

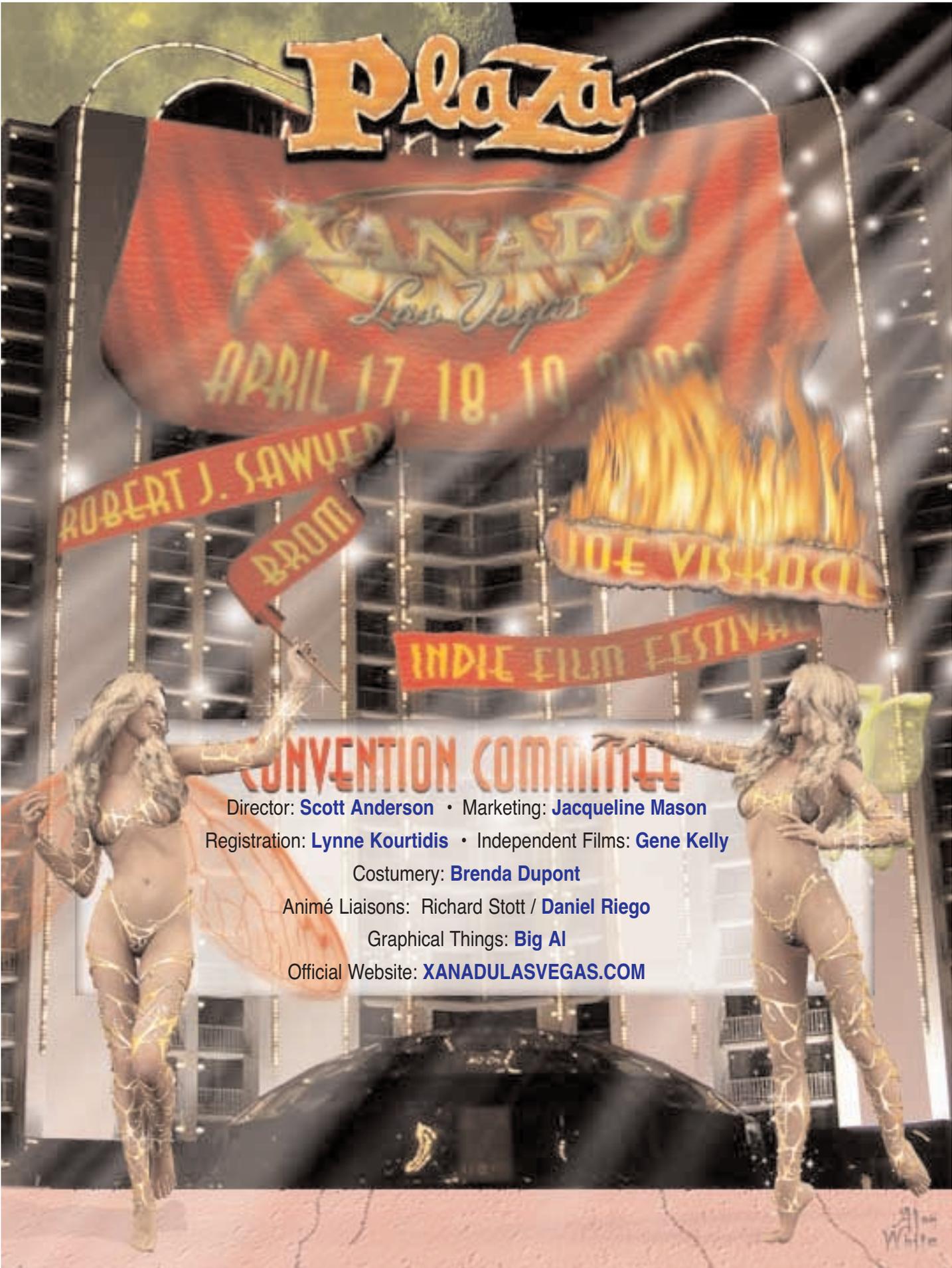
# XANADU

*Las Vegas*

PR1



**A SCIENCE FICTION / FANTASY / HORROR / TECHNOLOGY CONVENTION**



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## **Become a Part of Las Vegas History**

Xanadu Las Vegas is a Science Fiction, Fantasy and Horror Convention coming to the Plaza Hotel and Casino April 17-19, 2009. The entire committee is made up of Las Vegasans dedicated to creating an innovative experience in conventions of which both Las Vegas and Fandom can be proud.

This is the first of several progress reports we will be publishing before the convention that will introduce you to our three Guests of Honor, all true leaders in their fields. You are undoubtedly familiar with their work. Our list of panelists is expanding daily and their combined years of experience promise to make Xanadu Las Vegas an unforgettable experience.

We will feature many of the favorite events that long time fans enjoy, along with the constant addition of exciting new features that will have you coming back for more!

Visit our website [HERE](#) for the latest news about guests and events. Please contact me with any comments, questions, or suggestions about the convention or becoming a part of Xanadu Las Vegas.

**Scott Anderson**  
Director, of Xanadu Las Vegas  
[Official Website](#)

# Robert J. Sawyer

Author  
Guest of Honor



 **Robert J. Sawyer** — called “the dean of Canadian science fiction” by The Ottawa Citizen and “just about the best science-fiction writer out there these days” by The Denver Rocky Mountain News — is one of only seven writers in history to win all three of the science-fiction field’s top honors for best novel of the year:

The World Science Fiction Society’s Hugo Award, which he won in 2003 for his novel *Hominids*; the Science Fiction and Fantasy Writers of America’s Nebula Award, which he won in 1996 for his novel *The Terminal Experiment*; and the John W. Campbell Memorial Award, which he won in 2006 for his novel *Mindscan*.

Rob is also the only writer in history to win the top SF awards in the United States, China, Japan, France, and Spain. In addition, he’s won an Arthur Ellis Award from the Crime Writers of Canada as well as ten Canadian Science Fiction and Fantasy Awards (“Auroras”).

*Maclean’s: Canada’s Weekly Newsmagazine* says, “By any reckoning, Sawyer is among the most successful Canadian authors ever,” and Barnes and Noble calls him “the leader of SF’s next-generation pack.”

