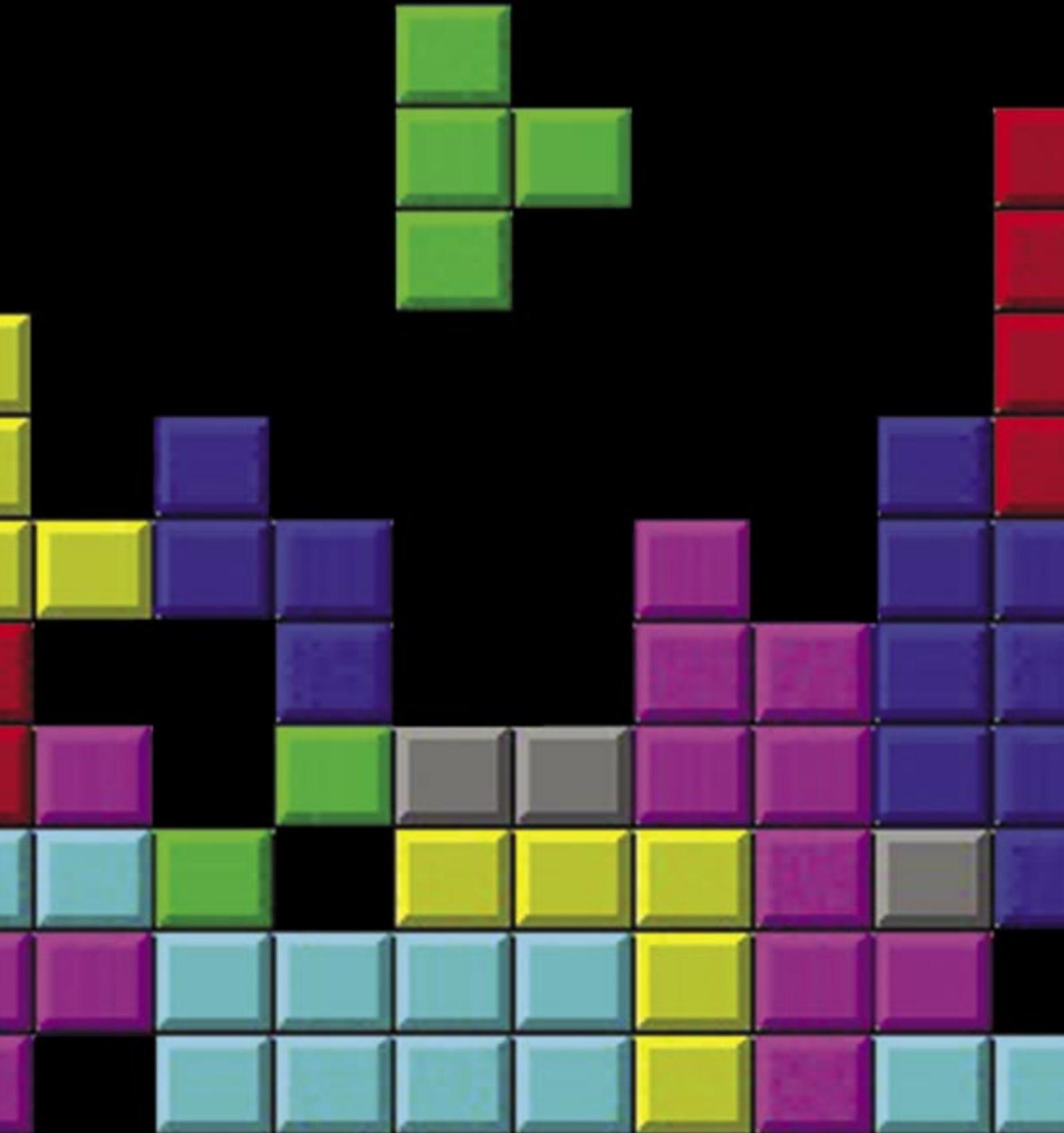


## Nerdstalgia



# What will VSU mean for us?



VSU, or 'abolition of compulsory up-front student union fees', is a legislation that prevents the University from collecting money from students to go towards non-academic services on campus. This includes things from student lounges and free computers, to cheap food, sport and representation for student rights: basically everything that makes Uni more than just a bunch of buildings.

What VSU will mean for YOU is a long and involved answer. It would take much more than a single page in Blitz to explain. There's heaps of info on our website ([www.vsu.com.au](http://www.vsu.com.au)), but how about we start by telling you some things it won't mean?

**LIE:** VSU saves students money

**LIE:** VSU is the only way to protect our right to 'freedom of association'

**LIE:** The student services we enjoy at UNSW can survive in a user-pays VSU environment

**LIE:** VSU is inevitable - there's nothing we can do to stop it

As of last week, the UNSW Anti-VSU campaign has begun, and there's plenty of things you can do:

- **READ** up about VSU on our website: [www.vsu.com.au](http://www.vsu.com.au)
- **ASK** a question about what VSU will mean for you by chatting to a volunteer or emailing [fightvsu@union.unsw.edu.au](mailto:fightvsu@union.unsw.edu.au)
- **TALK** to your friends and family about what Uni life means to you and what VSU will mean
- **WRITE** a letter to the Vice-Chancellor or a politician about your thoughts on VSU (ideas and help available on the website)
- **JOIN** in the campaign, wear a blue shirt and help us spread the word that student life as we know it is under threat.

Visit [www.vsu.com.au](http://www.vsu.com.au) for more information.



# BLITZ

## BLITZ MAGAZINE

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## INCOMING TRANSMISSION

Hu-mans! It is with high gravity that I, X'af Ruk-Shool, Zorg Ambassador to Planet Earth, am forced to take the helm of Blitz Magazine. Your usual editor, wallowing in indulgence, has neglected to advance the Zorg agenda and must be punished. He is currently on the torture planet Maroon-5, and will be beamed back in time for next week's issue.

In his absence I have decreed that this week's theme will be computer games. I have been distressed to learn that many of you have forsaken your childhood training, dismissing these games as nothing but a phase or a distraction with no educational value.

Fools! Computer games are critical training for your race's entry into our galactic fellowship and the ensuing centuries of space warfare. Do you think the manual dexterity required to pilot a Zorg Galaxian-class fighter springs from nowhere? No! This skill must be manufactured! Only years of practice will grant you the reflexes required to dodge a Vodak missile without losing sight of any escaping slave transports.

You are ordered to read this issue. Matt Lim's article contains valuable instructions on how to find games thought to be no longer available – if you do not follow this hu-man's 'retro' advice YOU WILL BE PUNISHED. Rob Gascoigne will describe the challenges of the Australian animation industry with more skill and finesse than any jumping-medium-kick, spinning-kick, super-dragon-punch combo. Finally, April Smallwood will declare her opinion that video games are silly – a thought that I am sure will bring her great comfort as she watches the rest of you boarding the spacecraft that will take you to the Interplanetary Coalition, leaving her and this wretched, shelled-out planet to hurtle into the sun.

Ignore this advice at your own peril. Certain rogue elements would have you believe that video games will turn you into some sort of delusional freak, however this is self-evidently not the case. The truth is that your skills will be welcomed. We need you. When we grow populous, the Tetris graduates will build great cities. When we discover new, oppressed races, our Galaga armies will liberate them. And when we grow bored, the Dance Dance Revolution masters will dance for us, their routines becoming more electrified with every passing minute. It will be a beautiful era.

President's Report 4

Columns 5

RETRO GAMES 6

HOW TO... 9

Crossword 10

U Space Report 10

WHAT'S ON INTERVIEW 15

What's On Highlights 12

What's On Guide 13

Reviews 16

VISUAL BLITZ 11

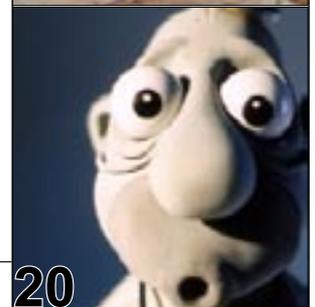
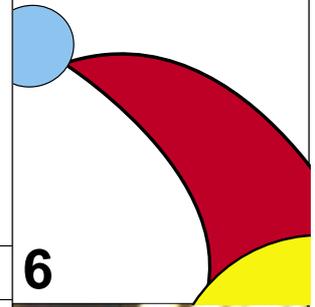
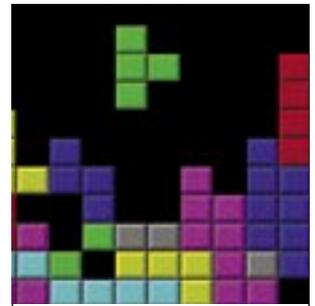
Lit Up 18

Childhood Friends 19

ANIMATION 20

Classifieds 23

VOX POPS 24



# PRESIDENT'S REPORT



Dear Members,

One of the good things about being Union President is that you get your photo put in Blitz, the diary and around

the food outlets at uni. I'm convinced that the photograph of me in Blitz is actually of someone else. It makes me realise why people pay out redheads. Red hair never looks that bad when you're looking in the mirror. Whenever old people say things like "I wish I had your colour hair," it's an indication that your hair colour is probably pretty crap.

