# ENTERTAINMENT

## Andre Leon Talley: fashion innovator, guru and leader

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An idol for many fashionistas and a key to any designer's success, Andre Leon Talley has led *Vogue*, one of the world's most prominent magazines, to the top and kept them there for years.

Born in Durham, N.C., Talley was raised by his grandmother, Bennie France Davis.

She taught him about the "simple luxuries" of life such as ironed towels and hand washed clothing.

Talley grew up appreciating the precision of threads in fabric and the coordination of accessories. He credits his grandmother, *Vogue* and Sunday church services for his fashion sense as he recalls seeing, "...beautiful images of women, beautiful church hats and gloves. These were not people of great means and wealth, but they had the most wonderful style – especially on Sundays."

Growing up in the segregated south, Talley's life was not as alluring as it is today.

In fact he would not have known what *Vogue* was had he not run across a copy of it in the library.

He admits that no one in his family had a copy of a magazine until it became his hobby to read them. After Sunday service, Talley would wash the dishes and run to the "white section" of town to buy a copy of *Vogue* and *Harper's Bazaar*.

Talley would go on to graduate from Brown University with a master's in French studies.

His aspiration as a child was to become a French teacher like his junior high teacher and role model, who he also credits for his career success.

After college, Talley moved to New York City and met many important figures that would go on to mold him and America.

Among these people were artistic geniuses including Andy Warhol and Diana Vreeland who served as editor-in-chief of *Vogue* from 1962 to 1971.

Vreeland became a mentor to Talley while he worked as an assistant and protégé to her. Though Talley encountered discrimination throughout his endeavors to the top, he managed to overlook and ignore them due in part to the morals and values instilled in him as a child.


Andre Leon Talley drew inspiration from his childhood in the south to create fashion masterpieces. He now leads Vogue magazine.

Photo courtesy of Google Images

He has held many influential positions in the fashion industry throughout his career. These titles consist of fashion editor for the Paris edition of *W*, where he was promoted to Paris bureau chief from 1995 until 1998.

Andre Leon Talley is by far one of the most essential people in the fashion industry as a whole.

He carries with him experience and history.

He has shook the hands of some of America's top men and women and worked for some of the world's top newspapers and magazines. Currently sitting on the board of trustees at the Savannah College of Art and Design, he proves that his ability and influence exceeds the fashion industry alone.

He is dedicated to mentoring young talent and helping to shape their views of life.

Talley is now known for his front row seats at major fashion shows, spanning from Italy to Japan.

He has a permanent seat alongside *Vogue* Chief Editor and long time friend Anna Wintour at the fashion shows of powerhouse designers such as Chanel, Prada and Christian Dior. Talley has also helped designers like Stephen Burrows create a path in the industry and brought a more diverse population of models onto the runway.

He styles many famed celebrities and moguls.

In fact, chances are he styled any person you can name at some point for a red carpet event. Furthermore, I'm pretty sure they looked fantastic.

He emphasizes being fabulous and mixing personal style with the trends in order to make the look chic and unique.

Andre Leon Talley is the epitome of style in every form.

## Geek corner: this week's technology advancements

By **MATT MAHONEY**
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**New Mac OS Leopard not so Mac exclusive**

By now Mac users across the globe have begun to rejoice that the new operating system Leopard has been released. Here in the Geek Corner, I can admit that I am a closet Mac lover. I really love what they do and how pretty they look, but if I could afford one, that would also mean I could afford drinks at the bar. Sadly I remain sober and Mac-less.

The new OS has one very awesome feature. It contains a system restore feature, which unlike Windows, happens in real time with every change that is made. It's an excellent built-in tool that can save a lot of aggravation.

In the first weekend alone, it sold two million copies, according to the men and women of Macintosh. While this suggests a rise in Mac users, the boys and girls of the lovely apple empire can keep it in their pants for now. The Mac user base is still only six percent of the market.

On top of this, some very resourceful hackers have found a way to make the new operating system run on any PC. The advantages to this means a computer can be custom built from PC components but take advantage of Mac operating systems and Mac-based programs like iEverything, Steve Jobs' attempt at global domination. While the plans are far too lengthy for this column I will say that unless you have an advanced knowledge of how programming works, get a friend who does understand it to do it for you. The plans can be found free online, so Google that thing my fellow geeks.
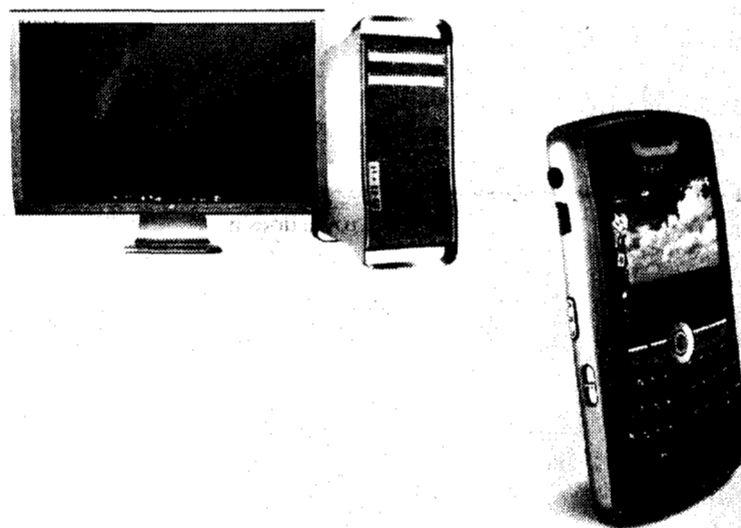
**Halo movie not so tanked**

