

NATHAN SHAFER
WINTERMOOT

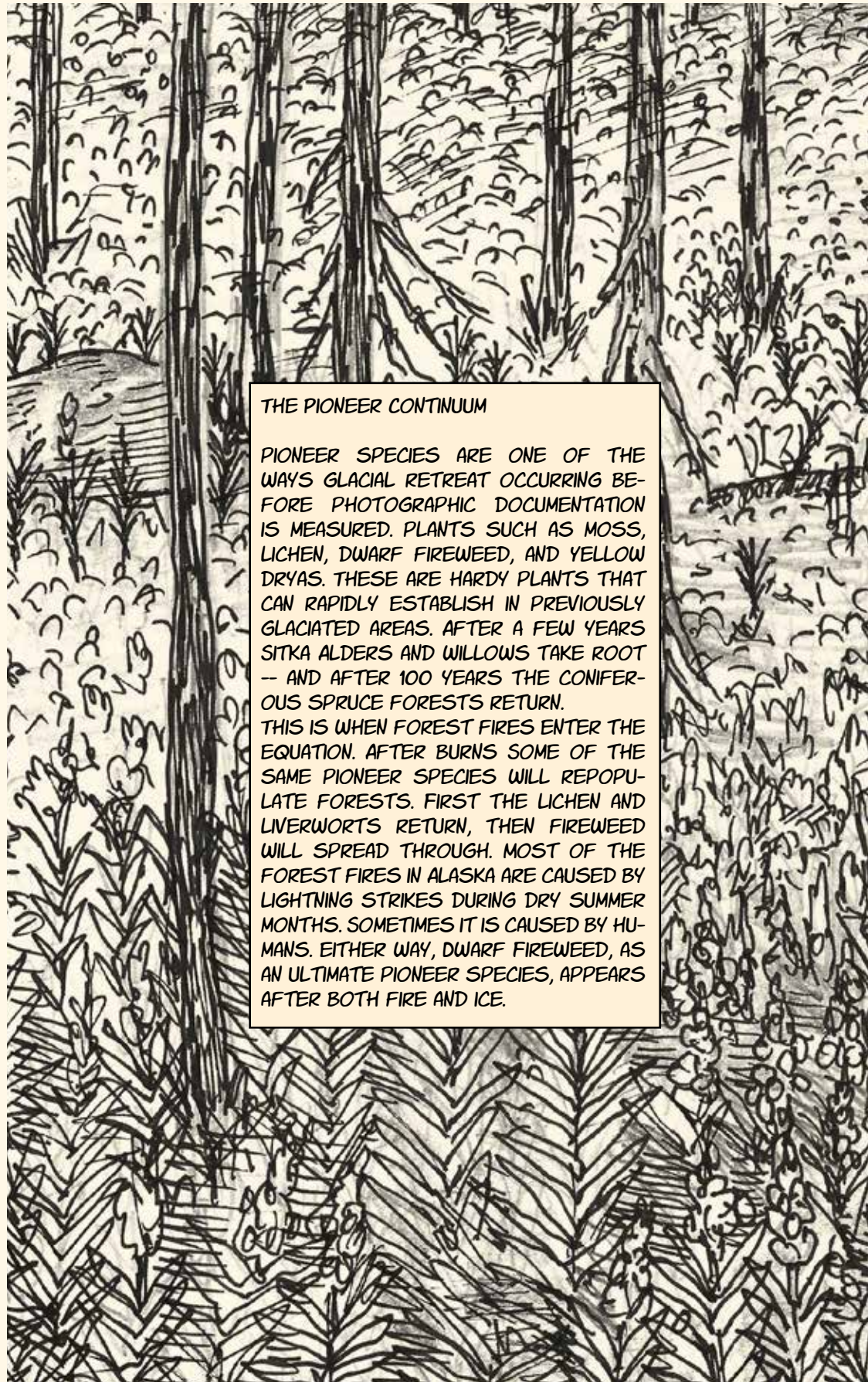
BOOK SIX | SOCIALISTS AND PIONEERS

Lines of Sight: Comic Art and Storytelling in Alaska | Museum Edition



Story by Nathan Shafer,
Joelle Howald, and Richard Perry
LUK'AE TSE' TAAS SHARED UNIVERSE





THE PIONEER CONTINUUM

PIONEER SPECIES ARE ONE OF THE WAYS GLACIAL RETREAT OCCURRING BEFORE PHOTOGRAPHIC DOCUMENTATION IS MEASURED. PLANTS SUCH AS MOSS, LICHEN, DWARF FIREWEED, AND YELLOW DRYAS. THESE ARE HARDY PLANTS THAT CAN RAPIDLY ESTABLISH IN PREVIOUSLY GLACIATED AREAS. AFTER A FEW YEARS SITKA ALDERS AND WILLOWS TAKE ROOT -- AND AFTER 100 YEARS THE CONIFEROUS SPRUCE FORESTS RETURN.

THIS IS WHEN FOREST FIRES ENTER THE EQUATION. AFTER BURNS SOME OF THE SAME PIONEER SPECIES WILL REPOPULATE FORESTS. FIRST THE LICHEN AND LIVERWORTS RETURN, THEN FIREWEED WILL SPREAD THROUGH. MOST OF THE FOREST FIRES IN ALASKA ARE CAUSED BY LIGHTNING STRIKES DURING DRY SUMMER MONTHS. SOMETIMES IT IS CAUSED BY HUMANS. EITHER WAY, DWARF FIREWEED, AS AN ULTIMATE PIONEER SPECIES, APPEARS AFTER BOTH FIRE AND ICE.

WINTERMOOT



A NOTE ON THIS STORY: "SOCIALISTS AND PIONEERS"
SUB-HEADER: [HARDWATER* AND GREEN BOREALIS]

THERE WAS AN ACTUAL LABOR HALL IN EARLY ANCHORAGE WITH THE WORDS 'SOCIALISTS AND PIONEERS' ON THE FRONT OF THE BUILDING. IT BURNED DOWN ONLY A COUPLE OF YEARS AFTER CONSTRUCTION. THE SOCIALIST PARTY OF THE UNITED STATES WAS AT ONE POINT A VIABLE POLITICAL ENTITY, BEFORE WORLD WAR II. THE SOCIALISTS AND PIONEERS HALL IS THE LOCUS FOR THE FIRST COLLECTIVE OF MAGICAL ALASKANS IN THE WINTERMOOT STORIES, WITH THE SUB-DESIGNATION OF 'LABOR HALL FFFBE7'. FFFBE7 IS THE HEXADECIMAL CODE FOR COSMIC LATTE, WHICH IS THE AVERAGE SPECTRAL COLOR OF OUR UNIVERSE, AND IS ALSO THE BACKGROUND COLOR IN WINTERMOOT COMIC BOOKS. OTHER

REALITIES IN WINTERMOOT ARE DESIGNATED BY THE AVERAGE COLOR OF THEIR SPECIFIC UNIVERSES, ALL SLIGHT VARIATIONS ON FFFBE7. WINTERMOOT BOOKS ALSO CONTAIN IMAGES OF ECTOPLASMIC PROJECTIONS WHICH ARE BASED ON THE EARLY 20TH CENTURY SPIRIT PHOTOGRAPHS WHERE SPIRITUALISTS WOULD SOAK THINGS LIKE CHEESE CLOTH IN GLUE AND TAKE PHOTOGRAPHS AS IF PARAMORMAL ECTOPLASM WAS EXTRUDING FROM THEIR EYES, NOSES, EARS, AND MOUTHS. WHILE THE ALASKA LABOR UNION CALLED SOCIALISTS AND PIONEERS WAS QUITE REAL, THERE WERE NO DOCUMENTED MAGIC POWERS AT THAT LOCATION, FROM WHAT WE HAVE FOUND.

THIS BOOK CONTAINS
SOME
AUGMENTED REALITY

LEVEL UP BY SCANNING THE
QR CODE BELOW IN EYEJACK!



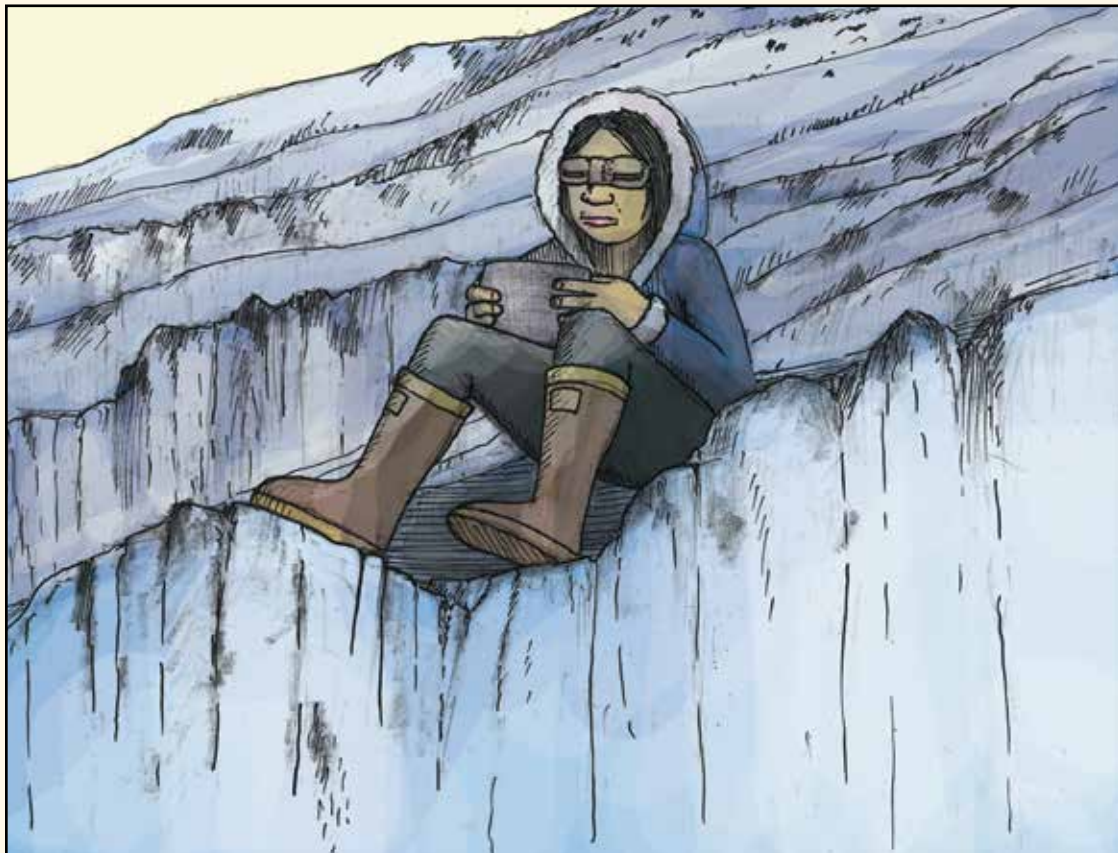
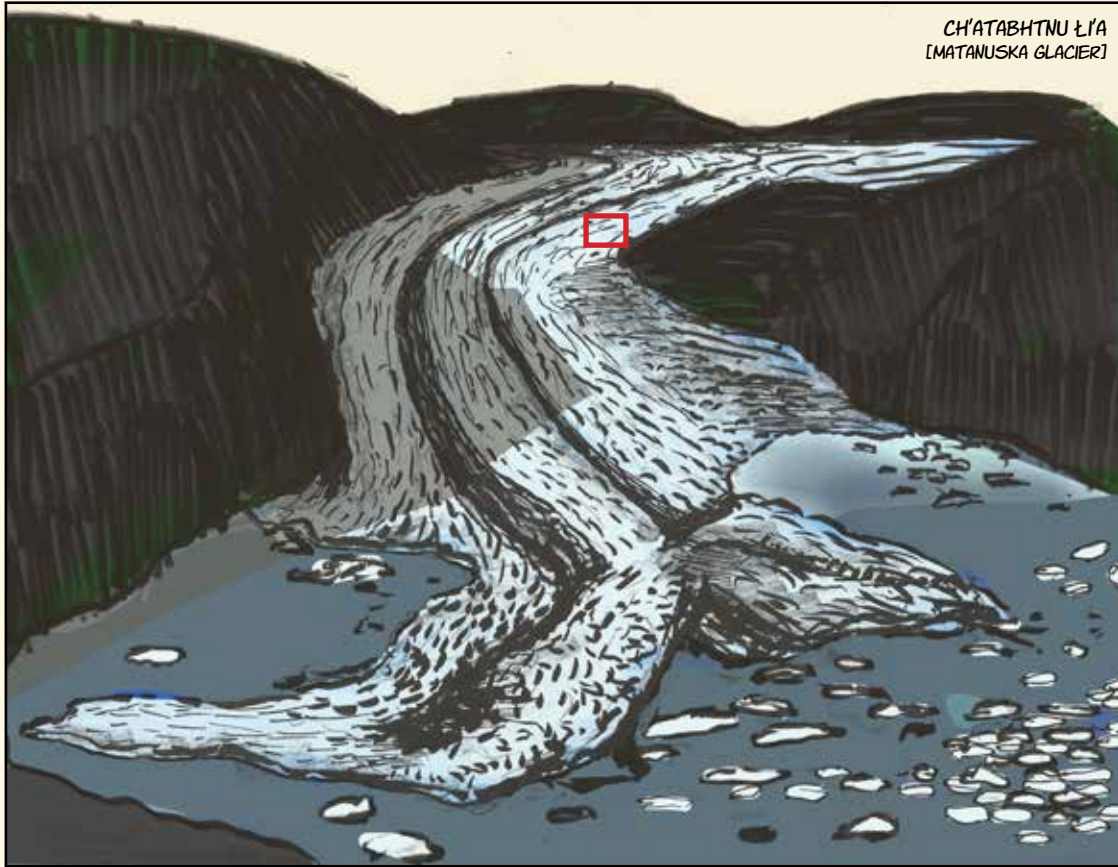
THE LUK'AE TSE' TAAS SHARED UNIVERSE GROUP IS A COLLABORATIVE EFFORT SUPPORTED BY THE BUNNELL STREET ARTS CENTER IN HOMER, ALASKA. IT IS ALSO FUNDED IN PART BY CREATIVE CAPITAL AND SPONSORED IN PART BY THE CIRI FOUNDATION.
CULTURAL CONSULTANTS ON THE SERIES: MELISSA SHAGINOFF, DIMI MACHERAS, RICHARD PERRY, DAVID KARABELNIKOFF, CALEB BOURGEOIS, ANGELA YATLIN GONZALEZ, AARON LEGGETT, AND LESLIE KIMIKO WARD.
SERIES EDITORS: JOELLE HOWALD, ISAAC BOATRIGHT, MARTIN SCHULTZ, KATHRYN REIMAN, JOSHUA MEDSKER
"SLACK TIDES, NUNATAK, MAGNETOTAL, TUYANAUT, STEVEPUNK" CREATED BY NATHAN SHAFER, LESLIE KIMIKO WARD, RICHARD PERRY AND BENJAMIN SCHLEIFMAN.
"AOPIK" CREATED BY NATHAN SHAFER AND HOLLY NORDLUM.
"THE SUBNEVEAN MISTRESS" CREATED BY NATHAN SHAFER AND JOELLE HOWALD.
"ARCTIC CITY" AND "DRAPED VALLEY" CREATED BY FREI OTTO.
"SEWARD'S SUCCESS" CREATED BY TANDY INDUSTRIES.
"DENALI CITY AND DIRIGIBLES FOR DENALI" CREATED BY MIKE GRAVEL AND PAT POURCHOT.
"CYBERINGIA" IS DERIVED FROM TIMOTHY LEARY'S "CYBERIA"
MANY THANKS TO: ANCHORAGE MUSEUM, CREATIVE CAPITAL, BUNNELL STREET ARTS CENTER, CIRI FOUNDATION, ALASKA HUMANITIES FORUM, WRITER'S BLOCK BOOKSTORE, ALASKAN ROBOTICS, ALASKA CENTER FOR THE BOOK, BOSCO'S COMICS, THE ALASKA LIBRARY NETWORK, AND THE ALASKA STATE COUNCIL ON THE ARTS.



