

BOISE COMIC ARTS FESTIVAL XIII SCHEDULE

Boise Centre

SUNDAY, August 31, 12:00 p.m.–5:00 p.m.

Portfolio Reviews

***Portfolio reviews will take place before BCAF opens to the public on Sunday.**

Rooms 110B & 120C

10:00 a.m.-11:30 a.m. Portfolio Reviews. Interested in getting feedback and advice from professional comic creators? Sign up for a spot to have your portfolio reviewed! BCAF XIII guest creators will be on-hand offering art critiques and insights on how to break into the comics industry. Guest creators providing portfolio reviews - Aaron McConnell, Adrian Ropp, Andy Runton, Bre Indigo, Chan Chau, Jamie S. Rich, Jeremy Whitley, Jess Smart Smiley, Jorge Corona, Jose Pimienta, Lee Moyer, Matthew Forsythe, Morgan Beem, Oliver Bly, Rye Hickman, Sebastian Girner, Steenz. Space is limited and registration is encouraged. Walk-ins will be accepted as space allows.

10:00 a.m.-10:30 a.m. [Session registration](#).

10:30 a.m.-11:00 a.m. [Session registration](#).

11:00 a.m.-11:30 a.m. [Session registration](#).

Activities

Lobby

10:00 a.m.-6:00 p.m. LEGO® Display. Join the Idaho LEGO® Users Group for a display of talent, patience, and precision engineering. LEGO® creations from around the Treasure Valley will be exhibited.

10:00 a.m.-6:00 p.m. BCAF XIII Sponsor Booths. Boise Comic Arts Festival would not be possible without the support of our stellar sponsors, including the [Boise Public Library Foundation](#) and the [College of Idaho](#). If you enjoy the fest, be sure to thank them for all they do! The Foundation will be selling BCAF shirts, stickers, posters, and books by guest creators.

10:00 a.m.-6:00 p.m. BCAF XIII Exhibitors. While you're in the Lobby, be sure to stop by the City of Boise table to learn about the great work our fellow departments do, check out some amazing cosplay builds at the Geeked Out Ninjas spot, see what exciting projects Boise State's GIMM Lab (Games, Interactive Media, and Mobile Technology) students are working on, and meet some robots at Open Lab Idaho's table.

Cosplay Theater – Room 130

1:00 p.m.-1:45 p.m. Anime Trivia. Test your Anime knowledge and impress your friends! Hosted by Fairyrshotgun.

Creators, Exhibitors & Vendors

Artists' Alley - Room 100

12:00 p.m.-5:00 p.m. Artists' Alley. Over 100 creators, vendors and exhibitors are slated to appear in Artists' Alley, including our guest creators, and more. This is a great opportunity to meet comic creators and purchase original artwork and comics!

[Learn more about our Guest Creators & Exhibitors](#)

Guest Creator Signings

Lobby - Boise Public Library Foundation Booth

The Boise Public Library Foundation will have limited copies of books by guest creators available for purchase and signing, as well as BCAF XIII stickers, shirts, and this year's official poster, designed by guest creator Rose Bousamra. The Foundation is the primary sponsor of Boise Comic Arts Festival, and supporting the Foundation supports the continuation of the festival.

12:00 p.m.-12:45 p.m. David F. Walker & Marcus Kwame Anderson. Copies of their books, *Big Jim and the White Boy*, *The Black Panther Party*, and *Bitter Root*, will be available.

1:00 p.m.-1:45 p.m. Jess Smart Smiley. Limited copies of his books, *Let's Make Comics!*, *Science Fair Frenzy*, and *Newsroom Nonsense*, will be available.

2:00 p.m.-2:45 p.m. Bre Indigo. Limited copies of their books, *The Dog Knight*, *Meg, Jo, Beth, and Amy*, and *Northranger*, will be available.

Artists' Alley – Shared Stories Table – P1

3:00 p.m.-3:45 p.m. Ryan North. Limited copies of his books *Fantastic Four: Vol. 1*, *How to be Villain*, *Romeo And/Or Juliet*, and *To Be or Not to Be*, will be available.

Performance

Cosplay Theater – Room 130

3:00 p.m.-3:45 p.m. Treasure Valley Studios Performance. What do you get when you mash-up the musical *Chicago* with Arkham Asylum? You'll have to show up to find out!

Founded in 2017, Treasure Valley Studios is a group of cosplayers, actors, and performers who enjoy portraying characters from all fandoms and pop culture. They are most well-known for their Marvel superhero group: The Treasure Valley Avengers.

