

The ANCEA, SAKURA CON Member Newsletter Haru - Edition



Thank you everyone for such an amazing 21st year! Sakura Con is “By Fans, For Fans” and isn’t accomplished without the support and hard work of everyone, including our volunteers, attendee members, sponsors and community partners. Thank you all for your amazing work this year!

This Newsletter is a reflection back on the events that happened throughout the Con! We have contest winners, Special Guest Interviews, and Photos from a variety of events from throughout the weekend!



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Winners Circle

Cosplay Contest Winners

We had a lot of great entries this year! Thank you to everyone who participated!



Best Individual Novice
Theacalix



Best Individual Intermediate - Sakura Elric



Best Individual Masters - Guts



Best Group Novice
Magikarp & Gyarados

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Best Group Intermediate - Bella and Ivori

Best Group Masters
Brimic Cosplay and
Heroic Cosplay



Best Craftsmanship - Unyuu Cosplay



Judge's Choice - Because I'm Bored



Skits

Best Comedy - LenRinTwin

Best Drama - Sakura Elric and Kii-chan

Best Musical - Royal Potatoes

Best in Show - Sakura Rangers

Best in Show
Myst of Mysti Nin Studio

Scavenger Hunt 2018

We had a bunch of participants in the Scavenger Hunt this year!
We had had roughly 1,358 people join in the hunt! Around 12,552
Codes Found! And we gave out 915 prizes this year!



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AMV Contest Winners

The Contest was Fantastic! Not only did it break our attendance records, but it was a great contest! Thanks to everyone who entered and thanks to ALL the editors that came as we gave out all but two of the awards in person!

BEST ACTION

“Hell of a Feeling” by shorisquared

[Don't Threaten Me With a Good Time by Panic! at the Disco to Kizumonogatari]

BEST COMEDY

“Ultimate Showdown of My Anime Library” by NapThyme

[Ultimate Showdown of Ultimate Destiny by to Various]

BEST DRAMA

“A Corner of Home” by Nekokitkat

[Home by Gabrielle Alpin to In This Corner of the World]

BEST TRAILER

“Pride + Prejudice + Butlers” by BecauseImBored1

[Pride + Prejudice + Zombies Trailer to Black Butler]

BEST UPBEAT

“SPF (Stereotypical Party Filler)” by Gina Nelson

[Cake by the Ocean by DNCE to Various]

BEST TECHNICAL

“Counter” by UnluckyArtist

[Noisy by Noga Erez to Various]

JUDGES' CHOICE

“Bullets Rain” by Rider4Z

[Believer by Imagine Dragons to Lupin the Third: Jigen's Gravestone]

BEST CONCEPT, BEST ROMANCE/SENTIMENTS & BEST IN SHOW

“Familiar” by shorisquared

[When She Loved Me by Sarah McLachlan to She and Her Cat: Everything Flows]

M – Project



M-Project began his career in 2000. He continues his primary goal of spreading Makina, a type of hardcore techno mainly produced in Spain, and he currently operates several labels, including MOB SQUAD TOKYO and Terraform Music. With a unique hardcore sound representing a variety of music genres, and chaotic live performances, he has attracted a fan base not only in his home of Japan, but also overseas.

Q: What was your most memorable show?

A: It's a little hard to answer that question. Every year I do I show called the Day of Hard Core in which about 500 people come, it's a lively show. I did a show in England, in Liverpool which was memorable for me. And in 2010 there was a show in AnimeExpo as well.

Q: What specifically about the Spanish style of Makina Music draws you to focus on it?

A: It has a very unique style and plays up the melody. I heard it around 2000, and it just inspired me.

Q: What struggles have you found while trying to spread this genre of music?

A: Especially in the past 5 years, the way you promote your music has changed a lot. So I am not only in the creation process, but I have had to also study the marketing aspect as well. Not only on how to promote, but how to reach different audiences, especially younger audiences as well. It is something that I have been focusing on and studying a lot. For example, I have been giving out free EP that have a few tracks on them so people can get used to his sound, and participating in projects such as music games so that the titles are associated to him.

Q: You are currently managing 4 different labels, how hard was it to get those up and running and find artist to play?

A: It's actually not just four, I have a couple more. It's a compilation effect, when I make a CD or album, there are a lot of people who want to participate, so I make those contacts and use them for future albums. I am a workaholic, in one year I might have 8 compilation albums and then two of my own personal albums. I just focus on project at a time.

Q: Would you say all your works are personal projects?

