Welcome to Richmond

This year’s annual meeting is packed full of excitement and presentations designed to help us understand our interrelationships with technology, culture, environment, and science. This understanding will underlie our future directions individually, as professionals and citizens of the larger world.

Panel and Concurrent Sessions

Miguel Schon, PhD, Gary Lee, and Janet Truesdell will guide us through a presentation of Living Anatomy, one of this meeting’s several science-related offerings. Dr. Schon has been a beloved anatomist and teacher in medical schools for years and is an excellent illustrator in his own right. Gary is chair of the Johns Hopkins Program in Medical Illustration and will apply the medical program and will facilitate the presentation.

Charles Cooke, MD, is a scholar in Civil War medicine and could not be better suited to present Medical Illustration in 19th Century Richmond. He will share his state of the medical arts during the Civil War.

Vic Vieweg, MD, will examine hose culture, environment, and medical knowledge shaping how our perceptions of medical issues in any giver's life. He will use post-traumatic stress disorder (PTSD) as a case study to track this evolution.

Bill Gross, MD, FAMI, was a practicing dermatologist in Texas for many years and is an award-winning medical illustrator. He is well known for his illustrations in Gray’s Anatomy and other medical texts. He will host a Medical Illustration Roundtable invaluable. Those interested in learning about medical illustration are welcome to join this roundtable discussion. The roundtable is open to all who desire to learn more about medical illustration.

HiGhLiGhTs

This year’s annual meeting is packed full of exciting speakers and presentations designed to help us understand our interrelationships with technology, culture, environment, and science. This understanding will underlie our future directions individually, as professionals and citizens of the larger world.

Plan your visit to Richmond! Fan the flames of exploration, discovery, and transition! The stunning Shockoe Slip district of historic Richmond, Virginia. A vast array of workshops, plenary and concurrent sessions will offer in-depth presentations on cutting edge scientific research, biomedical visualization techniques and business practices that will stimulate your mind and your senses. Connect with old friends and network with new colleagues and clients. Embark the opportunity to explore beyond your comfort zone. Fan the flames of exploration, discovery, and transition.

Visit Richmond, the home of medical science. Richmond is within two hours of the ocean, the mountains, Williamsburg, and Washington, DC. While you are here in Richmond, be sure to visit the Virginia Museum of Art, the Science Museum of Virginia, Maymont Park, and the Edgar Allen Poe House. Other historic sites include the Hollywood Cemetery, St. John’s Church, the Chimborazo Civil War Military Museum, and many battlefield sites and monuments. Richmond’s within hours within reach of the moon, the mountains, Williamsburg, and Washington, DC—so you hope you are able to spend a few extra days in the region!
**Wednesday**

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This workshop will present a review of the gross anatomy of the arm, forearm, and hand, including the anatomical structures that are of particular importance for medical illustrators and artists. Attendees will have the opportunity to observe dissection of human specimens, followed by demonstrations of anatomical features using digital and printed resources. Participants will engage in hands-on exercises that reinforce the anatomical knowledge gained during the lecture and dissection sessions.

Key highlights of the workshop include:

- A review of the arm, forearm, and hand anatomy
- Observations of human dissections
- Hands-on exercises for anatomical review
- Access to digital and printed anatomical resources

The workshop is suitable for medical illustrators, artists, and students interested in learning more about the gross anatomy of the upper extremity. It is ideal for those looking to refresh their anatomical knowledge or expand their understanding of the art of medical illustration.

Wednesday Workshops

**Gross Anatomy of the Brain (Demo and Correlated Imaging)**

Wednesday, 8:30 am - 10:00 am

Stephan A. Gudas, PhD

This presentation will showcase the gross anatomy of the brain. The two intact human brains will be sliced, one in coronal section and one in sagittal section, and the anatomical features will be outlined. Prepared excisions will be available for handling. Attendees will have an opportunity to observe this three-dimensional dissection and gain a better understanding of the anatomical structures. Attendees will reflect on this dissection and jot down notes and ideas.

