



**April 14, 2005**

### **New Bus Stop Shelter**



(Left to right) Mayor Chip Holloway Cerro Coso President, Dr. Sharon K. Dyer, and Vice-Mayor Dan Clark.

Cerro Coso Community College is the recipient of two brand new bus shelters thanks to the City of Ridgecrest's efforts of applying for and receiving a \$39,000 grant from the Congestion Management Air Quality (CMAQ) to purchase five shelters. One bus shelter is located in front of the Child Development Center and the other is in front of the main mega building. Three other bus shelters have been installed within the City also. Our students and staff are certainly appreciative and happy with the addition of the new bus shelters," stated Dyer. "Our heartfelt

thanks to the Ridgecrest City Council and to the staffers in the Public Works Department at the City", Dyer continued.

### **Kern Community College District Trustee Confirmed Appointment to Board of Governors**



On March 17<sup>th</sup>, the Senate unanimously confirmed the appointment of Mrs. Pauline Larwood to serve as a member of the Board of Governors of the California Community Colleges. After confirmation hearings with the Senate Rules Committee, four members were recommended to the full Senate Committee. They were Ms. Kay Albiani, Trustee, Los Rios Community College District; Dr. Margaret Quinones, Trustee, Santa Monica Community College District; and Mr. Lance Izumi, Director

of Education Studies at the Pacific Research Institute for Public Policy.

Mrs. Larwood was appointed to the seat by Governor Schwarzenegger in April 2004.

Mrs. Larwood, who has been on the KCCD board since 1998, has been active in public service since 1983 when she was elected to the Kern County Board of Supervisors, a post she kept until 1994. She was a teacher at Bakersfield College for five years and was President of the San Joaquin Valley Community Colleges Consortium (2002 and 2003). Currently, she is Executive Director of the Smart Growth Coalition of Kern County. She has also served as KCCD Board of Trustees President for 2001 and 2002.

## CERRO COSO COLLEGE COMMUNITY BAND SPRING 2005 CONCERT

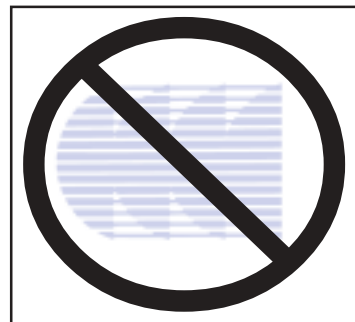


On Thursday, April 28, 2005, at 7:30 PM, the Cerro Coso 2005 Spring Band concert will feature a tribute to film and television

soundtracks including Jurassic Park, the Simpsons, and Bugs Bunny, all performed while movie clips play on a large screen. The concert will also include a spring treat, complete with wild horses and the falcons of the southwest.

For jazz fans, the band will perform a special jazz set including such jazz classics as Summertime, St. Thomas, Zoot Suit Riot, and It Don't Mean a Thing (If It Ain't Got That Swing)! Admission is Free! Guaranteed fun for the whole family!

## CERRO COSO COMMUNITY COLLEGE COUNCIL TO HOLD LOGO CONTEST



Attention all artists, aspiring artists, and those with no artistic talent at all! Cerro Coso Community College President, Dr. Sharon K. Dyer, announces that the Cerro Coso College Council will be hosting a logo contest for the College. The current logo is of the 4 C's which can be viewed at our website [www.cerrocoso.edu](http://www.cerrocoso.edu). The logo has been around for nearly 30 years and is due for retirement.

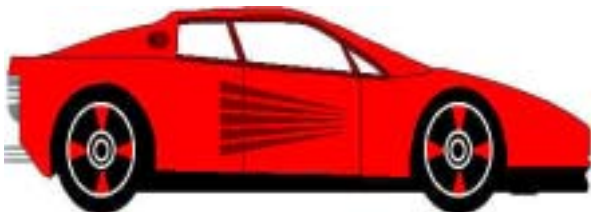
This contest is open to everyone – faculty, staff, students, administrators and community members. College Council will be the reviewing and recommending

body. There will be an award in the amount of \$500 for the individual whose design is chosen. The individual submitting the winning logo design will have to release all rights to the design at the time of award.

