

# TOGGLE

WEEKEND LIVING IN THE DIGITAL AGE

A publication of *The Daily Star*



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# Microsoft couldn't resist buying Activision, here's why

On Tuesday, Microsoft announced that it was acquiring gaming studio Activision Blizzard in a \$68.7 billion all-cash acquisition deal. The deal is all set to become Microsoft's biggest deal ever—nearly three times of the 2016 LinkedIn acquisition—and will make Microsoft the new owners of acclaimed titles like Call of Duty, World of Warcraft and Candy Crush, to name a few. With this deal, Microsoft is also kicking off a new division—Microsoft Gaming, to be spearheaded by Phil Spencer, former Xbox boss.

For Activision, the deal is, in fact, a rescue as Activision CEO Bobby Kotick has recently been named in multiple allegations of discrimination, sexual harassment and maintaining a toxic work culture. Bobby will, however, continue to serve as Activision CEO, at least until the deal closes.

For fans of Activision's popular titles like Call of Duty, the deal potentially means they can continue playing their favourites without worrying about the studio shutting down. But above everything, Microsoft is the one entity that's set to reap the most out of this deal as it looks to strengthen its foothold in the gaming industry.

The deal will essentially turn Microsoft into the world's third largest gaming studio, right after Tencent and



Sony. It also catapults Microsoft right into the mobile gaming industry where Microsoft had little to no foothold. With Activision's Candy Crush, one of the world's most popular mobile video games ever made, Microsoft is presented with an opportunity to take things forward in the fast-growing mobile gaming arena.

With this deal, Microsoft is also looking to boost its Metaverse and GamePass portfolio. Microsoft has already set gaming as one of the key cornerstones of building its own version of Metaverse. The Activision acquisition gives Microsoft more

materials to play around with. As for GamePass, the deal will bring around a new 400 million monthly active players on GamePass, boosting it significantly against its competitors in the market.

Microsoft is looking to build a bigger empire. Activision acquisition is one more step towards that goal. As for gamers, prospects look bright as Microsoft aims to "bring the joy and community of gaming to everyone, across every device." For independent studios, however, things are less hopeful as giants shake hands to take them on.

## WhatsApp to reportedly support Android to iOS chat migration

WhatsApp might introduce a brand new feature that will allow users to migrate chat history from Android to iOS platforms, according to latest reports.



This cross-platform feature was first reported in the WhatsApp iOS beta version 22.2.74 and Android beta version 2.21.20.11. While no official announcement from WhatsApp has been made yet regarding this new feature, it is expected to be launched in a new update.

Screenshots of the feature in the Android beta version show a typical permission window before beginning the chat history transfer. The app will also ask the user to keep WhatsApp running and the phone unlocked while the data migration takes place.

WhatsApp began allowing chat migration features from September 2021, initially from iOS to Samsung and then iOS to Google Pixel and Android 12 devices. It is currently unconfirmed which Android and iOS devices will support this Android to iOS chat migration feature.

## Symphony starts exporting Bangladesh-made smartphones to Nepal

ZAKIA SAMEEN NOOR

Symphony Mobile announced that they have begun exporting locally assembled 'Made in Bangladesh' smartphones to Nepal. The announcement was made on January 22, at their factory premises near Ashulia, Dhaka.

This export will be done through Apex Group Nepal. According to Symphony Mobile, the export began back in October 2021, and about 15,000 handsets of three models were sent in the first batch of exports. Symphony Mobile is planning on sending 10,000 phones of different models every month.

Mr. Mostafa Jabbar, Minister of Government of Bangladesh, Ministry of Posts and Telecommunications, Mr. Mohammad Khalilur Rahman, Secretary, Ministry of Posts and Telecommunications and Mr. Shyam Sundar Sikder, Chairman, BTRC, Mr. Zakaria Shahid, Managing Director, Symphony Mobile were present during the announcement.