**Caspian by Cuspid: Essentials of Dental Anatomy for the Medical Illustrator**

Brent Bauer, DDS, MFA, FAIM

Prepare to go inside the mouth of a real human being and learn how to draw the teeth, gingiva, lips, and tongue in realistic detail. This presentation will include an overview of dental anatomy, functional aspects, nuances of aesthetics, and probably more than you will ever need or want to know. Elements to be covered include: the lips, teeth, tongue, cheek, soft palate, and the gingiva. These elements will be illustrated with a dissection of a human cadaver, and images will be shown of different dental procedures and restorative work to demonstrate the importance of a detailed knowledge of the anatomy.

**Gross Anatomy of the Upper and Lower Extremities: Demonstration and Correlated Imaging**

Wednesday, 1:30 pm - 3:00 pm

Craig Foster, MSMI, CMI

This presentation is intended for students, new AMI members, and anyone who wishes to gain an overview of the regional anatomy of the upper and lower extremities. The presenters will cover the layout, muscles, nerves, blood vessels, and tendons of the upper and lower extremities. They will also show the anatomy of the elbow, shoulder, ankle, hip, knee, and wrist. The goal of this workshop is to present a hands-on demonstration of the anatomy of the upper and lower extremities. Attendees will have the opportunity to observe dissection of human specimens, followed by demonstrations of anatomical features using digital and printed resources. Participants will engage in hands-on exercises that reinforce the anatomical knowledge gained during the lecture and dissection sessions.

Key highlights of the workshop include:

- A review of the upper and lower extremity anatomy
- Observations of human dissections
- Hands-on exercises for anatomical review
- Access to digital and printed anatomical resources

The workshop is suitable for medical illustrators, artists, and students interested in learning more about the gross anatomy of the upper and lower extremities. It is ideal for those looking to refresh their anatomical knowledge or expand their understanding of the art of medical illustration.
This workshop will provide instruction in a variety of methods used to create both physical and digital models of skeletal and soft tissue structures. Participants will be taught to use the Dimensional Imaging DI3D Scanner, ZBrush®, 3D laser scanning, digital file manipulation, CADCAM, 3D printing, moldmaking, casting, and finishing. The process will be explained in detail and hands-on workshops will be held, covering the use of material cost, technical operation, safety, and post processing. For those who would like to briefly escape from the digital world and focus back on the fundamentals required when drawing “old school.” A live model(s) will be available and any other drawing tool they want to use. Participants should bring a sketch pad and whatever pencil, pen, charcoal, colored pencil, and other tools they want to use. The workshop will be demonstrated and the participants will then be allowed to develop their skills with whatever tools they choose. The sessions will be held at the Roanoke Polytechnic Institute in the Advanced Manufacturing Center-Art & Design Building, Virginia Tech.

In this workshop, the participant will gain an appreciation for the tell-tale effects of forces upon skeletal structures. Using case study examples, the focus will be on a selection of research papers which describes the medical bridge with the physics of the event. Relevant background and concepts in physics such as Newton’s Laws, stress, strain, and force will be presented, as well as a brief overview of the field and selected research methodology which reconciles the medical findings with the physics of the event. The emphasis is currently focused on the design and fabrication of cranio-maxillofacial and head and neck trauma reconstruction, as well as on the design and fabrication of forensic anthropological and medical-legal reconstruction. Participants will be taught the fundamentals required when drawing “old school.” A live model(s) will be available and any other drawing tool they want to use. Participants should bring a sketch pad and whatever pencil, pen, charcoal, colored pencil, and other tools they want to use. The workshop will be demonstrated and the participants will then be allowed to develop their skills with whatever tools they choose. The sessions will be held at the Roanoke Polytechnic Institute in the Advanced Manufacturing Center-Art & Design Building, Virginia Tech.

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Art in the service of medicine has evolved over the centuries in tandem with advances in medicine and technology. Over the years, the role of art in our fields of study has become an essential part of the message, serving as a means of communicating complex scientific concepts to the public while also conveying the human side of medicine.

