LNHS Freshman Stars in Disney's **High School Musical**

Chrissy Minar
Beat Editor

BEN ZYLMAN/ CIVIC DIRECTOR OF MARKETING
Casey Meisheri, who is portraying Gabriela, takes a minute away from her books to look at Timothy Hill, a co-star playing Troy.

Over the course of September 8th and 9th, the Muzzi dance studio was packed with 200 kids between the ages of nine to 18 years old all hoping to participate in Disney's High School Musical (HSM) to be performed at the Kalamazoo Civic Theater. Out of those 200 people, 38 actors were cast, along with a band of four people. Local actors got really excited about the show.

Loy Norrix freshman Kasey Meiseri got cast as the lead, Gabriella Montez. Meisheri was excited and surprised when she found she would be playing Gabriella Montez.

"I was in my house in front of the computer. When I saw my name up there [on the company list] I screamed. I called my mom and she screamed. At auditions I really didn't think I would make it because I thought that there were a lot of people who were better than me," said Meisheri.

Christina Pillsbury, a senior at Loy Norrix high school and the stage manager of HSM, also helped with casting.

"She [Meisheri] has a very innocent quality about her voice, that's important about the character of Gabriella," said Pillsbury. "HSM auditions had the biggest turnout that I have ever seen," said Pillsbury who has been an active member of Civic Youth Theater since age nine.

Meisheri was nervous and excited about being in the show, that first rehearsal was a little nerve-racking for her.

"The first rehearsal included the company, and they had our scripts set out on our chair with our name on it. Then everyone stood up and introduced themselves. So that's when I figured out who I was working with. I was nervous and excited thinking about what would happen next, wondering if we were going to get along and everything like that," said Meisheri.

Chemistry is always an issue in the entertainment business for non solo performers. Pillsbury agrees and believes that the cast of HSM has good chemistry.

"They all like each other a lot they're working together very well. Tim [the actor who plays Troy Bolton, the lead guy] and Kasey have gret chemistry," said Pillsbury.

Meisheri is not the only Loy Norrix student in HSM, freshman Estefan Kizer plays a Jock. Meisheri knows him from middle school choir, and has fun working with him.

"He [Kizer] is a character, he just makes you crack up all the time. I knew him in middle school, we were in the same choir, and he would always make all of these crazy faces when he sings, and over exaggerate everything. It's fun working with him, he's very talented," said Meisheri.

Pillsbury and Meisheri both agree that HSM is a little cheesy.

"If you ignore the fact that it's just cheese, it's fun. It's fun to be cheesy," Pillsbury continues, "That's the thing about this show, there are the preteen and younger kids who really want to be in it. The big kids are interested in the tech. It's gonna be big, they're pulling out the big stuff [technical stuff] so the older kids can be into it that way," said Pillsbury.

October 26th thru November 4th at the Kalamazoo Civic Theater. Call 343 - 1313 for ticket info.

This is Music: *Shoegaze*

Sean Stoto
A&E Editor

Sitting alone in a simple wooden chair in an empty white room, you close your eyes. You suddenly hear a faint scratching: a fuzzy sound like a broken television. It starts to grow louder and louder, and you can hear the wind blowing through trees with the sound quality of a movie from 1950. Suddenly the room lights up and you're bombarded with many different colored flowers, coming from all directions. The walls around you start to paint themselves Day-Glo colors and your chair shrinks from under you. You're assaulted by a wall of sound; Beautiful, melodic sound.

You just listened to your first shoegaze record.

If the idea of shoegaze is still as blurry as the music itself (and shoegaze certainly is blurry), then think of it this way: One day a few Irish rockers decided to add a lot of distortion to their guitars, and with it a lot of feedback. This was the birth of the band My Bloody Valentine, the first shoegaze band. In their music they used a lot of fuzzy sounds, from their symbol-crazed drums to their twangy bass, to their shimmering and oftentimes overbearing guitar. What they created was a wall of sound.

The shoegaze sound is typically defined by two rhythm guitars playing steady, droning melodies with many different effects. This creates a moody, troubled, almost fluid sound. While My Bloody Valentine used live drumming, many other shoegaze bands relied on their guitar, synth, and bass, using a drum machine in both recording and during live performances. Vocals are usually very low-toned, and subdued by the streaming guitar.

One shoegaze unit that used primarily drum machines was the seldom-spoken of Seefeel. Spurred on by the spacey, chiming synthesizers of the 1980s, this group turned to faster-paced shoegaze music, layering synth after synth after guitar, and balanced it all out with a steady drum machine beat and pulsing bass guitar.

A trait shown in many shoegaze bands, including Seefeel, is the echoing vocals. To get this effect, the microphone would be put through delay and reverberation effect pedals. What this does is layers the vocals on an even plane with the synth and guitar tracks.

