



EXHIBITION HALL ISSUE 8

EXHIBITION HALL ISSUE 8 - APRIL 2010

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What's the most Steampunk Museum in the world? The Science Museum of London might have a claim with the fact that they've got all that Babbage stuff and steam trains and so on, but I'll say that it's the Victoria & Albert Museum, just down the way from the Science Museum. It's full of costumes, ancient musical instruments, beautiful art, the Hereford



Screen, the Cast Courts, Metal work, wood stuffs, all sorts of things that the Steampunk might well go nuts over. I love the V&A, and now, a week and a half away from leaving for the Sceptered Isle of Britain, I'm all a-twitter for the V&A and can't wait until I make my way there.

This issue is mostly about the Nova Albion Steampunk Exhibition. There's James Bacon's interview with Herr Doktor which I'm pleased to be able to run and there's a piece from Nick Ottens that's a good bit of interest when you think of our up-coming project.

There's also an Op/Ed from Nick Ottens. He's the editor of Gatehouse Gazette, a fine magazine that I enjoy quite a bit. Starting May 1st, there's going to be a project called the Great Steampunk Debate. The debate will cover a lot of ground, everything from the politics (or lack thereof) of Steampunk, to what we're going to do in the future to whether or not we're a fandom or a scene or what. It's going to be a very different concept than most forums that have sprung up and I'm happy to say that I'm a part of it.

That isn't to say that I'm sure what we're going to come up with. Fandoms (and yes, I still believe we are a fandom) never seem to manage to agree on anything. Every fandom has a period where they try and de-

fine things. This is our attempt, and while they never seem to come up with anything, why do I hold out hope this time? Because I think we're different in a way. We still have the same problems, the same dealings, but we also have a bunch of advantages. We're a fandom that grew on the net. We're also doing all of this earlier in our cycle. Also, and maybe

I'm being naive, I think we're more open and hard-thinking than many other groups that have tried. You can find the debate at greatsteampunkdebate.com starting on May 1.

You'll read all about my experience at Nova Albion, and there are so many other conventions coming up. I'm hoping that we manage to get a good call for future conventions. If you're going to The Steampunk World's Fair or any of the myriad Steampunk cons in the next couple of months. There's a June 1st issue which would be great for reports, ya know!

It's sadly a fact that the next of the Steampunk conventions I'll actually be at is SteamCon II: The Quickening (No, it's not really called that. Yes, it would be cool if it were!) It's at a rough time of year, I've got a con the very next weekend in LA, but it's good because it's during a time of fun Seattle weather!

OK, the next issue will be more like the rest of them, including a review of Gail Carriger's *Changeless* and a look at my trip to England! Should be a good one.

And we're off!

COMMENTS? QUESTIONS? JOURNEYPLANET@GMAIL.COM

STEAMPUNKNESS: A NEW STATE OF OPEN MIND

Steampunk has come a long way in recent years. No longer an obscure sub-genre of speculative fiction, steampunk today encompasses besides literature and film, design, fashion and a community that spans worldwide. Although firmly rooted in British Victorianism, steampunk enthusiasts hail from all nations with fascinating variations on the theme being explored in France, Japan and the United States especially.

As the steampunk movement continues to grow, it is only inevitable that the many people involved in it try to shape it to their personal liking. There is no harm in that. Steampunk is a versatile concept that can adapt to different times, different places, different philosophies even. New interpretations of steampunk should always be welcomed as refreshing in the first place before we attempt to dissect or, eventually, discard of them.

New ideas also breed conflict. A novel approach can be controversial and invite vehement opposition from the old guard

who feel that “their” steampunk is under threat. Such an approach hasn’t even to be that novel at all. The mere suspicion that someone intends to turn steampunk into something else, something previously unheard of, can spark indignation.

The reaction is only natural. Steampunk has been a hobby that some have been indulging in for many years. It can challenge one’s patience when another, relatively new to the scene, declares that they possess a superior grasp of the concept.

We must remember however that steampunk has no definitive meaning. Every steampunk enthusiast will tell you that it’s almost impossible to describe the genre in a single phrase. We all know steampunk when we see it, even if, at first, we don’t.