Two days of presentations, networking, and hands-on workshops are designed to transform our understanding of the art of medical communication. Plenary talks and workshops are designed around the themes of Trends and Transitions. This year, the moderator and panelists all exemplify medical illustrators who made major transitions in their career paths—becoming entrepreneurs and leaders in the field of medical illustration.
Concurrent A: It's None of Your Business: Let's Talk About Strong Practice Throughout Challenging Times
Moderator: Joanne Hadeler Müller, MA, CMI

This professional practice panel will address the unique skillset required to be a professional anatomist in today's world. Although anatomists are taught medical knowledge, especially by medical illustrator, throughout history, anatomy, anatomy anatomy, anatomy anatomy. All too frequently, we are left to the mercy of a self-employed medical illustrator, understanding good business practice remains crucial throughout the course of a career in anatomy. Each speaker will be able to share their experiences and their unique strategies for practicing strong business in this challenging field. The panel will conclude with an open question-and-answer session.

Presenter: Joanne Hadeler Müller, MA, CMI, is Co-Founder and Director of Haderer & Partners, LLC and the founder of the Art in Medicine Collection. She is a medical illustrator with over 30 years experience in medical illustration. After graduation, she worked at the Mayo Clinic for many years before starting her own business—Haderer & Partners LLC. She works extensively in the realm of medical animation, multimedia production for presentations, marketing, and interactive DVDs.

Session D: Biomechanics of Trauma
Lunch on Your Own

Concurrent D: Biomechanics of Trauma
John Martin and Joseph Cormier, PhD

In this lecture, the listeners will attain an appreciation for the pitfalls of forensic biomechanics in the analysis of biomechanical and injury causation. Sample topics include: the role of gravity, the significance of the human body's response to forces or other potentially harmful factors, in order to determine if or how many forces are involved. A brief overview of the field and selected research topics of injury causation biomechanics will be presented.

Presenter: John Martin is a Professor of human anatomy and medical illustrator with the American Association of Clinical Anatomists. He moved to the U.S. after his retirement from Gulhane Military Medical Academy of Ankara, Turkey. He taught clinical anatomy at the College of Physicians and Surgeons of Columbia University in New York for 8 years. Currently, he is teaching anatomy at the University Medical School in Ankara, Turkey.

Presenter: Joseph Cormier, PhD is a medical illustrator at Biodynamic Illustration Program of the Medical College of Georgia, and has been with Biodynamic Illustration Program for more than 10 years. He has taught biomechanics in the analysis of human body's response to forces or other potentially harmful factors, in order to determine if or how many forces are involved. He has been a medical illustrator at Biodynamic Illustration Program for more than 10 years and is a frequent speaker on anatomy. He is cross-appointed to the University of Toronto Department of Surgery, and has been a medical illustrator at Biodynamic Illustration Program for more than 10 years. He has taught biomechanics in the analysis of human body's response to forces or other potentially harmful factors, in order to determine if or how many forces are involved. He has been a medical illustrator at Biodynamic Illustration Program for more than 10 years and is a frequent speaker on anatomy. He is cross-appointed to the University of Toronto Department of Surgery.
Concurrent F: Negotiation
Bill Westwood

This session is designed to assist medical illustrators to understand key points of an effective negotiating process. Negotiation is an art, not an exact science. Effective negotiators are those who listen, empathize, and anticipate the needs and concerns of both parties. This session will focus on the skills and strategies necessary to conduct negotiations in a professional and effective manner. Attendees will learn how to reach mutually beneficial agreements through effective negotiation practices, leading to successful outcomes in various medical-legal contexts.

Bill Westwood, MA, MFA, is a Medical College of Georgia graduate with over 27 years experience in medical illustration. After graduation, he worked for the Mayo Clinic for 10 years before starting his own business. Bill's medical artwork has won over 25 awards and he has become an authority and speaker on medical illustration as well as an expert in digital forensic facial reconstruction, copyright, pricing, and business startups.

Concurrent G: Old Tricks With New Technology: Applying Digital Modeling Techniques to 3D Forensic Facial Reconstruction
Marc Dryer

Forensic facial reconstruction is a technique whose use is without an end; development is established through extrapolation from the form of the skull. Traditionally, this has been done using clay modeling with clay, but digital techniques to this process offer the advantages of fast, efficient, and reusable images for forensic applications. Modern 3D digital modeling techniques affect many benefits in forensic methods by techniques in the field of forensic, forensic imaging, forensic techniques, etc., and capabilities. This presentation will examine some examples of digital facial reconstruction, including tips and tricks for the digital forensics practitioner.

