



DELAWARE ART MUSEUM



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IX Preview Weekend

Artist Bios

Greg Hildebrandt is best known for his work on the world-famous poster for *Star Wars*, the best-selling calendars illustrating J.R.R. Tolkien's *The Lord of the Rings*, and the fantasy novel *Urshurak*. He also worked on advertising art, hundreds of classic children's books, the covers of numerous fantasy and science fiction novels, and Marvel and DC Comics.

Boris Vallejo's works are known and loved around the world. He is famous for his illustrations of Tarzan, Conan the Barbarian, Doc Savage, and many other fantasy characters, as well as movie poster illustration, advertisement illustration, and artwork for collectibles, trading cards, and sculpture.

Julie Bell is a world-renowned, award-winning fantasy artist and wildlife painter. Julie has won two Chesley Awards and was the designer of the popular and award-winning series *Dragons of Destiny*. She also has won numerous first-place awards in the Art Renewal Center's International Salon and was named a Living Master.

Michael Whelan has created book and album covers for authors and musicians for 40 years, including Isaac Asimov, Stephen King, Ray Bradbury, Brandon Sanderson, the Jacksons and Meat Loaf. His clients have included every major U.S. book publisher, the National Geographic Society, CBS Records, and the Franklin Mint. As one of the most honored artist in science fiction, Michael has won 15 Hugo Awards, three World Fantasy Awards, and 13 Chesleys from the Association of Science Fiction and Fantasy Artists. *Spectrum: The Best in Contemporary Fantastic Art* named him a Grand Master in 2004.

Matt Stewart graduated with a BFA in illustration from Parsons School of Design in 1999 and turned his fascination with fantasy art into a career, working for book publishers and gaming companies, such as Wizards of the Coast, Upper Deck, Tor Books, and Duirwaigh Gallery. His work can be seen in multiple *Spectrum* Annuals, and has won multiple Chesley Awards.

Dorian Vallejo's career began formally in his late teens when he began receiving commissions from publishing houses in New York while attending the School of Visual Arts. His love of traditional media and the figure drew him to portraiture and to focus on personal work, where he explores his other artistic

interests. These days Dorian spends most of his time creating paintings and drawings for sale through galleries.

William O'Connor is the author and illustrator of the best-selling *Dracopedia* book trilogy and has produced over 5,000 illustrations for the gaming and publishing business for over 25 years. He has worked with such companies as Wizards of the Coast, Impact Books, Blizzard Entertainment, Sterling Publishing, Lucasfilm, and Activision. He has won over 30 industry awards for artistic excellence, including 10 contributions to *Spectrum: The Best in Contemporary Fantastic Art* and 10 Chesley Nominations. William has taught and lectured around the country about his varied artwork; he is also a regular contributor to the popular art blog Muddy Colors and exhibits his work at such industry shows as IX, New York Comic Con, and Gen Con.

Rebecca Leveille-Guay is a graduate of Pratt Institute. Rebecca has been in group shows at R. Michelson Galleries, Allentown Art Museum, La Luz de Jesus Gallery, and Jonathan LeVine Gallery. She has been a guest artist/speaker at Rhode Island School of Design, the University of Massachusetts, Savannah College of Art and Design, and Fordham University. Rebecca has also been a guest instructor at Pratt Institute, and a guest artist by invitation to shows and events in Melbourne (Australia), Paris, Nagoya and Osaka (Japan), and Valencia, San Fernando, and Torrelavega (Spain). Her work has been reproduced in *Juxtapoz* magazine and featured in online articles with Juxatpoz.com and HiFructose.com.

Bob Eggleton is a successful science fiction, fantasy, and landscape artist. Winner of nine Hugo Awards, 12 Chesley Awards, 1999 Skylark Award, and two Locus Awards, his art can be seen on many magazines and books, including *The First Men in the Moon* by H.G. Wells, *Dragonhenge* (2002), and *The Stardragons* (2005). Bob has also worked as a conceptual illustrator for movies such as *Sphere* (1998), *Jimmy Neutron Boy Genius* (2001), and *The Ant Bully* (2006), and the thrill ride Star Trek: The Experience in Las Vegas. He has been elected as a Fellow of The International Association of Astronomical Artists, and is a Fellow of The New England Science Fiction Association.