Halo fans around the world dreaded it, but I think we all saw it coming. The studio and everyone involved pretty much backed out of a Halo movie due to ballooning production costs. While this is a strong source of dismay for the millions of Halo fans out there, I'm sure there is a girlfriend or two that is happy at the thought of actually getting some attention from their man.

But on the horizon, not all hope is lost! Peter Jackson and Bungie are still working together on an unnamed project that is definitely Halo-related. For a taste of what we can only hope it looks like, check out the live action trailers available for free on Xbox live or, of course, YouTube.

**Google enters the mobile market**

Internet search engine giant Google has just announced their intention to enter the mobile phone business. Before anyone jumps into the streets screaming accolades of joy about getting a new gPhone, realize that Google is not entering the business with any physical device. Rather, Google is creating an open source software package that they will distribute for free to cell phone carriers around the world.

Here in the states, you can keep your eyes peeled for a Google software-loaded smart phone around the end of 2008 from Sprint and T-Mobile, both of whom have accepted Google's new software package.

This won't really affect anyone that loves their Razor (or variant thereof). It's being built for only smart phones like the Blackberry and other Web-surfing phones.

Google plans on making money by selling ad space within the browser function the same way they sell ad space within their search engine. Same business model. Different medium. It'll be interesting to see what happens here. Of course, I am speculating about a company whose name has become a household verb when surfing on the net. People will love it.

**Korean game makes leap to US Web browsers**

One of the best acclaimed MMOs in Korea is set to come to the US in May 2008. *GranadoEspada* is an MMO that sets itself in a colonial existence among the new continent, Granado Espoda. The graphics are nothing grand, but in today's market, it is pretty nice to not have to spend $2,000 in upgrades, then pay $50 for a game and a monthly $15 fee to play.

The appearance is interesting to say the least and the game play adds some very interesting feature. Your character can spawn an entire family of playable characters. Players can also do trade functions to the point where they can build their own towns and villages and even run for public office.

Yes, you can now be president and overlord of a bunch of digital ones and zeroes in happy, fluffy chibi land.

While it is not set to be a WoW killer there has been no official announcement of pricing or of what expansion will accompany the release in the US. I'll be holding out for the hopeful "translate all this Korean into English for my non-bilingual ass" button.

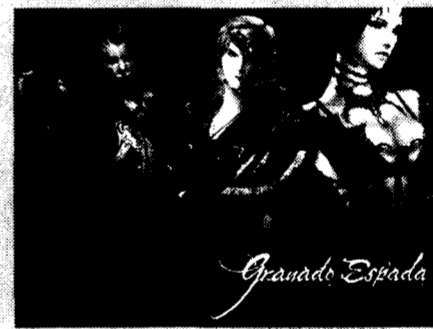**Star Trek bridge crew set with double dose of Vulcan**

By now any trekkie worth their pointed ear molds or Klingon Batlik has taken note of the Star Trek cast for the upcoming 2008 movie. A quick glance at the IMDB page reveals one oddity though. Leonard Nimoy has been casted to reprise his role as Spock as well as Zachary Quinto, of Heroes, to play the character Sylar.

Knowing Star Trek, this could mean some time vortex issue is going on, but I'm hoping it all leads to some serious Klingon ass-kicking action. I mean, this is some serious old school Star Trek. It opens a whole host of possibilities, excluding all the crappy writing that went into the show "Enterprise."

While Karl Urban from "Pathfinder" and "Bourne Supremacy" may have a hard time adjusting to the role of Bones McCoy, I'm looking forward to seeing how "Shaun of the Dead" and "Hot Fuzz's" Simon Pegg does in the role of Scotty. A fair warning Mr. Pegg, I will not be fooled into thinking your English accent can pass as Scottish, but I do know I can count on some awesome comic relief from you.

This movie is not Kirk-less either. While no one can fully replace "The Shat," Chris Pine from "Smokin' Aces" is set to man the helm of the most famous captain's chair in geek history.

Go boldly, sir. Go boldly where no man has ever gone before.


