

SPACE

ALIENS,

BA

MOTHERS

AND

GUN

ISSUE NO.3

The Magazine



NEW YORK
COMIC CON

THE ARTIST

THE COSPLAYER

THE FIRST-TIMER

COSPLAYER
OF THE
MONTH

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SPACE ALIENS, BAD MOTHERS AND GUNS!



FROM THE EDITOR

In this issue we cover the New York Comic Con (NYCC) from different perspectives. Returning is our favorite Funko King, Brian Friedman, detailing the massiveness of this event. We almost missed out on having him write for us in this issue because his little dear Joie (one of two of his adorable kitties) gave us health scare. Needless to say, she is doing alright and Brian was able to attend NYCC. He will give his “professional” take on it as this will be his umph-teenth time attending.

Then we introduce you to 3 other attendees. Daniel Augustine, the first-timer, he’s been to trade shows and other kinds of conventions, but never to any kind of comic convention. Then there’s Ricky Wu, a convention attendee, attending for inspiration. He is an artist and animates both in 2D and 3D. Finally, there’s Michael Vazqwright, writer, actor and he does standup! He not only got to attend NYCC in cosplay, but he got P-A-I-D to do it! This guy must have some serious skills.

There have been some ALIEN sightings around Iceland and New York recently. If you spot any green extra terrestrial types, hit us up immediately on Instagram @spacealiensbadmothersguns or @OfficialSABMG and let us know.

THE FIRST-TIMER

By Daniel Augustine

SABMG: Imagine going to a trade show to see the latest luxurious cars, a convention hosting the hottest reved-up motorcycles and decked out RVs. Everyone is dressed casual from casual to sophisticated with some even dressed to the nines. Ladies are wearing their best broken-ankled shoes and guys their bravado. Pretty typical of most “trade” events. Now imagine taking a frequent spectator of the aforementioned events and dropping them in the middle of not just any other kind of convention and/or trade show; he’s now at New York Comic Con. Making matters even more interesting, we find out that this first-timer is also experiencing his first cosplayer filled event at a “later” age than most that are just getting their cosplay buzz on (Psst! Note the Sega video game reference. Ha!) Welcome aboard Danny! Thanks for giving us your first experience through your eyes!

I typically don't do conventions. The influx of people in droves can be pretty annoying. I've gone to the Auto Shows in the past, but after a while it gets to be mundane, plus its frustrating when you want to sit in and get a feel for a particular car and the person you are waiting for is inside taking forever to get out, LOL! However, this year I had the opportunity to attend Comic Con in New York City with one of my buddies and I must say, it was an experience I was NOT ready for LOL!

When I arrived, it looked like a Halloween convention, at first, to ME. People dressed up in all kinds of superhero costumes and paraphernalia; life like cartoon characters. Some folks really got into the act too. I actually ran into Deadpool, in the flesh (not Ryan Reynolds, but hey you never know, it could have been him LOL)!

Upon entering the main area, I was in awe of the displays and exhibits. What really fascinated me was the video game displays! I'm a huge fan of games such as Resident Evil and superhero themed games, so the exhibits and make shift horror displays were amazing. Then to my surprise, there were vendors there selling the old video game systems I grew up playing! Nintendo, Sega, Playstations....you name it! I saw games I haven't played in years. I was a bit skeptical of buying anything with the fear of it not working, but now I'm regretting it LOL!

From there, I saw a lot more vendors. They were selling everything from t-shirts to mugs that had every super hero and villain. Before I even asked my friend if comic books were sold here, I saw them ALL on display in one section. I was amazed at how crisp and detailed the comic books were, these days. It's seeing portraits come to life. I was even more amazed when I saw all of the old comic books I read as a kid! One vendor had some collector comics that dated back to the 1940s! I even saw the first issue Superman, which was going for a whopping \$12,500!!!

My buddy told me that Comic Con always brings celebrities out and there was one section where people could actually meet and greet them. There were actors present from “The Walking Dead” and “Game of Thrones”! We arrived kind of late and by the time we got to that section it was packed. I just wanted to see Aisha Tyler.