Zakaria Shahid said, "The factory is run by around 15 hundred people and in addition to this more than fifty thousand to one lacs, people are directly or indirectly involved in the production activities. Apart from Nepal, we are also planning to export our mobile phones to Nigeria, Sudan, Vietnam, and Sri Lanka by 2022."

Mostafa Jabbar said, "I would like to see Symphony Mobile in 50 more countries very soon. The Bangladesh government will extend any kind of help if needed". He also inspected the factory's various assembly lines where he engaged with the young employees.

Symphony Mobile, a brand of Edison Group, launched its assembly plant in 2018. The plant has produced around 12 million phones every year. They also produce chargers, batteries and earphones, with plans for launching 'Made in Bangladesh' tablets soon.

In addition to smartphones, Symphony is also making various parts and accessories for mobile phones. According to the Symphony authorities, Symphony's factory is producing 8 lakh chargers, 8 lakh batteries and 8 lakh earphones per month. They are planning to increase the number in near future.

## EDITOR'S NOTE

### Mind over matter

Ever seen those post-apocalyptic sci-fi movies where the collective consciousness of the human race is under the control of machines? Or maybe even X-Men? Charles Xavier using his brainwave amplification device 'Cerebro' to detect mutants across the globe? What if I told you technology like that is soon on its way to reality? Much sooner than you think.

Jokes aside, we, fortunately, do not live in a fictional comicbook. However, recent advancements in neuroscience research have made technology such as brainwave scanners and brain-to-brain synchronicity devices possible. Check out this week's Cover Story to find out what UIU's Brain Computer Interface (BCI) Research Lab has been developing. From EEG headsets to machines that can measure your attention level, you would be surprised to find what strides have been made to improve the fields of neuroscience research and machine learning in Bangladesh.

In Shift, we talk about the history of the Lancer Evolution cars, and how they might have devolved over the years. If you're looking for a new gaming mouse, we have a brand new buying guide in Bytes. To make your professional life more efficient, try out some of the apps we recommended this week in Tech Tips.

Please remember to maintain proper protocols during the ongoing restrictions.

Stay safe everyone. Have a great weekend.

Shams Rashid Tonmoy  
Sub-editor & Feature Writer

## TOGGLE

Editor and Publisher  
Mahfuz Anam

Editor (Toggle)  
Shahriar Rahman

Team  
Zarif Faiaz  
Shams Rashid Tonmoy  
Tanzid Samad Choudhury

Graphics  
DS Creative Graphics

Production  
Shamim Chowdhury

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# Things to remember when transitioning to offline classes

SAMILA SOBHAN

It is 2022 and the pandemic is still relevant as it was two years ago. The last two years took a turmoil not only on our health but on much more: mental health, economy, work-life, societal relationships, the list goes on. The education sector has seen its fair share of disruption, with the disintegration of the conventional methods of studying known to mankind, to the undertaking of a new technique and strategy that is the online gateway of attaining education.

However, things are slowly looking up. As we gradually recuperate to the pre-Covid-19 standard of living, educational institutions are levelling up as well and have already initiated vaccine campaigns for students in the hope of resuming physical classes. With that being said, there are a few, important things to

consider to make a frictionless shift towards offline/ physical classes.

## COMPLY WITH COVID-19 REGULATIONS

Schools and universities are likely to be populous, which is unfavourable to stop the spread. Students, and parents in accordance, still need to adhere to safety measures, much like following them even after vaccination. To keep safe, remember to wear a mask, carry your sanitiser, sanitise rhythmically and maintain social distance as much as possible.