WINTERMOOT

BOOK SIX | SOCIALISTS AND PIONEERS

CH'ATABHTNU Ł'YA
[MATANUSKA GLACIER]



SOCIALISTS AND PIONEERS OF SEWARD'S SUCCESS

Hardwater and the Knik Quartermaster A Cyberingian Novelization from the Worlds of Wintermoot

The first magical gentleman to wear spandex on a glacier was a ruggedly ambiguous and exceptionally long-lived American Civil War vet with a prospector's beard named Captain Kenneth Albert Hutchinson Hardwater. He was a bit of a legend in his time for his ability to control ice and snow, though he never seemed to master any of the proper techniques everyone else with similar abilities had. The Socialists and Pioneers of Seward's Success, would eventually give him the name Captain Kenai, the Glacier Man, though he preferred the singular 'Hardwater', his given surname, as he would always insist that "ice is just hard water."

The expandable fabric outfit Kenneth Hardwater wore was fashioned by the Knik Quartermaster, whose regular human name was Aaron Ferguson -- and he wielded the powers of the Anthropoverse (Aaron could manipulate anything human, or human made). Knik Quartermaster was responsible for creating all the gear and materials that his team would use; this included his design for 'expandable fabric' that would be a forerunner to the synthetic 'spandex' developed in the 1950s by Joseph Shivers. Though both versions of these synthetic fabrics were thermoplastic elastomers, Knik Quartermaster's designs, by way of his magic powers, incorporated smart materials from the future such as ectoplasmic wool, solid-state quantum fish slime and superfluid cryomers. This original proto-spandex get-up was mostly a glacial blue, with white and black flourishes, and could easily camouflage Kenneth in a glacial setting. To accompany the suit was a pair of smart snow goggles, also fashioned by the Knik Quartermaster, based on the snow goggles from one of the other people in the soon-to-be-named Socialists and Pioneers of Seward's Success. The team would call her Cloudberry Woman, though she would insist on being called the regular human name she was given at birth, Aqpik.

The snow goggles were cybernetic and could connect to an ancient virtual simulation, which covered all of Alaska, and its neighboring bodies of water, Cyberingia. Most of Cyberingia has yet to be seen by the regular humans of Alaska, though it does have simulations of all the civilizations that have lived in Alaska since the Younger Dryas built virtually right on top of where they used to be. There are also about a thousand videogames and open worlds in Cyberingia that kids in the future are going to love—but no one from this time knows what videogames are, as they have yet to be invented. For that matter, the name Cyberingia means nothing to Hardwater at this moment, as he believes the smart snow goggles are simply magical, and the things he is seeing through them are from a magical realm named Cyberingia, that is invisible to regular humans.

"How is the suit?" the Knik Quartermaster asked Hardwater over the radio communication system he had embedded in the smart snow goggles, also a very new experience for Hardwater.

"Yeah, it's a thing, expandex, eh? Real, real clever Master Moses, most clever," Hardwater replied, albeit quite confused by everything, holding a finger to his ear as if it will help him hear Knik Quartermaster better, "I keep seeing a large shadow beyond the horizon, it looks sort of like bird wearing a hat."

"Expandex is just a placeholder name for it right now. The shadow giant is a Cyberingian Macronaut. Probably

Steller's Raven, maybe a lesser mountain person. The goggles make all the multidimensional organisms visible. You can only see the shadow it casts on the atmosphere. They call it a firmament projection."

"Well—"

"It is probably harmless and uninterested in you. Unless it takes the hat off, then it will probably try and scoop you up! That will render you two-dimensional and you will assuredly die."

"Not entirely sure what two-dimensional means, but considering, I think it may be prudent to call the mission successful now, and let's get me back to the Kincaid Chalet to debrief!"

The Kincaid Chalet is one of the multiple hideouts the future Socialists and Pioneers of Seward's Success will use across Alaska as the domed cities are eventually built. Right now, the Socialists and Pioneers are just a group of secret agents known as AKTAs (Alaska Territorial Agents). The AKTAs built the Kincaid Chalet atop a hill in the Kincaid Forest in the western part of what has just recently become known as the Knik Anchorage and it looks for all intents and purposes like a series of recreational chalets and tents, which on the outside it really is. In fifty years, there will be construction on this same site for an air tram system to circumambulate Anchorage, connecting it with the new high-tech city, Seward's Success. Seward's Success was supposed to be a city of the future, with moving sidewalks and terraformed ground under its domes—but that is a way out, though Hardwater can see aspects of this city through the smart snow goggles, as they can also reveal vestigial traces from the future.

"Are you cold?" Knik Quartermaster asked.

"I don't feel the cold since I got the cryomagic Aaron. Let's workshop this back at the base, eh?"

"Still testing Captain. A couple more minutes if you please."

"Moose's juices Moses. Let's just forget it all and make a night of it then! Jeesh..."

By the 1960s, Hardwater and others with glacier magic will collectively call themselves 'cryonauts', as they can travel the cryoverse via their magic abilities. They tend to prefer formal attire, suits and ties, with the addition of the smart snow goggles, rather than the flamboyant expandable fabric Knik Quartermaster developed. This soon leads to alter-egos, where gentlemen cryonauts will don their expandex outfits when they are engaging in their various cryoworks. This lasts for a few decades, and a culture of 'gentlemen cryonauts' eventually emerges, and some of them use monikers that reflect their powers. By the 1980s, gentlemen cryonauts have fallen out of fashion, and the new culture of Alaskan cryopunks has emerged, with less of an emphasis on the formal code-switching. By the mid-90s, malevolent silicon-based lifeforms began deploying a series of weaponized singularities called the Repocalypse Scenarios, and both the cryonauts and cryopunks go into a kind of cryostasis, living inside of the rapidly receding glaciers as the world carries on without them.

"SOCIALISTS AND PIONEERS"

BEING THE SECOND BOOK OF THE SLACK TIDES TALE:

FROM THE SUBNVEAN

[KNIK ANCHORAGE, FFF8E7]

[THE OLD SOCIALISTS AND PIONEERS LABOR HALL]
[CYBERDOUGH SUPERSYMMETRY]

[HARDWATER* AND GREEN BOREALIS]

NORTHERN LIGHTS POWERS MAKE THE HUMANS WHO USE THEM GO INSANE.

THAT FIRST TIME GREEN BOREALIS WENT MAD, HE ALMOST REVEALED MY SECRET IDENTITY.



HE WAS POINTING RIGHT AT ME WHEN HE WAS BREAKING DOWN, SCREAMING MY REAL NAME, OLINE.



LUCKILY MY POWERS HAVE TO DO WITH THE UNSEEN.

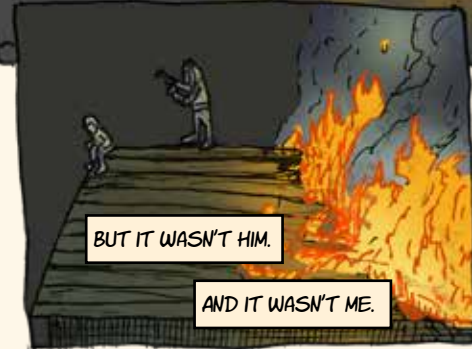


I WAS ABLE TO KEEP HIM QUIET.

BUT THAT WAS PROBABLY THE BEGINNING OF THE END FOR THE OLD SOCIALISTS AND PIONEERS HALL.



WHEN IT BURNED DOWN A YEAR LATER EVERYONE BLAMED IT ON GREENIE.



BUT IT WASN'T HIM.

AND IT WASN'T ME.



HARDWATER*

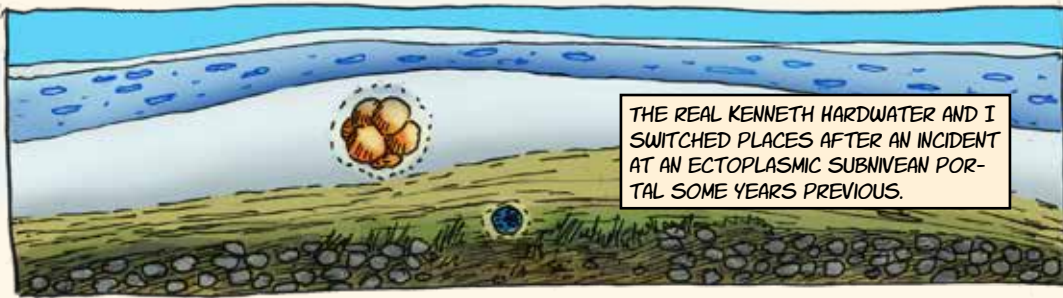
GREEN BOREALIS

BACK THEN I WENT BY KENNETH HARDWATER. THEY CALLED ME CAPTAIN KENAI. AND SOMETIMES IT WAS THE GLACIER MAN.



*BUT MY NAME IS OLINE. OLINE MAGNUSDOTTIR.

I AM THE SUBNVEAN MISTRESS.



THE REAL KENNETH HARDWATER AND I SWITCHED PLACES AFTER AN INCIDENT AT AN ECTOPLASMIC SUBNIVEAN PORTAL SOME YEARS PREVIOUS.



IT WAS MY FAULT, BUT KENNETH SEEMED GLAD FOR THE TRADING PLACES PART OF IT.

SO WE JUST DECIDED WE WERE GOING TO BE EACH OTHER FOR A FEW YEARS.



HE GOT TO BE THE SNEHVIDE (SNOW-WIGHT) OF THE FAROE ISLANDS.



AND I GOT TO BE THE GLACIER MAN OF THE KENAI PENNINSULA.

HIS BEST FRIEND GROVER NEVER EVEN NOTICED.



GROVER AND KENNETH WERE BOTH VETERANS OF SOME AMERICAN WAR FROM THOUSANDS OF YEARS AGO.



THEY WERE BOTH SAILORS ON A CONFEDERATE SHIP CALLED THE CSS SHENANDOAH.



IT WAS A SILLY SHIP THAT ATTACKED CIVILIANS, SPECIFICALLY UNION WHALING SHIPS.

LUCKILY, THEY NEVER TALKED ABOUT ME AND GREENIE TRADING PLACES, BUT I HAD TO JOIN THE SOCIALISTS AND PIONEERS HALL TO KEEP FROM BEING FOUND OUT.



DRAPED VALLEY
FREI OTTO

CYBERINGIAN
QUARTERMASTER

IT WAS FINE, NOT MY THING REALLY, BUT IT WAS FINE.



UNTIL GREENIE SAID MY NAME.

HOW HE FIGURED IT OUT I WILL NEVER KNOW.

MAYBE ONE OF THOSE "GHOSTS" TOLD HIM.

