

Artifacts

Winter 2006





Artifacts

Hello everyone! Alicia here, just giving you a little introduction to this new, and wonderful might I add, section to Serpentine magazine! From here on in you will find pieces from the artistic talents of the many students that attend CSI. From pencil art to photography, even graphic designs! We've even added articles and interviews to related materials. In previous issues, art was shunned away from the pages of Serpentine magazine and wasn't given much justice. Those days are over. This section is now officially and forever dedicated to art! Beautiful, glorious, art! Call it a mini gallery if you will. We're hoping this section will grow into much more. There are no limits! This is the chance for all the artists out there to submit their work and shine! So lets grab them pencils and get to work! Without further ado, I present to you, Artifacts!

Oh, and before I forget. The center fold is a poster! :D You can tear it out and hang it on your wall... So cool. Ta!

~Art Design and Layout Director~
Alicia Rebelo





© Daniel Cacace



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The information on this page does not reflect on the writers ideas or philosophy. With this in mind please remove any thoughts about not giving the writer a hand job the next time you see him.

From the
thoughts of
Earl Gatchalian

A Haiku

I hate poetry
Poets need to kill themselves
I think I'm done, thanks

Hi, I know all of you who are still reading this are wondering what's going to litter this corner of space. First off I just want you all to know that I don't want to read your poetry. If you want to tell me your feelings then feel free to just say your feelings in complete and coherent sentences. I hate poetry, I hate reading it, I hate analyzing it, and I hate the fact that I can't correct horrible spelling and grammar. When a girl hands me a poem... see cause guys never do poetry. Only sad depressed guys write poetry, and if they show you their poetry, they're after sympathy pussy. I'll get back to that later. Anyway when girls write poetry, it usually means they have something to say, but just can't say it with their own mouth. Why? Because girls are fucking crazy that's why. Alright, lets just imagine there's a little voice in our heads. Usually that voice in our heads communicates with the rest of our mind so we can talk and say something. But girls just can't say it straight away. They want to be different and it has to be like some ornate jigsaw puzzle. When you write poetry, there isn't anything special about it. It's a bunch of words on a paper. It's a bunch of fucking rants in a mess. I think writers who can't write actual stories, write poetry. Cause poetry can suck, but someone who is under the influence can say, "Fuck this is the best thing I've ever read" Poetry is laziness. Use your imagination to make my crap better! I wish I could just say, "Your work just doesn't interest me." or "You know I think it could use some improvement." It breaks their heart. You just judged someones life. Your emotions don't interest me and it needs improvement. So, you have to lie. You have to lie whenever you read poetry. Whenever that person is looking at you, watching your every move as your eyes skim the individual lines, you're making up lies in your head for feedback. I think if you want to learn how to lie, take a poetry class. If you want to get A's in a writing class, write poetry. Who the fuck are the people to judge your work? Sympathy pussy. If you want it you gotta lie to girls really good. You need to say how impressed you are at the context. How the words in the framework took you to other places deep within your own recesses of your heart. Chicks love guys who say that, especially if you're attractive, then your definitely in. All you need to do, is be vague, cute, and white, and your set. If your a guy and you write poetry, then chances are your girlfriend broke up with you, or there's someone you want that you can never have cause you either don't have the guts or the girl is being banged by like five other guys. Get over it. Why does inspiration have to come from bad stuff? Why do people need inspiration from drugs, alcohol, sex with the wrong people and other self destruction. Are you so lame that you can't make up something? "My mother watches me from her attic window, as I bring home the firewood stolen from my neighbors lawn a mile away. She always has her shotgun, ready to shoot at the bats that try to follow me back to the ranch." See? I just made that shit up and it sure is different then "I had a fresh rod driven within my soul, tearing me from within as I leaked headache all over the calvin klien scented pubic hairs."

You're either a good writer, or you suck. A billion creative classes in the world won't ever save you from the mediocrity, of being a regular writer. A guy who can be a doctor can't always be a lawyer. A guy who can fly a space craft might suck at painting a fence. You can spend 50,000 dollars a semester learning how to write, and your just a douchebag for doing it if you want to improve your writing. Write for the imaginary vagina. If you want a hot guy to lie and bang ya, write poetry. If your attractive and you want desperate girls, write poetry. Write poetry for yourselves! Or write poetry to just entertain people. Being cryptic just makes you look retarded, not to insult any of the handicapped people reading this rant. If you disagree with me, feel free to write to the magazine, and I'll reply to the hate mail as I see fit.

to the hate mail as I see fit.

Fuck you very much.

Earl was eating a peanut butter sandwich during the creation of this thought.





Lavena Ashtai

Lavena Ashtai © Lilith Oya

It was sometime after that Lavena answered the call of righteousness. Taking up her sword, she decided it was time to actively do something about both the Inspired and the darkness spreading through not only Sharn, but Eberron as well. The same corruption pulsed through her veins and she was determined not to allow it to ever control her destiny. This quest though, would be foolish to simply rush into, and she was well aware of that. The Inspired had control of an entire nation and their ambassadors were extremely charismatic. She would need companions and access to vast amounts of information to help worm her way through the Inspired's plot. Donning the purple prism of the Path of Light, she set out in Sharn, the best place to begin.

