



The power to do more

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HANDS ON REVIEW

MICROMAX CANVAS UNITE 4 PRO

FIRST IMPRESSIONS:

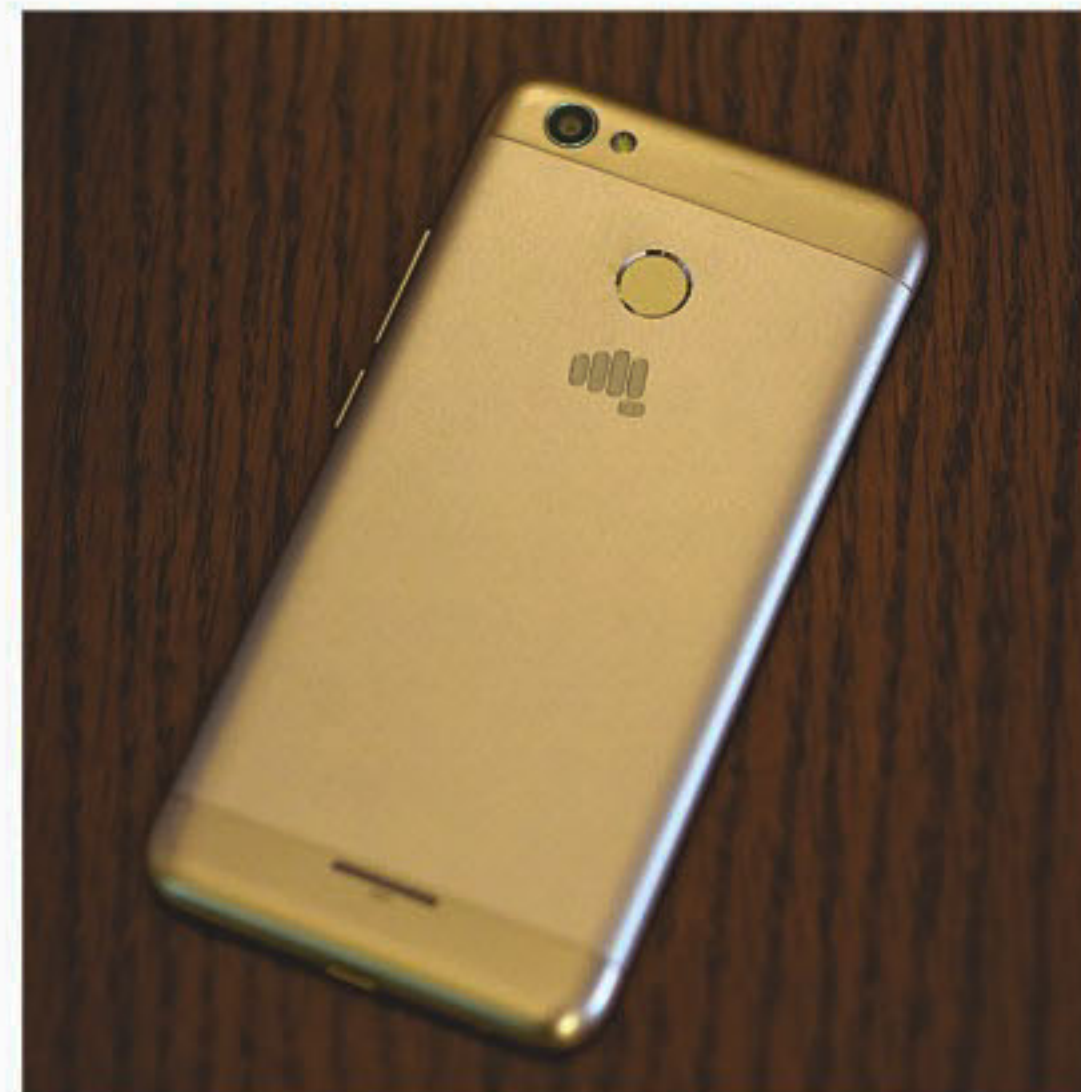
That is quite a long name for a phone, so long that you possibly may have to take a breath halfway through it. Jokes aside, the Unite 4 Pro is a good-looking budget phone that does not mock your bank account whenever you take it out of your pocket. There is a fingerprint reader at the back further aiding its will to stand out of the budget bunch. The build is solid, with a hard to remove metal back hiding the microSD and dual SIM slots. One eyesore is the colour, it sports gold.

DISPLAY:

If you were expecting a great display as the phone has "Canvas" in its name, because paintings and canvas and art and what not, you will not be disappointed. The 5" 720p IPS panel looks quite good and renders pretty accurate colours. The panel isn't very bright though, requiring you to either bring the phone millimetres away from your face or go under a shade.

POWER:

Budget and performance rarely get along, and this example is no different. Power in the Unite 4 Pro comes from a Spreadtrum SC9832 chipset sporting a Quad-core 1.3 GHz



Cortex-A7 CPU along with 2GB of RAM. And as expected, the phone chews up all your casual daily apps with ease, but bogs down a bit when a graphics-heavy title like Riptide GP is thrown at it. It holds up well with multitasking between a boat-load of apps, but sacrificed the loading times in the process.

