Sony ventures into motion control

By Scott Pachalis
Electronic News Editor

Remember way back in 2005 when Nintendo had been completely overtaken by Sony in the last generation of the console wars? They announced that they would be bringing a new system to the market the following year, and before they settled on Wii as its game, it was known as the “Revolution.” Flash-forward to 2010 and the impact that Nintendo and the Wii have had on the gaming industry is nothing short of revolutionary.

In an attempt to gain the casual audiences that have propelled Nintendo into the lead in terms of console sales, both Sony and Microsoft will be releasing their own motion control products for the upcoming holiday season. While Microsoft’s “Kinect,” previously known as Project Natal, doesn’t ship until November, Sony is getting a head start with its add-on for the PlayStation 3, the PlayStation Move.

Tech review

The first thing most will notice about the PS Move is how strikingly similar it is to the Wii. The motion controller has the four standard action buttons that make up a normal PlayStation controller, along with a center button and a trigger on the side. It also can be paired with a navigational controller, aka the Wii Nunchuck. Since is where you can find the D-pad and analog stick, though not all games require the navigational controller to play the game, which is why it is not included in the bundle.

However, what sets the Move apart from the Wii is how it tracks the player’s controllers. Unlike the Wii’s sensor bar, the Move uses Sony’s PlayStation Eye camera. What this means is that instead of tracking the previous position of the controller, the Eye camera is able to track your movement in all three dimensions, which provides a more fluid on-screen tracking experience. For the most optimal playing experience, it’s recommended that the player(s) stand about 8 feet away from the PlayStation Eye, meaning creating a suitable setup in small apartments or dorm rooms may be out of the question.

Game review

While this is an impressive piece of technology, what is most important is how it integrates into games and how it affects gameplay. While the controllers and camera can be purchased separately, there is an accessory for the game’s Sports Champions. The game itself is pretty weak as a standalone title and even as a free bundle deal with Move & Sports, the game’s shelf-life in small apartments or dorm rooms may be a lot shorter than playing along against the CPU.

There are a total of six sports to choose from including Archery, Bocce, Table Tennis, Disc Golf, Volleyball and Gladiador Duel. From the odd selection of sports, it’s easy to see what really shine in this package. The soundtrack is the design game. Quite literally.

Final opinion

So does this really improve the whole motion control genre that the original Wii introduced us to the past few years? Yes and no.

The trick is definitely the accessibility and the controller’s design. With the Move being a full body motion controller, the Wii’s motion plus can offer a profitable short term gain, they don’t have the loyalty that hardcore gamers do to keep purchasing for their software regularly.

Now, don’t get me wrong, I’m not saying that the hardware or are an advocate for more motion control products. However, I do think that if the controllers were to be sold independently of the camera, which we can assume they will be, it’s the way to go.

So unless you like to be an early adopter of new technology to punch the sound into your living room, I would highly suggest giving this product a pass.

“Pilgrim” soundtrack reflects movie

By Kayloni Wyatt
Editor

“We are Sex Bob-Omb! 1, 2, 3…” is the first lyric blazing when the play button is selected for “The Scott Pilgrim vs. the World” Soundtrack.

It’s a very rare occurrence when a movie soundtrack can match the level of greatness of the movie itself. The orchestral journey that is the movie’s soundtrack is filled with a variety of tracks.

The album is able to hold onto a true nod’s attention by having video game-related influences. With the help of musical brain child Beck, it’s far from being horrible.

Along with Beck, are the Black Keys, Metric, and the Rolling Stones. The album is more than likely to show that video game and music go hand in hand sometimes. With all the movie following the love life of a 17 year-old’s also a bass guitarist for the band Sex Bob-Omb, some songs on the soundtrack have that gritty garage sound.

The 19 track album complements the movie perfectly with the accurately precise pitch band’s use of tone.

Most of the movie’s characters helped with the album by providing some of their own vocals on three of the Sex Bob-Omb songs.

Actor Michael Cera, who plays the main character in the movie, Scott Pilgrim, provided vocals for one of the songs. He also played bass guitar in majority of the tracks.

The rest of the songs were made with garage pop / indie rock influences. Beck helped pen most of the album, along with other famous stars having a huge part in the songwriting of the project.

Some songs were made before the movie was even thought off such as “One Hell of a Ramona song” by Frank Black.

The L.A. based band Beachwood Sparks covered a song by smooth R&B singer Sade. The song “By your side” has more of an indie feel to it. The songs that the songs have vocals that are on point along with a fluid string of garage rock to follow it.

The lyrics serve as a bit of a reminder for the main characters in the movie.

Even though the movie has the song has the ability to verbally blast through the speakers and bring the garage sound acceptable.

The director did a brilliant job with selecting songs for the movie because it’s easy for the listener to think of when scene music. He also played bass guitar in majority of the tracks.

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