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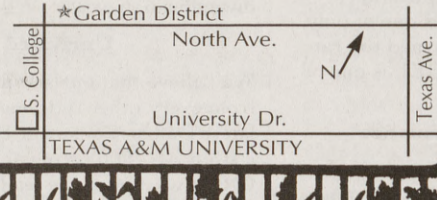
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National Pan-Hellenic Council, Inc.
125 John J. Koldus Bldg.
TEXAS A&M UNIVERSITY
College Station, TX 77843

Resolution on Advertisement

WHEREAS, on August 4, 1997, an advertisement for MSC Open House was printed in the Battalion and

WHEREAS, the advertisement depicted an African-American male with four golf balls in his mouth and contained a caption stating "Sing? Dance? Stuff golf balls in your mouth?... Register to entertain us at MSC Open House. It will make you popular." Whether intended or not, offended the A&M community and does not reflect well upon the University in a favorable light.

WHEREAS, in history it is evident that African-Americans were thought of as inferior human beings who were ridiculed on films as well as in society. This particular advertisement, we feel brought back the degradation that African-Americans went through in the early 1900's when many of the caddies of white golfers were African-American. This advertisement depicts one of the many humiliating ways in which African-Americans had to entertain golfers.

THEREFORE, BE IT RESOLVED that the Texas A&M University National Pan-Hellenic Council which comprises the eight historically black greek letter organizations strongly objects to the insensitivity of the advertisement printed in the Battalion and the lack of consideration on behalf of the Memorial Student Center personnel.

BE IT FURTHER RESOLVED that the University publicizes the steps it intends to take to ensure that advertisements of this nature will be avoided in the future.

BE IT FURTHER RESOLVED that the University work with our council to ensure that advertisements of this nature will not be printed in the future.

Adopted by the Fall 1997 General Body of the National Pan-Hellenic Council

Michael K. Stewart
President
TAMU National Pan-Hellenic Council

Unique C. Mickens
Vice-President
TAMU National Pan-Hellenic Council

Advertisement paid for by the National Pan-Hellenic Council

The Texas A&M University
ELECTRON MICROSCOPY CENTER
presents

"Introduction to the Electron Microscopy Center"

WHAT: A series of general presentations, walk-through tours and questions and answer opportunity designed for new and current faculty, staff and students to:

- 1) become familiar with the Center's instruments and capabilities
- 2) meet the Center staff

WHEN: Choice of four general sessions:

Session #1: Tuesday, September 23, 1997 10 am - 11 am
Session #2: Tuesday, September 23, 1997 2 pm - 4 pm
Session #3: Wednesday, September 24, 1997 10 am - 11 am
Session #4: Wednesday, September 24, 1997 2 pm - 4 pm

WHERE: General sessions will meet in Room 025 BSBW (in basement). Walk-through tours will be held in the Electron Microscopy Center (Room 119 - BSBW). Refreshments will be served in Room 119D during the question and answer time following each session.

If you have an interest or research need which involves microscopy, this is your opportunity to learn about the Electron Microscopy Center. Invite your students and colleagues.

SESSIONS ARE FREE AND OPEN TO EVERYONE

For planning purposes, please call 845-1181 to indicate which session you plan to attend. If you need further assistance, please call Mildred Richards at 845-1129.

4 THE BATTALION
LIFESTYLES

Friday • September 19, 1997

Viz Lab gets a feeling of 'Vizja-Vu'

BY RHONDA REINHART
Staff writer

Buckle those safety belts, hold on tight and prepare to be amazed.

On Sept. 19 at 8 p.m. in Rudder Theater, the College of Architecture's Visualization Laboratory will present "Vizja-Vu," a two-hour screening of two- and three-dimensional computer graphics, animation and video projects created by Texas A&M students. Admission is free of charge.

The presentation looks back over the nine years the visualization program has been in existence.

Bill Jenks, operations manager for the visualization program, said "Vizja-Vu" is a retrospective that will showcase past works that are considered to be top-quality.

"This is a way to go back and look at older works that have slipped away because there is so much good new stuff," he said. "This is a way for everyone to get acquainted with what we do. We don't see any reason we can't fill Rudder Theater up to the brim with people."

Jenks said people can expect to be dazzled and amazed by the computer graphics being completed at A&M.

The visualization program created "Vizja-Vu" because of the popularity of "Viz-A-Go-Go," a week-long exhibition held every spring to recap the current year's work.

Jenks said if "Vizja-Vu" works well, it could be-

come an annual event.

Sandy Singler, a graduate student in the program, said she thinks "Vizja-Vu" will be interesting because it will show how much the program has changed over the years.

"I love the industry," she said. "It's interesting, and it's always changing. It's like giving your imagination an engine."

Anne Woods, a graduate student in the program, said the main difference between the work of stu-

dent, the program admitted the largest group of students in its history.

Singler said more people are beginning to enjoy the field of animation.

