Something Needs to Give

Meg Lidrbauch
Contributor

This has been the most turbulent start to a semester in my two years at Olin. I started with 18 credits of classes and OCO, for a total of 19 credits. I was taking UOCD, PDEs, MechSolids, and the special topics course Paradigms, Predictions and Joules. Within a couple weeks, it became clear to me that PDEs required a different level of understanding of math than I had, or at least a different way of thinking that would require more time to grasp than I had to give. After a late night discussion with a close friend, I decided, on the last day of Add/Drop, to drop PDEs and pick up Thermo. This decision was a lifesaver for me, and is one I wholeheartedly stand behind. Thermo is more closely and concretely connected to my interests of energy, sustainability, and systems thinking than PDEs.

This brings me forward to the first Candidate's Weekend. On Wednesday of that week (an Olin Monday), the narrative running through my head, of feeling like I'm drowning in work and commitments and feeling like I wasn't cut out for Olin but didn't want to leave, caused me to step out of class. It was the closest to a mental breakdown that I've come in my life, and it was scary. I was trying to hide my turbulent emotions, to maintain the façade that everything was okay, that I could handle everything. But I knew that something had to give. I wasn't able to put the time or effort into any of my classes, meaning that I was struggling to varying degrees in all of them, feeling like a poor teammate in UOCD and PPJ, and that I was putting in the minimum effort but the maximum that my time allowed on problem sets in Thermo and MechSolids. I kept thinking, something has to give.

> *"Everyone needs to do everything, and needs to do everything well."*

My realization now is that the thing that needs to give is bigger than my personal decision to drop MechSolids in favor of the other three classes that more closely correlate to and support my interests, because I know I'm not the only one who has felt inadequate and experienced this level of stress. The thing that needs to give is the feeling among students at Olin, propagated and fueled by students at Olin, that everyone needs to do everything, and needs to do everything well. These are two things that do not always go together. Some people are able to take 20 credits and be the leader of a project team and hold down an on-campus job. I have no idea how they do it, but they can, and more power to them. But what is important, if not necessary, to realize is that not everyone can do that, and that's OK. As a community, we need to take a step back and consider why we are doing what we're doing, both on an individual level and a community level, and what effects it might be having on the health of the Olin system and the students that compose it.

By stepping back, I realized that I am not a Mech:E. When I think of Mech:Es, I think of someone spending a lot of time using SolidWorks and devoting themselves to vehicle teams and working in the machine shop. I can think

of many people who embody what a Mech:E is (and I'm guessing you're thinking of some right now). But that's not me. What really excites me, however, is sustainability, renewable energy, and green building. That is why I am in love with PPJ and Thermo. For me, being a Mech:E doesn't help me accomplish my learning goals. I was learning in MechSolids, true, but at the cost of not learning as much as I want to in PPJ and Thermo and UOCD.

My point in sharing this story is that as a community, we need to be more cognizant of how other people learn, what they want to learn, and why they make their decisions, and then let them do that. I have a feeling that some people reading this article will think that I am quitting, that I could have continued with all four courses and passed, maybe even gotten A's. And maybe that's true, but what you're not considering is that, at least for me, doing so would

have come at the expense of my happiness, my duties as an R2 and a friend, and my learning. And those three things are not worth living up to the Olin status quo.

Let's change the status quo to be doing what YOU are capable of and what YOU want to do, instead of what it SEEMS you should be capable of and what it SEEMS you should want to do. Because then we can all get back to what we came here for: learning, growth, and enjoying our time at Olin.

A Survey on Service at Olin

David Zhu and Kelly Brennan
Contributors

This month we asked the student body a few questions to understand how service is currently being pursued at Olin. (All good design comes from good research!) We would like to share with you some of our findings and also how we can proceed as a community doing service.

Some quantitative questions we asked were:

Do you have an individual service project you are currently doing? If yes, what is the service activity called? If not, what are some areas of opportunities you may be interested in volunteering in? If you have a specific service activity in mind, what is the name?

We were happy to receive 66 responses to the survey. The distribution of people who currently identify themselves as service participators is shown Figure 1 to the

right.

According to the Corporation for National and Community Service, the college student volunteering rate across the country lies at 30.5% and is 30.7% in Massachusetts. Nationally, the median annual volunteering hours per college student is 40 hours, and "44.1% of college student volunteers engage in 'regular' volunteering (volunteering 12 or more weeks a year with their main organization)."[1] This demonstrates that we, as a college,

have a lot of room for improvement!