Marc Dryer is a full-time faculty member in the University of Toronto's Biomedical Communications program. There, he teaches 3D visualization at the graduate level, and undergraduate courses in digital forensic facial reconstruction and the application of new digital modeling techniques to an existing practice, and will speak to the Toronto Police Services Forensic Identification Unit, this lecture will examine the stylistic representations, the possibility of animation). Using examples from work done in the Toronto Police Services Forensic Identification Unit, this lecture will examine the interesting avenues for exploration. Modern 3D digital modeling techniques afford many exciting avenues for exploration. Modern 3D digital modeling techniques afford many exciting avenues for exploration.

Concurrent H: Torts, trials and res ipsa loquitur: A Litigation Primer
Sue Seif

Medical illustrators new to medical-legal illustration can feel swamped by the new field (and possibly some old-timers!) a feeling of confidence when dealing with the medical-legal system. While the illustrator is hired because of his or her knowledge of medicine and information presentation, terms frequently used can be confusing. This talk will go over the basics of the legal system, terminology, and the presentation of evidence. It will help get newbies to the field and possibly some old-timers a feeling of confidence when dealing with the legal system.

Sue Seif is President of Seif & Associates, Inc, a medical legal illustrator firm specializing in the defense of medical malpractice actions. She is a graduate of The Johns Hopkins Art As Applied to Medicine program and worked at the Medical College of Virginia in the years after graduation, ultimately becoming the lead associate professor. She started training in 1984, was a founding member of Medillfas, and left that company in 1995 to start her own firm. She is a Past-President of the AIM, former trustee and Friend of the Vesalius Trust, past editor of the Journal of Biocommunications, past chair of the Board of Certification, and remains a member of that board.

6pm onwards
Free Evening + Young Members and Students Dinner

10:15am-12:45pm
GeneraL sessiOns

Plenary 4: CS4: An Introduction for Medical Illustrators
Sean Cooke

CS4 is raising a stir with its new features and interconnectivity. This presentation will introduce this exciting new software and show some of the many applications and ways of work done by medical illustrators. This presentation should help illustrators decide whether to update to CS4, and to give some new tips and tricks to those who have already done so.

Sean Cooke is an Adobe First Specialist who carries the most Adobe instructor certifications in Virginia. Furthermore, he resides within the top 20 most certified instructors nationwide. He has held the rank of #3 Adobe Instructor worldwide. Sean is an Adobe Certified Instructor in Adobe® Acrobat®, Adobe® Flash®, Adobe® Creative Suite CS4®. He has worked in all aspects of printing, from commercial offset and screen printing to scale-format digital and litho printing. In addition, he has years of pre-press and design background still in the class experience. Outside of the classroom, Sean is the manager of the Richmond Adobe User Group (RAUG).

What we now call Post-Traumatic Stress Syndrome (PTSD) has been described for centuries but studied seriously only since World War I, when it was known as "shell shock." The Vietnam War produced a population of significantly affected veterans, and a great deal of study has gone into the factors contributing to combat stress. This presentation will go over the evolution of the current understanding of the environment, behavioral, neurobiologic, and individual factors influencing the development of this condition.

Victor Vieweg, MD, is Clinical Professor of Psychiatry and Clinical Professor of Internal Medicine at the University of Virginia School of Medicine. Dr Vieweg made a mid-career shift into psychiatry with a focus in internal medicine. Dr Vieweg made a mid-career shift into psychiatry with a focus in internal medicine. His current interests include the polydipsia-hyponatremia syndrome, post-traumatic stress disorder, psychotropic drugs and cardiac syndromes, psychiatric drugs and the metabolic syndrome, and depression and the cardiovascular system.