"I personally would like to see a logo that reflects who and where we are such as: coyotes, Joshua trees, the Eastern Sierras, or a desert scape. All entries will be carefully reviewed." stated Dr. Sharon K. Dyer, President of Cerro Coso Community College.

Entries should be submitted to the Presidents office by April 15, 2005. Address all logo entries to Dr. Sharon K. Dyer, President, Logo Contest Entry, 3000 College Heights Blvd., Ridgecrest, CA 93555.

### **ATTENTION BEGINNING DRIVERS! JOIN INSTRUCTOR STEVE TOMLINSON IN APRIL FOR DRIVER'S EDUCATION**



Cerro Coso Community College Indian Wells Valley Campus is offering Driver's Education as a Community Education Class. This class, taught by Steve Tomlinson, will begin on April 25 through June 1, 2005 on Monday's and Wednesday's from 5-7 p.m. at Mesquite High School.

**The Driver Education** – course will present to the beginning driver a practical and realistic guide to the fundamentals of driving and the rules of the road. Driver Education will take the student step by step from the basics of vehicle control to the specific dangers of different driving environments to the responsibilities of vehicle ownership.

The student will receive knowledge to help him/her be a safe and competent driver. Parental consent is required.

This class meets the requirements of the Department of Motor Vehicles (DMV), but does not offer behind the wheel instruction. There is a class fee of \$40; register at the Cerro Coso Community College, 3000 College Heights Blvd., Room 214.

The last day for Driver Education registration is April 25, 2005. The class fills up quickly, please register early.

### **ASSOCIATED STUDENTS OF CERRO COSO TO HOST A "BATTLE OF THE BANDS"**



The Associated Students of Cerro Coso Community College (ASCC) will be hosting a "Battle of the Bands" on Saturday, April 16, 2005. ASCC will host this event in the Cerro Coso Community College Gymnasium from 11 am until 5 pm.

The bands scheduled to perform are Renfield, Laboratory Orphan, The Ethic, Red Penguins, Bleeding Hearts, Sheas Rebellion, Katsumoto, Edicius, Coup de etat, and Moments Like These. The public is invited to attend this free "battle" ; it is presented for the enjoyment of the community. There will be food and soft drinks available for sale during the event.

For more information on this event contact Anna Sue Eldridge in the Student Activities Office, room 248 or by phone at (760) 384-6353.

## Cerro Coso Student Recognized in Woman's Basketball



Congratulating to Cetra Banks for her 1st Team All Conference recognition in Women's Basketball in the Foothill Conference. Ms. Banks also serves on our Associated Students of Cerro Coso (ASCC) Executive Board as the CalSaac representative.

Great job Cetra!

## Free Technical Theatre Workshop

On Saturday, April 9, the Cerro Coso Drama Department will host a free technical theatre workshop. The workshop will take place in the Cerro Coso Lecture Center from 11 a.m. – 3 p.m. and will feature guest speaker Bart Grady. Grady is a graduate of the University of California Santa Barbara and is a professional theatre technician. In recent years Grady has worked as a Lighting Designer and Master Electrician for a number of San Francisco-based theatrical companies, including The S.F. Playhouse, John Sims Center for the Arts, Daily Lunch Productions, Actors Theatre of San Francisco, 3 Wise Monkeys Theatre Company, and First Seen Theatre Company.

The workshop will focus on lighting design and will cover topics useful to the beginning as well as the advanced lighting designer. Attendees will learn practical information such as how to hang and focus lights. The workshop will also cover advanced techniques such as creating special effects with lighting and integrating light with set design for effect. The workshop is sponsored by the ACSS and is free and open to the public. No experience is necessary. Please bring your questions and wear comfortable clothing. For further information, please contact Melinda Fogle in the Cerro Coso Drama Department at 384-6114.

## Game Developers Conference Expo Floor Notes

*We're not playing around anymore*

*By Guy Wright*

This year's Game Developers Conference held in San Francisco was a much more serious event than in past years.