At the same time, steampunk is no free-for-all. Not everything has to be steampunk’d. But a different perspective that forces us to reconsider our premises; that demands that we continue to seek a definition, is always a valuable addition to the debate.

BY NICK OTTENS



REVIEW: THE NOVA ALBION STEAMPUNK EXHIBITION

I will start with a note about photos: I'm terrible at taking them, and I have to find ways to make my terrible photos into something that's acceptable. So, during Nova Albion, I was coming up with ways like only taking pictures of people who were taking pictures of other people. I even managed to take a picture of someone taking a picture of someone taking a picture. It was awesome. Then I started taking four pictures of people. The rules were simple: I asked if I could take four pictures, they'd say 'sure, let me pose' and I'd say "NO! Right here and stand perfectly still!" and then I'd take four photos from various angles and distances and sometimes I'd even pose people who weren't in the photos.

So, before you write me saying 'Why don't you use pictures by REAL PHOTOGRAPHERS.' And I'll say 'Because, this is so much more fun!'

And away we go.

There wasn't much parking. In the rain, after having brought myself and Andy Trembley up from San Jose to Linda's, and then headed off to Emeryville for the convention. Linda and I have done two of these before, so we now one thing: get there early enough to get parking. This would prove to be a very good thing. We got to the Hilton Garden inn, a Brutalist structure that was once a Holiday Inn and not one of them that broke the mold.

Walking in, we were greeted with the registration tables even before we got in the door! That's the kind of thing that I like: no way to miss it. Vanessa Applegate greeted me warmly and less than a minute later we ran into Chris Fisher, who we're big fans of. We chatted, got our badges and then headed in to the Dealer's Room. The first stop at any Steampunk convention after you've gotten your badge should be the dealers room. I was quite pleased to see that

there were many familiar dealers in there, but there were a few other folks who were there that I'd not seen before. I was quite pleased to that there were a few book sellers. The big deficiency at SteamCon was the lack of book sellers. The dealers room had a table from The Lovely & Talented Linda's friend Sally, and the Foglios and various wonderful other people. We wandered about, and Linda was feeling a bit worn out after having been headachy and sleepy all day and I was a bit frazzled from having driven an hour and a half for what should have been in a 45 minute trip in the driving rain. We went down to the lobby





floating by and Linda managed to grab one of the program books. They didn't have them at the Registration Desk when we got there for some reason, but I didn't notice. Linda made a few points about the book: no map was the biggest problem. The hotel isn't exactly the best marked place, so we had trouble finding some of the rooms at first. The 14th Floor was where most of the programming took place, but Linda could only find the names of the rooms and not what floor they were on. These things happen. Part of it was they also renamed some of the rooms, but

and there the con really began.

You see, there is something wonderful about hotel lobbies. I love them. I think they're magical, in a way. They attract people, even if there's nothing anywhere near the lobby going on, you've always got something that brings you there. I've spent many, many hours sitting in, talking in, flirting in, and just plain enjoying a lobby. We took up positions right in front of the fireplace, in the comfy seats. Chris Fisher joined us, doing her knitting while sitting on the stone edge of the fireplace. We chatted and people started floating in and out of the lobby, stopping to chat and just enjoying the ambiance. I was most happy to be there.

After a while, Eli, our good friend who we see quite often at cons, came by and asked for my statement that I was running on for Mayor of San Francisco.

Oh, did I forget to mention that?

Mitch Kapor posted that Gavin Newsome was running for Lt. Governor and thus, the Mayorship of SF could be open, and as such, I threw my hat in the ring via one of the most popular Twitter users in the world! True, there are a couple of problems, such as the fact that I don't live in the City of San Francisco, but I have a solid case for my being mayor. My platform: More Seals! The Sea Lions (hereafter known as Seals) have left SF's Pier 39 and swam up the coast to Oregon. I will bring them back! No more out-sourcing of our seals! Also, I will start the paperwork to bring Starfleet Academy to San Francisco! These are my platforms!

OK, back to the con. People were

there weren't enough signs around to guide folks. Facilities are always tricky.

We managed to run into just about everybody we knew. Our Canadian Cousins, Mike Perschon and Blaine Kehl, swung by on their way out to BevMo. It's always good to see those magnificent Canadians. Randy Smith, a friend and currently writing semi-regularly for my zine The Drink Tank, came by. He was only going to be there for some time on Friday and then Sunday after services. Randy, you see, is a Minister, so he was engaged in the morning. Bunches of folks came by and we were all a happy bunch of Steampunks in a row!