The results from our survey show that 82% of people who are interested in doing service are not actually engaging in it, suggesting that service opportunities are not easily accessible for students at Olin. We want to improve to follow the fifth founding precept from the Franklin W. Olin foundation: "The college, itself, the product of philanthropy, should find ways to contribute to its community and beyond… Poli-

Figure 1: Oliners Who Practice Service (N=66)

Yup 18%

Nope 82%
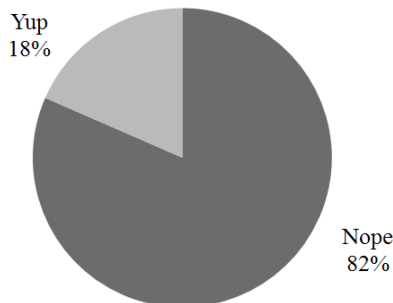
cies must be maintained that support these outcomes."

For those of us who are currently participating in service, the activities that we currently do include (but are not limited to): Edisco, HonorBoard, JFK Elementary School, Food Recovery Network, Math League, therapeutic riding, Brigham and Women's hospital, regularly donating blood, and being a peer advocate. (Email us at *SERV@olin.edu* to let us know of a service you do that we missed!)

For Oliners who are currently not sure how to volunteer, the graph in Figure 2 demonstrates interest in the following sectors.

Among these results, there were also other interests, including: professional applications of my engineering abilities, retirement homes/hospice, robotics, social justice, sporting events, youth art centers, and any other under-served group.

So now knowing what we can improve on and also what we are interested in,

how should we move forward? Last month, Service Pursuits were introduced to help students get assistance and funding to participate in any service activity they are interested in. As we brought this new opportunity to the student body, we realized that many people loved the freedom and support that they now have. However, many of us don't know where to start.

It takes time for us to find the right service we want to pursue, and with our busy lifestyles, finding service may quickly become marginalized. So to make this process even simpler, here are some strategies.

SERV members will be tabling every week from Monday to Thursday - come talk to us if you have any interest in trying a service pursuit! Not only do we process your requests, we are also here to help you form them.

Talk with friends and see what kind of service they are participating / want to participate in! We can help each

other find opportunities that really engages us.

Expect to see some more informative documents/emails in the next few weeks. We are currently in the process of taking our research and creating a simple experience for everyone to find the service that matches their interests.
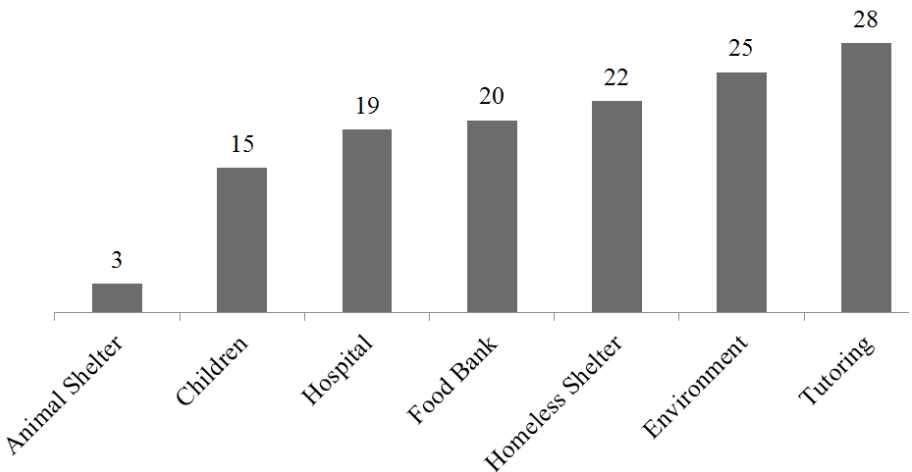
Give us feedback! Honesty is the most important aspect of this whole process, and without your thoughts and opinions, we can't become the best service community that we aspire to be. Come talk with us in the dining hall or anytime, or email us at *SERV@olin.edu*.

I'm excited to see the next chapter of our service story at Olin, and I hope you are too!