BATTERY:

Ending a day of moderately high usage at over 60% of juice still remaining intrigued me to try and run through the next day without plugging it in. To my surprise, the Unite 4 Pro, with its 3900mAh battery, went through the second day without leaving me stranded and bored in rush hour traffic.

CAMERA:

The 8MP rear unit comes with auto-focus and takes fairly decent pictures, with the camera app having minimal shutter lag. Colours are a bit muted but are able to be corrected with a bit of post-processing in a third party app. The front camera is a 5MP unit good enough to make sure all ten million of your selfies are all totally crisp.

SOFTWARE:

The skin on the Android 5.1 Lollipop UI is perhaps the biggest drawback with this phone. Throughout my time with the device, I was unable to figure out how to set the phone on a custom audio profile that would allow me to put the phone on a silent with vibration only setting. There is a lot of bloatware when you turn the phone on for the first time, but all of that

can be fixed if you replace the stock OEM launcher with one from the Google store. But word of caution: do it at your own risk.

VERDICT:

The Micromax Canvas Unite 4 Pro, as long as its name might be, has a longer list of pros compared to its cons. It's a good phone looking that feels quite premium for the price you pay for it, and the extra long battery life redeems most of its hiccups with the software.

WORDS & PHOTOS: RAHIN SADMAN ISLAM

JUST IN

Symphony brings new smartphone "Symphony P7"

Symphony has brought a new smartphone: "Symphony P7". This handset comes with dual flash & a 13 megapixel rear, 8 megapixel front camera, 1.3 GHz quad core processor along with 2GB DDR3 RAM. Symphony P7 also comes with 16GB of internal storage (ROM) and 2600 mAh Li-ion battery.

Price: Tk. 8,990/-

Nokia 216 Dual SIM launched

Microsoft Mobile Devices Sales division recently introduced Nokia 216 Dual SIM- a new feature phone in Bangladesh. Featuring two cameras with LED flash, the internet-enabled Nokia 216 Dual SIM are great feature phones for capturing and sharing special moments. For entertainment and music, Nokia 216 Dual SIM come with an FM Radio, MP3 and video player, and Bluetooth audio support for headsets. The phones can store up to 2000 contacts, and have a memory card support of up to 32GB. The rear camera LED flash doubles as a built-in torchlight to light up situations where you need it most.

Price: Tk. 2,990/-



TECH HAPPENING

EATL receives NPQ Excellence Award 2015

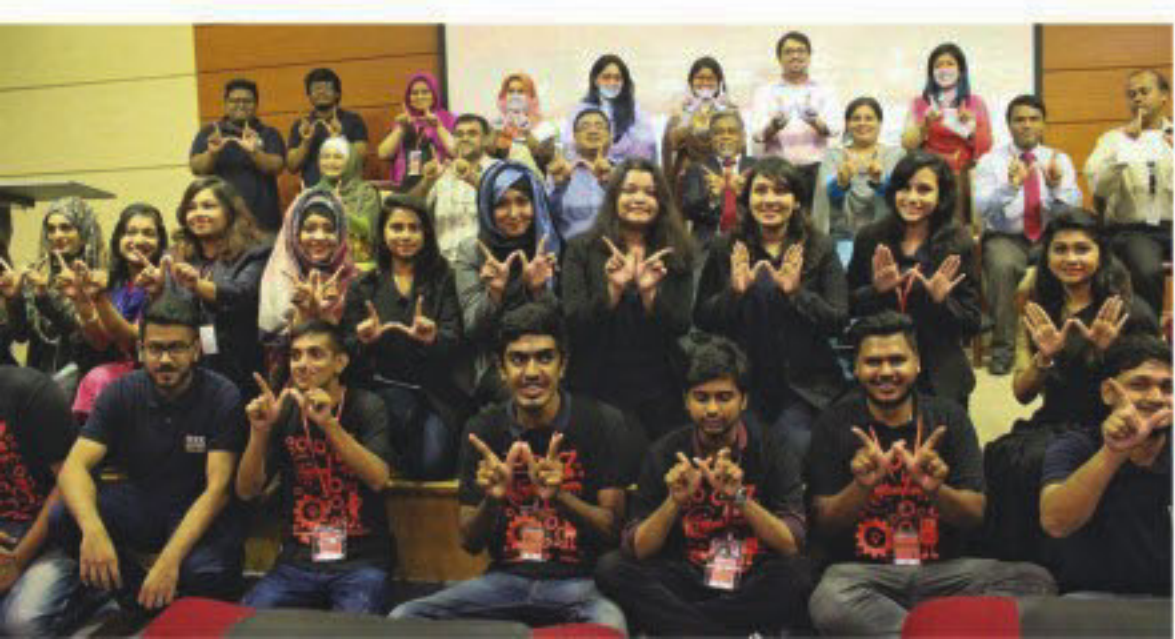
EATL was awarded National Productivity and Quality Excellence Award 2015 as recognition for continuous improvement in productivity and quality. Minister for Industry Amir Hossain Amu handed over the trophy to M A Mubin Khan, managing director of EATL, in an occasion at a hotel in capital on Wednesday, October 26 organised by the National Productivity Organization (NPO) under the Ministry of Industry.

