

Kathryn Tongue from Lake Oswego High School placed first in news writing in the Regional Skills Competition. Her winning story on "Virtual Reality" is inside.

See page 2

Clackamas' Drama department will present "Six Characters in Search of an Author," March 4, 5, 11, 12 at 8 p.m., and March 13 at 2:30 p.m.

See page 3

Men's Cougar basketball suffers triple-overtime defeat at the hands of league foe Mt. Hood CC.

See page 4

Coming Friday from 5 p.m. to 1 a.m. is the return of Ski Ball '94, the all college and university party at Mt. Hood Skibowl. Tickets are \$7 in the ASG office. Rental packages are also available.

Wednesday, March 2, 1994

The Clackamas Print

Vol. XXVII No. 16

Clackamas Community College

Oregon City, Oregon

ELC Director arrested

College's funds allegedly used for drugs

by Maury Webber
The Print Editorial Staff

In connection with a two-month investigation of criminal activity at the Environmental Learning Center, Clackamas County Sheriff's office arrested Gerald W. Herrmann, founder and former director of the ELC, on Friday Feb. 25.

Also arrested was Michael A. Huffman, a friend of Herrmann's and a former employee at the ELC.

The Clackamas County Sheriff's Office alleges that Herrmann has used ELC funds to pay off drug dealers, has faked accounting receipts, and has pawned ELC equipment to purchase cocaine.

A total of seven counts of First Degree Theft have been lodged against Herrmann and three counts of First Degree Theft have been lodged against Huffman. Additional charges are expected against both men before the case is submitted to a grand jury for consideration. Herrmann and Huffman were booked into Clackamas County Jail on Friday. Herrmann was later released on his own recognizance. Huffman posted bail and was also released.

Both men were arrested at the same time in West Linn at Herrmann's mother's home. Both were scheduled to be arraigned on March 1.

Clackamas wrestlers shine at Nationals

by Jesse Sowa
The Print Staff

Six members of Clackamas' wrestling team showed the rest of the nation what their coach had been talking about all season.

Mike Haluska had stated at the get-go that his team could beat anyone they faced if they wrestled to their potential.

The Cougars proved him right as they competed in the National Junior Championships at Bismarck, N.D., and came away as the fourth best team in the country.

Clackamas totalled 62 points and finished behind national champion Garden City, Kansas (97.5 points), Iowa Central (84.5), and regional foe North Idaho (64).

The Cougars were led by 118-pounder Travis Rollins, who took a 12-7 decision over T.J. Marcaurele of Garden City in the finals to be declared national champion.

"Rollins wrestled a fabulous, flawless tournament," said Clackamas Athletic Director and former head coach Jim Jackson. Jackson said that Rollins' performance was the best he had ever seen Rollins wrestle.

Jake Whisenhunt came away with second place after losing 4-0 to Scott Steft of Meramec, Mo., in the finals.

Heavyweight Nathan Sullivan also took second after suffering a 4-0 defeat to Tony Kenning from Willmar, Minn.

Jason Marshall placed sixth in the 190-pound weight

class.

Josh Whisenhunt and Jamie Dixon also competed, but didn't place at Nationals, at 134 lbs. and 177 lbs., respectively.

Jackson said that Dixon and Marshall, who weren't even expected to reach the national level, exceeded all expectations of their performances this season.

"We were both very pleased with what happened," said Jackson of Coach Haluska and himself.

Jackson explained that Josh Whisenhunt was injured prior to the beginning of the tournament and didn't do as well as he could have, but that he gave it his all at the meet.

Jackson also said that Sam Federico got hurt in the regional meet. Jackson believed that Federico could have been an All-American had he not been injured.

The Cougars are looking forward to the future and for more good things to come. The team will lose just two wrestlers from this team and just one who went to the national meet (Sullivan).

"We're excited about next year," said Jackson.

Jackson gives a lot of credit to those wrestlers who didn't make it to the national meet, but helped prepare those that did.

"Our wrestlers set high goals. They also have a lot of self confidence."

"All of our wrestlers had tremendous tournaments," said Jackson.

Opening up new worlds

by Tina McFarland
The Print Editorial Staff

Last week the Computer-Aided Drafting program was featured in The Print. This article about Virtual Reality is the second part of that story, telling how an entertainment craze can be used for practical, as well as beneficial purposes.

Virtual Reality. A whole new world is being created in the entertainment industry. People put on the headsets and the fiber-optic gloves and they can enter into a 3-D world where they can get the bad guys or become fighter pilots. They can become just about anything they want. And what's really great about this new kind of video game is if the bad guys get the players first, the players can always come back to life. The options are virtually endless.