A: Around 2014 I have actually moved over from Makina to style called Uki Hard Core in all of my different labels, and I have been able to collaborate with some artist that I have looked up to since a young age, so it has been quite fun.

Q: Who are these artist that you are excited to work with?

A: Scott Brown, Brisk, Luna Sea.

Q: How is the music you produce special to you as a person?

A: Even with in the same genre of music there are several different types. So, for his tracks he only put in what he likes. So, they are all his favorite because it's like a compilation of his own person taste.

Q: Were you into playing music as a child?

A: In grade school, I tried to learn the electric piano, but I didn't like my teacher. And during high school, I tried to play the guitar but I couldn't get the fingering down so I couldn't play it as well as I would like to, so that is when I decided to transition over to electronic music.

Q: How did you know you wanted to be a DJ?

A: Around 1999, initially I thought with a lot of Japanese music its reach only extends to all of Japan, but with electronic music I could reach all of the world.

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Q: Of all the places you have been what is your favorite place to visit?

A: Sydney was really great.

Q: Are there any songs you are excited to play for us tonight?

A: I had just collaborated with an American Artist, so I am excited to share those.

Q: You mentioned liking to wear more outdoor style clothes. Do you like to hike or going out doors?

A: I like to walk and hike, and do some mountain hiking. When I am staying at a place for a while I like to rent a bike and ride around. I've actually done that here.

Q: Is there anywhere here you liked to visit the most?

A: I went around Pike Place Market and that was really nice.

Q: Have you gotten a chance to see Olympic National park or Mount Rainier?

A: Not yet. I was trying to go to the Kurt Cobain Landing, but that takes 2 hours to get to.

Q: Do you have anything fun panned other than SakuraCon this weekend while you are here in Seattle?

A: It's hard to choose. Ghost in the Shell?

Ray Chase

Ray Chase is an actor who has attached himself to a great many video games and anime in a very short amount of time. In the last few years, fans recognize him as the main character Noctis in FINAL FANTASY XV, Master of Masters from KINGDOM HEARTS, Artorius from TALES OF BERSERIA, Roy/Gauis/Alphonse/Fernand from FIRE EMBLEM, Eve from NIER AUTOMATA, and his most celebrated role as the Subway Announcer in PERSONA 5. And many others! He is a proud founding member of the comedy and gaming troupe.



Q: Over the last few years you have really busy – Which project has been your favorite?

A: Favorites are a tough thing to say. There's so many good ones for different reasons. And some of them, like, is for game play a lot too, like Nier is one that comes to mind, it was a really tough session. There was a lot of screaming. But it was a really fun and beautiful game to play, on the best games I have played. So I will say Nier for right now.

Q: Have there been any rolls you really wanted but haven't been able get?

A: Every day. I get emails of auditions and do three or four a day. And you know, I get booked for maybe one of every 200 of those.

Q: You have voice acted for audio books, anime, cartoons, and video games – have you noticed any difference in how you would approach the voice acting for each of those?

A: They're all really different. And it depends on who is on the other side of the screen and what are they looking for. I do promos, for Fox Sports One, and it's literally one take. They would be "Okay we got it" and they would literally shut me up and you like "okay fine", and some other ones you would do take after take for commercial and stuff. There's ones that strike the balance really well, like for Final Fantasy 15 we went really slow and did like 20 lines an hour and made sure each one really fit the conversation it was in, which was great. There's defiantly some anime and video games when you are doing 200 – 300 lines an hour and it's so fast you don't even know if it was good or not. So, I really like project like 15.

Q: Of all the roles you've done is there any particular style that you like to do? In, like an anime or video games?

A: I like games where you get to come up with crazy voices. There's not many of them, especially in the Japanese realm because they are very archetypal, so you know what role you are playing. But there are fun games like Dark Dreams Don't Die where I got to play this green haired fashion diva guy with a funny voice and an accent. Oh, and in Xenoblade Chronicles was another one where I got to make up an accent for the character L. So I love going outside of the box.

Q: What is your favorite and least favorite things about being a voice actor?

A: Favorite thing is that it's always different you always never know what your week is going to look like. Your schedule may be free then it starts to fill up with all these crazy things and you have no idea what they are. But least favorite thing, is the same thing. It's a double edge sword. You don't know. If I'm thinking about my future, I don't have a retirement. It's all living month to month. You take it as it comes.

Q: Have you ever cosplayed as a character you have voiced?

A: Oh yeah, defiantly. You'll see um, I did Notcus I was my first. I did Master Masters, and Regular Notucs at EXP Con in Florida.

