

SAKURA-CONDUIT

Members' Newsletter #2 of 2011

ANCEA would like to thank all 19,040 of you who attended the fourteenth annual Sakura-Con that was held on April 22-24, 2011.

The ANCEA members, sponsors, exhibitors, artists and guests who attended, truly made Sakura-Con 2011 a memorable experience for all!



SPECIAL ANNOUNCEMENT!!

ANCEA is proud to present Todd Haberkorn as our first confirmed guest for Sakura-Con 2012. A fan favorite, Mr. Haberkorn is returning for his third Sakura-Con appearance.

Continued on page 29...

Please visit our guest page for more information as we add more guests for 2012!!



Let us not forget the tragedy that struck Japan on March 11th 2011...

To date ANCEA/Sakura-Con's efforts have raised over \$100,000.00 dollars for relief and recovery efforts in Japan. Thank you to everyone who donated and for everyone's continued support.

Look to page 3 for more...

SEATTLE JAPAN *Relief.org*

We hope you enjoy our newsletter which includes articles as well as a retrospective look at Sakura-Con 2011! Let what you see whet your appetite for Sakura-Con 2012!!

GANTZ WORLD PREMIERE

January 20th, 2011 was the world premiere of the first of two live-action Gantz movies. This one-night-only simulcast event was shown in select theaters nationwide.

Written by Hiroya Oku, Gantz first appeared in manga format and was released in the Japanese magazine Weekly Young Jump; the chapters were eventually collected in tankobon, or volume, format, and are still ongoing. Following the manga, two anime seasons were released – First Stage and Second Stage, respectively. One could see the loyalty of the fan base by the number of people who attended that night to watch the special event.

The movie follows the story of two friends, Kei Kurono and his friend Masaru Kato who die together when they are hit by a train after trying to save a person who had fallen on the tracks. The duo “wake-up” in a small, bare room along with several other people, all stupefied to be there since they all died. All is soon revealed as a mysterious black sphere identified as “Gantz” opens up and informs those gathered around it that their lives are now his. Gantz gives everyone special combat gear and divulges that they are now players in a game that requires them to take out specific targets during their missions. Once a number of points are gathered, the player will be free to return to their former life.



The movie starred two of Japan’s popular actors of today, Kazunari Ninomiya and Kenichi Matsuyama. Ninomiya, or “Nino” as he is sometimes called, is a talented JPop singer in the band Arashi; Ninomiya also played Private Saigo in Clint Eastwood’s film Letters from Iwo Jima (2006). Matsuyama played L in the live-action movie adaptation of Death Note (2006), Death Note: The Last Name (2006), and Death Note: L, change the WorLd (2008), he also was the voice of Gelus in the Death Note anime. Kenichi Matsuyama’s other film credits include Detroit Metal City and Norwegian Wood.

The movie remained true to the vibe of the anime; it was violent and full of gory, intense scenes. After the movie, the audience was treated to an interview with the actors where the stars shared their stories about being in the movie as well as some behind the scenes secrets. One of the most interesting facts that Matsuyama and Ninomiya mentioned was that the cost of each hi-tech Gantz suit was over \$5000 and that over 50 were made for the movie.

Gantz is now available on DVD and Blu-Ray.



Together We Can Help Japan

On March 11th, 2011, Japan was hit by a devastating tsunami that was the result of a powerful earthquake off the east coast of Japan. Upon hearing of the tragedy, Sakura-Con members, alongside with other Pacific Northwest Asian groups rallied to provide relief.

A gathering was organized for the following week, on Saturday, March 19th at the Kobe Bell, located at the Seattle Center. The Kobe Bell was a gift from Kobe, Japan, Seattle's oldest sister city in 1962 in honor of the World's Fair, and has been a gathering place for locals to remember the 1995 Kobe earthquake.

ANCEA/Sakura-Con, along with Peace Winds America, the American Red Cross and the YMCA of Greater Seattle were there to offer support.



Consul General Kiyokazu Ota, Governor Christine Gregoire, Congressman Jim McDermott and Seattle Deputy Mayor Darryl Smith all offered words of kindness and strength.



Consul General Kiyozaku Ota



Congressman Jim McDermott

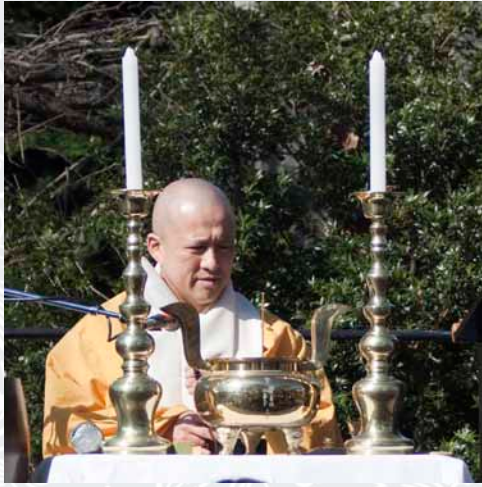


"We must be there for them not just today but forever." - Governor Christine Gregoire



Seattle Deputy Mayor Darryl Smith

Helping Japan continued...



