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Arrested
R&B artist R. Kelly vigorously denies
child pornography charges.
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Thursday, June 6, 2002



Courtesy photo

Sex, Masturbation 'AND YOUR MOTHER, TOO'

Two cocky teenagers learn about life, love and their sexual identities while on a road trip



'Y Tu Mamá También'

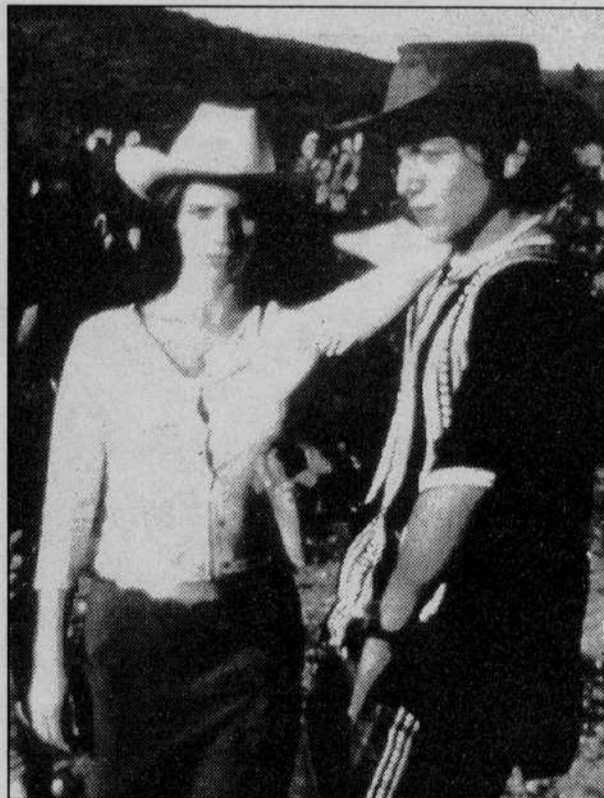
★★★★☆
By Jen West
Oregon Daily Emerald

Sex can bring people together, but it can also tear them apart. In the Mexican romantic comedy "Y Tu Mamá También" — which translates as "And Your Mother, Too" — two rich, cocky teenagers learn this harsh lesson while on a road trip to a beautiful secret beach.

Writer/director Alfonso Cuarón has created an intriguing film that dances on the line separating the pornographic from the artistically sexy. This is a gritty, realistic coming-of-age film illustrating the sexual growth of two friends who realize they have a lot to learn about how to please a woman — and each other.

While their girlfriends spend the summer traveling in Europe, Tenoch (Diego Luna) and Julio (Gael García Bernal) surrender themselves to boredom in Mexico City. When they meet an older woman, Luisa (Maribel Verdu), the boys tell her they are preparing for a road trip to a fictional beach called Boca del Cielo (Heaven's Mouth). After learning

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Courtesy photo

Art exhibition will feature graduate students' work

University graduate students will present their artwork at the annual Master's of Fine Arts group exhibition Friday at Oveissi & Co. in downtown Eugene.

This year's exhibition, "MFA/02," will run in coordination with First Friday ArtWalk in downtown Eugene, which is designed to attract attention to Eugene's art and gallery community. Oveissi & Co. is located at 22 W. Seventh Ave. and will be one of the stops of the ArtWalk.

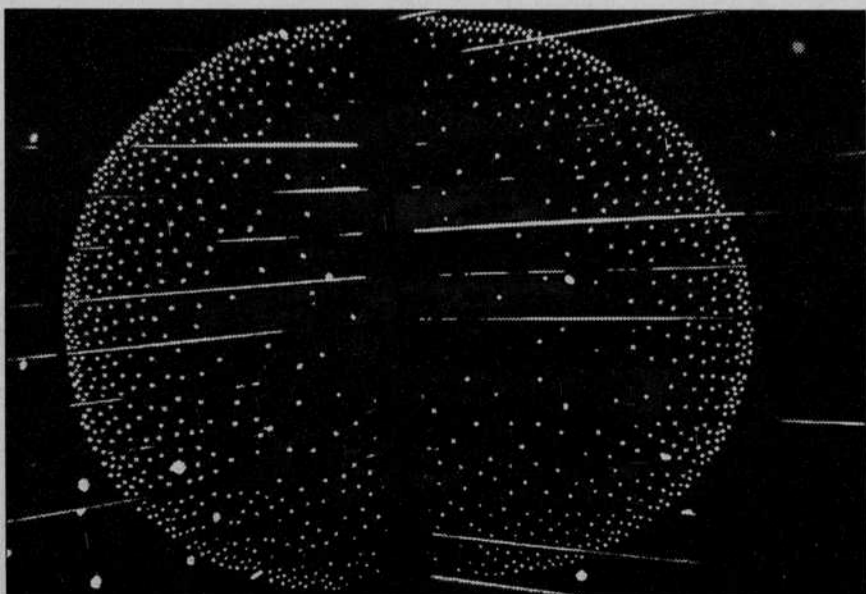
"MFA/02" is organized by the University of Oregon Museum of Art and the art department and will run in Eugene through June 22. Organizers will then move the show to the Pacific Northwest College of Art in Portland and stay through Aug. 17.

This year's show is being displayed off-campus because the University's art museum is still closed for a \$12 million expansion project. The art museum is scheduled to open in fall 2003.

The exhibit will include:

- Art/ceramics by Michael Boonstra and Carrie Shields
- Fibers by Annette Hepner and Robin Selover
- Metalsmithing and jewelry by Maru Almeida and Nick Dong

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Courtesy photo

Michael Boonstra says of his work: "I use discarded material, such as wood, nails, and clay, to create images and spaces that reference ideas of transcendence, spirit, and the unknown."

Design students 'explode' with art

Multimedia design students will showcase their projects today and Friday during "Animation Explosion"

By Jen West
Oregon Daily Emerald

Animation has come a long way since the days of drawing and painting a series of images to simulate movement. "Animation Explosion" will present student work in a variety of animation styles including film, computer and drawing animation and claymation.

The art department presents "Animation Explosion" at 7 p.m. Thursday and Friday in 177 Lawrence Hall. Entry to the event is free, and there will be complementary refreshments.

The University has taught animation for more than 40 years through the art department's visual design program. But in the 2000-01 school year, the department changed the name of the program to multimedia design because of the increasing number of computers and various media used to produce animation. The first multimedia design class graduates this year.

"Animation Explosion" is "a showcase of what has been done in our department," said Marianne Hallock, coordinator of the event.

The event will exhibit animation work that students have produced, she said. The students have worked on projects that incorporate various types of animation including 3-D models, drawings, stop-motion, video, computer animation, experimental animation, interactive Web sites and live action with blue and green screens.

"We try a little bit of everything," Hallock said.

Hallock said she began studying multimedia design in Winter 2001, but she had already experimented with animation in high school using Legos and drawings.

The hard part of animation is not the drawing, she said, but "you have to be willing to keep drawing the same thing over and over again." She said some animating styles involve scanning lots of drawings. But drawing is no longer the only way to make an object move, and the projects shown at "Animation Explosion" will demonstrate the various techniques with which the student animators have been working.

"The hard part is figuring out the pacing," she said. "How do you exaggerate the motion?"

She said the animators use a technique called "squash and stretch" that the old Disney animators used in their classic cartoons. Movements are added to an object that may seem overly cartoonish, but the end result is a more life-like movement.

She drew a ball bouncing into the distance and pointed out how she elongated the ball in midair to simulate more "organic" movement. Then when the ball hit the ground, she drew it with a dramatic "splat!"

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