
// //hide within Artshow
// //utilize the chameleon circuit to decrease his size
// //blend in with con goers in panels and workshops
//Crabby has an affinity to music... check the concert

...All Mechs are equipped with everything you need
to explore all the con has to offer and find Crabby...

...He must be...
...Taken alive...

...He is still...
...one of us...

...With your Mechs at your command ...
...you can do this...
...Good luck...

TRANSMISSION COMPLETE..

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WELCOME

From the Chairman

Dear Otafans,

My name is Andy Zerrlaut, and I am honored to be your Convention Chairman for Otakon 2018. A lot of people ask me why I volunteer for Otakon, and the answer that I give them, only partially in jest, is that I love to spend a year planning a 3 day party for 30,000 of my closest friends, and what a party we have in store for you all this year!

We've got the DragonBall Z tour, orchestral music from Distant Worlds and A New World, tons of guests from the USA, Japan and Korea and our own home grown events that you've all come to know and love. It's going to be a fun ride and I'm glad you're all coming along for it.

We're thrilled to be returning to Washington DC this year and look forward to continuing to work with the great people at the Walter E. Washington Convention Center, Events DC, and our partners at the Marriott Marquis and Renaissance, to name just a few. We're also excited to be building relationships with the Embassy of Japan and the Library of Congress.

Our theme this year is mecha, a subject very near and dear to my heart. So, if you've ever dreamed of accidentally discovering your latent ability to drive a giant robot, or wondered what it must be like to throw that funny lever marked "G" and have your fighter plane suddenly sprout legs. If words like Layzner, Dragonar, Mazinger, Patlabor and VOTOMS mean anything to you, then get in the robot Shinji, believe in the me that believes in you, and join the fight!

Finally, regardless of all the shenanigans that happen in our nation's capital, here at Otakon, we're united. Whether it's in our love of anime, gaming, cosplay, music, or just being all around nerds, we're a family, and this is our once a year reunion. So, whether you're coming from all the way around the world, or just around the corner, welcome home again!



Andrew M. Zerrlaut
Otakon 2018 Convention Chairman

OTAKON RULES

BEHAVIOR POLICY ("THAT RULE")

Your membership in Otakorp, Inc. entitles you to enjoy the primary benefit of that membership: you get to attend Otakon! But as the man said, with great power comes great responsibility.

We work very hard to ensure that Otakon takes place in a safe, family-friendly environment, but we need your cooperation. We have policies to address specifics, such as weapons and lost children. We also have a general policy that we do not tolerate disruptive behavior of any sort, and we can and will take action, when we see something we feel is dangerous or disruptive. The type of action we take may range from a quiet but stern word in private to forcible ejection from the convention, revocation of your membership in Otakorp, Inc., or even criminal charges.

Action taken is solely at the discretion of Otakorp, Inc. The sorts of things that may trigger such action include, but are not limited to, verbal/physical/sexual harassment, fighting (fake or real), heckling, impeding traffic flow, offensive behavior, failure to observe basic hygiene, public inebriation/intoxication, or any other failure to follow the rules and directions of staff members. Remember, anything that is illegal outside the Convention Center, is illegal inside! If your behavior is clearly problematic, we will deal with it as such. Show common courtesy to your fellow otaku, and follow the rules, so there are no problems.

LINE ETIQUETTE

With so many people attending, waits in lines may last hours. We know that this is frustrating, but it is unavoidable. Please don't take it out on other attendees, or on the staff, and please remember that following the directions of staff members will make the lines smoother for everyone! When lining up, be sure to check for Otakon Staff holding "Line Starts Here" and/or "Line Ends Here" indicators. We can't promise to have them up for every event, but please be mindful of them, to get you in faster!

NOTE: Members caught jumping in line will be sent to the rear of the line. You will not be allowed to hold places in line. Lines cannot block entrances or exits, so leave a gap in front of the doors, per Fire Codes.

CAMERAS AT OTAKON

The usage of photographic devices is prohibited within certain areas of the convention, including but not limited to Video Theaters, within Main Events and/or concerts, and in the Art Show. All such areas will be marked, so please pay attention. Prohibited devices include, but are not limited to, cameras (both film and digital), camera phones, and camcorders. Photography within the Artist Alley is only allowed at the discretion of the individual artist. Permission must be obtained from the artist for photography of any kind. Events that allow photography will be marked as such.

When stopping to take photographs in the hallways, please be considerate of your fellow members by being brief and not blocking traffic.

PHOTOGRAPHING GUESTS AT OTAKON

Otakon's guests have the right to maintain their privacy. Convention members may be asked to refrain from photographing guests if the guests would prefer to not have their picture taken. Guests have been known to join con-goers for photo opportunities, but there are no guarantees.

CHILDREN AT OTAKON

Otakon is a fun family event, but also one of the largest Japanese animation conventions; there is an expected attendance of at least 30,000 people. As a result, Otakon wants to ensure the satisfaction and safety of all of our members, especially children. In order to safeguard the well being of our youngest attendees, Otakon has put these policies into effect and offers some advice to keep track of children at any large convention. A parent or guardian must accompany any and all children under the age of 12, at all times.

Children are required to carry some form of written identification and parent/guardian contact information with them at all times, so that Otakon staff may contact the parents or guardians should the need arise. THERE IS NO CONVENTION-WIDE PUBLIC ANNOUNCEMENT SYSTEM. We are unable to page your child, if he/she becomes lost.

OTAKON RULES

RECOMMENDATIONS

First and foremost, please do not leave your child unattended at Otakon. As mentioned before, we are expecting an attendance of over 30,000 people at the convention. It is easy for a young child to get lost in a crowd this large.

Make sure your child knows important information, such as your name, what you are wearing, what hotel you are staying at (if any), a cellular phone number, and a home phone number. If a child is lost, we will make every attempt to contact you via this information.

It is a good idea to set up meeting places and times for children older than 12. Otakon suggests that you do not use the following locations as meeting areas: the Dealers Room, as it is constantly crowded and extremely large, and the video theaters because they are dark and also fairly large. We do suggest using landmarks, such as the grand staircase or the rainbow pillar in the Convention Center. Any of the Otakon Information Desks are also good meeting spots.

In the case that you cannot find your child at your designated meeting place, and you cannot establish contact, please notify an Otakon Information Desk attendant.

Otakon wishes you and your children a safe and happy convention!

DANCE AT OTAKON

Only Otakon members will be allowed into the dance. Valid Otakon 2018 Membership badges must be clearly displayed at all times within the dance area. Otakon is not responsible for members' bags. This includes but is not limited to outside, beside, or near the entrance to the dance.

- No bags (of any size) will be allowed in the Hall during dance hours. Empty plastic bottles will be allowed into the dance. Any other container types will not be allowed.
- No large costume props allowed.
- No commercial grade photography or videography equipment is allowed.

Please be considerate of the other dancers and REMEMBER, drink plenty of water!

NOTE: All other Otakon policies are enforced in the dance, such as disruptive behavior and swinging items attached to rope/string/chains/ etc.

18+ POLICY

There are certain events at Otakon that are designated as 18+. Members who wish to attend these events must be at least 18 years old and MUST obtain a wristband from the wristband booth near Registration prior to the event. Please have your

identification ready when obtaining your wristband. Otakon Staff will not be able to check identification at the door.

SIGNS AT OTAKON

While we understand the appeal of signs as ice-breakers and conversation starters, there have been too many complaints from other members about offensive content or signs that amount to little more than pan handling. No signs are permitted except for those signs that are an established part of a costume (i.e. the sign must be part of the standard "look" of the character, such as the sign carried by Genma the Panda from Ranma 1/2). Those members wishing to post notices or find other people should use the bulletin boards provided. Please note that signs asking for food, money, hugs, etc. are considered panhandling and signs offering to exchange any sort of sexual favor (kisses, hugs, glomps, etc.) are considered solicitation.

Signs with offensive content are not allowed regardless of whether they are "in character."

Signs in violation of this policy will be confiscated. Repeat offenders will be considered in violation of the disruptive behavior policy.

Please note that this policy applies to all types of signs, regardless of construction. Otakon staff decisions regarding signs are final.

WEAPONS AT OTAKON

Weapons policies at Otakon are for your (and others') safety, and include (but are not limited to) the following:

Non-Permitted Weapons

NO METAL WEAPONS will be permitted on the premises of the Walter E. Washington Convention Center, without exception. This is defined as:

- Swords, spears, bayonets, and knives (regardless of whether they are sheathed)
- Star knives and shuriken
- Metal gun/firearm props (regardless of functionality).
- Other components (metal or non-metal) of costumes or props which may be sharp, capable of taking an edge, or are otherwise potentially a safety risk, are subject to approval by Otakon Staff.
- The ONLY exception to this rule is that metal armor (chain, scale, plate) is now permitted, pending it contains no sharp edges. All armor is subject to inspection at-con to ensure it is not sharp or otherwise pose a safety risk/hazard.

NO PROJECTILE WEAPONS OF ANY KIND will be permitted. Examples include, but are not limited to:

- Real or antique firearms (to include replica or "demilled")
- Air rifle, air gun, air pistol, B-B gun, spring gun, blowgun, bow gun, bean shooter, sling, projectile, dart.

- Airsoft (or similar type) guns, regardless of whether functional or not, are strictly prohibited. A non-functional Airsoft gun with no moving parts is still an Airsoft gun.
- Stun guns and Tasers
- The ONLY exceptions to this rule are: nonfunctional nerf and water guns (that cannot fire and contain no projectiles/liquid). Functional versions of these will be immediately removed from the convention space.

NO COMPOUND BOWS are permitted within the Walter E. Washington Convention Center. Additionally, authentic arrows (tipped or non-tipped), including crossbow bolts and other projectiles, will not be permitted.

NO "PADDLES" of any sort will be permitted at the convention. This includes, but is not limited to, Yaoi/Yuri Paddles.

NO NUNCHAKU of any kind will be permitted. Nunchaku are defined as two sticks or other body connected at their ends with a short chain or rope. Two sticks can be made of any material, or shape.

NO EXPLOSIVES or CHEMICALS of any kind including, but not limited to: smoke powder, sparklers, or fireworks of any kind.

Finally, if it is illegal in the limits of the District of Columbia, it is illegal inside the Walter E. Washington Convention Center. Illegal weapons will be reported to the appropriate authorities.

Permitted Prop Weapons

Staves, bo sticks, boken, shinai, and wooden swords will be permitted as long as they are handled responsibly and meet all other criteria.

Resin cast or solid rubber model guns (such as red/blue training weapons) that are easily identifiable as toys/props or are clearly marked with a non-removable orange tip.

Fake, prop, or made-up weapons (i.e. made of tissue paper, plaster of Paris, cloth) are permitted if they are safe and not dangerous to others around you. Examples of dangerous conditions include, but are not limited to, items that may trip others, items that can snag on people or surroundings, items that obstruct doors and hallways.

Prop weapons shall be limited to less than six feet six inches (6'6") in height and less than fifty pounds (50lbs) in weight.

Any chain must be less than three feet (3') in length regardless of material. This includes, but is not limited to, chain wallets and non-costume chains.

Bows may be carried in the convention space, provided they are NOT strung with authentic bowstring, and any alternative material used (e.g. twine, yarn, any other non-functioning material) is not attached to the bow in a taut (tight) fashion. All bows must comply with all other general policies - no live steel or sharp edges, and not more than 6'6" in height. Prop or toy arrows clearly marked as such are allowed. If our staff feels your bow or materials do not meet all of these criteria, you'll be asked to remove the prop immediately from the convention space.

Behavior with Weapons/Armor/Props

Misuse of a weapon, armor, or prop (such as swinging it in a public area or posing a hazard to others, as determined by staff) will result in the weapon or prop being deemed unsafe for the convention, and you will be asked to remove the item from the convention center.

All edged or other non-permitted weapons purchased in the dealer's room will be held in a secure room until the purchaser is ready to leave the convention center. At such time, they will go to the specified room to retrieve their weapon. Attendee may be required to provide a photo ID and will be required to immediately exit the WEWCC after retrieval.

All props and weapons brought into the convention will be inspected for policy compliance by authorized Otakon staff and/or DC Metropolitan Police, including those that may have had prior approval (other conventions, previous conventions, or pre-convention approval by Otakon staff).

Any item that poses a potential safety hazard may need to be removed from the convention.

This includes any costume, prop, or accessory that obstructs doors or hallways, or otherwise poses any kind of danger to other attendees, staff, or convention center property.

When in doubt, check with Otakon staff.

Wheeled vehicles, carts, props, shoes & skates are not permitted inside the WEWCC. The only exception is for wheelchairs and other ADA compliant mobility devices.

The use of drones and RC aircraft are not permitted inside the WEWCC.

Remember: Just because a staffer has not stopped you to check your item does not mean that the item is allowed. All decisions made by Otakon and/or the Public Safety Staff of the Walter E. Washington Convention Center are final.

This policy is subject to change at any time.

AUTOGRAPHS

There are a few ways to get an autograph from a guest at Otakon.

Official Otakon Autograph Sessions: These are controlled by Otakon. They are listed in our schedule and are generally one hour long, and each person is limited to ONE ITEM. Guests at these official sessions will not charge to autograph that one item (your Otakon program book or any legitimate item), but may sell photos and other merchandise, or charge for additional autographs.

Guest Table Autographs: These are generally controlled by the guest. Guests who have dedicated space in the Dealers' Room will generally sign the Otakon program book free of charge but may charge for other items or sell merchandise of their own. Rates and rules are set by the guest and will be posted at the table. Where possible, that information (as well as any known scheduled times) will be on the Otakon website as well.

