

## **Lucca Comics & Games 2014 Edition**

### **REVOLUTION!**

Lucca, 30th October - 2nd November

Lucca, 3rd July 2014 - Everything is ready for the new edition of **Lucca Comics & Games**, the International Festival of Comics, Animation, Illustration, and Games, organised by Lucca Comics & Games Srl, together with the City of Lucca, and supported by other city authorities, such as the Province, the Chamber of Commerce, and Bank Foundations. The Festival will take place **in Lucca from 30th October to 2nd November**, under the aegis of the Ministry of Culture and of the Region.

More than any other edition, this year's motto of Lucca Comics & Games will set the conditions for the festival's organization. Since last year **217 thousands of tickets have been sold**, the Festival is by now one of the main events of intelligent entertainment in Europe. That's why Lucca Comics & Games has decided to put what really matters in the first place: visitors. This will be a **visitor-friendly edition**: more spaces, more pavilions, more security, easier traveling, and more ways to reach the city. Hence, 2014 edition will be revolutionary, and that is the reason why **this year's motto is "Revolution!"**

As we have already announced, **the entire East area of the historical centre**, which **surrounds the former San Francesco's convent, becomes Japan Town** (an evolution of the Japan Palace), and will host anything Japan-related. Therefore, the ex **Real Collegio** will be converted into **the Family Palace, where all pavilions and events of the brand new Lucca Junior will be held. Moreover, there will be screenings and movie-related events of Lucca Movie reserved for our little fans**, safely and free of charge. On the occasion of the release of the new episode of **Assassin's Creed "Unity"** by Ubisoft, **Villa Bottini will host a universe totally reserved for video-games and video-game art**. The **Teatro del Giglio**, prestigious cultural heart of the city, **is once again also the heart of the festival. It will in fact host an event that will mix music and comics: the rock band Premiata Forneria Marconi** will meet its public for a "Comics Interview", while **Franz Di Cioccio**, drummer and singer, will be on stage playing **with Slow Feet**, his blues band.

**Logistics changes** - The ticket booth in piazzale Risorgimento will be moved to the square in front of the ex Officine Lenzi in San Concordio. All the other ticket booths remain unchanged. **Comics in Bus, the initiative to easily reach Lucca from anywhere in Italy**, is confirmed for 2014 edition. The organization is also working on a plan of **fast means of transport from the nearest cities**, synchronized with trains arriving from other Regions.

**International collaborations** - Lucca Comics & Games has proved to be a point of reference in Italy for both private and institutional partners from all over the world. From the collaboration with **the Japan Ministry of Culture and the Japan Media Arts Festival**, to the "scientific-comic" experiment carried out with the **Geneva CERN**; from the relationship with the **Embassy of Israel in Italy** and **UCEI**, to the celebration of historical moments of the Western pop-culture, such as the 40th anniversary of *Dungeons & Dragons*, which revolutionised the way in which last generations of players play (and hang out).

Comic book artists, games and video-games creators, children illustration, cartoon theme songs, Japanese universe, and movies previews: those are the fixed ingredient that have been appreciated in 2013 by more than 217.000 "ticketing" visitors. They are the core from which to start the real Revolution!

**The official poster** - From the Italian tradition comes a poster for the Revolution: Gabriele Dell'Otto is the author of the image of Lucca Comics & Games 2014. Every revolution starts from something that already exists, to modify it, subvert it, improve it, and show a new way. This is

what **Gabriele Dell'Otto**, author of the illustration on **Lucca Comics & Games 2014's** poster, did. Since he studied and knows the great Italian tradition in painting very well, he started from there, and mixed it with his own style, the one we all know and love thanks to his superheroes production. He put together different suggestions to create the perfect representation of this year's motto: **Revolution!** In front of a portal with the outline of Lucca's historical centre, which is a mechanism ready to be started, there is a child, holding in his hand a brand new key, while an old one lies useless on the floor. The keyhole, which is right in front of his face, coincides with piazza Anfiteatro. The Revolution of **Lucca Comics & Games 2014** will start exactly from there! The mechanism will start with structural changes: new spaces, improved and widen sections, more space for the public. This edition will be really revolutionary.

**Gabriele Dell'Otto** will be a guest of **Lucca Comics & Games 2014**: the author from Rome will host a showcase, and his works will be on display in an individual exhibition at Palazzo Ducale. His fans will be able to enjoy the original pages of his most famous works, up to the latest *Spider-Man: Family Business*, and his illustrations for Dante's Inferno.