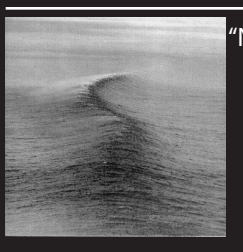
Slowdive is one band that utilized the enhanced vocals more than others, and kept their music at a fair balance between the over-saturated Seefeel and the primal My Bloody Valentine. Slowdive, a British band that reined in the early 90s, was a dream on stage. They used live drumming, and overly distorted guitar, much like My Bloody Valentine, but they kept the guitars toned down and let the synth be ever-present and flowing, like water through your ears and across your eyes. Between their instrumentals and their vocals streaming from all directions, they colored the stage with pastels and put their audience in a state of euphoria.

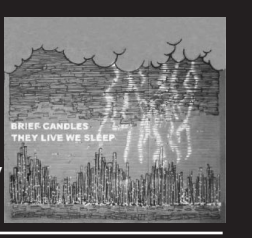
Of course, every good band needs influences. The influences of shoegaze span many different genres, from post-punk to noise-rock to dreampop. One band that made a huge impact on the genre, basically defining the guitar patterns, is The Jesus and Mary Chain. TJMC are a feedback-driven alternative rock group that debuted in the mid-80s and put out albums until the mid-90s. They're more aggressive than many shoegaze bands, but they have the same desperate feel.

Another huge influence on shoegaze is the dreampop band Cocteau Twins. They used shimmering synthesizers, creating a rainy, sparkling atmosphere. They primarily inspired bands like Slowdive, Lush, and Angelhead, all of whom used a lot of synth.

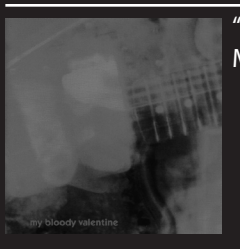
The actual term shoegaze comes from a particular scene in London, where many of the artists formerly mentioned would do just what the name implies: They'd gaze at their shoes as they played their instruments. There were many theories as to why the bands did this. Some say it was so that they'd be able to resist jumping around, some say it was because they were as dreary as their songs implied, and some say it was for the sake of stage presence. Regardless of their reasons, the shoegaze bands started something beautiful in the clubs they played in that has inspired many bands in the mainstream today.

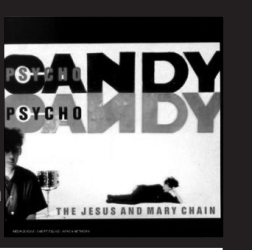
Albums to Check Out


"Nowhere" by Ride



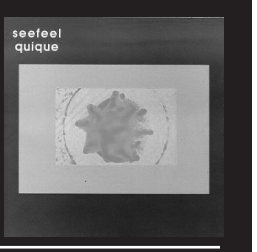
"They Live We Sleep" by Brief Candles


"Loveless" by My Bloody Valentine



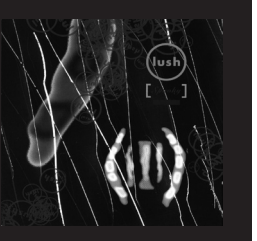
"Psychocandy" by The Jesus and Mary Chain

"Treasure" by Cocteau Twins



"Quique" by Seefeel

"Souvlaki" by Slowdive



"Spooky" by Lush

Virtual Recognition

Two veteran videogamers from Loy Norrix High School weigh in on recent releases and old favorites

Halo 3

Mateo Hernandez
Guest Writer

Bungie's release of Halo 3 made video game history. Over one million copies were reserved by September 2007. With all this hype many fans were worried if the game would live up to its name. Halo 3 did just that.

First of all, those playing the campaign will probably notice that many of the levels look strangely familiar. Much of the map designs were taken and upgraded from the original Halo.

The new controls are smoother and allow players to play with even higher skill than before.

When starting a split screen co-op campaign game in HDMI, do not be alarmed when you notice that your screen shrinks slightly, this is due to the pixel setting of HDMI, but players playing in default or HD settings will not experience this.

At first when playing the multiplayer maps it seems that they would not work out well, but after playing a few matchmaking rounds they worked just fine.

There is an array of new weapons, vehicles, and other new things about Halo 3 that are available for you to discover by yourself.

In the Dynasty Wrriors series you can rack up dozens and sometimes hudreds of KOs.

Master Chief: A Hero for the Ages

Dynasty Warriors 5

Jacob Tanner
Guest Writer

This review is weighing in on the most unappreciated, underrated game of all time. This epic title has numerous sequels and spin-offs. The game I am talking about is "Dynasty Warriors." This game is pure nonsensical button-mashing fury. Some people might argue that "Dynasty Warriors" is one dimensional. They would be completely and utterly correct.

This game takes all the guess work out of playing video games. The game can actually be summed up on one sentence: All you do if run around cutting folk. That is it. There is really nothing else to it.

However, you can collect different advantageous items and more powerful weapons, but your true purpose in the game is to smash-o-late as many enemies as possible.

Personally, I believe "Dynasty Warriors" to be therapeutic. If I have had a bad day at the office, I can switch on my Xbox and beat the daylights out of virtual people. This activity allows me to cool down so that I do not choke the next person that rubs me the wrong way. Basically, "Dynasty Warriors" should win a huge award for the best game ever made.