Reverend Taijo Imanaka of the Seattle Koyasan Buddhist Temple led prayers for those who passed away, those who were still missing, those who were persevering, those who were fighting in the nuclear power plant, as well as the animals, plants, trees, fish, insects and other life that was affected by the disaster.

Those attending rang the Kobe Bell during this solemn occasion.



Consul General Kiyozaku Ota and his wife.



Volunteers from Sakura-Con helped the public write messages to those in Japan affected by the earthquake and tsunami.



Welcome to Manga Library!

By Zoe Holbrooks

Did you know that Sakura-Con's very own Manga Library lives right next door to the Photo Booth on the second floor?

While we're not the only manga library at an anime/manga convention (there are many others), we're a bit unique:

- We have the strong level of support from members, departments, and our Board—in the form of budget, donations, assistance, and attention.
- We operate 24/7 from the time Con starts Friday morning until Sunday afternoon.
- We have a collection development policy that will help us shape our collection going forward.
- We have a Web catalog of our holdings (accessible through the Programming menu).

The library has grown—and will continue to grow—through the generosity and support of donors—mostly staffers, members, Con vendors and sponsors, and community booksellers. We have hundreds of titles in the collection, including both very popular and obscure series.

Our collection includes materials for all ages as well as materials for adult readers looking for more mature themes. Most of our books (about 85%) are rated Youth/Teen/Older Teen, and include major shojo and shonen titles (Neon Genesis Evangelion, Bleach, Naruto, One Piece, Oh! My Goddess! and Fushigi Yugi, for just a few examples).

While we do have Japanese and Korean language manga, about 90% of the collection is English language. (Look for a lot more Japanese language manga in 2012, though—we just got boxes of them as a donation from local bookseller Half Price Books on Capitol Hill. Some of these titles include Nana, Banana Fish, Vagabond, Yakuza Side Story, Vampire Knight, and Flowers.)

One of our major goals is getting even more folks interested in and familiar with series they may not have 'met' yet.

まんが マンガ

漫
画

Want to work with us?

Contact mangalibrary@sakuracon.org to discuss becoming one of the merry minions!

Another goal is to provide our members with access to materials that help them understand some of the social, historical, cultural, and linguistic aspects of the manga and anime they love. For example:

- We have a book on the Chinese Zodiac (fans of Fruits Basket know how useful a reference this is!).
- Another book we added in 2011 is Oriental Fortune Telling.
- We have some standard history books that provide timelines and snapshots of major historical events. (Fans of samurai tales may find it interesting to situate some of those series into a timeframe.)
- We have short story anthologies by Japanese and Japanese-American writers, as well as Japanese folklore resources from medieval to modern.
- We also have trivia resources, series handbooks, and art books.
- Illustrated children's books about Japanese folklore and customs
- Language, history, and other cultural reference materials
- Anime reference materials
- Novels based on anime and manga series

We also want to help people gain skills and participate in Con activities like cosplay. We have how-to materials, including Cosmode USA vol 1 ("The Glamour Issue") and Nolan's great book on how to make cosplay outfits inexpensively and in a relatively short time. Other resources detail how to make masks, geta, and different items of apparel.

Find out more about our collection: See the "Manga Library" thread in the Live Programming forum on the Sakura-Con website.

Discuss donating: Please see the list of what we have in the "Manga Library" thread (as above). We're always happy to discuss donations—we really appreciate them! We have to make our budget stretch, and donated items help us fill in our collection two ways: Providing volumes, and freeing up budget to purchase really good stuff (like the Cosmode USA) that we're not likely to get as donations or find used or reduced.

And keep an eye out in 2012 for the return of **Manga Swap** and **Altered Book panel**, two more of Fey Halfkin's excellent ideas!

Special Guest Kotonno Mitsuishi



Sakura-Con's very special guest this year was Kotonno Mitsuishi who is a known seiyū to fans worldwide. Mitsuishi-san became famous almost instantly with the first airing of Pretty Soldier Sailor Moon; her voice acting as Usagi Tsukino has made her a legend in the anime world. She is also famous for voicing Misato Katsuragi in the anime TV series Neon Genesis Evangelion.

Other roles include One Piece, Angelic Layer, Fruits Basket, Revolutionary Girl Utena, Blue Seed, GTO, Detective Conan, Little Snow Fairy Sugar, Noir, Kaledo Star, Pokémon, and Crayon Shin Chan among others.

In addition to being a voice actor for anime series, OVAs, movies, as well as narrator, Mitsuishi-san also does dubbing for foreign TV/movies released in Japan; most recently, she voiced the role of Meredith Grey on Grey's Anatomy.