"They're beginning to understand what it takes to produce a piece of animation," she said. Singler's animation piece, "Thies," will be presented at "Vizja-Vu." She worked on the piece with a partner, and the 50-second animation piece about traps took one semester to produce. Singler said most people who have not done a project like this do not know how much time it takes.

Woods said the visualization program has been gaining popularity because of the special effects people see in movies.

"People are interested in the process of animation," she said. "They want to know what it's like to produce the special effects in movies like *Men in Black*."

Woods said shows like "Vizja-Vu" give visualization students a chance to showcase their work and generate public interest.

Graduates of the visualization program had high levels of success, with a near 100 percent career placement rate. Some graduates have even gotten jobs with companies like Industrial Light and Magic and Pacific Designages - companies that have worked on movies like *Toy Story*, *Jumanji* and *Twister*.

"It's cool to have people from Texas A&M doing these things," Woods said.

"I love the industry. It's interesting, and it's always changing. It's like giving your imagination an engine."

SANDY SINGLER
VISUAL SCIENCES GRADUATE STUDENT

dent's of the earlier years and the work of students today is the improvement in computer software.

"They were an immensely talented group," she said. "They just had less-sophisticated software. The computers we have are more sophisticated. We are able to crunch out animation in significantly less time."

The visualization program has close to 40 students, and its popularity has been growing. This

Douglas rolls a winner with *The Game*

Movie Review

The Game
Starring Michael Douglas
and Sean Penn
Directed by David Fincher
Rated R
Playing at Hollywood 16
★★★★ 1/2 (out of five)

BY JAMES FRANCIS
Staff writer

It's only a game. That's what they said about Dungeons and Dragons before kids forming cults and practicing devil worshipping. Sometimes a game can turn into a terrific reality, and when this occurs, the results almost always prove to be a roller coaster ride of unexpected fright, confusion and fun. In the case of *The Game*, the new film by director David Fincher, once the dice are rolled, there's no stopping the intrigue of such cinematic brilliance.

In the film, Michael Douglas

plays the part of Nicholas Van Orton, a straight-arrow, zero tolerance businessman who is of great power; one who has control over his business, his life and whatever else comes his way.

Soon, everything he has ever known to be true in his life changes when his brother Conrad (Sean Penn) offers him a birthday present - a gift certificate for a free "game" at Consumer Recreation Services, known throughout the film as CRS. Orton accepts the gift, but he has no intention of ever using the certificate. But like many of us, there are certain days when things don't seem to go the right way. It was a day such as this that convinced Orton to take a trip to CRS and find out what the company represented.

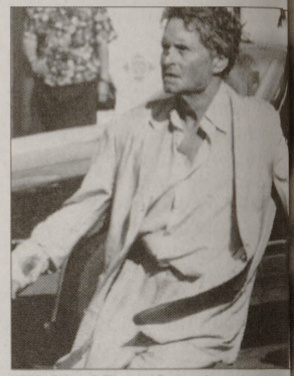
After a grueling application process of written, physical and mental tests, Orton musters up the nerve to blatantly ask just what kind of service he is applying for. The response he got was not assuring and vague in its description: It is a game "tailored specifically to each participant. Think of it as a great vacation, except you don't go to it, it comes to you... we've never had an unsatisfied customer."

This is the point in the film

where reality disappears and Orton's life, as a completed puzzle, starts to fall to pieces. *The Game* represents another ground breaking tour de force in filmmaking from director David Fincher whose first two films, *Alien 3* and *Seven*, displayed his talent as a director who breaks the norm. What Fincher has done is taken a script about the complexity of character development, mixed in moments of thrills and suspense and delivered a movie that embodies two fine-tuned elements of film: great acting, an interesting plot with a beginning and end that satisfies and holds audience attention.

Although various portions of *The Game* come together to create a noteworthy film, the total package is held together by one actor's complete performance.

Once again, Douglas shows the best in character dynamics, somewhat akin to his role in *Falling Down*, where he portrayed a man reaching the breaking point of sanity. As Orton, Douglas establishes the character's powerful persona early in the film. After the game has had its way with him, however, Douglas brings about a radical change in his performance. Orton



Michael Douglas plays business Nicholas Van Orton in *The Game*

becomes humble, emotionally aware of others in his life and realizes that life is more than business, statistics and power lunch. Not to give total credit to Douglas, Penn as Orton's brother is beneficial addition to the film, though his appearances in the are short-lived, Penn gives a performance in the few moments that he is on screen.

The Game is a film for anyone who loves to be enthralled at the movies and taken into a world of unknowns from beginning to

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Scheduled Events

- September 22nd Reception
- September 23rd Booths and Banquet
- September 24th Booths and Reception
- September 25th Booths

the Lowry Mays College and Graduate School of Business welcomes you to

September 22-25

For more information call: 845-1320
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http://wehner.tamu.edu/BSC