Taimak looked great for a 54 year old! We took pictures and had him autograph one of his pictures from the movie (which I had to pay for, but I didn't care LOL!). We spoke briefly. Turns out he's a really cool guy. It was definitely the highlight of NYCC for me.

So overall, I had a great time at New York Comic Con. I wasn't expecting all of what I saw and experienced. I actually didn't know

what to expect. I will definitely go next year....to get those old video games of course LOL!

SABMG: Well Danny, we are super glad that you had what sounds like an amazing time as a first-timer! Not too shabby for a “Halloween Convention”! To all of you amazing and beautiful nerds and geeks out there follow Danny on Instagram @timmyv25. Let's completely bring him over to our side!





#SABMG

Comic Conventions

New York Comic Con

By Brian Friedman, Guest Contributor

These days it seems like every major city in the United States has its own variation of a comic and pop culture convention. And it's not hard to see why: interest in pop culture is at an all-time high. Between the unprecedented success of Marvel Studios, the return of the Star Wars franchise to the big screen, increased interest of American fans in formerly more obscure franchises like Doctor Who; not to mention a proliferation of genre driven content across streaming services as well as traditional cable and broadcast networks; pop culture has reached a point of cultural saturation previously undreamt of.

But long before this current level of saturation, where comic/pop culture conventions have become ubiquitous, there were conventions paving the way for what would follow. No other convention in the US (or possibly the world) has the prestige and history of San Diego Comic Con, which will be celebrating its 50th Anniversary next year. Los Angeles based Doctor Who Convention, Gallifrey One, is celebrating its 30th year in 2019. Star Wars Celebration has been around since 1999. And

of course Star Trek conventions have been happening in various incarnations since the 1970s.

Of the many conventions that have sprung up in recent years in response to the rising popularity of pop culture, none in the US has reached the size or level of popularity of New York Comic Con. In fact its rise to become (arguably) the second-most important pop culture convention in the US is nothing short of meteoric, with attendance in the first year (December 2006) capping out around 33,000 with estimates for 2018s attendance being in the neighborhood of 250,000. Starting in 2010 (which, coincidentally was my first year attending), the convention has always taken place in October, solidifying it as the most major US convention of the fall.

So what is it like to attend NYCC? Well, as I said before, the Con has expanded a lot. My first year there in 2010, NYCC didn't even take up the entire Javits Center. Now, not only does it take up the entirety of Javits, but larger panels are held in both the nearby Hammerstein Ballroom and the Theater at Madison Square Garden in addition to a number of other

smaller nearby venues. One thing to note is that unlike San Diego, where all of the Gaslamp district transforms into Comic Con land and most people are keenly aware that the convention is happening, generally speaking in NYC most people have no clue that the convention even exists let alone that it is happening. This can be good and bad. If you're used to a more immersive experience in the area then that can be a bit of a letdown. On the other hand, it does allow you to leave the Con behind for the day and go out to enjoy NYC's nightlife

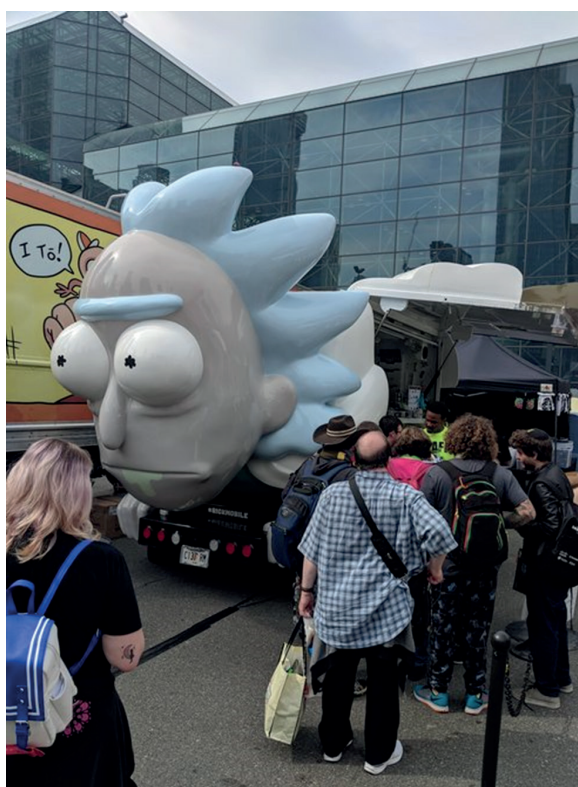
This year was actually the first time I attended any panels at the Theater at MSG and I have to say for the most part I liked it. At both MSG and the Javits center bags are x-rayed and attendees must pass through metal detectors. At MSG they also make you check any large items you may with you. The theater has a capacity of 5,600 making it by far the largest panel room at NYCC. For context, Hall H in San Diego has a capacity of 6,500. I attended panels there on Sunday only, but saw the panels for "Riverdale", "Gotham", "How to Train Your Dragon 3", and "Doctor Who". The Doctor Who panel was especially great as it took place after the simulcast premier of the new season of the show, something that was one of my highest priorities to attend at the convention