Dr Vieweg maintains an active private practice of psychiatry with a focus on depression in the interface of psychiatry and medicine. He continues his research in the interface of psychiatry and medicine. He continues his research on depression and the metabolic syndrome. Dr Vieweg maintains an active private practice of psychiatry with a focus on depression in the interface of psychiatry and medicine. He continues his research in the interface of psychiatry and medicine.
Creating and Animating Cladiced Cells with the Cinema 4D’s HRM Module and MAXON’s Complete Lumacy

**MAXON is the Techniques Showcases Educational Corporate Sponsor of this presentation. MAXON has donated software to be awarded to an attendee at this presentation.**

Cinema 4D’s HRM is a highly effective simulator that can make much more than just fur and feathers. HRM has the capability of generating a field of transparency and a myriad of other effects. Learn how to unlock these features with this live demonstration of Invisible Buttons, Invisible Sliders, and Drag-and-Drop interaction in Perfect Effects. Add nuance to any animation.

**Jeff Mechlinski, Technical Manager**

**3:40-4:20**

**Maxon Cinema 4D® CS4 and Beyond with the Complete Lumacy Suite**

**MAXON is the Techniques Showcases Educational Corporate Sponsor of this presentation. MAXON has donated software to be awarded to an attendee at this presentation.**

ZBrush 3 is the industry-standard application for digital sculpting and has been used in nearly every movie blockbuster film and video game ever. It allows you to bring your imagination to life to create amazing digital characters and landscapes. But what if you could create not just the visuals, but also the entire production platform of your own. This workshop will be an introduction to the complete ZBrush environment.

**Wayne Heim, ZBrush 3D Artist**

**2:40-3:20**

**ZBrush 3: A Must-have “Brush” for 2D and 3D Artists**

**Wayne Heim**

**2:30-3:10**

**Creating and Animating Cladiced Cells with the Cinema 4D’s HRM Module and MAXON’s Complete Lumacy**

**2:00-2:50**

**Advanced 3D Imaging & Modeling Technologies Applied to Medicine**

**Michael Havranek**

**2:40-3:20**

**Promoting and Executing 2D Animations in Place of 3D Animations**

**Michael Havranek**

**2:00-2:40**

**Complicating Structures: We will be exploring how non-3D and 3D users can can be rasterized and incorporated into your 2D illustrations or 3D animations by bringing examples of their own pen and ink for constructive critique.**

**Tim Phelps, MS**

**2:00-2:50**

**Zbrush: A must-have “brush” for 2D and 3D artists**

**Wayne Heim**

**2:30-3:10**

**3D medical modeling; and collaborator Juan Garcia, anaplastologist from Johns Hopkins University. For over 14 years, Tim has played a key role in the advancement of medical illustration.**

**Michael Havranek**

**2:40-3:20**

**Painting Texture Maps onto 3D Models in Adobe® Photoshop® CS4 and Importing them into Cinema 4D**

**Fabian de Kok Mercado**

**2:45-3:00**

**Up in Flames: The Art of Combustion and flames**

**Tim Phelps**

**2:45-3:00**

**Technical Showcases**

**The 2009 Techniques Showcase will be heavy on the digital. In addition, we have four Corporate Educational Sponsors: Adobe, MAXON and Direct Dimensions, Come in and see what’s hot and new in the world of digital modeling.**

**Friday**

**2:00-2:50**
Anneliese May Lilienthal and Craig Foster

This presentation given by creative directors, animators, and illustrators from medical animation firms and schools will provide an overview of the medical animation field, including the creative process and techniques used. The speakers will offer insights into the art and science of medical animation, and share tips and advice on getting started in the field.

Anneliese May Lilienthal is an experienced medical illustrator and animator who has produced award-winning visuals for Time Life Medical, major pharmaceutical corporations, and biotechnology companies. A member of the Vesalius Trust’s Silent and Live Auction, she has worked on the projects since 1996. His work has appeared on the covers of many magazines, and he has been a regular contributor to the New England Journal of Medicine. He has also produced artwork for the American Museum of Natural History.

Craig Foster, MSN, MEd, is an experienced medical illustrator and animator who has worked on the projects since 1996. He has also produced artwork for the American Museum of Natural History.

Craig and Anneliese will provide an overview of the medical animation field, including the creative process and techniques used. The speakers will offer insights into the art and science of medical animation, and share tips and advice on getting started in the field.

