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COVER ART BY GENE HA

MNCBA FallCon 2024, presented by the Minnesota Comic Book Association.



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Welcome to MNCBA FallCon 2024: A Lifetime of Comics

by Steve Henninger, MNCBA President

I started reading comics at a young age because my Great Uncle, a World War II Army veteran, had a collection of them. His comics weren't bagged or boarded, let alone encased in plastic. They were just in piles in his room. He was not worried about value; he only wanted us kids to get the same enjoyment out of them that he did. He didn't read many superhero comics; mostly *Richie Rich*, *Archie*, and *Sad Sack*. No, there weren't any million-dollar books that we read to pieces – just a few hundred that were read for fun. Those comics gave me priceless hours of enjoyment as I read them on the floor while my grandparents and Great Uncle watched Lawrence Welk on their television. Reading those comics was one of the best parts of visiting my grandparents, and most importantly, it introduced me to the world of comics.

As I grew older, I started my own collection. My first full-time job was across the street from a comic shop. The owner came into the restaurant where I worked every day for lunch, and then he played *Ms. Pac-Man* in the bar before going back to work. As luck would have it, my co-worker who gave me a ride home was also a comic fan. Every Wednesday, we stopped at the shop across the street for new comics. When I moved on from that job, my collecting paused, but that wouldn't last for long.

A few years later, I started helping a high-school friend sell his comics at a convention called SpringCon, hosted at the old Thunderbird hotel in Bloomington. I arrived (late of course) to the convention and was shocked to see the long line of people waiting to get in. I went to my buddy's table and had a blast! Meeting people, joking around, and best of all – I was paid in comics! My life would never be the same.

Every Spring and Fall after that, I was at the comic convention helping my buddy sell comics and making lifelong friends – not only of fellow vendors, but of volunteers and creators as well. I looked forward to the conventions, especially the two-day show. I stayed in a hotel for the weekend, and I was able to see out-of-town vendors and creators who only came in for the two-day show. Fast forward a bit, and in addition to helping my buddy, I was volunteering with setup and teardown of the convention itself. I was amazed by the passion of the organizers and volunteers. As the conventions grew and moved to the MN State Fairgrounds, I started vending myself. That was a blast too! It was a lot of fun and work. I love it.

Over time, the convention suffered due to loss; first Nick Post (Dominic Postiglione) and then Big Mike (Mike Edmundson). When COVID-19 hit, that was nearly the end.

In early 2023, a small group of long-time volunteers decided to take over leadership and continue the tradition. As a 501(c)(3) non-profit, we are dedicated to putting on two conventions a year, promoting comics as an art form, hosting auctions to benefit other charities that support the comic book industry such as The Hero Initiative, and giving back to the surrounding communities through our event food drives. Our mission is to make MNCBA events the best comic book conventions in the Midwest: shows focused on comic books and comic creators, “Where there is something for everyone, and everyone is welcome!”

Comics are a world that has given me hours of reading pleasure, many lifelong friendships, and even a couple bucks. I’ve done everything in comics but draw them. I have purchased them, sold them at conventions, volunteered at conventions, wrote one, and now I am part of a team that puts on a convention. I have enjoyed all these experiences.

Time is something that limits how long any of us can do anything. I don’t plan on going anywhere anytime soon, but it would be foolish to think that I will be able to do this forever. My number one priority is setting up the MNCBA to be successful and strong long term. I believe I have done that. I want to thank Eric Childs, Matt Walkosz, and especially Jen Bateman for their hard work and dedication to making this happen. Following FallCon 2024, I am stepping down to the Vice President role to support Jen as the new MNCBA President. The organization is ready to evolve and grow for the next generation of comic book creators and fans.

I also believe it is my responsibility to reach out to as many people as possible to become volunteers, because the volunteers *are* the MNCBA. It is important for me to listen to and encourage the volunteers to make suggestions and recommendations to improve and grow the organization. Our volunteers bring knowledge of trends and new work in the comic book industry, as well as unique perspectives, that I may not be aware of. If you see me here or at our MNCBA booth at another event, please say, “Hello!” I will be glad to meet you!

The MNCBA’s future looks bright, and it’s all due to the hard work of our volunteers. I am proud of all our volunteers, both new and old. Please take a moment to thank a volunteer while you are enjoying MNCBA FallCon 2024 today. And thank you for coming out to the Grandstand for our homecoming celebration and sharing your weekend with us.