During this search she came to be hired by the After Dark Rising Inquisitive Agency, under a changeling named Keigh and alongside a shifter, Ysguard. Together they took on many jobs, some which might prove useful and eventually give Lavena the leads she was hoping for. A particular job involved retrieving several pieces of a blueprint for a professor, its purpose kept to him. Though they didn't understand his intentions, they felt the best way to find out would be to investigate along the way. It seemed that someone else wanted the blueprints as well. They were attacked several times by the Lord of Blades, a warforged known for terror and destruction. It was during the retrieval of the last blueprint that Lavena and her companions were taken by surprise. Keigh was mortally wounded while Lavena and Ysguard were forced to run in order to keep what the Lord of Blades wanted out of his reach. However, Ysguard decided to turn back and not leave his friend behind, forcing the unwilling Lavena to go on without him.

Upon her escape she ran into another shifter, Druce, and a human, Tyrael, both brought by their own agendas. They aided Lavena's escape and returned to Sharn while learning of each other's goals. Unsure of the outcome of her friends' battle, she concluded that the situation was hopeless and they were lost. The Agency fell into her lap. Her employment under the professor was not yet finished and since many of the companions' answers lay along the same path Lavena offered them a place for as long as they needed. Together they have come to learn that the blueprints will build a machine that could possibly alter the orbit of planes. What her employer tends to use this power for, Lavena does not know, but together with her new friends she intends to find out.

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Race: Half Elf
Age: 30 (equivalent of 19)
Hair: Cerulean Blue
Eyes: Cerulean Blue
Height: 5'2"
Weight: 110lbs
Class: Paladin/ Psychic Warrior
Deity: Path of Light
Alignment: Lawful Good
Home world: Eberron
Birthplace: Sharn
Languages: Common/ Quori
Weapons: Two Bastard Swords (Melee), Chakram (Ranged)
Occupation: Inquisitive; Recently became the owner of the After Dark Rising Inquisitive Agency due to the death of her employer and co-worker.
Likes: Griffons and Plushies
Dislikes: Grumpy people
Cherished Possessions: 3 golden Griffon plushies; Keigh's hat/ Her purple prism pendant.
Goals: To lend her sword in overthrowing the Inspired and to defy the corruption of her bloodline.
Fears: As a Paladin, she doesn't fear; never wants to become like her birth parents; has promised to never lose more friends.
Other distinguishing features: Varieties of psionic tattoos on her body.

Lavena was raised by Kalashtar, a psionic race, in Sharn the city of towers. The Kalashtar are a merge of renegade Quori from the land of dreams, and human monks who helped them to escape persecution from their brethren by allowing a merge of psyche. The result is a race of astonishingly beautiful humans with many psychic capabilities. They continue their battle against those of their kind that still wish them harm. This threat, the Inspired, have come to take human hosts in order to further their campaign and domination over both the Kalashtar and Eberron.

Lavena took the name Ashtai after the family of Kalashtar that had raised her, growing into a very lighthearted, optimistic young woman. Fully accepted by the community, she never felt the need to question her origins. She learned to harness the power of her own mind and joined the struggle to protect "her" people. Following the Path of the Light, she would help bring the age of darkness in the realm of dreams to an end.

Avon Rekaes

Race: Half- Irda
 Age: 52 (equivalent of 21)
 Hair: Burgundy w/silver highlights
 Eyes: Silver
 Height: 6'7"
 Weight: 240 lbs
 Class: Paladin

Deity: Paladine/ Bahamut the Platinum Dragon

Alignment: Lawful Good

Home world: Krym

Birthplace: A small church of Paladine northeast of Solace

Languages: Common/ Elven/ Dwarven/ Draconic

Weapons: Two Bastard Swords (Melee), Dart Thrusters (Ranged)

Occupation: Formerly a cook and will still use that skill when money is needed.

Likes: Carousing with friends and companions and generally having a good time.

Dislikes: Blind adherence to laws and evil incarnate.

Cherished Possessions: His holy symbol of Paladine,
 the only thing left from his home.

Goals: To complete whatever purpose he is meant for as his deity sends him to
 each new place or world.

Fears: As a Paladin, he doesn't fear/ Feels sorrow coming to blows against someone
 that could have been redeemed under different circumstances.

Other distinguishing features: His left arm is magical mythril.

The Irda are a race that once flourished on Krym. Blue skinned, white haired, and silver eyed, in beauty they were to the elves as the elves were to humans; incredible and exotic. Even the magic that coursed through their veins was superior. However, they were the children of Takhsis, the dark queen. Eventually, their evil would come to be punished by Paladine, the god of good, and transformed into beasts.

This was the birth of the ogres. There were those among the Irda who pleaded with Paladine, promising to convert. Their sincerity realized, they disappeared from the eyes of Krym. Those who did wander out disguised themselves magically.

In the world, knowledge of such a people didn't exist.

Unlike most races, feelings of love and affection are awkward and difficult among the Irda due to their origins. This became a dangerous situation in the eyes of the elders. Because of the isolation from each other, they were dying out. The solution was an enchantment that was only meant for their race. When two of the opposite sex met there was a chance that this magic would take hold of them in the form of an unshakeable bond. Procreation was the only way to release it. It proved successful enough in preserving their future.