Webhawks IT sets up office in Germany

WebHawks IT has stepped into the European market with Germany Incorporation Announcement held on Wednesday, 2nd November 2016 at WebHawks IT Bangladesh office. Mr. Upal Mohammed -the Founder & CEO of WebHawks IT, Director of Company Mr. Prodip Das, Mr. Ruediger Polster -Representative Director of Germany office and Mr. Marco Koeder - Senior Member of advisory board of WebHawks IT Inc. were present as distinguished guests in the program.

IEEE NSU holds Technovanza

Technovanza, the signature event of IEEE NSU Student Branch organized by Women in Engineering (WIE) Affinity Group, was held on 21st - 22nd of October at North South University. The event consisted of 7 different competitions such as Line Follower Robot Challenge, Poster Presentation, Project Showcase, Green Brain, Rubik's Cube, Engineering Olympiad, Sumo Robot Fight and a Women Empowerment Session. In the Opening Ceremony, special video messages from IEEE President Elect 2016 and IEEE President 2017 - Karen Bartleson and Chair of IEEE Women in Engineering Committee- Takako Hashimoto were shown at the event where they individually congratulated the organizing committee for the inaugural ceremony and wished them, and the participants, good luck for Technovanza. The organizing committee along with the invited guests had launched the first WIE Magazine 'PRODIGY' from IEEE NSU SB WIE AG as a souvenir of Technovanza.



THE EVOLUTION OF CHARACTER MODELLING

Very few game characters are as iconic as Lara Croft - the Tomb Raider. Since 1996, Lara has scaled walls, adorned them in poster form and occasionally got teens into trouble with conservative parents for provocative box-art. She's the perfect example, then, for a look at the art of character modelling.



1996
Lara Croft, the daughter of a British archeologist, was modeled by the people at Core Design with only 540 polygons, which was unheard of at the time. Paul Douglas built a custom game engine to handle the 3D effects, since game engines of the time were not suitable for the developers' vision for the game.

1997
The major changes included an in-game model of Lara that better reflected the box-art, which was one of the only major faults of the first game: in-game Lara looked little like the promotional art that publisher Eidos pushed. Number of polygons making up her 3D model remained the same.

1998
Re-writes to the graphics engine - better lighting, a new storyline with improved AI. A lower cut top appeared, with Eidos marketing Lara as a femme fatale and cashing in on her appeal in the eyes of speckly teenagers. It was the late 90's alright, all before political correctness was a thing. The fans apparently loved it.

1999
The game engine got a major overhaul for The Last Revelation, with a more voluptuous model for Lara - reduced shoulder width, provocative clothing, et cetera. The game used full-motion video in the cutscenes, with better shadows and lighting as hardware became better with time.

2000
Tomb Raider: Chronicles was relatively unchanged from The Last Revelation, utilising the same polygon count. The first 5 games of the series featured a largely unchanged Lara in terms of box-art, but obviously varied quite a bit in-game. It featured softer skin tones for characters and better textures for the environment.



2003
The Angel of Darkness is considered to be the first "modern" Tomb Raider game. Inspired by Angelina Jolie's portrayal of Lara Croft in the Tomb Raider movie, the in-game model was identical to the box-art. To create the new Lara for a new era of consoles (PS2 and XBOX), the new developers, Crystal Dynamics, had to cut corners during development of the brand new game engine. This meant the game was clunky and felt unfinished, resulting in the lowest rated and lowest grossing Tomb Raider game. The game did launch Lara's sleek new looks, though.

2006
2006 saw yet another major revamp for Lara Croft, the in-game model consisting of 5,000 polygons, a far cry from the 540 polys featured in the first game. Tomb Raider: Legend gave Lara much more realistic hair, more fluid movements and a natural, athletic body type with more pronounced and toned muscles. The over-sexualisation of the character was slowly reduced both in the box-art and in-game - however, the damage of 10 years of treating Lara as a sex-object had already been done - fans of the series decried the "toning down" of the character.

2008
According the 2008 Guinness Book of Records, Lara Croft was officially the most detailed video game character ever - 32,816 polygons for a single model. Nearly six times the poly count of 2006's Legend and 2007's Anniversary, Tomb Raider: Underworld featured highly realistic hair that had free movement while running and jumping, alongside highly improved texturing that meant Lara's skin would shimmer with water every time she took a dive. Environment modelling reached new heights as well.

2012
The 2012 reboot of the entire Tomb Raider series featured a much younger Lara. Immense progress in modelling and graphics hardware for both consoles and personal computers meant Lara's model could be taken to new heights. Dynamic hair, ultra-realistic movement and a focus on blood and sweat led to a vulnerable Lara learning the ropes of going it alone. For the first time ever, modelling of enemies were given as much priority as Lara herself, and use of the Frostbite engine made the environments highly dynamic as well. Tomb Raider never looked so good.

For an in-depth review of Rise of the Tomb Raider, keep an eye on page 5 of SHOUT this Thursday.