Q: Do you have any words of advice for those who might want to be a voice actor?

A: Get involved in as many voice acting types that there are. Where Animation and Video Games are the most fun it is the least amount of opportunities available in that. And get good at commercial and promos and stuff like that. It's boring, but it's how you make a living.

Q: For the video games that you recorded, have you ever played one of them and came up against a boss that you record that just really annoyed you?

A: Oh yeah, Eve in Niew was a horrible, because you killed him and he comes back to life. It was like dang it. So yeah, absolutely, Eve, he kicked my butt multiple times.

Q: Did you ever watch any anime as a child?

A: Oh yeah. Back in the 1990s I watched Cowboy Bebop, FLCL, and I would wake up at six in the morning to watch Pokemon. That was the only time that it aired, but it was great though.

Q: So far, what is your favorite thing about SakuraCon?

A: You guys are really well organized. And I am really impressed with how many people are here and how well its run. Because you know how there are conventions with tons of people but its chaos. But I love you guys, you have yellow lines so no congregates in front of the escalators. It's little things like that that goes a long way. Its top notch.

Leah Clark



Leah's first love was theater and she trained in music theater at Circle in the Square in New York. She performs regularly on stages in the Dallas-FortWorth Area. Along with regular voice work at Funimation, her voice can also be heard on industrials and video games such as Smite and Borderlands II. She supports her acting habit by working as a commercial and independent film producer and screenwriter.

Q: You started off working in theatre, how did you transition into voice acting?

A: Well theatre is a type of acting that is reliant on you entire being as an actor. So, you have to create the way that a character stands, the way that they walk, and also the way that they talk. I did a lot of children's theatre and the way that you would distinguish the different characters you morph into is, to someone in the back of the theatre, is to the change of voice. So, I got really used to creating voice and making that part of it. But being just an actor it just turned out to be another audition I went on and it was great and I just slid into it. I just had so much experience changing voices and making a voice to find a character that it was an easy transition.

Q: What is your favorite type of voice, or character's voice that you like to do?

A: My favorite type of voice is one that is very close to my own, that I used for Ms. Kobayashi, it's very dry and like sarcastic voice, because I can do it for long periods of time. I also like doing little boy voices. It makes me laugh and it's just comfortable. And it's in my range for some weird reason.

Q: Between voice acting, script writing, and directing your filmography is humongous. How do you find to juggle all that and take care of yourself and actual eat and sleep?

A: Well, I think the volume of the work isn't as time consuming as somebody would think. For instance, if I'm booked for about four hours at a Funimation for instance, I can probably record two to three episodes with in those four hours because we go line by line. It's not like we are going the chronological order for the whole series. I'm literally just recording my lines, that how fast it goes. As for directing, and writing, there was a period of time when I did have to make a choice and decide to let part of that go because I was eating, breathing and sleeping Funimation. Because I would act and then direct at night and then on the weekends write scripts. So, I had to not do that anymore. Because it did consume me. But as far as voice acting and recording it doesn't, you can make your own schedule with that. It's nice.

Q: Screen writing seems really different from voice acting. Is something you do as a break from voice acting?

A: Writing in general is something I do, that I like to do. And I find time to do. I like to be very focused when I doing it, so I have to find time when I'm not doing anything else so I can sit and just pound out, and write. Well you are creating when you are writing it, so that's different the voice acting where you are reading someone else's work.

Q: So, is that something you really like? You like creating?

A: Yeah, I think so. I think it find more fulfillment in the creation of the characters, then I do acting the characters. That doesn't mean that I'm not fulfilled acting. There's something more to the idea of birth a character and their personality and watching them change and grow.

Q: Do you think that because you are also an actor it gives you a better edge to create screen plays and stuff?

A: Oh yeah, for sure. Because the way I develop character while writing is I get into their minds mentally. Which is something I learned as an actor. I will write out a scene and write the scene first off in the mindset of one character and then I would go back and edit from the mindset of the character they are talking to. The first draft is always a mess. It's a stream of consciousness of me talking to myself in my brain and then I go back and edit it and try to make it make sense.

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Q: Are there any projects you have worked on in the past that you are hoping to be involved with in the future? In maybe a sequel or online additional content?

A: Yeah, as far as in general I would love to devote more time to just independent writing. Like, I was fortunate enough that I got to work on a screenplay last year that one some awards. It was like an Asian-American TV pilot thing. I like doing that, I would like to do more of that. But for anime specifically, I would really like to do more of Miss Kobayashi's Dragon Maid, I hope it comes back for a second season. That would be great. I am doing My Hero Academia season three.