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Figure 2: Volunteering Interest by Sector

Figure 2: Volunteering Interest by Sector

Becoming More Honorable

Elizabeth Doyle
Contributor

"I'm not honorable." "I'm always late for meetings." "I lie all the time." This is just a sampling of the excuses given last year by people who did not want to run for the Honor Board. I realize that many of these were said in a joking manner, but there is a troubling thought lurking behind this. The Honor Code is something every student signed, promising to live by it for their four years at Olin College. Is the Honor Code a document we sign once and then forget about, or are we supposed to live by its values every day? The following is an examination of individual clauses of the Honor Code in action.

"Is the Honor Code a document we sign once and forget about?"

The Integrity clause of the Honor Code reads, "I will represent myself accurately and completely in my work, my words, and my actions in academic and non-academic affairs." Lying is clearly a direct violation of this clause. I see this clause broken most frequently when people probably do not mean to tell a non-truth. For instance, committing to do a certain task for a project or club and then not follow through on it is an inaccurate representation of one's self. If someone is not going to do an assigned task, I would rather that they tell me before I count on them to finish it or as soon as they realized they could no longer complete the task.

"Committing to do a certain task and not following through on it is an inaccurate representation of one's self."

The Respect for Others clause in our Honor Code reads, in part, "I will be patient and understanding of fellow community members, and considerate of their inherent dignity and personal property." This starts with respecting, rather than ignoring, choices people make that differ from your own. I wish we had a culture where people felt comfortable talking about 'taboo' topics. In her article from the November 2014 Frankly Speaking, "Religion and the Broom Closet," Claire Barnes said, "We as a community need to be able to have open, productive conversations about all aspects of life, including religion." I agree. However, we have yet to achieve that level of respect at Olin. In my classes lately, I keep hearing things such as "because we're all engineers we think…" Yet not everyone in the room is thinking the same thing. As soon as comments are made dismissing any other opinion that could be made, the environment can become hostile for anyone who thinks differently. When we leave the Olin Bubble, the diversity of opinions we encounter and need to work with is likely to grow. If we cannot respect each other here at Olin, how are we going to fair upon entering 'the real world'?

Creating a culture of respect in all aspects of life is a long-term challenge. I invite you to start with the simple action of respecting others' time. I have been on exactly one project team at Olin where every single person on the team committed to showing up on time. And it worked! I have been told it could never happen at Olin, yet it did. As a community, we have implicitly decided that habitual tardiness of 10, 15, 20 minutes is acceptable, but when my team decided that we should respect each other's time, the difference to our team dynamics was amazing. In addition to having the full, scheduled time to meet, meetings no longer started with annoyance at teammates for being late, so the meetings began in more collaborative manner.

Openness to Change we frequently think of as being willing to try new things. This clause in the Honor Code reads, "I will be receptive to change, supportive of

innovation, and willing to take risks for the benefit of the community." To fully live this, we need to be receptive to new classes, new professors, trying new things in established classes. We also need to think about how we talk about such experiences. "Linearity sucks" "Don't take [class] with [non-Olin prof]" Supporting innovation requires actively engaging in the process. Instead of stopping at "linearity sucks," continue the process of improvement by figuring out why linearity sucks and also what is going well. Engage in a respectful conversation with the professor. Will it always work? No, but trying is important. Taking risks is not a passive activity.

> *"Look at the places where you personally are not living up to the Honor Code."*

I end with a request. Please look at the small places where you personally are not living up to the Honor Code and try and change. Choose a couple of clauses of the Honor Code to focus on, then try to live out the spirit of these clauses in full. As the Do Something clause says, "I will strive to better myself and my community and take responsibility for my own behavior…" To me, this surpasses the guilt trip 'Do Something' is frequently used as. The Do Something clause sounds to me like a way of life. I hope you see it as the same.

Horoscopes by Drunk Editors

Pisces (Feb. 19 – March 20): Sandals and snow don't mix. Boots were invented for a reason. Although boots and tall snow don't mix well either, so you're probably just screwed.

Aries (March 21 – April 19): This month we will lose an hour. You'll need to work very hard to make up for this missed hour or work time or sleep time. Use your negative hour very wisely - you paid for it with a hangover in November.

Taurus (April 20 – May 20): See if any of the doors to the roof of your heart are open. Stargaze. Don't get caught.

Gemini (May 21 – June 20): Cancer (June 21 – July 22): If there was ever a time to embrace Pass/No Record, now is not it. Good news, though - spring break is right around the corner. You'll have an extra week to work hard.

Leo (July 23 – Aug. 22): You will have to walk to school, barefoot uphill both ways in the snow. And this winter is about to be Boston's snowiest winter ever.

