

RENEE ZELLWEGER



WHEN Renee Zellweger beat out Patricia Arquette, Cameron Diaz, Bridget Fonda, Winona Ryder, Mira Sorvino, and Marisa Tomei to play the role of Tom Cruise's leading lady in *Jerry Maguire*, you could almost hear Hollywood scratching its collective head: "Who the heck is Renee Zellweger?" How unusual for an unknown to pluck such a plum, especially at a time when hyperactive publicists had made the names Matthew McConaughey, Alicia Silverstone, and Liv Tyler household words long before they warranted the puffery. Here was an actress who actually secured a star-making role before her first magazine covers hit the stands. But the musings over Renee Zellweger's good fortune ended with acclaimed performances in both *Jerry Maguire* and the indie film *The Whole Wide World*.

Born and raised in a small town outside of Houston, Zellweger is the child of a Norwegian nurse and a Swiss engineer. The town, Katy, was so small, in fact, that it didn't even warrant a movie theater until 1987. As a result of this cultural starvation, Zellweger didn't see her first art film until she was enrolled as an English student at the University of Texas.

While at U.T., Zellweger signed up for a drama class, simply because she needed the credit to complete her degree. Acting appealed to her immediately, and she began performing in student plays and with local theatre groups. Upon graduation, Zellweger declared herself a professional actress and began auditioning for every TV commercial and movie filmed in and around Austin and Houston. The roles she landed were predictably microscopic, but were more often than not in marginally respectable flicks like *Reality Bites* (1994) and *Empire Records* (1995). It was about this time that people began suggesting that Zellweger (pronounced ZELL-wegg-er) change her name to something a little more marketable—perhaps *Renee Z?* She demurred, figuring that if Arnold Schwarzenegger could make it in Hollywood with an impossibly long guttural name, then so could she.

In 1993, Zellweger accepted the thankless role of a

victim in *Return of the Texas Chainsaw Massacre* (the film was released, much to her chagrin, as 1997's *Texas Chainsaw Massacre: The Next Generation*). It was nothing more than a pay-the-rent *rszumT*-filler, but the film nonetheless turned out to be a good career move. On the set, co-star Matthew McConaughey showed her a script for his next project, a *Lovers-on-the-farm* actioner called *Love and a .45* (1994). Zellweger liked the script, and she auditioned for and landed a lead role. (McConaughey eventually dropped out of the project) *Love and a .45* earned her solid reviews, the best kind of attention on the film festival circuit, an Independent Spirit nomination for Best Debut Performance, and enough confidence to take the plunge and move from the small pond of Houston to the big pond of Los Angeles.

Luck continued to shine on Zellweger. Her manager stumbled upon a script for *The Whole Wide World* just as the film's director, Dan Ireland, was looking to replace his first choice, Olivia d'Abo, who was unexpectedly and inconveniently pregnant. Ireland cast Zellweger in the role. Her portrayal



Occupation: Actress
Date of Birth: April 25, 1969, Katy, Texas, USA
Sign: Sun in Taurus, Moon in Leo
Relations: Companion: Jim Carrey (actor)
Education: University of Texas, B.A. in English
Fan Mail: C/O United Talent Agency 9560 Wilshire Blvd., Suite 500, Beverly Hills, CA 90212, USA

of the outback. E. Howard plays audiences and critics. Festival Director his sports agent to Zellweger's buzz. *Wide World* has handful of actresses at the film's convincing woman to star as Intrigued by Zellweger's charisma when impressed that reading with him called him a Sundance.

With its late Windows has yet to be released in the market. The latest in formats of digital video iPod and a support is the real.

The first thing you'll notice is that the player looks great. Whole player is d

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The new playin

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by Shahed Ibrar Mahbub.

Software review: Windows Media Player 7

Microsoft enters the MP3 race!