Linda and I eventually got very hungry and headed into the dining room for dinner. It was a Buffet and it was expensive. Still, it was better than the Domain for food options at the hotel since they were open in the evening. The Friday night buffet was OK, chicken pasta and spaghetti with meatballs. I wouldn't say it was thrilling,



but it wasn't bad. I was glad to get some food in me because I was starving. There were a bunch of folks around and I was feeling that feeling again, the one that I got at both SteamPowered and SteamCon, where you're right at home with a bunch of fun and funky people! Charging 18 bucks (before tax!) on a buffet like that was nearly criminal.

We left the dining room and headed up to the 14th floor, finally having figured out that was where things were. There was a nice little museum'y thing set up in one of the rooms. There were a pair of Penny Farthing-like bikes in there that were awesome! I had seen one on the net, somewhere, but the other was up there and all cool and stuff. There were small model things and a couple of decorated outfits, including the famous spoon corset made by the lovely miss Gail Carriger. We took pictures and laughed and chatted with peoples. We headed into the main ballroom and Brass Farthing was there doing their singing. Irish drinking songs and the like, which is always fun. Luckily, they didn't sing The Parting Glass, or I'd have come all over with crying and the like.

After Brass Farthing there was the Can-Can, which was awesome. It was the first time I'd actually ever laid eyes upon one of the folks on my Facebook friends list! These things happen. I was pretty much out on my feet, so Linda and I headed back to her place. I read Lost History, the book I read every time I go over to Linda's.

We woke up early and made our way to the Hotel. We barely got parking. It was 8:25 in the morning. It was going to be a tough day for some folks. We grabbed a bit to eat at the buffet. There was French Toast and sausages. These things are good. We sat down and there was a group at the next table talking about Charles Babbage and the Difference Engine. They then started talking about the Computer History Museum! This never happens! I was so glad to hear that folks knew about the museum, and they had been at the opening for the engine back in '08. Wheels within wheels...

We headed back upstairs again, this time to see what was going on. I had my first presentation. It was the second time I've given Those Wacky Victorians, and it was a lot of fun. I had also given the talk at SteamCon back in October, and I think this version was a bit better than that one. I talked for about 45 minutes. The room was about ½ full, which is a goodly number. The main ballroom had been split in half and each half was one of the programming rooms. This mean a lot of folks could come and hear the panels and talks. There weren't many questions, which is usually a bad thing, but I also got laughs for the stuff that was meant to get laughs. Always a plus.

After that, we headed back to the museum where there were also the demos and such. Julie Porter had her automatons there, which were amazing. One of them was period, which was incredible. I've never seen one from the 1850s, but she's got one!



You gotta love it! I took a bunch of pictures. There were also knitting, sewing and various other demos too, which were well-attended. In fact, it got a bit crowded at times, but I liked after the things all in one place.



After my panel, I went and did a podcast with a podcaster named Chris Lester. I was happy to do it and it turned into a very good little conversation and I'm hoping that I get to hear it soon. The con had been good enough to give him a set-up location so that he could do his recording without being disturbed.

After that, I headed down to Kevin and Andy's room to join Linda and the boys in watch Melodifestivalen, the Swedish Eurovision Song Contest selection show that they broadcasted on the internet. It was a fun show, and in the end, the pixie-ish girl won the contest and will be competing in Eurovision in May. It's awesome as the group I hated lost.

After that, it was time to go and see a panel. Mike Perschon was on a panel about Steampunk philosophy with Tom Strange, Liz Gorinsky and a couple of others. I wish I could have been on that panel. There was a lot of talk that went over my head, but there was a moment where someone asked where the Punk was at the Steampunk convention. I pointed out that the Punk in Steampunk, as defined by the famous letter to Locus by KW Jeter, was more an humorous artifact in its referencing of Cyberpunk and splaterpunk than it was a serious comment on the content of Steampunk. This did not seem to go over too well. Still, it was a decent panel, with Mike taking his studious approach to Steampunk and trying to bring

it all into focus.