But the consequence of having your photo spread around campus is that every now and then people walk by me at uni and wave at me as if they know me. I have to just pretend that I know them and keep on walking.

Why am I writing this? Because you could be the person who gets to have your face in the diary and it will probably look just a little bit better than mine. Nominations for Director positions on the Union Board are closing shortly, with the

election being held in Week 10.

If you are elected to a position as Director, you have the chance to gain unparalleled experience for people our age, as well as give back to the university community. As a Director you are responsible for developing strategic direction and managing risk for this major \$20 million organisation. As well as being a Director on the Board, you have the opportunity to sit on committees responsible for Union service areas like food and retail outlets, membership services programs and Roundhouse events. You will be provided with appropriate training in all relevant areas of corporate governance, so there's no need to be scared about applying for the position.

Also, if you get to my position and have your photo in Blitz each week, you'll only have favourable comparisons to that red-headed guy who preceded you.

If you have any questions, please email me at [u.president@union.unsw.edu.au](mailto:u.president@union.unsw.edu.au).

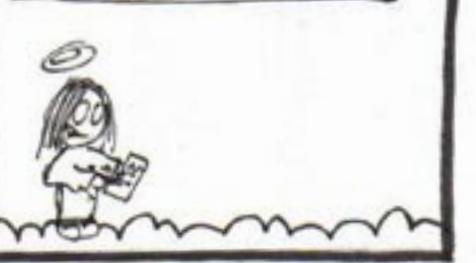
Cheers, Dave.

## A NEW COMMANDMENT

Write this one down. Anyone who uses big words when small words would do just as well will get their bottom jaw removed.



Not at all. They deserve it. If they want to make language difficult, then so do I.



e.19/10/04

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The size of a pack of gum, the iPod Shuffle weighs less than a car key. Up to 12 hours of continuous playback. Play your songs in order or random.

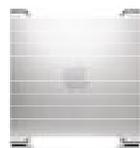
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# TALE OF THE MOUSEWARRIOR

By April Smallwood



*Walking unsteadily and with  
abject paranoia I make my way  
off the soft trodden path. Blood  
stains remain from those who  
had made hopeless attempts  
before me. Clenching the solar  
powered face-warping weapon  
steadily in my palm, I wait in  
the bushes for morning.*

I was gonna write about video games but soon realised that'd be crap. So as research I gave the whole PC game thing a go. That shit is way too intense for someone of my queasy disposition. Although, if I try hard enough I can sort of understand their appeal. Where else in life do aliens jump out at you openly conspiring to eat your head off? It's somewhat like an interactive film where you play the victim and everyone wants you to save the world and I just can't deal with that kind of pressure.

At the first sight of an alien creature being thing, I threw the mouse back onto my desk, swung my chair about five feet backwards and screamed. But I quickly realised these things were going to peck at my virtual body if I pussied out like I was and I would certainly die a horrific and blood-pooled death. Not my cup of English tea. I noticed that after a solid and hearty ten whole minutes of playing my eyes didn't quite sting but felt like they were going to tear.

Holding a gun is a powerful thing. Although it's on the screen and not in my hand, it's incredible the rage that comes out when you're holding it. Suddenly you're Jake the hard-ass who shoots anything that moves and says vindictive things like "I'm about to pimp your ride." The interesting thing for me was that during this game it dawned on me that I have never before felt such a concentrated sense of panic. My heart rate started rising and my head became agro. This is not an activity I would in any sense deem as 'fun'.

What happened to the days of Pacman and Tetris? I believe computer games have gotten all the more complicated and scary. Take me back to the days of Alex Kidd and Donkey Kong, were games were simple and even those with intensely high blood pressure could play. On that note, I'm starting a petition to reignite the brilliance of board games. No screen, no blood shot eyes, no ugly five headed Martians looking at you funny. Nada.

# A YOUNG CODGER

By Matt Lim

I feel old. I say this predominantly because of my attitude towards younger people. Just the other day I was on a train and sitting in front of me were six primary school children. They were making a ruckus as young kids do, chatting loudly amongst themselves sounding like the prepubescent brats they are. Now I know this is perfectly natural behaviour for children, but I couldn't help but be annoyed at their hooliganism. I was trying to read my John Grisham novel in peace for goodness sake!

Yes, I think I have issues. Whenever I see a student without their correct uniform, or dressed sloppily, I can't help but think "Have some pride in your appearance, child!" This is especially the case when I see students from my old high school, Sydney Boys' High (I think it's the intense pride and nostalgia I have for the school). Most of the time their shirt is untucked or they are missing a tie, and there have been a few instances where I have very nearly told them off, but realised how anal that would sound. It would also be downright embarrassing for all those concerned.

The scene would go something like this.

*Me:* "Excuse me young man, could you tuck your shirt in so that you actually look respectable?"

*Kid:* "Who the hell are you, man? I don't take instructions from people who look younger than me." [end scene]

Then there is my attitude to having a good time. People have told me that I'm at the ripe age to party hard, as much as possible and with total disregard to health and well-being. After all, I have the next 60 years or so to settle down and become an old codger. But it just doesn't float my boat. A big night out drinking and clubbing, or staying at home watching DVDs? I'll take the sofa thanks. Would I rather play Gran Turismo 4 or Tetris? Bring on that Soviet mind game any day!

I would like to attribute this supposed 'oldness' to my becoming a well-mannered and mature adult, but the truth is I'm probably just a stick in the mud; about as much fun as a rectal examination.

I don't know why I'm bearing my soul to a campus full of strangers, but I'm comforted in the fact that people don't actually know who I am, or don't care enough to read my useless columns anyway.

# Nerdstalgia

They don't make anything like they used to – especially video games. What options are there for those of us who prefer the good ol' days of blocky graphics and synthesised sounds? **Matt Lim** investigates.

Most people remember their first time fondly – the first time they bashed bricks to collect coins, ate mushrooms to grow bigger and saved that annoying Princess who always managed to get herself kidnapped. The nerds out there know what I'm on about – I'm talking about that classic video game, *Super Mario Brothers*.

We've come a long way since then. Games today like *Grand Theft Auto*, *Gran Turismo* and *Halo* are phenomenal successes both commercially and technically, but for every 21st Century blockbuster there is someone pining for the days of *Pong*, *Space Invaders*, *Pacman* or *Tetris*. Games like these have a lasting appeal that span decades and command legions of die-hard fans, the mere mention of which whip some individuals into a nostalgic frenzy. Retro, it seems, is back in a big way.

It all started with *Pong*, that ridiculously simple game that established the arcade video game as a commercial and social success. "People don't realise how amazing it was to move an image on a TV screen," says Dr Andrew Murphie, Senior Lecturer and Honours Co-ordinator at the UNSW School of Media and Communications as he reminisces about the days of *Pong*. Not a very serious gamer, Dr Murphie nevertheless lists this game as one of the more influential games he has played over the years.

In the 1980s it was Galaga. "I learnt poststructuralism over a coffee table-style Galaga machine," he quips "until a four year-old beat my highest score, at which point I knew it was time to give up." Later on it was *Tetris*, the addictive Soviet mind game that would have coloured blocks and haunting Russian Muzak dancing through your head for days. In Dr Murphie's household, this game had been known to cause dissent among housemates over the ownership rights to the console and whose turn it was.

When asked about the current state of the gaming industry, Dr Murphie's answer echoes a fondness for the good old days and sadness about how the industry has changed since then. "For about three decades things were very often new – or at least they felt like it," he states. "That seemed to me to stop about 5 years ago. The industry is well-established now – I think retro games actually established a lot of the genres and elements." This seems to be a common opinion among lovers of all things retro.

Video games progressed from the arcades to the homes of avid users with the likes of the Atari 2600 and the NES console in the 1980s. Since then technology and games have accelerated at such an incredible rate and many of us don't even stop to think about it. The first supercomputer, Cray-1, cost \$US8.8 million in 1976. Twenty years later, the Nintendo 64 retailed at \$US150 and was 3.5 times more powerful than Cray-1 while consuming 92% less power.

Games have become more technical, mature and complex, pushed by the increasing demand to make games more photo-realistic, rather than concentrating on pure gameplay or innovation. Where video games used to be thought of as a market for young kids and teenagers, they are now dominated by a young adult market consisting mostly of men. Nintendo can be seen as a victim of this cultural shift, even though they are probably still the most innovative and gameplay-oriented console manufacturer. Once the gaming industry giant, Nintendo now sees waning sales of consoles and games except for the Gameboy, which will be seriously threatened by Sony's upcoming PSP. Perhaps this is just a sign of the times: slick Sony beats out the childishness of Nintendo.

So the question remains: is there still a place for retro gaming in today's gaming culture? As a result of the rapid evolution of hardware, software quickly becomes obsolete. What happens to these treasured pieces of gaming history? There is definitely a demand for these 'old school' gems and the developers know it.

