

Entertainment

Lucasfilms to celebrate a decade

Lucasfilm Ltd. was incorporated in 1971. With the making of "Star Wars," George Lucas formed Industrial Light and Magic to create the unique visual effects and Sprocket Systems to design the unusual sound effects. "Star Wars" proved to be a technical triumph as well as box office hit. ILM revolutionized special effects, Sprockets forged new frontiers in sound design, and the film won seven Academy Awards. Lucas' dedication to quality film production and commitment to research and development led to an expansion of the company and the creation of additional divisions.

The Theater Operations division was established to develop and promote technological advancements in motion picture presentation. The division currently administers the Theater Alignment Program (TAP) and the THX Sound System. TAP, a program which follows a film through every step of the manufacturing and exhibition process, began as a quality-control service to ensure the proper technical presentation of "Return of the Jedi." It is now used by a multitude of producers, directors and theater owners across the country.

The THX Sound System was also developed in conjunction with "Return of the Jedi." The system is designed to reduce distortion, improve lower-frequency output, and provide balanced coverage of the audience. THX has become



synonymous with quality sound and is currently installed in theaters around the world.

The post-production division of Lucasfilm, Sprocket Systems, continues to be at the forefront of new technology. It offers the most advanced editing equipment in the industry. The imminent completions of its new 145,000 sq. ft. technical building at Skywalker Ranch will offer filmmakers the largest state-of-the-art complex in the world.

In addition to film produc-

tion, Lucasfilm has become a leader in the interactive home entertainment field. The Games division is currently working on a joint project with Apple Computer and National Geographic to develop uses of optical media in education. It is also working on a large scale network-based interactive game with Quantum Computer Services. Within the last year, the division produced the popular home computer game Labyrinth and PHM Pegasus.

Lucasfilm's Licensing divi-

sion began with "Star Wars" -- the most successful licensed motion picture property in history. It went on to manage properties for "Ewoks" and "Indiana Jones" and is presently working with merchandisers for upcoming films. The tenth anniversary of "Star Wars" marks the second phase, and the beginning of the collectors' demand, for licensing the product.

The production division has two films slated for release in 1988. Upcoming features include "Willow," an adventure

fantasy based on a story by George Lucas and directed by Ron Howard, and "Tucker: A Man and his Dream," the story of Preston Tucker -- and innovative car designer committed to creating the car of the future, directed by Francis Coppola.

The Cineplex Odeon 82nd Avenue Six Cinemas is the world's first complete LUCASFILM THX cinema complex -- featuring the extraordinary sound system in each of its six, wide-screened theatres. "Star Wars" first opened on May 25, 1977 and grew to become the most successful motion picture in the history of film. Following the release of the first "Star Wars" film -- George Lucas and his associates invented the THX Sound System to ensure the true sound reproduction of the film's original sound track. LUCASFILM THX incorporates selected audio equipment with carefully-controlled room acoustics to produce the highest calibre in motion picture sound reproduction available today.

The Cineplex Odeon 82nd Avenue Six Cinemas is the corporation's first cinema complex in the state of Oregon. The new complex is located at 9600 S.E. 82nd Avenue, 1/4 miles north of the Clackamas Town Center.