## RESTORING ROUTINE

As a by-product of the pandemic, students have fallen out of their steady routine of waking up early, grabbing breakfast, attending classes and everything that is a part of a regular student's customs and

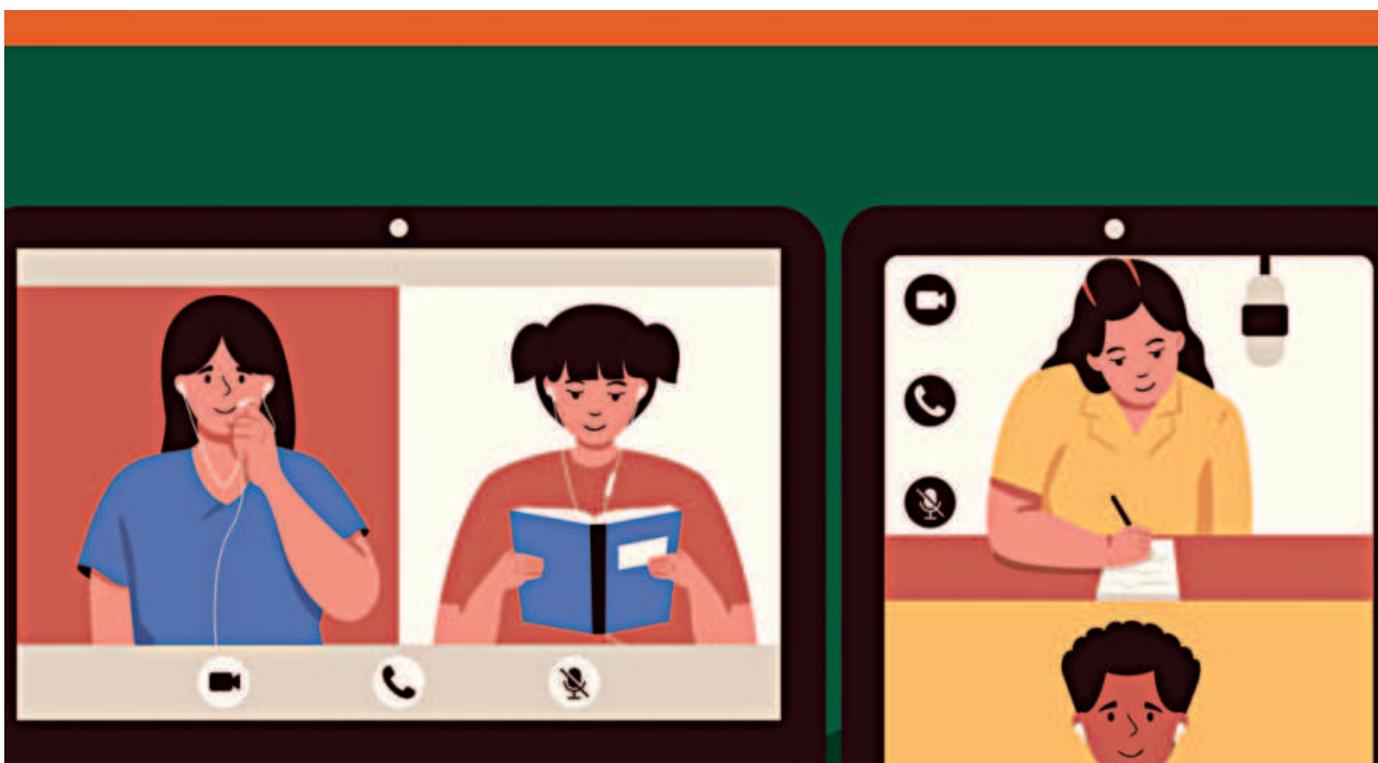
lifestyle. Additionally, their sleeping and studying patterns have seen a drastic transformation. Establishing a habit of waking up punctually and following the normal timetable of a student will help step out of the laid-back schedule that we have been harbouring for the last couple of years and accommodate the change accordingly. Remember to head out early to beat the traffic in busy roads.

## SHIFT FROM TECHNOLOGY

Thanks to advanced technology many students have lost their systematic reading and writing mechanisms, while many depend entirely on PDF notes and typing out their exams and homework. From watching recorded lectures and attending zoom classes from the comfort of their homes to reverting to submitting handwritten tests and assignments, students must allocate ample time to themselves to resuscitate this change. It's time to bring out and dust off the old notebooks and stationeries. No more excuses for bad internet connection when you are late to submit your exams, once offline classes take off.