If it were not for this combined commercial and sentimental value, some classic arcade games would not be available as easily as they are today. I can already hear you say "Tell me how to get my hands on Ms Pacman, dammit!" Other than seeking professional help, there are several ways to quench your thirst for the joys of retro gaming.

The most popular and cheapest method available is through emulators. Emulators are simply programmed versions of original hardware (console) data that allows any nostalgic geeks to play their obsolete or long-forgotten arcade games on a PC. The games come in a file format called a ROM (Read Only Memory), which is loaded into the emulator.

The most prominent name in this field is MAME (Multiple Arcade Machine Emulator). Currently the MAME project employs the skills of over a hundred freakishly talented and nerdy programmers and the latest version supports over 3000 unique games. According to the MAME website, the motivation of such a project is to "...document the hardware and software of video games," a very hippie-like preservation mantra indeed.

If this sounds like retro heaven, emulators could well be the answer except for one glaring – and crucially important – obstacle: that nasty thing called copyright law. While emulator software is perfectly legal, the ROMs you need to load in order to play are not so legal. It is commonly thought that if you own something, you have a right to copy it for 'personal use'. This is actually a United States law that does not apply in Australia. The simple fact is you cannot copy anything, from music to ROMs, even if you own the original copy, so the truth is that 99% of iPod owners in Australia are actually infringing copyright on a daily basis. So now you're educated, don't go blaming me when the AFP kick down your door while you're playing with *Ms Pacman* got it?

There are a few legal ROM sites out there. SYS2064 ([www.sys2064.com/legalroms.htm](http://www.sys2064.com/legalroms.htm)) is a good example of a page with legal ROMs. It features games like *Gridlee* and *Robby Roto*, which were publicly released by its developers and PolyPlay due to the fact it was developed in the former East Germany, whose government collapsed. Naturally, the number of legal ROMs

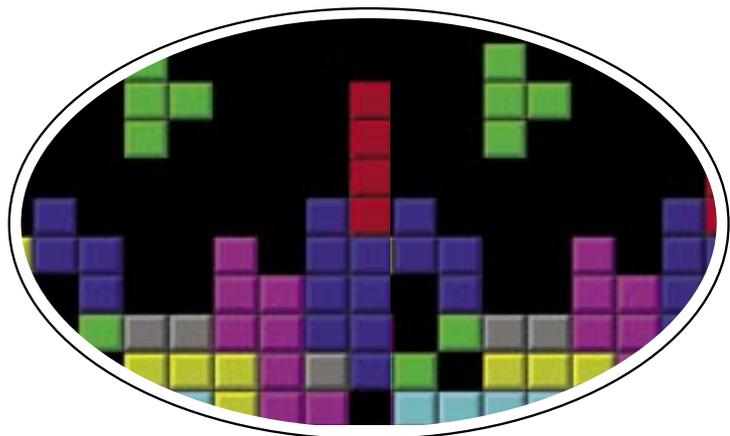
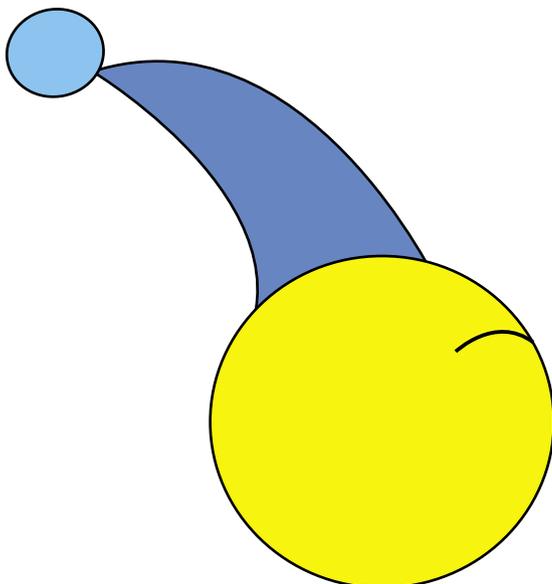
available pales in comparison to their illegal counterparts so the quality of gameplay leaves something left to be desired.

Another option gamers have is to fork out a bit of money for a compilation disc which has been officially licensed and released by developers such as Atari, Namco, Konami and Midway. Prices for these compilations range from \$30 to \$79.95 and are available for PC, PS2 and Xbox. Examples of games in these collections include *Frogger*, *Missile Command*, *Space Invaders*, *Battlezone* and *Asteroids*. Gamers will be pleased to know that most of these compilations are faithful ports of the originals (the visuals and tacky sound are sure to please the masses), but will find the tactile nature of new-age controllers sorely lacking from the original joysticks and buttons.

This leads us to the final option available to die-hard fans out there - the Uber-geeks if you will. This option involves actually dusting off your old console and breathing new life into that sucker or buying a second hand console from a garage sale or eBay. It is possible to pick up a working NES or Atari console with controllers for under \$20 (not including postage costs), and some of these include a couple of games chucked in as well. The obvious advantage with this option is the sheer excitement of seeing and playing the real deal. The primitive joystick and buttons, the bulky console, the gaudy sounds... as a matter of fact, I'm going to go play my NES right now.

[If you want to out-geek the Uber-geek, you can always find yourself an authentic ex-arcade machine on eBay. My *Moon Patrol* game provides hours of fun at parties and makes a perfect coffee-table – Ed]

The University of New South Wales  
**WALL ART COMPETITION**  
Paint the campus... legally.  
What would you paint on the wall in the Roundhouse Beer Garden?  
Smart Arts  
Entry forms and details at Unibar, Union Reception, U Space and online at [www.union.unsw.edu.au](http://www.union.unsw.edu.au)  
Entries close April 15





Notice is hereby given that the University of New South Wales Sports Association will hold its 52<sup>nd</sup> Annual General Meeting on

**Tuesday 12 April 2005,  
at 6.30pm  
in the Sam Cracknell Pavilion.**

Elections will take place for the positions of : President, Vice Presidents, Secretary , Treasurer and Executive Committee members.

Nominations for the above positions must reach the Honorary Secretary ([sa.secretary@unsw.edu.au](mailto:sa.secretary@unsw.edu.au)) by or the Sports Association Office by 2.00PM Tuesday 12<sup>th</sup> April, 2005.

Quorum: 30 Full Members

*J.Till (Honorary Secretary)*

# HOW TO... ..DECAPITATE A CRAB-HEADED ZOMBIE

## **How to**

1. Begin playing Half Life 2 and fight your way to the chapter entitled 'We don't go to Ravenholm';
2. Find a crab-headed zombie deserving of decapitation;
3. Using your Zero Point Energy Field Manipulator, pick up an object with which to dice the zombie. A gas cylinder, oil barrel or saw blade are fine;
4. Using the left mouse button, release it in the zombie's direction, knocking off its head;
5. The fun is not quite over. In case the head crab survives decapitation, shoot the thing with your machine gun until it shrivels up and dies.

## **Interested?**

Venting your frustration on zombies is all very well, but if you prefer a more able opponent you might want to join Cybersoc.

Cybersoc is the computer gaming society of UNSW. It runs LAN parties, where competitors hook up their computers to a LAN and play with or against each other, as well as barbeques and other social events.

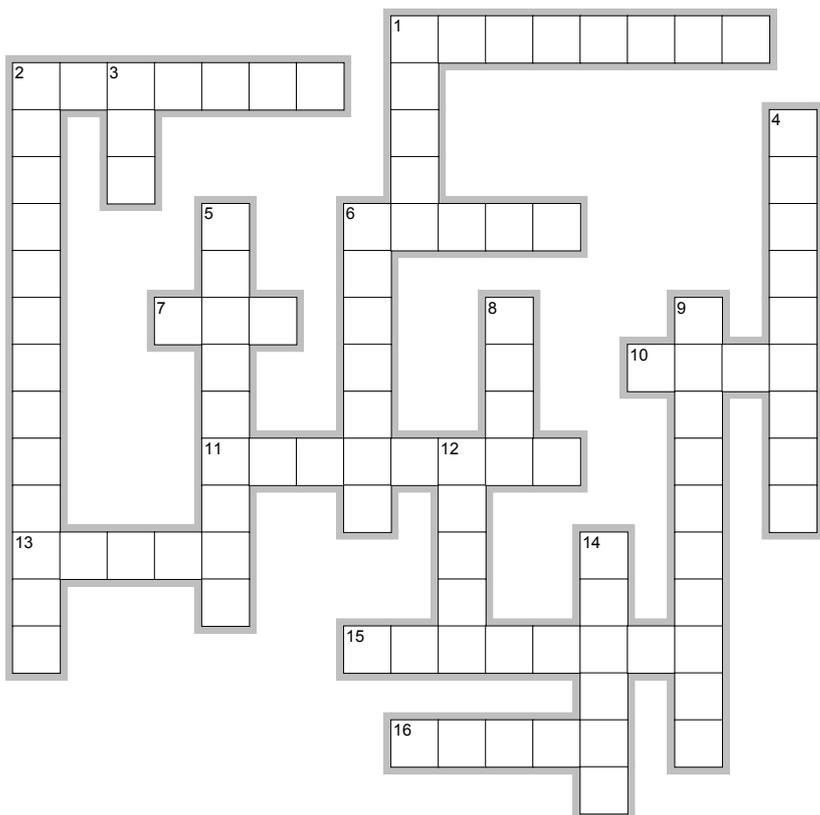
If you are interested in joining Cybersoc, contact president Ardrian Hardjono at [ardrianh@cse.unsw.edu.au](mailto:ardrianh@cse.unsw.edu.au) or visit [www.cybersoc.cse.unsw.edu.au](http://www.cybersoc.cse.unsw.edu.au).