Industry Sponsored Autographs: These are controlled by the company who sponsors the guest (or a particular session) and are typically for the promotion of a new show.

OTAKON RULES

They may require purchase of a particular item to get an autograph, and they do NOT have to sign anything for free.

Post-Concert Autographs: These are controlled by the musical guest's management or label, and typically take place immediately after the concert featuring that guest, at the merchandise table outside the concert hall. These typically require the purchase of some kind of merchandise from that table.

HOW OFFICIAL OTAKON AUTOGRAPH SESSIONS WORK

Official line-ups start approximately ONE HOUR PRIOR to the guest's listed time. At that point, autographs staff will direct you to the designated line-up area for that guest session. (ONLY the official line counts when it comes to placement.)

When the line is formed, if the number of people attempting to line up exceeds the space available, we will begin handing out overflow tickets to the remaining people in line, with a time printed on them (subject to availability). Please return at that time, and we will add you to the end of the line as space becomes available. These tickets are no guarantee of receiving an autograph, and in many cases the guest will not get through the initial group of people within the allotted time, but if a guest is particularly fast this does give you another opportunity. Overflow tickets are only for that specific session and do not confer any special placement for later or unrelated signings unless otherwise noted.

FRONT OF LINE PASSES: Contest winners and others may have special passes that allow them to move to the front of the line. (These cannot be purchased, only won or awarded, and they are VERY limited.) If you have one, find a staffer and present it, ideally just before the start of the autograph session.

Otakon staff reserve the right to refuse access to any member who fails to follow the rules (or attempts to circumvent them). Anyone caught in the act is subject to the disruptive behavior policy, and risks having their membership revoked.

Otakon staff reserve the right to make changes to guest policies as circumstances dictate. If you have a question about policy, please see the Otakon staffer in charge of the guest appearance or signing. All staff rulings are final.

PROPER AUTOGRAPH ETIQUETTE

BE PREPARED. Have your DVD or CD insert pulled out and ready, have your name clearly printed on a card or Post it note, and think about what you want to say before you are anywhere near the guest.

DON'T WASTE EVERYONE'S TIME. There's a long line of people waiting behind you, so be courteous to them.

Don't ask for selfies, beg for hugs, or tell your life story to the guest.

FOLLOW THE RULES. One item per person is the default rule. If the guest doesn't have a big line, you may be able to spend a little more time or get another item signed -- but please check with the staffer on duty first.

PHOTOGRAPHS & PROMOTIONAL MATERIAL POLICY

Participants in Otakon or other Otakorp, Inc. events are granting their permission to be photographed or recorded by authorized Otakorp, Inc. individuals. By purchasing your membership, you inherently grant Otakorp, Inc. permission to use such images or footage for archival or promotional purposes.

MEMBER ACCESSIBILITY

Otakon makes every effort to accommodate the needs of our diverse membership. If you have accessibility concerns, please let us know so that we can ensure the proper accommodations are available. The Member Accessibility desk is located near the main registration area, on the left side of the Main Entrance Lobby. If you have any questions about the resources we provide, we encourage you to stop by and talk to us (or come by if you just want to say hello-- we love hearing from our members!). Typically, the services we can provide are meant to help accommodate those with visual/auditory limitations or those with any mobility issues, including trouble standing for long periods. Please come talk to us if you feel you may need those accommodations.

For those who may need it, please come to the desk for more information about our ASL interpretation services. We also have a quiet room available in the WEWCC (Room 142). We understand that coming to our desk may be intimidating for some members (we don't bite, though) and so this room is open to the public. If you encounter any problems in the quiet room, please come to the desk or contact the closest staff member or the gofer watching the room and ask them to call for Member Accessibility.

Member Accessibility does not provide medical providers/professionals, medical services, or rent out medical equipment, such as wheelchairs. Please contact emergency services (911) or third-party vendors if you require either of these. We are also not a skip the line pass for events. We do our best to accommodate your needs, but you may still be asked to wait like all other attendees. We will make a reasonable effort to make sure that your experience is comfortable but please feel free to let us know how we can improve.



EVENTS & ATTRACTIONS

AMV Contest

Come watch a two hour showcase of top-notch Anime Music Videos from around the world as their creators compete in this year's AMV Contest. Help us determine the winners by voting for your favorite AMVs on Friday and/or Saturday. Ballots will be provided. Cast your vote in the ballot box in the AMV Theater. Results will be announced at around 10:15pm on Saturday in the AMV Theater.

Art Show & Live Auction HALL A

View fan art and original pieces, or even submit and sell your own. Register as an artist and/or bidder, or stop by to peruse the fine wares offered by our members. Exciting live auction held Sunday.

Art Show Public Hours:

Friday: 1:00PM - 10:00PM

Saturday: 10:00AM - 10:00PM

*Bidder registration ends 15 minutes before close

Artwork Registration:

Thursday: 5:00PM - 8:00PM (Closed to the Public)

Friday: 9:00AM - 12:00PM (Closed to the Public)

1:00PM - 10:00PM

*Artwork registration ends 15 minutes before close

Live Auction and Art Pickup:

Sunday: 10:00AM - 2:00PM

Closing Ceremonies MAIN EVENTS

Join us as we honor the winners of the contests held this convention. You'll also get an opportunity to see the Otakon highlight reel and the winners of this year's AMV Contest. Stick around for the con feedback session followed by announcements of next year's dates. Please refer to the schedule for location and time.

Cosplay Coordination

The Otakon Cosplay Coordination department is back for another year to help facilitate and promote cosplay photoshoots! Because the photoshoots are Otakon 2018 official, they're on the schedule. If you're going to cosplay, check it out and see if there's a relevant photoshoot you can attend: there's everything from anime to manga to video games listed in the guide! Even if you don't cosplay, but like to scope out all the great costumes on display, you're welcome to observe the photoshoots and even take pictures, as long as you're not disturbing the cosplayers or photographer for the event—and as always, follow the directions of Otakon staffers and obey the Otakon and Con rules! If you have questions, don't hesitate to find a staff member or go to an Info Desk. We hope you enjoy this new addition to the Otakon family!

Opening Ceremonies MAIN EVENTS

Join us for a preview/highlight reel of this year's guests! There may also be an announcement or two. Check schedule for time and location.

Portable Kaiju Super Battle League VARIOUS LOCATIONS

Trainers do you have what it takes to beat the very best? Come join the Portable Kaiju Super Battle League, take on our battle masters, topple the Serrious Shi, and find out if you have what it takes to be crowned league Champion and have your name added to the Kaiju Cup.

Masquerade MAIN EVENTS

Competitors ranging from enthusiastic novices to seasoned veterans will use every skill at their disposal to amaze and astound you with their wild costumes and even wilder skits! The show begins at 7 pm Saturday beginning with the Hall Costume Contest Fashion Show followed by the Masquerade.

Hall Costume Contest MAIN EVENTS

The Hall Costume Contest is our cosplay craftsmanship competition. You can enter by stopping by the HCC Office between 11:00am and 11:45am Friday or 10:00am and 10:45am Saturday. You can also check out some of the competitors at the catwalk during the Masquerade.

Dance HALL E

The Dance is a dance party featuring DJs of all different styles and cultures. Friday and Saturday night the DJs spin everything from remixed pop songs to drum and bass, anime remixes, and everything in between. The dance occurs in the Hall E from 9:00pm to 2:00am Friday and Saturday. If you like loud music, a great crowd, and dancing all night, then this is where you want to be! Please be aware that no bags are allowed in the dance

Artist Alley HALL A

The Artist Alley at Otakon is a chance to meet hundreds of artists and experience their work up close. A wide variety of talent can be found here, making this a great opportunity to get a heads up on the artists of tomorrow and a chance to get close to the ones of today. So come see your favorite artists, crafters and web comic creators up close, and see how they create the things you love. With many works for sale and artists taking commissions, you never know what goodies you'll walk away with. Refer to the Awesome Sheet of Awesomeness for hours of operation.

EVENTS & ATTRACTIONS

MAID CAFÉ

ROOM 147B

Maids and Butlers ready to make any Master and Princess feel welcome. Shows are limited and allow only 60 lucky members per performance.

New for this year! Purchase Maid Cafe passes online!

We have several show offerings throughout the weekend for you to choose from. Passes come in 2 tiers this year so that our Goshujin-sama and Hime-sama can best enjoy their experience with us.

Rules of the cafe:

1. No Cameras or Cellphones during the Performance. Photo ops will be provided within the cafe, so outside photos are not allowed.
2. Don't offer or request personal/contact info.
3. Don't touch the performers.
4. Don't harass or stalk the performers.

A limited number of seats will be reserved for sale during the convention at the Special Events desk.

Dealers Room

HALL B/C

Come satisfy your capitalist urges in Otakon's Dealers Room! Vendors in the Dealers Room sell a variety of anime-related and Asian pop culture merchandise, as well as Otakon merchandise to immortalize your weekend of otaku-tinged joy. Please note: we've learned from experience that planning to meet your group of friends in the Dealers Room is a needle-in-haystack proposition, so please make plans to meet somewhere less gigantic.

Information Desk

VARIOUS LOCATIONS

Think of this as your one-stop source for information. If we don't know the answers to your questions we will be able to find someone who does.

Live-Action Role Playing (LARP)

ROOM 201

Welcome to Otakon's LARP! Where you can portray your favorite anime character in a game that combines improv acting with Let's Pretend. A setting and light rules are provided, but it's the ultimate crossover

Ota-Museum

HALL B/C

Take a walk through Otakon history. Check out old merch products, program books, and interesting historical facts about your favorite convention!

Manga Library

ROOM 154

The Manga Library, presented by AnimeNEXT, is a great place to read that manga that you've been meaning to check out. With hundreds of volumes of manga on the shelves you're sure to find something that will interest you. Librarians will be on hand to answer any questions that you might have. Just as some say the book is always better than the movie, there are some that say the manga is superior to the anime. Now's your chance to find out!

Otachan

ROOM 102

For all you kids out there, parents with kiddies, or kids at heart, this is the place for you! Throughout the weekend several East Asian-influenced games and activities will take place ranging from origami to hanging scrolls and karuta to Chinese checkers. Stop by room 102 and see what's happening!

Please note: Otachan is not a daycare. Parents are responsible for staying with their child[ren]. Besides, if you leave you'll miss out on all the fun!

LOLITA GARDEN

ROOM 149

The Lolita Garden is where Lolitas and fashionistas can come relax, socialize and have fun. Garden attendees can look forward to Lolita photo shoots, swap meets and more. At night, members can take a chance to win prizes playing Lolita Bingo! The Lolita Garden will be open all weekend. All Otakon members are welcome.

Hours of Operation

Friday: 10:00AM - 10:00PM

Saturday: 10:00AM - 2:00PM, 6:00 PM - 10:00PM

Sunday: 10:00AM - 2:00PM

Lolita Fashion Showcase

MAIN EVENTS

Feast your eyes on frilly lace as people walk with grace. Make your way and see, garments, oh so pretty! The Lolita Fashion Show showcases boutique designer made Lolita clothes modeled in different styles on the runway. The Lolita Fashion show be held at 5:00PM. Seating starts at 4:30 and there will be a room clear prior. Come experience the style and wonder of the diverse world of Lolita Fashion!

Break In Room

ROOM 305

Test your puzzle solving skills in this reverse escape room setting, and help save Closing Ceremonies! Small teams can work together to decipher clues and puzzles, win prizes, and save Otakon!

Otacafé ROOM 145A

Come decompress at the Otacafé, where you can hang out or perform. The stage will be open most of the convention for open mic karaoke, and we'll have tables provided for mingling and eating.

Operational Hours:

Friday: 11:00AM - 12:00AM

Saturday: 10:00AM - 12:00AM

Sunday: 9:00AM - 2:00PM

Rules:

1. You may sign up to sing only once at a time. This means that, until you sing, you cannot sign up to sing again. This includes singing as a group with your friends: If you were signed up to sing when your friends signed up to sing, you cannot go with them. Other people are patiently waiting their turn to sing, you can do it too.
2. While we do allow English versions of songs from anime, we ask that you refrain from requesting to sing American/European popular music or rock. In other words: if it's not in Japanese or it's not from anime or a Japanese video game, it's not allowed.
3. Please throw away any trash that you generate.
4. We want to hear you sing, and while we would love to stay open until everybody has gone on stage, the Con does close, and we do need sleep. We will try to fit in as many people as possible; however, because of the volume of singers we have had in the past, sign-ups will end at 10:30 PM on Friday, 10:00 PM Saturday, and at 12:30 PM on Sunday. (These times are open to change based on the current queue.)
5. The Otacafé is as much a place to socialize as it is to come and sing; However, chatter while people are singing is very impolite to the singers, so we would like to request that, when people are singing, you try to keep your voices down to a normal conversational level (i.e. no shouting, shrieking, etc.) and you restrict all talk to the area with the tables in the back of the Otacafé. If you are sitting in the audience seats, we would appreciate it if you would respect the singers and not speak at all during a performance.

Shinto Shrine ROOM 304

Come learn about the indigenous belief system of Japan. Kuniko Kanawa, who will be presenting a Shinto blessing at our Opening Ceremonies, will also be assembling an authentic shrine in the Convention Center, for you to learn about the beliefs and practices of Shinto!

Iron Editor SATURDAY - AMV THEATER

Pencils down, everyone. We have a new student to take on senpai BecauseImBored1 in this 2-hour live AMV editing race to the top of the class. Come for the stellar educational experience, stay for the audience participation prizes. Iron Editor is a live event where two renowned AMV creators compete head-to-head to see who can make the best AMV. As always, we'll have prizes and stuff for the audience too.