## COUNSELLING

Adapting to any sort of change is strenuous on psychological health, especially relating to reality after a prolonged period of absence. Young children, who are new to friendships and have had minimal exposure to human interaction, are the ones to face social anxiety the most. Schools and universities, therefore, ought to allocate a separate counselling team dedicated solely to assisting students with onboarding for a tranquil and unchallenging transition from the online paradigm back to the offline realm. Sessions could include discussing their troubles such as financial stress on the students and their guardians likewise or helping them rebuild their social and interpersonal skills by creating an ambience of acceptance and community.

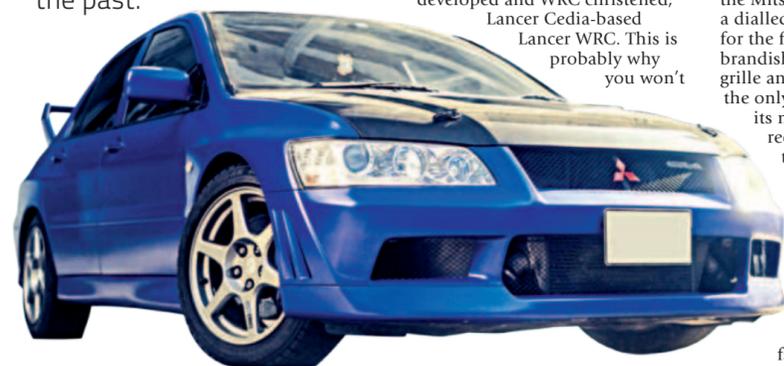




# Survival of the fittest EVOLUTION

AHBAAR MILKY

If you're asked to picture an Evo (short for Lancer Evolution), chances are you have conjured up a CT9A Lancer Evolution in your mind, that too in either red, green or white. The seventh iteration of the Lancer Evolution was a massive departure from the red thoroughbred rally cars of the past from the triple diamond marque, for it was based on the back then, newly introduced Lancer Cedia, which looked nothing like the Lancers of the past.



However, the CT9A cemented itself onto our consciousness to be synonymous with the word 'Lancer Evolution' despite being lamented as of late 2016 and out of 10 generations.

Change is hard. And that was certainly the case with Evolution VII as the newly christened rally car for the road received lukewarm reactions from fans. Fast and Furious movies definitely helped ease the transition as a bright green Evolution VII with a wing received significant screen time, and did the same later with a bright red Evolution VIII with a wing. Although the Lancer Evolution would have done just fine without the stardom it gained throughout the years from the Fast and Furious franchise. These cars usually raced on a Sunday and sold on Monday, as Mitsubishi had motorsport pedigree in abundance.

The 2001 World Rally Championship (WRC) saw Mitsubishi enter two different generations of the homologated Lancer Evolution due to complicated contracts Ralliart (Mitsubishi's motorsport wing) was under with the FIA. Both the outgoing CP9A Evolution 6.5 and the newly developed and WRC christened, Lancer Cedia-based Lancer WRC. This is probably why you won't

see pictures of the later iterations of the CT9A as the Lancer WRC competed till as late as 2007 with little to no success.

Meanwhile, the road-going Evolution 7 shared the majority of its interior and trim components with the base Lancer. While the arches were flared and boxy, true to Evolutions of the past, the arches were wider than ever before, and the trunk spoiler was larger than ever. The turbocharged 4G63 power train was updated in terms of torque, while horsepower was capped at 276 due to the infamous gentleman's agreement between Japanese auto manufacturers. In reality, most performance cars made



power well above the agreed threshold.

2001 was a year of many firsts for the Mitsubishi brand, for they offered a dialled down automatic Evolution for the first time. The Tiptronic Evo brandished the 'GT-A' badge on the grille and on the trunk, which wasn't the only distinguishing feature from its manual variants. The interior received chrome trims throughout the door handles and the tachometer, while the elephant in the room was the 5-speed automatic gear shifter. The seats were plusher than the hardcore Recaro in the other car. The GT-A also received a different steering wheel and a tachometer to house the PRNDL gauges, which many fans would say was quite ugly.