Panels

Room 120A – College of Idaho Panel Room

1:00 p.m.-1:45 p.m. Webcomics: Creation & Publication. From passion projects to publishing deals, webcomics have become a powerful platform for comic creators to share their stories, build audiences, and break into the industry on their own terms. Join creators Chan Chau, D. Bradford Gambles, and Bre Indigo as they discuss the creative and practical sides of making webcomics. Moderated by Borah High School librarian and podcast host, Laura Johnston.

2:00 p.m.-2:45 p.m. DC Comics: The Creator Perspective. Get beyond the pages and into the minds of some of the talented creators who've worked in the DC Universe! Join writers and artists Stephanie Williams (*Nubia and the Amazons*), Joëlle Jones (*Catwoman*), Jorge Corona (*Batgirls*), and Ryan North (*Krypto: The Last Dog of Krypton*) for a conversation about what it's like to craft stories for some of the most iconic heroes (and villains) in comics. Moderated by former DC Comics editor Jamie S. Rich, this panel will offer fans a look at how their favorite stories come to life.

3:00 p.m.-3:45 p.m. Creators, Know Your Rights! Navigating the world of publishing can be tricky—especially when it comes to protecting your creative work. Join comic book creators Steenz (*Archival Quality*), Dani Colman (*The Unfinished Corner*), and Jeremy Whitley (*Princeless*) for a conversation on understanding and safeguarding your rights as a creator. This panel will provide practical advice on topics ranging from workers' rights, contracts, intellectual property, royalties, and negotiating with publishers.

4:00 p.m.-4:45 p.m. Working as an Artist in A Post-AI World. As AI-generated art becomes more prevalent, what does it mean to be a working artist today? Join comic creators Jorge Corona (*Transformers*), Melissa Capriglione (*Basil and Oregano*), and Sebastian Girner (*Scales & Scoundrels*), for a conversation about the evolving landscape of the comics industry in the age of AI. This panel will explore the ethical, creative, and economic impacts of AI, how artists can push back, and what the future holds for human creativity. Moderated by Borah High School librarian and podcast host, Laura Johnston.

Room 120B

12:30 p.m.-2:00 p.m. Dungeons and Drawing. Hark! A fearsome monster stalks the capitol of the fantasy kingdom of Odahi! Will three plucky hero adventurers be able to brave this beast? Will three special guests be able to play at the same time as they draw their adventure on the spot?

Featuring local cartoonist and GM Vannotes with players Cassie Anderson, Rose Bousamra, and Sarah Pincock, this epic *Monster of the Week* and live drawing session set in a fantastical Idaho is sure to make you laugh, cry, and cheer.

2:00 p.m.-2:45 p.m. Creating Comics for Kids. Meet the creators behind some of your favorite graphic novels for kids and get great new reading recommendations! Join Andy Runton (*Owly*), Jess Smart Smiley (*Talent Show Troubles*), Jose Pimienta (*Halfway to Somewhere*) and Ben Kahn (*Mr. Muffins: Defender of the Stars*) as they talk about their books and their creative process.

3:00 p.m.-3:45 p.m. Bringing the Page to Life: The Art of Watercolor. Watercolor brings a unique beauty to storytelling on the page. Join artists Morgan Beem (*Swamp Thing: Twin Branches*), Tyler Crook (*Out of Alcatraz*), and Matthew Forsythe (*Aggie and the Ghost*) for a conversation about using watercolor in comics and picture books. They'll share their techniques, creative process, and how watercolor helps them convey mood, movement, and emotion in their work.

4:00 p.m.-4:45 p.m. Beyond the Table: The Business Side of Cons. Are you thinking about selling at BCAF or other conventions? Are you new to conventions and want to make your application or booth stick out? Hear from experienced vendors Julia Green, Noble Hardesty, Hannah Arthur, and Mary Willingham about their application process, how they market and showcase their merchandise, and how they build a booth presence that attracts customers!

Workshops

Room 120C

1:00 p.m.-1:45 p.m. Drawing from Nature. Join creator Oliver Bly (*The Mushroom Knight*) for a hands-on workshop exploring a technique artists use to conceptualize and render objects in 3D space. Learn how to sketch using wireframes to help map the surfaces and volumes of objects. After the demo, participants will have time to draw, and Oliver will answer questions, offer feedback, and give pointers to help you improve your spatial drawing skills. The Orma J. Smith Museum of Natural History at the College of Idaho will provide objects from their collection to use as drawing references.