Mitsuishi-san's presence at Sakura-Con was very meaningful to her devoted fans; one such very lucky fan was able to read her fan letter to Mitsuishi-san and got a hug on stage. Other fans were moved by the opportunity to have their prized anime memorabilia signed by their favorite seiyū. The lines for signatures were extremely long, but for loyal fans, it was worth the wait.

Fans were also given an opportunity to attend a Q&A session with Mitsuishi-san. There were many great questions asked and the audience was eager to learn more about one of their favorite seiyū. In addition to sharing some of those questions, I will also share a very special bonus interview that I had a chance to be a part of when I sat down one-on-one with Kotonno Mitsuishi.

From the Q&A Session

Fan: What sort of impression did you want to give to girls watching Sailor Moon when they saw this strong female character?

Mitsuishi-san: My role in Sailor Moon was my very first role in an anime showing on television. So I'm afraid I had my hands absolutely full just trying to do the very best job with the role that I could and I didn't think at all about what I wanted to give the people watching as the audience. Around me, there were more experienced people who helped me along, as well as the staff that did a lot of helping for me, so I think I did my very best in the role and buckled down and didn't get caught up in distractions. I think that got across to everyone that watched it



Kotono Mitsuishi Continued...

Fan: Given the number of roles that your career has gone through, some of them iconic, I am curious how you got involved in Oruchuban Ebichu? And how did you record a lot of that dialogue and keep a straight face?

[For those not familiar with Oruchuban Ebichu, it is the story of a talking hamster that does house work for her owner, known only as the "Office Lady," who is twenty-five, the oldest age that a Japanese woman has a chance to land a husband. The story pushes the limits of what can be shown on TV and is mature, therefore not recommended for those under seventeen.]

Mitsuishi-san: So – how I got the role in the anime... well it turns out that I am a great fan of the Ebichiu manga. There is a lot of content and it is very sexy, but as a woman reading it I thought it was very funny and it really made me laugh. When I heard there was the manga was going to be animated, I talked to the director, Anno Hideaki who is actually the same director as for Evangelion. I said "Please, give me that role. I will do it, even the embarrassing lines, I will say them really well." I made that promise with him and I ended up being given the role. Since I had promised even the embarrassing lines, I said them with a straight face; that was my promise.



Fan: What was it like doing the Commander of Evangelion? What was it like being Misato? It was a very mature role, how was it different from doing your normal younger character?

Mitsuishi-san: The role of Katsuragi Misato, at the beginning has her at twenty-eight years old, so that is the setting. Before I voiced her, I had mostly done young, pretty, cute girls, so I had wanted to voice a more mature role; that was something I wanted to do. Being able to voice Misato made me stand up very straight and it made me grow a lot in stature. Compared to the other strong female characters in the show – Asuka, Rei, Ritsuko, I felt that my role was different from those other roles. So I thought about this – how I was going to approach this role because I felt that it wasn't quite like I had approached a role before. The answer that I came up with was that the character was twenty-eight years old which was close to my age when I voiced the role, so I thought I will do it exactly how I feel and work off of my feelings and not try and stretch and do something unnatural to me. I resolved to do it like that and that is how the character clicked for me.

I found out at that time when I had to approach the role differently, I had lost sight of the most important thing when voicing a role. I was caught up in the technicalities of how to voice a role, how to put your key into it and how to make it sexier and change the timber of your voice and the speed at which you are talking – those are all technicalities. What is most important is to speak straight from the heart and to put your feelings into it – I had to look at that again when I voiced that role.

Fan: Are you a fan of One Piece? If you are, who is your favorite character? If not – how did you get involved in the role?

Mitsuishi-san: Truth is, when choosing to voice the role of Boa Hancock, I knew nothing about One Piece. When I found out about this role, I took the One Piece manga and read it from volume one to volume forty-three or forty-four and read it straight through. I had tears on my face from laughing and before I knew it, I was a huge fan. The scenes that I like best are those where my character appears and delivers lines where she is looking down on others. My other favorite scenes are the ones

Kotono Mitsuishi Continued...

Fan: Is there any other manga that you are a fan of – that if it was turned into an anime, you would want to take on a role?

Mitsuishi-san: There are so many manga that I would like to see turned into anime, but here's one that was actually turned into a live-action movie – 20th Century Boys – if that was turned into an anime and if there was a spot for me I would like to get in on it.

Fan: If Sailor Moon went into production again, would you want to do the voice again?

Mitsuishi-san: Mochiron! Of course I would want to voice Sailor Moon again!

Fan: Regarding Sailor Moon – the series is almost twenty years old. How do you look back at the role and what was your favorite part of the series?