Meanwhile, the bumpers were different from the GSR, as the GT-A had a nostril-less front bumper, a sleeker hood with no meshed scoop for added ventilation, and a shortened trunk, therefore, boot.



While the clear tail lamps are a dead giveaway while distinguishing a GT-A. The GT-A, therefore, was a viable daily driven alternative, years before the final evolution debuted with the automatic SST gearbox, too many dull econoboxes on the market since it made significantly less power than its GSR brethren.

This matte, Sonic the Hedgehog-like blue Evolution VII is slightly modified but still within the realms of OEM specifications, and for sale, courtesy of The Motor Company. The Evolution 8 Enkei wheels suit the polarising paint job better than the diamond cut 17" the Evolution 7 wore and are sitting on Blitz coil-overs while the boot spoiler has been upgraded to the bigger GSR wing. The hood has also been replaced with a lighter GSR carbon fibre hood, and the interior is brought up to date with an android infotainment system.

With Mitsubishi killing off the Evolution nameplate, these potent turbocharged AWD sedans are soon to be a relic of the past as global powers are doubling down on extinguishing the internal combustion engine, which is why now is as good a time as any to own a Lancer Evolution.

PHOTOS: AHBAAR MILKY

# Peering into your mind

## UIU's Brain Computer Interface Research Lab paves the way for advanced research on brain-computer interface

SHAMS RASHID TONMOY

The Brain Computer Interface (BCI) Research Lab in United-International University (UIU) is the first laboratory in Bangladesh with the sole focus on researching the connectivity between the human brain and machines. Inaugurated on 12 December 2021, this lab introduces new technology to create more opportunities in the biomedical and neuroscience research fields of Bangladesh.

While the subject of brain-computer interface can be difficult to explain, in the simplest terms, it is a method of communication in which the electrical signals in the brain can be tracked via a computer. Research involving brain-computer interface consists of decoding the brain's electrical activity and translating the output as decipherable commands.

UIU's BCI Lab aims to contribute to this ever-expansive branch of neuroscience research by introducing innovative technology with hopes of

attention in classrooms. With the purpose of combating this alarming statistic, FocusMind provides a neurotech-based solution.

Using a headset that collects, filters and processes EEG data, FocusMind can calculate the engagement index of students to measure how attentive they are during a classroom lecture. In a classroom utilising this technology, the teacher and the students need to be wearing the FocusMind headsets, which will allow their brain waves to be synchronised. The headset will be digitally connected to a dashboard that will track individual records and performances of each student, so the teacher can further pinpoint inattention spans and adjust the classroom more to be more efficient.

The neuro and biofeedback will essentially quantify and compare how engaged the students are when listening to a lecture, taking a test or watching video lectures. BCI Lab plans to use the information provided from FocusMind

signs of a human brain to gain insight on the subconscious decisions that affect a consumer's choice in product purchase. The data derived from this finding can provide credible information on product development and pricing. Thus, Market Brain can be used by advertising agencies to receive more informed suggestions on how to cater to the mainstream while addressing consumer needs.

Market Brain operates by collecting neuro codes from a participant's mind when they are exposed to a specific advertisement. Using a machine to input EEG and eye tracking of the participant, the AI filters brain signals and classifies noticeable patterns via methods called feature extraction and selection. These patterns are delivered in the form of prediction algorithms that can be used to potentially increase consumer engagement and boost the efficiency of product marketing.

BCI Lab plans on commercially releasing Market Brain to advertising

processing the data by removing different physiological and non-physiological aspects through feature selection and extraction. Afterwards, the device develops a supervised classification model, using machine learning algorithms, to identify patterns that might signify factors of depression in a person.

Because this research will take time to complete, BCI Lab aims to finalise this project within the next three to four years.