After that, we headed downstairs. We walked through the Dealers Room when we ran into Chris Fisher again. We asked how she was doing and she was not happy. The parking lot had filled up and she had to park in the Chevy's lot, who told her that she could park there for three hours at the most. She walked across and asked what over parking options there were and she was told that there was a parking lot across the freeway and she could park there. She didn't feel comfortable having to park in what was described as an 'Abandoned shopping center' and walking dressed as she was really wasn't an option, so she left early. This was a bad thing. There were several empty parking garages around the hotel, but they were all closed and unmanned. Now, as I understand it, there was a much greater than expected turnout of day-trippers, which meant they were taking up a great many parking spaces. This sort of thing should be planned for. A call to a garage company can often gain you an employee who will be able to take payments and allow for more parking spaces, but apparently this was not expected. This was also a problem at Steampowered back in '08, which should have told them that this would be a problem. It's something that really needs to be fixed with the next edition.

We wandered about and got some lunch at the Chevy's. They were slow, seemingly getting a fair bit of business from the convention as there were a lot of folks in top hats and corsets, so they were either Steampunks or big Lady Gaga fans. I had an appetizer, Linda had a Marguerita. It was good.

We walked back over and took up residence in the lobby again. More and more people came galumping by, including Bryan Little and Mette Hedin. They were dressed up brilliantly, as usual. They're awesome! I was working on Twittering about the event, and after a bit, we had to head up to see Mike Perschon's Steam Wars panel, displaying what Steampunk was by comparing Steampunk Star Wars and the original Star Wars. By subtractive measure, you'd be able to have a stronger

definition of what Steampunk is. That's a good technique, but the real fun of the panel was seeing the awesome images that people created. The Centennial Falcon was my favorite.

We headed down to the lobby again



where a well-dressed young lady was starting to do a painting. I got a few pictures of her early and a picture or two as she progressed. It was a fine little work. I took a bunch of four photos, getting some very confused looks from people. It was a lot of fun. Our Candian Cousins, Mike, Jennica, Blaine and Kim, came down along with our pal Kevin and we headed into the buffet.

Mistake.

While cons have little to no control over the food options at most hotels, this was particularly bad. The food was pretty weak, and if you were a vegetarian, well, you were in trouble. The soup was scalding, but flavorless, the prime rib was awful and the salmon was non-existent for most of the meal. There was also this potato stuff that was...odd. I'm not sure how they did it, but it was textureless at the same time as being flavorless, yet still identifiable as a potato product. I was shocked. It was a fun topic to riff off of at the table, though. We had many



a laugh and if there's anything I'm thankful for when it comes to the whole Steampunk thing, it's getting to know these fine humans from the other side of the border. They're great and incredibly fun people. I especially enjoyed introducing them to my classic game Eaten by a Rabid Tiger. Here, you take some who died and simply say that they were '...eaten by a rabid tiger' and then give the scenario.

By way of example-

Did you hear about Corey Haim? Yeah, he was eaten by a rabid tiger. It got out of it's cage, was bit by a rabid dog and a radioactive spider, which meant that the rabies progressed at supernatural speed, and then it ate poor Corey Haim, who in his drug-addled stupor, mistook it for Cory Feldman.

Yeah, it's like that.

We ate and chatted and had a good time. It was great. They were all dressed up, with Jennica wearing the awesome boots that she showed off at SteamCon. I was wearing my traditional Fred Flintstone shirt. I wore it to Steampowered by accident, it is my favorite, most comfortable shirt, and I've worn it at every Steampunk con I've been to since. It's my signifier, I guess. We finished dinner and headed up to the evening events.

We first stopped to chat with Howard Hendrix, Gail Carriger and various others. I'm a big fan of Howard's and Mike, Howard and I have done panels together and tend to have a lot to chat about. I was again accused of holding court by passers-by. It was weird. Gail's a great programmer for cons. She's done wonderful work with both Steampowered and Nova Albion putting on

great panels and getting great panelists. That, and she put out a great romantic supernatural book in Soulless (as opposed to Steamed, which was a decent supernatural romance novel). Good people.