Rob’s novels are top-ten national mainstream bestsellers in Canada, appearing on the *Globe and Mail* and *Maclean’s* bestsellers’ lists, and they’ve hit #1 on the bestsellers’ list published by *Locus*, the U.S. trade journal of the SF field. His seventeen novels include *Frameshift*, *Factoring Humanity*, *Flashforward*, *Calculating God*, and the popular “Neanderthal Parallax” trilogy consisting of *Hominids*, *Humans*, and *Hybrids*.

He’s often seen on TV, including such program as *Rivera Live with Geraldo Rivera*, *Canada A.M.*, and *Saturday Night at the Movies*, and he’s a frequent science commentator for *Discovery Channel Canada*, *CBC Newsworld*, and *CBC Radio*. He has been the subject of an hour-long Canadian TV documentary (“In the Mind of Robert J. Sawyer”), profiled for an entire half-hour episode of “Credo,” and twice been “in the hot seat” on *Vision TV’s* “Test of Faith” with Valerie Pringle.

Rob — who holds an honorary doctorate from *Laurentian University* — has taught writing at the *University of Toronto*, *Ryerson University*, *Humber College*, the *National University of Ireland*, and the *Banff Centre*. He has been *Writer-in-Residence* at the *Richmond Hill (Ontario) Public Library*, the *Kitchener (Ontario) Public Library*, the *Toronto Public Library’s Merril Collection of Science Fiction, Speculation and Fantasy*, and at the *Odyssey Workshop*. And he edits *Robert J. Sawyer Books*, the science-fiction imprint of *Calgary’s Red Deer Press*.

Rob has given talks at hundreds of venues including the *Library of Congress* and the *National Library of Canada*, and been keynote speaker at dozens of events in places as diverse as *Los Angeles*, *Boston*, *Tokyo*, and *Barcelona*. He was born in *Ottawa* in 1960, and now lives just west of *Toronto* with his wife, poet *Carolyn Clink*. 

# Science Fiction Awards

## A N I N T R O D U C T I O N

Robert J. Sawyer

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The Canadian Science Fiction and Fantasy Awards ("the Auroras") have been given annually since 1980.

Each year, nominating and voting ballots are distributed through Canadian bookstores, with copies of Canadian SF magazines, to members of writers' groups, and at SF conventions.

Any Canadian resident may nominate and vote for the best Canadian-authored works of the year in both English and French. The Auroras are presented at the Canadian National Science Fiction Convention.

Robert J. Sawyer has won ten Aurora Awards — more than any other English-Canadian author. He won the 1992 Aurora for Best English Novel (for *Golden Fleece*), the 1995 Aurora for Best English Short Story (for "You See But You Do Not Observe,"), the 1996 Aurora for Best English Novel (for *The Terminal Experiment*), both the 1997 Aurora for Best English Novel (for *Starplex*) and Best English Short Story (for "Peking Man"), both the 2000 Aurora for Best English Novel (for *Flashforward*) and Best English Short Story (for "Stream of Consciousness"), the 2002 Aurora for Best English Short Story (for "Ineluctable"), the 2007 Aurora for Best English Short Story (for "Biding Time"), and a 2005 Aurora for his essay collection *Relativity*. In addition, he's received 28 other Aurora Award nominations.



### **John W. Campbell Memorial Award**

The John W. Campbell Memorial Award is the most-significant juried award in the science-fiction field, and the only major award for which only science fiction (and not fantasy) is eligible. It is given annually to the author of the best novel of the year in honor of the late John W. Campbell, often considered the father of modern science fiction; Campbell edited *Astounding Stories* (later renamed *Analog*) from 1937 until his death in 1971.

Robert J. Sawyer's *Mindscan* won the John W. Campbell Memorial Award for Best Novel of 2006. Rob's novels *Calculating God* and *Hominids* were also Campbell Memorial finalists.

### **Arthur Ellis Award**

The Arthur Ellis Awards are juried awards given each year since 1983 by the Crime Writers of Canada, a professional association of mystery-fiction and true-crime writers. The Arthur is considered one of Canada's most prestigious literary awards.

"Arthur Ellis" was the pseudonym used by Canada's last official hangman, before Canada abolished capital punishment in 1976. The award trophy is extremely unusual: it features an articulated wooden figure of a man, hanging from a brass noose. When a cord is pulled, the poor fellow does death spasms . . .

Robert J. Sawyer's "Just Like Old Times," about a time-traveling serial killer, won the Arthur Ellis Award for Best Short Story of 1993. Rob's novel *Illegal Alien* and his short story "The Hand You're Dealt" were both nominated for Arthur Ellis Awards, as well.

## Grand Prix de l'Imaginaire

Le Grand Prix de l'Imaginaire ("The Grand Prize of Imaginative Fiction") is the most prestigious SF award in France. It has been given annually since 1974 for French-language fiction, and for foreign fiction that has been translated into French.

Before 1992, the award was known as Le Grand Prix de la Science-Fiction Française; in that year, it merged with another French SF award, Le Prix Apollo, and the combined award was renamed. Le Grand Prix is a juried award; the jury members are major French critics, authors, and booksellers. The winners are announced each November in Paris.

Robert J. Sawyer won the 1996 Grand Prix de l'Imaginaire in the category Nouvelle étrangère (Best Foreign Short Story) for "You See But You Do Not Observe." It was the first win ever for an English-Canadian author.

## Homer Award

The Homer Awards were founded in 1991 by the Science Fiction and Fantasy Literature Forum on the CompuServe Information Service, the world's oldest commercial computer network. In CompuServe's early days, the SF&F Forum was also known as "Home and Hobby Forum Number 9," and the command to select it was "HOM-9." Ever since, members of the Forum have referred to themselves as "Homers." The award's name recalls this while also honoring the ancient Greek epic poet.

All Forum members are invited to nominate for and vote on the Homer Awards. Since the inception of the awards, the Forum's membership has fluctuated between 18,000 and 40,000 people. Even the lower figure gives the Homers the largest potential voting pool of any SF award in the world.

The winners are announced online in May and are reported in the two trade journals of the SF field, Locus and Science Fiction Chronicle.

Each Homer winner receives a distinctive certificate, with the name of the author and the title of the winning work done in calligraphy.

Robert J. Sawyer has won the Best Novel Homer Award six times: in 1993 for *Far-Seer*, in 1994 for *Fossil Hunter*, in 1995 for *End of an Era*, in 1996 for *The Terminal Experiment*, in 1997 for *Starplex*, and in 2001 for *Calculating God*. In addition, Sawyer's "You See But You Do Not Observe" won the Homer Award for Best Short Story of 1995 and his "Above It All" won the Homer Award for Best Short Story of 1996.