Here's a salute to four guys from
Minnesota who drew Superman :



Wally WOOD



Wayne BORING

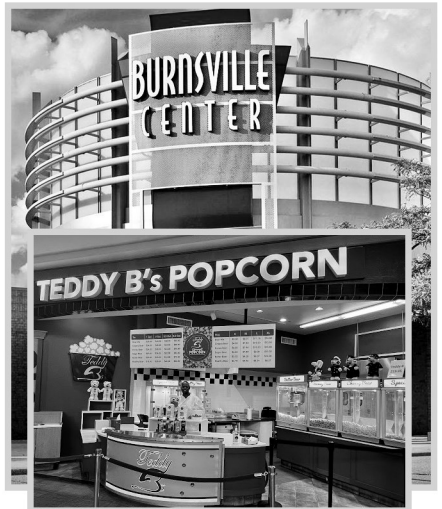


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SATURDAY OCTOBER 12 PANEL SCHEDULE

<p>11:00AM TO 11:45AM</p>	<p>"Spotlight on Flash Gordon Artists, Past and Present" with Jim Keefe</p> <p>In celebration of Flash's 90th Anniversary, Flash Gordon writer/artist Jim Keefe puts the spotlight on Flash comic strip artists past and present. From Flash's creator, Alex Raymond - to Minnesota cartoonists who've drawn him - then capping it off with Flash's latest relaunch with Writer/Artist Dan Schkade. A lecture of interstellar importance that shouldn't be missed!</p>
<p>12:00PM TO 12:45PM</p>	<p>"The Myth and Magic of Making Comics" with World Monster HQ</p> <p>WMHQ has decades and decades of combined experience pitching comic books, YA and adult graphic novels, nonfiction, and even making it ourselves! From taking the first spark of an idea, to fleshing it out into a narrative, to getting people excited about it, to pitching it through all the proper channels, WMHQ has got the goods. Come with questions — we can't wait to see you! Zander Cannon, John Bivens, plus additional surprise creator hosts!</p>
<p>1:00PM TO 1:45PM</p>	<p>"The Art of Comics and Collaboration" with Joseph Michael Linsner and Kristina Deak-Linsner</p> <p>Industry veteran Joe Linsner brings 35 years of publishing experience and shares the art of making comics. Both he and Kristina Deak-Linsner discuss the importance of sharing ideas and sound collaboration between creative partners.</p>
<p>2:00PM TO 2:45PM</p>	<p>"How to Draw Anything" with Gene Ha</p> <p>Gene Ha will teach you how to draw ANYTHING! People, buildings, cars, animals: what would you like to draw better? Give a young artist a pencil, paper, a camera phone, and a few simple principles and watch them draw anything. Add a web browser and their imagination, and they can even draw the faraway and the imaginary. Art is a process of observation, experiment and play.</p>
<p>3:00PM TO 3:45PM</p>	<p>"From Screens to Panels" with Christopher Jones and Mark Stegbauer</p> <p>Christopher Jones, who has worked on <i>Dr. Who</i>, and Mark Stegbauer, who has worked on <i>Buckaroo Banzai</i>, host a discussion on the unique challenges and opportunities presented by working on TV/Movie comic adaptations.</p>

SUNDAY OCTOBER 13 PANEL SCHEDULE

<p>11:00AM TO 11:45AM</p>	<p>"Slabbed! What You Need to Know About Grading Your Collection" with Adam Bongard</p> <p>An in-depth discussion about all things grading: How the process works, what to look out for, when NOT to grade your books, how to prep them, and what you need to know about the companies wanting to slab your books</p>
<p>12:00PM TO 12:45PM</p>	<p>"Build-Your-Own Universe: Designing Characters and Drawing Comics" with Jesse Switters</p> <p>Bring new characters to life in a universe of your own creation. Join Jesse Switters as he teaches the basics of character design and drawing comics. You can follow along with his easy-to-use character and comic templates or jump right in with full character sheets and comic page</p>
<p>1:00PM TO 1:45PM</p>	<p>"Comic Book Shops: Third Spaces and Beyond" with Eric Childs and Joel Thingvall</p> <p>Eric Childs (Mind's Eye Comics) and Joel Thingvall host a discussion about the comic book business, insights into comic book retailing, and the benefits that comic book shops provide as third spaces within our communities.</p>
<p>2:00PM TO 2:45PM</p>	<p>LIVE Charity Auction</p> <p>The fan-favourite MNCBA live charity auction! Participate in our live auction to bid on original, one-of-a-kind artwork, sketch cards, and collectibles! Auction proceeds benefit the MNCBA and the Hero Initiative.</p>