Q: I have always found it disconcerting to hear my own voice played back to me; does that happen to you when you hear yourself in movies or shows that you have voiced?

A: Yeah. My natural voice, it freaks me out I don't like hearing it. But if it's a voice that I created then I can hear it, because it's not really me so it doesn't freak me out as much. But, to hear myself talk, on a video of somethings, it's weird.

Q: Does anyone ever recognized your voice when you are out buying groceries or doing other mundane daily life tasks?

A: No, it's weird. I got recognized a couple of times in person. But I have never been, you know, ordering a drink at Sonic, and someone's like 'are you?', no that doesn't happen. But it's weird, I was in the airport and someone stopped me and was like 'Hey, I really like your work,' and I was like 'Oh, wow, okay, how do you know what I look like?' haha. Cool.

Q: Growing up did you watch anime?

A: I don't think I did actually. I watched Gem and the Holograms but I don't think that's anime.

Q: What would you say is your favorite anime?

A: My favorite anime... I mean right now it's Miss Kobayashi's Dragon Maid. It's one of my favorite shows ever.

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Q: Have you ever cosplayed?

A: I have never cosplayed. I did dress up once in high school, does that count? (Was it for Halloween?) No. (Then it counts). Okay, so I've done once.

Q: In the future if you have the opportunity who would you cosplay as?

A: Who would I cosplay as? If I had the opportunity? Um, probably Noah from Fullmetal Alchemist.

Q: What advice would you give a young person looking to get into voice acting as a career?

A: The advice I would give you if you are looking to get into voice acting is to fall in love with acting. The craft of acting, creating characters, telling stories, because that is going to hold you through all of the rejection and banging on doors that comes with the career of acting.

Q: How are you enjoying Seattle and Sakura Con?

A: I love Seattle and I love Sakura Con. This is literal one if not my most favorite Cons that I ever go to. So I look forward to it anytime they invite me back, I'm ecstatic and obsess over until I get here.



Citation: Clark, Leah. Personal Interview, April 1, 2018.

Spotlights

Sakura Con Kimono Workshop

Have you ever wondered what it felt like to wear a Kimono, Yukata, Uchi-Kake (Japanese Wedding Gown), or Happi coat?

Well, if you have then the Sakura Con Kimono Workshop is the place for you! For a mere 5\$ you can choose from a vast variety of traditional Japanese clothing options, be assisted in trying on your choice, and take a cell phone picture on a stage in said outfit.

You can even, for another small fee (\$20) have authentic Kabuki Makeup applied by professional dancers done for your photograph. And if you fall in love with wearing Kimono and can't bear to live without one in your life they do have Kimons that are available for sale.



Mary Mariko Ohno is the Director of the Kimono Workshop and she is a very energetic, happy woman who seems to have an endless supply of historical and cultural information pertaining to Japanese Clothing, Kabuki, and many other subjects. You might even recognize her from her Shamisen performances during the Opening Ceremony! So, if you have ever had the urge to see yourself in traditional Japanese garb come check this gorgeous room out.

And you can always check her out and her company online at:

<http://www.kabukiacademy.org/>

Gundam Model Building

By Corey Gilles

After eating dinner on Saturday night, I excitedly headed to Cosplay Chess. It was my first time seeing this event and I didn't want to be late. So, I was several hours early. My friend, who had tried to warn me we were going to be too early to line up suggested we go check out the Mech Model building room while we waited for the time to get closer to Cosplay Chess.

I found this instantly intriguing. I adore anime, movies, and books that feature Mechs, robots, or cyborgs. I have been known to put up with the largest of plot holes just so that I can feed this addiction...so going into a room where people were building models of Gundams was right up my alley.

Once there I realized that they were giving out kits and lending out supplies to build your own Mech which you could then take home which meant I could participate in model building instead of just watch as I had first assumed! Cosplay Chess completely forgotten I happily sat down and started to build the kit that I was given.

I have only had experience building War Hammer models. My brothers War Hammer models to be specific. I build them and paint them with him over a weekend every few months and he buys me sushi dinners. We have a great time and it involves hours of painstaking gluing, layers of paint, and occasionally having to strip all the color off and restart because I misunderstood his vision of a particular troops outfits.



So, I imagined the model building room to be full of glue, paint, and leftover sprue. It was not. It was a very organized place. No paint is necessary for the kits that were provided and they gave you trays to keep track of all of the lose sprue and spent runners.

