

ENTERTAINMENT

Fashion forward: a look at fall fashion trends

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Fall's back and we're fashion forward. This semester, The Capital Times will be bringing you the hottest trends spotted around campus.

The styles we are looking for have to embody individuality and confidence.

We're looking to prove that you can be smart and look good too!

So boys and girls, dress to impress because you could be next.

The Look

On her: Express shirt, Forever 21 leggings, Marc Jacobs purse, Fendi sunglasses and Nine West shoes.

On him: Hot Topic (Fender guitar) shirt, Levis jeans, Van's Prison Edition shoes and sunglasses stolen from his brother.

Poll of the Day

We wanted to know your personal style.

What's your ideal style?

Fifty-five percent said they dress accordingly to the situation, 10 percent said they dress with a skateboard edge, 15 percent said

they are preppy, 10 percent would said they are GQ/GLAM and 10 percent don't know how to define their style.

Syree Berry said, "It depends on how I feel that day."

Lee Samuelson replied, "I would describe my style as 'man pretty.'"

Do you dress for comfort or fashion?

Fifty-three percent said they dress for comfort, while 39 percent said they dress for fashion.

The other eight percent went down the middle road, saying they dress for both comfort and fashion.

"If I'm going out, then I want to look really good so I dress for fashion. But when I'm in school, I want to be comfortable,

especially in the morning classes," said Mary Banson.

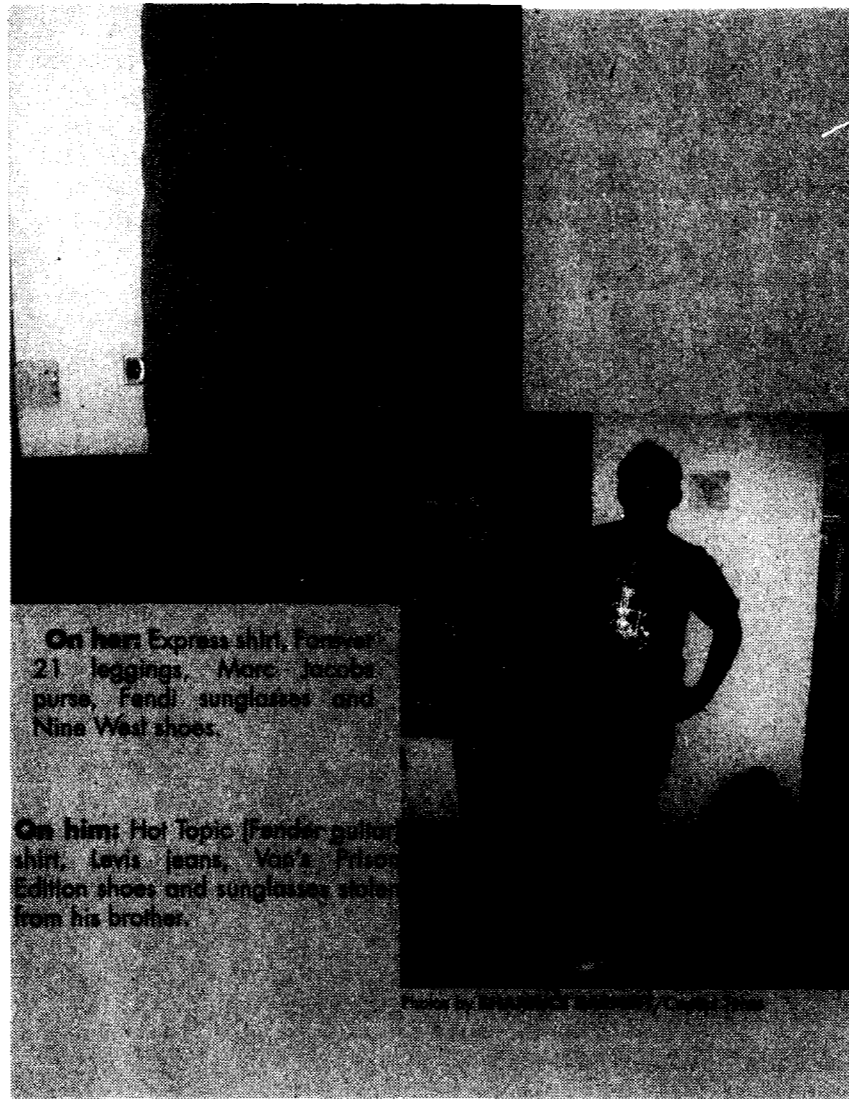
What are the top three stores you shop in?