## Hugo Award

The Hugo Award is SF's international "People's choice" award. Every member of the current year's or previous year's World Science Fiction Convention ("Worldcon") is eligible to nominate up to five works in each of several categories, including Best Novel, Best Novella, Best Novelette, and Best Short Story. The five most-nominated works in each category compose the Final Ballot, which is voted on by the 5,000 or so members of the current Worldcon to determine the winners. The Hugos are named after Hugo Gernsback, who founded the world's first SF magazine, *Amazing Stories*, in 1926.



Different cities bid to hold each year's World SF Convention. Recent and upcoming Worldcons include Winnipeg (1994), Glasgow (1995), Baltimore (1998), and Melbourne (1999).

In addition to the winners and finalists, each year the Hugo Award administrators also release a list of "Honorable Mentions," acknowledging those works that didn't make it to the final ballot but were listed on at least five percent of all nominating ballots cast.

Robert J. Sawyer won the Hugo Award for Best Novel of the Year in 2003, and has been nominated six other times in the Best Novel category: in 1996 for *The Terminal Experiment*, in 1997 for *Starplex*, in 1998 for *Frameshift*, in 1999 for *Factoring Humanity*, in 2001 for *Calculating God*, and in 2004 for *Humans*. In addition, his short story "The Hand You're Dealt" was a 1998 finalist, his short story "Shed Skin" was a 2005 finalist, and his novella "Identity Theft" was a 2006 finalist.

Sawyer has also received Hugo Award Honorable Mentions for his novels *Far-Seer* (1993), *Foreigner* (1995), *End of an Era* (1995), and *Flashforward* (2000), and for his short story "You See But You Do Not Observe" (1996). *End of an Era* was the eighth most-nominated novel in its year; "You See But You Do Not Observe" was the seventh most-nominated short story in its year; and *Flashforward* was the sixth most-nominated novel in its year.

## **Nebula Award**

The Nebula is the "Academy Award" of Science Fiction, voted on by the Science Fiction and Fantasy Writers of America.

There are 900 active SFWA members in 23 countries. All of them may participate in the three-part process of choosing the Nebula winner. First, members submit signed recommendations for other writers' works. These are published six times each year in SFWA's Nebula Awards Report. All works receiving ten or more recommendations go on to the Preliminary Nebula Award Ballot.

Each SFWA member may vote for up to five works on the Preliminary Ballot. The five with the most votes go on to the Final Ballot.

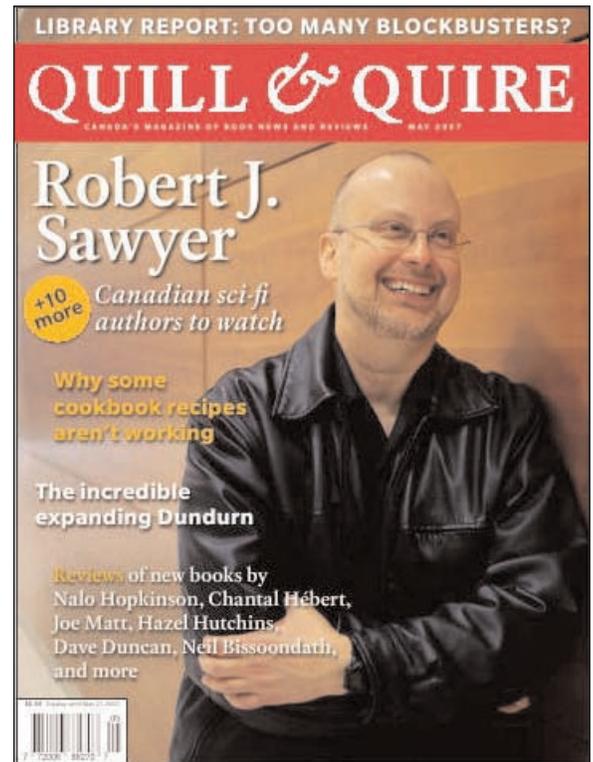
All 900 members vote again on this ballot — and the work receiving the most votes becomes the winner.

The Nebula Awards were established in 1965. The award trophy is a Lucite block with polished stone planets and a galaxy of glitter embedded in it. Past winners include Isaac Asimov's *The Gods Themselves*, Arthur C. Clarke's *Rendezvous with Rama*, Frank Herbert's *Dune*, and Ursula K. Le Guin's *The Left Hand of Darkness*.

Robert J. Sawyer's *The Terminal Experiment* won the Nebula Award for Best Novel of 1995. Prior to it, the most Nebula recommendations any work had ever received was 27; *The Terminal Experiment* broke SFWA's database when it exceeded 40 recommendations. Sawyer's novel *Starplex* and his novella "Identity Theft" were also Nebula finalists, and his novels *Golden Fleece*, *Far-Seer*, *Fossil Hunter*, *Foreigner*, *End of an Era*, *Frameshift*, *Factoring Humanity*, *Flashforward*, and *Calculating God* all made it to the Preliminary Nebula Award Ballot.

## **Premio UPC de Ciencia Ficción**

This is the world's largest cash prize for science-fiction writing, valued at six thousand euro (US \$8,000 or CDN \$10,000). It has been presented annually since 1990 by the Universitat Politècnica



de Catalunya in Barcelona, Spain, for the best previously unpublished novella (25,000 to 40,000 words) in English, French, Spanish, or Catalan.

The winner is picked by a five-person jury. Manuscripts are judged blindly; neither the authors' names nor their places of residence are known to the jury while it is deliberating. Critic Brian Aldiss calls the Premio UPC "the most prestigious science-fiction award in all of Europe."

Robert J. Sawyer won the 2004 Premio UPC de Ciencia Ficción for his novella "Identity Theft." He won the 1998 for a shortened version of his novel Flashforward. And in 1997, he and James Stevens-Arce tied for first place; Sawyer's winning entry was a shortened version of his forthcoming novel Factoring Humanity. The previous year, in 1996, Sawyer won second place — and a 250,000-peseta prize — for a shortened version of his novel Frameshift.

### **Science Fiction Chronicle Reader Award**

Given annually since 1981 by a vote of the readers of Science Fiction Chronicle: The Science Fiction & Fantasy Newsmagazine, published in New York.