Mitsuishi-san: Next year is actually the 20th anniversary of Sailor Moon. I have a daughter and when she was little we watched the DVDs of the series – one episode a day, and we repeatedly watched the series – more than once. While I was watching it, I realized the series was really amazing, it is like a treasure box – opening each episode each day like this. The scenes that I like in Sailor Moon – there are actually a lot that I like and it is hard to choose – I like the very first movie, Sailor Moon R. In the series there is a scene where Sailor Saturn wakes up and wants to return the Earth to nothingness – also a scene where Sailor Saturn dies – so in order to save her, Sailor Moon jumps into a whirlpool in order to save her; that is one of my favorite scenes.

Fan: Has the voice of Usagi changed you in any way, or had any lasting effect on you?

Mitsuishi-san: Yes, voicing the role of Usagi has changed me and has had a great effect on my life. When I was a student, I was a girl who was not very confident in a lot of what I was trying to do so being able to get that main character role and really loving that role – that is something that gave me self-confidence that I have taken with me my life. So voicing that role has had a lasting influence on my life.

Fan: Since Sailor Moon was your first role, and it lasted for so many seasons, what was it like to say goodbye?

Mitsuishi-san: The series ended up having five seasons, which means I worked on it for five years. In Japan when doing anime of that length, at each year you have to be able to wrap up the anime because you do not know if it will be picked up the next year. So each time that came around, the studio was a little nervous – will we be picked up next year? – and somehow each time we managed to get the all clear and do it again. During those five years I enjoyed it so much – what I was doing with everyone – that I thought when it finally finishes up, I want to have no regrets, so all the way up to the end of the series I wanted to do my very best in my lines and dialogue.

Fan: Both Usagi and Hancock are severely in love with a certain man, so Kotono... who would you pick? Luffy or Tuxedo Mask?

Mitsuishi-san: EEEEE?!!! That's difficult. So – Tuxedo Mask loves Usagi back, but Luffy thinks of Boa Hancock as best friend ever – I would like to continue being able to love this person so I would go with Luffy.



Kotono Mitsuishi Continued...

One-on-One Interview:

After much gushing from me at being able to sit down with the seiyū who voiced Usagi from the anime that pretty much turned me into an devoted fan of manga and anime, I got down to some questions.

Q: Adding on to what was discussed during the Q&A panel, with Sailor Moon being your first anime – how much time did you spend preparing for each episode?

Mitsuishi-san: Sailor Moon was my first role, and we received our scripts about a week before the episode aired. Recording takes a different amount of time for every series, however in the case of Sailor Moon it took about three to three and a half hours to record a single half-hour episode.

Q: From Sailor Moon, as your first series, to what you have been working on more recently – has your preparation for the role changed at all? Have you noticed you can turn yourself into the character more easily?

Mitsuishi-san: It is somewhat embarrassing to say this myself, but the more I do it and the more experience I gather with each role that I do, the more confidence I gain.

Q: When preparing for a character, do you find yourself drawing on people you know for inspiration – basing them on family members or friends – in how they behave or act? Or have you ever borrowed from real life?

Mitsuishi-san: There is no specific instance where I have modeled a character after a specific person. However, I do think of the target audience. For example, if the audience is children, I think of myself as a child as well as what would appeal to my daughter.



Kotono Mitsuishi Continued...

Q: Speaking of your daughter, have you noticed any roles that you have played where you draw on your role in real life as a mother in order to add something more to your character and the relationships the character may have with others?

Mitsuishi-san: Of course. When I was single, I did play mother roles, however I did not understand then what I do now that I have become a mother. For example, I know when I am strict, I shouldn't treat my daughter like a child, I should be straightforward with her – I consider that when playing the role of a mother.

Q: Earlier, you spoke of watching Sailor Moon with your daughter – have you watched any other anime alongside her? Have you introduced her to other anime where you played a character? Based on what you saw and enjoyed when you were younger – were there any manga or anime that you shared with your daughter?

Mitsuishi-san: At home, we do watch various anime together. My daughter likes One Piece, Pretty Cure and Sazae-san. Of course, when I was a child there were no DVDs, so there is nothing I can show her. However, one series that I would love to show her is called Mitsubachi Hachi about a little honeybee. We also watch Disney and Pixar films together.

Q: Does your daughter show any interest in following her mother's footsteps into voice acting?

Mitsuishi-san: I am not sure yet... but I would not recommend it to her.

Q: Would it be your busy schedule that you would not recommend?