We headed into the main dance room and caught a bit of the Bartitsu demonstration. It was an interesting demo, though I may have come in a little late and there was no demo of how to use the overcoat as a defensive device and they used masks and such, which I understand. Mostly, it was stick fighting, but it was interesting.

After the Bartitsu demo, there was music and it was loud, but a few people danced. Linda and I sat down and chatted with Catherine, the younger sister of my good pal Jason Schachat and a fine costumer, too. It was great to see her, though we didn't get to talk for very long. We talked with our Canadians, and then the Main Event of the evening was the Dollymop fashion show from the good people at Dark Garden. It was a neat line, I loved the clothes, the vests



and corsets. It was an amazing to see, but there were simple flaws. First off, the lights were still in the very low position, which should have been brought up at least a bit. The models were great and there were some lovely bits of dancing and performance. It was well orchestrated and I'm hoping that the line does great business. Autumn of Dark Garden is a wonderful person and she did herself proud.

After that, I was just too darn wrecked and we headed back to Linda's place for sleep. Linda's so pretty when she's sleeping.





No, I don't watch her, rubbing my hands together like Mr. Burns, but when I wake up before her, I just can't deny that she's the cutest girl ever!

We headed over to the con early, and with the events of the previous evening meaning that we had to go to Denny's. Denny's is great for breakfast and they have this thing where you can get free refills on pancakes or French fries. Just a note. I had mentioned to Mike that whenever I ordered a Make-Your-Own Grand Slam I never ordered eggs, and universally the waitress will say "No eggs?". Mike didn't believe me, but Linda witnessed it happen! I am vindicated with that.

We headed back to the convention and it was going to be the big day for programming. We were pretty much blocked the entire day, starting with Girl Genius Radio Theatre. We'd seen them do it at SteamCon and it was huge. This time, they didn't have their regular crew (Cheyenne Wright had a heart attack and I'm sure everyone wishes him a speedy and complete recovery) so they chose folks from the audience, including a lass who I'd been talking to and had the most satiny shirt of the entire con! Also in the cast was Carole Parker. It was an entirely cold read, except for Phil and Kaija Foglio, and it was really, really good. I had been out of the room when they were casting, so I am cursing my tiny bladder! Costing me my chance at fame once again! There was also a serious Neil Gaiman look-alike in the audience. He was cool. They debuted a new story, Agatha

Heterodyne in The Big Date, and it was a lot of fun. I think Kaija is just fantastic as Agatha. She just dives right into it. Then again, she probably IS Agatha, so she's got that going for her.

After that, I had three straight panels. The first was about Steampunk Fandom. It was Liz Gorinsky, an editor at Tor who was the brains behind Steampunk Month back in October, Mike Perschon, Jean Martin, with whom I used to edit Science Fiction San Francisco, and Daniel Sawyer, who does podcast novels and writes various





so good and he's got a sort of wit that plays especially well with his great, sometimes wide-ranging, plots. I hadn't gotten through all his work, which made me nervous. I went into it and remembered that it was being recorded for a Podcast. Christopher Lester would be recording it and that would be on the web. Forever. Always. I'd never be able to escape its continued existence.

The thing is, as I sat down, I felt pretty good. I was relaxed. I knew James from the two of us being Guest of Honor at WindyCon, and once we got started, it came very naturally. We got some

stuff. It was an interesting talk, about the things we've been doing with our forums, zines, podcasts and so on, and we got into some delightful snark as well. I mentioned *Steamed* and everyone had an opinion. I mentioned that it was available at Lucky's, the chain of grocery stores. Liz seemed particularly disappointed with that fact. Mike said it was a decent little book, and I pointed out that the final climax of the story happened off-screen while two of the characters had sex. I also pointed out that my favorite part was the fact that the main male character was a Steampunk fan much like Mike and I. I plugged the zines, and Twittered the links and such so that folks could go back and get the info.

After that, it was over to the scariest part of the convention: the James Blaylock interview. I had set a goal for myself in the weeks leading up to the con- read or re-read all of James Blaylock's book. I made it through a *The Disappearing Dwarf*, *The Last Coin*, *Lord Kelvin's Machine* (again), parts of *All the Bells on Earth* and I read some of the William Ashbless stuff. Needless to say, that's not nearly everything he did, but it was a good start. I also read a ton of bios and a couple of other interviews. There are some good ones, though none of them seemed to go into much depth on the areas I'm always interested in. I love Blaylock's stuff, it's all

great stories, talked about his friendship with Philip K. Dick, about his work with Del Rey Books (which was a great set of stories) and a brilliant story about a pig and a spoon. It was really good stuff.