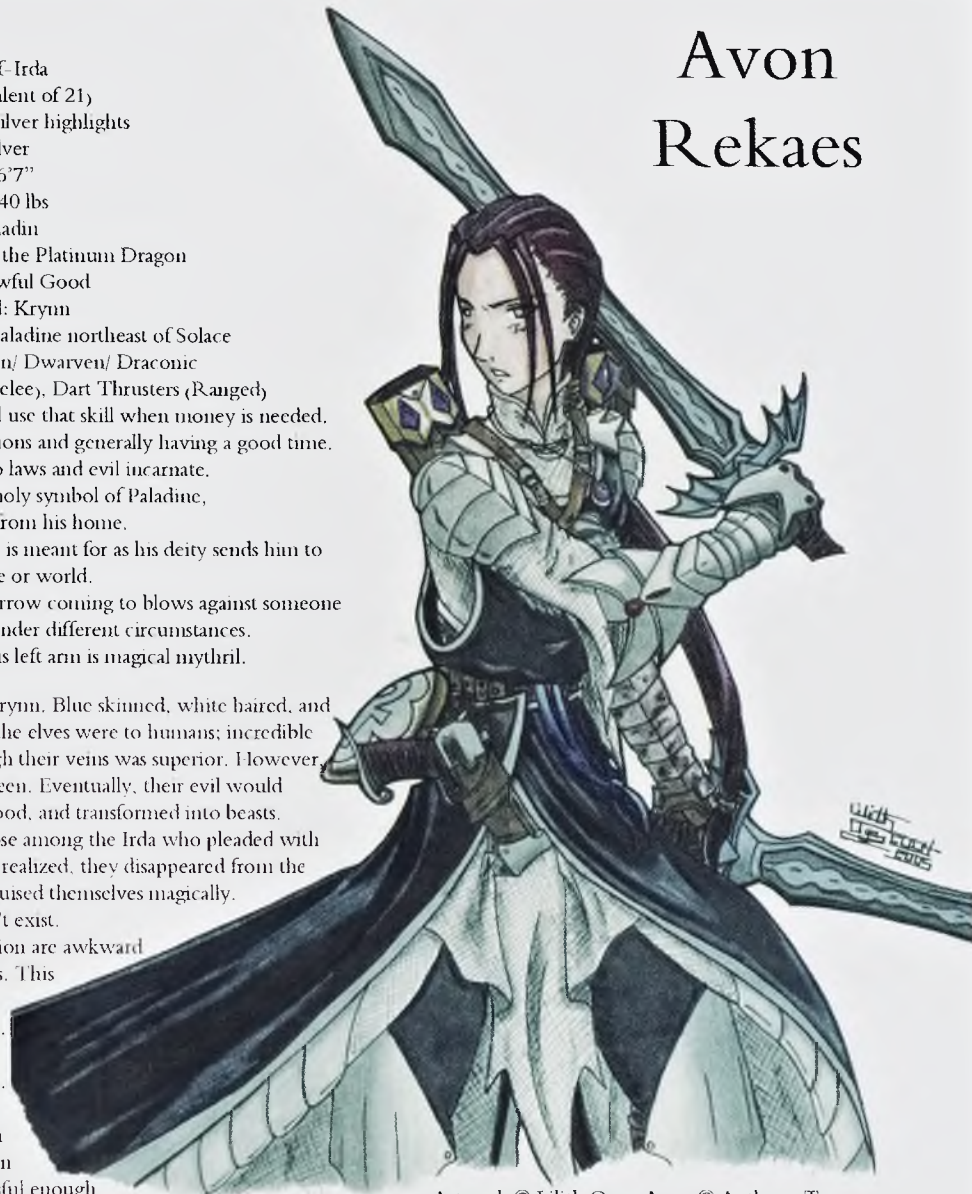
The priests didn't know what to tell Avon. The sight of a battered, blue skinned woman was baffling enough. She stumbled into their church in the midst of labor and died shortly after childbirth. He hadn't inherited most of his mother's unusual qualities. For the most part he looked human, except for the metallic eyes. His non-human qualities, however, were more apparent in his aging, which mildly resembled that of a Half-elf; it was slower than a human's but not so much as other races.

Avon was always a quiet and very respectful young man. He never seemed to notice the differences between himself and those around him. Nobody treated him any different, so it didn't cross his mind that he was really something else. He lived his life happily with his "family" in the church, helping out with chores and ceremonies as much as possible. However, one day his home was threatened by Draconians. The monsignor would be the first death of a massacre. So without any sort of training, Avon rushed forth, ready to sacrifice his own life. The young man woke up the next day to discover that not only was the monsignor well, even after sustaining injuries, but that the Draconians were no longer a threat. He had been the source of this miracle: Avon had been touched by the hand of his god.

From then on Avon dedicated himself to fighting evil in the name of the Platinum Dragon. However, his abilities were not needed on just Krym alone. Paladine had a place in many other worlds, usually known by the name Bahamut and he sent his warrior to many of them to lend his sword. One such occurrence was his appearance in Faerun where he aided a trio of travelers fight the devil, Asmodeus, lord of the nine hells: a samurai looking for revenge, a war cleric searching for his mentor, and a young woman that reminded him of home. She was a Kangonesti elf sorceress who also had been whisked away from Krym and part of his duty was to get her back home.