There are several advantages to the way the Con is setup. First, the artist's alley has a much larger space than many of the other large conventions. If you have attended NYCC and not visited artist's alley, or are thinking of attending in the future, I urge you to check it out. Some of the biggest names in pop culture art have tables there, and with so much diversity of style you could very easily find your new favorite artist there. Over the years, some of my favorite works of art have been pieces I picked up there. Artist alley aside, there are also booths from both Bottleneck Gallery and Grey Matter Art. Though neither



enjoys the same level of acclaim as Mondo (who attends SDCC but not NYCC), these two companies have gained massively in popularity over the last few years and bring some of the best and most sought after exclusives at the convention.

Another thing I appreciate is that the Javits center has an actual food court in addition to other places to get snacks, coffee, or even alcoholic drinks. For the past couple of years they've also added a number of food trucks on site. I would be lying if I said I found many of the food offerings appealing, but it's still a far cry better than many other conventions where the only food served is generic junk from convention center food



kiosks. But given that NYC is a culinary destination it makes sense.

Another thing I appreciate is that one part of the convention center, nicknamed the crystal palace, is designed in such a way that it gives cosplayers space to display their costumes and allows attendees to take pictures of and with them. This is especially nice given that early October in NYC can be in the 70s and sunny every day, like it was this year, or in the 40s and snowing as it has been in some years past.

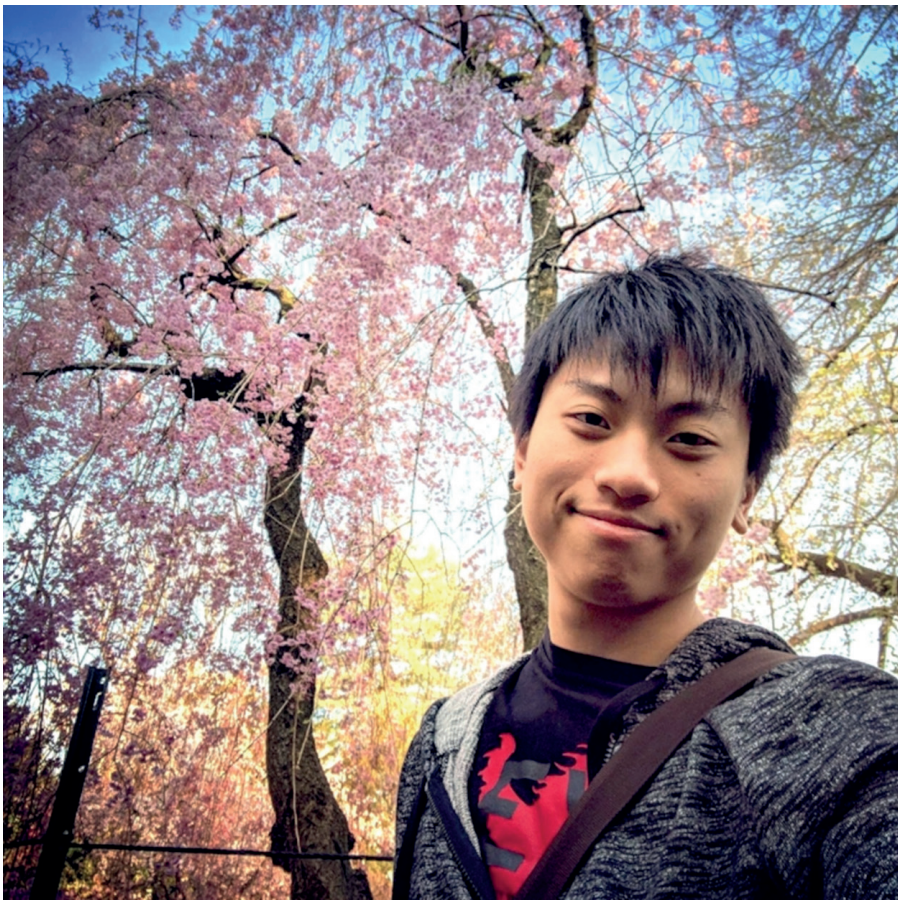
This year marked a new first time experience for me in regards to NYCC, that of attending it as a tourist. I lived in NYC from 2006 until June of this year. I can appreciate in retrospect that the year I moved there is the same year NYCC happened for the first time even if I was unaware of its existence until maybe 2009. Visiting as a tourist has its advantages and disadvantages. First, my commute to the convention center was vastly shorter. Where the Javits Center is on the west side of