Virgo (Aug. 23 – Sept. 22): When you see the bananas in the dining hall I bet all you can think of is the telephone. Use this as a reminder to call your family or reconnect with old friends. I bet they would love to hear from you.

Libra (Sept. 23 – Oct. 22): Stop. Stop procrastinating. Stop saying 'no.' Stop trying so hard. Stop not trying hard enough. Stop feeling guilty.

Scorpio (Oct. 23 – Nov. 21): Tennis balls are so perfectly round and fuzzy. They are fun to bounce. You can't not smile when you're holding a tennis ball. Next time you see one of these magical objects, make sure you give it its due respect.

Sagittarius (Nov. 22 – Dec. 21): You can convince them of anything. Remember, people used to think the Earth was flat.

Capricorn (Dec. 22 – Jan. 19): You look like you need some ice cream. Guess what flavors the Dining Hall has? Peach.

Aquarius (Jan. 20 – Feb. 18): BACK UP YOUR DATA! EVERYTHING WILL CRASH AT MIDNIGHT!

So What Are You Watching?

Kai Austin
Editor

The film industry is based on a formula that "works." Namely, a formula that makes money and a formula that is safe--and if you think about how much time, how many people, how much money, and how much love and care and effort that goes into making a film--it makes sense.

I was once told by a screenwriter, no one ever sets out to make a bad movie. But, like most businesses, they will not make anything unless profit is guaranteed – which is why you get sequels dragged into the ground and continual reboots are so prevalent despite the cry for originality. It does not matter how much people rant and rave about how great a film is, the box office speaks the loudest. If a film flies, expect sequels. If it flops, say goodbye. Dreamworks, for example, had an entire series planned for *The Road to El Dorado*, which was canceled because it was a box office flop and historically their worst financial film of all time at a total loss of $45 million.[1]

That said, my point is that Hollywood is saturated with movies of white male protagonists and supporting females, because it is a formula that sadly sells. Strong female leads unfortunately do not - part because most films that pass the Bechdel test flop (this is false, but it's Hollywood's biggest argu-

ment[2]) - part because even if female moviegoers buy tickets, they don't buy merchandise of male-targeted movies (strong females or not)[3] - part because even if over half the movie goers are female, they are watching male lead movies so why should anything change[4]? Also, don't forget that the "rest of the world" is considered a market. Not just the US.

> *"No one ever sets out to make a bad movie."*

Well, I'm going to tell you a secret – there are a LOT of movies out there with female leads who are pretty awesome. It may not be the majority of films, but they very much exist.

They just get snuffed out by marketing. And memory. People dismiss their actions. And then the whole movie itself is mocked and torn to pieces when they don't get it right, making the standards too high and the "risk" of making a movie with a female lead more daunting.

> *"There are a LOT of movies out there with female leads who are pretty awesome."*

Let's pick on Disney - and the phenomenon that acclaimed *Frozen* as being a revolutionary feminist film.

Remember *Pocahontas*? The Native American princess that threw her head on John Smith's own as her father was about to beat his brains out and trigger a war that would have ultimately ended in genocide, and who eventually dumped John Smith for someone else because he was a jerk. It is not uncommon to exclude her from the Disney princess line up - along with Tiana, Mulan, and yes - sometimes Jasmine.

How about Melody from the *Little Mermaid 2* - that mother, daughter story where the mother is not abusive and there are no men involved beyond a random crush stereotypical of budding puberty? Ariel's daughter has never been included in the Disney princess line up because Ariel having a daughter probably ruins the fact that Ariel is marketed as a 16 year old (and with Melody, she is in her 30's).

And for those of you wondering why Kida is not a Disney princess, it was because *Atlantis* was a box office meh. Just like *Road to El Dorado*, it had planned spin-offs focusing on its other characters that was quietly dropped. The Submarine voyage in Disneyland was originally intended to be *Atlantis* theme, and was changed into *Finding Nemo* for similar reasons.[5]

Disney has a stream of female-lead movies, because "The Princess Franchise" is primarily what it is - a franchise. In fact, it is the #1 fran-

chise in the world (Star Wars is #2) which is why they can experiment in the "dangerous waters" of female leads[6] due to the discovery that girls and women buy feminism.[7] The chiming word this time: merchandising - the other major lever on a film's success outside of the box office.