## **Half Life 2**

A action shooter pitting you against not just aliens and zombies, but alien zombies, Half Life 2 is Valve Software's latest PC game offering. It was awarded a rating of 9.2/10 by games magazine, Gamespot. Visit the website on [www.valvesoftware.com](http://www.valvesoftware.com) for more information.

Can your club or society teach UNSW students something interesting or useful? Contact [blitzedito@union.unsw.edu.au](mailto:blitzedito@union.unsw.edu.au) and let us know.

# Crossword



Created with EclipseCrossword 6 www.eclipsecrossword.com

## ACROSS

1. The warrior, wizard, valkyrie and elf join forces in which venerable top-down action game series?
2. Icy character able to rip his opponent's spines out of their bodies in the ultra-violent game, Mortal Kombat.
6. Number of block types in Tetris.
7. Colour of the health-restoring potions in Diablo.
10. Colour of the most powerful weapon in the N64 Game, Goldeneye.
11. Alien race prominent in the Halo series.
13. Sonic the Hedgehog's foxy friend.
15. Playable character from Tekkens 2-4 who was the end of game boss in Tekken 1.
16. Princess of the land of Hyrule.

## DOWN

1. Street Fighter II character who asks "Are you man enough to fight with me?" Also means to use shrewdness and deception.
2. Kylie Minogue starred in the movie version of which arcade game series?
3. The most destructive weapon in the Doom and Quake series of games.
4. Iconic home computer with an 8 bit CPU, 64Kb of RAM, 16 colour display and often a tape drive.
5. Sega's ill-fated, final console system.
6. Yakuza sports car in Grand Theft Auto 3.
8. Warcraft's lowliest type of human.
9. Actor who portrayed Nintendo hero, Mario in the movie Super Mario Brothers.
12. Console manufacturer who brought Space Invaders, Pac Man and Asteroids to people's living rooms in the late 70s.
14. Pill-popping, ghost-avoiding video game icon.

Down: 1. Guile; 2. Streetfighter; 3. BFG; 4. Commodore; 5. Dreamcast; 6. Dreamcast; 7. Red; 8. Peon; 9. Bob Hoskins; 10. Gold; 11. Covenant; 12. Atari; 13. Zelda; 14. Pacman.

PLAYING WIT WORDS, Y'ALL



ANSWERS

e. 16/10/04  
40/11/04

# A TRIVIAL MATTER

Every Wednesday evening from 5-6:30pm at the Roundhouse, teams compete in the Union's weekly trivia competition. **Rob Gascoigne** caught up with the hosts, **Kyle** and **Nick**, to see whether it's a battle of wits or just a piss-up with intellectual overtones.

**So is there any reason why trivia is on at exactly the same time as happy hour?**

**Nick:** Yeah, it all goes quite nicely. If people get drunk they'll enjoy us more and we'll enjoy them more if we're drunk. It's also on at the same time as Pub Grub so we encourage people to visit Clem's because we're all one big happy Union family.

**So there's a good atmosphere?**

**Kyle:** Oh! The atmosphere's amazing! I think it's that atmosphere that carries the Unibar through the whole rest of the week. I think it's probably the centre of the whole uni community.

**Do many people turn up?**

**Kyle:** It varies. Sometimes we'll have 4-500, others we'll have 20 or 30

**Nick:** Once we had two people. But that's variation and we embrace it.

**Any regulars?**

**Nick:** We have some great regulars.

**Kyle:** Yeah, our favourite is probably John. He has a homemade particle accelerator.

**Nick:** Great guy, but he doesn't quite know what trivia's about. He doesn't like joining teams. He just likes shouting out the answers.

**Kyle:** We'd like to encourage the entire university community to embrace John and get him to join a team because trivia runs a lot smoother when you don't have hecklers at the back.

**What is the capital of Canada?**

**Nick:** let me think about it, I know this. It's not Vancouver. It's not Montreal.

**Kyle:** See this is the kind of question we'd make multiple choice. Is it Calgary?

**It's Ottawa**

**Kyle:** See, I'd dispute that.

**Nick:** I'd raise the point that Canada isn't actually a country.

**So where do you get your questions from?**

**Kyle:** Well, it's a combination of my favourite book, The Waterproof and Wipeable Book of Trivia for the Toilet and The Encyclopedia of the World and its People. The Internet's a good resource but it's generally wrong. Where the crowd en masse tells us that an answer is wrong, we're happy to accept that.

**Nick:** We also can't discount the fact that we know so much as individuals. It's hard to tap into our brains. Sometimes we get very personal and say things like "What is Nick's eye colour?" I'll close my eyes and they'll have



to get to know us better.

**Kyle:** People should get to know us better and then they'll do better.

**How'd you get the job?**

**Kyle:** We were picked up by talent scouts in O Week. Nick compered the jelly wrestling competition.

**Nick:** That really was a fine way to welcome the new students and show them what the UNSW community is all about. They were enjoying, well how do I put it...?

**Kyle:** ...a moist, sticky experience. I hosted the trivia in O-Week and we pooled our resources.

**Nick:** We knew each other beforehand, we'd give each other high fives. But now we have a secret high five, but you'll have to come to trivia if you want to see it.

**Who's the smart one and who's the funny one?**

**Kyle:** He's the funny one.

**Nick:** Well, I don't see that that's a fair question because Kyle and I work as a team. There are no individuals.

**Kyle:** I think a better question to ask is who's the nice one and who's the mean one. My questions are certainly much more difficult.

**Nick:** And Kyle's not afraid to cut down a heckler. I'll have a joke with them but Kyle will swear at them. Knives, guns, weapons.

**Kyle:** It's a good cop – bad cop relationship.

**What do people get out of trivia?**

**Nick:** Well, the best thing about it is that the prizes just don't stop. It could be anything, ranging from Chupa Chups to free beer vouchers.

**Kyle:** Mentos

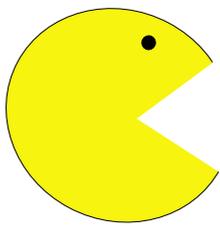
**Nick:** Mentos! Mentos features prominently. But we like to theme our prizes. On St Patrick's Day, in addition to scratchies and beer vouchers, we gave out Irish Breakfast tea. We've got Anzac Day coming up so we'll be looking for some camouflage gear. There'll also be some CDs.

**Any last words for prospective participants?**

**Kyle:** We don't ask the most challenging questions. If you think that your brain's up to it come along.

**Nick:** Apart from the questions, there's music and laughs. We always like getting people up on stage and getting them to MC to Contracts and Torts textbooks. There's break dancing to the beats of Kyle and Nick.

**Kyle:** There's something for everyone and if you don't think that there's something for you, we'll put it there.



# WHAT'S ON HIGHLIGHTS

## MONDAY MOVIE SCREENING: BRIDGET JONES: THE EDGE OF REASON - 5-7PM BEAMS CLUB BAR, ROUNDHOUSE, FREE

Based on the best-selling novel Bridget Jones' Diary by Helen Fielding, the second instalment of Bridget Jones' life story, Bridget Jones: The Edge of Reason follows our self-doubting heroine Bridget (Renée Zellweger) as she goes through the trials and tribulations of love, except this time it's not about how to get love, but rather about how to hold on to love. Her new boyfriend Mark Darcy (Colin Firth) is a great guy but things happen and then there's that dashing Daniel Cleaver (Hugh Grant) to consider as well. Whatever will she do next?

## LIBRARY LAWN BAND: MILLER'S TALE - WEDNESDAY 1-2PM, LIBRARY LAWN, FREE

Melbourne based duo The Millers Tale, Rebecca Quade & John Maclean, present an irresistibly intimate blend of warm acoustic melodies woven with sweet vocals and magical harmonies. Their simple approach to live shows - utilising just acoustic guitar, accordion and vocals - belies the beautiful sounds they are able to create, through a wonderful collection of pop, folk and country infused songs.

## ASIA-PACIFIC MODEL UNITED NATIONS CONFERENCE (UNSW UN SOCIETY) INFORMATION SESSION - WEDNESDAY & THURSDAY 12-1PM OR 1-2PM, FREE

Environmental breaches, human rights violations, world health scares, trade sanctions and disarmament. In this day and age, global issues affect us no matter where we are or what we do. So don't sit there feeling disengaged - come to our Information Session and find out about AMUNC which will give you the opportunity to learn more about the process of International decision-making, challenge yourself to think critically about issues of international significance and work closely with your peers to develop innovative solutions. Who said you weren't the one who is going to make the difference? Find out more info and the location of the session at [www.amunc.net](http://www.amunc.net).

