

Carolina!

Takin' it to the street

Students get into Volunteer Spirit

By CHRIS MULDROW
Staff Writer

Over 100 USC students went "Into the Streets" Saturday to give service to Columbia groups.

"Into the Streets" is a community service initiative, program coordinator Kim Lovelace said. "It's part of a national program."

Lovelace said teams of USC students went to 11 sites around Columbia to work for groups that help the community.

"The name of the program is actually more symbolic than what we're actually doing," Lovelace said. "The idea is for students to be out in the community, to work on social issues and social change. We believe that by doing service we can initiate that social change."

"The program gives students a chance to leave their environment and establish partnerships and relationships between corporate and community leaders and campus leaders," Lovelace said.

"It was nice to leave campus and get out into the Columbia community," freshman Julie Johns said. "It felt really good to give of myself even if it was only for one day."

Lovelace said many different campus groups join in a planning coalition to prepare the service activities.

"We have faculty representation

along with honor societies, minority groups, programming groups and political groups," Lovelace said. "That gives a bunch of different people, ideas and voices to plan the project. That insures that we cover all the different issues and angles."

Lovelace said groups will work in diverse areas of service, covering problems like homelessness, hunger, domestic violence and the elderly.

"We had a group working with the Council on Aging," Lovelace said. "They winterized an elderly man's home, so he doesn't have to move into a nursing home."

"I was a team leader with Sister Care, a shelter for battered women and their children," said senior Faith Lawrence. "Our team helped with yard work around the shelter."

"We painted a room for the Logan School, an adult literacy school," said Johns.

Lovelace said the program's goal is to show students that service is an option for social change.

"Into the Streets" gives people a sneak preview of what service is like," said Lawrence. "It gets people over the first step and lets them see other people get involved, so they make a commitment to service."

"I really want to get involved in community service all year long," Johns said.

Japanese animation becoming American craze

By SEAN MCGUINNESS
Staff Writer

Japanese cartoon animation is an art form beginning to catch on in America with a furious passion.

Japanese animation, or "japanimation" or "animee," (an-uh-MAY) is so woven into Japan's culture that entire schools are designed to teach aspiring artists how to draw in the japanimation style.

The japanimation is an action-packed, slapstick and sometimes spicy viewing pleasure enjoyed by millions of Americans everyday.

Animee's start out as a comic book, or "manga." Some of the more popular authors include Rumiko Takahashi, Johji Manabe and Masamune Shirow.

Mangas are books several times thicker than American comics, and Japanese consider them literature.

"The animation flows with no catches, and the words follow the mouths," Tillman Smoot said.

Smoot is an employee of the Knox Abbott location of Silver City comic book shop and an avid japanimation collector. He said animee is the wave of the future and will continue to flood the U.S. market.

Japanimation, however, is not just for kids. The cartoons are shown during Japan's prime time, around 8 p.m., when adults watch, and things tend to get a little spicy.

Japanese obscenity laws are different from American laws. The rules for sex on live action shows are "anything goes," but penetra-

tion is not allowed.

For animee's, there are no rules whatsoever, but some animators show more discretion than others, sometimes pixelizing the "sensitive shots."

As a result of these laws, cartoons like "Ramna Nibunnoichi"

can show full frontal nudity during the prime time slots, but Smoot said viewers should not be discouraged by it.

Animee's shipped to America are usually subtitled or dubbed over so the English-speaking population can enjoy the dialogue.

Subtitled involves printing translations at the bottom of the screen, while dubbing has actors speaking the character's lines in English.

"Dubbing can kill a cartoon," Cecil Davis said. "The manga writer handpicks the actors and actresses for the cartoon to match how each person feels the characters should sound."

Davis is president of the Japanimation Club, a group of friends who make a hobby out of collecting animee's. If the voices are not right, he said, it can spell the death of the cartoon.

"I prefer subtitles," Smoot said. "Dubbing has poor voices which don't match the characters, and the actors seem like they're reading a script—real monotone."

According to Davis, a healthy knowledge of the Japanese language aids watching a video without subtitles or overdubs, but it is not necessary.

"On the whole, the plots are pretty simple," Davis said.

"For Americans, the story starts happy, a crisis develops and get solved by the program's end," Davis said. "But in Japan, the show starts with a previous problem,

things get worse, then the second crisis gets solved, but they're stuck with the original problem."

Animee's often run the series finale without wrapping up the final conflicts and problems, Davis said.

The most popular japanimation is "Lum," known in Japan as "Urusei Yatsura," which ran over 218 episodes, seven movies and countless mangas, Davis said.

The only animee coming close was "Ramna Nibunnoichi" and its series sequel "Ramna Nettohen." "Ramna" closed with 180 episodes, one movie and another on the way, and a score of comic books, Davis said.

For the beginning animee collector, Davis and Smoot suggested the japanimation section of Suncoast Video in Columbia and Columbiana malls. Smoot also recommended comic book conventions as a cheap way to get videos.

Otherwise, Davis said people looking for japanimation are out of luck unless they have friends with connections to the market. Cities like Dallas and San Francisco are known hot spots for video trading and selling.

Both Smoot and Davis suggest "Bubblegum Crisis," "Ramna," "Lum" and "Outlanders" for beginning collectors.

"I could go on for days talking about japanimation!" Davis said. "It's a whole culture concept; they take their japanimation very seriously."



Japanimation often features facial exaggerations, as shown in this scene from "Lum."

Recovering alcoholics share experiences

By SUE BUSH
Staff Writer

Four women shared their fears, hopes and experiences of alcohol abuse during an Alcoholics Anonymous panel this past Wednesday at Wade Hampton residence hall.