According to pollsters, the top choices are Express, Gap and various online stores.

Thanks to all participants in the poll.

Trend Report

To help you fill some empty closet



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space, here are just a few must-have items this fall season.

Tight Security

According to runway shows such as Tracy Reese and many more, opaque tights are all the hype this fall.

This trend is due in part to the movie *Factory Girl* and the mod appeal it had in terms of fashion. Looks like we don't have to freeze this season just to look good.

Buy It: *Wet Seal*, \$7

Gray's Anatomy

It seems gray is the new black this season.

Hues of charcoal were offered in luxurious fabrics on the runway for the fall.

Many entailed intriguing detailed beadings and crystals. Time to purchase that little gray dress.

Buy It: *Any store this season will carry a section dedicated to a variety of grays in many luxe fabrics and prints.*

It's A Cinch

Waist belts are still an essential,

however the wide ones are so gone! This season the skinny waist belt is the hot accessory used to cinch the waist and enhance what you already have.

Buy it: *Forever 21*, \$12

Give 'em the Boot

The shoe for the season is "the bootie."

Inspired by the Shakespearean times, it is now the muse for designers ranging from Louis Vuitton to Marc Jacobs.

To buy or not to buy, that's the question.

Buy It: *Aldo*, \$70

Wide Appeal

Flashbacks from the 70s made their way onto the runway as many designers reinvented wide leg pants.

They were seen many materials, including the never dying jean.

While skinny jeans are still an asset to every girl's wardrobe, the wide leg is moving back to the forefront.

Buy It: *Old Navy*, \$34

Geek Corner: a positive twist on an old hobby

By **MATTHEW MAHONEY**
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The word hacking conjures up many ideas of malicious intent when people think of their home PCs and other electronics. More often than not people would picture some slob of a person drinking massive quantities of energy drinks, living in their parents' basement, and attempting to steal credit card numbers or bank information.

What people don't picture is the average person sitting around their house looking for a way to do something better with what they already have. One of the favorite tools to hack these days are Wii-motes, the controllers for the Nintendo Wii video game console. These controllers have very small accelerometers in them that detect motion along all three axis of movement in a three dimensional environment.

The simplified answer is this motion sensitive controller is pretty cool.

People have been finding all sorts of ways to hack their controllers into other tools. The Wii-mote is wireless and transmits data via Bluetooth technology. Bluetooth, found on most cell phones and PDAs is an easily hacked technology that can yield both positive and negative results.

On the positive side one person used the Bluetooth technology in his Wii-mote to interface with his laptop and create an accelerometer for his car. He was able to use this information to tweak the performance of his car without buying expensive tools from an auto supply chain.

Another person was able to construct a Wii-mote robot that could have potential in firefighting applications. The infrared sensor on the front of the Wii-mote detects heat signatures. The hacker used this to interface with a home built robot that would track to wherever a fire was. The potential of this could mean that firefighting robots become the first

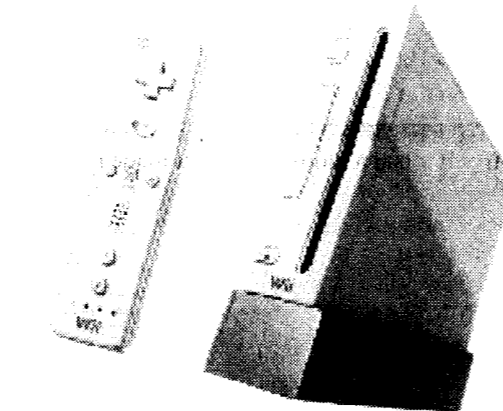


Photo courtesy of Google.com

line of defense in fighting fires until the real fire department shows up.

