

## Project Credits for Lillian Butler

### Textbooks

*¡En español! Ancillaries*, McDougal Littlell Inc. (page layout and design, wrote comp orders, supervised freelance production personnel)

*Science Explorer Teaching Resources with Color Transparencies*, Prentice-Hall, Inc. (page layout and design, wrote comp orders, created graphics)

*ChemGuide: Essentials of Chemistry*, Prentice-Hall, Inc. (page layout and design, created graphics, wrote comp order)

*Adventures in English: Writing and Grammar*, Loyola Press (lead production specialist on a series of 4-color books)

### Periodicals

*Acres U.S.A.*, monthly tabloid magazine, focusing on eco-agriculture. Black and white newsprint interior, 52 pages, color cover.

Lay out, create advertising, interior artwork. September 1999–May 2000.

*Living Aboard*, bimonthly magazine for those who live aboard ship. Black and white interior, color cover, 52 pages. Lay out, create advertising, solicit color cover. September 1999–May 2000.

### Books for Steve Jackson Games

(all as Art Director; additional credits where noted):

*Car Wars Compendium* reprint

*GURPS Alternate Earths*

*GURPS Celtic Myth* (also editor) (<http://www.sjgames.com/gurps/books/Celtic/>)

*GURPS Cyberpunk* reprint

*GURPS Dinosaurs* (also editor) (<http://www.sjgames.com/gurps/books/Dinosaurs/>)

*GURPS Discworld, Discworld Too, and Discworld Also* (interior design only)

(<http://www.sjgames.com/gurps/books/Discworld/>)

*GURPS Fantasy reprint* (also layout)

*GURPS Fantasy Folk 2<sup>nd</sup> Edition* (also editor, layout)

*GURPS Goblins*

*GURPS Greece*

*GURPS IOU* (also editor, layout) (<http://www.sjgames.com/gurps/books/IOU/>)

*GURPS Martial Arts, 2<sup>nd</sup> Edition* (also editor, layout) (<http://www.sjgames.com/gurps/books/MartialArts/>)

*GURPS Places of Mystery* (uncredited editing)

*GURPS Psionics* reprint (also layout)

*GURPS Religion* reprint (also layout)

*GURPS Robots*

*GURPS Supers* reprint (<http://www.sjgames.com/gurps/books/Supers/>)

*GURPS Time Travel* reprint

*GURPS Ultra-Tech 2<sup>nd</sup> Edition revised* (also layout)

*GURPS Voodoo*

### Other Steve Jackson Games Publications

*Pyramid* magazine, #8–#19 (covers and interior art direction)

*Yamara* (comic strip reprint book, layout and design)

*Illuminati: New World Order* card game (production assistance and art management)

*Dino Hunt* card game (art management)

### Computer games

*Meridian 59* released by 3DO, 1996 (Art Director)

### Promotional Materials

*ArmadilloCon 20 program book 1998* created using PageMaker 6.5 (PC), designed, laid out book, solicited artwork and advertising

***ArmadilloCon 21 program book and promotional materials 1999*** created using QuarkXPress 4.02 for the PC, designed, laid out book, solicited artwork and advertising. Also created a number of specialty fliers for various functions and attractions.

***Acres U.S.A.*** Created a variety of promotional materials — fliers, mail-outs, advertising, magazine inserts — for a small publishing company. Created all literature and handouts for the yearly Acres U.S.A. eco-conference (attendance 1,000).

***Bouchercon 33 program book and promotional materials 2002*** Program book, pocket program, and restaurant guide as well as logo and convention badge design for the World Mystery Convention. 2002 created using QuarkXPress for the PC, designed, laid out book, solicited artwork and advertising. Also created convention logo, promotional fliers and mailouts, and convention badges.

### **Novels:**

***The Book of Elementals: the Saga of the Sorcerer's Son*** by Phyllis Eisenstein, 2003, Meisha Merlin. Interior layout & design, copyediting and proofreading. (<http://www.meishamerlin.com/TheBookofElementalsVolumesI&II.html>)

***The Book of Elementals: The City in Stone*** by Phyllis Eisenstein, 2004, Meisha Merlin. Interior layout & design, copyediting and proofreading. (<http://www.meishamerlin.com/TheBookofElementalsVolumeIII.html>)