The audience appreciated it too. I guess that I just set up James for telling good stories. That pig story also featured a



role for Tim Powers, which made me smile. The crowd enjoyed it and James' wife said I was much better prepared than the guy who interviewed him at WindyCon, which was really nice. I just did what I could.

After that, it was the panel on Great Exhibitions and Faires. It was a slightly different panel as Howard Hendrix, Thomas Strange (a former wrestler whose company, Chaotic Wrestling, is pretty awesome), a guy named Gwyan, and Ariane Wolfe. We had a lot of history dumped on us here, which worked for most of the panel, and Ariane tried to see what we could do for the Steampunk community within that realm. It was a slight bit disconnected, but it seemed to work. I had the Wikipedia entry on World Fairs (which is almost as good as the entry on Steampunk). I had no idea until that panel that San Francisco is bidding for the 2020 World Expo. We've got stiff competition, including Copenhagen, and with interest in World's Fairs being revived by Expo 2010 in Shanghai, it's a good time to be bidding.

After all of that, we ran into Mike Perschon again and headed down to the lobby and got to say goodbye to Jennica, Blaine and Kim before they left. I like those guys, and I wish I had more of a chance to hang out with them.

After that, I was wrecked. I really was exhausted. I needed food, then I needed to get home and get some sleep. Linda and I headed over to the Chevy's again. I had a combo, which filled me up long enough to make the long trip home.

Was it the perfect con? No, of course not. There's probably no such thing. Was it a great time? Indeed. As I've learned, facilities are often the problem. The Parking thing was really hard. The signage problem is easier to deal with, and it's often over-looked at a lot of cons. The programming was fantastic, and I've said that Tofa Borregaard is one of the best programmers I've run into at all the cons I've spoken at. She put together a great group, didn't seem to over-program any of them, and I didn't hear anyone complaining

about the program she put together. The program book was good, well-themed and executed, but it also didn't have all the info that would have helped: a map of the rooms, a better-organized listing of panels (alphabetical seems like a good idea, but most folks don't look for programming like that) and little talk about hotel bits (like the fact that parking validations came from the Front Desk). Still, it was great to look at and I think it added to the convention.

Naturally, you're make comparisons if you've been to more than one Steampunk convention, and I'm no exception. I think SteamCon had a better hotel (better than almost any other con hotel I've ever been to, in fact) and they had more programming, but were far too crowded. Steampowered was a great time and it was a bit of a discovery of the entire fandom that we knew was out there, but had no idea how we'd all work together. The Domain is a great hotel, but we were kinda bursting at the seams. There was a different vibe, but it was also amazing. Was SteamX a great time? No question, though there's always room for improvement. The



most important thing is, you can still sit in a lobby and enjoy the passing crowd, meet good people, see amazing costumes, Tweet about your mayoral campaign and have a great time with your friends.

Maybe that Mayoral thing only applies to me...maybe.





RANDOM NOVA ALBION
PHOTOS BY CHRIS GARCIA

MARCH 12-14, 2010





It's a lot of work putting together this kind of event, but the guest speakers and presenters were wonderful, polite and enthusiastic. We had a great core group of volunteers too, some of whom pulled 12 hour (or more) shifts. I tried my best to create a program that reflected different aspects of the steampunk world. By that I mean not just the literature, the aesthetic, and the maker mentality, but also the sense of community and enthusiasm for education. I think I am most proud of the maker track, because every time I stuck my head into that room people seemed to be learning and engaging and talking with one another. It's the old Victorian spirit of intellectual debate and academic pursuit modernized by the DIY crafts movement. I'm hoping next year's Nova Albion only continues with this kind of programming. - **T. BORREGAARD: NOVA ALBION HEAD OF PROGRAMMING**



INTERVIEW WITH HERR DOKTOR

JAMES BACON - I saw your Space Helmet in Oxford and was very impressed, were you pleased to be part of the exhibition, in Oxford?