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Plus, these kits all snapped together! No glue needed! Hello new obsession...soon Cosplay Chess had started but my kit, a lovely Kotobukiya Jagabachi AV was a siren I could not leave until it was completed. Well, in actuality I could have left because they did tell me after I started working on it I could leave if I wanted taking my kit with me to finish later, but I didn't want to.

There were both male and female expert builders on hand to help if needed. As well as fellow enthusiasts to ask for assistance if you got stuck which I greatly appreciated when I got to part B26. B26 was my problem part. First, when cutting it off the runner it sprung away and landed on the floor to disappear into the pattern of the carpet. It took me and four other searchers a half hour to find it. God Bless them for their help!



They certainly didn't have to assist. Then once found, it stubbornly wouldn't attach to the part it was to go on and my long pointy nails made it impossible for me to get a better grip on it. Thankfully, there were people around I could ask for help. Suddenly, part B26 had no more power and my model could proceed to completion. Happiness! This for me was the best part of the model building room.

At home I probably would have had to take a break from model building and come back later, when calmer. Or wait until one of my brothers stopped by to help me attach that part. Or try and use tweezers to grip the part and attach it or something. But, in the model building room there was a community of people who were there and not only excited to talk about what was exciting to me but willing to help me when I was in over my head and beyond my skill level. I had so much fun I decided to come the next day. And I am so glad I did. A fellow enthusiast showed me how to better apply stickers and panel line! So fun! Needless to say, this is on my list of Must Not Miss Activities for next year and don't worry...I still made it in plenty of time to see most of Cosplay Chess which is also on my list of Must Not Miss Activities!

Bon Odori Festival

By Corey Gilles

What is the Bon Odori Festival you ask?

Bon Odori is a summer festival where they close off the street to honor the ancestors through dancing in an oval. There is traditional music, usually people dressed in a variety of traditional festival outfits and you can usually also buy Japanese food while listening and watching the different performances. This sounds so boring and dry and you might wonder why anyone would bother going to such a festival much less look forward to it all year as I do. But, to me Bon Odori is more than its description can convey because it is also joy. Simple, pure joy.



Photo by Jameson Florence

You dance. It is okay if you don't know all the moves. Those that know the moves are within the inner part of the oval and those who do not know the moves are in the outer oval. You try and copy them as everyone listens to the music. There is no penalty for messing up. Just do your best.

There are dozens of different dances to learn. Some have props, some do not. Smiles are everywhere. The smell of delicious food wafts by on the breeze. Beautiful clothing, colors, and flowers are everywhere. Children are giggling. Snow cones are available for sale and their bright sweetness is a welcome treat to relieve dry throats that have been dancing for what seems like hours, but in fact has only been minutes.

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And then they bring out the Taiko drums and you get to listen and feel the magic and beauty of that form of music. And for a moment, you aren't in Seattle; you are somewhere else suspended in time and wrapped in joy. So, if you have the time I highly recommend this festival this July! Check out their website!

<http://seattlebetsuin.com/index.php/bon-odori-festival/>

This year's Festival is on July 21st from 4:00pm to July 22nd to 8:00pm
It will be held at the Seattle Betsuin Buddhist
On 1427 South Main Street, Seattle Washington 98144

Citation:

Seattle Buddhist Church. Seattle Buddhist Temple: "Bon Odori Festival", 2018.
<http://seattlebetsuin.com/index.php/bon-odori-festival/>. Accessed April 2018.



Photo by Jameson Florence

Sakura Con Photograph Diary

Opening Ceremony



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Masquerade Ball



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Cosplay Chess



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Kimono Workshop

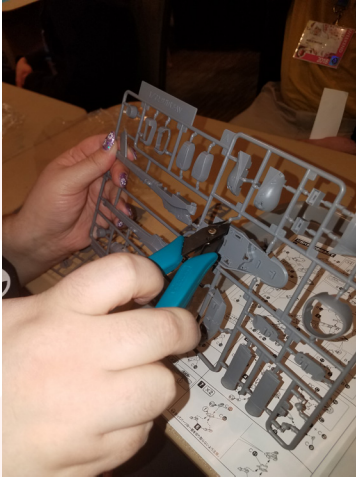


Mahjong



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Model Building



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Martial Arts Demonstrations



Manga Library



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Gaming



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Around Convention



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Check back in August for the Natsu Newsletter!

Washington State Convention Center

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