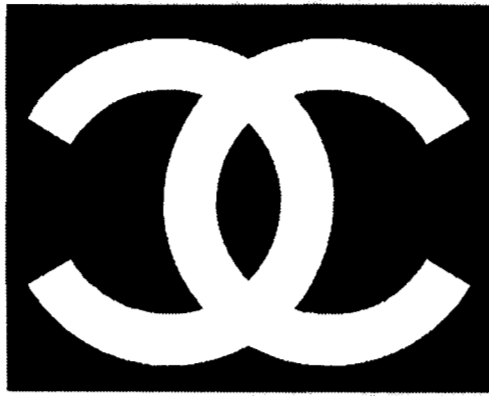


ENTERTAINMENT

Chanel: classic elegance defied fashion's rules

By **SHARNICE BARNETT**
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"Simplicity is the keynote of all true elegance." These are the words of the exquisite Gabrielle "Coco" Chanel in an early interview with *Harper's Bazaar*. These same words can be applied to the life of this indubitably, superb designer and style icon. Born in Saumur, France, Chanel survived in poverty and dysfunction. Her nickname "Coco" was acquired from a song she sang when working as a singer at a cabaret for soldiers. Throughout her life, she accumulated male admirers who would be vital in financing her career goals as a designer and mogul. Coco Chanel is and forever will be one of the fashion world's most prominent figures. In the early 1900s, she dared to do the impossible with women's garments. Her fashion ideas were derived from the men's fashion of the time, with box cut jackets and suit pants. She used jersey



Her style was not only rebellious, it was daring and risky. She defied the rules of fashion and won. Her challenge opened the eyes of many other fashion gurus and set the pace for later renowned fashion houses to follow in her footsteps.



Photos Courtesy of GOOGLE IMAGES

material to get the desired fit, which at the time, was used primarily to make male undergarments. Chanel was her own inspiration of how the modern woman, which at the time was the "post-war" woman, should act and dress. Her short hair and boyish frame became the ideal look for all women.

Her favorite colors of black, beige and white were displayed in her collections and she went on to create

the "little black dress," which can be worn day or night when accessorized appropriately. She had the ability to upgrade what was considered to be poor fabric and turn it into Haute Couture. She is also famous for her mixture of expensive jewelry and chunky costume jewelry.

Her signature look is the layered strands of pearls and big brooches. She also popularized tweed suits and

brass buttons. The "Chanel Suit" with box lines and a knee length skirt is still a classic when it comes to business attire for women today. She also became the first designer to have a namesake perfume, showing that it is okay to venture off into other aspects of the fabulous world of fashion, not just the clothing.

Chanel brought relax-fit cardigan sweaters for women to mainstream in 1925. She

often used basic colors with a hint of floral chiffons in her daytime wear. She came to be considered the ultimate problem-solver when in a quest to find a shoe that would "lengthen the leg and flatter the foot," she invented the famous tan and black-toe sling back. Though she did not claim to be a feminist, she defended her decisions with various ideas of femininity. Her collections were created for the sake of women's comfort and empowerment. She emphasized the idea that women could look great and feel great at once, diminishing the use of corsets and bustiers to cinch the waist. She gave women

the freedom to move and flaunt what they really had without any illusions. Chanel believed, "the more feminine a woman, the stronger." She wore open neck shirts and trousers in a time where women were only to be seen in knee length skirts and stockings. Her style was not only rebellious, it was daring and risky. She defied the rules of fashion and won.

Her challenge opened the eyes of many other fashion gurus and set the pace for later renowned fashion houses to follow in her footsteps. Her perfectionism is something that fell into her lap, for she was not a perfectionist; however she knew what elegance was and redefined it for the fashion world. Her determination to succeed was a key to her success.

She continued to work as the House of Chanel's Head designer until her death on January 10, 1971.

Her "simple chic" is what made her so unique, charming and "the keynote of all true elegance."

Super Mario Galaxy is out of this world

By **OLIVER EISLER**
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Super Mario Galaxy is the latest title in the timeless Mario saga. The game has been the source of much speculation since it was first announced at the E3 press conference last May. Using the unique characteristics of the Wii controller, the player can make Mario perform new, never before seen maneuvers. Super Mario Galaxy is only the third installment of Mario's 3D adventures, following the highly acclaimed games, Super Mario 64 and Super Mario Sunshine.

In fact, some of the more obvious parallels between this game and Super Mario 64 have caused some fans to dub Super Mario Galaxy as Super Mario 128.

Nobody plays Mario games for their storyline, but the story's plot revolves around a comet that

appears once every hundred years. On a certain occasion, the comet was so great that it covered the sky and it dropped a great amount of fleeting stars.

The people of the Kingdom gathered fleeting stars and took them to the castle.

There the stars became a great Superstar. Mario, of course, gets involved with this mystical power and must go on a quest to stop evil.

There's really nothing new here, so let's move on to what makes this game, truly great: its features and revolutionary game-play.

The analogical Stick of the Nunchuck (connected to the control of Wii) will be used to move to Mario.

The A button will make jump to Mario, and if you tap this button consecutively, Mario will perform progressively higher jumps.



Super Mario flies around in a whirlwind of stars in Nintendo's newest plumber hero release. Photo Courtesy of GOOGLE IMAGES

Shaking the Control of Wii or the Nunchuck will cause Mario to launch his Spin Attack.

The Spin Attack is a powerful

move that can be used against enemies, to discover items hidden in the turf, and sometimes even to hurl Mario into space. Pressing the

B button allows you to interact with objects by moving them or picking them up; in certain situations, you also use the B button to go to special hiding places with a small flight.