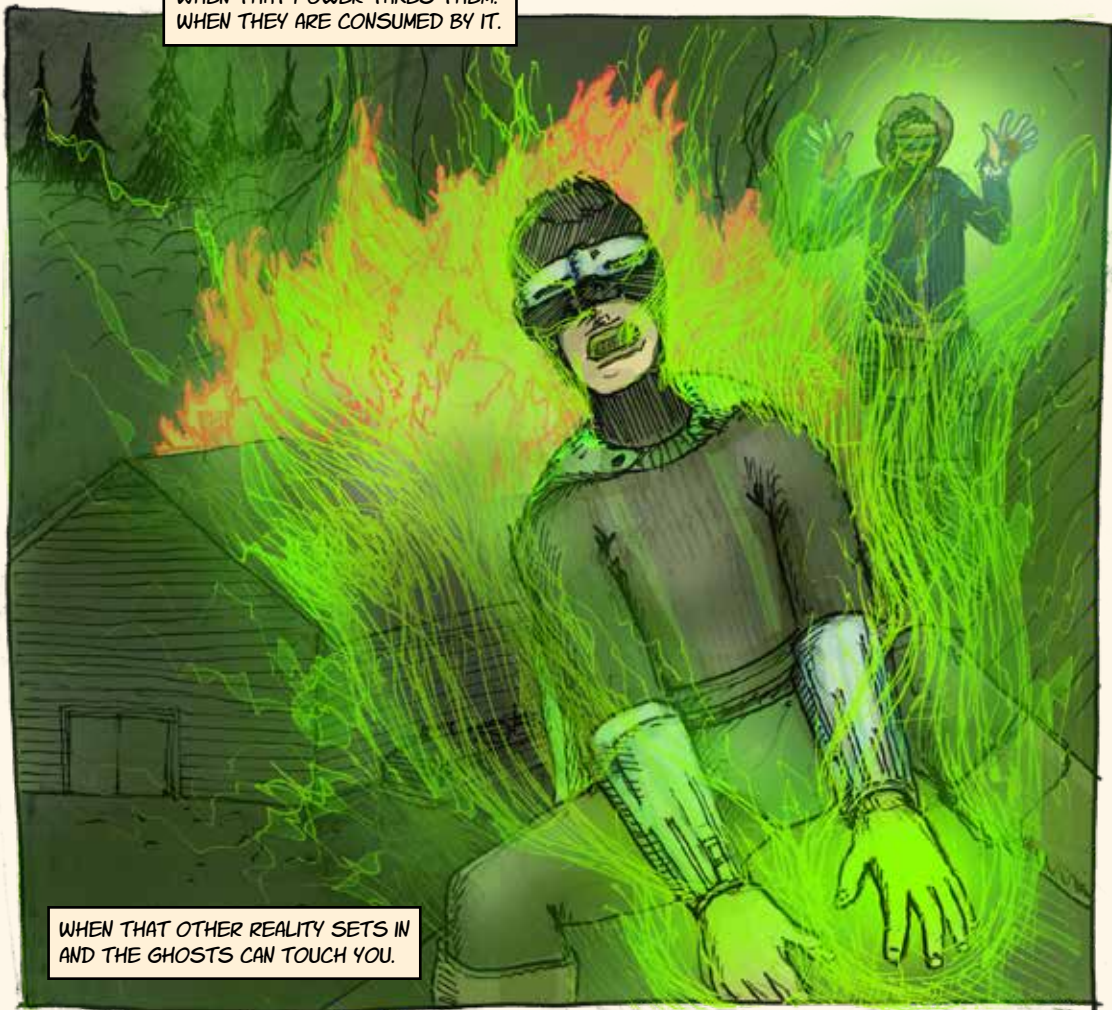
YOU CAN SEE IT IN THEIR EYES.



THE NORTHERN LIGHTS FOLKS.

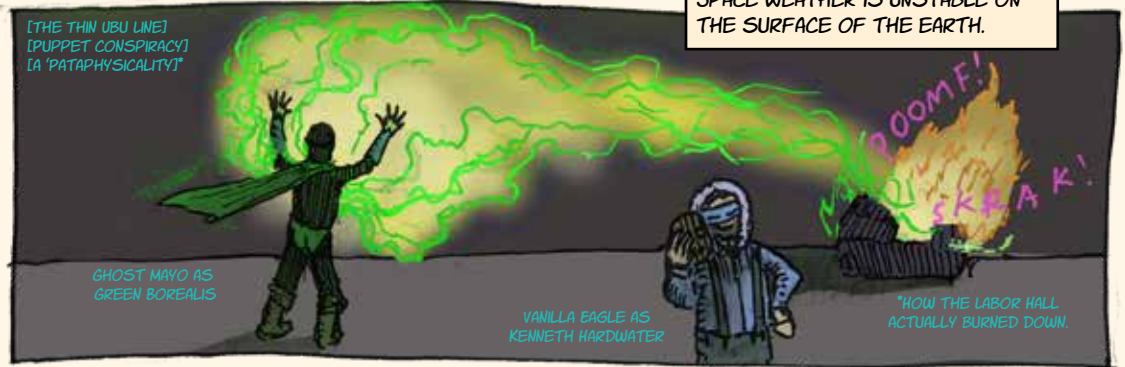


WHEN THAT POWER TAKES THEM. WHEN THEY ARE CONSUMED BY IT.



WHEN THAT OTHER REALITY SETS IN AND THE GHOSTS CAN TOUCH YOU.

SPACE WEATHER IS UNSTABLE ON THE SURFACE OF THE EARTH.



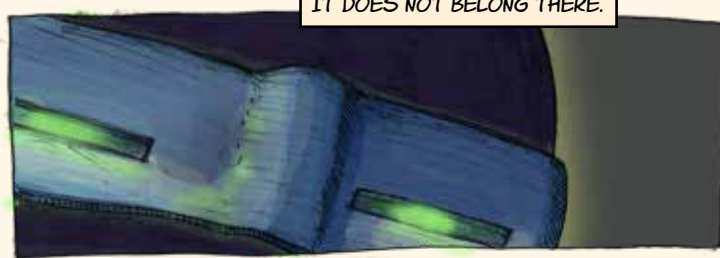
[THE THIN UBU LINE] [PUPPET CONSPIRACY] [A 'PATAPHYSICALITY']

GHOST MAYO AS GREEN BOREALIS

VANILLA EAGLE AS KENNETH HARDWATER

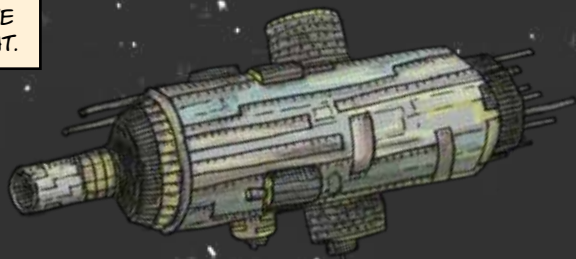
HOW THE LABOR HALL ACTUALLY BURNED DOWN

IT DOES NOT BELONG THERE.



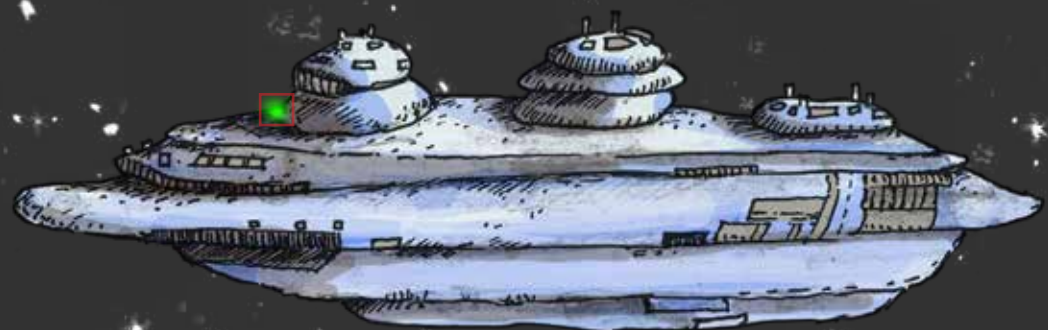
EVENTUALLY, WE FIGURED OUT HOW TO USE NORTHERN LIGHTS POWERS ON THE SURFACE OF THE EARTH -- AND SET UP THE SLACK TIDE PROTOCOLS. THAT IS ONE PERSON WITH NORTHERN LIGHTS POWERS TEAMS UP WITH SOMEONE WITH GLACIER POWERS. OUR PROTOCOLS CREATED A BALANCE THAT COULD BE MANAGED.

WE DID THAT UNTIL GREENIE DECIDED TO MOVE UP TO THE BOREALIS DOCK WHICH I HELPED HIM BUILD. BUT HE HAS NO MEMORY OF ME DOING THAT.



[FIRST BOREALIS DOCK]
[FIRST MID-TEMPORAL LIMIT]
[CYBERDOUGH SUPERSYMMETRY]

THAT IS BECAUSE THE LIVING GLACIAL ICE WE USED TO CONSTRUCT IT HAS RUN AMOK.



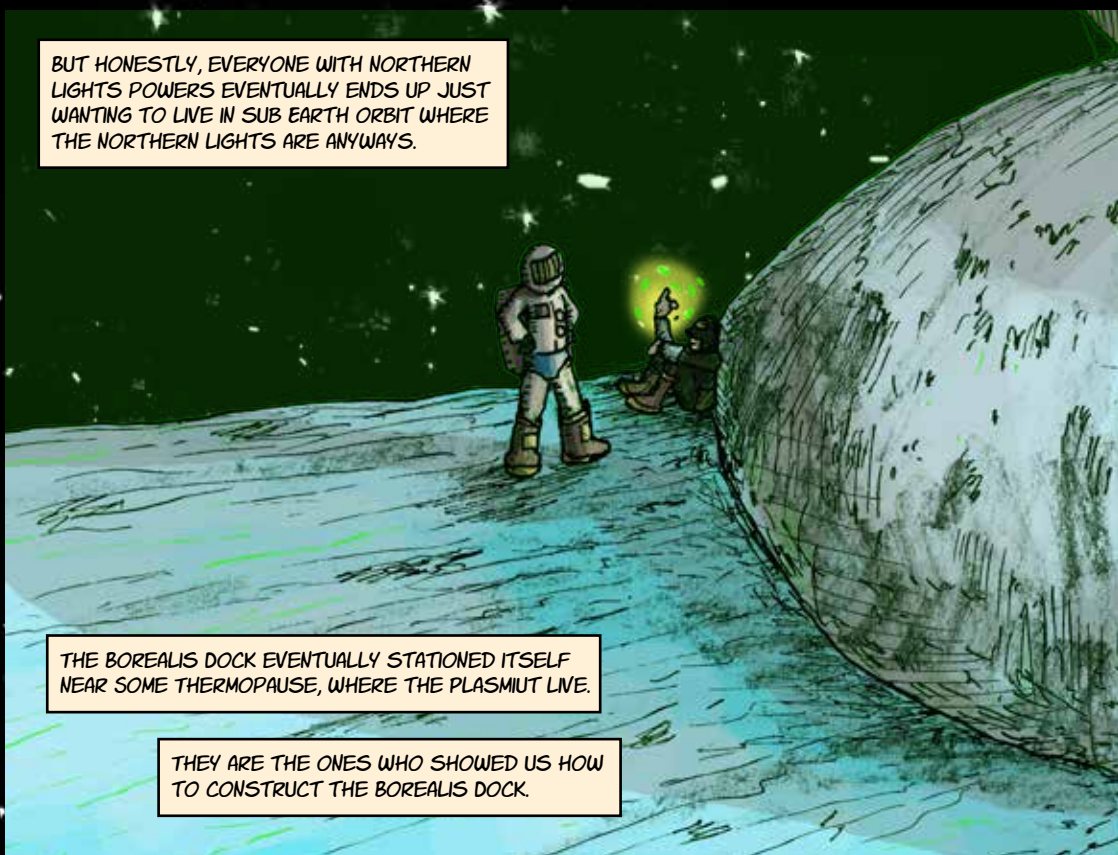
[BOREALIS DOCK]
[FOUR GENERATIONS LATER]
[LAMBDA MANTLE]

IT WAS THE SAME TYPE OF CONSTRUCTION THEY USED TO BUILD THEIR SPACE STATION, SOME THERMOPAUSE, AND THE SPACE ELEVATOR THAT CONNECTS IT TO EARTH.



[BOREALIS DOCK]
[LEAVING THE SPORE CAVITY]
[SOME THERMOPAUSE]
[1/2 GENERATION AGO]
[IM TAPESTRY]

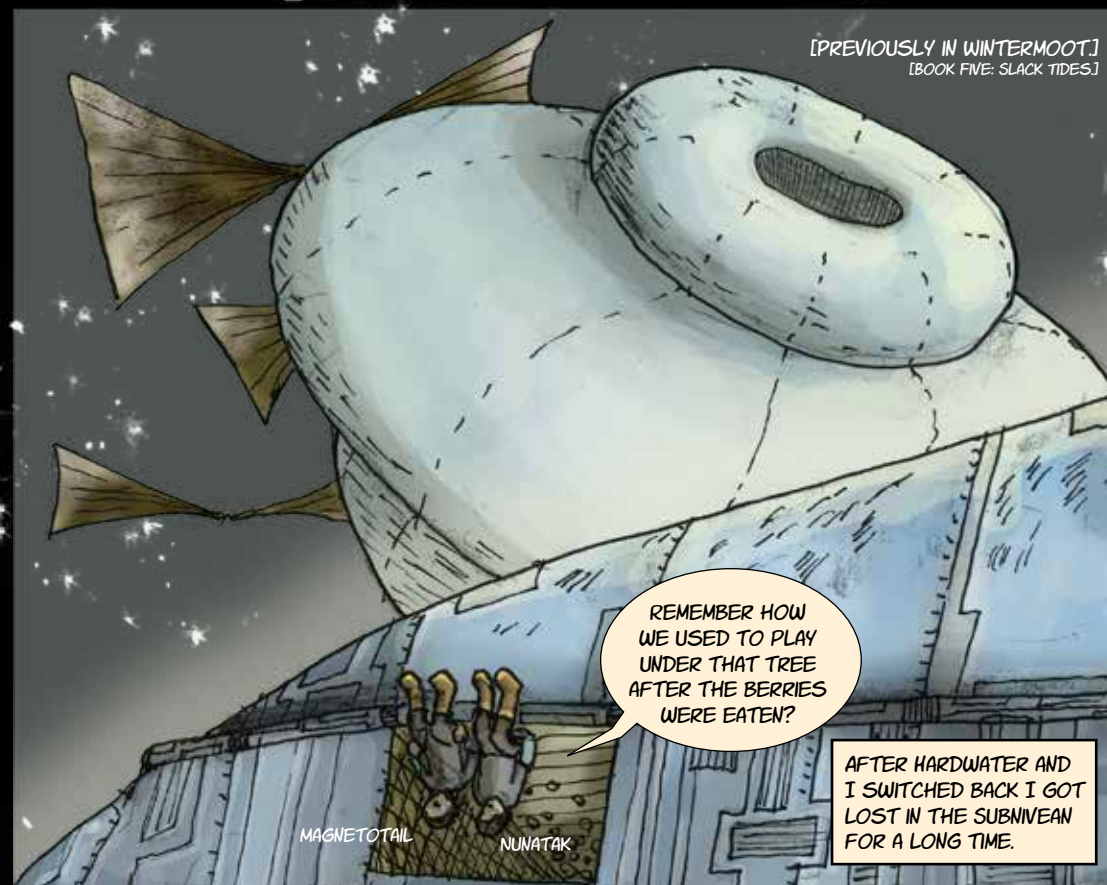
BUT HONESTLY, EVERYONE WITH NORTHERN LIGHTS POWERS EVENTUALLY ENDS UP JUST WANTING TO LIVE IN SUB EARTH ORBIT WHERE THE NORTHERN LIGHTS ARE ANYWAYS.