By Shahed Ibrar Mahbub

The GraFix Column

Scanning, Resolution & Printing

BY SHARIER

This article is meant for those who are interested about making print graphics in Photoshop. People working with print oriented graphics are often perplexed by the end results of their work. What they see on the computer monitor is not often what they get out of their printer. This is actually a tricky area that a graphic designer must learn through experience. However, learning from others' experience also helps.

By the way, this is not the case with the graphics created just to enjoy on the computer monitors (like web graphics) as you see what you see and you actually do not 'get' it out physically. I will be short and to-the-point:

Resolution issues: A good print output depends on the good input. In other words, if you want to see a good print job done, you must collect a picture that has at least 150 dot per inch (dpi) density. The DPI is what you get to see in the computer monitor. But at the printer level, it's the Line Per Inch (lpi) that is the factor which controls how sharp the picture would look. The DPI density should be double the LPI. Newspapers print graphics at 65 lpi to 85 lpi. Glossy magazines use 133 lpi to 150 lpi depending on the quality of the paper. LPI higher than that would result in garbled printing. Lower level LPI creates grainy image.

The typical web graphics, which you download, vary from 72 dpi to 96 dpi (to see the dpi of a picture, go to Image>Image Size). If you must use a web graphic, resize the image to 200 dpi but avoid changing the other dimensions (like width or height). The result might seem horrific on the screen, but you can compare the end result by printing the same picture at both 72 dpi and 200 dpi. Ideally, you lower the dpi only for the purpose of releasing them in the web. And remember, it's also utterly useless if you unnecessarily increase the dpi to say 300 or 266 when you know your printer would never handle lpi more than 100 or so.

Scanning: Now that you know why you must take care of

the resolution issue, you already know that you should scan images at nothing less than 150 dpi. If you want to increase the size of the picture you are scanning, you may scan it at higher resolution. If you want to convert a picture to a raster graphic or a clip art, you may scan them with very resolution in bitmap mode. If you are scanning a picture from a newspaper, remember to use the 'descreening' mode if your scanner interface has an option. Otherwise, use the Dust and Scratches filter in Photoshop (or Photopaint or Corel) to reduce graininess. It's also a good idea to use the Unsharp Mask Filter to make the image sharper if you have increased its' size by scanning at higher resolution.

Printing: For best possible printing results from any printer, check your printer's graphic options first. See if it has any LPI option. Low quality desktops often do not have this option. But some of them do. Try to increase the LPI to its' maximum limit. Accept the fact that the printing would take a longer time if you want quality output. Convert your image to CMYK to make sure the color you see in the monitor is close to what you get in the paper. If there is a mismatch (even though the color cartridge is new), try to increase/reduce certain color tones of your image in Photoshop and check with the print results until you are satisfied. It's wise to use CorelDraw or Adobe Illustrator for the print job instead of Photoshop or Photopaint. CorelDraw would handle the print with much more clarity than you may possibly expect. If you are using CorelDraw or Illustrator, check the color manager option and see what type of color model it is applying for the printing. Typically it is set at generic. But you may not be happy with its results. In that case, you may change the model (there are plenty).

Finally, if you are addicted to amateur graphic works, try not to use stupid bubble jets from Epson or Canon. These printers are a sheer wastage of money though these sell at the lowest prices. Rely on a HP bubblejet or a color laser (l) Printer.

ZD NET'S REVIEW

THE NET-CONNECTED, DO-EVERYTHING CAR

The newest frontier for computing sits in your garage. The passenger car or SUV already has more microprocessors (as many as 125) than your average PC. And it's a ripe market, with 15 million a year sold in the U.S.

Automaker Ford and wireless provider Qualcomm are teaming up to provide an in-car service called WinCast. The first pieces roll out late next year. When fully implemented by 2004, you'll have communications functionality, information, navigation, Internet access, and entertainment. Delphi, the GM spinoff, has similar plans.

For instance, its OnStar system in 2001 will offer the ability to retrieve and then play (via speech synthesis) e-mail.