2:00 p.m.-2:45 p.m. Cosplay Photography. Virginia Downey from Renaissance Cosplay Photography will share how to take cosplay photos for beginners, including posing, using props, backdrops, locations, and angles. This workshop is designed for anyone who wants to take great cosplay pictures, whether they use a digital camera, film camera, or just their phone.

3:00 p.m.-3:45 p.m. Getting Into Cosplay. We've assembled a fantastically talented group of cosplayers willing to share their insights and advice on getting into cosplay. Panelists include Universal Cosplays, Hazelbell, Zoe, and OrbitArtz. Leading the discussion will be MJ from the Geeked Out Ninjas.

4:00 p.m.-4:45 p.m. Designing Stories. Kids, join creator Norman Shurtliff (*Skull Cat*) and learn the steps of the three-act story structure, and why planning your story is important. Learn how to find a story amongst all the world building we love to do. Write a basic story together.

Kids' Corner

Room 110A

1:00 p.m.-1:45 p.m. Draw-along with Adrian Ropp. Comic book creator Adrian Ropp has spent years bringing his imagination to the page, working with many beloved characters from the Disney cannon to Archie. Kids, he's going to share how to draw some of these characters with you in this interactive Draw-along!

12:00 p.m.-5:00 p.m. Drop-in Activities. All the following activities will be available in Kids' Corner during both days of BCAAF XIII.

Superhero Cuffs. Show off your superhero accessories! Kids will be shown how to create custom wrist cuffs that they can dec out with their own logos and drawings.

Creating Comic Panels. Kids will be given the chance to create their own comic using panels to tell an original story. If they prefer, we will also have comic templates available that gives kids a beginning panel that they can add onto.

Popsicle Puppets. Kids can make their own pocket-sized superheroes out of popsicles! Kids will be supplied googly eyes, markers, stickers, yarn, and different colored construction paper along with the popsicle sticks.

Draw Your Own Superhero Cape Design. Show off your superhero accessories! Kids will be able to design their own superhero cape on paper to show of their own logo and hero colors!

Convention Scavenger Hunt. Can you find all the items related to the convention? As you explore BCAAF, see if you can check everything off in this scavenger hunt challenge!

DIY Pokémon Cards. Create your own Pokémon! The library will provide blank templates of Pokémon cards where kids can design and draw their own made-up Pokémon. They can also create their Pokémon's moves, abilities, and status effects to use them in battle against each other to find out who is the champion once and for all!

Library Graphic Novels, Picture Books, and Kids Comics. The library will supply a variety of books related to comics or graphic novels if you want a quiet story-filled break or picture books you can read with your family.

Button-Making. Let your inner hero out! Kids can create their own superhero logo buttons that the library will press. They can either draw their own superhero or comic-themed buttons or press them using material provided by the library.

Teen Zone

Room 110C

12:00 p.m.-5:00 p.m. Drop-in Activities. All the following activities will be available in the Teen Zone during both days of BCAF XIII.

DIY Pokémon Cards. Create your own Pokémon! The library will provide blank templates of Pokémon cards where teens can design and draw their own made-up Pokémon. They can also create their Pokémon's moves, abilities, and status effects to use them in battle against each other to find out who is the champion once and for all!

Button-Making. Let your inner hero out! Teens can create their own superhero logo buttons that the library will press. They can either draw their own superhero or comic-themed buttons or press them using material provided by the library.

Instax Photo. Dress up with your friends for an Instax photo! We will have a superhero themed backdrop with photo props for teens to have their photos taken and printed to take home. Cosplay encouraged!

Snappix. Come create a satisfying-to-play-with piece of art! Teens will be able to create their own mosaic-style bead designs using Snappix fuse beads and sheets of black mesh canvas. No ironing needed!

Zine-Making. One of the librarians can give you a tutorial for making your own zine (little comic booklet)! We will show a few different ways of folding and cutting zines for teens to create their own stories, comics, art projects, poems, or whatever else. It's up to you! After the tutorial ends, the event will be drop-in, and teens can come in and out creating their own zine using materials we provide.

Create A Character. If you want inspiration to draw or write a new story, we got you covered! Using art and story dice, you can roll ideas for a new creative project you can start in the convention!

Nintendo Switch Gaming. If you are wanting to show off your Smash or Mario Kart skills, the teen room will have Switches and controllers you can use to find out once and for all who's the gaming champion.

Library Graphic Novels and Teen Comics. The library will supply a variety of books related to comics or graphic novels if you want a quiet story-filled break.

Quiet Room

Room 110DS

12:00 p.m.-5:00 p.m. Quiet Room. Shh...it's the Quiet Room. Need to take a break from the hustle and bustle of the festival? Visit the Quiet Room to relax, re-center, and enjoy a bit of peace before heading back out into the melee.