Video Gaming HALL D

Hot hands (and feet) make their way to the Video Gaming Hall, where you can melt plastic playing the hottest games from the other side of the world.

Lost & Found SALON F

Have you lost or found an item? Please visit the Otakon Convention Lost and Found department to file a form for your lost item or to turn in a found item. We are dedicated to assisting the members and staff when they have either lost or found an item. Our purpose is to efficiently and effectively return all items to their rightful owners while abiding and adhering to the policies of Otakorp, Inc. Each year, the Lost and Found Department strives to improve their return rate, by providing members with the most organized, effective, and respectful services and abiding by the department motto, "Members first."

Operational Hours:

Thursday: 3:00PM - 10:00PM

Friday & Saturday: 8:00AM - 2:00AM

Sunday: 8:00AM - 3:00PM

Photo Suite SALON A/B/C

Join us for the very best in cosplay photography by professional photographers who know just what a cosplayer needs. Immortalize your costume by submitting your image to the Otakon archives for free and go down in Otakon history! You can also purchase prints or digital copies from your photoshoot.

Member Accessibility

The Member Accessibility Desk is located near registration on the left side of the Main Lobby Entrance. We're here to address questions you may have about accessibility-related concerns. We want all of our members to have a great Otakon 2018! Stop by to ask about the Quiet Rooms, solicit the services of an ASL interpreter, or just to say hello!

Funimation Lounge EAST OVERLOOK

Come hang out in the Funimation Lounge, rest your feet, snuggle up with your favorite waifu or husbando pillow and enjoy some anime! Visit all weekend in the East Overlook!



HALL COSTUME CONTEST

The Hall Costume Contest encompasses Friday and Saturday. If you are participating in the Masquerade and wish to also participate in the Hall Costume Contest, you may register for an appointment time on Friday only. The same costume may not be entered in both the Masquerade and the Hall Costume Contest.

Registration for each contest will be held in the Hall Costume Contest Office (Room 159). There is no pre-check in for your entry, but please remember to be five to ten minutes early for each appointment time.

In order to participate, you must have an Otakon member badge (Dealers and other specialty badge types are also valid) and you must register. There will be 50 regular and 10 youth entries for each contest. Entries will be separated into four categories: Youth, Novice, Journeyman and Craftsman. There will be 15 regular and 10 youth slots available for at-con registration. Registration for each contest will continue until all slots are filled. Registered participants will be scheduled for judging.

During judging, please arrive in costume. Props and costume pieces must adhere to the Otakon Weapons Policy. After judging, the Photo Suite will be open to participants for photographs.

Costumes are judged on a variety of criteria including craftsmanship and overall effect. The winners of the Hall Costume Contest will be announced during the Masquerade Awards Ceremony. Anyone not present for awards can pick up their prizes on Sunday at noon in the Hall Costume Contest. A complete set of rules and information may be obtained at any time from the Hall Costume Contest office during contest registration.

The Hall Costume Contest is **not** open to the public.

Participants of the Hall Costume Contest have the option of participating in the Catwalk during the Masquerade. Participants that are participating in the catwalk will receive special seating for the Masquerade. On Sunday there will be an optional feedback panel at noon for entrants to receive technical feedback from the judges regarding their costume work as well as give feedback on the contest itself.

Operational Hours:

Friday: 11:00AM-11:45AM At-Con Registration
12:00PM - 4:00PM Costume Judging

Saturday: 10:00AM -10:45AM At-Con Registration
11:00-3:00PM Costume Judging

Sunday: 12:00PM - 2:00PM Feedback Panel

Judges



Utopian Pidgeon Cosplay

Spiked wigs and wings, hot glue and awkward dancing with a dash of Shoujo, sunflowers and JRPG's. Utopian Pigeon or U.P. Cosplay is a cosplayer from Charlotte, NC and believes that with enough patience, pins and hairspray you can literally create anything. She's been creating cosplays of characters and a variety of original designs for over 10 years and competing for eight. What started as just wanting to join in with her friends in silly escapades has turned into a passion for learning new skills and building an absurd amount of pokemon cosplays. When she's not working she is reading manga into the wee hours of the night, chasing cats and playing with friends on Twitch.

Laura Cristina Ortiz

Laura Cristina Ortiz is a Costume Designer in the film industry, a member of IATSE local 892 The Costume Designer's Guild and a "Trashion" (trash + fashion) artist, specializing in upcycled garments inspired by Disney/pop culture.



Mel Hoppe

WindoftheStars, Mel Hoppe, is a veteran international known cosplayer based out of Northern Nevada. She has been cosplaying since 2004 and has made over 100 costumes inspired by video games, anime, comics and of her own creative design. Many of these costumes have won prestigious awards at cosplay competitions since 2007. Her costume works have been featured on TV as a judge on Call to Cosplay

LARP

Live Action Role Play

ROOM 201

What is LARP?

LARP is a combination of improvisational acting and a set of rules for situations that would be unsafe to act out. In this LARP you take on the role of an anime character in a setting that we have designed. Along with the other players you will create a weekend long crossover fanfiction. You do not need any special props, tools, or costumes, just an imagination and a willingness to interact with others. The LARP mainly takes place in a designated area within the convention center. While the LARP runs throughout the weekend, you can participate as much or as little as you desire. Here is a preview of this year's story.

"After months of preparation here in Elysium, we're finally upon the day of the Unification Ceremony. The sister kingdoms have a long and storied history with one another, dating back to when Ingary and Strangia were one. To show their solidarity for this reunion, both kingdom's leaders chose to fly the recently

approved flag for the unified kingdom in conjunction with a flag of remembrance for those that have been lost in the latest monster surges that have been blighting the borders of both lands.

Elysium is full of celebration, having festivities leading up to the ceremony day and the following Unification Games. It's a time when citizens from all around will get to bring their best feet forward for a brighter future.

However, in light of all the newcomers to the central and capital city, officials would like to remind everyone to be mindful of themselves and their actions. This is a time when no one should have Akui brought down upon them. So remember, actions have consequences.

Character pickup and early registration is from 12-3pm on Friday. An opening meeting is held at 4pm on Friday followed by the start of game. People may join the LARP at any point until 2pm Saturday.



MASQUERADE JUDGES

DizzyLizzy

DizzyLizzy is no stranger to the world of Costuming. For over 20 years, she has been creating costumes for herself and others. During those years, Lizzy has been awarded several Best in Shows for her workmanship and performance skills. When she is not creating costumes, you can find her still behind her sewing machine creating Bridal gowns for K&B Bridals. Lizzy believes in Cos-Positivity and stays active in the community by hosting workshops, judging, running Cosplay Departments such as Zenkaikon and AnimeNEXT, and being the curator of The Magic of Cosplay Exhibit. She is very excited to be attending Otakon this year and looks forward to meeting everyone!

[Flynn Lives!] FB: @DizzyLizzyCostuming Insta: @DizzyLizzyCosp

Jacqui Collins

Jacqui Collins of Alchemical Cosplay created her first costume in 2003, took a hiatus to learn how to sew, and resumed the hobby in 2013 with much better results. With a degree in fashion design, she specializes in fine sewing, and drafts her own patterns to achieve accurate silhouettes with couture finishing. Learning about new techniques and materials is one of her favorite things about cosplaying. She enjoys choosing projects that will expand her crafting repertoire, and her award winning costumes combine multiple techniques including leatherwork, thermoplastics, foams, resins, and electronic systems. She has competed in cosplay events across the East coast and been honored with multiple awards, including the title World Champion of Cosplay at C2E2 in 2018. Jacqui loves helping to share knowledge and tutorials, and has been a content contributor to SyFy's Fantorials series and Cosplay Culture magazine.



Shushuwafflez Creative Cosplay

Shushuwafflez, or Su as she is known by her friends, is a cosplayer, seamstress and costume designer based out of Moncton, New Brunswick, Canada. Cosplaying and creating her own costumes for over 9 years now, Su always strives to be an advocate for body positivity. She hopes to show people of every background that Cosplay is for everyone, regardless of size, ethnicity or sexual preference by using her own personal struggles with body image as an example to those struggling with their own challenges. Su is proud to be a guest at this year's Otakon, don't be shy to come say "hello" and snap a picture or two!



VIDEO GAMING

Video Gaming at Otakon is huge! If you thought our Video Gaming Hall in previous years was good, well you're in for a treat since we have expanded it even more! We're filling an entire hall of the convention center with video games from all eras: classics you remember, current games you love, plenty of games straight from Japan, and games by Indie Developers! Show off your skills and compete against your fellow con goers in casual play or enter one of our tournaments.

Back by popular demand, Tokyo Attack is making a return to the game room this year, meaning that we will also have a large assortment of Japanese arcade games on freeplay! In addition, be on the lookout for other machines such as a Pokemon Snap Station and Yu-Gi-Oh Duel Terminal! We will also have various Pachinko and Pachislo machines sponsored by Clover Collectables for free-play!

Indie Row

For the first time this year, we will have a dedicated Indie Isles area for independant gaming developers to showcase their latest work! Come by the area, try their games and give them your support! There will be a variety of unique single and multiplayer games for you to try! We will be having an "Fan's Choice Award" to the best Indie Booth so make sure you vote for your favorite developer!

Handheld Area

Did you bring your Nintendo 3DS, Switch, Vita, or any other handheld console? Well come play and meet other fellow players in our Handheld Area! Here is where you can either relax and play your one-player game, or go play with your fellow attendees on some multiplayer battles and races! Looking for more StreetPasses on your 3DS?!? Come here! We'll have a bunch of tables and chairs for you to sit, along with some surge protectors set up for you to charge up your handheld console!

Hours of Operation:

Friday: 11:00AM - 1:00AM
Saturday: 10:00AM - 1:00AM
Saturday: 10:00AM - 3:00PM



General Hall Rules

Be Polite and please remember:

- No Fighting
- No Abusive Behavior
- Be sure to eat/drink during the convention, but...
 - Do not eat/drink near any of the TVs and Consoles
- Be hygienic (shower and deodorant)
- Do not touch the consoles
- Do not exit out of a game or go into the main menu screen
- Do not steal
- Try not to break or mistreat any of the gaming equipment
- Do not leave your personal belongings unattended
 - Staff are not responsible for your personal belongings

If there is a line waiting to play, please limit your play time to the following:

Single Player Game:

1 Life Set OR 3 Songs OR 30 minutes (whichever is shortest)

Multiplayer Games:

Fighters

Winner stays

All other players MUST give up their controller to the next player in line. *If there are not enough new players to fill up the empty seats, then the Second (and possibly Third) placed player(s) may remain seated*

Rock Band/Dance Central

A playgroup may only play ONE (1) song. After the song is finished they MUST offer their spot to the next person in line.

If no one wants to play your particular instrument, you may continue playing.

Any Other Music Game

A playgroup may play one game, comprised of TWO (2) to THREE (3) songs depending on the game. After the game is finished they MUST offer their spot to the next person in line.

By entering the Otakon Video Game Room you acknowledge the above rules and agree to adhere to them. Breaking any rule may result in you being asked to leave the Video Game Room or having your badge revoked.

Please talk to a Video Game Room Staffer if:

A piece of equipment is not working properly so that it can be fixed/replaced with a working one as soon as possible.

You would like to switch out a game and there is an open set-up. Please be aware that we will not allow personal games to be played and that we cannot comply with all requests.

You notice someone is breaking any of the above rules so that corrective action can be taken.

DANCE

The Otakurave is a dance featuring local DJs from the central PA, NY, MD, VA, and DC areas. Friday and Saturday night the DJs spin everything from remixed pop songs to drum and bass, anime remixes, and everything in between. The Otakurave occurs from around 9:00 PM to 2:00 AM both nights (times will be finalized closer to the event). If you like loud music, a great crowd, and dancing all night, then this is where you want to be!

GENERAL INFORMATION & HOUSE RULES

- No bags (of any size) will be allowed in the hall during dance hours
- No large costume props allowed
- Bag check will be provided
- Must have a valid Otakon badge to enter dance
- Concessions will be available for purchase and water stations (free) will be available throughout the hall
- No bottles will be allowed into the dance.
- No commercial grade photography or videographer equipment.

BAG POLICY

- Bag/Coat check: Opens at 8:00PM. There is a bag check available for a charge at the door. **You must check your bag or you will not be admitted.**
- Otakon Staff will not hold, watch or in any way assume responsibility for member bags left out side, beside, or near entrance to Dance.
- Check your coat at your own risk. The WEWCC and Otakon CANNOT be held responsible for items checked.
- Must retain ticket to claim items checked

Note. This policy is to ensure member safety and prevent sale or distribution of prohibited substances.

Additional Rules for Otaku Rave

- Must display badge at all times within the dance.
- No glow sticks on strings (to avoid potential injury)
- No excessive public displays of affection
- If you are under the influence of ANY substances, you will be asked to leave.
- No fighting.
- Hula hoops can only be used provided space is available, and may or may not be permitted into the event.
- R.O.A.R. --> Right of absolute refusal



.... All Pilots... Report to your Mechs...
Crabby had been spotted heading
towards Autographs....

GUESTS

Nobutoshi Canna

Voice Actor

Otakon is excited to announce Nobutoshi Canna is joining us this year! Canna-san has voiced many of our favorite characters including: Basara Nekki from Macross 7, Cú Chulainn/Lancer in the Fate series, Guts in Berserk, Kabuto in Naruto, and even Gengar and Knuckles! Otakon would like to thank Aoni Production for helping us bring out Canna-san!



Kanetake Ebikawa

Mechanical Designer.

He worked on such renowned titles as "Mobile Suit Gundam Iron-Blooded Orphans", "Mobile Suit Gundam00" and "Full Metal Panic!" among many others.