Merchandising is why Pixar made a sequel for *Cars* (made $10 billion in 5 years on merchandising alone[8]). It's why *Young Justice*, a wonderful show with a 50-50 male-female show of DC sidekicks, got canceled – because females were half the watchers and they "don't buy boy's toys."[9] With the Disney franchise, toys go with the movies, showers of pretty dolls and dresses little girls are expected to beg their parents to buy. Throw in a minor side-kick character plushie like Flounder or Olaf for the boys. (As a side note, Disney does not include Princess Leila in their *Star Wars* merchandising, and Gamora for the *Guardians of the Galaxy* because Star Wars and Marvel are "for boys."[10])

> *"Disney can experiment in the 'dangerous waters' of female leads because girls and women buy feminism."*

But moving away from Disney and animation. What about other movies with female leads? Why aren't they all over our Facebook and tumblr feeds? Is it because movies actually lack a strong female characters, that the writing is bad so they are flat and boring, that the actress herself did poorly so it is not a performance worth acknowledging, or that we get so wrapped up with the men, we stop noticing the women?

> *"If you don't watch Barbie or Tinkerbell, why not? Because you've never heard of them? Or because they are 'too girly?'"*

Do we ever talk about the lead from *Silence of the Lambs*? Ignoring the fact that Hannibal was a supporting character popular enough for his own spin off franchise, of course. Do we ever talk about *Alice in Wonderland*? Because you'd think with every remake they do someone will acknowledge Alice as an iconic character like the Mad Hatter and Cheshire cat (kudos to the Queen of Hearts for escaping). How about the *Wizard of Oz*? How about *Annie*? *Girl with the Dragon Tattoo*? *Alien*? *Kill Bill*? *Precious*? *Million Dollar Baby*? *Easy A*? *Juno*? *The Help*? *Epic*? *Amelie*? *Iron Jawed Angels*? *Doubt*? *Coraline*? *Pan's Labyrinth*? *Mary Poppins*? *One Night with the King*? *Prayers for Bobby*? *Legally Blond*? Anything with Angelina Jolie? Every single horror movie not written by Stephen King ever? *Gothika* actually takes a spin on that and makes the female lead a *black* woman!

Or maybe, moving back to animation – here's an even harder question – do you watch the *Barbie* franchise? Their most recent film was where Barbie got kissed by a chemically altered bug and gained flight, super strength, and the ability to shoot energy balls (also includes female twin engineers and questionable physics related to lava). Or how about the *Tinker Bell* franchise? It explores the back story of Tinker Bell, an overly curious tinker fairy and Tesla of the fairy world. Pirates and more questionable physics included.

> *"As a side question, does anyone else use 'chick flick' as a derogatory term?"*

If you don't watch these, then why not? Because you never heard of them? Because they are for kids? Because you don't think they are good? Or because they are "too girly"? Yeah – Barbie is all about her signature color of pink and "buy my dolls!" merchandising, despite the fact that she breaks more stereotypes than Disney films and can easily pass as a feminist heart throb. If you get past what she looks like, you discover she is also

smart and a bit quirky. Tinker Bell is too.

However, a funny observation I've had is that movies targeted at girls are often considered inferior to those targeted at boys. After all, the cry for an original female superhero is loud. But why would boys be interested in magical sparkle transformations as they discover they are actually the long lost merman prince of Oceana with pearl power and a faithful pet fish? As a side question, does anyone else use "chick flick" as a derogatory term?

That said, I am not here to convince you to watch movies normally targeted at "little girls." I am here to encourage you, if you want more of a certain type of movie, support it in every way you can, especially if you are not the target audience.

It is not getting better just because Hunger Games and Maleficent exist; it has actually gotten worse. In 2014, there were fewer movies with female leads than there were back in 2002.[11] And at $90 million, 50 Shades of Grey is the highest gross film of all time with a female lead, a female director, and a 70% female audience on opening weekend (Frozen was $67 million).[12]

So stop harping on Disney Princesses to lead the way - they have been for years and people who are supposed to make animated films of pretty animated girls in dresses (or teenagers if you will) are not the ones to do it. Remind *all* of Hollywood you want epic female characters leading the way and nothing else will do. That you would pay to see female-lead movies more than any other film. That gender marketing is absurd. That live actresses are as well beloved and capable as animated ones. That female supporting characters are epic and deserve spin off series just as much as Despicable Me's minions, Hannibal, and Wolverine. Drive the demand out hard - especially if you are a guy. With the deepest respect, if a heavily female audience goes to watch a movie targeted at a female audience, big whoop - that was supposed to happen. That is how gender marketing works.