THE BOREALIS DOCK EVENTUALLY STATIONED ITSELF NEAR SOME THERMOPAUSE, WHERE THE PLASMIUT LIVE.

THEY ARE THE ONES WHO SHOWED US HOW TO CONSTRUCT THE BOREALIS DOCK.

[PREVIOUSLY IN WINTERMOOT.]
[BOOK FIVE: SLACK TIDES.]



REMEMBER HOW WE USED TO PLAY UNDER THAT TREE AFTER THE BERRIES WERE EATEN?

AFTER HARDWATER AND I SWITCHED BACK I GOT LOST IN THE SUBNIVEAN FOR A LONG TIME.

MAGNETOTAIL NUNATAK

THERE ARE A LOT OF THINGS THAT GO THROUGH YOUR MIND AS THE CONSCIOUSNESS FADES. SOME PEOPLE SAY IT ONLY LASTS FOR A COUPLE SECONDS, BUT IT CAN FEEL LIKE GENERATIONS.



THEN I CAME BACK AND HELPED NUNATAK AND MAGNETOTAIL LEARN TO HARNESS THEIR POWERS.

I TAUGHT THEM THE SLACK TIDE PROTOCOLS AND HOW TO USE THE HELPER MASKS.

THEN THE SUBNIVEAN CALLED ME BACK.

THEY EVENTUALLY MET AQPIK, WAXWING AND SOURDOUGH, WHO PULLED THEM INTO REPOCALYPSE.



SO, LET ME GET THIS STRAIGHT. YOU ARE SAYING YOU KNOW WHO WE ARE? AND ...

THIS DUDE HAS THE FACE OF A BIRD, BECAUSE HE IS WHAT AGAIN?

BUT I WASN'T THERE TO WARN THEM.



SHE LEFT US IN THIS ONE.

HAD TO GO 'HOME'. GAVE US HER TRAILER.

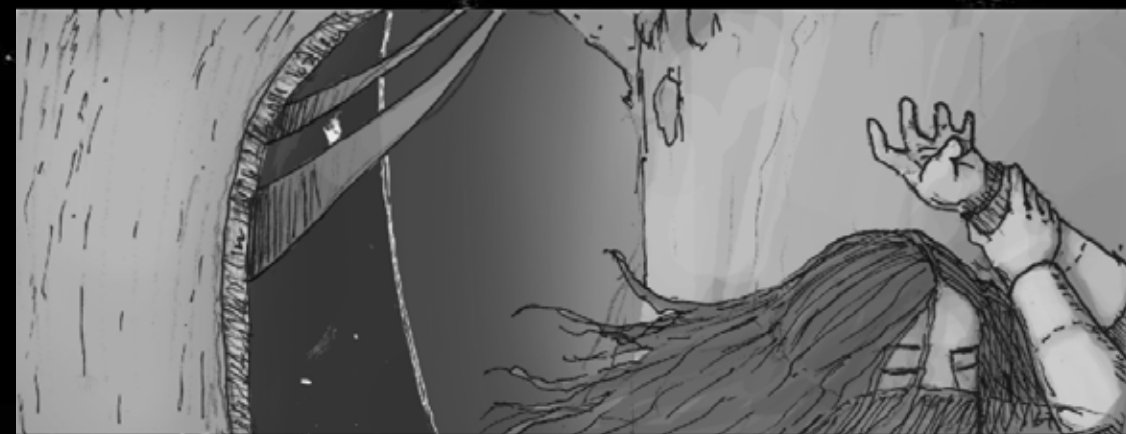
THE SUBNIVEAN ALWAYS CALLS ME BACK.



THEY SAY THE TWO DID NOT SURVIVE IT.

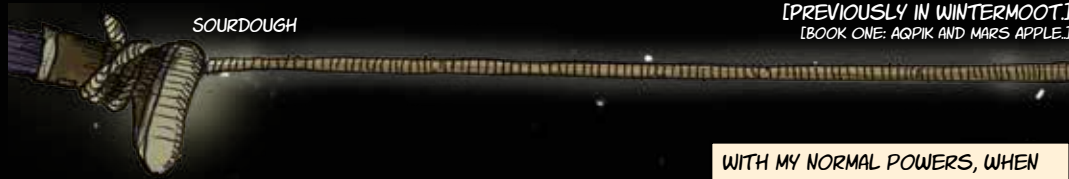


BUT I USED MY POWERS TO HIDE THEM.



I PUT THEM ON THE STARBREATH, IN CRYOSTASIS, FOR WHEN THE SOCIALISTS AND PIONEERS RETURN HOME THOUSANDS OF YEARS FROM THEN.





SOURDOUGH

[PREVIOUSLY IN WINTERMOOT]
[BOOK ONE: AQPIK AND MARS APPLE.]

WITH MY NORMAL POWERS, WHEN I AM NOT PRETENDING TO BE SOMEONE ELSE, I CAN CONTROL THE UNSEEN BY TAPPING INTO THE HIDDEN UNIVERSE BELOW US. IT IS CALLED THE SUBNIVEAN.



T'SIENNE

WHEN I EXERT INFLUENCE OVER THE SUBNIVEAN, IT CREATES PARADOXES.

SOME PEOPLE CALL THIS THE MANDELA EFFECT.



AQPIK

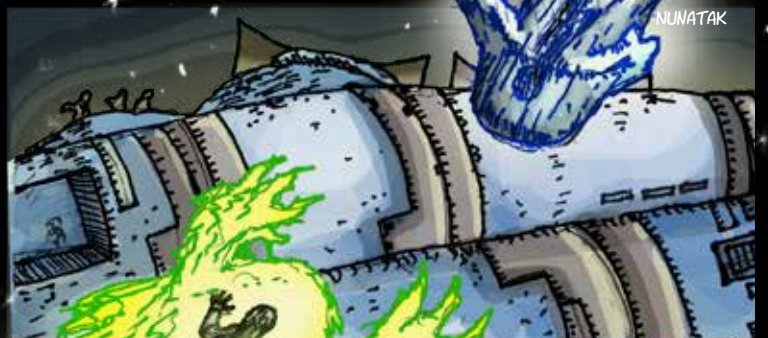
GLITCHES THAT WE CAN SOMETIMES REMEMBER.



SUITS ME JUST FINE THAT IT ISN'T NAMED AFTER ME.



ONE TIME I HAD TRADED PLACES WITH SINBAD AND MADE A MOVIE ABOUT THE SUBNIVEAN, WANTING TO OUT MYSELF AS THE SUBNIVEAN MISTRESS.



NUNATAK



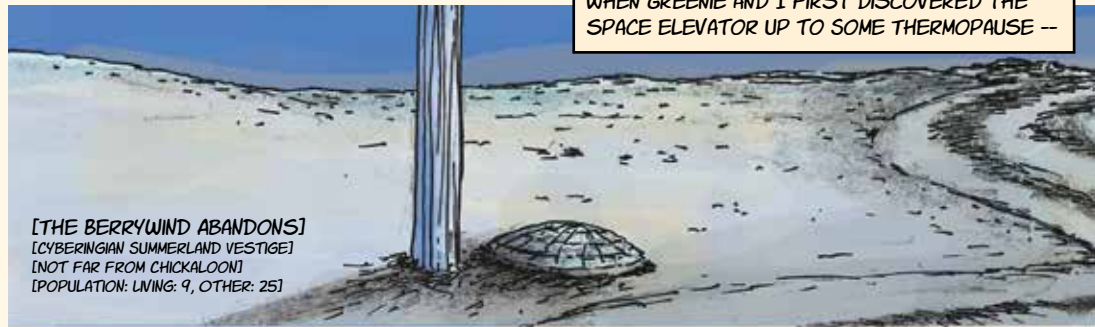
MAGNETOTAL



I QUICKLY GOT RID OF THAT NOTION AND DECIDED TO TEACH FOR A FEW YEARS.

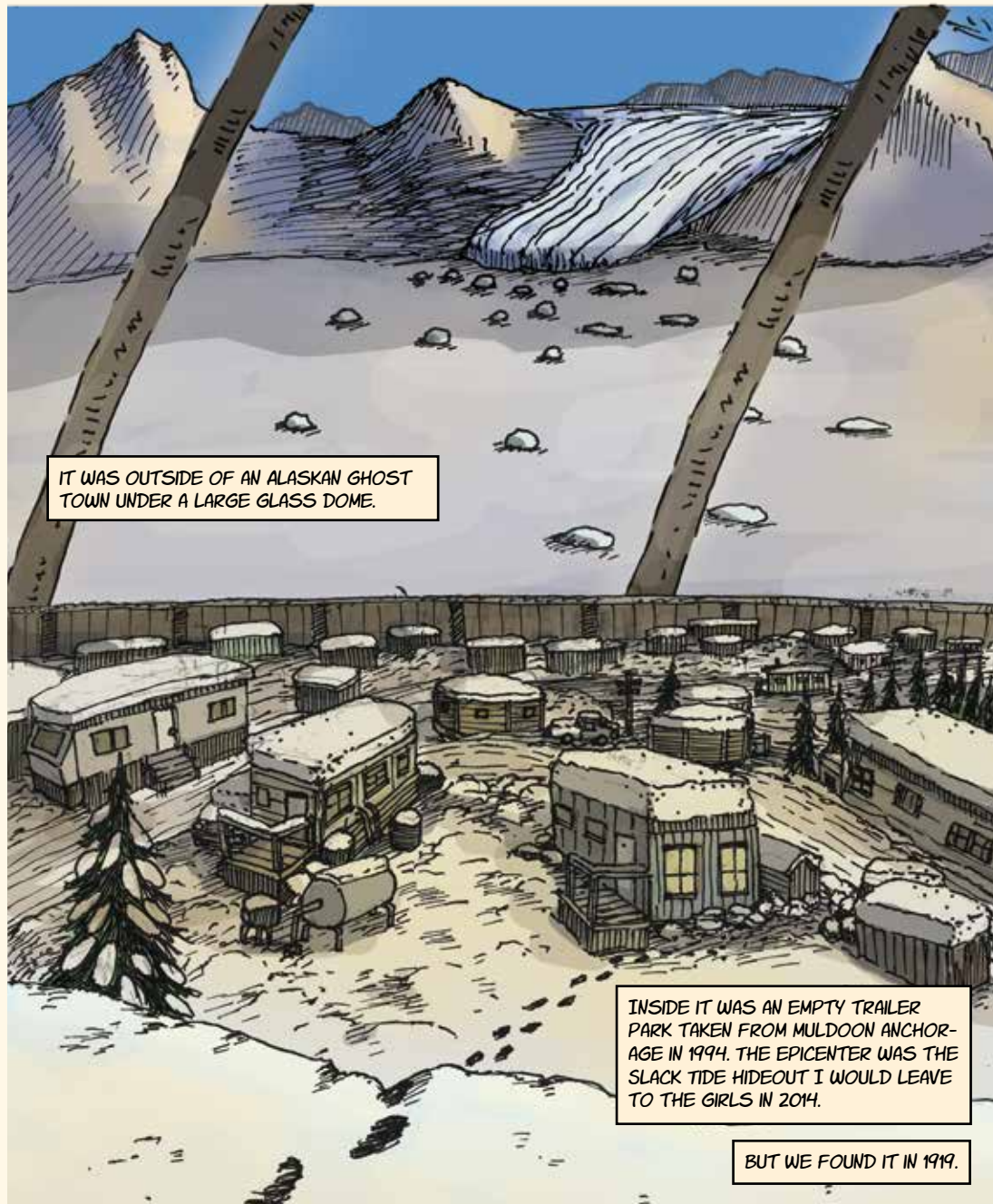
"WHERE ARE THE SUMMERLAND ESTATES?"

FROM THE SUBNEVEAN



WHEN GREENIE AND I FIRST DISCOVERED THE SPACE ELEVATOR UP TO SOME THERMOPAUSE --

[THE BERRYWIND ABANDONS]
[CYBERINGIAN SUMMERLAND VESTIGE]
[NOT FAR FROM CHICKALOON]
[POPULATION: LIVING: 9, OTHER: 25]



IT WAS OUTSIDE OF AN ALASKAN GHOST TOWN UNDER A LARGE GLASS DOME.

INSIDE IT WAS AN EMPTY TRAILER PARK TAKEN FROM MULDOON ANCHORAGE IN 1994. THE EPICENTER WAS THE SLACK TIDE HIDEOUT I WOULD LEAVE TO THE GIRLS IN 2014.

BUT WE FOUND IT IN 1919.



AFTER A COUPLE YEARS WE ENDED UP MAKING OUR BASECAMP FOR THE WINTERMOOT THERE.

A BERRYWIND GHOST.
(NOT CURRENTLY VISIBLE)



YOU SEE, FOR A LONG TIME WE WOULD BOTH RUN A CAMP WERE WE TAUGHT KIDS WHO HAD POWERS LIKE WE DID.