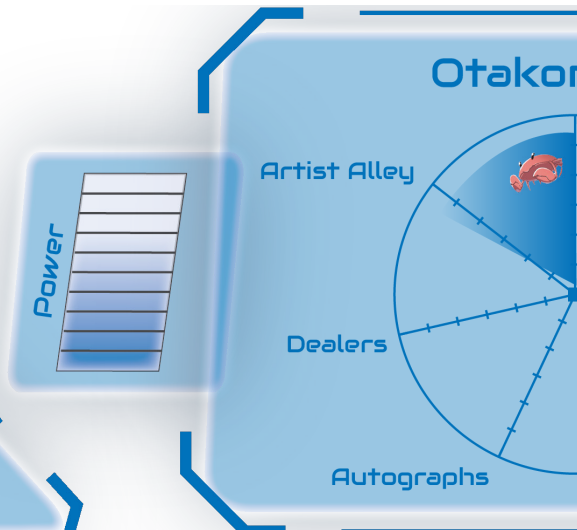
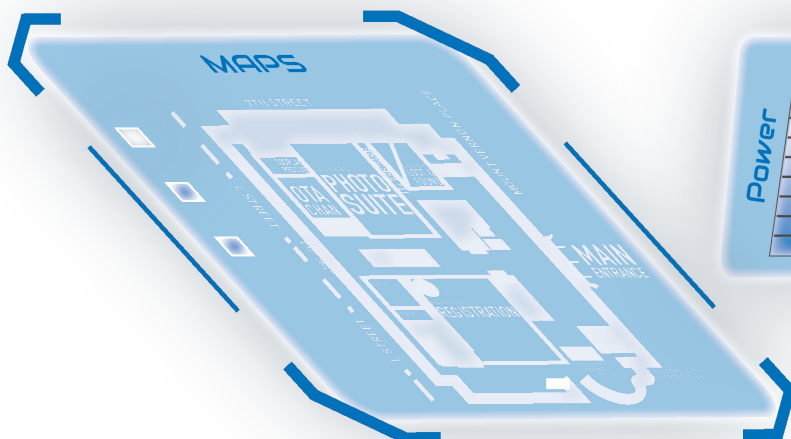
Shoji Kawamori

Animation Director, Mech Designer

While still in college, he created and directed Super Dimensional Fortress MACROSS, which later adapted as Robotech outside Japan. Kawamori also designed the toy for Macross, Valkyrie (Veritech), the iconic transformable fighter with 3 modes (Batroid, Gerwalk and Fighter) which has since sold millions world-wide. Kawamori made his directorial debut at the age of 24 with Super Dimensional Fortress Macross – Do You Remember Love? working on all elements of the film, from concept and story composition to art direction.

He was also one of the designers of the Diaclone toy line, which later became known as the Transformers, including "Optimus Prime." His creative participation includes Escaflowne, Gundam 0083, Ghost in the Shell, Armored Core, AIBO, Nissan Dualis, Thunderbird ARE GO and more.

His recent works includes Macross Delta the Movie and Pandora TV series.



Nobuo Uematsu

Composer

Nobuo Uematsu is one of the most celebrated composers in the video game field. He has achieved global recognition for his work on the FINAL FANTASY series that has been performed by world-class orchestras around the world. Nobuo Uematsu has been recognized as a major contributor in the increasing appreciation and awareness of video game music. A prime example is the "FINAL FANTASY VIII" theme song, "Eyes on Me," composed and produced by him. His song featured Hong Kong pop star Faye Wong and sold a record 400,000 copies. It also won "Song of the Year (Western Music)" at the 14th Annual Japan Gold Disc Awards in 1999, which was the first time in history that music from a video game had attained this illustrious honor. The music from the game series has grown to such notoriety, Nobuo Uematsu was named as one of the "Innovators" in Time Magazine's "Time 100: the Next Wave Music" feature.

ARNIE ROTH

MUSIC DIRECTOR

Music Director Arnie Roth is a Grammy-winning artist known for his work with performers including Il Divo, Diana Ross, Jewel, The Irish Tenors, Charlotte Church, Peter Cetera, and Dennis DeYoung. Roth is well known in the world of video game music for his work with Nobuo Uematsu and Square Enix as Music Director and Conductor of the "Distant Worlds: music from FINAL FANTASY," "Dear Friends: music from FINAL FANTASY," "VOICES: music from FINAL FANTASY," as well as his role as Music Director and Conductor of "PLAY! A Video Game Symphony." He was the winner of the Best Score Award at the 2003 DVD Premier Awards for his score for the film Barbie™ as Rapunzel and was nominated for an Emmy in 2007 for his original song "Shine" from the movie Barbie™ in The Twelve Dancing Princesses. Roth has produced dozens of best selling CD's. For more information, visit www.awrmusic.com.



Eric Roth

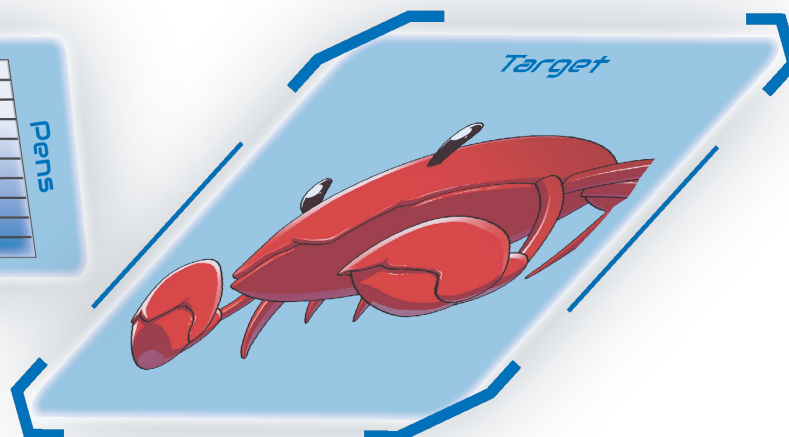
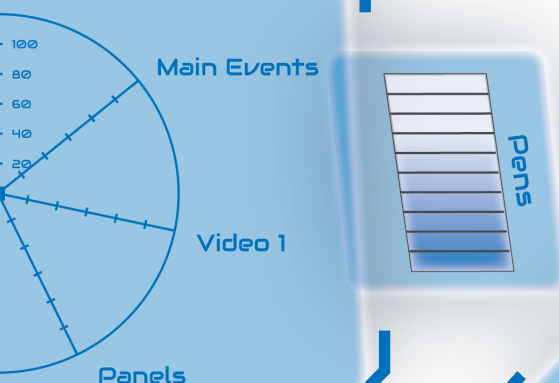
Composer/Conductor, Orchestrator/Arranger, Producer

Eric Roth is known for an original and expressive musical personality, recognized internationally as a composer/conductor, orchestrator/arranger and producer.

Eric is music director and the chief arranger for A New World: intimate music from FINAL FANTASY, the chamber ensemble concert production by AWR Music Productions and Square Enix, the video game developer. The production has performed on four continents since 2014 with plans for a second recording to follow Live in London. He's also the associate music director and an orchestrator/arranger for Distant Worlds: music from FINAL FANTASY, the internationally acclaimed live orchestra concert production and recording artist. His orchestrations and arrangements have been performed by the Royal Stockholm Philharmonic Orchestra, the Czech Philharmonic Orchestra, San Francisco Symphony Orchestra, Baltimore Symphony Orchestra, Houston Symphony Orchestra, Seattle Symphony and many others.

Eric's taught at the Brooklyn College Conservatory of Music (New York), Boston University (Distance Ed.) and other institutions. ABD for a Doctor of Musical Arts degree in music composition at The Graduate Center (City University of New York), Eric holds a MA from Mills College and a BA from the University of Michigan. His composition teachers include Tania Leon and Alvin Curran.

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GUESTS

Erica Mendez

Voice Actor

Chicago native Erica Mendez is longtime anime and video game fan turned voice actress. She has been fortunate to play some fan-favorite characters, including: Retsuko in Aggretsuko, Ryuko in KILL la KILL, Gon in Hunter x Hunter, Aladdin in Magi: The Labyrinth of Magic, Yuuki in Sword Art Online II, Sailor Uranus in the new Viz Media dub of Sailor Moon, Akko in Little Witch Academia, Diane in Seven Deadly Sins, Nico in Love Live, and Mash in Fate/Grand Order.

Voice acting isn't the only way she keeps herself busy: She has also ventured into script adaptation and has done work on Little Witch Academia, Sailor Moon SuperS, and Fate/Apocrypha.

Visit ericamendezvoice.com to check out her full list of credits. You can keep up with Erica's role announcements and incoherent rambling by following her on Twitter @tsunderica.



SungWon Cho

Voice Actor, Internet Personality

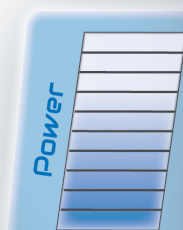
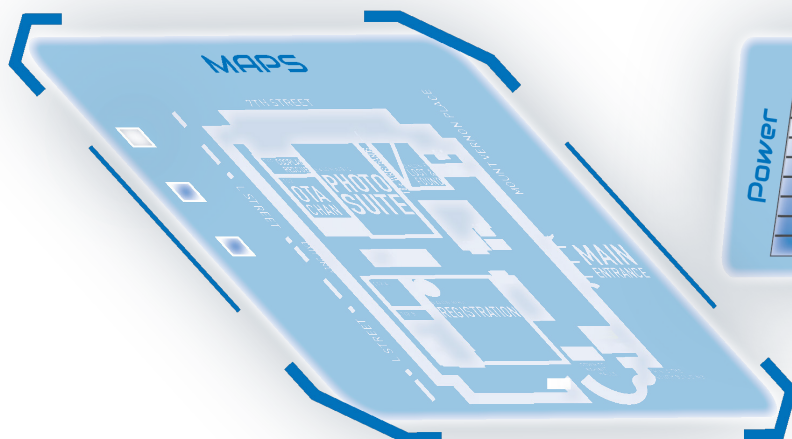
SungWon Cho is a voice actor. You also may know him as ProZD online where he makes videos on YouTube/Twitter/Tumblr/all the social medias. He loves his cats Effie and Sophie very much.



Cherami Leigh

Voice Actor, Actor

Cherami Leigh has been in the industry for 20 years. She has been in over 75 commercials, and has worked on over 100 anime projects including "Lucy" in Fairy Tail, "Asuna" in Sword Art Online, "Road" in D. Grayman, "Lizzie" in Black Butler, "Mai" in Ghost Hunt, and "Patty" in Soul Eater and has worked on over 20 video games- including playing DLC "Gaige" in Borderlands 2, Quartermaster "Corporal Green" in Call of Duty: WW2, and "Ikrie" in Horizon Zero Dawn's DLC. She voices "Sailor Venus" in Sailor Moon, "Tomie" in Mob Psycho 100, "Kudelia" in Gundam: Iron Blooded Orphans, "Claudia Peer" in Gundam: Thunderbolt, "Ilia" in RWBY, "A2" in Nier Automata and "Makoto" in the Persona 5. And was recently announced to be playing "Sarada" in Boruto: Naruto The Movie and multiple characters in Fire Emblem: Heroes, as well as playing "Cagalli" in the new release of Gundam SEED and "Tomie Katana" in French series Last Man. She has a lead role in the animated feature "Ribbit," has guest starred on "Doc McStuffins" and plays "Peanut Big Top" in the La La Loopsy Girls. She also has a daily affirmation based show "Love and Light" featured on Anime Unlocked along with other projects in various stages of production she is excited to share!





Masahiko Otsuka

President of Studio TRIGGER

Initially working in the live-action film industry, Masahiko Otsuka joined the animation industry as assistant director for Studio Ghibli's *Pom Poko* in 1992. He then moved on to Studio GAINAX, participating in many well acclaimed titles such as *Neon Genesis Evangelion* (episode director) and *GURREN LAGANN* (co-director).

In 2011, Masahiko Otsuka and Hiroyuki Imaishi left GAINAX to establish their own animation company, Studio TRIGGER. Otsuka's most recent works include *KILL la KILL* and the *Little Witch Academia* series.

Yoh Yoshinari

Animator, Artist, Producer

Making his debut as chief key animator in the critically acclaimed animation series *Neon Genesis Evangelion*, Yoh Yoshinari has participated in many other popular titles such as *GURREN LAGANN* as mechanical design, and *Panty&Stocking with Garterbelt* as concept artist. Upon becoming a full-time staff of TRIGGER, he has produced his first full length anime, *Little Witch Academia*, and participated in TRIGGER's first television series *KILL la KILL* as main set design.