## COMICS AREA

**International comics art** - As every year, the best examples of International comics arts will gather in Lucca: Rutu Modan from Israel, and Robert Crumb and Gilbert Shelton from the USA. Last year we begun to widen the exhibition areas toward the East of the city: San Martino pavilion, in fact, hosted the best among comic book publishers. Moreover, as every year, Lucca Comics aims to make every stand easily accessible, and it obviously cares about the quality of its guests. This year, International comics art will be very well represented, with a perfect mix of living legends who made the history of comics and contemporary artists. From the USA, **Robert Crumb**, legend of the Underground Comics movement, and his colleague **Gilbert Shelton** will be present in Lucca, thanks to our collaboration with COMICON Edizioni. **Rutu Modan**, the most famous Israeli author, won the Gran Guinigi 2013 and the Fauve d'Angouleme 2014 with *The Property* (published in Italy by Rizzoli Lizard). The Property describes the jewish identity in a sensible and modern way. Her individual exhibition at Palazzo Ducale is already scheduled: the project involves the **Embassy of Israel in Italy** and **UCEI**.

**Robert Crumb** is the father of the Underground revolution and he is the author of *Fritz The Cat*. His unique style had an impact on more than a generation of artists. Some of his works are now part of the collection of the Museum of Modern Art in New York.

**Gilbert Shelton** is the author of *Wonder Wart-Hog*, a porcine parody of Superman. Among his numerous works, his satirical strip *The Fabulous Furry Freak Brothers* stands out as a real manifesto of the Underground counter-culture.

**Rutu Modan** won the Gran Guinigi 2013 as Best Complete Author, and the Fauve d'Angouleme 2014 with *The Property* (published in Italy by Rizzoli Lizard). She became a comics star right after the publication of her very first work, *Exit Wounds* (Best Comic Book of the Year for "Entertainment Weekly", Best of for "Time", "The Washington Post", "Publishers' Weekly", "New York Magazine").

**Partnership with the Japan Media Arts Festivals** which is organized by the Agency for Cultural Affairs, Government of Japan. The Japan Media Arts Festival is a festival devoted to the arts in the media, that reward the best works of different style of media works, from the animation to the comic strip, from the visual arts to the video games. The festival assigns awards in every of its four divisions: Art, Diversion, Entertainment, Animation and Manga. The festival also works from base for the promotion and diffusion of the winning works and other deserving works. The collaboration among Lucca Comics & Games and JMAF, begun last year with a program of animation of author and with the invitation of Yoot Saito, game designer of avant-garde and 1999 Excellence Award Winner at JMAF, continues this year on different foreheads with JMAF showcase exhibition and particularly the first project on the comic strip, the **personal show devoted to**

**Hirohiko Araki**, award-winning Mangaka of the Grand Prize in the Manga division with *JoJolion*, the last series of its fortunate saga about the eccentric adventures of JoJo. Hirohiko Araki has with Italy a relationship everything special. *Baoh*, one of his/her juvenile mangas, were one of the first ones to be published in Italy and the OAV by it I treat it was the first one to relaunch the invasion of the souls in our country. Last year has been protagonist of an important collaboration with Gucci, of which he has decorated the showcases on the window at every shops of the world. But above all, Italy is a constant presence in his mangas, His eccentric adventures of JoJo, inter-generational saga of enormous success by now junta to the eighth series, in raced from almost thirty years. Scenarios and Italian characters are followed to continuous rhythm, with names even some eccentric ones to our ear but unquestionably Italian, as Giovanna Giorno, Lisa Lisa, Bruno Buccellati, Leo Abbacchio, the family Zeppeli and the evil character of the series, God Brando, whose name has, not by chance, the blasphemous lilt of the swearword. Strong characters, outlined with his unmistakable flaming style and expressionist, made of intense faces, entangled muscular bodies in laying similar to Laocoontes classic statue, elaborate customs and stand, the psychic projections used by the protagonists to fight him, portraits with unbridled visual imagination.

**Collaboration with CERN** - A new collaboration with Geneva CERN has begun: Lucca Comics & Science has brought a group of comic book artists to the most important research centre of the world.