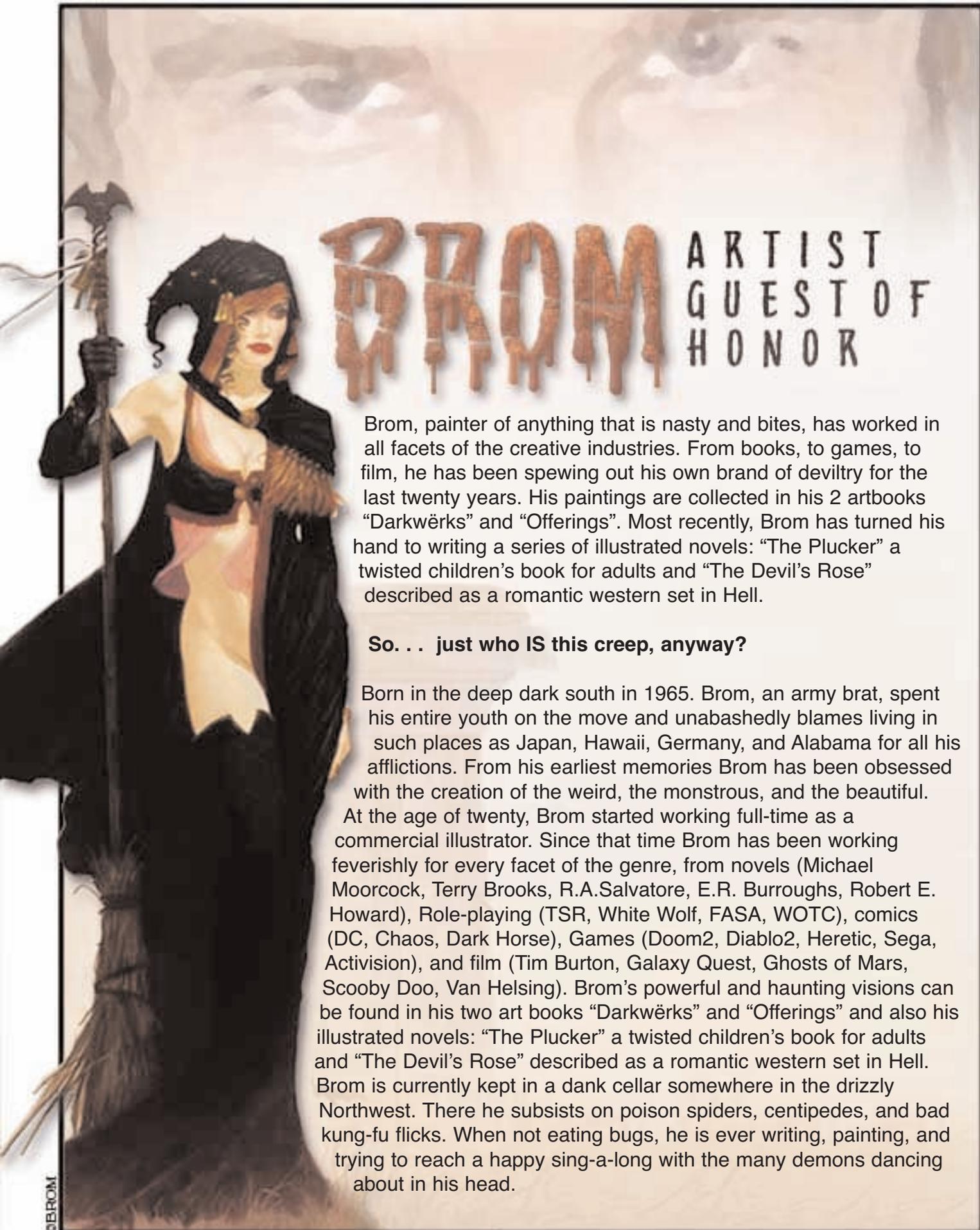
Robert J. Sawyer won the 1998 Science Fiction Chronicle Reader Award for Best Short Story of the Year for "The Hand You're Dealt."

### **Seiun Award**

The Seiun Award is Japan's highest honor in SF. It has been given each year since 1980. Attendees of the annual Japanese national SF convention — held in late August — nominate and vote to determine the winners. Awards are given for Japanese and foreign novels and short stories. "Seiun" is the Japanese word for "nebula."

Robert J. Sawyer won the 1996 Seiun Award for Best Foreign Novel of the Year for End of an Era, which was published in Japan as Sayonara Dainosaurusu. He won the 2001 Seiun Award for Best Foreign Novel of the Year for Frameshift. And he won the 2003 Seiun Award for Best Foreign Novel of the Year for Illegal Alien. 





# BROM ARTIST GUEST OF HONOR

Brom, painter of anything that is nasty and bites, has worked in all facets of the creative industries. From books, to games, to film, he has been spewing out his own brand of devilry for the last twenty years. His paintings are collected in his 2 artbooks "Darkwërks" and "Offerings". Most recently, Brom has turned his hand to writing a series of illustrated novels: "The Plucker" a twisted children's book for adults and "The Devil's Rose" described as a romantic western set in Hell.

## So . . . just who IS this creep, anyway?

Born in the deep dark south in 1965. Brom, an army brat, spent his entire youth on the move and unabashedly blames living in such places as Japan, Hawaii, Germany, and Alabama for all his afflictions. From his earliest memories Brom has been obsessed with the creation of the weird, the monstrous, and the beautiful.

At the age of twenty, Brom started working full-time as a commercial illustrator. Since that time Brom has been working feverishly for every facet of the genre, from novels (Michael Moorcock, Terry Brooks, R.A.Salvatore, E.R. Burroughs, Robert E. Howard), Role-playing (TSR, White Wolf, FASA, WOTC), comics (DC, Chaos, Dark Horse), Games (Doom2, Diablo2, Heretic, Sega, Activision), and film (Tim Burton, Galaxy Quest, Ghosts of Mars, Scooby Doo, Van Helsing). Brom's powerful and haunting visions can be found in his two art books "Darkwërks" and "Offerings" and also his illustrated novels: "The Plucker" a twisted children's book for adults and "The Devil's Rose" described as a romantic western set in Hell. Brom is currently kept in a dank cellar somewhere in the drizzly Northwest. There he subsists on poison spiders, centipedes, and bad kung-fu flicks. When not eating bugs, he is ever writing, painting, and trying to reach a happy sing-a-long with the many demons dancing about in his head.