Editors rate likely candidates for Dammasch

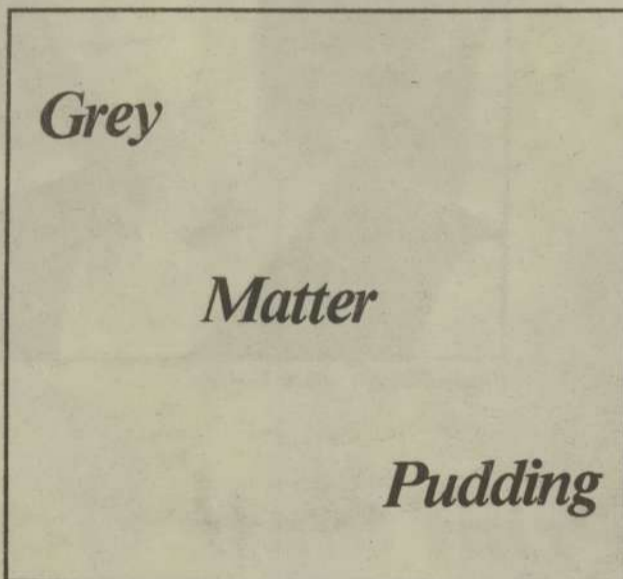
by Thad Kreiser
Contributing writer

I was dissatisfied. Well, I still am. I already wrote a column for the final issue, but to be honest, I'm really not satisfied with it all. I remember it still, like it was yesterday. It had stuff about make-up and gay men. It had stuff about tradition and ritual. It had the big good-bye, but I didn't like it, so no one's ever going to read it. You're all just going to have to read this one instead. HA!

Anyway, in my short career as a "journalism student," I have had the unique opportunity to meet a myriad of strange and wonderful people. Artists, writers, musicians, adventurers, and politicians. I've met them all.

Yet, none of these compare to what I consider to be one of the strangest creatures God ever created. Yes, the editor. Oh, and I have known editors. Four to be exact.

The chances of any editor ever reaching maturity is about the same as that of the average arachnid. And ya' know, even after working on two papers and running my own, I'm still not sure what the editor does other than run about with a constant weary look of worried frustration, shake uncontrollably, and yell. I wonder, can this really be anyone's full-time occupation? Do you need to spend two years



at college to learn how to say "Oh Great" with just the right amount of sarcasm?

I don't have any clear cut answers to these questions. I've never been the editor, and I don't know that I'd want to be.

However, I have watched the transformation one undergoes from college student to editor, and it's a wonderful thing, believe me. Kinda like the metamorphosis from caterpillar to butterfly.

Right now, I'd like to share this experience with you. It's something meaningful that the

whole family can enjoy, really, it is. So mom, dad, gather the kids around the set and relate to this if you will.

Stage 1:

The new editor is chosen. At this point the editor isn't an editor at all yet, but a normal human being, just like you and me. Sometimes the editor in question might have a little journalism experience, but if the paper's hard up for an editor, and none of the experienced staff are stupid enough to take the job, one will

quickly find that experience is really not that big a deal. For instance, we had several contenders for the editor position this year. Had these people seen what I have, they would not be so zealous believe me.

Stage 2:

The new editor is now ready for his/her first appearance before the class. Ninety-nine times out of a 100 they know nothing. They stand before the class and say "oh-uh" a lot and the advisor does all the dirty work. One important thing to note is that during this stage, the editor still has a brain and will ask nicely if you would like to do this story or that story. Ah, but this tendency shall soon disappear.

Stage 3:

The editor has just encountered his/her first deadline. This is the proverbial "loss of innocence" for the editor. He now comes to several realizations: First; your staff cannot be trusted. Second; no one turns in stories by deadline for a nice guy. Third and most important; if this happens every week (and it does), you will be vacationing in Dammasch this year. The editor is now learning the art of the cynicism "Oh great." By stage four, he/she will have it perfected.

Stage 4

The editor has seen many deadlines come and go. He has seen a beautiful 16-page paper reduced to an eight or four page many times over. He/she realizes now that an editor has no friends (other than that crazy guy who writes that strange column and laughs whenever something goes wrong. HA! Some friend).

Our editor now lives in a constant state that can be best described as a combination of confusion, frustration, and annoyance.

On a good day, he/she will appear to be merely dazed, or distracted. However, when deadline rolls around again, the editor becomes something similar to an epileptic on LSD. He is a sarcastic cynic. He is a confused animal. He is often a pain in the ass to those of us who've got it together. He has frequent nervous breakdowns that reduce him to a pitiful whining blob of tofu. Some turn to drugs. He's a man now. But most importantly, he's an editor.

Oh, also something to add. This is the last Grey Matter. I had fun, and I don't care if you didn't. Good luck Helen. I hear Dammasch is wonderful in the summer. BANG!