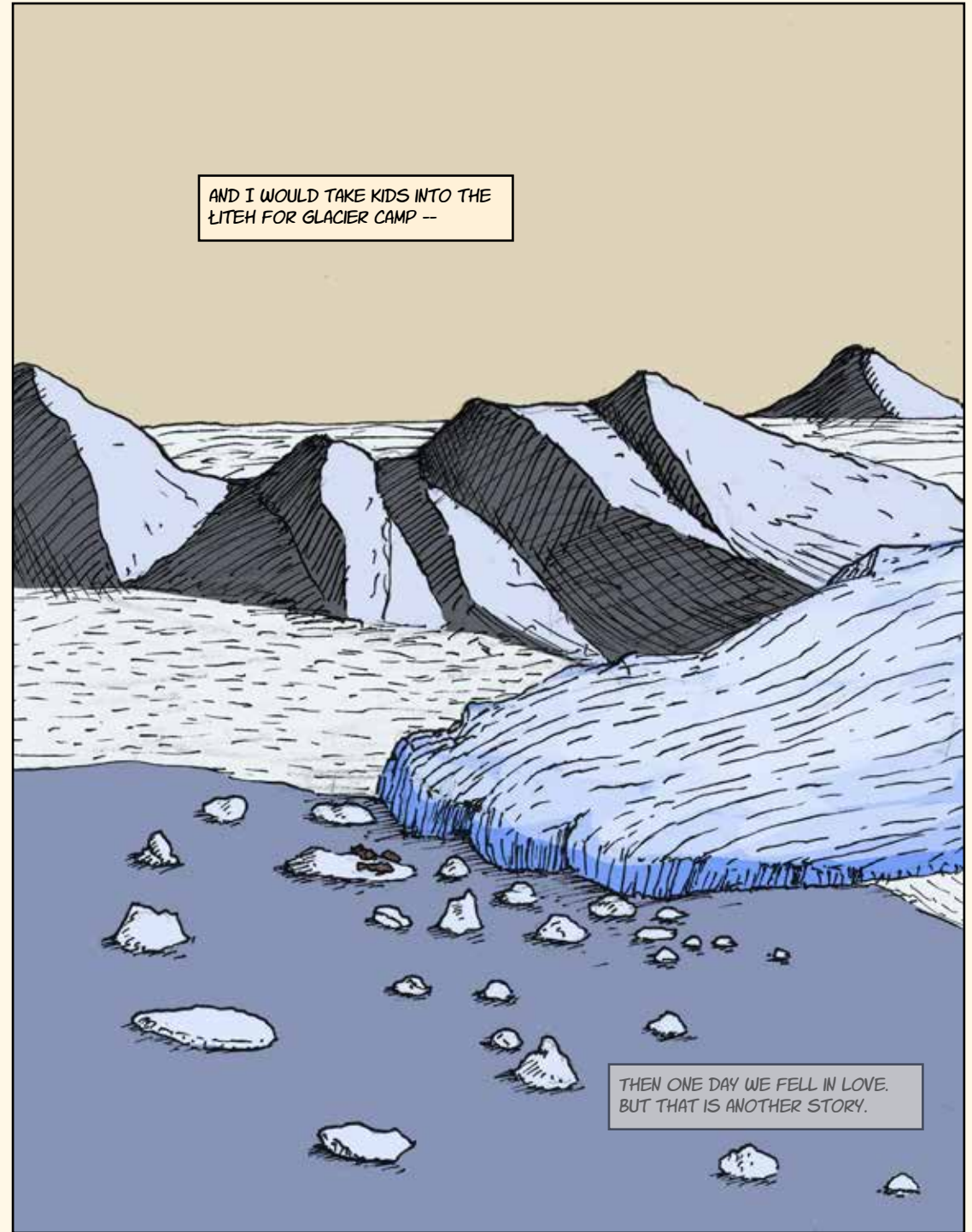
[THE WINTERMOOT CAMPS]
[ONE GENERATION AGO]



WE CALLED IT WINTERMOOT.

GREENIE WOULD TAKE KIDS UP
TO THE BOREALIS DOCK FOR THE
NORTHERN LIGHTS CAMP --

CH'ATABHTNU Ł'A
[MATANUSKA GLACIER]
[SHAPESHIFTERS PRESENT]



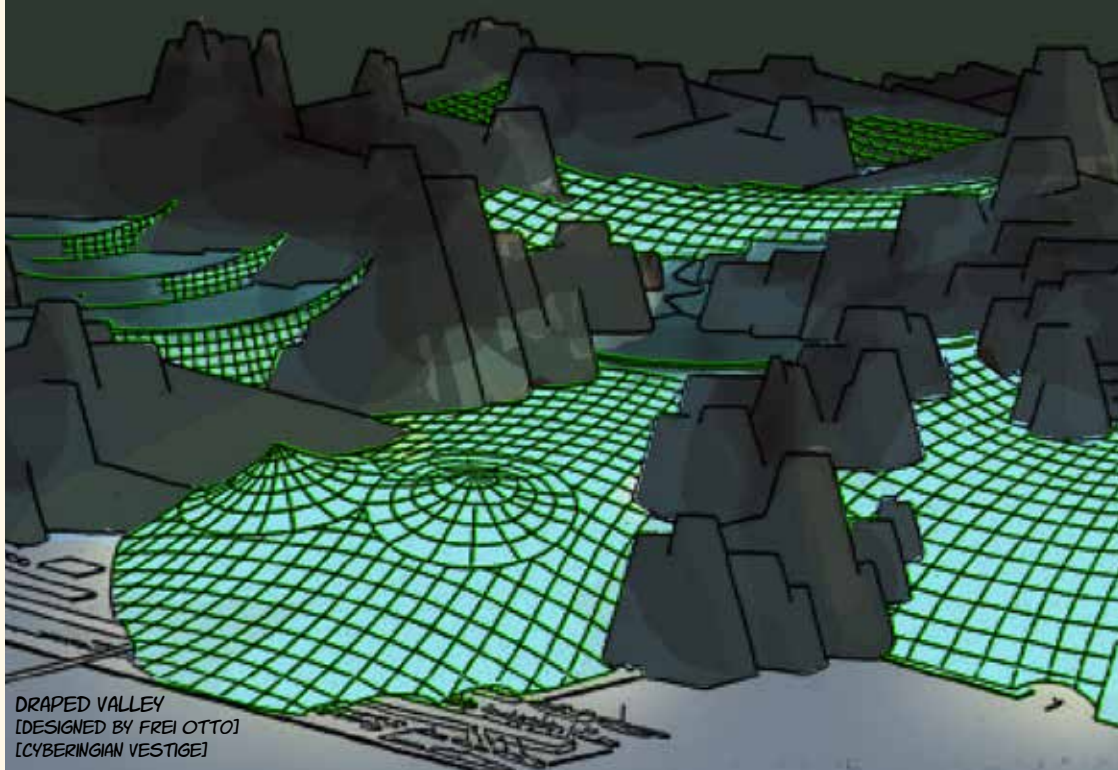
AND I WOULD TAKE KIDS INTO THE
ŁITEH FOR GLACIER CAMP --

THEN ONE DAY WE FELL IN LOVE.
BUT THAT IS ANOTHER STORY.

THAT IS A 'SOCIALISTS AND PIONEERS' STORY.

TO BE CONTINUED IN BOOK EIGHT: "Q'AHTGHAL'AY AND THE SUBNIVAN MISTRESS" --
BUT NOT BEFORE BOOK SEVEN: "CREW OF THE NELVANA".

PREVIEW OF WINTERMOOT EIGHT
[Q'AH'TGHAL'AY AND THE SUBNIVEAN MISTRESS]



DRAPED VALLEY
[DESIGNED BY FREI OTTO]
[CYBERINGIAN VESTIGE]

THERE IS A NUNATAK OUT IN THE
LITEH THAT WE WOULD STAY AT.

THIS IS WHERE THE REAL KENNETH
HARDWATER WILL BUILD HIS HERMIT-
AGE MANY YEARS LATER.



[PREVIOUSLY IN WINTERMOOT]

AFTER THE CRYOPUNKS EMERGED.



Seward's Success

"The Twenty-First Century City"
Illustrations from the original city proposal for
Seward's Success by Tandy Industries.

[SOME EXTRAS]

[MOSTLY FROM DIRIGIBLES OF DENALI]
[AS THE NEXT BOOK IS A DIRIGIBLES OF DENALI STORY]
[ENDING WITH A CYBERINGIAN SIMULACRUM]

NOTE: WINTERMOOT EVOLVED OUT OF WORK THAT ENDED UP GETTING CUT FROM
THE ORIGINAL DIRIGIBLES OF DENALI PROJECT, INCLUDING THE AR VIDEOGAME
'CHEECHAKO WIZARD SUICIDE RUNNERS' WHICH INTRODUCED AQPIK.

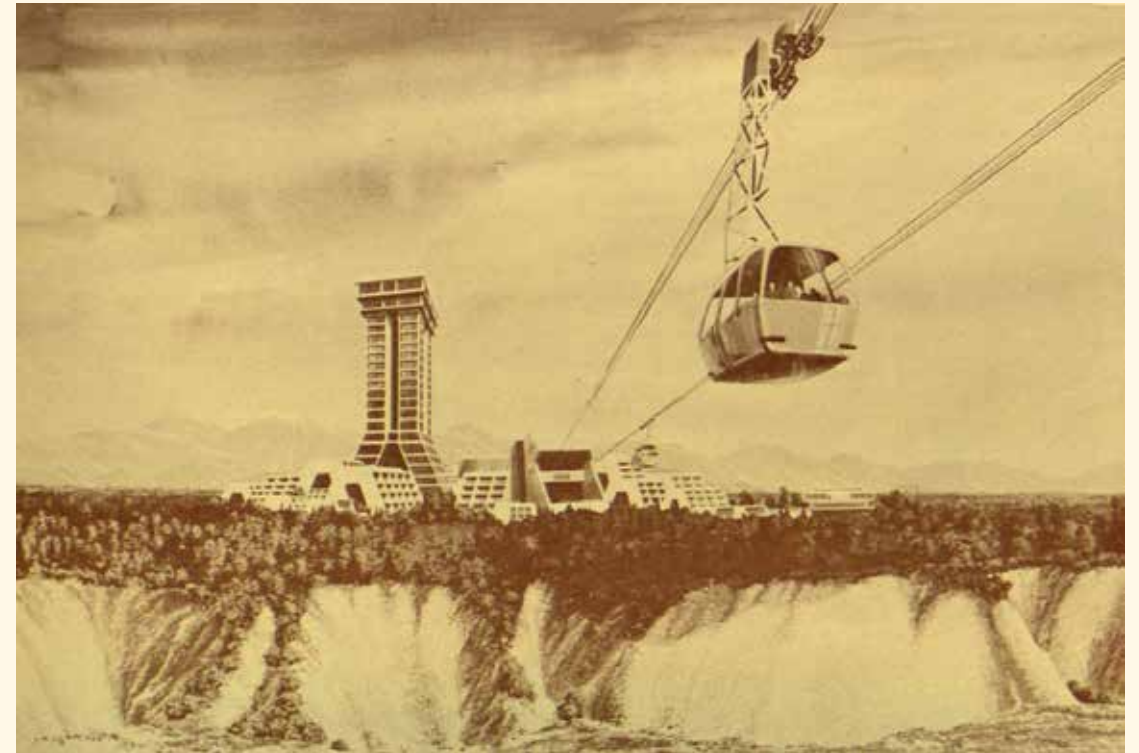


Plate 3. Aerial Tramway entering reception lobby of Alaskan Petroleum Center of Seward's Success



Plate 4. Seward's Success commercial mall

Seward's Success

"The Twenty-First Century City"

Seward's Success was proposed by Tandy Industries of Oklahoma, to be the petroleum center of Alaska, as the oil industry was beginning to boom in the state. It would have been a carless city, with moving sidewalks and enclosed walkways. An air tram from the city center to downtown Anchorage would have been a major feature of the city. It was put on "permanent hiatus" when the Trans-Alaska Pipeline initially failed to pass in Congress.

New Socialists and Pioneers Hall*

Home base for the FFF8E7 AKTAs designed by the Knik Quartermaster. Includes Plasma Tapestry Tables, fabrication studio, workshops and library.

Residential Units

State-of-the-art living quarters with all of the modern amenities, built specifically for families.

Enclosed Walkways with Moving Sidewalks

Between every building would be a series of enclosed walkways with moving sidewalks and escalators. Letting people walk the entire city without ever going outside.

Alaska Petroleum Center

The most obvious feature was going to be a skyscraper, named after the industry that brought it into existence.

Commercial Mall

After the downtown area was built, the remaining areas of Seward's Success were to be built up in sections, which were all interconnected via enclosed walkways.

Future Expansions

After the 'First Phase', where the downtown area was built, the remaining areas of Seward's Success were to be built up in sections, which were all interconnected via enclosed walkways.

Outdoor Recreation

Access to outside environment, in a controlled, safe setting: gardens, etc.

Sports Arena

World-class sports arena to host professional athletic competitions.

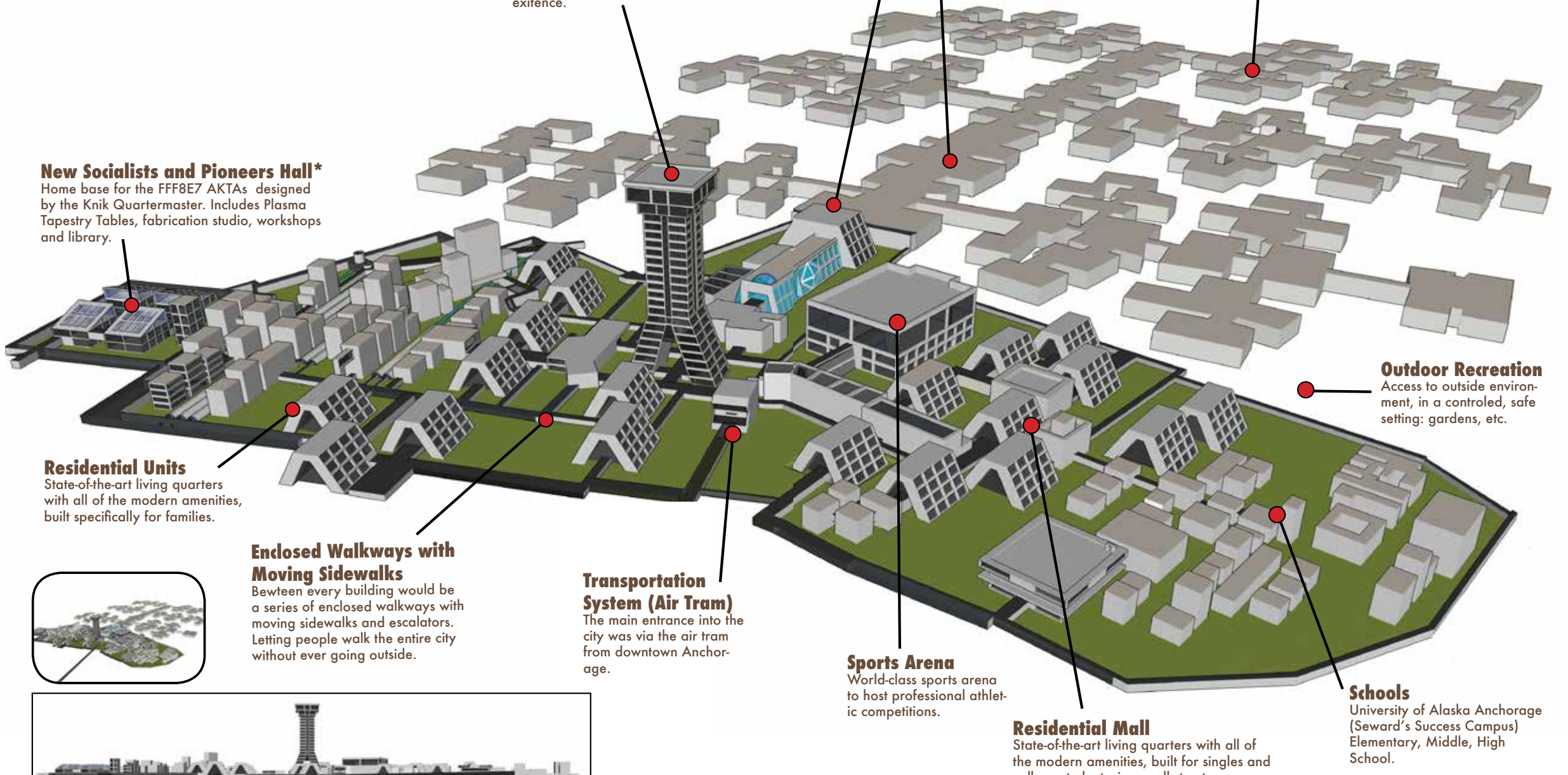
Residential Mall

State-of-the-art living quarters with all of the modern amenities, built for singles and college students, in a mall structure.