This year a highly prestigious and cultural collaboration begins, the one with the **Geneva CERN**. It is internationally known as the Scientific Research centre par excellence, and for decades it has been **a furnace of fundamental discoveries and Nobel Prizes** (such as the latest: the confirmation of the existence of Higgs boson, news that hit the headlines all over the world). One of Geneva CERN main concerns is the public understanding of science and getting in contact with a young and receptive public, such as Lucca Comics & Games public is. For this special occasion, Geneva authorized **a scientific-comic experiment that is being carried out right now**: a group of comic book artists is visiting CERN laboratories, observing their experiments, guided by experimental and theoretical physicists in a personalized tour. The ideas and narrative suggestions that the authors will have thanks to this experience will become comics that will be published in "**Comics & Science**". Their work, sponsored by CNR (National Research Council), will be presented in Lucca in October, to confirm once again the strong relationship between the Festival and the CNR, a relationship that started in 2012 with the series of conferences called Lucca Comics & Science.

## GAMES AREA

**Assassins' Villa is about to open: events, exhibitions, cosplay parades, and much more to celebrate *Assassin's Creed Unity*, the fourth title of the video-game franchise by Ubisoft.**

The beautiful **Villa Bottini** of Lucca, which was bought at the beginning of the 19th century by Elisa Bonaparte, Napoelon's sister, will become for four days the '**Assassins' Villa**' for Lucca Comics & Games 2014. The Villa will be a meeting point for any video-game fan - and non - willing to celebrate the release of *Assassin's Creed Unity*, the fourth title of the blockbuster series by **Ubisoft**. Games, showcases and entertaining events are scheduled for the four days of the Festival: all of them will be about *Assassin's Creed*, in particular about the last exciting episode. Among them stands out a homage exhibition composed by circa fifty works of art made by fifty different artists, who will give in this way their personal tribute to the series. The '**Fan Art Contest**' will be very interesting as well: *Assassin's Creed* fans will be asked to artistically translate their personal vision of the series. There will also be cosplay parades, where the best reproduction of costumes and props from the saga will be awarded, and, finally, a '**Live Painting**' session dedicated to *Assassin's Creed Unity*, inspired by the **French Revolution**. Many other events will animate the villa and will be announced in the next weeks.

### Three "Revolutionary" Guests of Honor

Lucca Games has proved to play a leading role in Italian gaming, video-gaming, and fantasy literature fields: the most important professionals and the most interesting stands will be present for their numerous and affectionate fans. **The revamped padiglione Carducci** (this year with more space for exhibitors' installations) is still the heart of Lucca Games, but also the city centre and the walls will host games-related events – as it has been in the last editions. As every year, the **three Guest of Honor** will be only the tip of the iceberg of a massive number of guests from the gaming scene. Each one in their own way, they all revolutionised their working field: **Frank Mentzer**, Game Designer Guest of Honor, who revolutionised *Dungeons & Dragons* – which will be adequately celebrated during Lucca Games 2014; **Markus Heitz**, Writer Guest of Honor, who revolutionised German fantasy literature; and **Robh Ruppel**, Artist Guest of Honor, active member of Naughty Dog, where revolutionary video-games, such as *The Last of Us*, have been developed.

**Frank Mentzer** was Creative Director at TSR in the 80s and he is widely known for having edited the basic rules of D&D, creating five **boxed set (Basic, Expert, Companion, Master and Immortal)**, which have been translated in 11 languages and sold in billions of copies all over the world. If Gary Gygax is the creator of *Dungeons&Dragons*, Mentzer is its best known prophet: he also **founded in 1980 the RPGA (Role Playing Game Association)**, to promote quality role playing game and to help players meeting each other.

A writer and a journalist, **Markus Heitz** is one of the most read authors in Germany. He had success all over Europe thanks to his *The Dwarves Saga* and *Ulldart: Die Dunkle Zeit Saga*. During Lucca Comics & Games 2014 Markus Heitz's last novel will be released in Italy: *Il cammino oscuro – La vendetta degli albi*.

**Robh Ruppel** worked on video-games, movies, animation, books, and themed parks for major companies, such as **Naughty Dog, Dreamworks, Blue Sky, Disney Studios Animation, Disney TV Animation, and Paramount**. He teaches at Art centre College of Design (Pasadena), at Gnomon (Hollywood), and at Concept Design Academy (Pasadena). He has been awarded by **Spectrum Fantastic Art Annual**, and he has been published in numerous other annuals and collections.