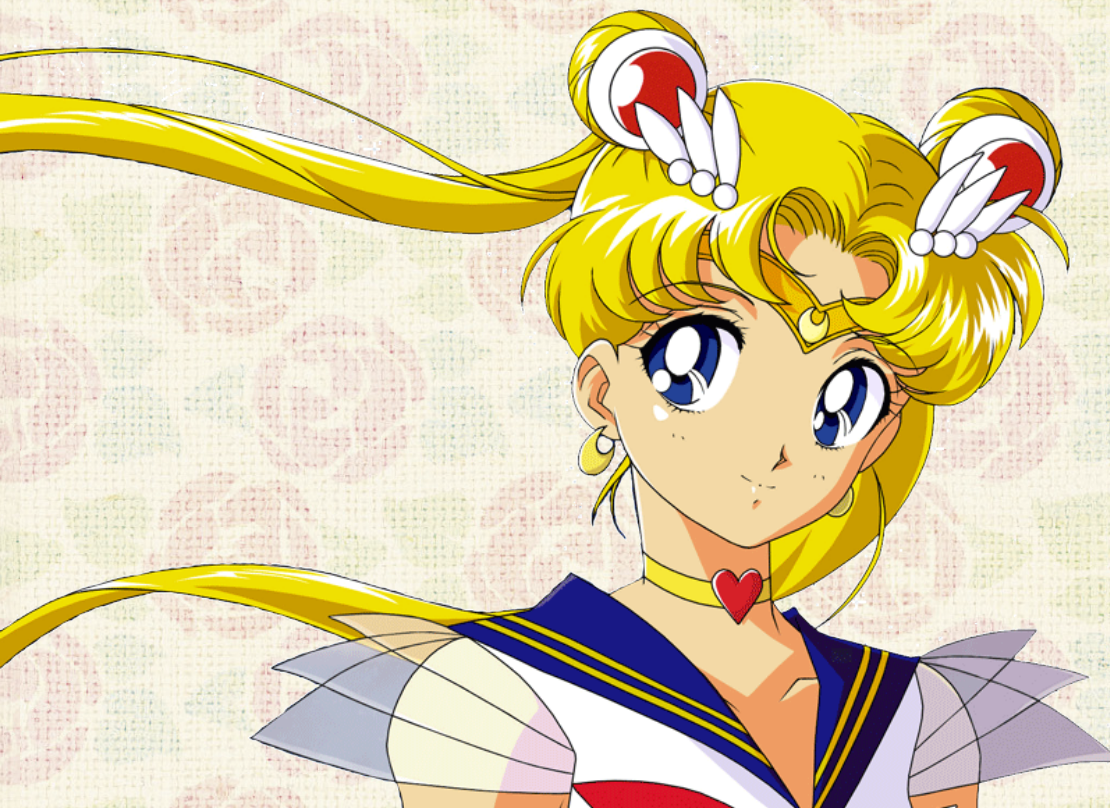
Mitsuishi-san: Of course, the amount of work depends on the seiyū

Q: Your fans love you a lot. Is there someone you are a fan of – someone you were star-struck by?

Mitsuishi-san: When it comes to people in the seiyū field, I am a big fan of Doi Mika, Inoue Kazehiko, and Katsunosuke who is good at speaking very quickly. I have met them and I was kind of nervous and excited when meeting them.

After a few more minutes of chatting, I thanked Kotono Mitsuishi for taking the time to sit down with me. The chance to meet her and speak with her will be something I remember for the rest of my life.

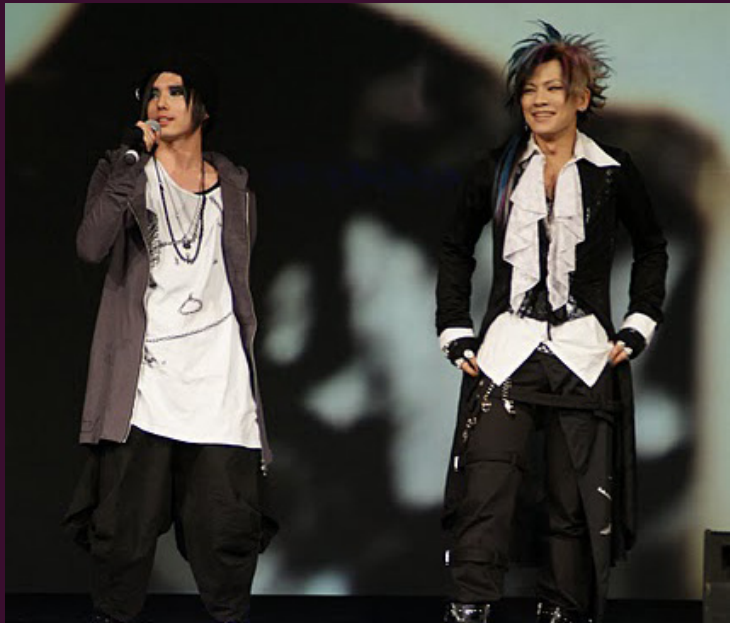
Kotono Mitsuishi-san's Website:
<http://www.kotochawan.com/>



A special shout-out of thanks to the wonderful translators who helped us fans connect with Mitsuishi-san and to Mitsuishi-san herself for taking the time out of her busy schedule at Sakura-Con to let me interview her!

m (. _ .) mアリガト

Sixh The Interview



Sakura-Con was happy to welcome Sixh and host their fashion show.