BROM





### **Books**

**The Devil's Rose** (2007) • **The Plucker** (2005)  
**Darkwërks: The Art of Brom** (2000) • **Brom's Little Black Book** • **Offerings**  
**Metamorphosis** (2007) (beinArt)

### **Computer Games**

**Doom II** • **Diablo II** • **Heretic** • **Heretic II** • **Skyborg: Into the Vortex**

### **Tabletop Wargames**

**Dark Age** (concept artist) • **Magic The Gathering** (concept artist)

### **Motion Pictures**

**Scooby Doo 2: Monsters Unleashed** (2004) (storyboard artist)  
**Scooby-Doo** (2002) (conceptual artist)  
**Time Machine** (2002) (Uncredited)  
**John Carpenter's Ghosts of Mars** (2001) (conceptual artist)  
**Bless the Child** (2000) (conceptual artist)  
**Cleopatra 2525** (Uncredited)  
**Galaxy Quest** (1999) (conceptual artist)  
**Sleepy Hollow** (1999) (Poster Art)  
**Farscape** (Uncredited)  
**Skyborg Into the Vortex** (1995) (VG) (card artist)  
**Van Helsing** (2004) (creature concept designer)

### **Miscellaneous Crew**

**World of Warcraft** (2004) (packaging artwork)

### **Self**

**Life with the Dice Bag** (2004) (V) .... Himself

### **and Beyond. . .**

[Official Website](#) • [Pen & Paper Brom Database](#) • [1996 Inquest Interview](#)

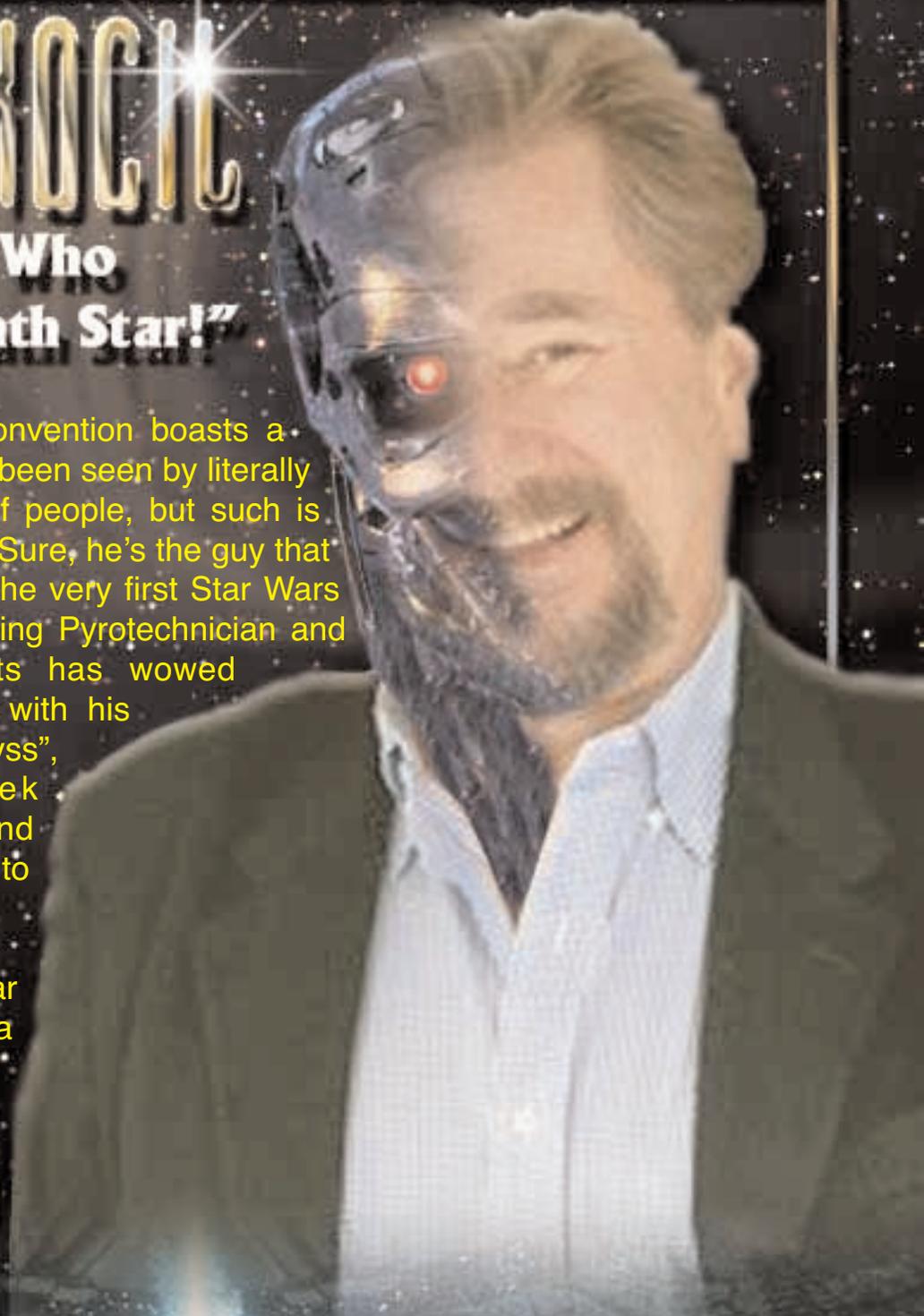
[The Plucker](#) • [Cindy Center Podcast Interview](#)

# JOE VISKOCIL

**"That Guy Who  
Blew Up the Death Star!"**

**S**eldom it is when a convention boasts a guest whose work has been seen by literally millions and millions of people, but such is the case with Joe Viskocil. Sure, he's the guy that blew up the Death Star in the very first Star Wars movie, but this Oscar winning Pyrotechnician and Master of Special Effects has wowed audiences the world over with his stunning work in "The Abyss", "Terminator", "Star Trek Nemesis" "True Lies" and "Independence Day", just to name a few.

Joe is planning a spectacular multi-media extravaganza just for members of Xanadu Las Vegas you'll never forget!



