

ENTERTAINMENT

European fashion combines patterns and decades

By **SHARNICE BARNETT**
Columnist
SCB217@PSU.EDU

In this week's issue of The Capital Times, we will venture off into a few of Europe's fashion capitals. We will explore Spain, France and Italy; all known for their impeccable visionary abilities as far as fashion is concerned.

Hopefully you will learn a few new names in the industry.

Walk with us as we "backpack" through Europe to find the hottest fashions and trends and meet the designers who create them.

Barcelona, Spain
Designer profile
Name: Jose Miro

Brief bio: Jose Miro was born in Majorca and trained at Barcelona's School of Fashion Arts and Techniques.

He made his debut on the Cibeles Catwalk with his Baraka collection, which won the L'Oreal Paris award for best young designer.

He launched his own line in 2001. This is only the beginning for the young designer.

Runway style: Jose's style is indeed impossible to duplicate.

He mixes '70s bell sleeves with '80s off-the-shoulder shirts and adds a hint of matrix-style leather to his spring 2008 collection.

He then incorporates a touch of punk rocker chic with each model's



Spanish designer, Jose Miro dabbles in everything from retro throwbacks to punk rocker chic.

hair and accessories, from blue streaks to large tattoos painted on the chest and abdomen.

Paris, France
Designer profile
Name: Dominique Sirop

Brief bio: At 17, this French designer began working in Yves Saint Laurent in the Atelier.

His love of beauty and fashion began with his mother who worked as a mannequin in a couturier.

Here is where he began learning patterns, colors, textures and everything associated with the world of fashion. In 1978, he began working with Hubert De Givenchy who hired him after seeing sketches he had done.

He then went on to work with many



Ciro Paone, designer for Kiton specializes in men's suits offering them in all colors and combinations.

Photos courtesy of Google Images

other designers.

In 2000, he showcased his line in House of Cartier and have since partnered with the jewelry powerhouse.

Runway style: Sirop's style is a blend of beautiful craftsmanship and architecture.

In his fall/winter 2007 collection, he showcases metallic and iridescence.

There are amazing Oscar-ready



Dominique Sirop, French designer, recently showed off his iridescent and metallic line.

gowns that are cut in diametric directions, long in the back and short in the front.

His jackets are cut to perfection, many being cropped and metallic. His experience and talent is illustrated through his work!

Naples, Italy
Designer profile

Name: Ciro Paone for Kiton

Brief bio: Kiton was founded in 1968 in Naples, Italy.

It is one of the most prestigious fashion houses for tailored men's suits. Each suit takes 20 hours to make with 45 tailors each.

Kiton recently opened its 40 million New York flagship and showroom on West 54th Street.

They also opened a shop in London. Though they are known for their men's suits, they are presently working on furnishings, sportswear and a women's collection. The suits can be ordered bespoke.

Runway style: Kiton is known for their handcrafted suits with the perfect finish.

They also showcase hand-finished button down shirts accompanied by sevenfold silk ties. With personally tailored fits and forms, it is a perfect blend in men's wear.

These suits come in all colors and combinations with the perfect shoe to complete the successful businessman look.

Summary: Hands down, these are all marvelous designers with many accredited accomplishments.

Their talent is far beyond the norm in reference to creativity in the process, loyalty to their work and most importantly, quality of the resources used.

There are wonderful picks in my opinion and they definitely set the standards high. If you have a European designer that should be spotlighted let me know!

Halo: great graphics and online features make a game that many friends can enjoy

By **OLIVER EISLER**
Columnist
OPE5000@PSU.EDU

From hardcore gamers to casual players, there is hardly anyone who has not heard of "Halo: Combat Evolved."

The third installment of this Microsoft exclusive X-Box 360 series was released in late September and broke industry records with the highest grossing opening day in entertainment history, making over \$150 million in 24 hours.

Like its predecessors, Halo 3 follows the missions of an artificially enhanced superhuman soldier known as Master Chief in his struggle against enemy Covenant forces.

From what I understand, the Halo series has a very deep and involving story, but I am not terribly familiar with it.

That being said, I am confident in my assessment of this game's technical aspects and game-play.

Building upon previous installments, Halo 3 adjusts the ratio of projectile weapons, grenades and melee weapons.

Halo 3's multiplayer designer, Lars Bakken, refers to these three categories of weapons as the "Golden Triangle" of Halo.

In Halo 3, players have the new ability to dual-wield, which allows them to use two weapons at the same time.

Halo 3 also features new vehicles, all of which received a control update making them much easier to pilot.

As is typical of most console games with multiplayer features, up to four people can compete against each other in Halo 3. Playing online raises the maximum number of players to 16.