HERR DOKTOR - Very pleased and deeply flattered: most of my none-professional work is done as a form of relaxation, to please myself, so to speak, so being asked to display it in an exhibition was quite humbling.

JB - What was your personal favourite of the exhibit?

HD - I was quite taken by Kris Kuksi's work- essentially just kit bashing, but done with such style and wit- his 'Church Tank' especially.

JB - I understand you have a back ground in model, toy and prop making, would you mind telling me a little bit about these previous careers?

HD - Well, I've been a 'professional' model maker for the last seventeen years, and



during that time I have made prototype toys for Playmates: the Simpsons action figures, Lord Of The Rings figures for various other companies I have made Wallace and Gromit products, more Simpsons, and a great deal of Gerry Anderson related hardware and Doctor Who toys for Product Enterprise.

JB - Your attention to detail is fantastic, and there is purpose built feel to your creations. What skills do you use to make these creations?

HD - Due to my working in the prototyping industry I seem to make most of my work with a view to it's eventual manufacture; ie. it's all easy to breakdown into manageable components that would be easy to mould or reproduce, I think this sits well with the industrial side of the Steampunk aesthetic.

JB - Do you have a serious workshop?





of five months, but other projects have come together much more quickly, such as the 'Thunderbuss' Sonic hunting Rifle, that was done in less than two months!

JB - You have created a Steampunk Sonic Screwdriver, is Doctor Who an influence, and are there particular episodes or Doctor's that really left an impact?

HD - Most certainly! the 'Gothic' era of Tom Baker, the 'dandy' of Jon Pertwee, right through to the Jules Verne-like console room of the McGann TV movie with the Jon Pertwee logo- all good work, and all an influence!

JB - What other works put you on the path of Steampunk creations?

HD - There's plenty of influences, I was taken around scores of 'worthy' Victorian buildings, dockyards, museums etc. as a child, and I'm sure these have had their influence over me, I'm fairly certain the almost Edwardian style of John Steed fits into the equation somewhere...

JB - Do you like the classic 'Sceintific Romance' literature authors, such as H.G. Wells?

HD - I've certainly read lots of Wells, and

HD - Depends what you mean by 'serious'! I have a dedicated workspace with a selection of machines- lathe, pillar drill, disk sander, that sort of thing, and a wide selection of hand-held power tools and hand tools, but I really don't take them that seriously!

JB - What of your creations is your favourite? Is there any particular reason?

HD - Probably the one I've most recently completed! Beyond that, I'm very fond of my Space Helmet- it was the first 'big' build I did in this genre, and it's the one that got the most publicity- around the world on various blogs in the space of a few days! It's also probably the most visually arresting, being so large and clearly impossible! The 'Celestial Sphere' spaceship and 'Steam Pistol' are also special favourites, but I wouldn't be making them if I didn't like them!

JB - How much time do you spend on your creations?

HD - As it's a relaxing diversion, I don't really keep track of the time each project takes, but as an example, the Space Helmet probably took about six man-weeks of work spread over a period



dabbled with Jules Verne, as well as Conan Doyle's professor Challenger novels, as well as quite a bit of the Victorian High Gothic fiction- Vathek, the Castle of Otranto, that sort of thing, all grist to the mill, and the more modern Steampunk writers, James Blaylock, K.W. Jeter and Anti Ice by Stephen Baxter all hold up well to the Victorian prototypes.

JB - You have created a Steam Ball, from the anime Steamboy by Katsuhiro Otomo, did you enjoy this movie, and what aspects caught your imagination?

HD - For once it was an Anime with a coherent plot and good dubbing! It also

featured a lot of very believable hardware: it all looked possible, from the steamball itself to the armoured suits, it all looked real.

JB - Do you read any current Steampunk fictions, and if so what are the ones you have enjoyed?

HD - The 2000ad strips Stickleback, and Edginton and D'Israeli's Scarlet Traces stories are a must read, as well as the works mentioned previously, along with Kim Newman's Anno Dracula series, and a lot of his short stories have a Gothic/steampunk undertone.

JB - You obviously have seen Steamboy, are there any other Steampunk movies you have enjoyed?

