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New Zone: Artists exhibit ghoulish work

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clay called "She's Coming." Photographs, illustrations and even decorated Friskies cat food cans are also among the sundry pieces of art that will be on display until Oct. 27.

"One of the many interesting pieces that's in the show is a Polaroid photograph taken by one of the (New Zone) members of the Anasazi Ruins," Higgins said. "When he took the photograph, it was just a normal, sunny day; nothing unusual was going on. But when the photograph developed, there were streams of light that were coming down at different angles and intersecting the ruins. It was just one of those interesting phenomena that he happened to catch on film."

The prices for pieces of paranormal artwork range greatly, from \$8 for a Friskies can with a picture of a cartoon hippo bathing itself with a toothbrush, to \$2,500 for an oil painting and recycled wood creation titled "One Hand Clapping."

New Zone has been a vital part of the Eugene visual arts community for more than 20 years and is celebrated

for its experimental and limitless forms of artwork. New Zone is also non-juried, meaning that members can show any type of art they like without having to be pre-approved by a panel of judges.

"We encourage each other to be better artists as we go along," New Zone vice president William Baby said. Being non-juried leads the group to become more innovative. "It will allow artists to stretch and express themselves in a way that a juried group couldn't do because of what (judges) think might be good. As an art organization, we're more concerned about the fundamentals of art and less with the commercial aspect of a gallery."

New Zone member and photographer Pat Sheehan also sees it that way.

"New Zone is a wonderful way for artists to display their own interpretations of art," she said. "There's no political agenda."

New Zone is a 501(c)(3) non-profit arts organization with about 50 members. New Zone is also active in promoting community outreach, participating in such activities as Reading in

the Rain, Art Amoré and arts programs for at-risk youth.

Exhibits change each month at New Zone, and New Zone hosts a reception complete with drinks and hors d'oeuvres every first Friday. Some months, the exhibits have no themes, so artists can display their favorite pieces of work, while other months have set themes to encourage member artists to explore some of their deepest creative influences.

"We do a theme show just about every month and that keeps things pretty active," Baby said. "Artists want to do pieces for our art shows and having a new theme each month keeps things pretty fresh and keeps their art being shown. And you never know what you're going to see at our gallery."

"We definitely encourage coloring outside the lines," Higgins said. "If you follow all of the rules, you'll never discover anything new."

For more information on the New Zone Artist Collective, visit www.newzone.org.

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McCollum: ESRB should play games it rates

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this sort of unconstitutional bill would never see the light of day.

In order to understand why the ESRB is a failure, we must first examine how the ESRB rates a game. Logically, the ESRB would have to play a game before rating it, right? Wrong.

When a developer submits a game to be rated, it does not submit the game itself; instead, it submits a questionnaire that explains what is in the game. Along with the questionnaire, developers send a videotape that, according to the ESRB's Web site, must show "the most extreme content and an accurate representation of the context and product as a whole."

Then three raters watch the footage and arbitrarily give the game a rating. Here are the ratings: E (Everyone), T (Teen), M (Mature), and AO (Adults Only). Unfortunately, there are no guidelines that raters

must follow when rating a game.

Since there are no guidelines, the rating system is a mess. Games that are rated M include everything from Tecmo's "Dead or Alive Xtreme Beach Volleyball," where scantily-clad women play volleyball, to Rockstar's "Manhunt," where players can gruesomely kill enemies with everything from a plastic bag to a shotgun. The popular game "Halo 2" is rated M, but the violence in it is far from graphic. Rockstar's "Grand Theft Auto: San Andreas" just got slapped with an AO rating after a crudely rendered sex scene was found in the game's code, but "God of War," a brutal beat-em-up that has a threesome sex mini-game (the sex is off screen), is rated M. The ESRB explains the disparity by saying it's all about the context of the game, but ESRB couldn't possibly know the context if it hasn't played it.

The rating system needs to be re-worked. First, the ESRB needs to

establish a clear set of guidelines that would give game ratings a consistency they lack today. The M rating is too broad; it needs to be broken up into more specific ratings. Some parents have no problem with their children shooting aliens and cyborgs a la "Halo 2," but cringe when they think of their kids beating up hookers in "Grand Theft Auto: San Andreas." Second, if the ESRB truly wants to analyze the content of a game, they need to play the game.

ESA president Doug Lowenstein released a statement saying the ESA "intends to file a lawsuit to strike this law down, and we are confident the we will prevail." This is good news for Californians, but after the law is stricken down, the game industry needs to re-tool its shoddy rating system to prevent itself from being an easy target for vote-hungry politicians.

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Cabin: Movie influenced by 'Evil Dead' series

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matter. Instead, a fair amount of his past work has focused on animation. And if his name sounds familiar, it's likely because his great uncle is William Hanna of "Hanna-Barbera" cartoons.

"Animation is in my blood," Hanna said.

While attending the University, Hanna focused his studies on computer animation. His favorite professor was Ken O'Connell, under whose guidance he studied experimental animation and motion graphics.

"He was my mentor," Hanna said. "He taught me a lot about timing, writing and seeing things through to

the end."

O'Connell was similarly full of praise for Hanna's work as a student. He said a few of Hanna's greatest strengths were humor, timing and story telling.

"Matt was always good at developing ideas and seeing the funny or unusual side," O'Connell said. "He had a great sense of presentation, so the audience would totally get into what he was doing."

Hanna's crew shares a similar sense of admiration for their director. However, they stressed that bringing "Stabbin' Cabin" together would not have been possible without the team effort

and overall cooperation involved.

In addition, the support of the community has been a powerful force in bringing the film from concept to execution. In fact, Hanna's goal from the start was to create a film that utilized the cinematic strengths of Eugene exclusively.

"THERE ARE SOME REAL STRONG ACTORS AND ACTRESSES IN EUGENE. WE'RE LUCKY TO HAVE THEM," HANNA SAID. "BASICALLY, WE'RE HERE TO SET THE RECORD STRAIGHT THAT THIS TOWN HAS THE TALENT TO MAKE A MOVIE. WE'RE MAKING THIS FILM BECAUSE WE KNOW WE CAN."

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