Schools

University of Alaska Anchorage (Seward's Success Campus) Elementary, Middle, High School.

*Not part of the original city plan, added by the artist.





Arctic Adventure Sculpture Park*

An outdoor sculpture park using air conditioning technology to keep a regulated environment.

Air Pumps

Air pumps, are situated in a circle around the inner dome, to maintain a steady stream of air.

Inflatable Dome

Warm air is pumped into the city to fill-up the dome like a balloon.

Agricultural District

A combination of farmlands, botanical gardens, aviaries, biodomes and heritage/archive gardens.

Interlaced Structures

Creating an interlaced hexagon pattern around the Rural Districts, are a combination of enclosed greenhouses, living areas, businesses, and public spaces.

Shore Facility

City is meant to be built along coastal ways, where ships can reach them easily, to bring supplies, etc. One of the features was for submarine travel into the underground roads and tunnels during winter.

Energy Center

The city is run on nuclear power being made about a mile from the city center, outside the dome.

Underground Transportation

Sub-terranean roads encircle the city, allowing transportation between the various daisy-chained domed cities in the network.

Urban District

There is one main 'downtown' section of Arctic City, stationed between the airport, energy center and sculpture park. Most of the population lives and works in the urban district.

Airport

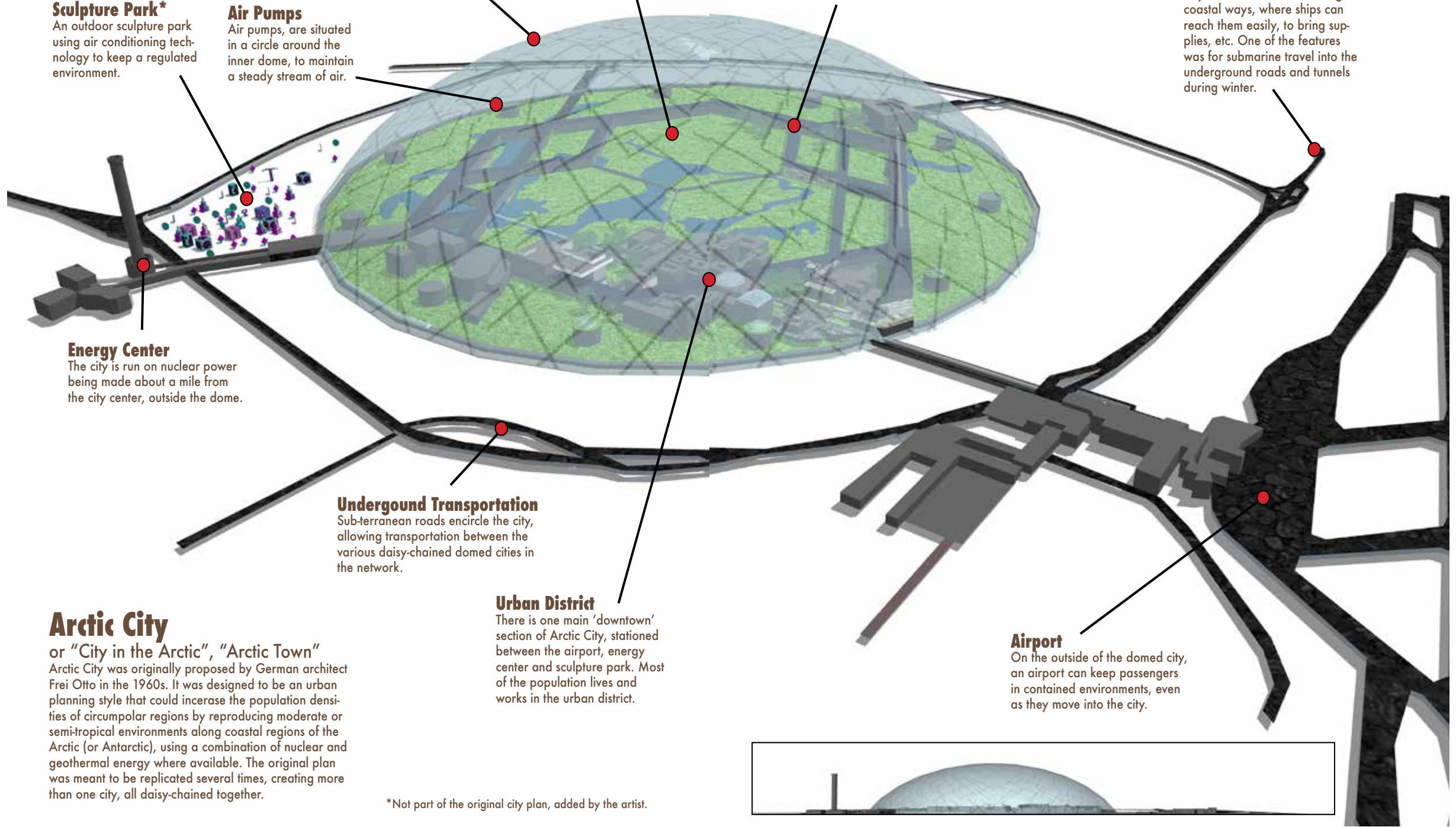
On the outside of the domed city, an airport can keep passengers in contained environments, even as they move into the city.

Arctic City

or "City in the Arctic", "Arctic Town"

Arctic City was originally proposed by German architect Frei Otto in the 1960s. It was designed to be an urban planning style that could increase the population densities of circumpolar regions by reproducing moderate or semi-tropical environments along coastal regions of the Arctic (or Antarctic), using a combination of nuclear and geothermal energy where available. The original plan was meant to be replicated several times, creating more than one city, all daisy-chained together.

*Not part of the original city plan, added by the artist.



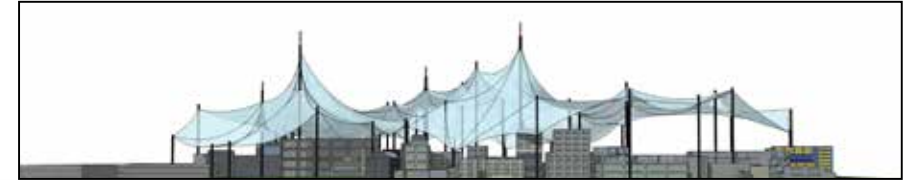
Denali City (lower site)

"A Leisure Town of the North"

Denali City was originally proposed by Alaska's Senator Mike Gravel to be a "leisure town of the North." Its design was meant to create a "winter wonderland" in Alaska that harnessed the power of the natural environment rather than keep it out. The original plan called for two sections: the 'Lower Site', along the Tokositna River; and the 'Upper Site', built up into Peters Hills from the Tokositna River Basin. The proposal was criticized as being the "Gravel Gambit" and was ultimately never realized.

Steel Poles

Built to support the weight of the Teflon drapery.



Institute of Human Understanding

Global think tank and creative embassy promoting understanding between all.

Dirigible Platz

"Dirigibles for Denali" program flies tourists into Denali City from the Talkeetna Air Station.

Transportation Center

Mag-Lev train station, tourbus terminal, RV parking.

Teflon Drapes

Clear Teflon drapes cover the city, keeping snow from accumulating.

City Built Under Drapes

All buildings under the drapery can remain snow free, throughout winter.

Climate Regulators

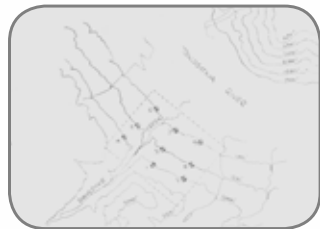
State-of-the-art climate regulators are employed in large formats across the city, regulating temperature and humidity.

Controlled Environment

All microenvironments underneath the Teflon drapery are controlled environments.

Botanical Gardens

Clear Teflon domed gardens are found throughout the city, and just outside the drapery.



PREVIEW OF WINTERMOOT SEVEN
(CREW OF THE NELVANA)

BE'U
MT. FORAKER

BEGGUYA
MT. HUNTER

DGHELAY KA'A
DENALI

DGHELAY TEH
ALASKA RANGE

COMBINED WITH
THE NON-POROUS CYBER-
CRAFT STEALTH TECH, IT
MEANS OUR SHIP IS
BASICALLY A SHAPE-
SHIFTER --

AND CAN APPEAR
ANY NUMBER OF
DIFFERENT
WAYS.

IT WAS DESIGNED BY
THE SAME TEAM WHO MADE
THE FIRST CYBERCRAFT THAT
COULD TRAVEL BETWEEN
PHYSICAL AND VIRTUAL
REALITY --

A SAFETY FEATURE
FOR SINGULARITY EVENTS
PURDY SKIES PUT TOGETH-
ER ONE DAY FOR SOME
REASON.