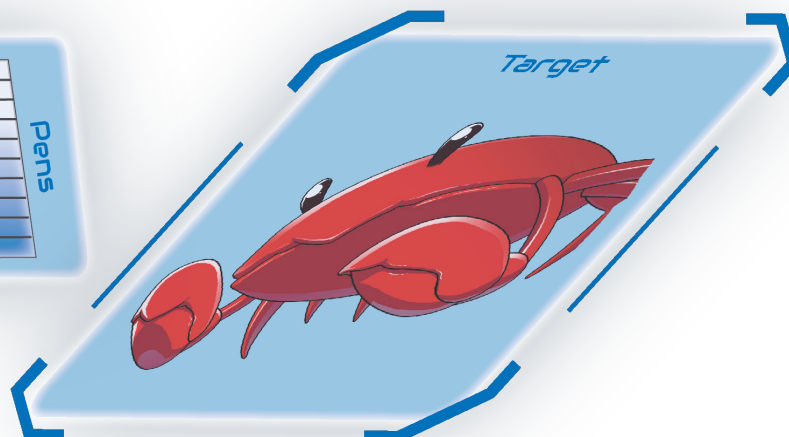
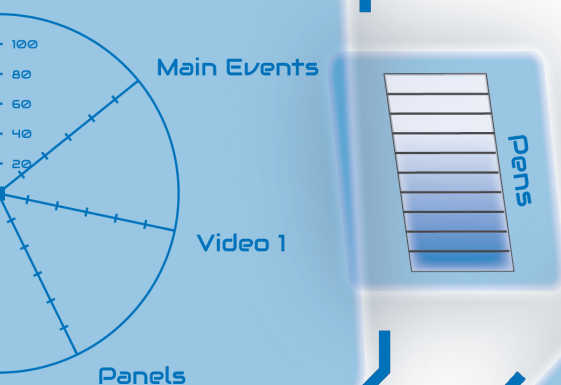


Naoko Tsutsumi

Animation Producer

Starting her career in the animation industry at GAINAX in 2004, Naoko Tsutsumi is one of the earliest member to join studio TRIGGER. As an Animation Producer, she has produced many notable titles such as *Kill la Kill*, *Little Witch Academia* (2013, 2015, and Television series), and *Kiznaiver*.

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GUESTS

Ollie Barder

Designer, Editor

Ollie Barder is the Editor-in-Chief of Mecha Damashii. Ollie has written mecha related articles for Forbes, and held extensive interviews with many of the pillars of the mecha genre! He has also done game design for many of your favorite games over the years, and we are excited to have him present at Otakon 2018.



Yasutaka Kimura

Producer, Manager

Born on September 1 st . Manager and Producer at Square Enix's Cross-media Publication Business Division. After working at Anime division in TBS, he joined Square Enix in 2006. He has produced animation and live action adaptations of comics published by Square Enix such as "Full metal Alchemist", "Black Butler" series, "WORKING!!"series, "Saki" series and more.



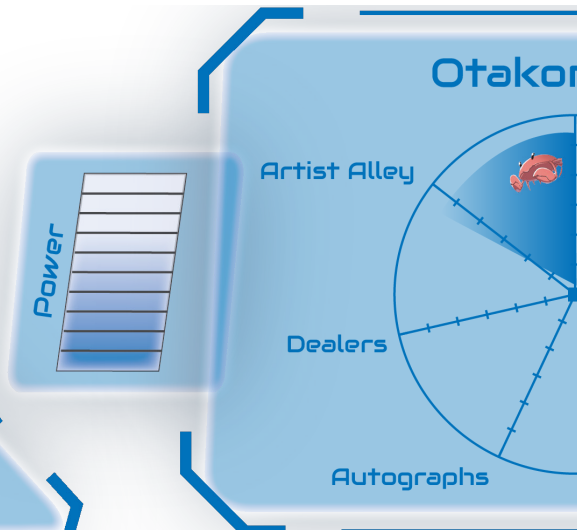
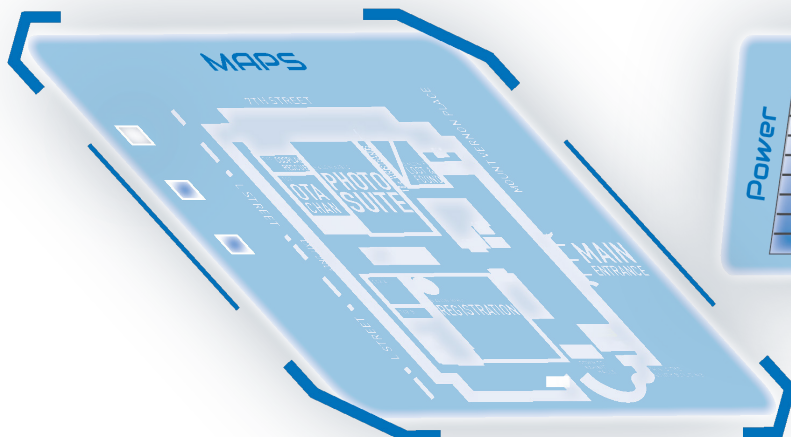
Todd Haberkorn

Voice Actor, Actor, Director, Producer

Todd Haberkorn has had the pleasure of working in a variety of mediums in the entertainment industry. The LA based actor is also a director for companies like Netflix and Funimation Entertainment as well as a producer for production groups like Geek&Sundry.

His voice roles include Natsu from Fairy Tail, Italy from Hetalia, Ling Yao from Full Metal Alchemist: Brotherhood, Tierno from Pokemon, Allen Walker from D. Gray Man, Hikaru Hitachin from Ouran High School Host Club, Death The Kid from Soul Eater, and many others. In video games you can recognize his voice in the Call of Duty Series, Persona series, World of Warcraft, Street Fighter IV, Ghostbusters, Silent Hill: Book of Memories, Borderlands 2, and Rage to name a handful.

He is represented by The Horne Agency, LMTalent, Jeff Zannini Management, Go Voices Talent Agency, and VOX USA. Follow Todd on Twitter (@toddhhaberkorn) and Instagram ("@official_habegram"). For merchandise like his music album, concert dvd, and t-shirts: www.thehabertat.com



Johnny Yong Bosch

Voice Actor, Actor, Musician

Johnny Yong Bosch got his start fighting giant bugs as Adam Park, the Black Ranger on Mighty Morphin Power Rangers. After Power Rangers, Johnny became very involved in voice over work. His first major voice acting role was Vash the Stampede in Trigun. He later went on to play the voices of Kaneda in Akira, Renton in Eureka Seven, Albert in The Count of Monte Cristo, Kiba in Wolf's Rain, Itsuki in The Melancholy of Haruhi Suzumiya, Ichigo Kurosaki in Bleach, Lelouch Lamperouge in Code Geass, Izaya in Durarara, Guren in Tenkai Knights, Yukio in Blue Exorcist, Sasori in Naruto, Nobita in Doraemon, Artemis in Sailor Moon, Nagate in the Netflix Original Knights of Sidonia, Nate in Yokai Watch and many more. Johnny's voice can also be heard in video games such as Nero in Devil May Cry 4, Kuhn in .hack//G.U., Adachi/Narukami in Persona 4, Almaz in Disgaea 3, Emil in Tales of Symphonia, Guy in Tales of the Abyss, Firion in Final Fantasy Dissidia, Bumblebee in Transformers: War for Cybertron, and more.

Johnny's also the front man for the band Eyeshine. Their music chosen for promotional use in the Call of Duty Endowment project. Eyeshine is also known for recording the song "Love Psalm" with Mary Elizabeth and Akira Yamaoka for the game Silent Hill: Book of Memories.

Josh Grelle

Voice Actor

Josh is a life-long geek and actor with over 200 voice credits in his 10+ year career. His favorite roles include Attack on Titan (Armin), Yuri on Ice (Yuri Katsuki), Princess Jellyfish (Kuranosuke), The Devil is a Part-Timer (Sadao Maou), Drifters (Toyohisa), RWBY (Tyrian), Kenichi: The Mightiest Disciple (Kenichi), and Snow White with the Red Hair (Zen). He has also lent his voice to many video game properties; Tales of Xillia 2 (Ludger), Dragonball Xenoverse (Demigra), and Freedom Planet 2 (Captain Kalaw) to name a few. When he isn't behind the mic, Josh can usually be found writing scripts for the English adaptations of many FUNimation and BangZoom! Productions, such as Fairy Tail, Tokyo Ghoul, Overlord, and Gundam: Iron Blooded Orphans. He is represented by the Mary Collins Agency.



Masaya Matsukaze

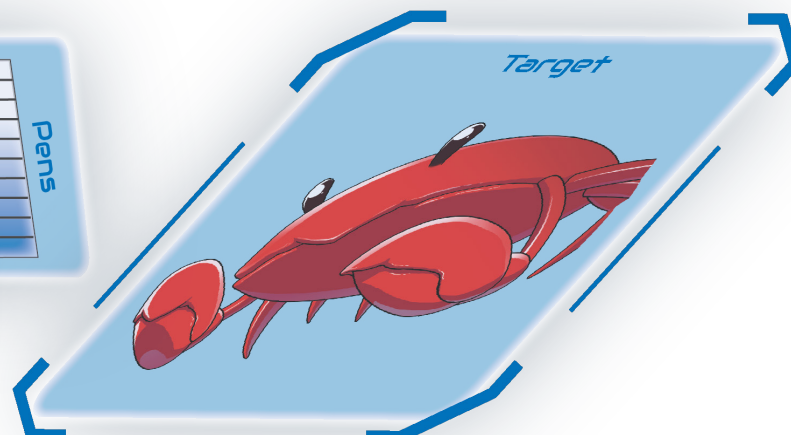
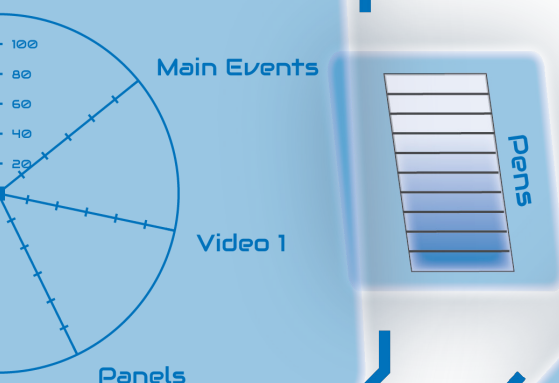
Voice Actor

We are happy to have Masaya Matsukaze attending Otakon this year! Matsukaze-san has voiced Shin Hyuga Shain in Code Geass: Akito the Exiled, Gaelio Bauduin in Gundam Iron Blooded Orphans, and Brad Hunter in Zoids: New Zero Century.

Outside of his Mecha roles you know him as the voice of Yasuhiro Hagakure in Danganronpa, Kyoya Ootori from Ouran Host Club, Protoman in Megaman Battle Network, or Ziosite in Sailor Moon Crystal! Otakon would like once again thank Aoni Production for helping us bring out Matsukaze-san!



h 2018



GUESTS

Kyle McCarley

Voice Actor

Kyle McCarley can be heard in anime, video games, cartoons, audiobooks, and more.

Some of his notable credits include the anime Mikazuki Augus in Mobile Suit Gundam: Iron-Blooded Orphans, Shigeo "Mob" Kageyama in Mob Psycho 100, Koku in B: The Beginning, Ryo in Devilman Crybaby, Joe Shimamura, a.k.a. 009, in Cyborg 009: Call of Justice, Aoba Kuronuma in Durarara!!x2, Shinji Matou in Fate/Stay Night: Unlimited Blade Works, Ryota Watari in Your Lie in April, and more. His video game credits include Android 9S in NieR: Automata, Alm in Fire Emblem Echoes: Shadows of Valentia, Hyde from Under Night In-Birth in BlazBlue: Cross Tag Battle, various characters in Final Fantasy XV, and more.

A full list of Kyle's credits is available at KyleMcCarley.com, and if you follow him on Twitter (@kylemccarley), Twitch (twitch.tv/kylemccarley), or like his Facebook page (facebook.com/kylemccarleyvo), you can keep up with all his excitement (or lack thereof).



Hirokatsu Kihara

Writer

Formerly involved with the production desk at Studio Ghibli, Hirokatsu Kihara was involved in the hit anime Laputa: Castle in the Sky, My Neighbour Totoro and Kiki's Delivery Service. Nowadays he writes ghost stories and MCs at monster conventions. His most famous work is Tales of Terror: Haunted Apartment, and has been a crucial contributor to many other hits in this genre.



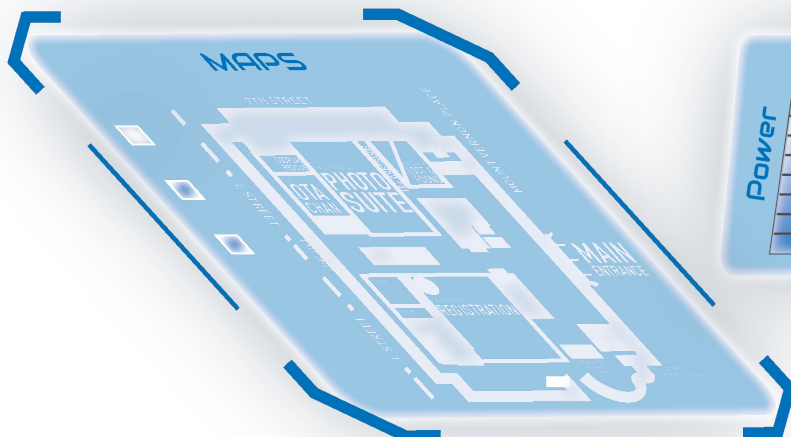
Lucien Dodge

Voice Actor

Lucien is a voice actor specializing in characters for animation, video games, commercials, and other media. His anime credits include Zoicite and Motoki Furuhashi in the Viz Media dub of Sailor Moon and Sailor Moon Crystal, Waver Velvet in Fate/Zero, Takumu Mayuzumi in Accel World, Blue and various Pokémon in Pokémon Origins, as well as Chili on the regular Pokémon series, Amuro Ray in Gundam Origins, Norba Shino in Gundam: Iron Blooded Orphans, Sai Argyle in Gundam Seed, Yukio Hans Vorarlberna in Bleach, Ja'far in Magi: The Labyrinth of Magic and The Adventures of Sinbad, Andrew Hanbridge in Little Witch Academia, Kota Fujiki in God Eater, Metphies in Godzilla: Planet of the Monsters, plus more.

Video game credits include Dust in Dust: An Elysian Tail, Mega Gnar in League of Legends, Elliot Craig in Trails of Cold Steel, Leon in Fire Emblem Echoes: Shadows of Valentia, and can also be heard in Diablo III: Reaper of Souls, World of Warcraft: Legion, Tales of Berseria, Final Fantasy Explorers, God Eater I and II, and Skylanders Giants and Swap Force, plus many more.