## RAPID FIRE COMEDY - NIK COPPIN - MONDAY 7:15PM, BEAMS CLUB BAR, FREE

A very chatty act whose conversational style is quick to build audience rapport. There's absolutely nothing to dislike from such an affable performer as Coppin. It seems not enough of you have been attending this weekly treat the Roundhouse is offering. Could it perhaps be because you don't like to laugh?! Come on and discover just what you've been missing out on.

## TALKS BY JUSTICE MICHAEL KIRBY AND STEPHEN HOPPER - TUESDAY AND THURSDAY, 6PM, FREE.

Organised by the UNSW Law Society.

During his time as President of the New South Wales Court of Appeal, Justice Michael Kirby accumulated a wealth of knowledge and will be talking on International Human Rights law and Constitutional law on Tuesday in CLB 1.

Stephen Hopper, lawyer for Guantanamo Bay detainee Mamdouh Habib, will be speaking on campus on Thursday in the Moot Court, Level 10 of the Law Building. All students interested are welcome to come along. Should be most interesting and informative.

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# WHAT'S ON IN WEEK 6 APRIL 11-17

## MONDAY

### Monday movie screening:

#### **Bridget Jones: The Edge of Reason**

Bridget Jones is becoming uncomfortable in her relationship with Darcy. Apart from discovering that he's a conservative voter, she has to deal with a new boss and the worst vacation of her life.

5-7pm, Beams Club Bar, Roundhouse, Free

#### **Rapid Fire Comedy- Nik Coppin**

As well as becoming one of the most professional acts on the comedy circuit, Nik's versatility has also made him a much sought after fellow. He has the fantastic ability to adjust to a multitude of audiences and win them over whilst building a very warm and relaxed atmosphere.

7:15pm, Beams Club Bar, Free

#### **U Lead Leadership Development**

Beginner – Leadership Behaviours

Training Room 2, Blockhouse, UNSW Union

1pm-3pm, \$4 for members (UNSW Students),

\$80 for non-members

#### **Movie re-screening: Bridget Jones: The Edge of Reason**

2pm

Roundhouse Uni bar

Free

#### **Free talk - Justice Michael Kirby**

Justice Michael Kirby during his time as President of the New South Wales Court of Appeal accumulated a wealth of knowledge and will be talking on International Human Rights law and Constitutional law tonight.

6pm

CLB Lecture Theatre 1

Free

#### **UNSW Sports Association AGM**

Elections will take place for the positions of President, Vice Presidents, Secretary, Treasurer and Executive Committee members.

Nominations for the above positions must reach the Honorary Secretary (sa.secretary@unsw.edu.au) by or the Sports Association Office by 2pm today.

Tuesday, 12th April, 2005.

6:30pm

Sam Cracknell Pavilion

#### **Tuesday Night Live**

Studio Four's weekly comedy workshop is open to all. Improvised theatre is a great way to build quick wit and self confidence. Take some time out of the middle of your week to make a fool of yourself with the rest of us.

6-8pm

Roundhouse, Free

#### **FilmSoc Trivia Night**

FilmSoc, the UNSW Film Society will be having a night of trivia. So, you reckon you're ultimate movie buff? Come and test your movie knowledge at FilmSoc's first ever trivia night. There'll be loads of prizes and free alcohol for members. Contact details: unsw\_film\_soc@hotmail.com or www.unswfilmsoc.r8.org

Beams Club Bar, Roundhouse

7.30pm-late

Free for members, \$5 to join

#### **U Lead Leadership Development**

Beginner – Leadership Behaviours

Training Room 2, Blockhouse,

UNSW Union

1pm-3pm

\$4 for members (UNSW Students)

\$80 for non-members

## WEDNESDAY

#### **Workplace English Program - Free Classes for Academic Staff Institute of Languages**

This new course is called Speaking Extra. Each weekly unit will reflect the diverse nature of real-world listening and speaking, based on realistic, meaningful contexts which lead to communicative speaking tasks such as dialogues, debates and presentations. Follow-up activities will include self-monitoring techniques. For further information contact Catherine Maitland on 02 9385 6569

11-1pm

Institute of Languages, Western Campus,

Unimap ref: J2, in classroom 104C UNSW

Free for UNSW Staff

#### **International Exchange Expo**

Organised by the International Exchange Program.

Go and study at one of our 160 outstanding partner universities around the world for one or two sessions, and have the experience credited back to your UNSW degree! This is a fantastic opportunity to internationalise your degree, experience another culture and build some cross-cultural skills. Find out more about our partner institutions and the Exchange Programme itself by attending the Expo. Visit <http://www.international.unsw.edu.au/exchange/exchangehome.html>

10-4pm

Scientia Foyer

Free

## TUESDAY

#### **Roundhouse Trivia**

What was Oscar the Grouch's best friend? Head down to show off your knowledge of useless facts.

1pm, Roundhouse Uni bar, Free

#### **Seminar – Sustainability, the Institute of Environmental Studies and the UNSW Environmental Network**

Professor Garry Smith from the Institute of Environmental Studies, UNSW, will offer a description of the challenges emerging after two decades of sustainability work, and how UNSW is faring in addressing the issue. This seminar is part of EWB's exciting 3 week topical series on sustainability.

Engineers Without Borders (EWB)

1-2pm

CSE Seminar Room 1 (building K17)

**Asia-Pacific Model United Nations  
Conference Information Session -  
UNSW UN Society**

Feeling disengaged from the world? Come to our Information Session and find out about AMUNC which will give you the opportunity to learn more about the process of International decision-making. Challenge yourself to think critically about issues of international significance and work closely with your peers to develop innovative solutions. Who said you weren't the one who is going to make the difference? If you can't make this conference, there will be another scheduled for tomorrow.  
12-1pm or 1-2pm  
For more info and location visit [www.amunc.net](http://www.amunc.net)  
Free

**Physics Students Society AGM**

The Physics Students Society (Physoc) will be hosting their Annual General Meeting for the re-election of executive positions. Agenda will be available in OMB Room 4. Lunch will be provided. Contact David Kruss for further info on 0409 557 877.  
12pm, Old Main Building, Room 5  
Free

**Bar Bingo**

Bar Bingo helps your reflexes. It's a scientific fact.  
1pm, Roundhouse, Uni bar, Free

**Library Lawn Band: Miller's Tale**

Melbourne based duo The Millers Tale, Rebecca Quade & John Maclean, present an irresistibly intimate blend of warm acoustic melodies woven with sweet vocals and magical harmonies. Pack out the library lawn today to see this duo do their thing.  
1-2pm  
Library Lawn  
Free

**Pub Grub**

Rub-a-dub-dub, thumbs up for the grub! Feed yourself today.  
1pm  
Clem's at the Roundhouse Uni bar  
Cheap!

**Happy Hour**

Bring some friends down for a beer in the Round.  
5pm, Roundhouse Uni bar  
Cheap!

**Trivia**

What do penguins eat when they're stressed? Find out such useful factoids today.  
5pm  
Roundhouse Uni bar  
Free

**Psychology Society - AGM**

This Psychsoc event is a perfect opportunity to meet your fellow psychology students. We will discuss all the possible exciting events that will occur this year. All psychology students and those interested in psychology are most welcome to attend as this is an event for you!  
5pm  
Roundhouse  
Free

**Ultimate Frisbee Eastern Suburbs  
League - UNSW Ultimate Frisbee Club**

Ever wish there was a sport that involved a Frisbee? Well, there is one! Come down to the Village Green tonight to play a couple of games of Ultimate Frisbee. The UNSW Ultimate Frisbee Club runs a weekly League for players of all skill levels. Come along, have some fun, then head with us to the Rege for a post-match drink. Contact Michael Tran 0403 674 655  
Every Wednesday, 7-9pm,  
Village Green  
\$30 for the session

**THURSDAY**

**Asia-Pacific Model United Nations  
Conference Information Session  
UNSW UN Society**

Feeling disengaged from the world? Come to our Information Session and find out about AMUNC which will give you the opportunity to learn more about the process of International decision-making. Challenge yourself to think critically about issues of

international significance and work closely with your peers to develop innovative solutions. Who said you weren't the one who is going to make the difference?  
12-1pm or 1-2pm  
For more info and location visit [www.amunc.net](http://www.amunc.net) Free

U Lead Leadership Development  
Intermediate – Delegation & Empowerment  
Training Room 2, Blockhouse, UNSW Union  
11am-1pm OR 1pm-3pm  
\$4 for members (UNSW Students) , \$80 for non-members

**Workplace English Program - Free  
Classes for General Staff Institute of  
Languages**

This new course is called Writing Extra. Each weekly unit will be based on realistic, meaningful contexts which lead to practical writing tasks such as emails, letters and reports. Lead up activities include role play, puzzle solving and text analysis, enabling practice of other skills while focusing on a definite written outcome. For further information contact Catherine Maitland on 02 9385 6569.  
12-2pm  
Institute of Languages, Western Campus, Uni map ref: J2, in classroom 104C, UNSW  
Free for UNSW Staff

**Theatresports**

Presented by UNSW's Studio 4, we'll help you realise how you too can be funny on campus. Watch and participate in this battle of wits, every Thursday.  
Midday-2pm, Roundhouse, Free

**Table Tennis Competition**

Consider yourself the next Forrest Gump? Smack the ping-pong today.  
1pm, Roundhouse, Free

**UNSW Ultimate Frisbee Club Training**

The UNSW Ultimate Frisbee Club runs weekly training sessions conducted by accredited coaches. If you want to keep fit and have some fun, then give Ultimate Frisbee a go. Contact Michael Tran on 0403 674 655.  
Every Thursday , 4-5.30pm, Village Green  
Free for members/\$30 for the session

### **Beer garden Band – Floyd Vincent**

Just when you thought that Rock had exhausted all permutations, Floyd Vincent and the Childbrides reinvent the genre into something new, brave and truly international.