His next task dropped him in the Underdark traveling with a renegade Drow, a dark elf, who was meant to reach the surface. During the final fight of their journey, Avon had told her to go on without him while he held back their hunters. He lost his arm in that skirmish before Paladine was able to transport him out. For a while he had to learn to live without the limb, but was able to replace it during a later adventure with one made of magical mythril.

Avon has yet to question his birth and his real parents. There are some who have brought up his exotic look, but have quickly dismissed the thought due to Avon's lack of interest. It is also apparent that he has unintentionally turned a blind eye to the opposite sex, which is probably due to his Irda background. He is compassionate and dedicated to his comrades; however, he is naïve when it comes to those who are attracted to him. He has yet to fall in love and it isn't sure if such a thing is possible. Avon continues to go wherever Paladine brings him, fulfilling the destiny his god has laid out for him.



Artwork © Lilith Oya . Avon © Anthony Turco



Can I Hold You In My Arms

by Evan Perez

Can I hold you in my arms,
 Can I hold you close to my heart,
 Tell you how much I love you,
 And only you,
 My life was incomplete,
 Till that one day I met you,
 All I saw was a beautiful Angel,
 With a body of a goddess,
 A face like a rose,
 Eyes like diamonds,
 Hair like silk,
 And soft and smooth skin,
 I never want to let you go,
 Or ever lose you,
 Because you are my life,
 And I love you for coming into my life.

Art and Lavena © Lilith Oya
 Avon © Anthony Turco

Characters © Square Enix and Disney Enterprises Inc.
 Graphic background © Alicia Rebelo





Artwork and graphic background © Alicia Rebelo
Character Zelda © Nintendo



PARALLEL THOUGHT PART ONE: WESTERN MENTALITY

What do the famous writer Franz Kafka, surrealist film maker David Lynch, an American movie, and a Japanese video game have in common? Read on!



Who says you need to be in the same country to think the same thing? These two parallel articles shall examine how two seemingly unrelated pieces of media in fact share the same exact artistic and stylistic inspirations - one could call it sharing nearly a secret background.



Here we see Brad Anderson's 2004 low budget drama *The Machinist* shot in Spain. In it the audience follows an emaciated Christian Bale through a complex world of paranoia, loneliness, and a burning search for truth against all odds. What marks the movie as particularly unique is its ability to keep the audience guessing as to what is real. The movie feels like a surreal dream.



Without giving too much away, it shall suffice to say that Christian Bale's character goes through quite the interesting journey. However, it is hard not to notice the visual, atmospheric, and intellectual similarities it shares with the quintessential Japanese video game series *Silent Hill* - namely, *Silent Hill 2*. How can this be, when Takayoshi Sato, the game's creator, was born and raised in Japan? Read page two!

PARALLEL THOUGHT PART TWO: EASTERN MENTALITY

What do the famous writer Franz Kafka, surrealist film maker David Lynch, an American movie, and a Japanese video game have in common? Read on!



Still want to know the secret background? Read some books! If you read Dostoevsky or Kafka you might recognize one or two of the universal themes that permeate both these pieces of entertainment. If you watch David Lynch's Eraserhead, you might also find some very interesting clues.



Here we see James Sunderland, wandering the virtual world of the 2001 video game Silent Hill 2. Nothing could be as absurd a premise as searching for your dead wife, yet this mixture of reality and the fantastic is what defines Silent Hill 2 as an imaginative and evocative piece of entertainment. Rarely has a video game delved this deeply into a human psyche. The game feels like a surreal dream.



Eastern? Western? They all share the same influences.
 Perhaps you too could draw some inspiration.
 The Silent Hill movie is scheduled for a 2006 release date.
 The Machinist can be picked up at most DVD retailers.
 If you have to ask where to find books, you worry me!
 So what are you waiting for? Explore a mentality or two! -RM





© Phillip Yee



© Phillip Yee

Anime in America

Brian Gonzalez

Today it's common to have heard of the term "Anime" and wonder what it means. Chances are that you may have already been exposed to it and not even know it. In the past decade alone anime has shown a strong presence in America. From the 1964 NBC premiere of "Astroboy" to this year's Cartoon Network debut of "Naruto," anime has been a part of American history for almost half a century. Finding



anime used to be a difficult task. This was because in America, there was no specific genre for anime. It would be labeled under different genres such as Animation, Fantasy, Horror, and

ci-fi. However its rapid growth in America over the past twenty years has not only changed that, but it also sparked media corporations to create a market that caters to fans.



In the news section of "Anime Nation" a website that sells Anime products as well keeps up with the industry, has an editorial section called "Ask John." In a February 2005 editorial John states that "The American anime industry is estimated to have been worth roughly \$500 million in 2004." A recent article by Chris Kohler for Wired magazine John Ledford, president of Houston-based ADV films, which published 189 anime DVDs last year, was quoted as saying, "Things have never been better for anime fans in America. No matter what channel you look at retail, broadcast or theatrical more anime is available in more outlets than ever before." This shows that the demand for anime is strong America. Kohler points out that "Anime also continues to make inroads on the airwaves, both network and cable. Kids' programs like One Piece and Shaman King are some of the most popular on Fox's after-school toon lineup. And more grown-up fare like InuYasha fills out Cartoon Network's highly rated, late-night Adult Swim programming block." However..." Amid all these new releases, the industry is searching for the next Dragon Ball. The over-the-top martial arts action series exploded into a whole wide phenomenon whose television ratings made even mainstream media stand up and take notice. The series has never disappeared off the Lycos 50 list of top internet searches since the feature's inception six years ago." So then what exactly makes this style of animation so popular? In order to answer that we need to look at exactly what Anime is.