Granado Espada
Photos courtesy of GOOGLE IMAGES

## Customizing your Guitar Hero to play your fav. jams

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It is a general consensus that although the third installment of Activision's popular Guitar Hero series had some nifty new features, it failed to meet the high expectations of gamers all over the world. So instead of going into a depressing review of how this game fell short, I am instead providing you with instructions on how to enhance your old *Guitar Hero II* game with customized songs.
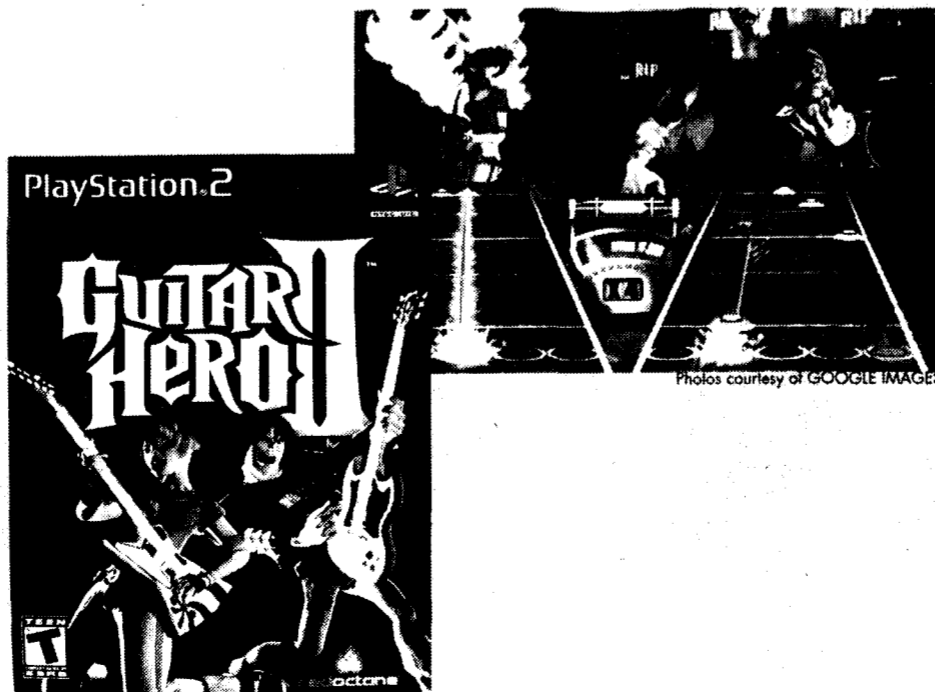
The first thing you will need is a PlayStation 2 capable of playing burned discs. This is not illegal, but it will end your service warranty, so keep that in mind before you decide to do this. You will, of course, also need a copy of *Guitar Hero II*.

First, insert the Guitar Hero II into the DVD drive on your computer. Then, copy all of the files into an easy to reach folder. Next, go to a Web site that provides the note charts necessary to play the song of your choice. The note chart will come in a .mid format and will include information such as the MP3 length, song name and offset.

After you have done that, download the free program, Guitar Hero explorer. Under the file menu, select load archive and navigate to the GEN folder. Now select the file, MAIN_0.ark. Once you have done this, the main game-play data will be loaded into the program.

Once you've selected a song to replace, right click on the .mid file under the song and then click import. Find the .mid file that you have downloaded and select it. The program will import the note chart under the appropriate difficulty levels. Next, right click on the .vgs file under the song name and import it. Then find the MP3 file (make sure you own the original CD that the song is from). A window will come up with your song, and some information will be requested of you. Under the drop down menu for BAND L and BAND R, select track 0 and track 1 respectively. The soundtrack will be loaded into the program. Continue these steps until you have replaced all of the songs you want.

Now for the burning process! Gather the following programs: CD/DVD generator, Apache 3 and your favorite DVD burning program. You will also need very high quality DVD-R discs.

Load up DC/DVD generator. Choose to create a master DVD disc. In the folder where you saved the Guitar Hero data, click and drag each folder and file one by one into the program. Then select to create an IML file. Next, open Apache 3. Find the option to convert to ISO and select the IML file that you created. Then simply load the ISO file into your DVD burning program and burn the disc.

Congratulations! You have now customized your Guitar Hero II game. Now remember, in order for this to be legal, you absolutely MUST own the original game and the songs you use.

Also understand that once you have modified your PlayStation 2, your warranty is null and void. Above all, it is illegal for you to distribute the modified game you create.

Even sending the file to friends is illegal. This must be for your own personal use and enjoyment.

The Capital Times newspaper is not responsible for any misuse of the information provided above, as it is intended to be used for purely legal entertainment purposes.

Lastly, just to be on the safe side, check any applicable laws in your area of residence and make sure you are not in violation of any of them.


Photos courtesy of GOOGLE IMAGES