You can find out more about Lucien and his work by visiting his web-site at lucierendodge.com.



Artist Alley

Dealers

Autographs

Otakon



Ray Chase

Voice Actor, Performer

Ray Chase is a voice actor who has been a part of many great video games and anime. In the last few years, fans can recognize him in Noctis in FINAL FANTASY XV, Master of Masters from KINGDOM HEARTS, Artorius from TALES OF BERSERIA, Roy/Gaius/Alphonse/Fernand from FIRE EMBLEM, Eve from NIER AUTOMATA, and his most celebrated role as the Subway Announcer in PERSONA 5. He's also made minor appearances in GOD OF WAR, MASS EFFECT ANDROMEDA, HORIZON: ZERO DAWN, DEUS EX: MD, XENoblade CHRONICLES X, and TYRANNY. His anime roles include Roswaal in RE:ZERO, Keith Flick in B: THE BEGINNING, Puri Puri Prisoner in ONE PUNCH MAN, Yuu Otosaka in CHARLOTTE, Yukiatsu in ANOHANA: THE FLOWER WE SAW THAT DAY, Howzer in SEVEN DEADLY SINS, Hanzo/Squala in HUNTER x HUNTER, Rubber Soul in JOJO'S BIZARRE ADVENTURE, as well as joining the casts of YOUR NAME, BERSERK, MOB PSYCHO 100, GUNDAM: IRON BLOODED ORPHANS, BLUE EXORCIST, FAIRY TAIL, and many others! He is a proud founding member of the comedy and gaming troupe Loud, Annoying, and Very Annoying (LAVA), which he shares with fellow actors Max Mittelman and Robbie Daymond.

Robbie Daymond

Voice Actor, Actor, Performer

Robbie Daymond is an LA-based voice-actor best known for voicing characters such as: Spider-man/ Peter Parker in Marvel's Spider-man, Tuxedo Mask in Sailor Moon, Prompto in Final Fantasy XV, Akechi in Persona 5, Mumen Rider in One Punch Man, Raymond in OK-KO, Mitsuki in Boruto, Chrollo in HxH, Ikoma in Kabaneri of the Iron Fortress, Bucky Barnes in Avengers Assemble, & Joe Kido in Digimon Adventures tri. Other projects include: Star Wars Rebels, A Silent Voice, Gundam: Iron-Blooded Orphans, Seven Deadly Sins, FLCL Progressive, Katsugeki/Touken Ranbu, Costume Quest, Naruto Shippuden, Skip Beat, Cyborg 009, Nier Automata, Fate/Stay Night: UBW, JoJo's Bizarre Adventure, Sword Art Online 2, K, Durararax2, Lupin the 3rd, Aldnoah Zero, Fire Emblem: Echoes, Occultic Nine, Your Lie in April, Glitter Force, Rock Lee & His Ninja Pals, Magi: The Adventures of Sinbad, & many many more!



Max Mittelman

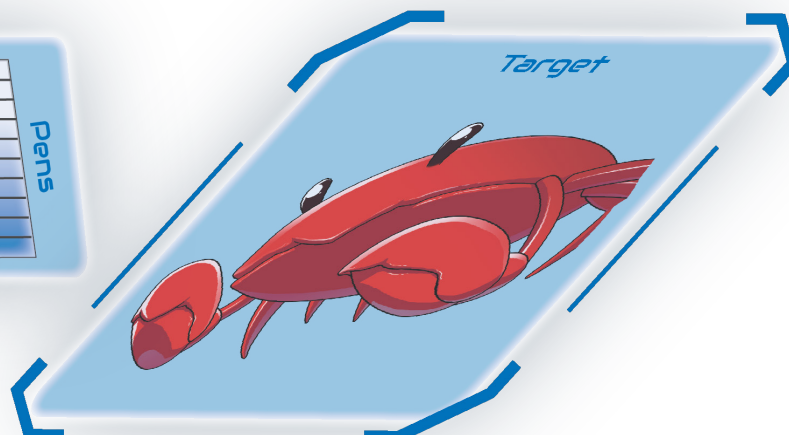
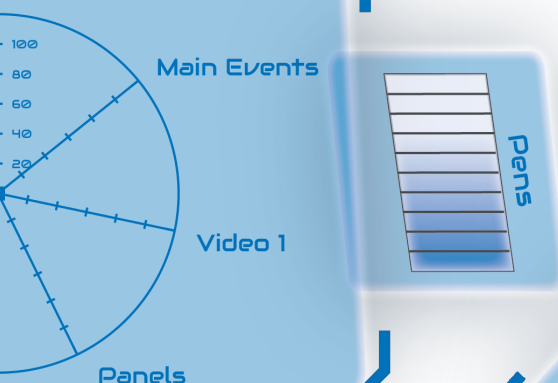
Voice Actor, Performer

A Los Angeles native, Max has been entertaining audiences from behind the mic, onstage, and in front of the camera since he was in high school. Although he is well known as Saitama in ONE-PUNCH MAN, Max Mittelman has also given life the hotheaded troublemaker with a heart of gold, Ryuji, in PERSONA 5, the carefree and always hungry, Plagg, in MIRACULOUS LADYBUG, the lazy yet virtuous sin of sloth, King, from SEVEN DEADLY SINS, and countless others.

Other notable roles include: FIRE EMBLEM (Leo, Gray, Kaden, Forrest, Gordin), MARVEL'S SPIDER-MAN (Harry Osborn), YOUR LIE IN APRIL (Kousei), KINGDOM HEARTS 2.8 (Luxu), BEN 10 (Overflow), FALLOUT 4 (Zeke), HUNTERxHUNTER (Meruem), MOB PSYCHO 100 (Ritsu), BUNGO STRAY DOGS (Atsushi), TRANSFORMERS (Blurr), JUSTICE LEAGUE: ACTION (Jimmy Olsen), ELENA OF AVAALOR (Bobo), WORLD OF WARCRAFT (Prince Farondis), MAGI: THE KINGDOM OF MAGIC (Yunan), STAR WARS: BATTLEFRONT (Quarren), ALDNOAH.ZERO (Inaho), BORUTO (Konohamaru), SAO II (Jun), GUNDAM: IRON-BLOODED ORPHANS (Ein), STAR OCEAN 5 (Fidel), GUNDAM: THUNDERBOLT (Io), TALES OF BERSERIA (Shigure), STARCRAFT II (Stone), ATELIER: ESCHA & LOGY (Logy), DURARARAx2 (Shijima), DORAEMON (Soby), HALO 5 (Rooker), SKYLANDERS (Panderghast).

With plans to become a doctor, Max studied science for four years at USC. Yet he ultimately received his degree from the Theatre Department because he always found himself drawn to what fulfills him the most: creating worlds and telling stories through performance.

2018



GUESTS

Toshifumi Yoshida

Animation Producer

Toshi has spent more than half his life reading comic books and watching cartoons for a living. During those two-plus decades, he has worked on an anime magazine called ANIMAG, spent 12 years producing anime at Viz Media and 2 years as a producer at Bandai Entertainment. Of course, he's also been translating manga along the while.

Toshi's past credits include producing the English-language versions of "Ranma 1/2," "Inuyasha," "Kurokami: The Animation," and "Gurren Lagann" as well as numerous amounts of manga translations such as "Negima!" for Del Rey, "Eureka Seven" for Bandai Entertainment, and "Kurosagi Corpse Delivery Service" for Dark Horse. He is currently the Senior Producer for The Pokémon Company International overseeing the localization of Pokémon TV series and movies into English and 16+ languages across Europe and Latin America.

Toshi has been coming to Otakon since 1997 as a guest, industry professional and even as a staff interpreter and is, as always, happy to be back. He looks forward to hanging out again with everyone this year. Lastly, Toshi swears that he had nothing to do with Ken Watanabe's character being named Detective Yoshida in the upcoming Detective Pikachu movie from Legendary Pictures next year.



Tatsuyuki Nagai

Director

Director for animated movies and TV series.

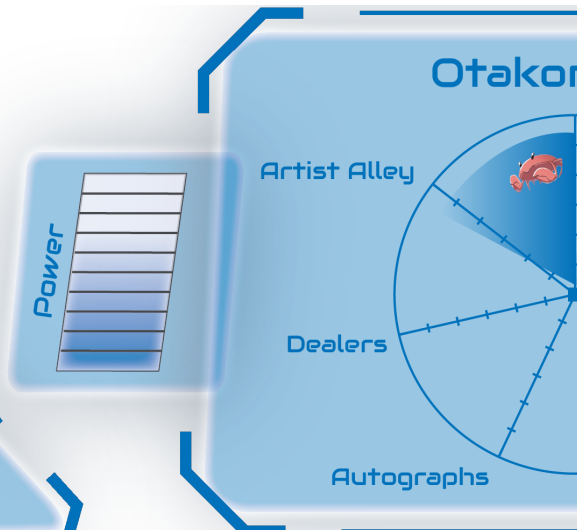
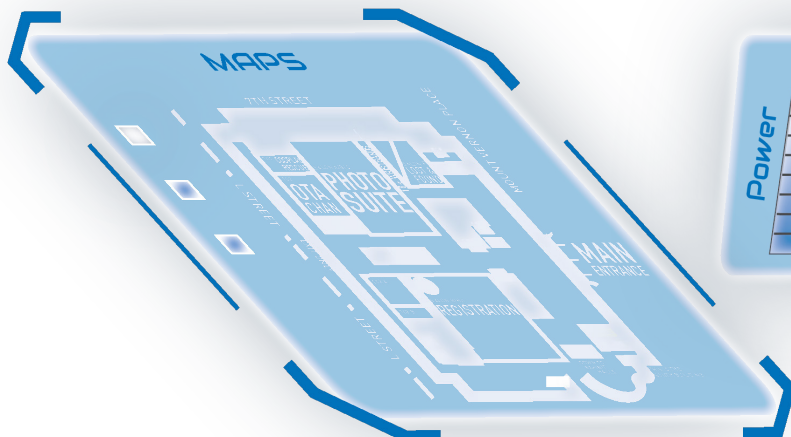
He's known for "Mobile Suit Gundam Iron-Blooded Orphans" and "anohana: The Flower We Saw That Day" among many other titles.



Mr. Creepy Pasta

Internet Personality

Creepypasta are the new Urban Legend. Horror stories and experiences from around the internet are crawling out of the woodwork and coming to your ears from one specific voice. MrCreepyPasta, horror story teller of YouTube, is a well known voice for such famous horror characters such as Jeff the Killer, Smile.Dog and Eyeless Jack. He started 6 year ago and over that time the Creepypasta narrators have grown exponentially over the years to becoming a staple in the YouTube community and in the horror genre with over 1.2 Million Subscribers. Since the creation of the channel, he has moved into VA voice acting. He has made small appearances in anime as well as taking the genre to new heights, MrCreepyPasta has produced 2 Creepypasta Collection Anthologies that have broken the top 50 Horror Anthologies on amazon and 1 successfully kickstarted Comic book title.





Serena "The Southpaw Outlaw" DeJesus Roxanne "The Happy Warrior" Modafferi

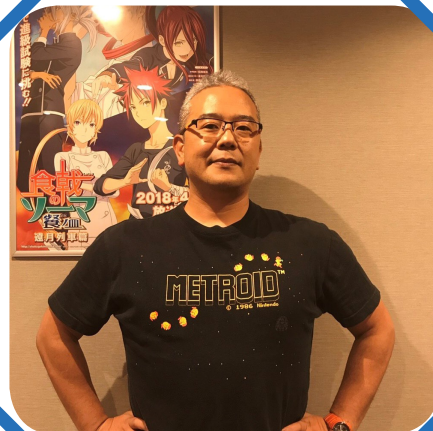
Pro MMA Fighters

Serena and Roxanne are best friends and training partners out of Syndicate MMA in Las Vegas, NV. Serena is the first pro MMA female fighter with autism and Roxanne is a two season The Ultimate Fighter contestant. They are both huge anime fans and have attended Otakon in their youth. Roxanne is known for wearing cosplays to her weigh-ins. Roxanne lived and taught English in Japan where she also trained and fought professionally before returning to the USA to compete on TUF 18. Throughout her life she has trained in Taekwondo, Kenpo Karate, Judo, Brazilian Jiu Jitsu, and Muay Thai. Serena has trained in Taekwondo, Boxing, Muay Thai, Wrestling, and Brazilian Jiu Jitsu. Both women are instructors in BJJ. Both women are inspirations in a male dominate sport.

Yuji Matsukura

Producer

Born on February 27 th . Executive officer and Chief of Production Division at J.C. STAFF. He became a producer during his twenties, which is exceptionally early. Since "Revolutionary Girl Utena", his works include the most recent smash hits such as "Food Wars! Shokugeki no Soma" series, "Danmachi: Is It Wrong to Try to Pick Up Girls in a Dungeon?", "Certain Magical Index" and many more!