town on 11th Ave is fairly isolated. In fact, prior to 2015 there wasn't a subway line that actually went to the convention center making the closest subway stop over on 8th Ave. And especially those years when it's been cold, that is a long walk. But this year I didn't have to deal with the subway to get there at all and that was a pretty nice change compared to the 45-60 minute commute by subway from where I had lived in Brooklyn.

Another nice change was that I got to actually hang out and spend time with friends this time, which I typically didn't in the past. That of course is the downside to a major convention being in the city you live in; you still have your normal day to day tasks to deal with. That in turn makes the convention always feel different to me than the ones I actually traveled to.

Now that I no longer live in NYC I'm not certain I'll make the journey every year to go to NYCC. But even if I don't, it remains one of the nation's top conventions and one I would highly recommend to both casual and hardcore fans.

Artist Corner



Ricky Wu

We came across Ricky Wu at Winter Con 2017. He and 3 of his talented buddies exhibited just beside us. We were very excited to see them all work together and voice their plans for their team. We admired their comradery and thought to ourselves that they are all destined for great

things. At that time Ricky specialized in 2D animation and was just getting into some 3D. He was in somewhat of the beginning stages but has quickly advanced since.

Check out what inspires him to continue to delve into animation.

MY INSPIRATION by Ricky Wu

My name is Ricky Wu and I am a 3rd year Computer Animation and Interactive Media student at Fashion Institute of Technology. When I was younger, I first found myself inspired by an accidental YouTube search while looking for cartoons online with my friend. We stumbled upon this short clip of a few of my favorite video game characters fighting against each other titled "Dead Fantasy" and "RWBY" by Monty Oum. I was enthralled by the choreography of the characters and how they interacted with each other in so many creative ways. At this stage, I knew that this was what I wanted to pursue.



Noel, By Ricky Wu



Flower Girl, by Ricky Wu

I'm currently working on an advertisement project for a colleague to promote his animated short story titled "Birth of the Hero". My role in this project is to make a full scale model of the main character so we can rig it and animate it in a set environment. This project serves as preparation for my thesis which I will present at the end of my Bachelor's program.

I participated in many different Comic-Cons including New York Comic Con, Winter Con, and Diversity Comic Con. I've participated in these Cons because I wanted to meet creators and artists to expand my understanding of the different styles of art; to potentially be able to network with different artists and learn from one another.



Ruby 1 by Ricky Wu

My favorite exhibition is New York Comic-Con because my biggest inspiration, Rooster Teeth's animation team, goes to this Comic-Con every year. This gives me an opportunity to learn more about their work ethics every time I go for a signature. I also get the opportunity to meet other notable figures such as Sean Schemmel, Mark Hamil, and Tara Strong. Getting to see other people's art work is very inspiring. I've gotten the opportunity to meet different artists who became popular through social media and I've been learning from their methods of drawing.