Simply put the term "Anime" is short for Japanese Animation. Merriam-Webster defines Anime as a style of animation originating in Japan that is characterized by stark colorful graphics depicting vibrant characters in action-filled plots often with fantastic or futuristic themes. This definition is somewhat inaccurate. It fails to look at anime as a whole and only defines one aspect of it. While Anime does have action-filled plots that often feature themes of the fantastic or futuristic; what they didn't mention are the numerous genres and styles that define Anime as a whole.

Marc Marshall gives us a better way of understanding Anime is, in his 2003 editorial titled "Define 'Anime'". He explains that "The most succinct definition is simply 'Anime is Anime'. That is to say 'Anime' is animation created in the style (mainly visual, but also in the sometimes fanciful settings, emotional characterizations, and type of story-

telling) that was pioneered by Tezuka Osamu and refined by the Japanese during the 2nd half of the 20th century. By this definition, as with those in a dictionary, anime is still 'Japanese' in a way, but is a stylistic movement and an art form, not simply a category based on country of origin."

Keeping with what Marshall said in mind, Cinemation a website that discusses animation brings up an interesting point about Anime that it "...does not target a specific age group, instead, it targets at a large variety of audience. It ranges from the more serious adult scenes to the absolutely adorable pictures; from street fighting to romance; and from wild fantasies to normal conflicts in life. The only limitations to the stories are the creativity of amine artist themselves, which form what we can see seems to be abundant." Basically Anime is for anyone; whether you're young or old there is a genre that will catch your attention.

These Genres include and are not limited to:



"Shoujo" a style of anime and manga intended for girls and may have some crossover appeal to boys as well. Typically, "Pure Shoujo" manga revolves around love stories and strong female protagonists; however, some "shoujo anime/manga" are more plot/action oriented to attract a wider audience. For instance a lot of older salary men were drawn to a manga called Banana Fish for its hard-edged yakuza action (which is more often found in seinen manga). What kept female audiences interested in this work was a gentle relationship between two gay bishonen lovers amongst all the violence.

"Bishoujo" is the Japanese term used to refer to pretty girls. A "bishoujo series" is a series directed towards a male audience predominantly featuring female characters, usually of around high school or early college age. The main draws for this audience are typically the art and the attractive female characters, although the subgenre has a poor reputation for overall quality.



"Bishounen" is a specific Japanese aesthetic concept of the ideally beautiful young man. The prefix bi- specifically refers to feminine beauty (bijin, lit. "beautiful person", refers to a beautiful women.) The bishonen is typically quite slender and not very muscular, with a tapered chin, stylish hair, and an overall effeminate or androgynous appearance. The aesthetic of the bishonen began as an ideal of a young homosexual lover, likely arising from the effeminate male actors who played female characters in Kabuki Theater.

"Seinen" is a subset of anime or manga that is generally targeted at a 18-25 year old male audience, but the audience can be much older with some with some comic aimed at businessmen well into their 40s. sometimes it is classified as shoujo or shonen, but it has distinct features, usually classified by a wider variety of art styles (particularly in manga) and more variation in subject matter, ranging from the avant garde to the pornographic.



“Mecha” in some works mecha or mechs (singular: mech) are large human-piloted humanoid vehicles. Variants do exist, from ones on treads to animal shapes. The key difference between mecha and robots (in the English usage of these terms) is that a mecha has a pilot, as enthusiasts are quick to point out. A large, bipedal machine is not the most flexible of designs, and aside from occasional use in things like heavy construction work, mecha are most often built for combat purposes. As such, their status varies widely between different settings, from one type of unit among others to the undisputed rulers of the battlefield. The distinction between smaller mecha and their smaller cousins (and likely progenitors), the powered armor suits, is blurred; according to one definition, a mecha is piloted while a powered armor is worn. Anything large enough to have a cockpit where the pilot is seated is generally considered a mecha.



“Hentai” is a Japanese word used outside of Japan, mostly in western countries and several English-speaking countries, to refer to Japanese animation (“H anime”), comic book-style magazines (“H manga”), and computer games (“bishojo games”, hentai games) with explicit sexual or pornographic artwork (see Japanese pornography).

Now that you have an idea of what types of anime are available today, no article on the subject would be complete without mentioning the contributions of Osamu Tezuka. Another point that both Marshall and Cinemation bring up is that Anime wouldn’t be what it is today without him. This is what Cinemation said about Tezuka.

“The current anime industry could be said to have been born when Dr. Tezuka started out imitating the workings of Disney after World War II. In 1963, he astonished the world with his work, “Tetsuan Atoma”, or known as “Astro Boy”, an anime that deals with a robot with human heart. Since then he had made much contribution to the world of anime and was dubbed several titles such as “God of Manga” and the “Father of Anime”. Dr. Tezuka made a lot of success with his work and fellow Japanese followed his footsteps. Some of them copied Dr. Tazuka’s style, but most of them slowly developed their own style, and slowly, through the decades, anime evolved into what it is now.”