2007 **An American Tragedy** • **Lucifer**  
 2006 **Slip** • **10.5: Apocalypse (TV)**  
 2004 **Team America: World Police**  
 2003 **The League of Extraordinary Gentlemen** 2002 **Star Trek: Nemesis** •  
**Panic Room** • **Battlefield Earth** •  
**Atomic Train** • **Arlington Road** 2001  
**Impostor** 1999 **Dream Parlor** 1998  
**Jane Austen's Mafia!** • **Armageddon** •  
**Godzilla** 1997 **Alien: Resurrection** •  
**Volcano** 1996 **Independence Day**  
 1995 **Magic in the Water** • **Under Siege**  
**2: Dark Territory** • **No Way Back** •  
**Johnny Mnemonic** 1995 **Apollo 13**  
 1994 **In the Army Now** • **Clifford** •  
**Secret Sins of the Father (TV)** 1993  
**"Ultraman: The Ultimate Hero" TV** •  
**Matinee** 1992 **Batman Returns** •  
**Toys** • **Afterburn (TV)** • **Passionata**  
 1991 **Barton Fink** • **Terminator 2:**  
**Judgment Day** • **Flight of Black Angel**  
**(TV)** • **Puppet Master II** 1990 **Solar**  
**Crisis** • **Silent Night, Deadly Night 4** •  
**Initiation** 1989 **The Abyss** • **Bat\*21**  
 1988 **The Blob** 1987 **Killer Klowns**  
**from Outer Space Inside Out** 1986  
**House** 1985 **The Return of the Living**  
**Dead** 1984 **The Terminator** 1983  
**Spacehunter: Adventures in the Forbidden**  
**Zone** • **Time Machine: The Journey Back**  
 1980 **The Day Time Ended** • **Star**  
**Wars: Episode V - The Empire Strikes**  
**Back** 1977 **Star Wars IV: A New Hope**  
 1976 **The Further Adventures of Major**  
**Mars** 1974 **Flesh Gordon**

# THE PYRO AMONG US. . .

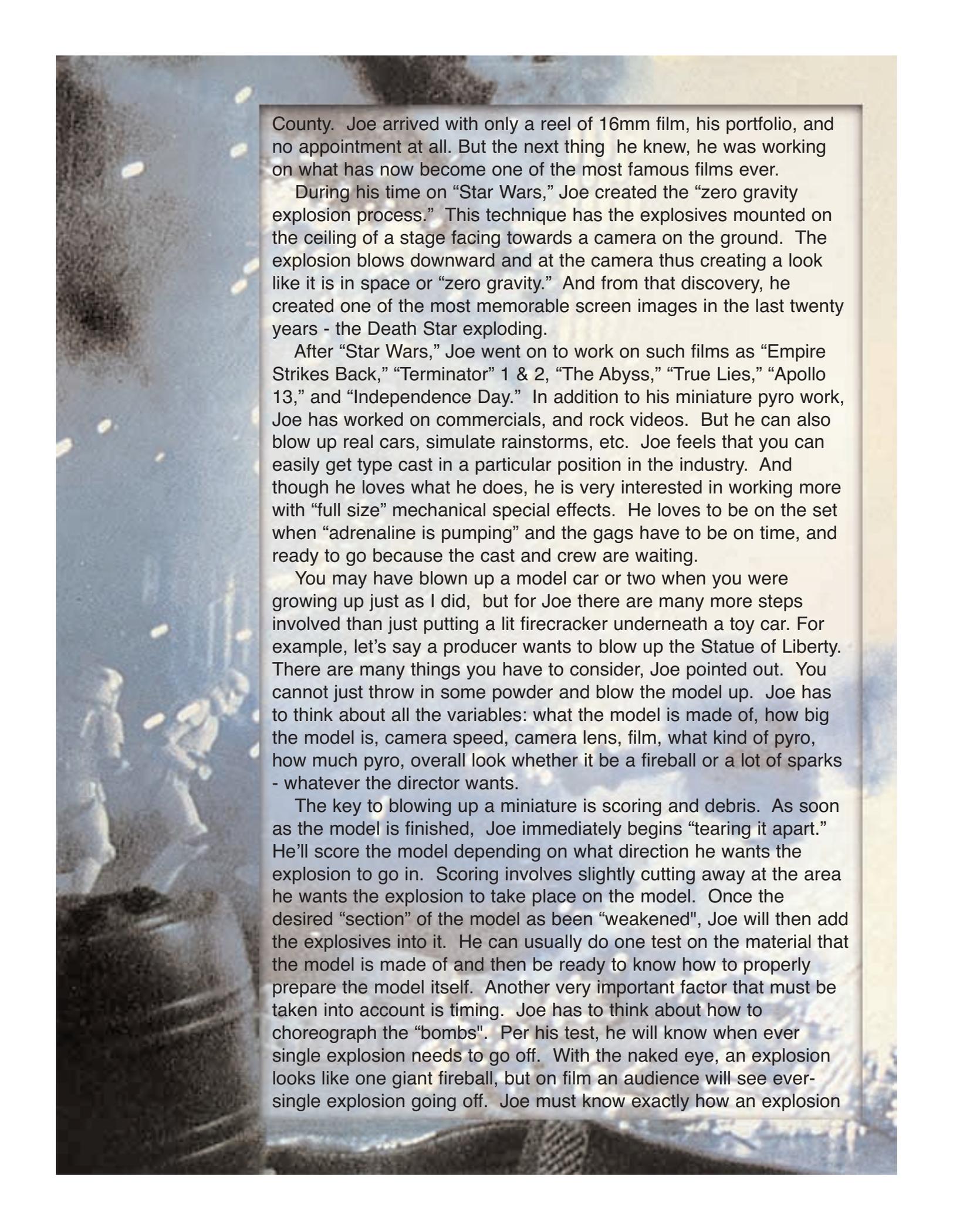
by Will Plyler / March, 1998 / [Website](#)

Though born in Chicago, Joe actually grew up in South Gate, near Long Beach, California. At age 11, his father brought him two "Famous Monsters of Filmland" magazines one day. Instantly, Joe became interested in the movies. They "blasted (his) imagination into another realm (he'd) never seen before." He read the magazines cover to cover, and from then on he knew he wanted to be apart of the movies. But what really pushed him "over the top," was seeing Ray Harryhausen's "Seventh Voyage of Sinbad." He thought, "How did he do that? I gotta be a part of (this)." During his middle teens, Joe would take a bus from South Gate to Hollywood where he collected movie stills and posters. He was a real fan of films - in particular "War of the Worlds," "This Island Earth," and Jerry Anderson's "Thunderbirds." Joe loved all the of the miniature work done in those movies.