Not involving the Wii-mote, but using the vulnerability of Bluetooth technology a group of hackers created a tool that shows the darker side of hardware hacking when combined with software. They created a Bluetooth "Sniper

gun" and demonstrated its capabilities at Defcon, an annual meeting of some of the greatest hackers, and hacking defenders. This "Sniper gun" was essentially a large personally carried antenna that would detect Bluetooth signals across a mile or more.

They also created a program that could be used to access information on these devices. During their demonstration they showed that PDAs and cell phones that did not have a password or security program enabled could be easily hacked and information stolen.

This team of hackers did not create this device for malicious use though. They actually created it with the intent of showing everyone from average citizen to industry professional the susceptibility of Bluetooth. While on the surface this device is one of malicious intent, the hackers that

created it sought only to improve the individual security of people using this technology.

Hacking can also be more hardware based than people realize. While there is an essential point of writing software scripts at some point, a large part of it comes in the form of "jury-rigging" something together. (MacGuyver would be proud, a little confused, but proud.)

A really good hack came from the combination of motion sensor technology and a cell phone. Hacker Pedro Dias built a device that would send a text message to his cell phone whenever a motion sensor was activated in his house. This allows him to have his own personal security system installed that doesn't have an installation fee or monthly service charge.

He gets the message and can instantly call 911 to have police sent to his house.

More than just theft prevention this can have applications for parents that want their kids to stay out of

a certain room, pet owners, and a myriad of other uses.

One of the more popular hacks to surface is the unlocking of the iPhone. Apple's iPhone is currently offered in the US only through AT&T, and only with a two-year agreement. People on other networks would need to switch over if they wanted an iPhone. A young hacker that isn't even old enough to buy a drink at a bar discovered that by soldering a wire "bridge" across two contacts of one of the processor chips, the phone could now be unlocked to any cell phone company that uses sim cards.

Other places have surfaced on the internet offering software downloads that will do the same thing, but none have actually released the code, and is so far, unverified.

The next time you think or hear about hackers, remember that not all of them are evil, and that some of the technologies you are using right now, wouldn't even be around if weren't for the hacker in his garage/basement laboratory.

Keiju Inafune: Mega Man creator and video game success story

By **OLIVER EISLER**
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It is Aug. 7. The time is 20 minutes past noon. I stare at a gathering of over a hundred people around a building on the corner of Broadway and 33rd Street in New York City. The building is home to the world's second largest GameStop, a widespread videogame retailer. People here come from all walks of life, united by a sense of excitement as they eagerly await the arrival of one man. As minutes pass, dozens and eventually hundreds of people flood 33rd Street and join those already waiting. In a few short hours, Keiji Inafune would arrive to greet his fans.

Many of you are probably asking, "Who is Keiji Inafune?" But even if you don't know him by name, chances are you have played one of his games.

At age 22, Inafune joined the Capcom corporation as a graphic designer. His first assignment was to create character designs for the original *Street Fighter*. Those basic designs are used for the franchise's main characters even today – more than a decade after Inafune left. In addition, Inafune is credited with creating the basic back-story for