Among numerous new features



Halo: Combat Evolved offers up to 16 players online, with new features such as a mute button.

added to enhance online enjoyment is what is gamers worldwide have labeled the A-Hole button.

By pressing the A-Hole button, a player can mute an annoying individual and not have to put up with their nonsense.

At first glance, Halo 3's graphics may appear flawless. Certainly, this is a game that pushes the X-Box 360's

capabilities to the limit.

However, disappointingly enough, the game is not rendered in true high definition resolution like most next-generation games.

The choice to use a 1152 by 640 resolution instead of the expected and superior 1280 by 720 resolution was made for the sake of maintaining a smooth frame rate.

Because Halo 3 uses an in-house graphics engine, often referred to as

The Halo 3 Engine, it is difficult to

provide more details on this issue.

Although the game's graphics are great, one can only imagine how much better they would be in true high definition.

At the sacrifice of some graphical quality, the game's controls are truly perfect.

Even as someone who is more familiar with Sony and Nintendo controllers, the transition into this game was smooth and easy.

That is not to say the game is not challenging; some parts are very difficult to beat, especially when playing on Legendary Mode.

However, almost all instances of artificial difficulty and annoying quirks have been removed.

In summation, Halo 3 is an excellent game and a solid conclusion to the Halo trilogy.

With great game-play, good graphics and nifty online features, this game does just enough to live up to the hype surrounding it — and that is quite a feat.



Online games offer a chance to build skill and to network

By **MATTHEW MAHONEY**
Columnist
MM5039@PSU.EDU

Online gaming has become one of the most innovative tools for video gamers around the world.

Now instead of needing a neighbor just down the street that plays video games people from around the world can join together in playing the same game, and not just competitively either.

The gaming world is seeing a movement in producing online cooperative play that can be done in a smaller scale than compared to MMOs.

Online playing has its advantages and disadvantages. Being online opens up a much larger pool of competitors allowing someone to build their skill level beyond what they might have had in just a local setting.

It almost forces a player to change and adapt their tactics in any game. Games ranging from racing to shooter all require a different approach of tactics and skill, and an online arena

is a great way to learn many of these skills.

My recent online gaming binge has been Halo 3. Hate it or love it, Halo 3 is an amazing game that has capitalized upon its success and made some awesome improvements in the online gaming arena. It's a true testament to how successful and popular the game series is when I go into the matchmaking room and it tells me there are no less than a few hundred thousand players online at that moment.

Typically in online games, the detail given to the surrounding area isn't that great, but in Halo 3 that's all changed.

I've been fragged online more times than I care to admit because I've been staring at the detailed imagery of the setting.

Some would call it a sad state of affairs when a player is killed because he or she was staring at the way the light reflects off the wall, but I think of it as an amazingly immersive world.

Even the customizable armor has me gawking. By finding "skulls" in the

campaign mode of the game a player unlocks different armor types with which they can equip their online

make you look like a BMF. (And if you don't know what a BMF is you haven't seen *Pulp Fiction* recently,



The new Halo 3 game forces players to change and adapt tactics. Games ranging from racing to shooter all require a different approach for gamers.

character. Granted these different armor types do nothing special as far as upgrading your stats, but they do

and if you can't tell me what BMF stands for by this point then you should stop reading now.)

Recently in online play though people have seen players that have flames coming out of their skull like helmets. This news sent the internet a racing and nearly threatened to clog the all the tubes, but then everyone found out these helmets were specifically for employees of Bungie that were playing online. So if you see a flaming helmet, your chances of winning are slim, and don't even think about getting the Spartan Laser in your hands. Spartan Laser? You can not has.

Granted the online play still has plenty of jerks that won't allow you to enjoy a game without hearing some commentary about how your game play is a direct reflection of you sexual orientation. Or that despite how much you are winning, you somehow suck, and suck a lot of... well, you know.

I'll admit that I am guilty of this as well. Playing games is fun. Playing games after some intense A-game drinking is really fun. Unfortunately, some of the words that can flow forth from my mouth at that point are fun only to me. There is really nothing

quite like talking trash to a pair of Swedish 12 year olds, online, while my character is shooting everything but them.

The Forge option is also pretty interesting. Forge is a built in map editor that allows players to custom create maps not only before the game starts, but also during the game. It means that players will need to be spot on with their tactics and be able to change on a moments notice to accommodate whatever happens. The changes can be as simple as setting up a different scenery obstacle, or they can be as challenging as adding whole vehicles to the mix.

I can see Forge leading to some really fun custom clan matches that everyone will be able to watch online because Bungie has also included a theater option! So now you can share those hilarious antics with the world, whether they be real or staged.

Enjoy your online gaming, and if you like it, buy it new so the money from your purchase goes directly to the game developer and not all of it into the hands of your local used game dealer.