Jez Roth

Designer

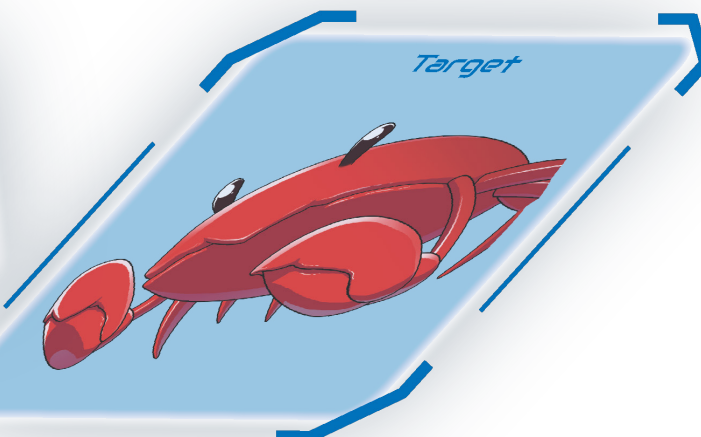
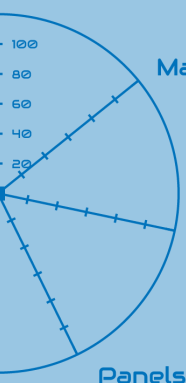
Jez Roth started sewing at the age of 13 on small crafts and at the local dance studio before falling in love with the art of cosplay in 1998. After many years of competing at anime convention masquerades winning Best in Show 16 times with tailored costumes and heavily choreographed skits, he moved to Las Vegas to work for The Venetian designing the Opera Gowns, eventually landing at Cirque du Soleil's water spectacular O building costumes.

Since leaving Cirque, he currently works freelance out of his own studio – creating everything from mermaids that shoot water, Mirrorball Men, and Golden Fairies that contort through the air, designing for events with A-list celebrities such as Kim Kardiashian, Eva Langoria, Snoop Dogg, and DJs such as Benny Benassi, Dash Berlin – his jewelry has even been worn on the red carpet at the Billboard Awards. He has represented the United States at the IOEA Otaku Expo in Japan as a Cosplay Guest and in Canada to choose the Canadian World Cosplay Summit representative for 2016. He believes that the world of costuming is an endlessly fascinating pursuit—from armor to gowns, giant puppetry to monsters. He shares unique events that educate and involve the community and has restructured and organized cosplay events for conventions in his goal to make the competition scene more mainstream. His artistic journey came full circle in 2015 when he was hired as an Artistic Consultant for One Piece: Gold film, working with Toei Animation to give their film a fully realized Las Vegas feel.

He is thrilled to return to Otakon to oversee the cosplay events, emcee, and of course, host his signature event: LIP SYNC FOR YOUR COSPLAY!



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GUESTS

Sujin Ri

Game Producer, Developer, Writer

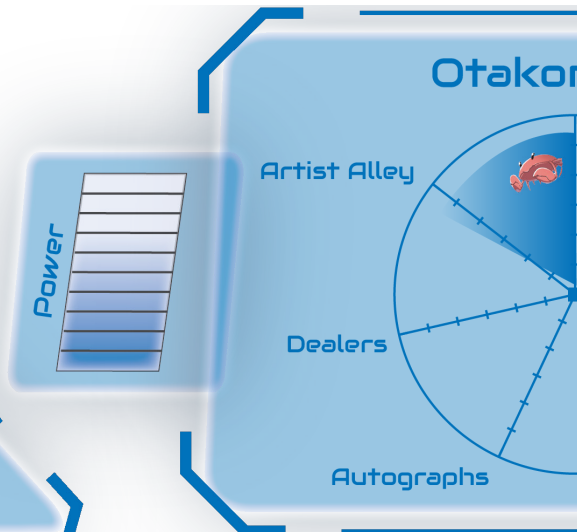
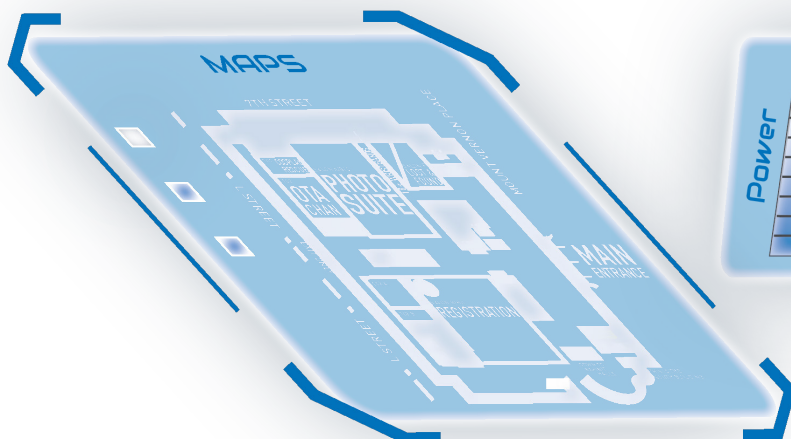
We are excited to announce Sujin Ri will be joining us at Otakon 2018 as developer behind Mystic Messenger! After graduating from the United States with a degree in computer science, she had a goal of developing games for female gamers and started Cheritz. And over the past 6 years, they have developed and launched three games. Before starting the company, she did not have any writing experiences nor work experiences, and becoming a game producer and a scenario writer was a challenge for her. During the process, she fell in love with the experience of making female games and now am very thankful. She first created Dandelion: Wishes Brought to You in August 27, 2012. Followed by Nameless ~The One Thing You Must Recall~ in November 11, 2013. PC. Most recently she has created Mystic Messenger in July 8, 2016. Otakorp is thankful to Cheritz co., ltd. for helping us bring out this talented creator.



Ho San Yi

Voice Actor

We are excited to announce Ho San Yi will be joining us at Otakon 2018 as part of the talent behind Mystic Messenger! Ho San provides the voice for V! Ho San does a wide range of roles from Ryohei in Hitman:Reborn, Tanaka in Haikyuu, Ishido Shuuji in Thunder 11 Go, Ryu in Kimi no Todoki, and Suigetsu, Shin, and Sora in Naruto! You also may know him as Lucio from Overwatch, Michaela from Dungeon and Fighter, or heard him around Maplestory! Ho San is thankful to people from all over the world listening to his voice and being interested and he is happy to join us this year! Otakorp is thankful to Cheritz co., ltd. for helping us bring out this talented performer.



Kyuhyuck Shim

Voice Actor

We are excited to announce Kyuhyuck Shim will be joining us at Otakon 2018 as part of the talent behind Mystic Messenger! Kyuhyuck is the voice talent behind Yoosung! Yoosung is the vocal talent behind Hiro from Big Hero Six, Clemont in Pokémon, and is also the voice of your friendly neighborhood Spiderman from Captain America: Civil War! Kyuhyuck's roles are usually the romantic type but he also likes to do silly voices. Otakorp is thankful to Cheritz co., ltd. for helping us bring out this talented performer.

Young Sun Kim

Voice Actor

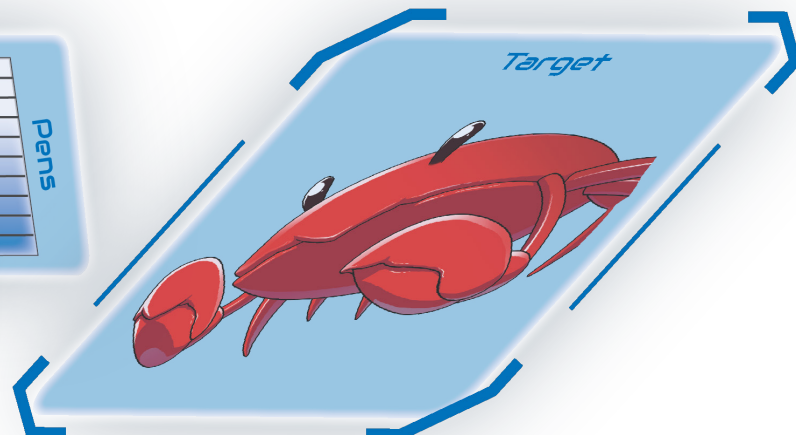
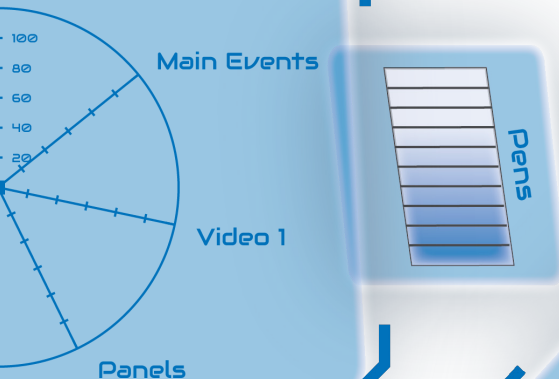
We are excited to announce Young Sun Kim will be joining us at Otakon 2018 as part of the talent behind Mystic Messenger! Young Sun is the voice talent behind 707! He has voiced several roles from Harry Potter to Ethan Hunt from Mission Impossible and is the voice of Elijah Wood in Korea. He also does quite a few animated roles such as Howl from Howl's Moving Castle, Saitama from One Punch Man, Light in Death Note, and Prince Ashitaka from Princess Mononoke. You may even know him as Barry in Pokémon, Sasuke from Naruto, or Leonardo in Teenage Mutant Ninja Turtles. Otakorp is thankful to Cheritz co., ltd. for helping us bring out this talented performer.

Soojin Kang

Voice Actor

We are excited to announce Soojin Kang will be joining us at Otakon 2018 as part of the talent behind Mystic Messenger! Fans of the game will know him as the voice of Ray! Kang is a veteran Korean voice actor who has voiced Disney's Aladdin, Peter Pan, Mickey Mouse, and Agent Pleakley! He additionally, provided the voice for characters such as Inuyasha and Luffy all the way to Leonardo DiCaprio in Titanic, Romeo and Juliet, Gangs of New York, and Catch me if you Can. You may even know him as the voice of everyone's favorite Protoss leader Artanis! Otakorp is thankful to Cheritz co., ltd. for helping us bring out this talented performer.

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CONCERTS

Friday Concert

MAIN EVENTS 7:00PM

AWR Music Productions, LLC is proud to present the official symphony concert world-tour *Distant Worlds*: music from FINAL FANTASY. Launched in conjunction with the twentieth anniversary of FINAL FANTASY, this concert tour features the music of Japanese video game composer Nobuo Uematsu and is conducted by Grammy award-winner Arnie Roth. This multimedia experience combines stirring screen images to match the soaring emotions of a symphony orchestra performing music from SQUARE ENIX'S world-renowned FINAL FANTASY video game series.

Since the release of FINAL FANTASY in 1987, this unique RPG series continues to showcase the spectacular visuals, highly imaginative worlds and rich stories leading the industry and earning the highest



accolades from users around the world. Titles of the series have so far achieved a cumulative shipment of over 100 million units worldwide.

SQUARE ENIX, Inc. develops, publishes, distributes and licenses SQUARE ENIX, EIDOS® and TAITO® branded entertainment content throughout the Americas as part of the SQUARE ENIX Group. The SQUARE ENIX Group operates a global network of leading development studios and boasts a valuable portfolio of intellectual

property, including: FINAL FANTASY, which has sold over 100 million units worldwide; DRAGON QUEST®, which has sold over 62 million units worldwide;

TOMB RAIDER®, which has sold over 35 million units worldwide; and the legendary SPACE INVADERS®.

Visit www.square-enix.com for more information.

Sunday Concert

FEATURED 2:00PM

A New World: intimate music from FINAL FANTASY presents fresh arrangements of music from throughout the 25+ years of the FINAL FANTASY catalogue for a variety of chamber ensembles. The programs feature string quartets, piano and guitar solos, duos, trios and other mixed groups of instrumentalists to produce an immediate and personal encounter with the extraordinary FINAL FANTASY musical themes, characters and settings.



Video game music has grown increasingly popular in the last few years. Music plays an integral role in today's games, enhancing the players' overall experience. While still a growing market, video game soundtracks are now sold in major outlets and include a variety of genres such as rock, hip-hop, electronica, classical compositions, and songs performed by popular artists. The FINAL FANTASY soundtracks, which are original compositions, have grown so popular that TIME magazine named series composer Nobuo Uematsu a notable "Innovator" in its recent "Time 100: the Next Wave Music" feature. SQUARE ENIX hopes to pioneer awareness and appreciation of not only its own musical creations, but also video game music throughout the industry.

COSPLAY RESCUE

ROOM 101



COSPLAY RESCUE

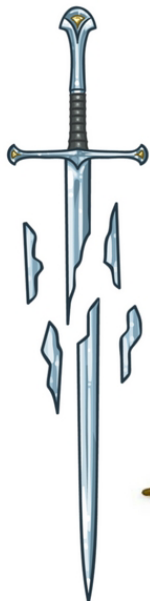


AT
OTAKON®

Falling apart at the seams? There's no need to leave the convention; Stop by Room 101 for all of your repair needs*, free of charge.

Hours: Fri/Sat 9am-9pm, Sun 10a-3p

*This may include, but is not limited to, hot glue failure, worbla reshaping, makeup smudges, wig wandering, torn seams, torn fabric, snapped staffs, acts of Cthulhu, and logistical restructuring of cosplay that defy the laws of physics and fabric. Cosplay Rescue is equipped with privacy curtains for sensitive repairs.



Cosplay Rescue staff are prepared to fix almost anything and everything that comes through the door in Room 101, and have yet to send anyone away without a repair. This may include hot glue failure, worbla reshaping, makeup smudges, wig wandering, torn seams, torn fabric, snapped staffs, acts of Cthulhu, and logistical restructuring of costumes that defy the laws of physics and fabric. Cosplay Rescue is equipped with privacy curtains for sensitive repairs. Not sure if Cosplay Rescue can handle your repair? Our front desk staff can provide you with the short list of items we will not take due to convention rules.

Cosplay Rescue is always free of charge.

ONLINE INFO

The last place to get answers is Info Desk Online where you can find us on social media, with relevant answers posted publicly for all to peruse during the hours of the convention.