[LONGLIVETHE.MNCBA.ORG](http://longlivethe.mncba.org)

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MNCBA: An Enduring Convention

by Dan Jurgens

Long ago, seemingly in a universe far, far away, a group of people gathered and talked about the kind of convention that the Twin Cities should have. Through several meetings, a lot of different ideas were talked about. The conversations took a lot of different turns but, eventually, resulted in a healthy convention effort that was firing on all cylinders. I believe it started in smaller places — maybe an American Legion, for example? — and moved through different locations until landing in Bloomington’s Thunderbird Hotel and eventually, the Minnesota State Fairgrounds.

As for any particular memory, I really think it comes down to seeing it grow from an idea to healthy reality. Yes, we were privileged to have a continuous parade of “Who’s Who” comic book greats come to town and that was absolutely fabulous. In fact, both Marvel and DC sent their publicity teams and booths for a couple of years. The fans loved being able to have direct contact with those folks.

But when I think about back to what I like most, it’s the idea that grew from conversation to reality, grew and endured. Ultimately, that’s a way that different generations can continue to enjoy this wonderful hobby of ours!



Photo by Gwen French



ConFluence



ConFluence is a community organized comic-con celebrating art, fandoms, sci-fi, futurisms, and fantasy centered on content by and for Black people, Indigenous people, and People of Color. Events take place at Public Functionary in NE Minneapolis.

**ConFluence 2025
Saturday and Sunday
October 18th and 19th**

 Follow us @confluence_mn for event updates and info!



An Interview with Minneapolis College of Art and Design (MCAD) Professor Barbara Schulz

What is the history of the comics program at MCAD?

In the late 1990's, the Minneapolis College of Art and Design responded to years of requests from their students for a Comic Illustration class. The popularity of this course quickly led them into developing a full four-year BFA Major in Comic Art. From its humble beginnings it has developed into one of the most popular degrees within the college, attracting students from across the country. While there are still only a handful of BFA Comic degrees, MCAD was the third in the nation to develop a dedicated field of comic art study.

Who are some of the best-known graduates of the comics program at MCAD?

There are so many of our Alumni that have done well after graduating, across all genres of comic publishing to animation, so many, but here are just a few that are regularly seen active throughout the field:

Madeline McGrane: The *Accursed Vampire* series (Quill Tree Books), *The Unbeatable Squirrel Girl* (Marvel Comics), and prolific self-publisher.

Rosemary Valerio O'Connell: *Laura Dean Keeps Breaking up with Me* (First Second Books), DC Comics, and BOOM! Studios. Winner of two Eisner awards and four Ignatz awards.

Ryan Kelly: Prolific Penciler for DC, Marvel, and Image Comics. Perhaps best known for *Lucifer* (Vertigo/DC) and *Local* (Image Comics).

Brent Schoonover: Prolific artist for DC, Marvel, and Dark Horse Comics.

Chan Chau: *THE BABY-SITTERS CLUB*; #10 *Kristy and the Snobs & #12 Jessi's Secret Language*, and Minh Lê's original graphic novel *ENLIGHTEN ME. ELEMENTS: FIRE, HEARTWOOD, JIM HENSON'S THE STORYTELLER: SIRENS*. Daytime Emmy winning show *Danger & Eggs*.

Tim Lane: *Mythologies and Apocrypha*, *The Lonsome Go*, *Happy America*, *ToyBox America*, *Abandoned Cars* (Fantagraphics Press).

M.S. Harkness: *Time Under Tension* (Fantagraphics, 2023) *Desperate Pleasures* (Uncivilized, 2020) and *Tinderella* (Kilgore Books, 2018)

Will Dinski: *Eat Street Diners Club*, *Holy Hannah* (Uncivilized Books), *Fingerprints* (TopShelf Publishing).

Chase Vannotes: *Piggy and Spy Ninjas* series (Graphix/Scholastic Books), *Bendy Crack-Up Comics Collection* (AFK/Scholastic books) .

Madeline Queripel: Emmy nominated writer and director of *Infinity Train* (2019), *Regular Show* (2010) and *Close Enough* (2020).