Elizabeth, the first speaker, belonged to a family where drinking was acceptable. She began drinking when she went away to college, and soon alcohol became a major part of her life.

During her freshman year, Elizabeth gained 100 pounds. When spotted bruises began to appear on her legs, her mother sent her to see a doctor.

Although Elizabeth didn't drink for 18 hours before her appointment, the alcohol level in her blood was so high that the doctor could have pronounced her legally dead.

The doctor told Elizabeth that if she continued to drink, she would die before she was 30 years old. Elizabeth kept drinking until she was 21. Her friend took her to an AA meeting, but she drank for four more years until she ended up in a mental hospital.

Elizabeth was in the hospital for two weeks because she had homicidal tendencies. She began to change her life in the hospital.

The second recovery speaker was Sparkle, who took her first

drink at age 13. She came from a Southern Baptist family and was in her church's youth group.

"I felt pretty when I drank," she said. "I felt that I could do anything." Sparkle was in an accident when she was 16 years old and vowed never to drink again. But four years later she began to drink heavily again. By this time,

"I felt pretty when I drank; I felt that I could do anything."

-Sparkle

Sparkle could out-drink her older brothers.

Sparkle's family and friends suggested she attend an AA meeting, and she decided to go. There she discovered alcoholism was a disease and realized she had to take one day at a time.

Patti, another speaker, couldn't express the problems she was having at home so she suppressed them with alcohol.

At age 13 she had blackouts and couldn't function without drinking. When she was 17 she joined the Army, but her drinking problem continued.

She was on a softball team while

in the Army, and the sergeant would promise the winning team a keg of beer. Patti never got caught for being an alcoholic because she knew when the blood tests were going to happen.

Patti began to use drugs as well. She began to have health problems, like bladder infections. Four years ago, when Patti was lying on her bed after throwing up, she decided to become healthy again.

Anita, the last speaker, began drinking when she was 14. Anita thought drugs and alcohol were the cure to her problems. She felt better when she drank.

Alcohol was Anita's best friend. Soon her friends didn't want to be around her. She knew she was an alcoholic, but she didn't want to stop drinking.

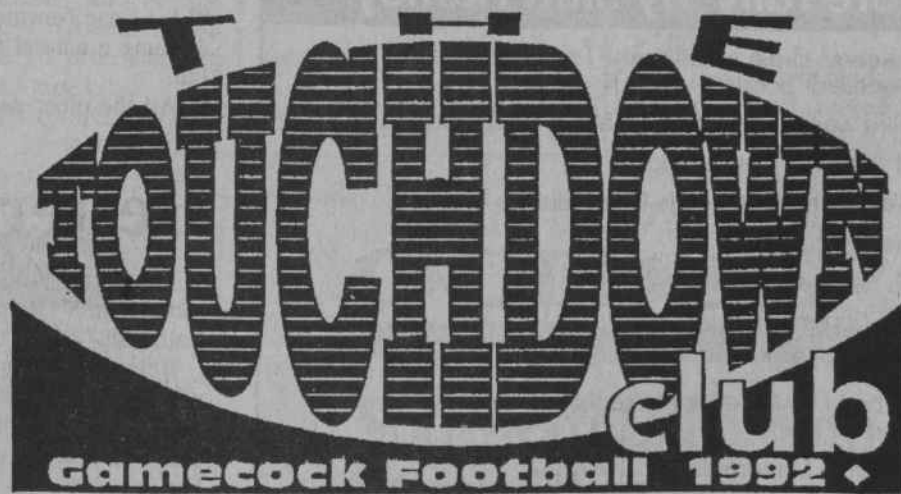
Anita's parents sent her to an alcohol rehabilitation center in Hazeltown, Minn. When she returned home she joined AA and stayed sober for four months.

Anita fell into her old habits while participating in AA. It wasn't until she was in a car accident and taken to jail that she decided to stop drinking.

These four women shared their lives with others to prevent them from making the same mistakes. Elizabeth, Sparkle, Patti and Anita discovered that life was much better without alcohol.

Attention writers

The Gamecock's Carolina! section needs you! Meetings are every Monday at 7 p.m. in Room 321 of the Russell House. Anyone interested is invited to attend.



Register to Win!!!

To coincide with the 1992-93 football season, these sponsors have formed *The Touchdown Club!* For each of the eleven games of the season, a prize will be awarded from one of our sponsors and a winner will be chosen. Look for the winner's box in the Monday's edition of *The Gamecock* following each game.

The prize for
USC vs. Tennessee
\$100 Gift Certificate
from

Addam's University Bookstore

Register at the following sponsors and **YOUR** name may be in the winner's box!!!

Jewelry Warehouse

• Two Notch Rd. • Broad River Rd.
• 2909 Platt Spring Rd. - W. Cola

Bruno's

• St. Andrews Rd. • Two Notch Rd.

Pizza Hut

• 617 S. Main St. or
delivery 929-0044

Addam's Bookstore

601 Main St.

Carmike Cinemas 10

Columbiana Center

Columbia Athletic Club

4502 Forest Dr.

Major League Lanes

1732 Bush River Rd.

Park Triangle Lanes

Parkland Plaza, Cayce

DRESS FOR SUCCESS

Ticket Sale!

Carolina/Clemson

300 Tickets Left from the Lottery!

King Dixon has authorized the sale of all remaining tickets to full-time students with paid activity fees only. You must present a valid student ID.

Tickets - \$18.00 (Cash only)

Tickets go on sale:

Mon., Oct. 26th - 9:00am
2nd floor - Russell House