

MEAT SCIENCE AND TECHNOLOGY CENTER
DEPARTMENT OF ANIMAL SCIENCE

FRESH (NOT FROZEN - BEEF RETAIL CUTS!!!)

ROASTS	PRICE/LB.	STEAKS	PRICE/LB.
RIB	\$3.79	RIB STEAK	\$3.79
CLOD	2.25	EYE OF ROUND	3.29
EYE OF ROUND	3.29	TOP ROUND	2.90
TOP ROUND	2.90	BOTTOM ROUND	2.79
CHUCK	1.95	TOP SIRLOIN	3.69
RUMP	2.85	STRIP BONELESS	4.69
TIP	2.85	STRIP BONE IN	4.49
BRISKET	1.99	TENDERLOIN	6.49
STEW MEAT	2.29	TOP BLADE	2.29
RIBEYE	\$4.99	PORTERHOUSE	4.99

For a limited time, we are featuring fresh (never frozen) beef retail cuts along with our usual variety of vacuum packaged, frozen cuts. It is being made available during an extensive Meats and Muscle Biology Section Project to investigate the time involved in cutting beef wholesale cuts into steaks and roasts, therefore a larger amount of freshly cut retail cuts are generated. The fresh cuts will be available on the following dates:

Sept. 27 and 28
Oct. 11 and 12

Nov. 8 and 9

Please stop by and shop with us.

The Rosenthal Meat Science and Technology Center is open Monday through Friday 9:00 am till 6:00 pm, and open on home football Saturdays from 9:00 am till 1:00 pm.



Reba

IN CONCERT WITH



Special Guest: **Baillie and The Boys**

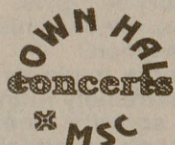
VINCE GILL

Sunday, October 21, 7:00 p.m.
G. Rollie White Coliseum

Tickets: \$17.50 public
\$15.50 student

ALL RESERVED SEATING

Tickets on sale:
Monday, October 1
8:30 a.m. MSC Box Office
10:00 a.m. all Ticketron outlets, or
Charge by phone at 1-800-275-1000



Aggieland

Organization, RHA,
Corps Speciality Units,
& Sports Clubs

Late Contracts
(reserving a space)

DUE
SEPT. 28

in 230 Reed McDonald



Senior John M. Percifield Jr. stands next to his great uncle's old boots, which were once lamps.

Class of '38 boots return to Texas A&M once again

By ISSELLE MCALLISTER
Of The Battalion Staff

Many people snub hand-me-downs, but not John M. Percifield Jr. The senior Aggie Band bass captain and repair officer from Alvarado is proud of the senior boots that have been in his family for more than half a century.

The boots were made in 1937 for his great uncle John O. McLeroy Jr., Class of '38.

His father, John Percifield Sr., Class of '63 and also a former Aggie Band bass player, used them next because he could not afford a new pair.

Since the boots are custom made, the elder Percifield had to have them enlarged to fit his bigger

calves.

By this time, the boots had become a family tradition.

McLeroy's twin sons, John Ronald and William Donald, both Class of '68, were too short to wear the boots and continue the legacy, so they had them made into lamps as gifts for their predecessors.

John Percifield says the sons gave the right boot to McLeroy and the left boot to his father.

The lamp, which looked like a senior boot with a lampshade on top, decorated John's room for more than 15 years. He says he didn't realize its significance until he was in high school.

"I thought it would be pretty neat to wear these boots again," he says.

He asked his father and great uncle if he could have them, and to his

surprise he received them as a Christmas gift.

As an underclassman, John undertook the ominous task of relishing the boots, which hadn't been maintained for more than 20 years, he says.

He was forced to keep his prized boots a secret for fear of being punished by senior cadets for having the boots in his possession as an underclassman.

Today the boots look like new.

Because of their age and value, John says he wears his "hand-me-down" boots only on special occasions.

"They're so old," he says, "something happened to them. I hate to have to explain to my family."

Air Force funds grad student's study of 3-D computer simulated imagery

By BILL HETHCOCK
Of The Battalion Staff

When most people think of 3-D, they think about funny-looking glasses and objects jumping off a movie screen in a crowded theater.

But in one Texas A&M graduate student's office, 3-D objects are jumping off a computer screen.

John Williamson, a psychology graduate student, is researching ways to harness three-dimensional technology for uses outside the cinema.

The Air Force is funding his computer imagery study to determine whether its computer simulations are realistic and cost-effective.

"What I'm primarily interested in is how to accurately portray 3-D onto the screen, and does it justify the final cost," Williamson says.

It takes a special monitor, a stereoscopic graphics adapter and polarizing glasses worn by the user to perceive three-dimensional computer graphics.

The adapter sends two slightly different views of the same image to the monitor. These images are projected onto two separate planes on

the screen.

The glasses decode the polarized images to provide the left and right eye views, which create the three-dimensional look, Williamson says.

"Each eye sees a slightly different image of the world, and these two images are merged in the brain," Williamson says. "That's what allows us to see the world in three dimensions."

The problem with three-dimensional imagery is its high cost, Williamson says.

The monitor, adapter and glasses cost about \$9,000 plus the cost of the computer that runs the application, he says.

The Air Force uses three-dimensional computer imagery to prepare pilots and air traffic controllers for situations requiring depth perception.

It gave Williamson a \$20,000 grant to find out if improving the realism of computer simulations would be cost-effective.

Williamson is trying to find out if less expensive computer simulations will work as well as the 3-D generations.

To do this, he uses geometric configurations. A pair of outline draw-

ings is generated onto the screen at different angles.

Subjects are asked to identify whether the two configurations are identical, or if the shapes are mirror images of each other.

This is done by "mentally rotating" the configurations, Williamson says.

"We form an image in our mind and mentally rotate it, just like a physical object," he says.

Williamson measures the time it takes people to make these mental rotations and determine if the shapes are identical.

He compares the results of the two-dimensional drawings. The comparisons determine if people can react more quickly or accurately with three-dimensional drawings.

His preliminary findings show three-dimensional perspective may improve performance significantly, especially when there are no visual clues — like shadows — on the object.

"What I think I'll find is, the more ambiguous the design, the more it helps you out," Williamson says. "D seems to be especially helpful in situations where you have to make quick judgments."