> *"If you want more of a certain type of movie, support it in every way you can."*

So put a kink in that formula of expectations. Make that "risky" market look juicy so Hollywood has no choice but to step out of their comfort zone - and that if they flop, it's a stepping stone - not an "I told you so" dead end. Give them confidence that the years of time, script writing, finding actors, introducing revolutionary animation/graphics, reputation investment, production costs, advertising, actually shooting the movie and so much, much more – is worth that "risk."

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LGBTQ and OPEN at Olin

Charlie Mouton
Contributor

I recently sent out a survey asking students to answer a few questions about what sexuality they identify as and whether or not they considered themselves "out" to the community. The results confirmed some ideas that I have been noticing this year that have been bothering me. Out of the 117 responses that I received, a significant percentage of our population, 20% identified as LGBTQ. Olin has a heavy physical presence of LGBTQ students on campus. Unfortunately, this large population has little to no presence as an LGBTQ body. OPEN, the LGBTQ club on campus, has had almost no participation this year. As president, I really just want the club to exist as a place where people who identify as LGBTQ and allies can gather and be friendly every once in a while. This allows people to realize that they aren't alone as an LGBTQ student, and allows the rest of the Olin community to realize that we are a large percentage of the population (maybe they should stop assuming they know people's sexuality) and are all awesome people.

I have heard many people voice that the reason that they don't attend OPEN meetings is because they feel like Olin is a place where LGBTQ treatment is not an issue. Everyone is cool with it. There is no need to try to continue to improve Olin's openness to minority sexualities.

The fact is that Olin is not an ideal place for LGBTQ students. Although 20% of students identified as queer, another 11% were unsure or other. Of those students that identified as queer, unsure, or other, only 20% considered themselves "out" to the Olin community. 31% said that they were not out on campus or they were only out to a few close friends. Another 37% said that "coming out" was not important to them. I have personally encountered Oliners that faced confusion when they began coming out to their friends. Students are assumed straight unless otherwise stated, especially male students. Hetero-normative statements can be found in all areas of campus, perpetuating this assumed-straight idea and making many LGBTQ students uncomfortable. Wellesley asked students for their preferred pronoun when they enter orientation. No assumptions are made about gender or sexuality. Why can't Olin have a similar culture?

Olin advertises itself as a diverse place open and accepting of all backgrounds and lifestyles. Along with gender, sexuality is another area that Olin is succeeding in creating a diverse campus. The issue is that it doesn't feel that way due to the the inactivity of those students that identify as LGBTQ as a body. The stronger the presence we have, the less often hetero-normative comments and assumptions will be made. Olin students aren't purposefully being close-minded, they just don't realize that they are perpetuating ideas that go against what Olin stands for. By lowering these types of occurrences, we will create a community where those 17% of students who identify as LGBTQ but have not come out to Olin feel comfortable being themselves. Even if you are comfortable identifying as LGBTQ, or feel like it is not necessary to be an active ally, think about the Oliners who don't feel comfortable fully expressing themselves on our campus. Do something to make this campus a better place to be gay.

I want to challenge people to do more, care more. Make Olin a more open place. If you identify as LGBTQ and didn't see a purpose in participating in OPEN before, I hope you can recognize that participation shows others that Olin does care. That they have people to relate to. If you are an ally, and you want people to feel welcome, then show you care. Bring attention to hetero-normative comments and assumptions you come across. Be receptive when someone hints that they might identify as LGBTQ. Recognize that sexuality is a spectrum; people won't fall into neat little boxes. Understand that just because someone else has never been attracted to someone of one gender, that does not mean that person never will. I challenge us as a campus to stop assuming.

A History of 3D Graphics in Video Games

Elizabeth Mahon
Columnist

3D graphics – as in the type used in movies with glasses, not 3D models – has been a target that video game developers aimed at for years.