**CONCENTRATETODAY**

*A real-time brain-computer interface based neurofeedback system for enhancing sustained attention*

In a similar vein to FocusMind, ConcentrateToday is another project by UIU's BCI Lab that focuses on researching and enhancing attentiveness in the human brain. However, instead of pinpointing the attention span of students in classrooms, this is a more generalised research that anybody can participate in.

Currently available on their website, ConcentrateToday is a public research



PHOTOS: SHAMS RASHID TONMOY

positively impacting the educational, medical and commercial sectors of Bangladesh. The projects of this lab attempt to tackle existing challenges in the fields of machine learning and neuroscience research.

BCI Research Lab currently has four ongoing projects:

**FOCUSMIND**  
*An integrated BCI and neurofeedback-based learning method for students in Bangladesh*

FocusMind is a BCI-based learning system that aims to improve the efficiency of concentration in classrooms. According to BCI Lab, in Bangladesh, around 47.6 million students between 10 to 24 years of age drop out from tertiary level education because of a lack of

to evaluate the collective performance of teachers and students in various classrooms to make more informed decisions on transforming the education sector of Bangladesh.

FocusMind is expected to be released on a small-scale by the end of the year.

**MARKET BRAIN**  
*Design and development of a neuromarketing system in Bangladesh*

Labelled as the first-ever neuromarketing project in Bangladesh, Market Brain uses AI to dive deeper into our understanding of consumer choices, mainstream preferences and brand appeals.

Using a headset, the Market Brain AI can measure neural and physiological

agencies by the end of the year.

**DEEP DEPRESSION**  
*BCI based system for identifying depression through neural connectivity analysis*

Mental ailments are always a tricky subject to tackle. While modern psychiatrists can pinpoint signs of depression and anxiety using questionnaires and assessment tasks, it is not yet possible to accurately extract information about a patient's mental condition. Using the cutting-edge 64-channel EEG device, BCI Lab's Deep Depression project aims to scientifically identify depression in the human mind.

The aforementioned EEG device works by acquiring and recording electrical signals in the brain, and then

project that involves the signing of a consent form. After agreeing, the participant will be asked to wear a headset that will scan their brain for EEG, measuring and recording electrical activity. The neurofeedback system of the headset will be able to detect the participant's concentration level and show results via a score and progress chart.

The project also involves brain training sessions. The participant will be taught simple techniques to increase their concentration level, and the end of each session will contain tips to increase that level further, based on what the headset has tracked. You can check out ConcentrateToday at: <https://concentrate.today/#/>

# Our top picks for gaming mouse in 2022

ITMAM BASHAR

As the gaming market is growing in Bangladesh, people are amping up their gaming setup. Whether you're levelling up to a more responsive optical sensor or going completely wireless, nothing beats the speed and comfort of a good mouse that takes your gaming to the next level.



## RAZER-VIPER MINI

Razer-Viper Mini is an outstanding budget gaming mouse that is the lightest in the budget gaming criteria. It's the smaller version of Razer-Viper. While its sensor is weak compared to the rest of the Viper lineup, it's still marvellous, with its low click latency ensuring a responsive and lag-free gaming experience. This mouse weighs 65g with a sensitivity of 8500CPI across a 1000Hz polling rate, using a PixArt3359 sensor. However, there are other good alternative options as well for people with bigger hands like the Logitech-G203 and Corsair-M55, being very close match with the Mini in terms of bang for bucks.

Price: Tk. 2,100-2,500/-  
Switch type: Razer Optical

## STEELSERIES-SENSEI 310

Steelseries-Sensei 310 subtly reinvented a classic mouse. It improved on everything compared to its predecessor and didn't change the ambidextrous shape. It uses a custom version of one of the best gaming sensors, ensuring the Sensei 310 won't suffer any tracking issues. It's an excellent grippy mouse shrugging off sweaty palms and has a sensitivity of 100-12000 in 100CPI Increments with a polling rate of 1000Hz and a great SteelSeries-TrueMove3 sensor for pinpoint accuracy and 50g acceleration.