Sixh is a fashion brand that was originally proposed by Ibi, whose style is based on visual-kei or the special culture of hosts in Japan. Mint's style is more of a Japanese mode style which uses very specific characteristics of design. Ibi and Mint work together not only as stylists, but also as band mates, combining their fashion and music – meshing their different personalities to create Sixh. The brand is a part of the h.NAOTO fashion line.

Q: We saw very beautiful clothes at the fashion show at Sakura-Con. When you were creating the lineup for this show and choosing the clothes to bring with you to the very first US show, what made you choose these pieces over your many others?

Ibi: One of my goals for this US fashion show was to show American fans, who might be seeing this type of clothing for the very first time, clothing that was easy for them to understand and easy for them to imagine the style.

Mint: There were two things I was thinking of when choosing clothes for this show – one is the New Japan Mode Collection; the second is my cat character, Mint Neko, which is really popular in Japan right now.

Q: Both of you have a musical background. What inspired you to become musicians? When did you know it was your calling? Whom did you look up to for inspiration when you were growing as an artist?

Mint: I originally started playing instruments when I was in high school, but I was also studying fashion design. It was only later, after I was into fashion design that we decided to start a band. Bands that really influenced me were Nirvana, from Seattle, and Japanese visual-kei bands. Other US bands that influenced me were the Smashing Pumpkins and the West Coast punk band, The Offspring.

Ibi: I also started getting into music when I was a student. Visual-kei bands were also what inspired me- bands like X-Japan and Luna Sea/Lunacy which are still active now. I didn't start out so much in fashion as in illustration – it was my interest in visual-kei, design and illustration that really drew me to the visual-kei musicians and their style, which in turn led me to music. I like the expressiveness of visual-kei musicians and my influential bands would be L'Arc en Ciel and Gackt, both of which have brands with h.NAOTO.



Sixh - continued...

Q: Some people say that when they hear music, or write music, they see in color – or they experience certain tastes – music is just such a full body experience. When you are creating music, do you find yourself seeing colors and then transferring that to your design?

Ibi: I think that visual-kei music, and any songs really, have a story to them – stories about love or have a particular hero or protagonist in them. My songs have stories too – often when I think of them I think of what the people in them would be wearing. So I do think that listening to music does help me imagine design in that way.

Mint: I also am influenced by music. When I am listening to some kind of strong music like punk, then maybe I will design a more aggressive kind of clothes. When I listen to some kind of unique techno music, then I will want to design something very different. I do feel that different types of music have an effect on me in the types of clothes that I design while listening.

Q: This is a question specifically for Mint-san. Why a cat? Why Mint Neko?

Mint: I really like cats. The reason that I made cats was that it all sort of came from doodles. I then thought about how to make this into fashion. In Japan right now yuru kyara* are really popular and you may recognize some from Nico Nico Douga the streaming site. These type of characters are really popular and my cats match the era that we are currently in. Also, it is not always the same cat. There are over one hundred and fifty different cats. They all have slightly different faces – for example there's one named Joe who is a boxer and he has a story behind him. Or there's a cat named Satoru who lost his lover in an accident so when I put him on a T-shirt it is his story. I am essentially creating and expanding this world of cats.

[*Yuru kyara - literally “loose characters” - have gained national fame in Japan over the last few years as they've been used by local governments as mascots to boost public interest in their cause]

Q: Is there a guide to all these cats?

Mint: There is a family tree on our home page.

Q: Where do you see yourself in ten years?

Mint: I think I will have fifteen thousand cats.

Ibi: I was thinking you'd have over two thousand cats.... I think I will be battling with my hairstyle-creating a new hairstyle or something or getting rid of my hair – who knows.

Q: How long does it take to do your hair, Ibi-san?

Ibi: I wake up in the morning and it sort of depends on what type of day it is. On good days, it takes thirty minutes. On bad days or when I make some mistakes it can take an hour.



Q: When you are planning a design, do you get ideas spontaneously and sketch furiously? Or do you have planning sessions where you think of a direction to go in and then work towards that goal?

Mint: It is kind of both. In fashion, seasons are very important. So for each season we think of a theme and think about the previous and next seasons as well. We are often thinking a year ahead – if I am doing this for this summer, then what will I do next summer? What about the winter season after that?

Ibi: I will sometimes get a spontaneous idea, but like Mint said, we have to think about the seasons. If we are thinking about the spring and summer season, then we first think and plan but then the time comes to actually do it. If I have an inspiration for an idea, I can create something then, but if I do not then I have to kind of work on it, narrow it down and come up with something good.

Sixh - continued...



Q: Have you ever created a great design and then had to put it aside because it did not fit with what you had for the particular season?

Mint: Yes, definitely.

Q: What about creating a “side season” collection for all the special creations that do not necessarily fit with a normal season?

Ibi: We do – if there is a popular product during winter, we rearrange it or recreate it to be released in summer. If customers ask, we try to incorporate those ideas into another version of our popular product. If there is a popular style in winter that has long sleeves and people want to wear it in summer as well then we will make it thinner or remove the sleeves to create something to match the summer season.

