AGGIELIFE

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Director, producer Coulter returns to B-CS Former resident to visit campus to speak to A&M students about his career, successes in Hollywood

BY JEFF WOLFSHOHL

The Battalion

ryan-College Station does breed success. Allen Coulter, director and producer of the Golden Globe-winning HBO show, "The Sopranos," is speaking at Texas A&M this week about his experience in the film business.

Coulter is briefly returning to Bryan-College Station to educate Aggies about the world beyond college. 'I want to show students how things work in the

world outside of school," Coulter said. A former resident of College Station, he attended

A&M Consolidated high school. After graduation, he rejected local scholarships and went to the Universiof Texas

'I was more interested in the arts and more interested in theater, and at that time there was not a strong theater department at A&M," Coulter said. "Also, there DERTHE was the desire to get away from home.'

Coulter said that A&M was a different school at that time. Matt D'Amic 'It was compulsory military, it was not co-ed, it was a small-town school," Coulter said. "Now College Station is overwhelming - I get lost when I get home." While attending University of Texas, Coulter went through the typical process of choosing his field of

TECL study. He said his next-to-last year at UT he was able to

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find his path through an epiphany. Alpha Philon: "I saw an article about the movie 2001: Space on systems not Odyssey by [Stanley] Kubrick, and there was just somesha PhiOmenal thing about the pictures from that that was something I of community" wanted to do," Coulter said.

advantage of the different areas of interest that I had," Coulter said. "I was interested in music, I was interested in photography, and I was interested in theater.'

Directing was the profession that Coulter understood to be the culmination of his interests.

"I realized that if I direct in film and television I could be involved with all of these things," he said. Coulter said fellow students helped form his career decision

"I was around people who knew what they wanted to do, or if they didn't, there was a constant inquiry," he said. "These were like late-night conversations, drinking beer and doing all the things you weren't supposed to do.'

His professors also had a hand in molding his decision. "I would gravitate toward the professors who only seemed to take an interest in me, but have something that I wanted," Coulter said. "And being around that and seeing their focus, I was envious in the fact that they

seemed like they knew what they were doing. His last year in school, after Coulter had found his direction, he made sure to independently study film to prepare for his career.

"I went to as many movies as I could go to, as a form of research," he said. "Just like how you study all of the great books of literature to be a writer.'

Seeing movies as a kid, like Sierra Madre, I was floored, but they left deep impressions and in college it came back to me," Coulter said.

"It was about four years of scrambling around until I saved enough money to make a short film that took about three years to complete," he said.

"One of the reasons it took so long was that I had run out of money at one point," Coulter said. "We also had to do some reshooting because I had decided to change the ending.

This film became known as The Hobbs Case, described as a comedic detective story, and it went on to receive numerous awards from festivals around the world. Coulter said in the '70s it was possible to make an offbeat film.

"Even major studios were making offbeat films," he said. "It's not like now [when] the studios make Armageddon and consider that a good film.'

Many of the films that were made years ago are actually something that would be difficult to see today, Coulter said.

"Rosemary's Baby was a very popular film at the time, like Blair Witch Project, [being] the hot horror film of the time," he said. "Well, if you look at that film now, it is completely avant-garde.'

"I think that films have dumbed down," Coulter said. "People are growing up with television and the subject of newer films are affected by that."

Coulter said television today tends to spoon-feed the

"Contrary to popular opinion that people are more visually sophisticated now, the truth is it is exactly the

Coulter was able to put his own personal touch to

See COULTER on Page 5.

ROBERT HYNECEK/THE BATTALION

Skater one of the best games of 1999. The premise of the game revolves

around skateboarding. How can you make a game about skateboarding interesting?

By putting in tons of tricks and stunts, excellent camera angles and perspective and a top-notch soundtrack that includes bands like Primus, Goldfinger and Rancid. There is also a two player option for players to

compete with each other. The player skates around several venues which include skate parks, shopping malls and high schools.

The player gets points by pulling tricks off of whatever he

are amazingly realistic in the motions of the character pulling off these tricks.

Skaters defy the laws of physics sometimes, shooting into the air almost a hundred feet off of half pikes.

The skaters can also get up after every bailed trick with only a little blood spilled whether it is after a hundred feet of road rash or a failed aerial trick that plants the skaters on their faces. The game is hours of intense, and sometimes hilarious, fun.

(Grade: A)

-Kyle Whitacre

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tracks featured in the first game. This Gran Turismo 2 System: Playstation had 166 cars.

Developer: Sony Computer Entertainment

For any racing fan, the name Gran is is a holidave to recognize Turismo is synonymous with extremeistory," Ron 10 ly realistic racing. The second edition at the '66 celd further expands upon the original's nost 10 years great ambitions.