What does the future of anime in America hold? Well according to the Ask John editorial he states that, “During the early years of this decade, roughly 2000 until 2002, the massive mainstream American success of Pokemon and Dragonball helped the American anime industry double in size. But when Dragonball ran its course and mainstream interest in Pokemon died off, the American anime industry shrunk to a less artificially inflated size. With current anime television broadcasts exposing more mainstream viewers to anime, I have no doubts that the size of American anime fan community is expanding, but I don’t think it’s expanding as quickly Americans think...I firmly believe that the foundation of America’s anime fan community lies in individuals who are deeply devoted to the appreciation of Japanese animation. So regardless of where the American anime industry goes in the future, a core American fan community will always exist.”

Copyrights of pictures in order of appearance: “Astroboy” (First Anime) © Osamu Tezuka; “Naruto” © Masashi Kishimoto; “Fushigi Yuugi” (Shoujo) © Yuu Watase; “Sailor Moon (Bishoujo) © Naoko Takeuchi; “Gravitation” (Bishounen) © Maki Murakami; “Ah My Goddess” (Seinen) © Kosuke Fujishima; “Gundam Wing” (Mecha) © Reku Fuyunagi; “La Blue Girl” (Hentai) © Toshio Maeda

Cosplay!

コスプレ

To be specific, cosplay simply means “costume” “play”. The art of sewing together costumes of a character from an anime, manga, video game, movie, etc. This hobby has grown phenomenally in countries all around the world. Many fans gather at conventions and enter their costumes into contests and even create skits and perform on stage in front of many other adoring fans.

Here are some examples of our cosplaying!

△△ Daniel Cacace △△



This is my favorite costume of all the ones I've done. It was Goron Tunic version of Link from Legend of Zelda: Ocarina of Time. The props for this piece were the most fun to use and came out very well, everyone was impressed...until it broke ;_; but I fixed it ^_^ If I could, I would redo the tunic because when I was cutting it, I accidentally cut it too short >-> From that moment forth I loathed all that was good and happy in the world, but I'm over it now. The boots and gloves were a real chore, I wound up having to pin the tops to my pants to keep them up, and the gloves were makeshift fingerless mittens held together with staples; strangely enough, they came out really well. Most of this costume was hand sewn. I really impressed myself. I used 100% cotton for the tunic material and the white shirt underneath was one of those Nike spandex shirts which gave a nice look to the neck and arms. The pants were plain white cotton lounging pants, very comfy. The sword is made of pine so it's nice and light for quick swordplay, but it was very delicate. The shield is made from plywood with cut out fun foam for the design.

In the future I would like to attempt a Prince Marth costume from Super Smash Brothers Melee(alternate color white) P.S. - Link is a lefty.

△△ Alicia Rebelo △△



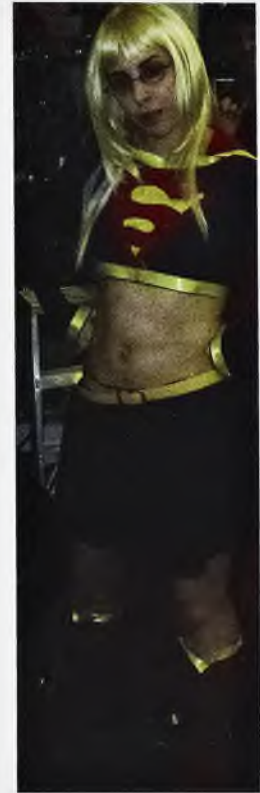
This by far was my most complicated costume since I started cosplaying in 2002. It's Princess Zelda from the video game Legend of Zelda: Ocarina of Time. In the past I've cosplayed as Inuyasha from Inuyasha, Edward Elric from Full Metal Alchemist, and Ranna from Ranna 1/2. I wore this costume at Otakon 2005 along with Dan as Link from the same game.

I had never sewn a dress pattern before and I had great help from Lilith Oya who helped me fashion it together. Most people don't like to use satin while cosplaying, but I thought it would look a bit more elegant for a princess. As for everything else, I just winged it. ^^; The armor was made from Oak tag and fun foam with a gold finish paint. The banner on her dress was all hand made and instead of sewing all the cut out patterns I used a hot iron and iron on to keep them together.

There were quite a few complications that came with this costume. Since the top piece is a different color, I decided to make it completely separate from the bottom dress, creating a huge mess keeping them together. I was going to make her golden belt but time ran short so I used pins. Lots and lots of pins. >_O I was pinched by opened pins half of the weekend.