HD - 'City of lost Children' is a favourite, as is 'Wild Wild West', though I don't want to shout that out too loud, also 'Carry On Screaming'- reanimated corpses, electricity, Egyptian mummies, Fenella fielding in a clingy red velvet frock, what's not to like?

JB - What are you currently working on? Or what have you just completed?

HD - Currently, I'm working on a glass domed sample of Martian Red weed, which I have christened 'Cruentis Ervum Stella Martis'- 'Blood Red Weed of Mars', this is contained under a glass dome, with a bellows and filter system underneath to make sure the pernicious spores do not contaminate the Earth.

JB - many thanks indeed

**JAMES BACON, EXHIBITION HALL'S
LONDON BUREAU CHIEF.**



A NOTE FROM THE CHAIR (MUSIC: "AFTER THE BALL")

Have you ever come up with a hair-brained idea to do something really big, with little money and no lead time... and found that you had actually done it? Thanks to YOU – to our attendees, volunteers, guests, vendors, speakers – thanks to the support of the amazing Steampunk community, the 2010 Steampunk Exhibition was an unqualified success! If you volunteered, attended, heard a few presentations, watched a steam engine demo, perused the vendor hall, took a few turns around the dancefloor– then YOU made it what it is.

Our first attempt at this – the California Steampunk Convention in 2008 – lost a great deal of money. Happily, that's not what it was about, and despite a few large disasters, a hotel that was willing but too small and unprepared, and several other obstacles, the con itself was quite successfully enjoyed by around 550 people. Not bad for a first-time event.

Then Chris launched Exhibition Hall, and asked me to be one of the editors. His enthusiasm for the con, and for the

Steampunk genre as a whole, lit a bit of a fire under me and I started to re-think the whole idea. In the real world (or what passes for it in the Bay Area), I had entered into a relationship with someone who had a great love for all things Steampunk, clockwork and Sci-fi and was a DIY-er from years gone past. Mark was excited about the 'zine and my involvement, and we started talking about the first con: what had worked, what could be done differently, what would need to be done if we were going to... wait, really? Yes... launch a second one. Only, taking what we had learned from the first, this would be bigger, more interesting, reach more people... and be done within a closely followed budget. It would also be backed by a fully formed nonprofit corporation slanted towards education – so we got to work on the legal papers and created Clockwork Salon Society.

For the event itself, we wanted a new name and a new look. Mark opined early on that what we were creating was not so much a "convention", but more like the Great Exhibitions and Expositions of the past... a grand affair with new and interesting things, speakers, inventions, crafts... we



BY ARIANE WOLFE - FASHION EDITOR

brainstormed, sketched and stayed up far too late on too many nights... and Nova Albion was born. We brought the idea to the amazing volunteers who had helped us make the first con a reality, and over 90% of the original team came back to help us do it again. And they brought friends. These things do not happen in a vacuum, and it takes far more hours and people than one might think!

Flash forward to March, 2010. The result was a fantastic Exhibition, with a 100% volunteer staff and some of the biggest talent in Steampunk and Maker circles alike. A parent couldn't be more proud!

This event, like its predecessor, had some challenges and the road was still a bit rough; the vendors didn't have enough space, the food was over-priced, the parking was a fiasco, the Kinetics Area was rained out the first night, and a week prior to launch we found out we had to get a dance floor... but it all came together beautifully and despite the bumps, it was a hugely successful run. We had an estimated attendance around 950 (almost twice the

first con!) and our little nonprofit came out in the black financially – proving that this is a viable and wanted event. And you all made it happen. I stand amazed, grateful and ready to do it again!

And so without further ado... it is with great pleasure that Clockwork Salon invites you to attend the 2011 Nova Albion Steampunk Exhibition: Adventures in the WILD, WILD EAST! Come join us as we once again explore the uncharted depths of the Steampunk realm, this time as it relates to all things Near-Middle-and Far-East. We will be expanding into a larger location, and are aiming at dates in the end of March/beginning of April 2011... please join our website's RSS feed (www.steampunkexhibition.com) and we'll keep you posted! You can also join our Flickr group to post and view photos from the event at <http://www.flickr.com/groups/steampunkexhibition/>

The Clockwork Salon Society will be present at this year's BayCon and will hold a hospitality on the party floor on Friday and Saturday nights. We might also participate in BayCon programming – more to come!