Genre: Racing

Gran Turismo 2 (GT2) features merican Socie the first nearly triple the amount of cars and

is an amazing achievement when a person considers that the first one

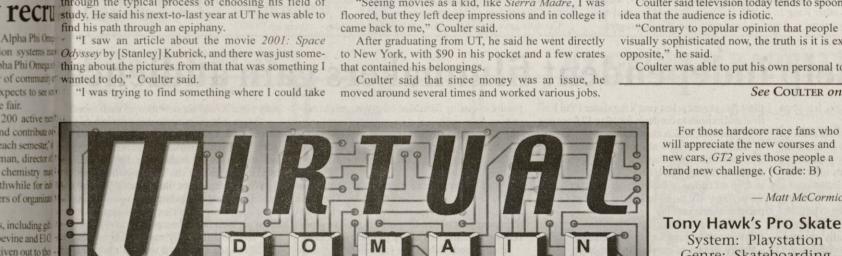
One addition many racers will dread is the addition of another 35 driving tests to the 24 so-called "license tests" in the game — meaning it takes a whole lot more time to get a license this time around.

On the bright side, the game is supposed to allow players to use their memory cards to import their licenses from the first game. Hopefully, this

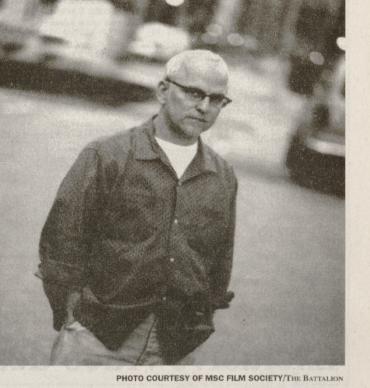
will save many players more time. GT2 also adds a new rally version of racing in which players can try their skills in an offroad setting.

The arcade version itself is actually not as good as the arcade version of

core race fan, playing the original is still a better deal.



or she can find to use. The graphics



the original, however, with all the new additions to the simulation, the game is still very cool.

The only problem is that GT2 is too similar to the first one in so many respects that unless a person is a hard-

new cars, GT2 gives those people a brand new challenge. (Grade: B) - Matt McCormick

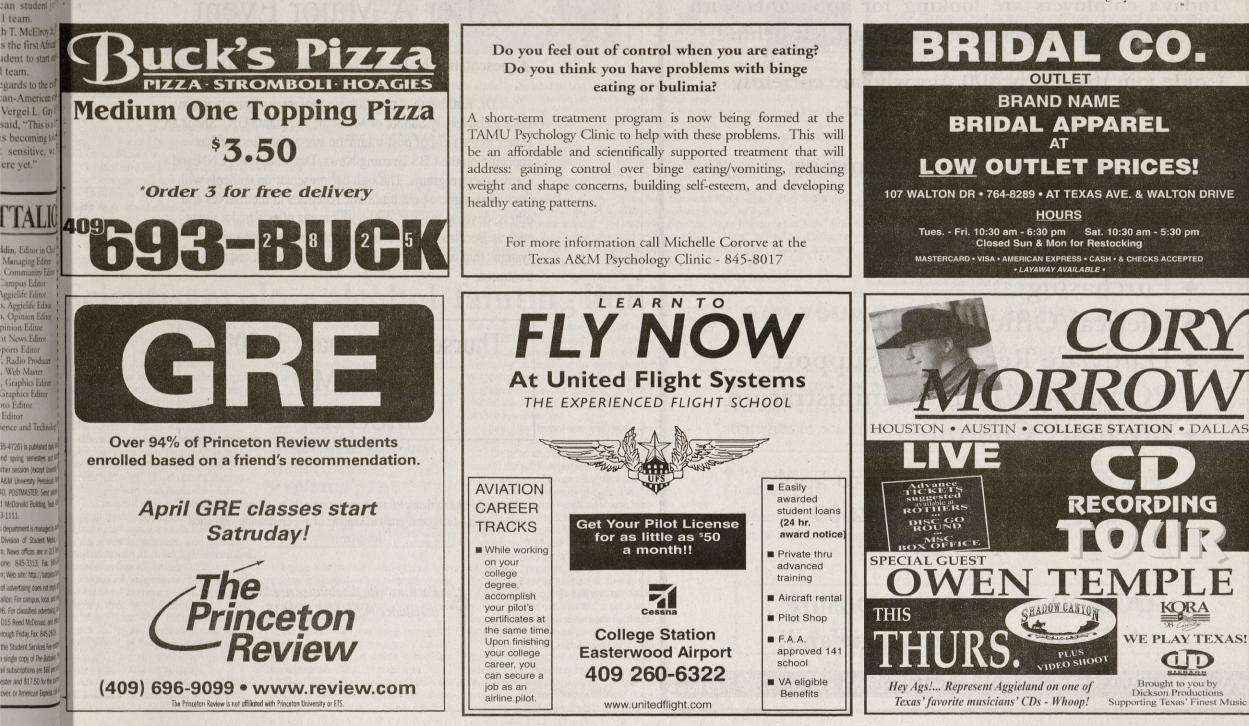
Tony Hawk's Pro Skater System: Playstation Genre: Skateboarding Developer: Activision

This game rocks. Plain and sim-

ple. Graphics, sound and playability

all come together to make

Tony Hawk's Pro



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