Lilith Oya



For the most part I cosplay a lot of video game characters, but since I attend comic conventions too, I have a share of American super heroes. I decided to go with the newest Supergirl who has a really nice modern look. She debuted in Michael Turner's run of the Batman Superman series. Sterotypically, the costume is made out of spandex. I used a simple long-sleeved shirt pattern, but ignored the collar since it was way too close to the neck. Instead I had to cut away and give it a simple hem. The sleeves weren't long enough either, so I had to add an extra cone of material to each one. Finding mini-skirt patterns that had a lot of flow and flare was unusually difficult, so I had to settle with altering an ankle-length one. The boot covers were the most difficult, since I had never made them before. To make those I had to pick out a pair of shoes first. I went with trim summer flats. Next, I wrapped my leg in two pieces of fabric, pinning an outline, yet leaving enough space to get both my leg and shoe in and out. It took a few tries, and a few pin stabs to my calf, but then I finally got it right. Both super symbols were made of doubled up canvas like material. The front was painted and the back was outlined with black fabric marker. Yellow ribbon was the trim for the entire costume. However, I forgot to take something into consideration and didn't notice until it was all ironed on. The ribbon had no stretch. The costume now wouldn't stretch in vital places like the boots around my calf and my waist. So, I had to wiggle in and out of the shirt and remove the trim from the back of the boot covers. I used this costume again for a Big Apple Comic Con a few months later in which I attempted to fix this problem. I bought yellow spandex. However, my sewing machine broke, refusing to zigzag stitch, which is very necessary to let the material get full stretch. So, half of the adjustments didn't turn out as well as I'd like. I'll have to tackle that again once my machine is repaired.

Earl Inside the Devils Panties

by Earl Gatchalian

Web comics have always been my choice drug. It's fun, its original, and best of all its free. Web comics usually come and go, run by college students with a bit too much free time, some older people trying to explore their desk job lives and others testing out different degrees of their art and writing while trying to remain consistent. The later of these are the most admirable, constantly updated, it's a pleasant surprise every morning when a new comic churns up on your internet browser. Jenni Breeden does one such comic, a comic with hundreds of strips in its archives and always, ALWAYS updated every single day. This woman of steel is a graduate of the Savannah College of Art and Design, and her sense of humor and pleasant art has been entertaining me for years. I ran into her at Ubercon in New Jersey and asked to have an email interview with me. These are the results of that spawn of insanity.

Earl: Alright! First off, I'd like to say again it was a pleasure to finally meet you in person. I was a bit intimidated that you were like a foot taller than me, but you're a very easy person to talk to.

Jenni Breeden: Heh, yeah, sorry about that. I spent two years in college surrounded by 6 foot and taller people so I got a bit of a shortness complex. I draw myself as this tiny little girl and I'm really 5'6". Fans get pissed when they meet me. the flame boots add another 2 inches.

Growing up, did you know you were going to become an artist? Were you the best fingerpainter or did you open up a comic book and told your mom and dad "I want to do this?"

My whole family is artists so I never thought it was anything strange. My dad does soapstone sculpting, my Mom stained glass, my brother welds and helps in the shop, other brother builds pre-designed furniture, sister writes, other sister is just fabulouse. Growing up we painted the car with faces and swerls. We did murals on the walls at berthday parties and carved stone door jams like other kids finger painted. A friend in first grade had a lot of comics around her house that we would read during slumber parties. Pogo, Asterix and Obelix, Tin Tin. And my two older brothers always had Next Men and Conan. I always liked drawing pictures to tell a story and when my mom told me that I had to go to college I opened a college flyer and saw a section for comics (and pictures of warm southern streets) and said "mom, I wanna go there". So I went to Savannah College of Art and Design and majored in Sequential art.

What is the work you're most proud of?

At the moment, I've been keeping up a daily webcomic and just finished my first book that will be produced by Silent Devil. 150 cartoons and only 12 days past my personal deadline. It's going to be available for pre-order through comic shops in December.

If the Devils Panties isn't Satanic Porn, then what is it exactly?

Online semi-autobiographical webcomic. Pirates, Jesus and the Devil, Angel and Devil girls, Flame boots, clubbing. Just the normal life of a feminist, stompy boots, comic chick.

My mind is swimming somewhere. and I don't know where its goind. definitely downstream though. mine hasn't left the gutter in years

So what are the tools you use on your semi autobiographical webcomic? Is the apple computer your weapon of choice? Pen and Brush preferences?

In the words of my boyfriend, I'm "low tech". I paint with water color and brush, I draw with pencil. For the comic I pencil it and ink with a dip nib (similar to calligraphy pens) and do background detail with a 005 micron. I scan it in and use photoshop to clean up smudges and the fill tool to spot some colors. I just got a tape recorder for taking notes.

When you went to the college of Art and Design, what were your experiences like?

... a lot of critiques. In each class there was always someone incredibly good to make you feel humble. Also a lot of other people struggling right along with you. Plenty of artist roommates to turn to and ask "does this look right to you?" and to use as models and bribe with high class fast food lunch.

Which stories and art influenced you the most? Do you have a favorite artist or writer you would stalk if given the opportunity and resources?

I grew up on Elf Quest and Strangers in Paradise. I got to hang out with Carla Speed McNeil of Finder. I just wish I was a bit more coherent at the time so that I could have asked her questions about publishing, advertising, and copyright. I went to art school but what I really need to know is the business aspect of the industry now. But as far as influence, for reactions I always see Calvin and Hobs in my head.



How many guys hit on you per con? Do you have a broadsword underneath your table?

I've subconsciously started to work in talking about my Boyfriend early on in any conversation. But I slip into the boys club banter of playful flirtation and raunchy jokes which has gotten me into trouble in the past. Hell, the Pirate alone has made for some interesting gossip. But my Pirate buddy is also my big brother at conventions. It's frustrating because when you're trying to sell your stuff polite friendliness can be misconstrued as flirtation. ... heh, though I also like to be a lech at conventions. level the playing field a bit. cat call some guys and watch them blush. mwahahahaa

Do you have any crazy fan stories?

not nearly as crazy as some stories I've heard from other people. My crazy fans just bring me candy. (hand to forehead "oh no!") They just like to sugar me up and see what happens. Oh Darn.