Q: Having visited the US - various conventions and sight-seeing in different cities, have you drawn any inspiration from what you have seen?

Ibi: Well, yes. By attending events like this, I have realized that many Americans love anime and manga more than I ever expected. Of course, there are still size issues to overcome when designing clothes for the US market, but I hope to learn and meet the desires of fans. I hope to consider their tastes when designing clothing.

Mint: You mentioned sight-seeing and one thing I have noticed is the different climate here. So when I think about the climate, I think that maybe a particular material would be better for the Seattle climate, so I do get some direction and ideas from the climate.

Sixh - continued...

Q: So what about creating a cat character in a Seattle raincoat?

Mint: (laughing) Maybe we should just create an actual raincoat. People in Seattle often have hoodies so that is a good idea too. I was also asked to create a cat character – an American Neko, for other places I have visited in the US, so maybe one day there will be a limited edition Seattle design.

Q: Since Ibi-san likes anime, and Mint-san likes cats – what about creating an anime about your cats?

Mint and Ibi: There is one!

Mint: On our home page, there are promotion videos where the cats show up. They are very interesting. They are also on YouTube and feature several songs where there are cat animations.
<http://www.s-inc.com/sixh/mintneko/movie/>

Q: Where can fans find your clothes?

Mint and Ibi: For now, fans can look for Sixh clothes online at our Japanese web store.

Sixh's Website:
<http://www.s-inc.com/sixh/>

A guide to the cats:
<http://www.s-inc.com/sixh/mintneko/>

MINTネコ家系図

Thanks to the translators who made this interview possible and to Ibi-san and Mint-san for taking the time out of their busy Sakura-Con schedule to answer my questions!

m (. _ .) mアリガト



Sixh - continued...