Sound cool? Yes. Sound distracting? Yes again. Research presented in July by the National Highway Traffic Administration shows navigation systems, radios, and cell phones all can be distracting to drivers. Nav systems are the most difficult of the three, although NHTSA also found that tuning the radio is more distracting than dialing a number on a cell phone. The same research found an age-gap difference: over-55 drivers had much more trouble with electronic equipment and in some simulated tests—they swerved out of their roadway lanes 8 times out of 10.

DAILY DOWNLOAD:

RegRepair 2000 will fix all your IOS errors (the messages you get at bootup, the failed-to-load files in the bootlog, and the corrupted font files that cause you to get locked out of Windows).

[Http://cgi.zdnet.com/slink?46535:4857872](http://cgi.zdnet.com/slink?46535:4857872)



The Conquerors is nearly finished, and it should arrive on store shelves at the end of this month. This expansion pack continues the deep and fun gameplay of the original by adding many new features, including five new civilizations, new units, new technologies, new campaigns, and more. In fact, The Conquerors could possibly be one of the most ambitious and feature-packed expansion sets to ever release.

The most immediate new feature of the expansion pack is the group of new civilizations, which are loosely grouped around the conquerors' theme. Unlike the Rise of Rome pack, these new civilizations are not related by geography or time period. Instead, they are historical conquerors, mighty civilizations that expanded their reach and power through conquest. The five new civilizations are the Huns, the Koreans, the Spaniards, and two civilizations from the all-new Mesoamerican tileset, the Mayans and Aztecs. The tileset has all new graphics for all the buildings, as well as a new look for the Aztec monk. The visual detail is stunning, and the artwork is very colorful. There are several new types of maps in the game.

Gameplay Improvements

There are also new game types in multiplayer mode: King of the Hill, Wonder Race, and Defend the Wonder. In King of the Hill, there is a single monument on the map that you must control for a given period of time in order to win. Thus, intense battles will

rage across the monument as all players try to plant their troops over the monument for the requisite time period. The Wonder Race is a completely peaceful game. Everyone is allied, so there is no fighting. You win by being the first to build a Wonder. In addition, there are no walls and siege weapons, as the object is absolutely peaceful. The last new game type, Defend the Wonder, is the exact opposite type of game. Here, you control a Wonder that is defended by a huge, pre-built defensive network. You can of course build more defenses, but all other players will be gunning for you. They win if they destroy the Wonder, while you win if you can hold them off.

An oft-requested fix that the Conquerors finally provides is farm queuing, which has been somewhat addressed. Now, you can queue farm replenishment at the mill. There is now a button at the mill that you can click that queues up a new farm to be built if one runs out.

Among the other improvements are smart villagers and smart siege weapons. Now, villagers will automatically harvest resources once they finish building a resource center. If your villagers, for example, build a lumber camp near a forest, they'll immediately begin chopping wood when they finish, rather than waiting for you to command them to do so. Siege weapons no longer fire blindly at the enemy if their splash damage would also damage your troops. The default auto-fire engages only if your troops don't get caught

in the blast.

New Units

One huge draw for Age of Empires II is the new units for each new civilization. In addition to these unique units, a few non-uniques are being introduced. Here is a selected list with a brief description.

Eagle warrior: This is a fast infantry unit that replaces scout cavalry for the Mesoamerican civilizations. It is fast and resistant to conversion. Aztec and Mayan players begin play with an eagle warrior rather than a scout cavalry.

Halberdier: In Age II, there were only two troops in the spearman line: the spearman and the pikeman. The Conquerors adds a third and final unit in the spearman line: the halberdier. It is a better anti-cavalry unit than that is researched in the Imperial Age.

Hussar: The hussar replaces the light cavalry line of mounted units. This unit is faster and retains the bonus against archers and the resistance to conversion.

Petard: This interesting unit is built at the castle and is a weak ground unit. It summons madly at its target and then explodes with great force. It is excellent for destroying buildings, but ineffective against regular units. It is available in the Castle Age.