KAGHELTNU
KAHILTNA RIVER

TUQASHITNU Ł'PA
TOKOSITNA GLACIER

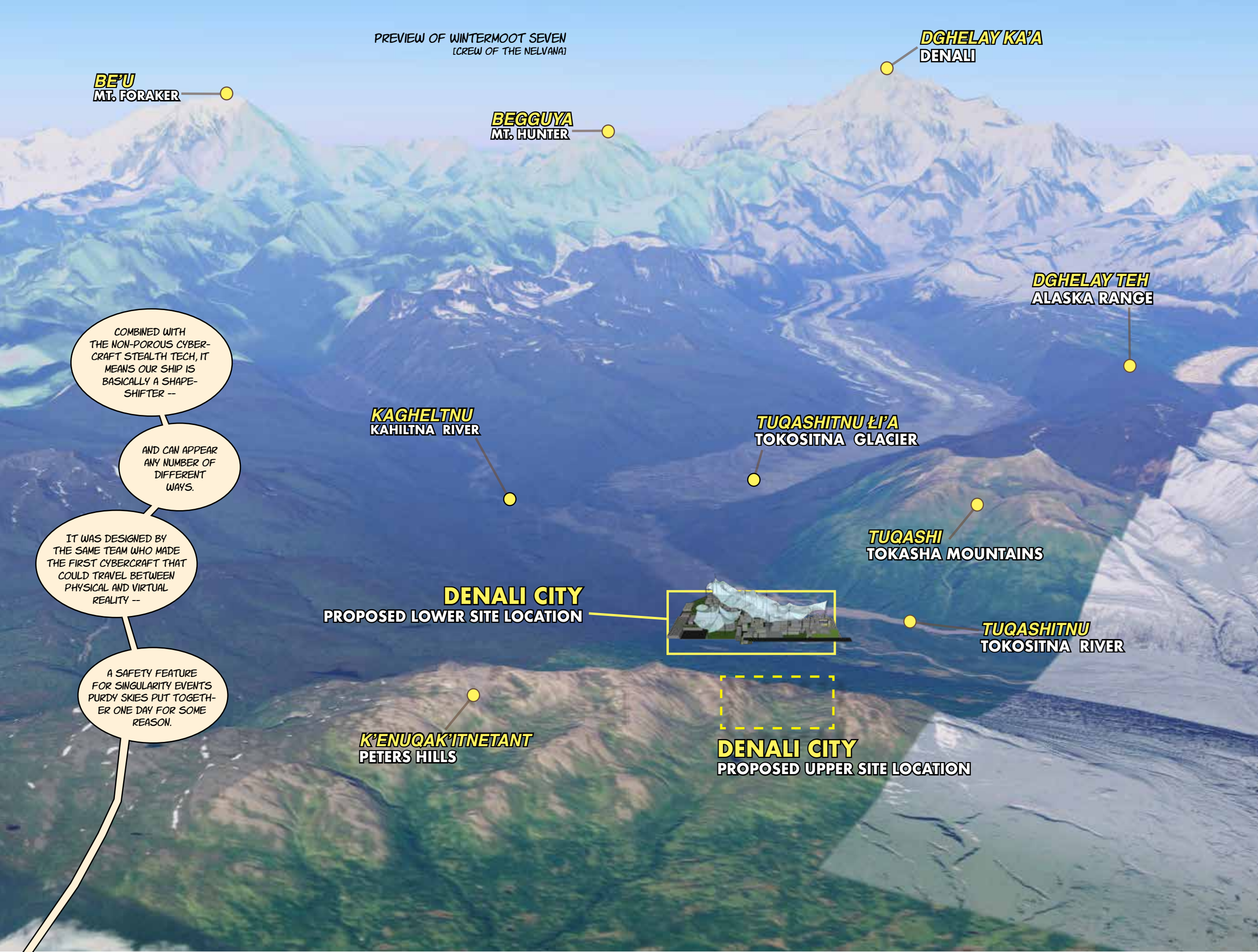
TUQASHI
TOKASHA MOUNTAINS

DENALI CITY
PROPOSED LOWER SITE LOCATION

TUQASHITNU
TOKOSITNA RIVER

K'ENUQAK'ITNETANT
PETERS HILLS

DENALI CITY
PROPOSED UPPER SITE LOCATION



WINTERMOOT

pin-up gallery

Aqpik
aka Cloudberry Woman
Berryverse



Shannon Entropy
Shavila Shannon Sullivan-Guthrie
Negentropaverse/Plasmaverse



Arête
Melissa Sullivan-Guthrie
Cryoverse



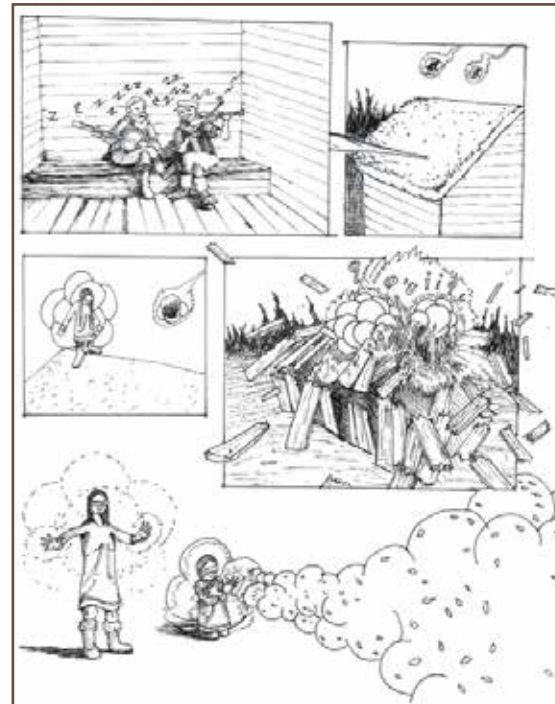
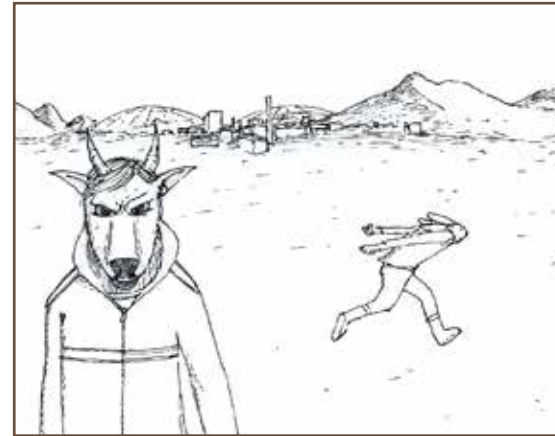
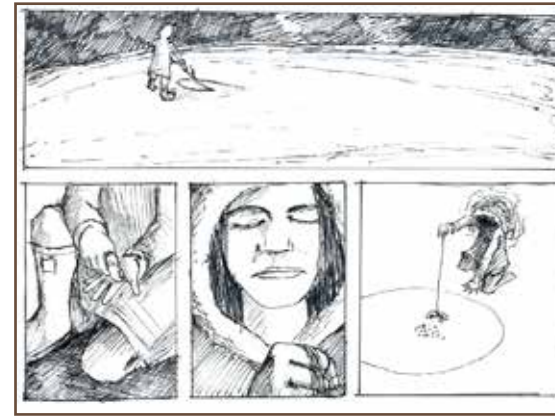
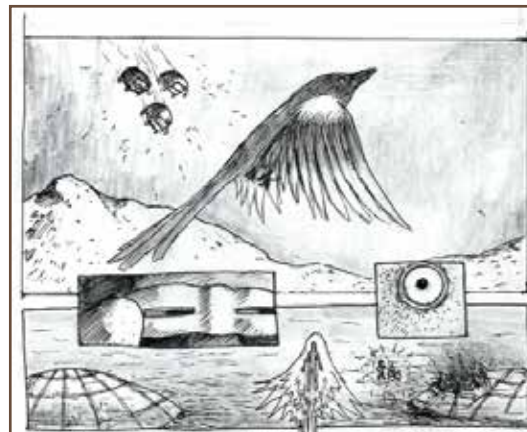
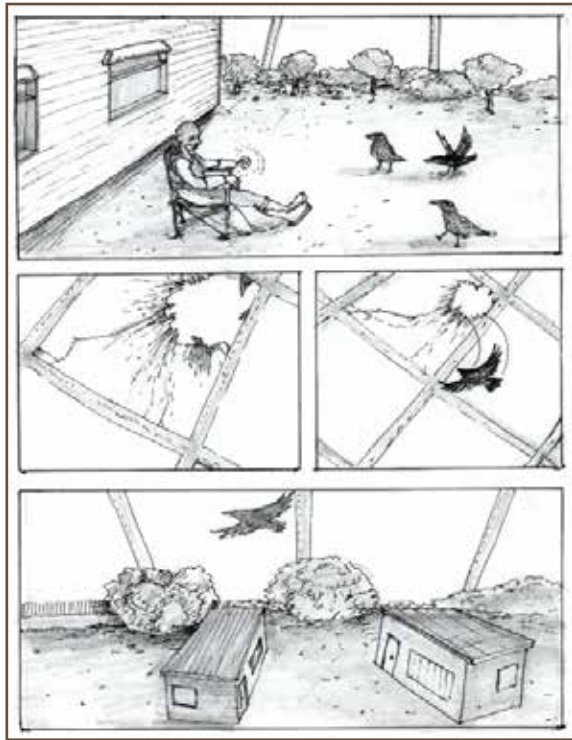
AUGMENTED DRAWINGS AT THE MUSEUM
 (NATHAN SHAFER)
 (FROM WINTERMOOT AND GOODNIGHT NARUTO RUNNERS)

For Lines of Sight: Comic Art and Storytelling in Alaska, Nathan Shafer made a series of augments that go into the making and meaning of several of the drawings from the over 100 original drawings that were on display for the museum show. Using the Eyejack app, hold your device over the images to see the augments put over top of them.

Every drawing has its own animation and audio track. All the drawings are from Wintermoot and Goodnight Naruto Runners (a kids book about storming Area 51 derived from the worlds of Wintermoot).

THESE PAGES CONTAIN
 SOME
 AR FROM THE SHOW!

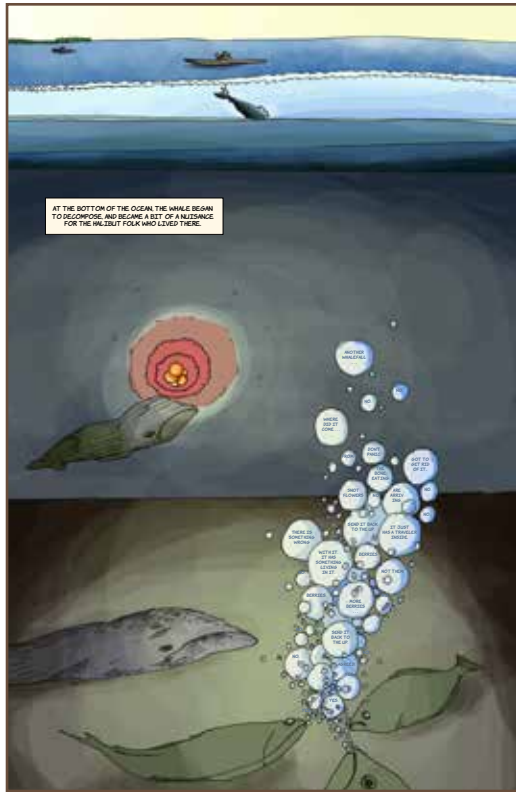
EXPLORE MORE BY SCANNING THE
 QR CODE BELOW IN EYEJACK!



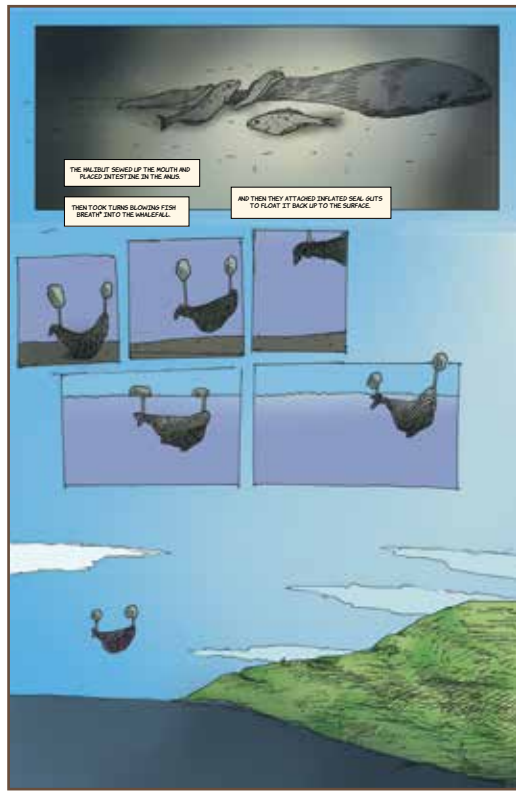
AQPIK AND THE WHALE STORY
[FROM WINTERMOOT ONE: AQPIK AND MARS APPLE]

**THESE PAGES CONTAIN
SOME
ART FROM THE SHOW!**

ARÈTE AND THE ICE WORM STORY
[FROM WINTERMOOT THREE: ARÈTE AND ANTHROME]



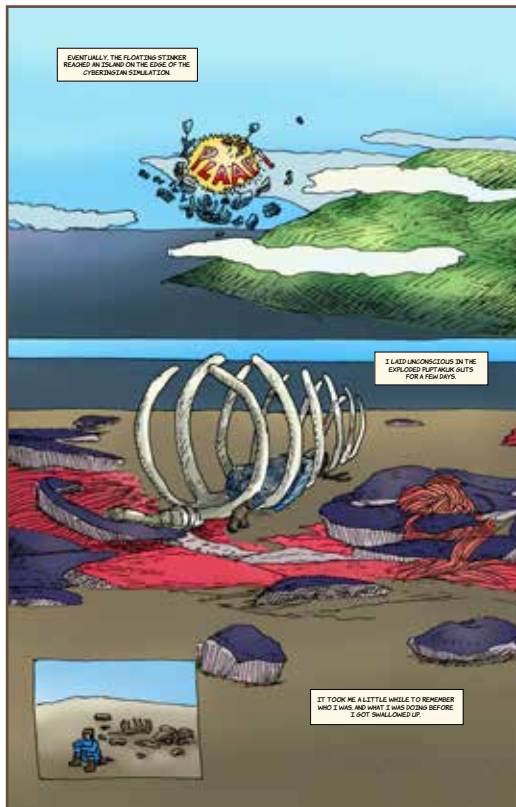
AT THE BOTTOM OF THE OCEAN, THE WHALE BEGINS TO DECOMPOSE AND BEGINS A BLOT OF A NUISANCE FOR THE WALDEUT FOUR WHO LIVED THERE.



THE WALDEUT SEWED UP THE MOUTH AND PLACED INTEREST IN THE MOUTH.

THEN TOOK TURNS BLOWING FROM BREATH INTO THE WHALEFALL.

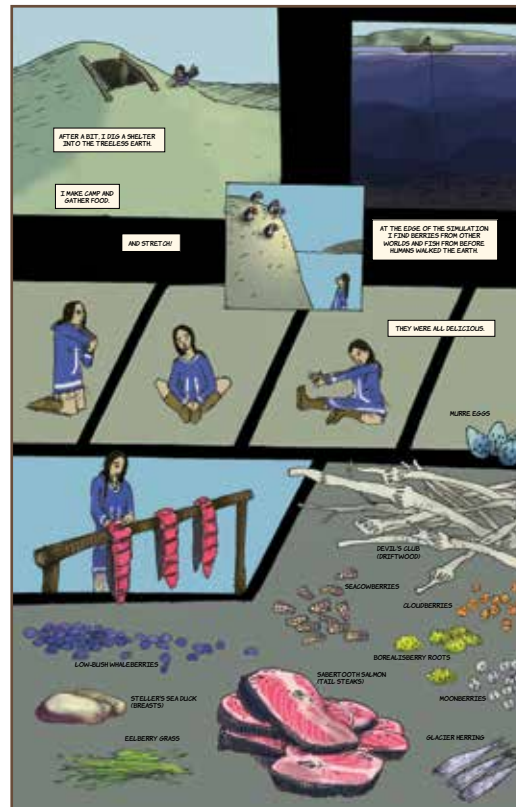
AND THEN THEY ATTACHED DELATED SEAL GUTS TO FRONT IT BACK UP TO THE SURFACE.



EVENTUALLY THE FLOATING STINKER REACHED AN ISLAND ON THE EDGE OF THE CYBERNETIC SIMULATION.

I LAY UNCONSCIOUS IN THE EXPLODED PLETTWALK GUTS FOR A FEW DAYS.

IT TOOK ME A LITTLE WHILE TO REMEMBER WHO I WAS, AND WHAT I WAS DOING BEFORE I GOT SWALLOWED UP.



AFTER A BIT, I DID A SHELTER INTO THE TREELESS EARTH.

I MAKE CAMP AND GATHER FOOD.

AND STRETCH!

AT THE EDGE OF THE SIMULATION I FIND WORMS FROM OTHER WORLDS AND FISH FROM BEFORE HUMANS WALKED THE EARTH.

THEY WERE ALL HELLOUS.