The Auctions are sponsored by the Vesalius Trust Enterprise Circle, so that every penny raised at the auction can go directly to the scholarship fund. The Circle includes major pharmaceutical corporations, biotechnology companies, and other supporters of medical education. The Auctions provide an opportunity for medical and scientific professionals to support the Vesalius Trust and to purchase unique and intriguing items for their studios.

The Alan Cole Memorial Live Auction, otherwise known as the infamous T-Shirt Auction, has been known for its rather wild and outrageous irreverence. This year, the Auction will feature a segment on promising technologies for the Muscular Dystrophy Association’s annual Labor Day weekend telethon. The Auction will also feature a segment on promising technologies for the National Multiple Sclerosis Society’s Annual Walk, which is held in September. The Auction will also feature a segment on promising technologies for the American Cancer Society’s annual Relay for Life, which is held in June. The Auction will also feature a segment on promising technologies for the American Heart Association’s annual Heart Walk, which is held in October.

The Vesalius Trust Silent Auction provides the annual opportunity to bid on and purchase some of the most unique and intriguing items for your studio. Included will be medical illustrations, anatomical models, books, and medical devices. All proceeds from the Auction will be used to support the Vesalius Trust’s scholarship fund.

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Plenary 8: Your Work is Intriguing...Now What?
Tom Miller
You’ve found your work on the Internet, in a book or in a magazine, used without your
permission or payment. What do you do? This presentation will outline how to
handle these situations.

William B. Westwood, MS, CM, FAMI
You’ve found your work on the Internet, in a book or in a magazine, used without your
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handle these situations.

Plenary 10: An anatomical tour of the living body using Csiksz
Andrew Swift, MS, CM
Depictions of human anatomy are a necessary marketing tool and animation. Because
human anatomy is a complex and detailed subject, using a 3D environment to
depict the human body can be very useful. Therefore, all our efforts will be
focused on the use of computer animation techniques for visualizing the human
body. The presentation will focus on the use of 3D modeling and animation
techniques to create detailed and realistic images of the human body.

Plenary 11: From Traditional Roots to Transitional Branches
Tim Phelps and Brent Bauer
In the late 1800s, the art of the medical illustrator was featured at the AMI’s annual meeting
in Chicago. It was designed to represent and express medical, biological, and anatomical
ideas. By the 1950s, the medical illustrator had evolved into a profession dedicated to
creating images that were both artistically and scientifically accurate. In the 1980s,
the medical illustrator began to incorporate new technologies and techniques into
their work, such as computer graphics and digital imaging. Today, the medical
illustrator is an essential component of the medical communication team, using
technology to create images that are both informative and visually appealing.

Dental Dilemmas: A Working Solution
Andrew Swift
In this session, we will explore the challenges and opportunities presented by
today’s dental professionals. The presentation will focus on the use of 3D
modeling and animation techniques to create detailed and realistic images of
dental anatomy, as well as the use of computer-aided design (CAD) and computer-aided
manufacturing (CAM) technologies to create custom-made prostheses and
orthodontic devices.
Nearby Attractions

Pocahontas State Park
Located 30 miles from downtown Richmond, it is 20 miles north of the city on I-95, Pocahontas State Park is one of the more popular parks in the state park system. Swift Creek forms the nucleus of the park, which contains one of the oldest cypress forests in the state.

The University of Virginia and Monticello
Located 20 miles west of Richmond, the University of Virginia and Monticello are the only university in the United States to be designated a World Heritage Site by UNESCO, an honor it shares with nearby Monticello.

Wine Tasting in Charlottesville
Wine making has become a part of Virginia culture and the many vineyards throughout the state offer tempting tastings. Wine Tasting in Charlottesville

The University of Virginia is a public research university located in Charlottesville, Virginia, founded in 1819.

Colonial Williamsburg
Colonial Williamsburg is the historic district of the independent city of Williamsburg, Virginia. It consists of many of the buildings that, from 1699 to 1786, formed colonial Virginia's capitol.

Busch Gardens Williamsburg
The park features a variety of world-class roller coasters and Broadway-style shows for all ages. Busch Gardens has been voted the world's most beloved theme park for 18 consecutive years.

Kings Dominion
Kings Dominion is an amusement park 35 miles north of Richmond, featuring roller coasters, a large water park, and stage shows for the whole family.