At 21, he left college and started his very first job on "Flesh Gordon." Joe figures he learned more in two weeks working on that movie than he would have in two years at film school. He started as a production assistant doing everything from sweeping floors to building some models. Joe could do anything he wanted. So along with Dennis Muren (of ILM fame), Tom Sherman, and Mike Miner, Joe helped to create shots for the film. During the production he became almost obsessed with destroying a castle model built by Tom Sherman. He begged to blow up it. At one point Joe actually got on his knees in a restaurant and pleaded with Tom to let him blast it to bits. The production couldn't find anyone in Hollywood who "could make the small look big" so they let Joe take his best shot at it. This would be the first time he ever blew anything up.

There was no one who specialized in miniature pyrotechnics, so he saw this as his foot in the door and a career in the industry. So Joe went out and learned all he could about chemistry - what to do, and more importantly what not to do. He even found a mentor who taught him how to mix the chemicals to get the proper look for an explosion. Joe learned there are "a million ways to create a look, a texture, and a color in the way of chemicals." His attention to detail and extensive research paid off. The effect went off well and the filmmakers were very pleased. Joe was on his way.

Four years later, he got a call to do "a little film called 'Star Wars'." George Lucas was looking for someone to do miniature pyro. Joe had heard of the film three years earlier when Lucas had shown "American Graffiti" to a group of USC film students. After the screening, Lucas was asked about what his next project was. George said only two words... "Star... Wars." Well, that was all Joe had needed to hear. He "flipped out." He was so excited about the possibilities behind a title like that, that he went to Marin



County. Joe arrived with only a reel of 16mm film, his portfolio, and no appointment at all. But the next thing he knew, he was working on what has now become one of the most famous films ever.

During his time on "Star Wars," Joe created the "zero gravity explosion process." This technique has the explosives mounted on the ceiling of a stage facing towards a camera on the ground. The explosion blows downward and at the camera thus creating a look like it is in space or "zero gravity." And from that discovery, he created one of the most memorable screen images in the last twenty years - the Death Star exploding.

After "Star Wars," Joe went on to work on such films as "Empire Strikes Back," "Terminator" 1 & 2, "The Abyss," "True Lies," "Apollo 13," and "Independence Day." In addition to his miniature pyro work, Joe has worked on commercials, and rock videos. But he can also blow up real cars, simulate rainstorms, etc. Joe feels that you can easily get type cast in a particular position in the industry. And though he loves what he does, he is very interested in working more with "full size" mechanical special effects. He loves to be on the set when "adrenaline is pumping" and the gags have to be on time, and ready to go because the cast and crew are waiting.

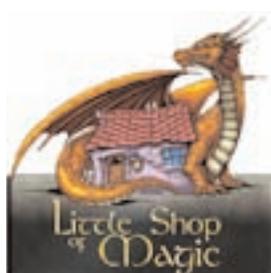
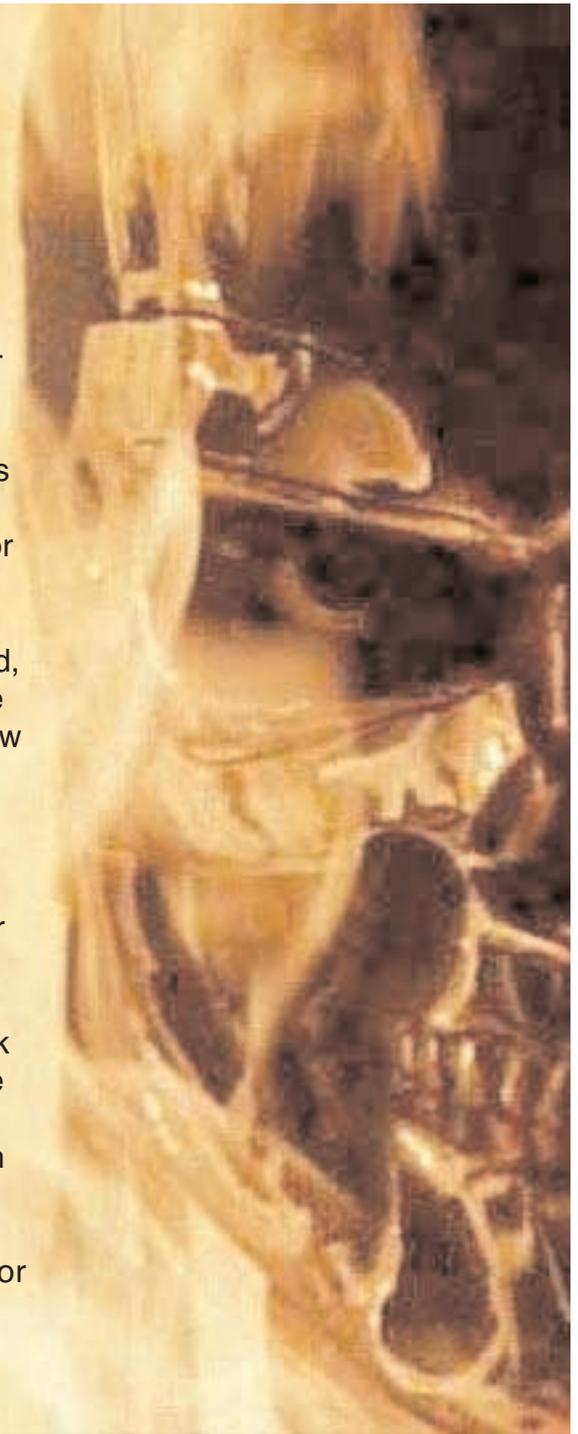
You may have blown up a model car or two when you were growing up just as I did, but for Joe there are many more steps involved than just putting a lit firecracker underneath a toy car. For example, let's say a producer wants to blow up the Statue of Liberty. There are many things you have to consider, Joe pointed out. You cannot just throw in some powder and blow the model up. Joe has to think about all the variables: what the model is made of, how big the model is, camera speed, camera lens, film, what kind of pyro, how much pyro, overall look whether it be a fireball or a lot of sparks - whatever the director wants.