4:30pm

Unibar, Beergarden

Free

### **Thursday night @ the Round - Eurotrash Electro Extravaganza**

See SPOD and UNSW's own 2004 Campus Band Comp Winners, Pomomofo, bring their own brand of European sophistication to the Roundhouse., 8pm, Roundhouse, Free

### **Free Talk – Stephen Hopper**

Stephen Hopper, lawyer for Guantanamo Bay detainee Mamdouh Habib will be speaking on campus today. All students interested are welcome to come along. Should be most interesting and informative.

6pm, Moot Court, Level 10, Law Building

Free

## FRIDAY

### **Friday Arvo Sessions with Adam B**

Taken from Melbourne based band, Frankenbok, B Metal was only in the band a matter of weeks before more gigging and a small 'introduction to the new dude' tour began. With the B man's help, pizzazz (and friendly disposition) the new songs were finished and it was time to hit good ole' Back Beach Studios again.

Let Adam B kick start your weekend with some killer sounds in the Beergarden.

5pm, Roundhouse

Beergarden, Free

### **Responsible Conduct of Gambling (RCG) Course**

Training Room 4, Blockhouse, UNSW Union, 10AM – 4PM

\$65 for Union Members

Registration must be finalised ahead of time at Union Reception.

### **Waitperson Certificate Course**

Gallery Function Centre, Level 6, Tower Building, UTS

9AM – 4PM, \$105 for Union Members

Registration must be finalised ahead of time at Union Reception.

### **Spocksoc Screening – Original Star Trek episodes**

Come along for a night of classic sci-fi and a slice of pizza. Visit [www.spocksoc.unsw.edu.au](http://www.spocksoc.unsw.edu.au) for further screening details.

6pm til late

Civil Engineering Building G001

Members free, Non-members \$5

### **WANT TO LIST YOUR EVENT IN WHAT'S ON?**

It's easy. Just send an email to [whatsonblitz@union.unsw.edu.au](mailto:whatsonblitz@union.unsw.edu.au) containing the following information about your event: Event name; Organiser; Location; Date; Time; Cost; and a Description of 50-100 words. The description is compulsory! You can also find a template on the Union website. The deadline for What's On is twelve days before (always a Wednesday) the magazine is released (always a Monday).

The University of New South Wales



# ROUNDHOUSE

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# REVIEWS-DVD



Things go awry in 1985, when Joe Simpson and Simon Yates attempt to be the first climbers to scale the 21,000-foot west face of the Siula Grande mountain in the Peruvian Andes. After a fall leaves Simpson dangling from a rope attached to Yates, Yates controversially cuts the injured Simpson free, sending him freefalling. What follows is an unbelievable tale of survival in impossible conditions.

Oscar-winning director Kevin Macdonald takes a part-documentary, part-dramatisation approach to retell events, splicing the talking heads of the real-life Simpson and Yates, narrating their experience of the fateful climb among vivid recreations using actors on location in Peru. The result is somewhat strange, but given the story and circumstances it works well.

Although we know that both Yates and Simpson survive, the film is nonetheless gripping as we see how Simpson managed to crawl back to his camp alive. The cinematography is nothing short of spectacular and has an immediacy that almost fools you into thinking you are witnessing the real thing.

Special features include: Making of Touching the Void; 'Return to Siula Grande'; Featurette: What happens next; Interview with Joe Simpson and Simon Yates; and the original theatrical trailer. Touching the Void is available to rent or buy now – **Matt Lim**

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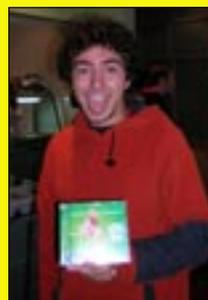


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**COCKATOO ISLAND**  
SYDNEY HARBOUR, EASTER LONG WEEKEND  
**2005**

**WINNERS**  
**Faaaaaark!**



## Congratulations!

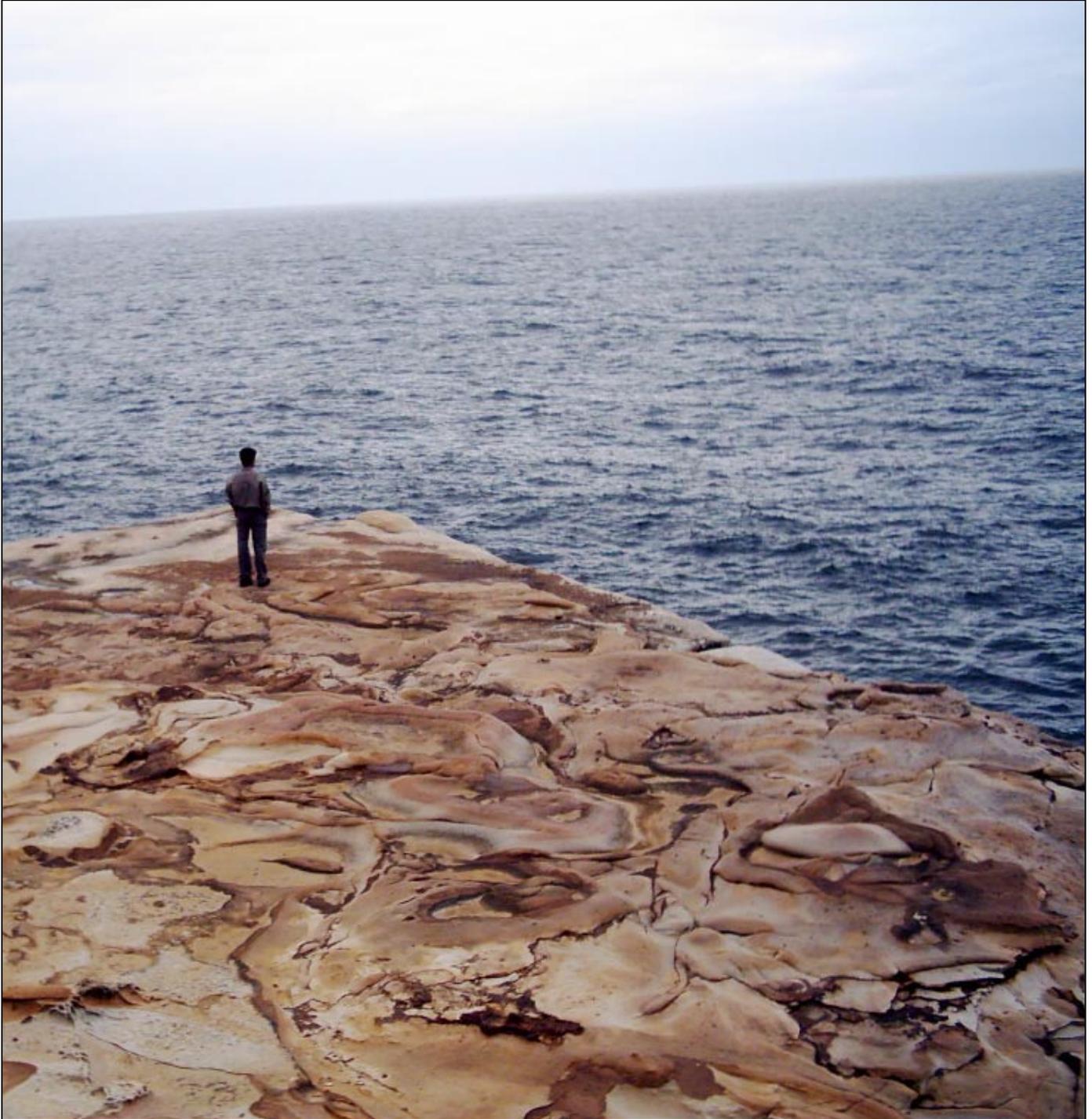
Blitz Magazine congratulates David Vallance and Jacob Ezrakhovich, the winners of our Cockatoo Island 2005 competition!