Price: Tk. 6,700-7,500/-  
Switch type: Omron Mechanical



## LOGITECH-G304 HERO LIGHTSPEED

Logitech-G304 HERO Lightspeed is an amazing mouse that was given the name 'wireless entry mouse' by gamers. The core advantage of the mouse is the lightspeed technology where G304 achieves a true 1-millisecond polling rate, low latency and stable anti-interference. The other massive thing is the HERO sensor which delivers accuracy at velocities over 400 IPS across the 200-12,000DPI range, with zero smoothing and 40g acceleration. It only got 99g weight and 250hrs of battery life. That is excellent for a wireless gaming mouse in this price range.

Price: Tk. 3,600-3,900/-  
Switch type: Omron WhitePoint 7N

## RAZER-DEATHADDER V2

Razer-Deathadder has been in a state of constant improvements over the years but V2 is considered one of the best. Its improved optical sensor, more durable mouse buttons, and the new smoother scroll wheel makes it one of the better mice you can buy. It has a sensitivity of 100-20,000CPI with a polling rate of up to 1000Hz and an insane tracking speed of 650IPS with a 50G acceleration weighing 82g. Razer didn't mess with the Deathadder's shape and upgraded it perfectly for the majority of the gamers.

Price: Tk. 5,800-6,500/-  
Switch type: Razer Optical



## LOGITECH-G-PRO X SUPERLIGHT

Logitech-G-pro X Superlight is one of the most versatile gaming mice which is suitable for office use. Even without a honeycomb design, it is one of the lightest mice in the world. Logitech improved the Holy Grail G-pro which was loved by Esports gamers by upping the ante by improving the then-best wireless mouse, making it lighter, and using a better OpticalHERO 25k sensor. This mouse has an insane weight of 60g with sensitivity up to 25,600CPI, a tracking speed of 400IPS, an acceleration of 40G, and lastly a 70hr battery life. There is a cheaper and good alternative like the Razer-ViperUltimate.

Price: Tk. 14,200-15,000/-  
Switch type: Omron switch





# Six essential apps to streamline work processes for professionals

JINAT JAHAN KHAN

One of the cornerstones of being professional is keeping things organised. However, many practices are still cumbersome and obsolete in today's world.

There are lots of tasks and work to keep track of. To streamline work processes and make one more efficient, these six apps outlined here can turn out to be of use for professionals.

## TRELLO

Trello is a project management and collaboration tool that makes team collaboration and organising office work easier. Suppose you have a whiteboard filled with sticky notes assigning tasks to you and your team members, along with pictures, documents, links and labels. Now imagine that you can carry that board with you anywhere through your smartphone or laptop and update it anytime you want. This is exactly what Trello does. It monitors workflow, tracks projects and incorporates checklists. The Butler feature can supercharge your workflow by the automation process, whereas its drag-and-drop functionality allows you to rearrange Trello boards quickly as per your need. This app works offline too.

## POCKET

If you are working as a content marketer, you may want to try this app, which lets you save valuable content from multiple programs, keeping you constantly updated. It has a 'Recommended' feature where you can see related recommendations concerning whatever you have saved. The 'Trending' option shows the current affairs that you may want to know. The introduction of 'Explore' in this app has taken the

advantage of app users' intelligence and interests to let other users navigate more interesting topics. Saved items of app users are stored in a common space and are anonymously shown to the users.

## TRIPIT

If you want to keep all your professional itineraries in one place, TripIt can come in handy. This app can create a master doc for every trip of yours for free. It compiles all your confirmation emails, flights, hotel bookings, reservations and other documents to create a business trip itinerary. TripIt can also automatically set trip schedules for you. It may also include maps, weather predictions and other directions. All these travel plans will also stay available offline. So even if you are on the go, you can check your journey outline anytime.