Though one might think that the ability to produce 3D models is a necessary prerequisite to creating 3D visuals, that is not the case. The Sega Master Drive, which came out around the same time as the NES and had similar power, came with an optional accessory released in 1987 that allowed a small subset of games to be played in 3D – despite the games being entirely sprite-based.[1]

> *"An optional accessory released in 1987 allowed a small subset of games to be played in 3D."*

It's not a surprise that Sega did it, though; they already had experience with the technology from Subroc-3D, an arcade game they released in 1982. Furthermore, Nintendo released a very similar add-on for the Famicom, the Japanese equivalent to the NES, the same year the add-on came to the Master Drive. Both systems used something called an LCD shutter to produce the 3D effect. These worked by blocking the view to one eye and allowing the view of the other to take in the image on the screen. The blocking disk in the glasses quickly rotated from the left eye to the right eye in sync with the images on the screen to create a fake binocular parallax (retinal disparity).[2]

> *"Some users reported motion sickness and headaches"*

Sega tried to continue this legacy of 3D games with their next console, the Sega Genesis, through a similar add-on called the Sega VR. With a form factor and function similar to the Oculus Rift, it's not a surprise that they were interested in such a system. Unfortunately, the state of technology at the time meant that some users reported motion sickness and headaches, and there was fear that prolonged 3D video could damage the eyes of users. As a result, it was quietly canceled sometime in 1994.[3]

These reactions didn't faze Nintendo, who came out with the Virtual Boy in 1995, a system that could produce stereoscopic 3D all on its own, not as an add-on to a preexisting system. It was essentially a set of goggles on a stand that the user peered into. It worked through vibrating mirrors that reflected a single row of LEDs,[2] and its graphics were red and black only due to the high cost of other color LEDs at the time.[4] Unfortunately for Nintendo, their less-orthodox approach did not prevent the headaches and dizziness that users of the Sega VR had suffered.[5] Just over a year after it launched, Nintendo cut the price from $179 to $99, but even that failed to lift the console's fortunes – they gave up on it not long after the price cut.[6]

> *"It worked through vibrating mirrors that reflected a single row of LEDs.""*

Though Nintendo had been burned by 3D with the Virtual Boy, they decided to experiment with it again when technology caught

up with their ambitions. In 2002, they created an LCD screen for the Nintendo Gamecube that did not require glasses to achieve the 3D effect, and implemented the graphics into some games, notably Luigi's Mansion. However, LCD screens were still quite expensive at the time, and the add-on was projected to cost more than the system itself. As a result, they shelved the idea.[7]

A similar idea was tested with the Game Boy Advance SP, but the resolution of LCD screens at the time was too low for the effect to be convincing on such a small screen.[8] The idea remained dormant for some time, before re-emerging in discussions about the successor to the Nintendo DS.

Nintendo didn't want the DS's successor to just be a more powerful DS, because that would not make it unique, so they revisited the 3D concept. After building a prototype, it became obvious that computing power and LCD resolution had both improved enough to allow Nintendo to fulfill its ambition: a true glasses-free, relatively inexpensive 3D system.[9] In 2011, the Nintendo 3DS equipped with realistic 3D effects came out, bringing things full circle.

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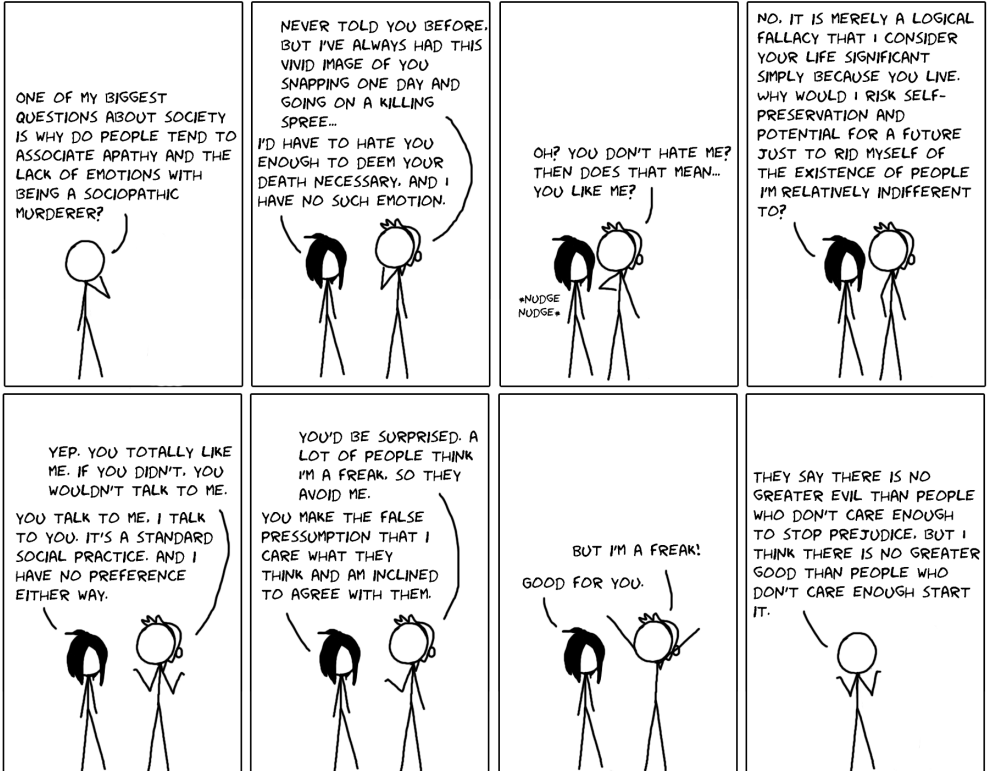
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NOT XKCD by Kai   FOR THE LOVE OF APATHY