Both winners were the first to squawk at our hat-wearing ticket-bearers. The first was at the regular Roundhouse Trivia event on Wednesday and the second was on the dancefloor at Thursday's Traffic Light Party.



David and Jacob both spent their Easter breaks at Cockatoo Island 2005, a three day music and culture festival in the middle of Sydney Harbour, in addition to receiving a copy of Machine Gun Fellatio's newest album, On Ice.

Keep reading Blitz Magazine for more great prizes.



*Sea of Life* by Manpreet Singh

Every week, students contribute their artwork to Visual Blitz and every year, Visual Blitz culminates in an exhibition of student work with prizes awarded to the winning entries.

If you're in the habit of making creative statements then Visual Blitz is your canvas.

**Send your contributions for 2005 Visual Blitz to: [blitzeditor@union.unsw.edu.au](mailto:blitzeditor@union.unsw.edu.au) (Please include a 50 word explanation)**

# Lit Up

*Lit Up is the Union's new online webzine devoted entirely to literary student works. A companion to the annual print journal, Unsweetened, Lit Up also offers a new student feedback system for entries, making it truly interactive for both writers and readers. Log on to [www.union.unsw.edu.au/website/Uspace/litUp.asp](http://www.union.unsw.edu.au/website/Uspace/litUp.asp) to visit Lit Up.*

## Revenge is a dish...



Seated at the dinner table, someone said,  
'You've spent three years at Uni, that's almost 5% of your entire  
Life' – gone, consumed...  
Champagne gurgled silvery laughter into a glass.  
The last morsel of pie entered a cavernous mouth; and was  
Scorched by hot, sour salmon breath, while I  
Confronted mortality, vis-à-vis  
Steamed beans.  
Mottled green and headless, I half-ended their  
Misery with a stab of my steak knife, and  
Sealed their fate – with a  
Delightful gnashing of my teeth.  
'How was your meal?' someone enquired.  
'Absolutely delicious,' I replied,  
Smiling.

-Rhonda Siu



**All of the teamwork.  
All of the glory.  
None of the exercise.**

Theatresports involves short, improvised scenes based on audience suggestions – with all the teamwork, sportsmanship, courage and glory of real sport, but none of the exercise.

UNSW's comedy club, Studio Four, runs Theatresports every Tuesday, 12-2pm in the Roundhouse. Watch the performance or join in.

**serious  
about  
comedy.**

[www.studiofour.org.au](http://www.studiofour.org.au)

# Childhood Friends

By Andy Teng

Green and yellow sports jackets for Wednesday sport and normal school days alike. That was my high school uniform – and the best, I'd grown to believe. At first I thought it looked a bit rugged compared to other high schools, who had blazers for year sevens and even neat looking sports uniforms – a look I can now only describe as very Harry Potter-ish. Our uniform was the best! We were kids! What better to wear than bright, simple yellow and green!

It was three-thirty and I took a deep breath as I finally stepped off the sweaty, crammed school bus. As usual I walked out to town and headed for the library. I don't know what it is about libraries that attracts me – in primary school I spent every evening after school in the library, just scrambling around the children's section and reading Usborne Adventures and 'folding dinosaurs' books. I'd stay there until eight when they'd blink the lights to make everyone leave – but I'd always stay until the very end when a librarian would come and shoo me off. I remember, once only in high school, I'd mentioned to a friend that "I used to hang out in the library". He'd smirked and teased me a little, saying something about me "hanging out" in a library. But that's another story.

I met some pretty cool people in the children's section, and we used to cause a racket there every evening so that sometimes a librarian would come and tell us to be quieter. It was also here, when I was in primary, that I met a high school guy (who I'll never forgive or forget) who told me I would fail everything, then would become my sister's boyfriend for a while; and a mischievous high school girl who showed me the wonders of the female form.† I'll never forget her, either.

I'd better get back to the original story. I was in high school now, year eight I think, and headed to the library after school. Those days the children's section was uninhabited, but I'd still go to the library just to be around the books. It was calming, I suppose.

I was approaching the front steps when I saw Chunky in the distance, waddling away across the large park beside the library. To this day, I long to feel that same feeling of gladness, even excitement, that I felt then when I ran across the park to catch up to my old comrade. "Chunky! Wait up!" I huffed. That evening I walked to his house with him, even though it meant I'd be doubling back later. I'll never forget the talk we had that evening.



"I've gotta give a speech tonight at Toastmasters! I don't know what to do!" I wailed, then looked at him hopefully. "I need some inspiration!"

Chunky, I used to say, is the only true friend I've ever had. Nowadays I try not to say it that way± because all my friends were and are great. Every single one. Chunky didn't go to my high school – he was an old friend from primary. I sometimes wonder whether it was this distance that kept us close for so long.‡ With everyone else, even to this day, I think I become a bit closed off. But with Chunky, we'd talk about our past, our futures, our dreams, ambitions and what we were looking for. I could tell him, but not anyone else. There was no air of competition, no negative energy of that kind. There was no feeling of being compared with. No jealousy, no acting. We'd bike around town, just doing innocent kid's stuff. I didn't know any one of his exam marks, and he never once asked about mine. Things like that never crossed our minds. It was so refreshing. To me, this was everything. I could let down all my barriers. Go, chase your dreams, but tell no one. Except Chunky. When Chunky left I never expected to find myself in my room one day wiping tears from my eyes and feeling silly for it.

That evening as we walked, he gave me a long, inspirational speech full of heart. I'll never forget the first sentence. I didn't expect him to do as well as he did (and he didn't know that he did) but he did a great job inspiring me. That night I had enough courage to give my speech and everyone loved it! But that's another story.

† She showed me pictures that made me feel funny inside.

± I guess by true friend, I meant close friend.

‡ Absence is to love as wind is to fire: a bit kindles it; too much extinguishes it. A nice saying, which I think holds for friendships too.

# An Animated Discussion



With the recent success of short animated features such as *Harvey Krumpet*, Australian animators have come to be in great demand. But with such a great deal of animation talent in this country, why has this not translated into success for feature-length Australian movies? Who do these talented animators end up working for? **Rob Gascoigne** investigates.

Just before the Oscars this year, a mild mania developed about Australian animation. For the second consecutive time, two Australians were nominated for an Academy Award in the category of Best Short Animated Film. In fact *Birthday Boy*, in addition to its 2005 nomination, collected 35 international awards, including a BAFTA and an AFI Award and finalised for a further six trophies. Pretty impressive by anyone's standards.

On the basis of the very great success of these two films, one might presume that Australia has a booming animation industry. The reality, however, is a little more complex. In fact, it's almost paradoxical. While it is true that Australia has a prodigious amount of talent in animation and digital media and is producing groundbreaking work in that field, it cannot be accurately claimed that there is a particularly successful animation industry in this country. Sounds weird doesn't it?

Next year, *Happy Feet*, a computer-animated feature film voiced by Elijah Wood, Brittany Murphy and Nicole Kidman will hit cinemas. What is interesting about this is that the film is being put together by Animal Logic, a production company operating out of Fox Studios, just down Anzac Parade. The film will be directed by George Miller, one of the patriarchs of Australian cinema. This project is

the first feature-length computer-animated film produced in this country; but while *Happy Feet* might be put together by Australians, it is not an 'Australian film'. The project is funded and supervised by Warner Brothers, an American company.

What Australian animators and media artists have become expert at is doing excellent work on films from foreign companies. A number of companies have developed to handle these post-production projects. Animal Logic, for example, did the visual effects for *The Matrix Reloaded*, *Hero* and *Moulin Rouge*. According to Horst Viola, Production Manager for Liquid

*...strangely, there is more animation being produced than you might think, even at an amateur level. The number of animations being submitted to Tropfest, for example, has increased each year over the past three years.*

Animation, a Perth company that does 3D Animation for Warner Brothers cartoons, foreign companies have looked to Australia because the talent here is so advanced. "While the US has traditionally been the leader in digital media, it's really started to take off in other developed countries," Viola says, "and in Australia we have a bit of an edge."

What is this edge exactly? It's hard to pin down

but Australia, it might surprise you to know, has long been a leader in technical and visual aspects of film-making. The category of award that is most commonly collected by Australian filmmakers is not acting or directing, but cinematography. One of the reasons for this is that Australian film schools have traditionally emphasised the visual and the technical. Australia's success in post-production work might be traced back to this tradition.

One such training facility is the Vector Lab at the Powerhouse Museum in Sydney, which opened in March this year. Vector Lab offers practical training for groups of school students to professionals, in the fields of 2D and 3D imaging, design and animation.

...

The growing number of these training institutions is a testament to the keen interest of Australian filmmakers in digital media. According to Mike Jones, the manager of Vector Lab it is vital for filmmakers to understand the technical aspects of filmmaking. "There tends to be a distinction that is drawn between the 'creative' and the 'technical' aspects of filmmaking; it's artificial" says Jones.

If the distinction is artificial, does this mean that these technically proficient animators might be able to make their own films rather than those of foreign companies? "Well, what we are really good at is producing good first films," says Jones, "we have an enormous range of talent, but we don't have the entrepreneurial, governmental or industrial support. Despite the success of Australia's post-production companies, the Australian film industry has been in a nose dive for ages."