## LINKEDIN

LinkedIn needs no special introduction. It is a well-known app for job searching, professional networking, sharing professional news and interacting with coworkers. This app can be a great tool to minimise the hassle of sorting out better candidates. It makes the overall hiring process easier for the job recruiters and managers. Signing up as a recruiter, one can search for a suitable candidate by using the necessary filter and can save the

profile of a candidate. To interact with fellow professionals in the same field, this app is always a useful tool.

## TOGGL TRACK

This time tracking app lets you track your work hours and personal projects. It provides reports and graphs daily, weekly or monthly of an individual's productivity. Toggl can be used as a project management tool for your office or team. It also lets you create workspaces, assign projects and tasks to people and track their progress. You may customise your entries by adding the names of clients, projects or by using different tags. The app will also provide you with suggestions regarding what you can or should track. Additionally, it has the Pomodoro timer that will remind you to take a break with smallish pop-ups on your device.

## DASHLANE

After LastPass, a well-known free password manager changed its free plans to paid ones, Dashlane is now considered the next best password manager alternative. However, it is only still partially free for users. It offers a free tier for 50 passwords for a single device but has some great features including personalised security alerts that are limited to free users.

# THE HOUSE

## Three tales of greed, defeat and hope

TASNIVA KINNORI

If you ever wondered what a Wes Anderson and Tim Burton collab would look like? Look no further than Netflix's new stop-motion dark anthology *The House*. Produced by Nexus Studios, the anthology is a collection of three



separate stories tied together by one thing - a cryptic Georgian-style mansion.

While each segment is directed by different teams, the overall theme of this stop-motion film explores remains the same - questioning the concept of home

and the lengths one can go to build, leverage and preserve one.

Directed by Emma De Swaef and Marc James Roels, the first chapter of the stop-motion centres around a family of four living a quaint life in the countryside. But all that humble joy takes a turn for the dark when greed and ambition take hold. The second chapter, directed by Niki Lindroth Von Bahr, is perhaps the most unsettling of the three, especially if you have a thing against creepy crawlies. Set in the titular house but some time into the future, the second chapter follows the misadventures of an anthropomorphic rat trying to refurbish and flip the mansion.

The last chapter, directed by Paloma Baeza, is the most hopeful of the bunch. Following the tale of Rosa and her friends, all anthropomorphic cats this time, the final chapter fast forwards into an apocalyptic future. With the house now reduced to a sinking island thanks to a devastating flood, which may as well be a commentary on our impending environmental destruction, the last story is the first of the three to end on a positive note.

While the stories themselves may not sound too impressive on paper, what makes them works of art are the stop-motion wizardry behind each of them. From the felt-faced humans in chapter 1 to the fur-bristling rodents in chapter 2, down to the dreamy scenery in chapter 3 - *The House* is a visual treat in stop-

motion animation.

From the dark and imposing backdrop of the first story to the almost pleasantly misty environment of the third tale, the setting changes but the attention to detail that went into manually making the puppets come alive stays the same throughout. When you think about how much work goes into just seconds of filming stop-motion, it's a wonder just how seamless the puppet movements were in this anthology film. The visionary direction, paired with voice acting from the likes of Helena Bonham Carter to Matthew Goode, make for a memorable end result.

Though each director used their unique techniques, narratives and visuals, the central theme remained consistent throughout the movie's runtime of an hour and a half. All the characters shared the same obsession and attachment with the titular house. Through the different chapters and timelines, the house changed heavily in appearance, yet stayed the same with its deceptive promises of prosperity.

Labelled as a dark comedy, *The House* does deliver some laughs. But what makes the anthology a better fit for the horror genre is the way it creeps up on you - through the visuals, the characters and the score. A safe haven, a sanctuary, is what a house means to most, but when that familiar sense of safety is questioned in the worst way, that is where *The House* gets chilling.

us on [f](#) /Sandalina

ঐতিহ্যের আর এক তাম্র আধুনিকতা  
ঠিক যেমন রূপচর্চায় আভিজাত্য মানেই

**স্যান্ডালিনা**  
সোপ

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