John Bivens (MFA): Prolific Horror Genre Artist! *Heavy Metal*, Image Comics, Vault Comics.

Peter Wartman: *Stonebreaker*, *Avatar*, *The Dragon Prince*.

Leah Luna: *Clementine Fox and the Great Island Adventure* (Scholastic 2023).

Archie-Bongiovannie: *Mimosa*, *A Graphic Novel*, (Harry N. Abrams), *Grease Bats* (BOOM!), *History Comics: The Stonewall Riots* (First Second Books).

Hannah Vardit: *Full Court Crush*, *Unbeatable Squirrel Girl*, *Spider-Gwen*, *Big Hero 6*.

Paige Hender: *THE HOUSE OUTSIDE HART CREEK* (Holt Kids), *THE CONFESSIONAL* (Silver Sprocket 2025), *THE WITCH'S INHERITANCE* (Holt Children's 2026).

Jenna Cha: *Black Stars Above* (Vault Comics), *The Sickness* (Uncivilized Books).

K.T. Healey: *Psychic Investigators*, *Evil Exterminators* (IDW 2025).

Kasey Sauser: *The Fish that Loved the Bird* (WebToons)

Pen Write: *Maroon* (WebToons)

How should prospective students of the comics program at MCAD prepare, and what can they expect as part of their education there?

Good questions! Well, to prepare, I would say keep drawing! MCAD really stresses accepting students with a portfolio showcasing their artistic abilities. The portfolio does not have to be comics at all, it just needs to show your creative abilities and skill sets. Interested people can check out MCAD's website for more detailed information. The Admissions Office is great at helping people with the portfolio process. <https://www.mcad.edu/>

In regards what to expect within the program, a student leaving the program will have:

- Acquire the skills and knowledge necessary for a professional career in comics which include collaborating, writing, presenting, and producing. As well as gain knowledge of professional practice and ethics in relation to culture and market.

- Be able to fluidly use sequential language and concepts, develop strong process work, and learn traditional craft, contemporary craft, digital formats. (We have several alumni publishing very successfully on WebToons!)

Experience conventional and experimental aspects of comic storytelling.

AND they will do this by working with Professors who are all published comic professionals!

We have a robust offering of comic courses, as listed below, and interested potential students can read more about them more at the MCAD Website:

<https://www.mcad.edu/academics/undergraduate/majors/comic-art/degree-information>

As well as further explore the program here:

<https://www.mcad.edu/academics/undergraduate/majors/comic-art>

- Intro to Comics
- Comic Media & Concepts
- Experimental Comics Comic
- Book Publishing Comic Storytelling
- The Comic Scene
- Comic Character Development
- Comic Materials & Techniques
- Digital Coloring for Comic Books
- Professional Practice
- Adv Comic Art Seminar
- Senior Project

The Comic Art students are such a dedicated group of students, it has been an amazing experience to get to work with them over the years. Their Comic Student Club is very active, publishing their own anthologies and setting up and running Mini-Comic and 'Zine Cons on campus. These self-run publications and cons add so much to the students' experience, and preparations for the life of a comic artist after graduating from the program.

The MNCBA would like to thank the following for their help:

- *Minnesota State Fairgrounds
- *Aseop's Catering
- *Gene Ha
- *JC B8MN LLC
- *Speed Print
- *Cherokee Bank
- *Cub Foods
- *All the Vendors
- *All the Creators
- *All our Attendees
- *All the People we forgot!



*And of course all the volunteers, without whom this won't be possible.

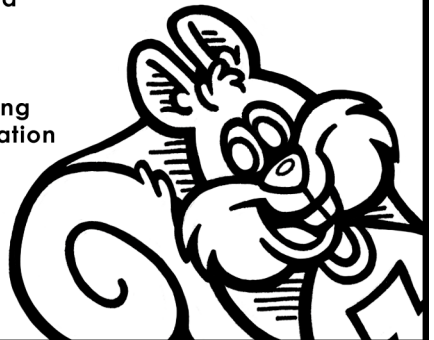
Volunteer with us!

The Minnesota Comic Book Association (MNCBA) is a Federally-recognized 501(c)(3) non-profit corporation staffed and run entirely by volunteers.

We are always excited to have friendly and enthusiastic volunteers join our team!

Whether your passion is for comic books, the community, or being a part of something bigger, the Minnesota Comic Book Association (MNCBA) may be the place for you!

Learn more at:
<https://www.mncba.org/volunteer-info.html>





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