Jordu Schell has been in the film and television industry since 1987. His talent as a designer and sculptor is world renowned, and his credits include: *Avatar*, *The Chronicles of Narnia: Prince Caspian*, *300*, *Hellboy*, *Aliens vs. Predator: Requiem*, *Men in Black*, *The Mist*, *Batman Returns*, *Edward Scissorhands*, *Alien: Resurrection*, *The X-Files Movie*, *Predator II*, *Galaxy Quest*, *Evolution*, and many more. He also designed Emmy award-winning creature makeup and the first fully digital creature for a television series for *Babylon* 5.

Charles Vess graduated with a BFA from Virginia Commonwealth University, and worked in commercial animation for Candy Apple Productions in Richmond, Virginia before moving to New York City in 1976. It was there that he became a freelance illustrator, working for many publications, including Heavy Metal,

Klutz Press, Epic Comics, and National Lampoon. His award-winning work has graced the covers and interior pages of many comic book publishers, including Marvel (Spider-Man, Raven Banner) and DC (Books of Magic, Swamp Thing, Sandman). His work also is found in book illustration, such as *The Ladies of Grace Adieu*, *Coyote Road—Trickster Tales*, and *Peter Pan*. He has shown in Paris, Spain, Portugal, Italy, and the UK. Charles' awards include the Inkpot, three World Fantasies, the Mythopoeic, a gold and silver Spectrum Annual, two Chesleys, Locus (Best Artist), and two Will Eisner Comic Industry Awards. He also designed and co-sculpted a 16-foot bronze fountain based on *A Midsummer Night's Dream* for the Barter Theatre in Abingdon, Virginia.

Donato Giancola balances modern concepts with realism in his paintings to bridge the worlds of contemporary and historical figurative arts. He teaches at the School of Visual Arts, at Amherst College (Illustration Master Class), and online through the SmArt School, and appears at various institutions, seminars, and conventions, from San Diego to Rome to Moscow, where he performs demonstrations in oil paint and lectures. Since beginning his professional career in 1993, Donato has developed a list of clients that range from major book publishers and collectors in New York to concept design firms, including the United Nations, Lucasfilm, National Geographic, CNN, DC Comics, Microsoft, The Village Voice, *Playboy Magazine*, U.S. Postal Service, Wizards of the Coast, Scholastic, Tor Books, Random House, Time/Warner, and the Syfy Channel. He has received the Hamilton King Award from the Society of Illustrators, and 20 Chesley Awards from the Association of Science Fiction and Fantasy Artists.

David Palumbo aims to craft a moody world rich in mystery and danger. He is interested in atmospheric scenes, which combine a modern psychology and texture with a classic painterly and expressive hand. His work can be found on book covers and gaming cards and has been honored with multiple awards, including a Chesley and several Spectrum medals. In addition to genre illustration, his work is featured in fine art galleries from New York to Paris, and he has published several collections of his personal paintings.

Mark Zug's formative inspirations were N.C. Wyeth, Howard Pyle, J. C. Leyendecker, and other luminaries of the Brandywine illustration tradition. His work was first published in 1994 with *I, Robot: The Illustrated Screenplay* by Harlan Ellison. Since then, his artwork has appeared on the covers of novels for Eberron and Forgotten Realms. His work has also appeared in *Popular Science*, *Dragon*, *Dungeon*, *Duelist*, *Inquest*, and *Star Wars Gamer*. He has illustrated for Shadowrun, BattleTech, Dune, Magic: The Gathering, and World of Warcraft. In recent years, he has become the illustrator of the best-selling *Septimus Heap* series of fantasy novels by Angie Sage. He holds a Jack Gaughan Award, a Chesley Award, and an Illie Award.

Ruth Sanderson's love of fairy tales and fantasy began when she was a child, reading her father's battered copy of *Grimms' Fairy Tales*. Ruth has illustrated over 80 books for children, and her fairy tales have received much acclaim. Her work can also be found on book covers, collector's plates, puzzles, and greeting

cards, and she has exhibited in museums, galleries, and numerous science fiction and fantasy conventions. Ruth was the Artist Guest of Honor at the 2011 World Fantasy Convention, and received the Inkpot Award at the 2013 San Diego Comi-Con. The original artwork from her book *The Twelve Dancing Princesses* is now in the permanent collection of the Norman Rockwell Museum.