The term Virtual Reality brings similar thoughts to many Americans, but a thought that probably doesn't cross many people's minds, is the use of Virtual Reality in the drafting industry. While Virtual Reality attracts many video game fans, few people realize the impact it's had in non-entertainment areas, the areas that Drafting instructor Terence Shumaker would call "the practical applications" of Virtual Reality.

According to Shumaker, Virtual Reality was actually first developed in the military. Some of the first encounters with these almost-real experiences were the first flight simulators that NASA (National Aeronautics and Space Administration) helped develop. The military uses Virtual Reality as well.

"The Gulf War was fought on a virtual screen several times before it was fought for real. Most people didn't know that. How

do you think they were so accurate? They would fly through the real world and the virtual world at the same time," Shumaker said.

It hasn't been until the last three or four years that Virtual Reality has broken into the entertainment industry. Shumaker said that in the near future there will be many Virtual Reality arcades opening in major shopping malls around the country. He said to look for theme parks where Virtual Reality is a major attraction.

"Millions of dollars will be pumped into Virtual Reality because there's money to be made there," Shumaker said.

While the general public around the world plays with Virtual Reality, Shumaker and others members of the Drafting department are working to implement an almost-real world in the drafting program at Clackamas.

"Virtual Reality is the next logical step in the design process. You can go into the computer and the model you've created and not only manipulate the model but interact with the model, change it. It's powerful," Shumaker said.

To be able to hook Virtual Reality up to the AutoCAD system the Drafting department uses now, they will have to invest in some basic hardware and software. For example, in order to be able to see into a virtual world, some sort of head gear is needed.

Currently, most Virtual Reality users wear the helmet that provides a mini-screen for each eye. An image is projected on each screen inside the helmet giving the wearer the feeling of being inside a 3-D model. Shumaker said that the helmets are in the process of being replaced with goggles or some "less obtrusive" eye wear, because the headsets

present a hygiene problem.

"Wearing the helmets are equated to putting someone else's sneaker on your face," Shumaker said.

With the eye wear, some sort of tracking device is needed allowing the user to see a representation of his hand in the model. This is, in part, where the gloves come in. These gloves have fiber-optic cables running through the top, laying next to the knuckles. When the knuckle bends, the amount of light passing through the cables decreases which tells the computer to bend the finger of the hand in the model. Essentially, the less light allowed to pass through the cables, the more movement the computer registers. This adds to the sense of being inside of the model.

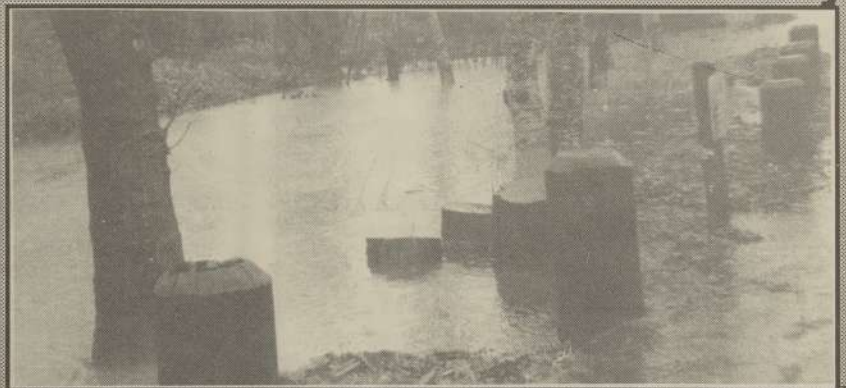
Two devices are located to form a triangle with the glove and eye wear. For example on the desk and on top of the computer. "It's like a survey crew, it constantly monitors the location of the hand (in the model)," Shumaker said.

In order to create a virtual world, some basic software and computer programming are necessary. And depending on how "real" this virtual world is to be relies on the complexity and the power of the computer.

There are two basic forms of Virtual Reality. The first, simpler view, is "Through the Window." This doesn't give as much interaction. It is, like the name says, similar to looking through a window into a model. The other, more extensive view is called "Totally Immersive." According to Shumaker, this immersive world is a "stereo world" and gives the

Please turn to VIRTUAL REALITY, Page 2

Mother Nature has her way



Last Thursday's rainfall totals caused flooding on several locations around campus. The ELC (pictured above) was hit particularly hard by Oregon's liquid blessings.