I've had many amazing experiences working as an animator and meeting many creators within the space that share the same vision as me. It motivates me to push further and work harder to improve my skills as an artist and an animator. We love your motivation Ricky and are sure that we'll see some great things from you. If you want to see talent and watch his vision grow you can check Ricky out on Instagram @rickxrox

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Cosplay Faves



Michael Vazqwright

SABMG: We first met Michael Vazqwright cosplaying in Steampunk. We were both in our own personal digs filming for a television show that specifically hand picked Steampunk cosplayers who were also, actors. Michael and I “attended” the “convention” “together” (the production assistants on set paired us together, if I remember correctly. Or was it that we just started talking to each other, where we stood, complaining about the stinging cold weather, along with many other cosplayers, eventually becoming numb to what was going on around us? It could have been a little of both.) Overall, it was a good time, and we enjoyed the company.

Well, it turns out that not only does Michael act, is a writer and get this, does standup, but he actually got paid to cosplay, a cosplayers dream job! Check out his personal thoughts on New York ComicCon. We definitely enjoyed his take on one of New York City’s most popular comic event.

Untitled 2018 New York Comic Con Experience

by Michael Vazqwright

My first experience as a paid cosplayer was also my first trip to the teeming fan-Mecca that is New York Comic Con (NYCC).

Previously, I’d been to only one convention center of any kind – the Washington, D.C. Convention Cen-

ter, which houses a yearly production of “Awesome Con,” and usually boasts the odd celebrity or two from the show you grew up watching but never realized just who it was carving out those little striations in your brain that give you odd personality quirks (“You mean to tell me that the guy who voiced Pinky AND Yakko from Animaniacs is Rob Paulson?! ERMAHGERD HE’S DOING THE YAKKO’S WORLD SONG EVERYBODY SHUT UP!”).

After Awesome Con, I never thought I would try to attend another such event UNLESS I was being paid, or perhaps if (in the course of some fever dream I’d be pursuing) I were representing my own work. When a paid opportunity arose through a marketing group I’d worked with in the past to do an event at NYCC, I couldn’t help but jump on the opportunity.

While I’ve heard of cosplayers getting paid big bucks to represent their own costumed handiwork on-site, this very thankfully was not my task. Instead, I was handed my costume, brought to the convention seemingly directly from the set of the movie I was helping to promote: Peter Jackson’s newest action-adventure fantasy flick, set largely in post-apocalyptic London, called “Mortal Engines.” There’s a huge law-and-order component to Mortal Engines, so I was outfitted in the traditional uniform of the London police Bobby. This was a semi-futuristic getup, consisting of a heavy rubber poncho with a belt, cowboy boots, a helmet with an electric light (for fog? Who knows, watch the movie!), and a thick police baton.

Being a paid cosplayer by itself is enormously rewarding – you get to play the part of the character, while providing normal due-diligence to fans and others curious about the booth or production you’re representing. But the most enchanting aspect of this particular gig was being able to straddle multiple worlds at once. As someone who enjoys having one foot in one place, with the other foot in another, cosplaying a police officer was HUGELY enlightening, for a number of different reasons. Sometimes, I would see an actual police officer doing their job, but at the same time wonder if they were also cosplaying, like me. At one point, I saw an officer wearing a cowboy hat inside the center, and was SURE he was a character – though when I approached, he told me to leave him alone so he could work (definitely not something a cosplayer says to another cosplayer, and so thus amusing and baffling me forever).

Another unintended consequence of cosplaying a police officer? Apparently being confused for what I would be willing to do in that role, by the very supervising coordinator I was working for. At a certain point, I was asked to “form a police line” with my

two fellow costumed police promoters, while Peter Jackson rolled through with the rest of the Mortal Engines cast for a panel signing.

Side note: it is REALLY important to draw boundaries around what you're willing to do in a certain role, and what you are not willing to do, because at the end of the day you are representing yourself in a role where you can easily be replaced and it is just not worth it to put yourself in danger. That same coordinator later asked the three of us cosplayers to perform "crowd control" during that panel signing, and I had to remind him that just because we looked like police officers from some alternate reality in the 1940s didn't mean that we were trained security. If some frothy nerd decided he wanted to get through to Peter Jackson, I wasn't going to stop him.