An ingenious new feature allows a second player to help Mario by shooting star dust and stopping enemies.

As Mario ventures through the stars, he obtains several "Power Ups" that aid him in his journey. Some are familiar, whereas others are brand new.

Here are the ones I have discovered so far:

Bee Mario—Mario becomes a bee that allows him to fly for a short period of time.

In this form, he can also scale honeycombs, but he becomes normal again if he touches water.

Ghost Mario—Mario is transformed into a Boo, which allows him to phase through some walls he unnoticed by other Boos. He turns reverts to his normal

self when he touches light.

Spring Mario—Mario is coils up and is able to jump to high altitudes.

In this form, Mario cannot run; he can only jump. This certainly gives a new definition to the name Jumpman. Fire Mario—Mario is transformed into the traditional power-up form, Fire Mario.

As old school gamers recall, Fire Mario can throw fire balls to scorch his enemies.

This is the first time that Mario displays this ability in 3D.

Ice Mario—Mario is transformed into an ice sculpture that allows him to walk by the water and lava.

Super Mario Galaxy recycles many good ideas from old games and brings to mind the saying, "if something is not broken, don't fix it."

The game drew much skepticism from critics prior to its release, but Nintendo pulled through at the last moment and presented us a true gem.

Technology firsts: the latest in gear to make you cool

By **MATT MAHONEY**
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Break buttons, not strings

Fellow shredders of rock have rejoiced across the nation as *Rock Band* has been released. The newest music rhythm game that combines drums, lead guitar, bass guitar, and a microphone has been heralded as the greatest multi player rhythm game since *Guitar Hero*. It allows players to make a band either at home or online, playing all four instruments simultaneously. Recently though layers have encountered problems with their guitars not working. The guitar featured in *Rock Band* is different from GH guitars in that has two sets of buttons and an option button.

A growing number of guitars have been reported faulty after only a few hours of gameplay. The controllers register faulty key strokes, the down drum doesn't work, and notes will be played at random.

EA is honoring all warranties on these guitars, but no hardware solution has been announced. In the mean time, pick up an older GH or GHII guitar to use. GHIII guitars are, unfortunately, not compatible with *Rock Band*.

Master Chief has been called to the stand

Or at least he could be soon. Two different lawsuits have been filed against Microsoft and Bungie revolving around the latest installment of the popular first person shooter title *Halo 3*. Many people are tired of hearing about this game, but tough! This title is amazing and cool and worthy of attention, so to all the Halo haters, my email is at the top of the article, send your fanboy/girl hate mail now. Go ahead, I'll wait.

The news about the game though is that in one lawsuit someone is suing saying that *Halo 3* has caused his Xbox 360 to lock up and "brick". He blames the game for causing this and is suing to the tune of \$3 million. That would buy a lot of replacement Xboxes but I assume that the majority of it is mental anguish at not getting to tea bag n00bs in online play. Of course, by this person's logic it has to be the game that is doing and not the faulty processing hardware that easily overheats and gives a Red Ring of



Death to many players out there.

Despite my ranting I <3 my Xbox 360, and Microsoft has extended all warranties to three years, back dated to all purchases. The second comes as a class action lawsuit claiming that Bungie falsely advertised the game as a high definition 720i resolution. People have found that the vertical resolution only comes to 640i, and being 80 pixels short is worth legal millions. In a statement released by Bungie this came about from combining two different resolution layers to get the proper lighting effect. One of those layers being well over

720i. If you know any gamer involved in this waste of time feel free to slap them upside the head.

Verizon to become cell phone melting pot

Verizon Wireless has just opened it's network to any cell phone you want to bring in, with restrictions of course.

The FCC is about auction of UHF bands that were once set aside for television back when tinfoil over bunny ears was the best reception money could buy. In a move to become a leader when this change happens Verizon has said it will begin to accept any phone that meets it's

technical and safety standards.

The specifics of these standards have not been released as yet, and Verizon's test lab is currently flooded with checking as many cell phones as possible. The potential means that if you think yourself a cell phone guru and have been waiting for that perfect moment to bust out your DIY cell phone kit, this could be the opportunity.

This is a big step for third party companies that don't make phones specifically for Verizon. Verizon itself does not use sim cards and has relied on a programming call feature

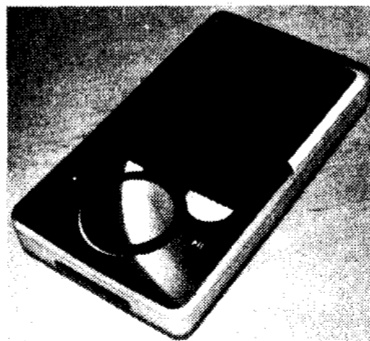
to activate phones. The process is as yet unknown but could be a way to get that unlocked iPhone to work on a Verizon plan.

Microsoft set to combat iPod

When the Zune came out it was a joke. The laughing stock of the mp3 player world. The Zune 2, however, is an upgrade of epic proportions. The interface has been made easier with a larger screen and better controls. The visuals are prettier and included features are great.

Videos, pics, music and data can all be stored, much like a video iPod, but the appearance is easily set to go landscape, a feature only offered by Apple on the new, more expensive iPod Touch.

The addition of a radio tuner also means that you can go from music library to radio with the touch of a button. Some have been found online for as low as \$80. (Here's a hint, no one wants the brown ones. They're cheap, and you humble author thinks they are hot, especially wrapped and given as a gift in the CapTimes office.) Need further convincing? Imagine a 30 minute slide show of lol cats. That's right people, you can have cheezburger. Just know that Dune Cat controls the spice and ergo, the universe.



Photos Courtesy of GOOGLE IMAGES