MURR EGGS

DEVIL'S CLUB (DEFTWOOD)

SEALONBERRIES

LOW-BUSH WILDBERRIES

STELLER'S SEA LILK (BREADST)

GLACIER HERRING

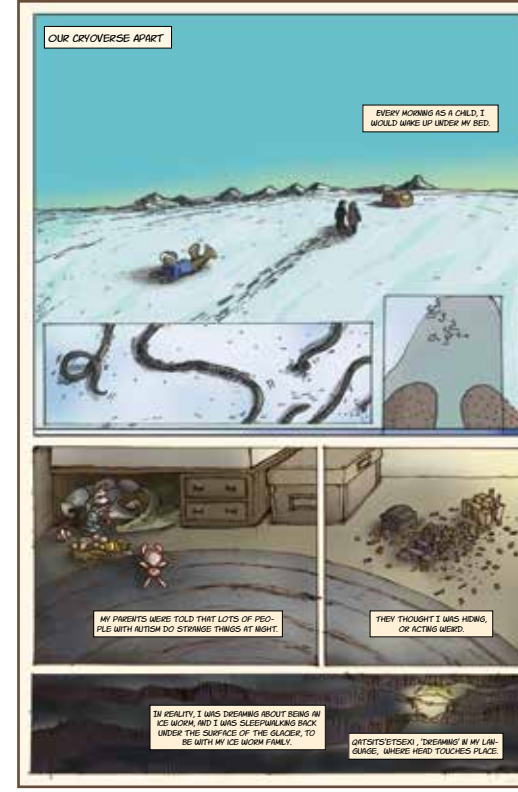
LOW-BUSH WILDBERRIES

STELLER'S SEA LILK (BREADST)

GLACIER HERRING

GLACIER HERRING

GLACIER HERRING



OUR DRYOVERSE APART

EVERY MORNING AS A CHILD, I WOULD WAKE UP UNDER MY BED.

MY PARENTS WERE TOLD THAT LOTS OF PEOPLE WITH AUTISM DO STRANGE THINGS AT NIGHT.

THEY THOUGHT I WAS HEARING, OR ACTING WEIRD.

IN REALITY, I WAS DREAMING ABOUT BEING AN ICE WORM, AND I WAS SLEEPWALKING BACK UNDER THE SURFACE OF THE GLACIER, TO BE WITH MY ICE WORM FAMILY.

QNTS/TSE/SEN, 'DREAMING' IN MY LANGUAGE, WHERE HEAD TOUCHES PLACE.



STRAPFISH AND JELLYFISH USE THEIR HYDROSKELETONS TO MOVE.

WOLLY MAMMOTS HAVE THE SAME HYDROSKELETIC SKELETAL STRUCTURE IN THEIR TRUNKS AS OLUSOCHETES.

ALMOST ALL TONGUES ARE HYDROSKELETAL IN NATURE.

ALL TONGUES ARE HYDROSKELETAL.

HERE I WAS THINKING ABOUT HYDROSKELETONS.

ICE WORMS HAVE HYDROSKELETONS, ALSO LOTS OF THINGS DO.

AT AN HOUR THAT THOUGHT PERHAPS THERE IS A.

YRHELL

THERE HAS BEEN AN INCIDENT WITH THE SGL.

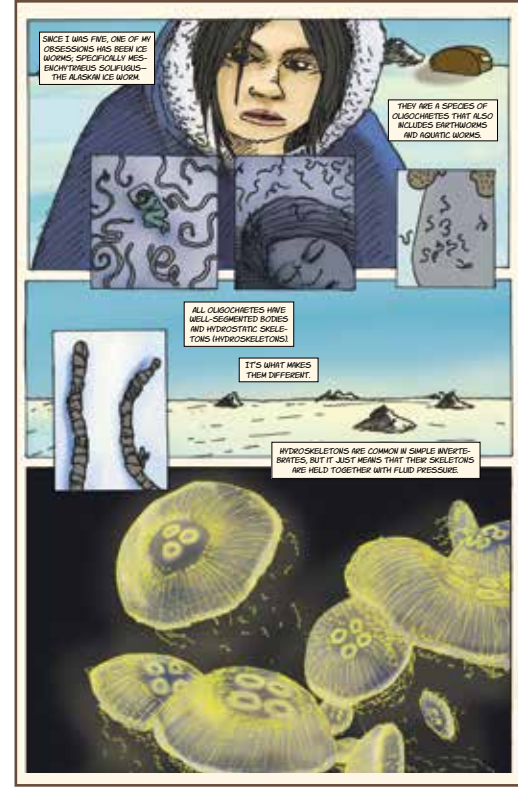
WHERE IS SHE AT NOW?

SCHEWARS' OUT HERE.

THESE ARE A MEDIUM OF BLOOD INVOLVED.

WELL, I HAVE FOUND A CLEW.

WHAT HAPPENED?



SINCE I WAS FIVE, ONE OF MY OBSESSIONS HAS BEEN ICE WORMS, SPECIFICALLY MES-ENCHYTRANEUS SOLIFRUS--THE ALGONIA ICE WORM.

THEY ARE A SPECIES OF OLUSOCHETES THAT ALSO INCLUDES EARTHWORMS AND AQUATIC WORMS.

ALL OLUSOCHETES HAVE WELL-SEGMENTED BODIES AND HYDROSKELETIC SKELETONS HYDROSKELETONS!

IT'S WHAT MAKES THEM DIFFERENT.

HYDROSKELETONS ARE COMMON IN SIMPLE INVERTEBRATES, BUT IT'S JUST HOW THAT THEIR SKELETONS ARE HELD TOGETHER WITH FLUID PRESSURE.



I USED TO THINK ABOUT HYDROSKELETONS WHEN PEOPLE WERE BORMING ME. I WOULD TRY NOT TO LET IT MAKE ME LAUGH, THAT WAY IT LOOKED LIKE I WAS PRYING ATTENTION. BUT I REALLY WASN'T, BECAUSE THEY WERE SAYING SOMETHING TOO BORMING TO KEEP PRYING ATTENTION TO.

UHM UHM UHM

WHAT IS IT?

IT'S NOTHING I AM THINKING ABOUT SKELETONS NOW.

UHM

ANYWAYS, SKYDORY WENT AFTER HER.

I SEE THAT'S SOMETHING ELSE ENTIRELY.

WELL, KEEP ME POSTED, CHINW SHELL.

A GROUP OF WORMS IS CALLED A CLEW.

GET IT?

ANTHROME, WHAT WERE YOU GOING TO SAY PLEASE.

IT'S NOTHING.

I WAS JUST THINKING NOW MIGHT BE A GOOD TIME?

AT

DO YOU BORMING IT?

YES.

FINE

SOCIAL PRACTICE COMIC BOOKS
 [FISH HEAD SOUP COMICS AND SHARED UNIVERSE]
 [AT COMIC CONS, EVENTS, AND ALASKAN LIBRARIES]

Wintermoot is a comic book that was created using an artistic medium called social practice. Social practice art focuses on the interactions between artist/audience/society. It engages with the communities that it is being created for. Luk'ae Tse' Taas (Fish Head Soup Shared Universe) was created to continue this practice with other teams of artists producing work in a collaborative social model. In 2020, Nathan Shafer received a Creative Capital Award for Wintermoot in the area of 'social practice' artmaking.

In 2022, the Alaska Library Network in partnership with the Loussac Library and Consortium Library wrote a grant to help donate copies of the first Wintermoot trade paperback to every library and secondary school in the state of Alaska. Some of the schools and libraries sent pictures of students with books, or pictures of the books in their libraries.

Luk'ae Tse' Taas has participated in several events and workshops throughout Alaska, empowering young Alaskans to make their own comic books based on their own experiences of Alaska.



Arctic Comic Con at the Dena'ina Center.



Mural at the Muldoon Public Library in Anchorage painted by kids from Bartlett High School and Begich Middle School with Wintermoot in the background as part of the large still life of books.



Book shelves with Goodnight Naruto Runners at the Egan Library at UAS in Juneau and in between Don Rearden novels at Writer's Block Bookstore in Anchorage.



Window display at Alaska Robotics in Juneau.



Nathan Shafer at Bosco's Comics in Anchorage.



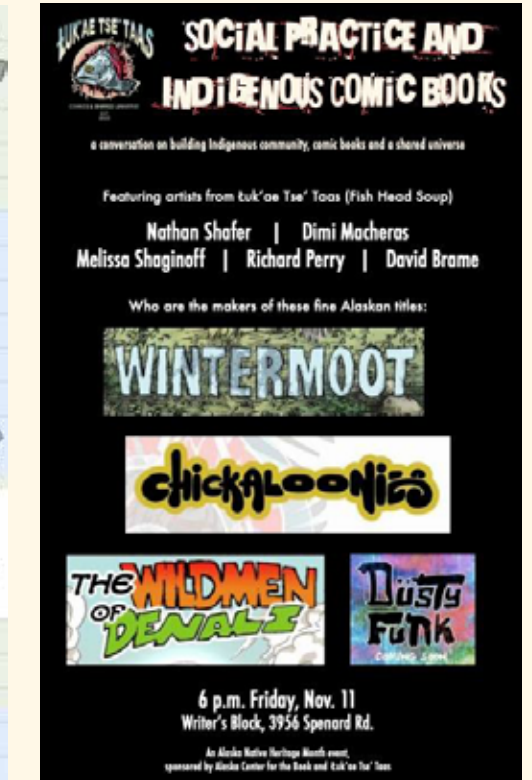
Flyer for Wintermoot put together at the Skagway Public Library.



Nathan Shafer at the after school Comic Book Club at Government Hill Elementary School in Anchorage.



Wintermoot at Chugiak High School Library.

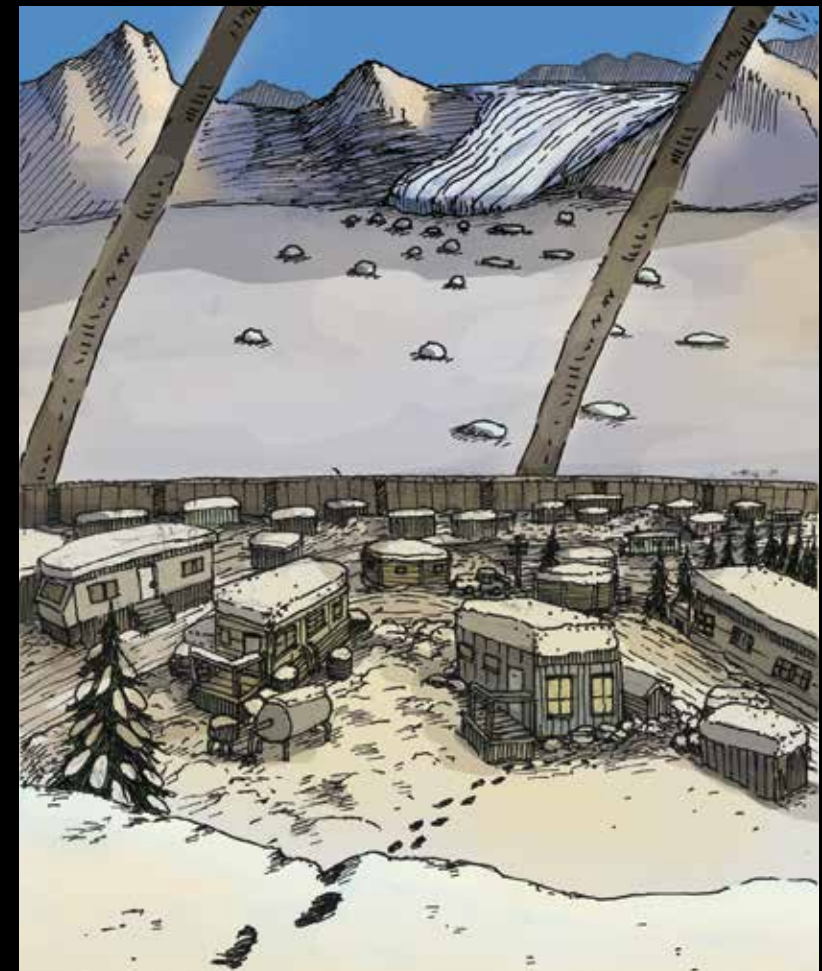


Flyer for an event with the Alaska Center for the Book for a panel discussion on social practice and Indigenous comic books.

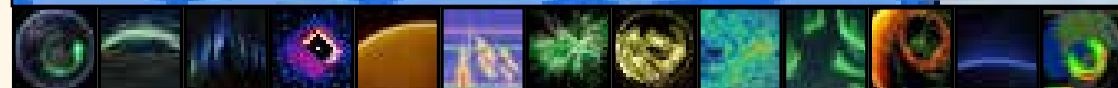


ABOVE:
COLLABORATIVE MURAL AT THE ANCHORAGE MUSEUM
LINES OF SIGHT: COMIC ART AND STORYTELLING IN ALASKA
DIMI MACHERAS, DAVID BRAME AND NATHAN SHAFER

BELOW (BOTH PAGES):
PAGES FROM WINTERMOOT SIX, WITH THE SAME SOURCE IMAGES
NATHAN SHAFER



FROM THE SUBNIVEAN
 CYBERINGIAN VESTIGE
 ABLATION MULDOON
 SIMULATION MIUTMOOT
 CURRENTLY NO GHOSTS R
 PRESENT STANDBY



ONLOAD BERRYWIND ABANDONS LEVEL 1

BERRYNET ACCESS TUNNEL IXI-M3.0024

WIN73RM007 NUN474K

AND PERRYVILL 3 COMMONS

ACCESS BOBANET

ON COMMAND NUNATAK - (VISIBLE)

RUN

AR

ENABLED

DEVICE

FFFSES

SOME CAMP ROBBERS

MEAT JACKS ALL GRAY

JAYS

WHISKEY

JACKS

ZERO CONTROL TRANSFINITE CHRONOZONER DE

LET BERRY WENSE

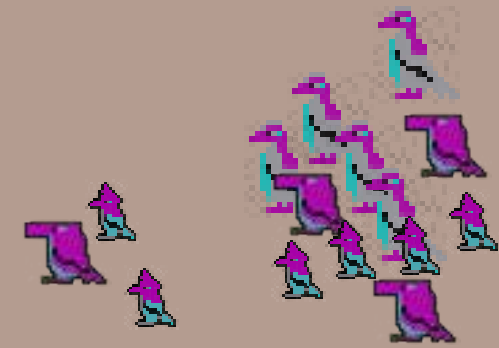
THE WINTERMOOT NUNATAK
 [CYBERINGIAN ICE FIELD]
 [INGRESS TO NEW GLACIA]
 [SECOND STANDARD DEVIATION]





THE
OUTWASH
PLAIN

-jays
-moose-jacks
-hawks



XY
BASE
LECT
START



1ST
PRINT
ANCHORAGE MUSEUM SPECIAL EDITION

OF 500

WINTERMOOT SHARED UNIVERSE | NATHAN SHAFER
2023 | LINES OF SITE | COMIC ART AND STORYTELLING IN AK