The key to blowing up a miniature is scoring and debris. As soon as the model is finished, Joe immediately begins "tearing it apart." He'll score the model depending on what direction he wants the explosion to go in. Scoring involves slightly cutting away at the area he wants the explosion to take place on the model. Once the desired "section" of the model has been "weakened", Joe will then add the explosives into it. He can usually do one test on the material that the model is made of and then be ready to know how to properly prepare the model itself. Another very important factor that must be taken into account is timing. Joe has to think about how to choreograph the "bombs". Per his test, he will know when ever single explosion needs to go off. With the naked eye, an explosion looks like one giant fireball, but on film an audience will see ever-single explosion going off. Joe must know exactly how an explosion

will appear on film, frame by frame, in his head before the cameras ever roll..

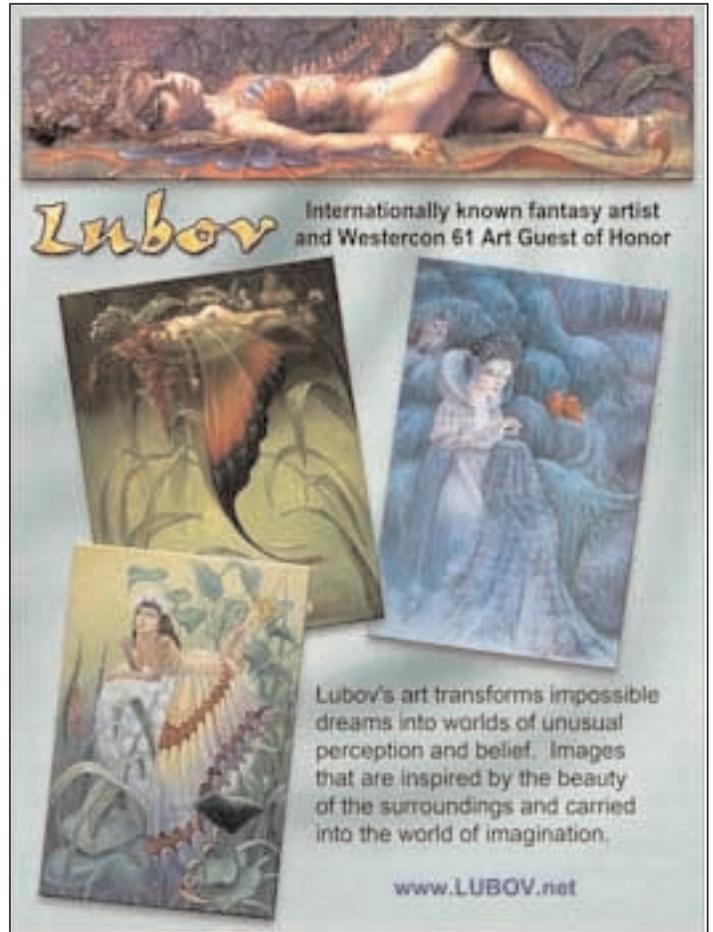
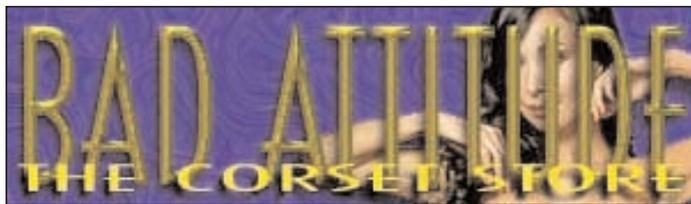
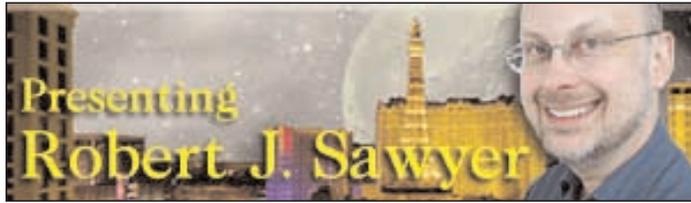
The one thing he strongly believes in is more finesse than explosions. He generally works with black powder, smokeless powder, gasoline, Primo chord (a rope-like substance that travels at 22,000 ft per second and cuts through objects like a blow torch and shatters it without flame and smoke). In addition, he uses titanium, magnesium, and zinc to give the explosion different looks - he can literally paint with fire. In "Star Wars" for example, he kept all the TIE Fighter explosions green since their "lasers" were. He will take into account as many factors as possible when designing the size and overall look of an explosion. Many times Joe will study footage with a director from other films and even real life footage to help match a particular vision the director has.

Throughout the night, before an explosion is to be filmed, Joe goes over the shot again and again in his head. Once on the set the next day, he will usually go over with his crew what needs to be done - i.e. running lines, additional scoring on the model, placement of explosives, etc. Joe almost always makes the bombs himself. After his crew has prepped everything, the area is secured by the assistant directors. Then, the only thing Joe needs to hear is that all the cameras are completely set, the lights are perfect, and nothing needs to be changed. Once he starts loading up the explosive chemicals there is no turning back - his adrenaline is pumping and he is focused 110% on the task at hand. When everything is ready, he'll give the go ahead signal. All is quiet. The cameras roll (at very high speeds), and Joe sets off the explosion. After cut is called, the area has been cleared, and any fires extinguished, he will then study the shot with the director on a special "slow mo" video machine to make sure everything went as desired. In Joe's case, a second take is rarely ever required. ■



**Xanadu Official Website**  
**X-Blog • The Flick Chicks**  
**Xanadu YouTube Movies**  
**Voices of Fandom**

# Friends of Xanadu Las Vegas...



## XANADU LAS VEGAS MEMBERSHIP

Plaza Hotel • Las Vegas • April 17, 18, 19 • 2009

Pre-Registration Membership through Halloween: \$40.00 • At the Door: \$65.00

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Member Name #2: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

E-Mail: \_\_\_\_\_

Credit/Debit Card: MC  / AMEX  / Visa  / Discover  / Expires: \_\_\_\_\_

Name on Card: \_\_\_\_\_

Card Number: \_\_\_\_\_ / CSV #: \_\_\_\_\_

Make Check or Money Order Payable to:

**Xanadu Las Vegas**

9750 Wailings Avenue • Las Vegas, NV 89148

Total Enclosed \$ \_\_\_\_\_

|  
OR  
|