ONE OF MY BIGGEST QUESTIONS ABOUT SOCIETY IS WHY DO PEOPLE TEND TO ASSOCIATE APATHY AND THE LACK OF EMOTIONS WITH BEING A SOCIOPATHIC MURDERER?

NEVER TOLD YOU BEFORE, BUT I'VE ALWAYS HAD THIS VIVID IMAGE OF YOU SNAPPING ONE DAY AND GOING ON A KILLING SPREE...
I'D HAVE TO HATE YOU ENOUGH TO DEEM YOUR DEATH NECESSARY, AND I HAVE NO SUCH EMOTION.

OH? YOU DON'T HATE ME? THEN DOES THAT MEAN... YOU LIKE ME?
NUDGE NUDGE

NO, IT IS MERELY A LOGICAL FALLACY THAT I CONSIDER YOUR LIFE SIGNIFICANT SIMPLY BECAUSE YOU LIVE. WHY WOULD I RISK SELF-PRESERVATION AND POTENTIAL FOR A FUTURE JUST TO RID MYSELF OF THE EXISTENCE OF PEOPLE I'M RELATIVELY INDIFFERENT TO?

YEP. YOU TOTALLY LIKE ME. IF YOU DIDN'T, YOU WOULDN'T TALK TO ME.
YOU TALK TO ME. I TALK TO YOU. IT'S A STANDARD SOCIAL PRACTICE. AND I HAVE NO PREFERENCE EITHER WAY.

YOU'D BE SURPRISED. A LOT OF PEOPLE THINK I'M A FREAK, SO THEY AVOID ME.
YOU MAKE THE FALSE PRESSUMPTION THAT I CARE WHAT THEY THINK AND AM INCLINED TO AGREE WITH THEM.

BUT I'M A FREAK!
GOOD FOR YOU.

THEY SAY THERE IS NO GREATER EVIL THAN PEOPLE WHO DON'T CARE ENOUGH TO STOP PREJUDICE, BUT I THINK THERE IS NO GREATER GOOD THAN PEOPLE WHO DON'T CARE ENOUGH START IT.

("YOU KNOW I AM FLIRTING WITH YOU, RIGHT?" "I SEE. IN THAT CASE, YOUR MOTIVES ARE FUTILE AS I WILL NEVER RECIPROCATE YOUR FEELINGS OR SATISFY YOUR EMOTIONAL NEEDS. PERHAPS YOU SHOULD CHOOSE A NEW TOPIC OR CONVERSE.")

The Olin Library
Uncovered

Five Cool New Things in the Library

1. Cardboard Study Carrel
Venture down to the lower level of the library to check out our brand new study carrel made entirely of cardboard. We heard lots of feedback about replacing the carrels, and we heard you. Don't worry, it is very sturdy.

2. Sprout Computer
This new computer, located on the main level near the printer, combines a touch-screen Windows computer with a 3D scanner and a projector.

3. Tools on Display
The tools that were formerly locked up in the lower level tool shelves are now on display on the main level. This means that you can stop by the library any time of day and check out any tool with the self checkout machine.

4. Fiction Section
All of the fiction from West Hall is now in its own section arranged by author's last name in the lower level of the library.

5. Owl Crayons
Multi-color owl crayons. 'Nuff said.

Lyra Silverwolf
Editor in Chief

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