Richmond International Raceway
Located 10 miles east off I-64, Richmond International Raceway is the only major NASCAR Sprint Cup Series and Nationwide Series “America’s Premiere Short Track”. Also hosts the Indy Racing League IndyCar Series and the United States Auto Club Silver Crown and National Sprint Car Series.

Outdoor Activities

Belle Isle
The easiest access point to the James River Park System from the downtown area is across the suspension bridge running under the Varun Bridge. Trails for walking and biking along the island provide glimpses of a Civil War prison site, a historic iron foundry, and the James River whitewater rapids.

Brown’s Island
Also located near the Omni’s Brown’s Island is a feature of the city skyline and the James River. The park is a common site for concerts, festivals, and concerts during the summer months.

Maymont Park and Zoo
Maymont Park, a 140-acre estate that contains Maymont Mansion is a historic house museum, an arboretum, formal gardens, native wildlife exhibits, a nature center, carriage collection, and petting zoo known as “The Maymont Children’s Farm.”

Hollywood Cemetery
Located at 600 East Cemetery Hill, Hollywood Cemetery is a large, sprawling cemetery overlooking the James River. It is the resting place of ten United States Presidents, President Monroe and John Tyler, as well as the only Confederate States’ President, Jefferson Davis.

Carytown
Carytown is the area southeast of Richmond’s Shockoe Slip. It is a lively retail district lined with high-end, independent retail shops and boutiques. It is also home to one of the city’s most beloved institutions, the Byrd Theatre, a restored movie palace that has operated continuously since 1928.

Dining & Neighborhoods

The Fan
The Fan is a district of Richmond, Virginia, named because of the “fan” shape of the roads that converge towards downtown from the USA
east of city, The Fan is surrounded by Shockoe Slip and the Byrd Park District, both of which are areas with a rich history.

Richbrau Brewing Company
Richbrau Brewing Company offers all day brunch for vegans and carnivores, the acclaimed menu is a local favorite found in Richmond’s first brew pub is large enough to accommodate parties of all sizes with its dining area, free flow pub, second flow pub, and upstairs club.

Millie’s Diner
Carrying the title of Richmond Restaurant of the Year 2008 in Style Weekly, this diner is located on the intersection of the two main thoroughfares of downtown, Main and Cary Streets.

Bottom’s Up Pizza
Located 300 East Main Street carrying the title of Richmond Restaurant of the Year 2008 in Style Weekly, this diner is loved by locals for its successful blending of culinary styles.

The Tobacco Company
This one of the more popular tobacco warehouses provides elegant dining and a club for a beautifully renovated building.

Sine Irish Pub and Restaurant
Sine Irish Pub and Restaurant, 1321 East Cary Street, Nepo’s Irish favorites, comfort foods and great sandwiches. Plus Chinese, Japanese, French, Italian and other fine dining choices in all price ranges.

Richmond’s first brew pub is large enough to accommodate parties of all sizes with its dining area, free flow pub, second flow pub, and upstairs club.

Cafe Gutenberg
Located at 1700 Dock Street Offering all day brunch for vegans and carnivores, the acclaimed menu is a local favorite found in Shockoe Bottom.

The Science Museum of Virginia
Located at 2000 West Broad Street The Science Museum of Virginia is a popular science institution that offers a variety of hands-on exhibits and activities that further the interest and understanding of science and technology.

The Children’s Museum of Richmond
Located at 2000 West Broad Street The Children’s Museum of Richmond is one of the most popular museums for children to come to town to play while exploring activities that combine play and learning.

The Virginia Historical Society
Located at 907 1/2 West Franklin Street The Virginia Historical Society, founded in 1831, is the society serves as a teaching and research center for Virginia History. Tours and exhibits on offer are often in the historic Neo-classical buildings.

The American Civil War Center
Located at 400 Tridge Street The American Civil War Center at Fort Monroe is the national museum featuring the exhibit in the Cause of Liberty, the Center’s mission is to tell the complex story of Richmond and the American Civil War from the perspective of the people who lived and fought there.

The VCU Anderson Gallery
Located at 1327 East Cary Street The VCU Anderson Gallery is a top venue for art in the Southeast.

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