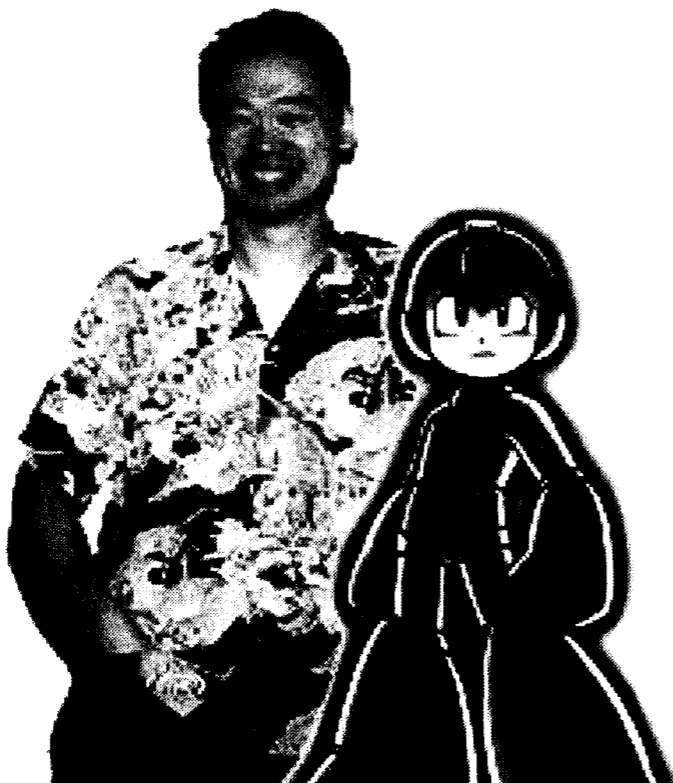


Photo courtesy of google.com

Street Fighter's two most iconic characters, Ryu and Ken.

A year after his success with *Street Fighter*, Inafune moved on to create the character that would give him his greatest fame: Rockman. When

the Japanese *Rockman* game series made its way overseas to the United States and Europe, it was renamed *Mega Man* to avoid copyright infringement.

Although the first Mega Man game

is currently viewed as a classic gem, Inafune commented in a 1988 Nintendo Power interview, "While it did sell more than we had expected, (the first Mega Man game) wasn't a huge success as far as the numbers go."

It was with the release of *Mega Man 2* that the franchise achieved its first great financial success. This allowed it to spawn four more games for the Nintendo Entertainment System (NES).

In the era of the Super Nintendo, Inafune brought the Mega Man franchise into a new era with *Mega Man X*, which takes place a century after the original. At this point, Classic Mega Man and X series games were produced simultaneously. This continued until the advent of the PlayStation, which saw the last Classic Mega Man game ever, *Mega Man 8*. While the X series continued in traditional platform format, Inafune released

Mega Man Legends (*Rockman DASH* in Japan), which takes place at least three thousand years after the X series. Despite the popularity of the Legends series, only three games were ever produced. To this day, the X series, the Zero series (which takes place a century after the X series) and the ZX series (which takes place several centuries

after the Zero series) continue to be produced, striving to bridge the millennium-wide gap between the original and Legends series.

As an alternative to the mature themes often found throughout the Mega Man series, two non-canon series were developed for younger audiences: *Mega Man Battle Network* and *Mega Man Star Force* (*Rockman EXE* and respectively).

In addition to being the driving force behind the Mega Man series, Keiji Inafune was the Executive Producer of *Resident Evil 4*, *Onimusha Blade Warriors*, *Onimusha 3: Dawn of Dreams*, *Capcom Fighting Evolution*, *Lost Planet: Extreme Condition*, *Shadow of Rome*, *Black Cat*, and *Legend of Zelda: Minish Cap*.

When I met Keiji Inafune, I asked him if he could take some time to answer a few questions for his fans at Penn State. He kindly accepted.

Capital Times: Mr. Inafune, despite your immense popularity, you are known to be very private person. Does the public attention ever influence your games?

Inafune: I never have any difficulty with the fans. I make games based on what I feel they want most.

Capital Times: There has been some controversy over the extent of your involvement in the original

Street Fighter. What was did you actually do?

Inafune: I made the character's looks and who they are. I did not write the small story.

Capital Times: What do you see as the future of the Mega Man series? Are we to expect a continuation of certain religious themes?

Inafune: Mega Man is always about evolution. Of course, Legends is the last of the evolution. You can lose paradise if you don't fight. (The title of Mega Man X8 was *Paradise Lost*.)

Capital Times: Will there ever be another Legends game?

Inafune: I always get asked this and I say that it has been under much consideration. Many fans seem to want it. I need to go. Good luck with the story.

Capital Times: Thank you very much. I appreciate you taking the time for this interview.

Inafune: You're welcome.

There you have it! This concludes Capital Times' interview with videogame legend Keiji Inafune, who is sometimes credited as "Inafking" due to his great influence in the development of multiple genres across multiple generations of gaming. I hope you enjoyed this article and I thank you for your continued support!