HelpDesk: Submit a ticket through help.otakon.com

Twitter: Tweet your question to @InfoOta or @Otakeon

Facebook: Message or post at <https://www.facebook.com/infootakon>

Instagram: Look for regular updates at <https://www.instagram.com/infoota/>

Tumblr: Find Current FAQs at <http://infoota.tumblr.com/>

SOCIAL MEDIA

Make sure to follow us on Social Media for updates and general happenings during con!

Facebook: <https://www.facebook.com/Otakeon>

Twitter: [@Otakeon](https://twitter.com/Otakeon)

Instagram: <https://www.instagram.com/otakonpics>

Tumblr: <http://otakon.tumblr.com/>

FEATURED PRESENTERS

Charles Dunbar

Otakon welcomes Charles Dunbar back as a presenter for another year, here is what Charles has to say: I've heard it said from others that Otakon represents a major node in the zeitgeist of East Coast fandom. I've also heard (and used) the line that "all roads lead to Otakon." In all respects, these assertions are true. This will be my 10th Otakon, and while that might not be much given the 24+ years that the con has existed, the fact that I have had the chance to experience ten straight years of growth, memories, events, encounters, and people puts a lot into perspective. Otakon really is THE event when it comes to fandom on this coast. It's one of those conventions that encapsulates everything that it means to be a fan. And I'm glad, and honored, to have shared that for the past ten cons. Whether it be asking for help with my fieldwork in 2009, or shouting information at people from 2012 onward, it has been my deepest privilege to have shared a fandom space with all of you. Also, I changed my Twitter handle last November to @TenguTalks, in case you missed the tweets. Facebook.com/StudyofAnime is as normal.



SUPER ART FIGHT

Super Art Fight

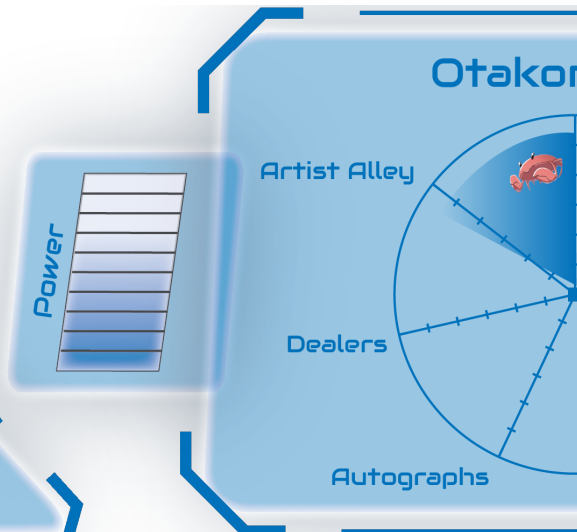
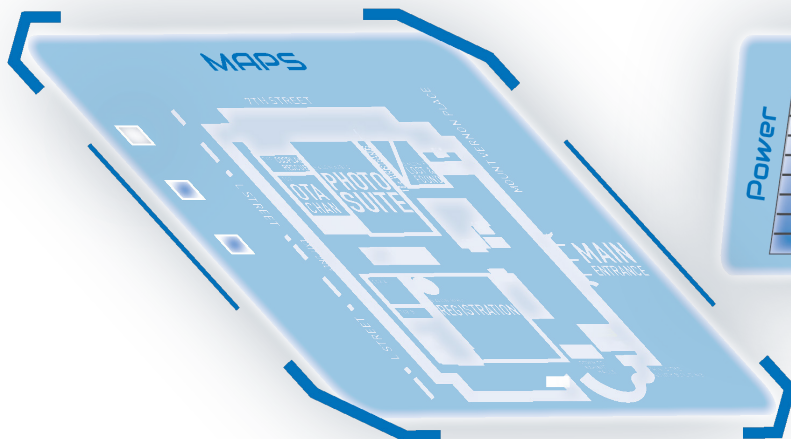
Created in 2008 in Baltimore, Maryland by artists Jamie Noguchi and Nick DiFabbio, SAF has grown over the past decade into an absolutely can't miss live event, mixing elements of pro-wrestling styled storytelling and character work, live art, and improvised humor.

To date, Super Art Fight has produced hundreds of live events, including shows across the United States and into Canada; appearances at such big conventions as Otakon, Anime Expo, MAGFest, and Awesome Con; features in the pages of The Washington Post, The Baltimore Sun, and Wired; and regular engagements at such legendary rock-and-roll venues as Baltimore's Ottobar and Washington DC's The Black Cat.

Want to see artists collide in one-on-one or tag-team action? Can they stand tall against the ridiculous topics from the crowd-sourced Wheel of Death? Are you ready to cheer your favorites on to victory?

There's only one way to get started...

3-2-1...ART FIGHT!



Bumble & Clove

Bumble and Clove - comprised of convention veterans Angela Lee, Jeff Lee, and Kim Leong - return to bring you engaging and lighthearted programming (while keeping the skies sunny and clear)! Since their Otakon 2014 debut, their "Build-a-Bozu Workshop!" has kept raindrops away each year (no joke!) while representing their core mission: to provide a welcoming, open-ended space in which people can create freely and enjoy art for art's sake. With academic degrees in teaching and marketing, as well as a deep-seated interest in Japanese culture and crafting, Bumble and Clove have been teaching workshops along the East coast since 2012 and absolutely love getting to inspire a creative spark in attendees year after year. As "Build-a-Bozu" returns, along with the debut of their new workshop "Kamishibai and the Art of Storytelling," Bumble and Clove are a-buzz with excitement and hope you'll join them for a relaxing time - and possibly even more bee puns!



Viga

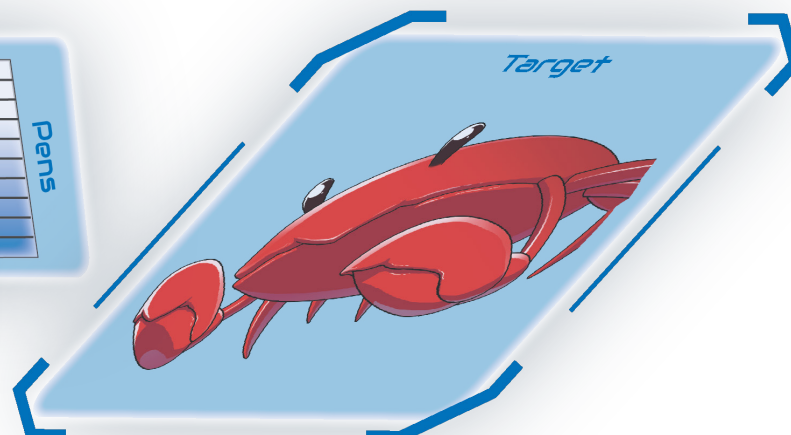
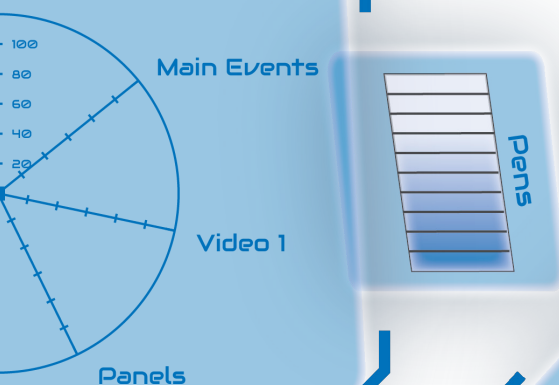
Viga is a youtuber, long time panelist, professional fangirl, and anime junkie. From 2008 to present, she's been presenting panels about new and old shows, creators, or manga. Occasionally, she hosts game shows and leads workshops. She is the host of The Idols of Anime on YouTube.

Shoestring Scientists

Shoestring scientists made their presentation debut in 2012 with their first workshop, steampunk 203: a DIY workshop, where attendees built their own ray guns from spare parts, and their first panel, steampunk 201: steampunk in anime. Since then, this group of intrepid (and slightly mad) creatives have put on numerous panels and workshops to packed-out rooms at nearly a dozen conventions. Shoestring scientists are excited to bring their classic workshops (and a few new ones!). Look for them in the schedule and in the dealer's room!

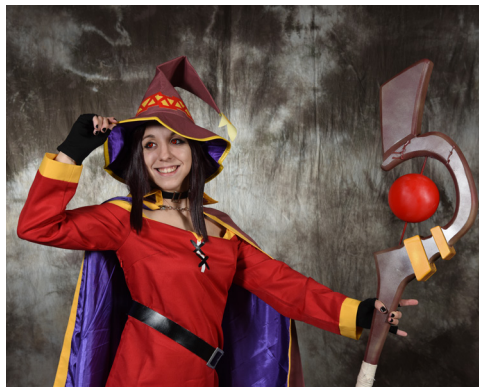


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M STREET

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THIS IS THE
SOUTH BUILDING
SHINTO SHRINE



LEVEL 3

WALTER E. WASHINGTON CONVENTION CENTER
REVISED: 7.15.2018



MOUNT VERNON PLACE

7TH STREET

M S

N STREET

L STREET

9TH STREET

M STREET

THIS IS THE
SOUTH BUILDING

THIS IS THE
MIDDLE BUILDING

THIS IS THE
NORTH BUILDING



LEVEL 2

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KEY

- ESCALATOR
- STAIRS
- ELEVATOR
- INFO DESK
- PHOTOSHOOT LOCATION
- PROP CHECK
- BAG INSPECTION
- FOOD
- RESTROOM (MEN, WOMEN, GENDER NEUTRAL)

GR YL Mt Vernon Sq
7th St-Convention Center



7TH STREET

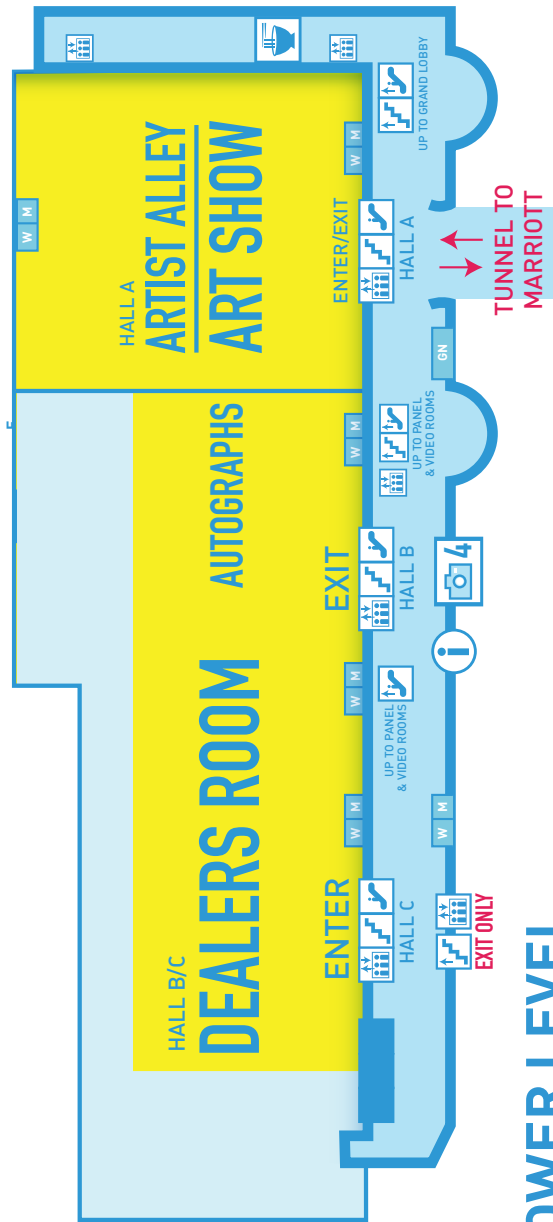


M STREET

LEVEL 1

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9TH STREET



DOWNTOWN
FOOD
DISTRICT

LOWER LEVEL
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Nick Crouch	Makaya Hicks
Michael Morris	John Nadzam
Andy Zerrlaut	Brooke Zerrlaut
	Jenn Smiechowski

VOLUNTEERING AT OTAKON

We often say Otakon is “for fans, by fans,” but what does that really mean?

Otakorp (the parent corporation that puts on Otakon), is a non-profit organization and each of you is a member of that organization. That membership gets you into our annual meeting that is the awesomeness that is “Otakon”, but some of our members do even more for the organization.

Take a few minutes and look over all the names in the back of this program guide. Each of them played a key part of putting this show together. Each is a fan (just like you) and not a single one (except our lawyer), gets paid for it.

Many of our all-volunteer army of black-shirted staff work year-round, but the names you don't see listed in our program book are the 200-or-so who join us to volunteer just for the weekend. We affectionately call them “Gofers” and they help out throughout the entire convention. You can spot them by the brown T-Shirts and orange badge holders. You probably first met one helping to get your badge at Registration or wrangling a line. Gofers assist with just about every department we have and we couldn't put on this show without the extra help we get from them!

Ever wanted to get a behind-the-scenes look at how we put this show on? Want to give back to your Otaku community? Then consider volunteering with us next year as a Gofer! Registration for Gofers usually opens online shortly after registration for the convention opens, so keep an eye out on our website around that time. Most of our staff started out as Gofers, including our President!

Want to learn more about our Gofer program? Visit the “Volunteer at Otakon” section of our website for an FAQ and more information.



AUTOGRAPHS

SWORD ART ONLINE SUMMER FESTIVAL 2018



WHEN:

SAT. 08.11.5:00 PM

FEATURED PROGRAMMING (LEVEL 3 BALLROOM C)



CHERAMI
LEIGH

ENGLISH VOICE
OF ASUNA



BRYCE
PAPPENBROOK

ENGLISH VOICE
OF KIRITO

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WHEN

FRIDAY / AUGUST 10 / 2:00 PM

WHERE

PANEL 1 (WEWCC 202)