"Are we overpaid security guards, or underpaid actors?" I would later joke with my costumed colleagues.

Once the sun had set on the day, I could look back on my gig with satisfaction...however, I couldn't help but feel remiss about one thing: the amount of exploring I had been able to do.

NYCC had been a different story.... You could have fit 3 or 4 "Awesome Cons" inside of the sprawling, multi-level, high glassed-ceiling warehouse (also there were AT LEAST two Starbucks) that was the Javitz Center – and yet, it could barely have contained the undulating, pulsating fervor that was the 250,000 costumed weirdos who trafficked through it. And this was such a messy, diverse group of folks, at that...some who had clearly spent at least half a day on their costumes, and others who had spent considerably fewer hours...but, nonetheless, seemed content milling about garbed in nothing more than boxer shorts and a dream.

I do wish I could have spent more time and energy getting to know these people, and the literally hundreds of booths everyone was waiting in line for...and in retrospect, probably the best way to have done so would be to have gone to Comic Con as a paid participant, rather than as someone on the clock.

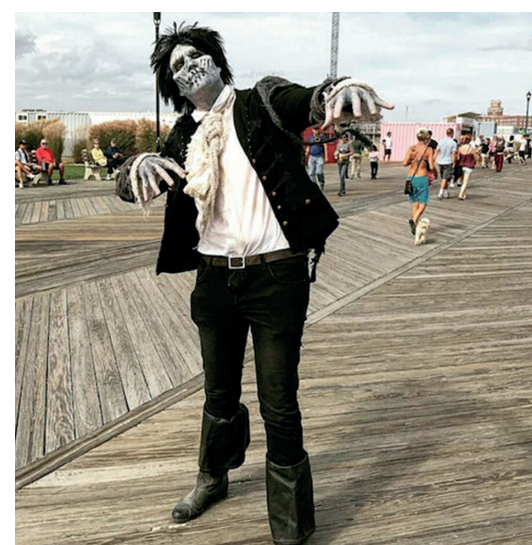
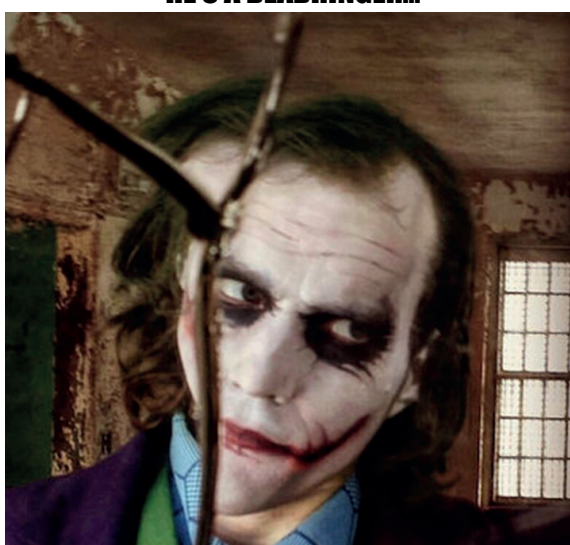


Michael Vazqwright in cosplay with another cosplayer.

Or – at the very least – perhaps I could have snuck in, and cosplayed as some stowaway.

SABMG: I hear that security is pretty tight Michael, good luck with that! Ha! Check out Michael's Instagram @mvazqwright

HE'S A DEADRINGER...



THIS is @bckcosplay on Instagram. The 6'5" extremely talented and hardcore cosplayer is definitely a force to be reckoned with! We first met him at Winter Con 2017 as all eyes were on him. He cosplayed Ares from "Injustice". His attention to detail and character personification made us check out his IG account and follow him. His uncanny likeness to Heath Ledger's Joker took our breath away. He may just be Cosplayer of the Year! Follow him on Instagram to see who or what he cosplays next. We hope to see him at this year's Winter Con!

Last Page!

Thanks for stopping by!

Instagram: @spacealiensbadmothersguns

Website: www.spacealiensbadmothersandguns.com