



VENEZIA COMICS 2016
festival del fumetto e della cultura pop di Venezia
19 e 20 marzo, Pala ExpoVenice (VE)

The cultural association VeneziaComix, for his tenth year of activity, on the 19 and 20 of March 2016 will launch at the Pala ExpoVenice in Marghera, the Venezia Comics - festival of pop culture and comic books: the eight edition of the Venetian festival that will merge Mestre Comics and Venice Comic Art Fest, in order to finally make Venice a landmark for all the comics' lovers.

The cultural association **VeneziaComix**, founded by Capigatti and Tenderini in 2006, publicizes and defends the comics (and all his cultural branches) since is born, through many creative activities and important events. Furthermore it underlines the importance of comic's creative value, which is still too often underrated.

Today, thanks to our passion and commitment, VeneziaComix can brag a growth course that count moments of great satisfaction and great events that had got involved the city. From Venice Comic Art Fest that brought to the lagoon the Master Milo Manara whit the exhibition "New dreams" at the Querini Stampalia foundation, to the Mestre Comics festival, that went from the 3000 visitors of its first edition to the 10.000 of 2014, strengthening itself and becoming a landmark in the triveneto for all the comic lovers.

Thanks to this long path, VeneziaComix decided to do another quality step for its tenth year of life. Merging the past of the Venice Comic Art Fest with the present of Mestre Comix, on the 19th and 20th of March 2016, the association will launch his future: the **Venezia Comics** – festival of pop culture and comic books of Venice.

It's not just a name change, in fact the new structure that will host the festival will be the Pala ExpoVenice which extends on 14.000 square meters, for a total surface of over 50.000, located at the beginning of Ponte della Libertà, the bridge that connects the historic center of **Venice** to the mainland, in an area well served by the public transportations and equipped with approximately 1000 parking lots, 400 of which will be indoor.

All those changes aim to give to the visitors and to the exhibitors of the only market show of comics of Venice a calendar of events even more rich and with new contents, into larger expositive spaces and equipped to host an always growing public.

The main event of the exhibition it's still the market show, enriched this year by the presence of the publishing house of games **Asterion**, for the first time in the North-East, and by **Fantasiland**, one of the most important hobby modeling shops in Italy.

Guest of honor of the 2016 edition will be the Master of the Ninth Art **Giorgio Cavazzano**, one of the best cartoonists in the world, esteemed in Italy and abroad.



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With him, other renowned guests will be present in the two days of the festival: the young and charming **Sio, Pucci Poccetta** and **Tiziana De Piero** for **Shockdom**, the main cartoonists and authors for **Bonelli, Claudio Chiaverotti** and **Lola Airaghi**, the cartoonists for **Marvel** and **DC Comics, Laura Braga, Paolo Pantalena** and **Marco Checchetto**; the international illustrator and cartoonist **Mirka Andolfo**; **LRNZ** the industrial designer and illustrator for **BAO Publishing**; and last but not the least, one of the most important representatives of digital colouring: **Emanuele Tenderini**.

A new entry for this edition of VeneziaComix will be the **Games Area**, that will extend for about 350 square meters and will meet the needs of all types of gamers, from PC to consoles, passing through portable devices. In this area in fact it will be possible to participate to activity and tournament dedicated to the best titles for house consoles, like **Super Smash Bros**, but also to participate to events connected with some of the most fashionable games for portable device, like **Monster Hunter** and **Pokémon Ruby Omega** and **Sapphire Alpha**.

For PC gaming lovers, it's been prepared an area with many gaming stations, in order to have an adequate number of PCs both for single player games, like **Heartstone**, that for team games like **League Of Legends**. In the area will be also available the shop of one of the bigger hardware's sellers, in which there will be the possibility to buy components and accessories for one's own PC.

The Games Area staff, experienced in the activity of exhibition tournament, will guarantee a number of activities able to entertain both the gamers who loves the competition that the ones who try some titles for the first time, who search more entertaining contents.

Moreover, will be present some **Youtubers** among the most popular in Italy, channels like **I Fancazzisti Anonimi** with more than 550.000 subscribers, who generates millions of visual per month, but representatives of gaming too, like **MarcusKron** and **Quit108, Sabaku no Maiku** and more. Loved by the internet people, they will be available to meet the fans, speak with them and take pictures like in all the other big festivals.

And it's not over yet, for in the two days of festival there will be great events: the famous Cosplay Competition on Sunday that involves as always a lot of fan; the projection of Japanese Anime thanks to the cooperation of the platform **CrunchyRoll**; meetings and conferences, among which the presentation of the 2016 edition of Cartoons on the Bay festival, with who it's born a twinning this year. *Dulcis in fundo*, **La Mente Di Tetsuya** that at 5:30 pm on Saturday 19th will bring on the Venezia Comics stage the show entitled "Star Trekking", where we'll see them arrive straight from the eighties to tell us through music what was the TV in Italy ...

All this and even more to finally give to Venice a festival that could bring back in the lagoon city the attention and passion for the illustration that, from the fifties, had made important the city thanks to authors like **Hugo Pratt, Dino Battaglia** and **Giorgio Cavazzano**.



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