If you were a superhero, who would you be and why?

those guys are fucked up. None of them are all that right in the head. She-Hulk maybe? she can switch back and forth.... flying would be cool. cut down on my gas spending.

Do you have any advice to people who want to go into the art field?

keep your day job. It's going to take years to break into the industry. Just keep doing it every day. Go to work, nuke your dinner, cancel on your friends every other weekend and draw for the rest of the time. Don't use peoples real names, even if it's your mom, things change over time. Just do it. Quit procrastinating and making excuses about how it's not ready yet. It will never be ready. Shut up and do it.

Miniature Painting

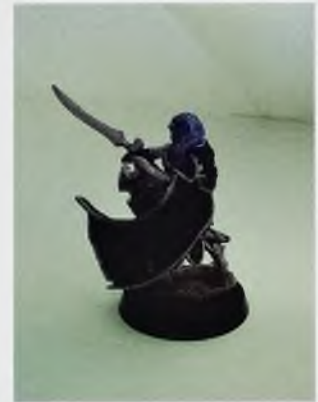
by Lilith Oya



Model painting, especially miniatures, takes both time and a lot of patience. Both of these were painted and used for games of Dungeons and Dragons. The first is Akai, a Half-Water Spirit Samurai from the Faerun campaign. When the samurai class first emerged, miniatures really weren't available, so we settled for this cloaked warrior. At first glance it seems pretty simple, that is, until you look inside the cloak. There were a ton of details: armor, belts, a dagger, etc. Those really took a fine brush and constant touch ups. This other miniature is Lavena Ashtai, who is featured earlier in Artifacts. Although I couldn't get a figurine with two bastard swords, this one worked out well for her earlier levels where she was using one blade and a buckler.



If you've seen the illustration, she sports a lot of silver and black. I assumed that the majority of her armor would be silver as well. The purple details have to do with her psionic qualities. Not only does the holy symbol of the "Path of Light" have a bit of purple, but most of the psionic materials like deep crystal are purple as well. I think painting the eyebrows and the headdress were the toughest. The eyebrows were so thin I had to touch up over and over again. The headdress didn't actually exist on the model; I just painted it on myself. I had to be very careful to get the lines straight and even. The next miniature I plan on is another character featured in this magazine, the paladin Avon Rekaes.







The Art Of Dennis Lowry





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Eymon Zhu





Earl Gatchalian

is a 6th year student at CSI. He attended H.B. Studios in Manhattan and is an avid writer and actor. A master of prose and poetry, he's done everything from journalism to playwriting. Constantly refining his style, Earl drives himself to different challenges. He's performed in children's shows, independent film, plays and studio workshop sessions. His hobbies and inspirations include Asian film festivals, eating out in Chinatown, rampaging Chinese grocery stores and listening to Japanese, Korean, and Hong Kong music. Now he's gotten pretty lazy. Please try not to take offense to whatever he says, most of the time he never apologizes. Macs suck.



Ra'Chaun Rogers

is English Writing major here at the College of Staten Island. He's been writing since he was in the 3rd grade, he is also deeply interested in philosophy which shows up in his writing. He enjoys comic books and is now in the process of starting his own company with some close friends.



Evan Perez

life has been a hard one to say the least. But due to the hardships, Evan used his life experiences to write interesting poems to say the least. Also, Evan loves to make people laugh and be somewhat of a smartass, but it is all in good fun.



Kevin S.P. Mamakas

doesn't like biographies about himself. Yet he wants people to know that he wishes one day to be known enough so people don't have to read a few lines in the beginning of a magazine that describe what he's like. He doesn't want to be rich. He just wants to live comfortably. He will always write poetry.



Dave Nudelman

or more commonly known as Dave Noodlez is a song writer, DJ and soon to be producer for his own label GroFo Co. When he's not creating he attends CSI as a Corp Communications Major and works as a health chef. Go to www.myspace.com/davenoodlez8 to check him out.

Lisa Roberts

is a 23-year old, Brooklynite who has been writing from the age of eight. One of her first short stories was featured in a fifth grade creative writing showcase. After a brief detour during her freshmen year of college as a Marine biology major at KCC; She decided to get her head out of the water and focus on her writing. Her career goal is to be a writer, whether it is for a novel, magazine, or newspaper. This is the first time any of her short stories have been published and hopefully it won't be the last. She is open to the wonderful world of criticism and can be contacted by e-mail at femmebott82@hotmail.com.

Eymon Zhu

is currently 19 years old, residing in Staten Island. He was born and raised in Brooklyn in a Chinese Immigrant family. He's been involved with art for the past 16 years of his life. Starting with the day he learned to hold a crayon, to the day he held gallery space in his high school and to this very day where he's experimenting with different styles and mediums. He hopes everyone can give artists a shout out, and post a critic or opinion of their art works. He hopes everyone enjoys what they do, because what they do is life.

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Upper Right "Can I Hold You in My Arms" By Evan Perez
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