On that point, Jones is not alone. On the same night *Birthday Boy* was winning a BAFTA, the other Australian winners lamented the lack of funding available to filmmakers in Australia. Even the two recent Oscar finalists suffered from a lack of funding. *Birthday Boy* was created by a group of students as their final year major work at film school. *Harvie Krumpet*, which won an Oscar, was put together in the animator's back shed.

But, strangely, there is more animation being produced than you might think, even at an amateur level. The number of animations being submitted to Tropfest, for example, has increased each year over the past three years. The reason why, says Jones, is that "...animation is a great leveller." With technology and training, institutions like Vector Lab now available to all - anyone can try their hand at animation. Granted, the results are unlikely to be as impressive as those in major feature films but the story can still get communicated.

The real issue with animation is not necessarily money, but time; animation does not need to cost a great deal of money, but it does take a very long time to put together. If animators do it for themselves, they can produce masterpieces. Because of this, it has been hard for major US companies to dominate smaller animations. In the last ten years, for example, only four of the Oscar winners in the short animated film category have been from the United States (and three of those were Pixar films). So long as that skill base is there and there are animators willing to put in the time and the effort, it is possible to produce a little gem of a picture. Australia is in a good position to keep on making these smaller films.

But on bigger pictures, the question of finance kills the chance of any great independent work. In Australia, an environment where funding is hard to come by, there's very little chance. This is one reason why so many animators are keen to work on foreign projects and those foreign companies seem keen to use a resource that has proved successful in visual effects.

But there is another reason for foreign interest: producing a film in Australia is much cheaper than producing it in the United States or Europe. Until recently, there were certain

tax breaks available to filmmakers coming to this country. This combination of talent and financial expediency has made Australia an attractive destination for foreign companies.

However, this poses a danger for Australians. As gifted as Australian animators might be, there are other animators in other countries that are also very gifted. In India and Thailand, very skilled digital media artists are putting out a great deal of work. *The Simpsons*, for example, is illustrated in Thailand. The danger this poses is obvious: if the principal reason foreign companies turn to Australia is because of finance, they are more likely to turn to even cheaper places like India and Thailand once their digital media industry becomes more established.

So there it is. Australia now has a corpus of extremely talented animators and digital media artists, all of them doing sterling work. Where they have sought to do things by themselves they have succeeded. But there is no financial or entrepreneurial support for Australians producing their own work; rather, we are home to an industry generated almost entirely by foreign companies.



## VECTORLAB GIVEAWAY

Blitz has two double passes to the Powerhouse Museum to give away. To win, simply re-arrange the letters in the phrase below to form a new phrase. This new phrase is mentioned somewhere in this edition of Blitz.

### A DIRTY HOBBY

Email your answer to [comps@union.unsw.edu.au](mailto:comps@union.unsw.edu.au), with the word 'Powerhouse' as the subject.

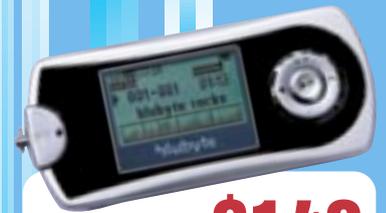
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## Position Vacant - 2006 O-Week Coordinator.

The UNSW Union wants a student to be Coordinator for O-Week 2006, responsible for organisational and the administrative aspects of the program.

The job requires 20 hours per week during session and 35 hours per week out of session time. Further information is available from the Union website.

Applications close Monday 18 April 2005.

## USNW Film Production Society social night!

Post-AGM, we're breaking the ice with a night at the Regent Hotel, Friday April 8 @ 8.30pm. Come and meet other would-be filmmakers and get to know each other. Don't forget \$10 membership fee! (more \$, more resources). Contact Eren Sener at 0413 194 007, or Koji Chan on 0431 316 920.

## International Cookbook Competition 2005

Final few days for entrants! Enter your most mouth-watering recipe and be published in UNSW fabulous International Cookbook 2005. Get cooking and get your recipe in today! Enter via the Union website by Wednesday April 6.

[cookbookcomp@union.unsw.edu.au](mailto:cookbookcomp@union.unsw.edu.au)

## The UNSW Jitsu Club invites all

to become a part of our rapidly growing, professional club. Our world class facilities and highly accredited instructor(s) will help you train to fitness whilst learning the most popular Martial Art of today. Remember, first session's free, so bring you mates along for the experience! Training times: Mon & Thurs 8pm – 10pm. Location: Dance studio E9. Enquiries: [z3144593@unsw.edu.au](mailto:z3144593@unsw.edu.au).

**Mosaic Fusion Forums** - Are you interested in promoting cultural diversity awareness throughout the community? Visit High Schools and facilitate group discussions about culture and identity. Receive training and cross-cultural communication, leadership and training skills. For more info visit U Space, the Union website or email [fusionforums@union.unsw.edu.au](mailto:fusionforums@union.unsw.edu.au).

## Get paid to talk about UNSW as a Student

**Ambassador.** We are looking for outgoing and enthusiastic UNSW students (second year and above) to assist with our activities promoting UNSW to prospective students. Contact the Student

Recruitment Office on [studentrecruitment@unsw.edu.au](mailto:studentrecruitment@unsw.edu.au) or 9385 1844 / 1866 / 2413 for more information and to request an application package.

## Learning the Lingo is calling for volunteers.

Lingo offers a chance for international students to improve their English and knowledge of Australia and meet local students in a fun and friendly environment. Lingo also offers a unique volunteer opportunity for local students where you can develop important communication, leadership, event management and organisational skills whilst making lots of new friends. For more information visit the Union website or email [lingo@union.unsw.edu.au](mailto:lingo@union.unsw.edu.au).

## Research participants wanted for a one hour group decision-making experiment in SISTM, UNSW.

Each participant will be compensated AU\$10.00 (either movie ticket or gift voucher). Requirements: undergraduates at UNSW with good command of English. Email Patrick Shi ([z3042404@student.unsw.edu.au](mailto:z3042404@student.unsw.edu.au)) by providing your email address, tel no., name & gender. Please indicate "Research Participant" in your email subject.

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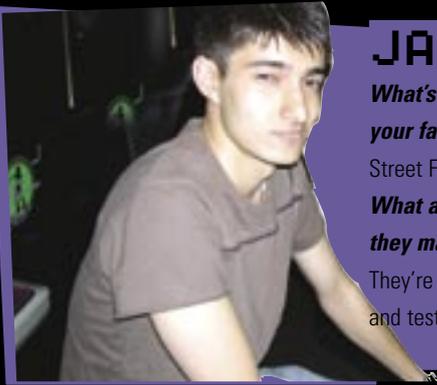
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# VOX POPS

WHAT'S ON- AT THE ROUNDHOUSE AND QUAD VIDEO ARCADES



## JAMES

**What's the best game ever, or your favourite game growing up?**

Street Fighter – it's a classic.

**What about games today? Do they make 'em like they used to?**

They're more unoriginal, they're tried and tested.

## SAM

**What's the best game ever, or your favourite game growing up?**

The Zelda Series on Nintendo.

**What about games today? Do they make 'em like they used to?**

With gamers typically being obese, it's good to see games like Dance Dance Revolution around.



## NICK

**What's the best game ever, or your favourite game growing up?**

Sonic the Hedgehog

**What about games today? Do they make 'em like they used to?**

I think it's all the same, its too repetitive.

They haven't come up with any new content since Wolfenstein!



## HAMISH

**What's the best game ever, or your favourite game growing up?**

It's gotta be Red Alert.

**What about games today? Do they make 'em like they used to?**

New games aren't that great. The mid 1990s was the best era for games. RPGs, real time strategies, games like that.

## JONA

**What's the best game ever, or your favourite game growing up?**

Pacman.

**What about games today? Do they make 'em like they used to?**

Newer games are good, but I prefer older games.



(Pair in photo – left to right: Angelus and Ash)

## ANGELUS

**What's the best game ever, or your favourite game growing up?**

Any of the Sierra games, like Kingsquest, Spacequest, Quest for Glory.

**What about games today? Do they make 'em like they used to?**

I'm disappointed that the adventure game genre isn't as popular as it used to be.

## ASH

(other girl in shot)

**What's the best game ever, or your favourite game growing up?** I used to own a Nintendo!

(Group shot left to right: Lauren, Cyrus, Ivan)

## IVAN

**What's the best game ever, or your favourite game growing up?**

Alex Kid.

**What about games today? Do they make 'em like they used to?**

I like the new stuff because the gameplay has improved, and the graphics too.

## CYRUS

**What's the best game ever, or your favourite game growing up?** Growing up it was probably the Atari,

something like Knockout Kings.

**What about games today? Do they make 'em like they used to?** I don't really have much

time to play anymore. The new games are probably better because I play them more.

## LAUREN

**What's the best game ever, or your favourite game growing up?** (Giggling) I don't play games.

**Did you play Tetris?**

Yes, but that's gay if I put that in!