Gaming

Artists' Alley - Room 100 – Phoenix Fire Gaming Arena

12:00 p.m.-2:00 p.m. [Junior Tier] Unlimited Pokemon TCG Tournament 1. [Registration required.](#)

For the first time at BCAF, we're holding a Pokemon TCG tournament!

TOURNAMENT RULES:

- 1) For the Junior tournament, players **must be age 12 or below to participate**
- 2) "Unlimited" means that any cards printed in the history of the TCG are allowed so long as you follow the other standard rules of the game (decks must be exactly 60 cards, no marked/championship cards, no proxies. Remember in Unlimited there can be some inconsistencies in cards that will effect your strategy, such as Pokemon-EX and Pokemon ex not being the same)
- 3) Your cards must be sleeved and all of the sleeves must be the same
- 4) The tournament is "Single Elimination" - lose one game and you're out!
- 5) All judge decisions are final - if you have a disagreement about the rules, please raise your hand and stop play until a judge can help you. Be aware that you may be asked to repeat your previous actions if it is deemed necessary.
- 6) Kindness is mandatory! Players found not abiding by the Pokemon League or Library rules will be asked to leave
- 7) You are only allowed to enter one Pokemon TCG tournament during the duration of BCAF. Double entries are not allowed. If you are on the wait list for one tournament, you may sign up for another but must decide which tournament to participate in before play begins.
- 8) Registration for the event closes Friday, August 29th at 4pm. Remaining seats will be welcome to walk-in registration 30 minutes prior to the beginning of the tournament.

2:00 p.m.-3:00 p.m. Lorcana with Phoenix Fire Games. Join Phoenix Fire Games for a demonstration on playing Disney's newest additions for their card game Lorcana!

3:00 p.m.-5:00 p.m. [Open Tier] Unlimited Pokemon TCG Tournament 1. [Registration required.](#)

TOURNAMENT RULES:

- 1) For the Open tournament, there are no age restrictions
- 2) "Unlimited" means that any cards printed in the history of the TCG are allowed so long as you follow the other standard rules of the game (decks must be exactly 60 cards, no marked/championship cards, no proxies. Remember in Unlimited there can be some inconsistencies in cards that will effect your strategy, such as Pokemon-EX and Pokemon ex not being the same)
- 3) Your cards must be sleeved and all of the sleeves must be the same
- 4) The tournament is "Single Elimination" - lose one game and you're out!
- 5) All judge decisions are final - if you have a disagreement about the rules, please raise your hand and stop play until a judge can help you. Be aware that you may be asked to repeat your previous actions if it is deemed necessary.
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Room 110B

Role Playing Games

1:00 p.m.-3:00 p.m. [Beginner Friendly] 5e DND with Stephen. [Registration required](#). Stephen Guttridge returns to BCAF for another year of 5e DND and an expedition to The Cursed Shipwreck! Stephen is our best teacher for new players, and this will be an excellent entry point if you've never played Dungeons and Dragons before.

1:00 p.m.-3:00 p.m. [New Adults!] D&D 5E with Zane. [Registration required](#). This level 5 adventure is best suited for new adults (17-25), but all players 12+ are welcome! Join Zane for a DND 5e adventure!

There is a movement in the trees. Not soft, like a freshly born aspen in the breeze. There is a sinister chill to the air, yet the leaves do not stir. There is a malevolent intention. There are eyes.

1:00 p.m.-3:00 p.m. [Teens Only!] 5e DND with Aidric and Olin. [Registration required](#). Join co-DMs Aidric and Olin for another hand crafted, beginner friendly 5e DND adventure at BCAF!

The Morbid Extants and Malignant Ephemera of the Midway Express, and the Abscessional Robbery Thereof (Per Se)

In this fantasy Western-themed escapade, players are tasked with the dismantling of the infamous ghost train *Midway Express* that has bewitched the rail line since its untimely departure from its earthly binds some score odd years ago. Posing a great scare to the community, the local church has decided to gather together various motivated members of the town to dispel the ghost train and lay its undying necromantic soul to rest. You are one of these members, driven by motives as varying as philanthropic zeal to personal vendetta, to board the train and rob it of its spectrifying mechanism before the deathly incident of twenty years ago repeats, but with you on board! And let it be known— the train never runs late...

5e D&D (compatible with the 2024 versions) open to all skill levels. Western-themed 3rd-level custom characters are welcome, although we will also have pre-made characters (and trust me— we make fun characters) with established ties to the story!