

# New American muscle

Joe Piazzisi

The Clackamas Print

It's the new car season, and American sports cars are pulling ahead of imports in style, design and performance.

American automakers have come out with several new models, and replaced some of their older ones. Among the recent American releases are Chrysler's 300C and Crossfire; Ford's remade GT and Mustang; Chevy's updated Corvette, Camaro concept car and the brand-new Cobalt. Dodge has also jumped aboard the new car trend, releasing the Charger, Magnum, Challenger concept and SRT line.

While foreign companies release their sports cars, they probably won't compete as well against the new releases of the American companies, which far outnumber the new imports. The recent releases by import companies are the Mazda RX8, Nissan 350z and the remodel of the Mitsubishi Eclipse.

American cars are producing amazing numbers when it comes to horsepower. The Ford Mustang is producing 300hp. Dodge has the Magnum at 340hp, along with the Chargers 350hp and of course the Viper's huge 500hp. Chrysler's 300c is putting out 425hp, and Chevy's Corvette is soaring with just about 505hp. The Pontiac GTO is producing nearly 400hp.

What do the Import companies have that compares to those numbers? Mazda's top sports car, the RX8, only has 238hp. Honda has the 240hp S2000. Both the Celica and MR2 put out under 180hp. Mitsubishi's cars have stepped up the

horsepower, with the Eclipse producing 263hp, and the turbo-charged Lancer pumping 286hp. The only import with higher numbers is the Nissan 350z, pumping out 300hp.

American companies are producing cars that would have all been considered "super cars" due to their horsepower output less than 10 years ago. Why have American automakers decided to add these new cars, re-vamp some of their existing sports cars and change the way they market?

The answer is rather simple. American car companies have been taking some-

thing of a nosedive in profit margins over the last few years. It is even a concern that GM may be facing bankruptcy in the near future if they are not able to turn the company around.

After the American companies ran a few target market studies, they realized that they lacked appeal to younger buyers. The only way American manufactures could regain sales in the under-35 market is to reconsider the cars they were and weren't producing.

Import companies not answering back with high-horsepower sports cars have no reason to now; their profits keep going up and their production lines are in high demand.

However, according to rumors, Toyota and Mazda have been working on their old "super cars" and are looking to re-release the Supra as well as the RX7. It would be a strong and likely response to the recent American muscle trend.

Only time will tell whether the muscle car gamble on the part of the American automakers will pay off.



Internet Photo  
2007 Camaro Concept

## ART 262 transitions into photography's future

Kimberly Schiewe

The Clackamas Print

Digital is the way of the future, and this year CCC is capturing the transition.

Beginning Fall Term, Digital Photography and Photo-Imaging has been offered at CCC.

ART 262 introduces concepts, techniques, practices, aesthetics, and uses of photographic imaging and image-making with digital photography and software. Adobe Elements 3, a newer and more polished version of Adobe Photoshop, is used throughout the course to edit, organize and print digital photos.

Students are introduced to the program Adobe Elements 3 on the first day of class. The software allows the digital images to be cropped, transposed, filtered, cloned and other techniques may be applied for student PowerPoint presentations; web page designs, slideshows, personal photo

albums, etc.

Instructors Bill Allen and Nick Molatore lead the class two days a week for two hours. Each week's first class "consists primarily of lecture time for covering concepts, discussing topics from the text, answering questions, and working on lab assignments," explains Allen. "The second class will alternate between in-the-field photo sessions and in-class photo critiques."

The outcome has been ideal for a new class. With a full classroom, Allen and Molatore are able to help their students develop strategy for organizing, and properly photographing images. Currently a student showcase is on display in Streeter next to classroom 181.

All photos are generated student photos shot during Fall Term 2005. Portraits, landscapes, still life, artistic and humorous student work have been matted and put on display for the rest of January and into February. Eventually, all pieces will be entered

into the Art Department's Student Art Center for a yearly showcase from various students at Clackamas Community College.

Students, instructors and community residents are welcome to come

and view the artwork on display now in Streeter. If you're interested in taking this class and/or receiving more information about it and the current artwork on display, please contact Allen at 503 657 6958, ext. 2806.

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The X-Box 360 has proven to be a huge waste of money

One might think that when I finally saw an X-Box 360 on a shelf at a local department store I'd have been ecstatic, but I had to consider a few questions for myself before I committed to forking over my hard-earned cash.

"Self" I said, "why in the world is there a 360 sitting on the shelf that nobody wants to pay for?"

Well, one of the senior editors from Electronic Gaming Monthly (EGM) magazine, Dan "Shoe" Hsu, seems to think they're just not worth their steep price tag ... a fact he blatantly pointed out to Corporate Vice President of Worldwide Retail Sales and Marketing for Microsoft Peter Moore in this month's issue.

"Wouldn't you be pissed if you paid \$400 for a new console and many of its games looked only marginally better than their current-gen equivalents?" Shoe asked Moore. Moore then asked him to "call out" some games to support the claim.

"The 2K sports games. Amped 3. Tony Hawk. Need for Speed. Gun. King Kong. People can argue that they're not getting that big next-gen leap in graphics. On top of that, you're asking consumers to pay an extra \$10 for these games," countered Shoe.

The interview article was roughly six pages long and as entertaining as it was painful, but Shoe's right. Microsoft is trying to rip off the gamer crowd, and what they don't seem to realize is it's going to be a lot tougher to pull one over on us than the usual consumer base.

Then there's the video floating around the internet of a 360 spinning up a disc. You can tell the disc is spinning up because the machine is so loud its fan/drive noise is prevalent even on the webcam the video was shot with (another common complaint).

While the disc is spinning in the drive a pair of hands reaches out and tips the X-Box on its side. The disc inside grinds against some unknown piece in the drive and the hands tilt the X-Box back to its original position while the disc grinds again. They eject the disc and show the data side to the camera, and the disc looks like it's been mauled with a serrated butter knife.

How bad is it? Assuming I bought that 360 core system I saw on the shelf, I'd have paid over \$600 at a retail store for the box and all the accessories I'd want. If I'd tried to buy online to guarantee delivery I'd be paying almost twice as much.

So here's what I did so that I could play the same game with only slightly less impressive graphics on a system I already owned: I bought Need For Speed on Gamecube for \$40.

People who don't buy a 360 are enjoying the same games at a fraction of the cost, and with only minimal headache. I think the positive side here is that the X-Box 360 is saving money for those smart enough, and that's a problem for Microsoft that Moore hasn't quite figured out.

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