### Naughty Dog, celebrating 30 years of interactive art development: Globally renowned studio to be celebrated with an exclusive exhibition

To commend the ground-breaking journey of one of the world's leading game developers, Lucca Comics & Games has announced an exclusive exhibition, marking the momentous 30th anniversary of **Naughty Dog Inc.**, creators of legendary gaming franchises including *Crash Bandicoot™*, *Jak and Daxter™*, *UNCHARTED™*, and *The Last of Us™*. Set amidst the beautiful surroundings of the historical Palazzo Ducale, attendees will have the chance to witness a visual timeline of 'video-game history' with original concept art, storyboards and scale models on show from the vaults of the Naughty Dog studio. One of Naughty Dog's Art Directors, **Robh Ruppel**, will be present running workshops and signing sessions whilst discussing his past work on titles including *Forgotten Realms™*, *Dragonlance™*, and *Uncharted: Among Thieves™*. Established in 1984 by **Andrew Gavin** and **Jason Rubin**, Naughty Dog immediately reached success with the *Crash Bandicoot™* series before joining Sony Computer Entertainment's Worldwide Studios (WWS) in 2001. Followed by subsequent franchise successes with *Jak and Daxter™* and *Uncharted*, it was the release of genre-defining and multi award-winning *The Last of Us* that truly cemented Naughty Dog in their position as industry leaders. The announcement of the exhibition in Lucca, **Naughty Dog 30th Anniversary Art Show**, coincides with the recent news that Naughty Dog is currently remastering *The Last of Us* for PlayStation®4. Additionally, Naughty Dog has partnered with **Dark Horse Comics** to produce *The Art of Naughty Dog*, an art book that features a comprehensive narrative of the studio and look at some of the artwork that went into making their video-games so memorable. The book will be on sale during Lucca Comics & Games.

## JAPAN AREA

**Welcome to Japan Town** - Anything Japan-related occupies the eastern area of the historical centre of Lucca. **Lucca Comics & Games** widens the space reserved for **Japan**, that is to say mangas, gadgets, foods, but also uses and costumes of the Land of the Rising Sun. If last year everything was concentrated in the Real Collegio, this year it can spread all over the **north-east area of the historical centre**, coloring and peacefully invading an entire new neighborhood. This is **Japan Town**: it will spread from **piazza San Francesco**, opening a new part of the city to thousands of Lucca Comics & Games attendees. In front of the church there will be **a pavilion of 400 square meters** reserved for gadgets, action figures, and manga schools. While, inside the church, there will be Japan-related exhibition, workshops, and meetings. Any other event will be held in **Cappella Guinigi** or in **Sala a Volte**. The **Giardino degli Osservanti** will host other seven pavilions, the **ManGiappone** (the usual food corner with only Japanese dishes), and a stage, on which concerts and other events will take place. In short, **the 2014 Revolution** starts from North-East, widening an area of Lucca Comics & Games that has extraordinarily grown in popularity, public, and exhibitors over the years.

## JUNIOR AREA

**Lucca Junior is in the brand new Family Palace**: a Revolution fit for children. 2014 will be a "revolutionary" year for Lucca Junior: it will in fact move to the ex **Real Collegio**, which formerly housed the Japan-section of the Festival. Hence, the Japan Palace becomes the brand new **Family Palace**. In this way the Junior section will widen: from a single and confined pavilion, to an entire and highly prestigious palace. Meeting rooms, cloisters, the city Walls, which are really close, and the square in front of the palace will become a centre for each and every Junior activity. The interactive soul of this area of the Festival will grow in performances, movie shows, previews, exhibitions, and events in collaboration with important partners. The new space will perfectly fit also for **family entertainment**. In addition to the already existing 5 sections, a brand new **Movie** section will be created, in which extra contents, home videos, and movie previews **for kids** are scheduled. Moreover, the events regarding illustrations and games will grow in number, involving famous brands. **The entrance to the Junior area** in the Family Palace will be **completely free both for adults and children** (you won't need to buy tickets for the Festival). An exclusive **exhibition** will be **dedicated to Guido Scarabottolo**, globally famous illustrator of children's books.

## MUSIC & COSPLAY

**Teatro del Giglio** - In 2014 edition of the Festival, the **Teatro del Giglio is once again the beating pulse** of Lucca Comics & Games. Last year it housed the **Press Area**; this year, besides the accredited journalists, it will host events even on its stage. First of all, the **Award Ceremony, scheduled on Friday 31st October**, during which comics, games, and illustration awards will be given. Following the success of Daniele Silvestri's event in 2013, the **Comics Interview** of this year will start a new music and animation project, featuring **Premiata Forneria Marconi**, the most important Italian progressive rock band, together with Lucca comics & Games. **"Stati di immaginazione 2"** concert is already scheduled for 2015. This year **Franz Di Cioccio**, drummer, singer, and founder of PFM, will be on the stage of Teatro del Giglio with his blues band **Slow Feet**, formed by Lucio Fabbri, member of PFM as well, Paolo Bonfanti, guitarist, and Reinhold Kohl, bass player.