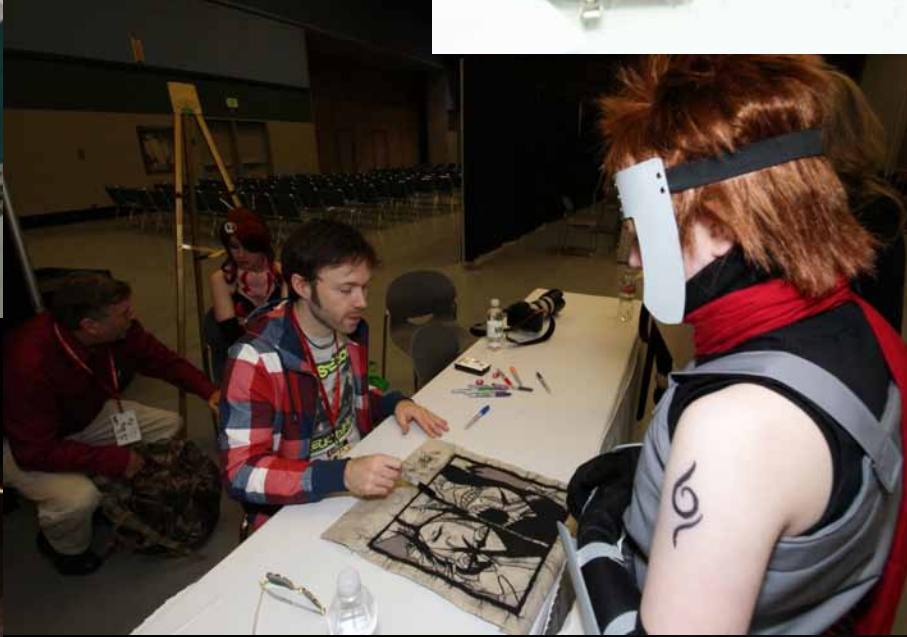
Sakura-Con 2011 in Photos







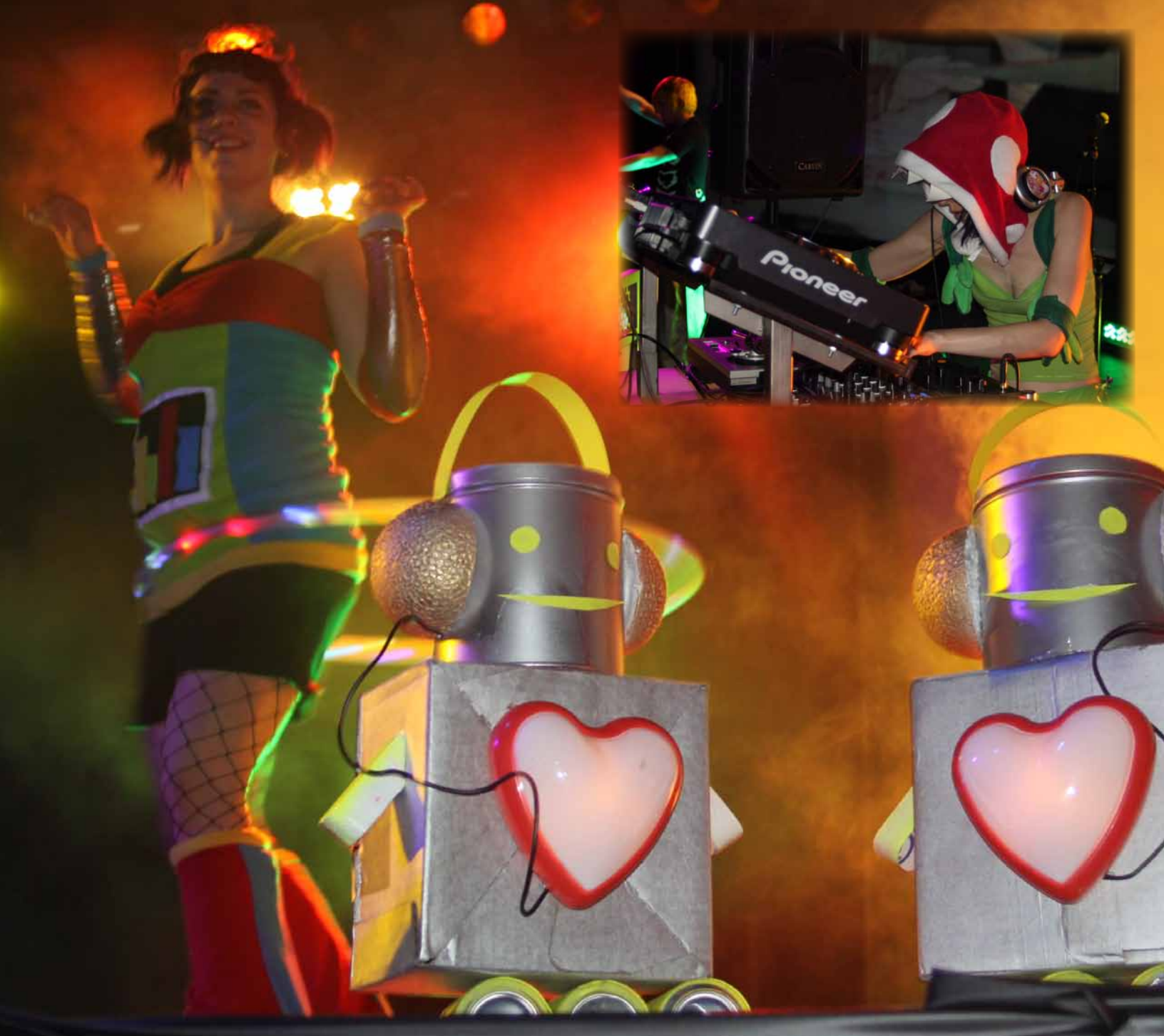


















FIRST GUEST IS ANNOUNCED FOR SAKURA-CON 2012!

WELCOME BACK TODD HABERKORN!



Todd Haberkorn is currently a proud member of the Anime community and continues to be its humble servant by way of English dubbing. Haberkorn works primarily in Texas and Los Angeles as an actor, director, producer, and writer. As far as shows go, catch Todd's voice as lead roles in *Sgt. Frog* as Keroro, *Suzuka* as Yamato, *Ghost Hunt* as Naru, *Holic* as Watakunuki, *D. Gray Man* as Allen Walker, *Sands of Destruction* as Kyrie, *Soul Eater* as Death the Kid, and some others he can't say right now. Coming up - Todd is the lead role of Natsu, the fire eating, fire wielding wizard from *Fairy Tail*.

Check out most of the shows listed above on Hulu.com, funimation.com, and NETFLIX!! And not illegally please :) Be sure to check out TeamHaberkorn.com for ways to join this new "korntastic" fan club! A portion of the proceeds goes to supporting the Acadiana Humane Society, a non-profit, no kill animal shelter in Louisiana. When not in the booth, Todd is a producer with his company, Out of the Office Productions. Todd is represented by The Horne Agency and William Morris Endeavor.

newly licenced anime



Viz Media licences Tiger & Bunny

Modern Magic Made Simple
(Yoku Wakaru Gendai Mahō)
licensed by Sentai Filmworks



Ray
licensed by Maiden Japan

For more information about ANCEA/Sakura-Con e-mail: info@sakuracon.org
or visit
www.sakuracon.org

2012 is just around the corner and
ANCEA offers membership
pre-registration!

Full Convention Membership Rates

\$50 effective starting 9-1-2011

\$55 effective starting 12-1-2011

Pre-Registration closes 0:00:01 am on
March 1, 2012

\$60 at door full membership registration.
Note that we no longer offer at-door
pro-rated memberships.



Newsletter Credits:

Coordinator Klaudina Pasko
Copy Editor Bonnie Huffington

Thanks to all Sakura-Con Photographers!!

