

請 東
 (O)CSA and NBCCA
 present
 Chinese Cultural
 Night

Date: March 23, 1985
 Time: 7:30 - 10:00 pm
 Place: Edmund Casey
 Hall (STU)
 Admission: Free
 Special Guest: C.C.S.A.
 Programs: Lion Dance,
 Kung Fu,
 Dances,
 Choir,
 Fashion
 Show



中華文化晚會

ATTENTION

The UNB Student Union is accepting applications for Council Chairman. Term of appointment from Jan. to Jan. Applicant must know Robert's Rules of Order.

Apply in writing to:
 Larry Fox
 President
 UNB Student Union

THE BRUNSWICKAN-11

SHATTER

the lettering, the logo and the editorial that explained the process. Every aspect of Saenz's work on *Shatter* is generated on the MacIntosh using the hand-held "mouse" and the software's capability to access all images on a dot-by-dot basis. Gold noted that *Shatter* could even have been coloured with the MacIntosh MacPaint software but in the interest of time, Saenz himself painted *Shatter* producing a meld of computer technology and human artistry the like of which have never been seen in comics. Peter Gillis, the writer of *Shatter*, is a veteran comics writer, having written *Warp* and *The Black Flame* for first, and *Micronauts*, the *Eternals*, *What If?* and the *Defenders* for Marvel. When he brought up the concept of *Shatter*, according to Gold, he did so in terms that were integral with the MacIntosh — the series was created to be drawn on the Mac.

While some critics have stated that this process fails to allow the degree of control to which an artist has become accustomed — due to the supposed lack of sensitivity and careful control inherent in the mouse system, the comic book should be judged by the readers on the result. Included in this article/review are examples of the artwork.

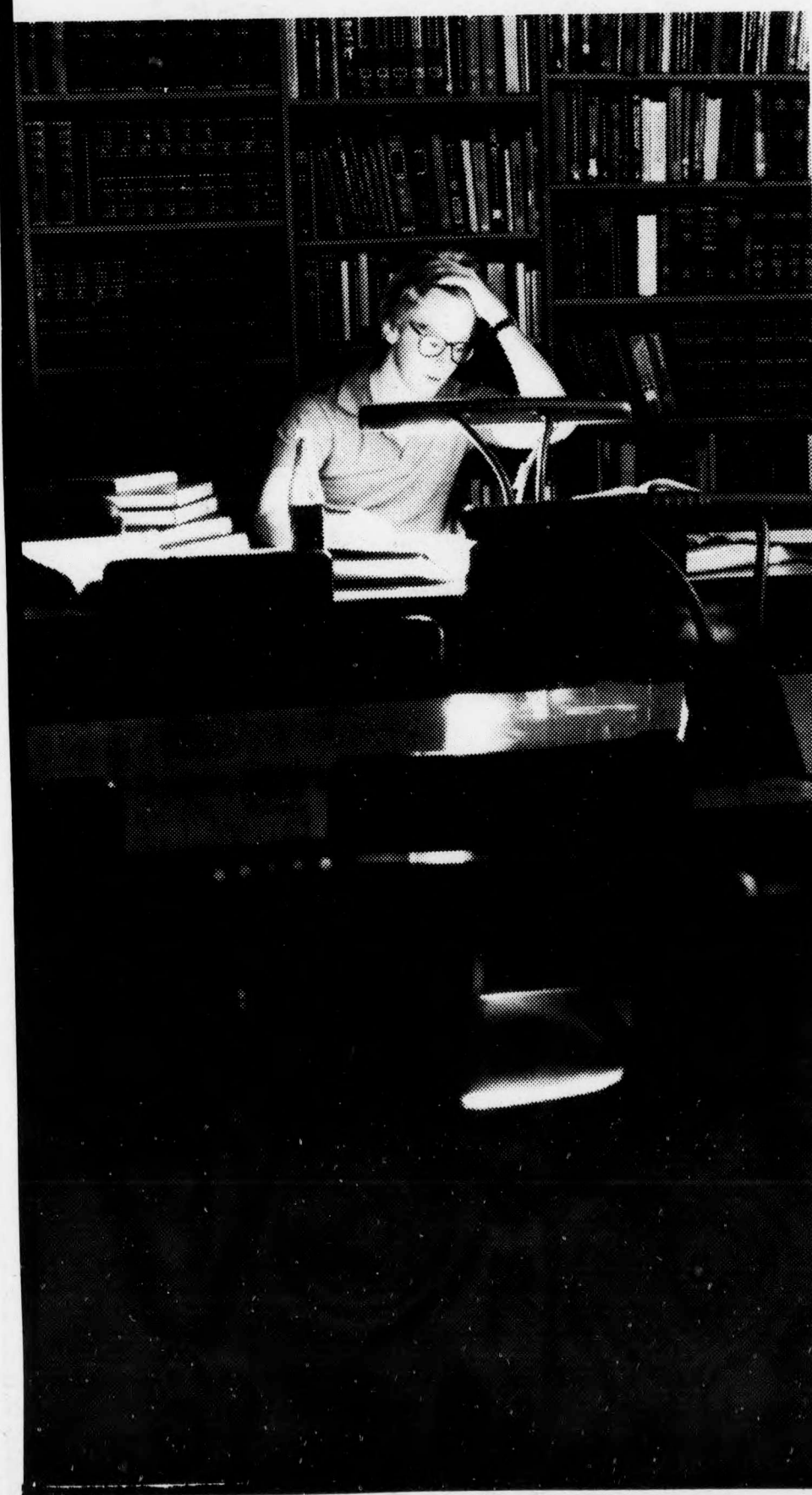
After having read *Shatter* and consulted with other *Brunnies* and *Aquinianites* (Fascisties) who also read it, it is our opinion that *Shatter* is an excellent comic, although slightly pricey at \$2.25 Canadian. The story is well constructed and reads like a science fiction detective novel.

In the story *Shatter* puts in a bid on a mass-murderer's contract and wins. He then has to arrest the murderer and get \$75,000 in reward money, so he can buy a "real find, something that hasn't been made since 2034", in other words, a rare canister of Coca-Cola syrup for only \$75,000. (Coca-Cola being *Shatter's* one gourmet weakness.) After getting the details from his on-board computer in his car he finds that his target is a female who came through a 75th floor window into an executive board meeting and killed 15 managers with a machine pistol. Delightful.

Shatter marks only the beginning for both Saenz's computer artistry and Gillis' interesting and sometimes bleak look at the future. If you're going to buy comics, get one that reads and looks like no other.

To find out where you can get a copy, write First Comics, 1014 West Davis Street, Evanston, Illinois, 60201.

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