It was more like your typical industry conference/expo. Most of the usual suspects were there to one degree or another

- Console Manufacturers Sony, Microsoft, and Nintendo (with Nokia showing N-Gage and Sony/Ericsson showing phones); graphics card makers Nvidia and ATI; Chip makers AMD and Intel; plus the expected distributors, packagers, and, of course the game publishers. But for the most part the expo was filled with tool makers offering compilers, middleware, AI components, modelers, particle systems, mocap systems,

3D scanners, cinematics engines and collaborative development environments.

Oddly enough, there were nearly a dozen colleges and universities at the show touting their game development, graphics, or animation



programs. There was the Vancouver Film School, The Art Institute of California, The Ex'pression College for Digital Arts, The Academy of Art: San Francisco, The Savannah College of Art & Design, The University of Central Florida, Cerro Coso Community College (with their Academy of Media Arts), Collins College, ITT Technical Institute, and Full Sail.

It could be that there is a growing demand for university trained and certified game developers (particularly artists) or it could just mean that academia is finally realizing that game development is as viable an industry as accounting or agriculture.

I did notice was a shift of emphasis away from new title announcements and individual game demos toward much more specialized game development tools and components. I know that the GDC is not E3 (Electronic Entertainment Expo) – it's supposed to be about tools and techniques - but I always felt that amid the compilers and graphics engines there had

always been a spoonful of hype and hoopla mixed in to brighten the mood. After all, game developers are supposed to be a fairly fun-loving and irreverent bunch aren't they?

Perhaps Shawn Heinrichs, Chief Financial Officer at Anark said it best, "As soon as people began to realize how much money was being generated by the game industry they began to look at things in a much more traditional business way. The content, or game play is still very important but now there's more emphasis on meeting deadlines, coming in under budget, and using traditional team programming approaches."

"In the past, games were built by individuals and there was a lot of proprietary coding," Heinrichs continued. "Publishers distinguished their games by tweaking their engines to get the last possible ounce of performance out of the target platform - if your programmer could get twenty more polygons out of a system than your competitor then your game would look better. The problem was that if your programmer went somewhere else chances were that no one else would be able to unravel that code or if there were improvements to the platform you had to rewrite all your proprietary code from scratch. Publishers also realized that with the vast amounts of money spent on development, slipping a deadline by even a few months could be a financial disaster.

You've got to have a more structured team approach to development and you've got to rely more on 3rd party components."

Heinrichs also pointed out that the 3rd party tools have also improved. "A few years ago no self-respecting game developer would rely on 3rd party development tools and with good reason. By trying to do everything most of the tools ended up not doing anything particularly

well,” he explained. “They were too generic and ended up producing pretty generic games. They were also usually about six months behind the curve so at best your title ended up looking like last year’s titles.

“Anark, for example, focuses on 3D user interface tools - Anark Studio and Anark Format SDK - that have an emphasis on establishing a ‘business contract’ between the artist and the programmer. We don’t do engines or modeling or level design tools. Our tools are also based on a more traditional programming approach which makes them more easily adaptable to changes from one title to the next, one platform to the next or one engine to the next. We aren’t trying to do everything and that makes our tools more valuable.”

There were a number of other companies on the show floor taking the same ‘specialization = value’ approach. For example, IDV (Interactive Data Visualization) was exhibiting speed tree,

a program that only does - you guessed it - trees. It can do everything from a single tree to entire forests.

Fork Particle, is another company taking the specialize road. Their product, Fork Particle 1.0, just does particles. Dolby and DTS only do sound.

The folks over at Curious Labs summed it up nicely when they said that Poser may only do one thing but they do it very, very well. “Poser is like a screwdriver - it’s designed for one specific purpose. Now you can use a screwdriver for a lot of things but when you need to drive a screw you don’t reach for a hammer.”

## CCCC Special Events Calendar March/April 2005

March 25, 2005	Spring Holiday
Mar. 28-April 1	Spring Break
April 7, 2005 6:30 PM	Dramatic Improv Show Lod Library (room 358)
April 9, 2005 11:00 AM	Technical Theatre Workshop Lecture Center
April 16, 2005 11:00 AM	Battle of the Bands Gymnasium/IWV
April 29, 2005 11:30 AM	Special Services Awards Luncheon
April 30, 2005	Junior Olympics Track/IWV

