the carleton student engineering newspaper

THE IRON TIMES

A Meme For Your Thoughts

I am cringe

but I am free

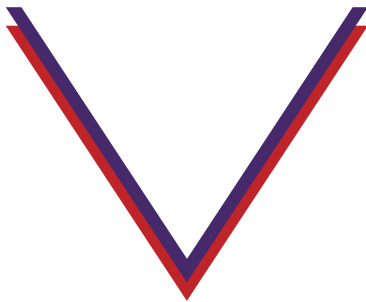## HOW TO GET A PRINT EDITION OF THE TIMES

By: Aaron vandenEnden

Step 1: Locate the "ctrl" button on your keyboard and hold it down

Step 2: Locate the "P" button on your keyboard and press it

Step 3: Profit

From the Desk of the (done with everything) Editor

Ramblings on Pirates of the Caribbean: The Curse of the Black Pearl

Owen Short
- AERO C II -

"Ye come seekin' adventure and salty ol' pirates, eh? Sure ye come to the proper place. But keep a weather eye open, mates, and hold on tight, with both hands if you please."

As we approach the last few issues of the year, my ideas for funny meme content have dwindled. As such, I figured that I would take a page from Caroline's book and take a deeper look into a piece of pop culture. Now, I have no credentials to speak of when it comes to critiquing art, but I also don't care.

Pirates of the Caribbean: The Curse of the Black Pearl is one of the greatest films of ALL TIME. Yeah, I said it. This movie never fails to entertain me, despite my innumerable viewings. The first time I was introduced to the film was at midnight when I was about 9 years old. I couldn't sleep, so I stumbled downstairs to find my mom watching *The Curse of the Black Pearl*. The scene dancing across the screen was Jack and Will's blacksmith shop duel. Those dark and musky tones combined with the greatest soundtrack to ever grace cinema grabbed me by the throat and has never let me go since. If by some deep misfortune this movie is not also one of your favorite films, I will spend the following paragraphs detailing just how genius this movie is.

Before I get into the deeps, it's important to acknowledge how unique this movie was at the time. There was no real precedent for pirates as a genre of cinema in more modern times, except for a few scenes in the *Goonies* and the great film *Muppet Treasure Island*, which, to be fair, slaps incredibly hard. The original concept of the movie was forged in the 1990's by screenwriters Ted Elliot and Terry Rosio. The original idea was a supernatural spin on a pirate theme, but no major film studios would bite. Eventually, Disney decided to base the movie off their Pirates of the Caribbean ride, and Stuart Beattie, Elliot, and Rosio were brought in to write

the screenplay. Thus, a beautiful film was born. I'm not entirely sure how to format this, but I know a few categories I want to talk about, so I guess we'll just go one at a time.

Jack Sparrow:

Johnny Depp's Jack Sparrow character is the first thing that comes into anyone's mind when they picture *Pirates of the Caribbean*. The scheming, dirty, intelligent, clumsy captain won over everyone's hearts the second he appeared onscreen. However, the character almost never existed in this capacity. The original concept for Jack Sparrow was something more of a bumbling joker supporting character who swings into the film at random bits to do pirate things, but never really move the plot along. However, when Depp was cast into the role, he surprised everyone by inventing a whole new character. Depp had drawn comparisons between pirates and rock stars, and decided to base his performance of the role off Keith Richards of the *Rolling Stones*. The director, Gore Verbinski, liked what he saw and let Depp roll with it. This propensity to let actors get away with some freedom is what made things like the *Star Wars* sequel's so good (Harrison Ford rewrote a LOT of dialogue), and the lack thereof is what made the prequels so horrendous (George Lucas does not know how humans work.) The upper executives at Disney originally hated Depp's portrayal, some seeing him as a drunk, some as insane, and some worried Depp was trying to make a gay character (this should not be a bad thing, Disney just sucks ass). However, Depp refused to budge and thus the legend was born.

Jack works so well in this film because he is a **Supporting Character**. If you play close attention, he has no real arc of his own, going from swashbuckling pirate with a moral code to swashbuckling pirate with a moral code. However, he serves as the catalyst for the character arcs of Will and Elizabeth, the real main characters of the film. I honestly think the later Pirates sequels' attempts to shoehorn Jack into a main character role ruined the character. Jack represents the counterpoint to the order imposed by the Royal Navy, a beacon of personal freedom and liberty that Will and Elizabeth are both drawn towards and learn to embrace by the end of the film.

Jack's introduction to the film is also one of the greatest character intros of all time, but it brings me to my next point.

Show, Don't Tell

This is one of the golden rules of visual media, yet it is still broken so often. The script of *The Curse of the Black Pearl*, however, takes this rule and uses it PERFECTLY. There are two scenes I will use as examples. The first, to link to the previous section, is Jack's introduction. This scene has no dialogue, only an epic soundtrack. Jack is sailing a sinking sloop into Port Royal, and a rousing, heroic anthem underscores the scene. In the end, the ship sinks exactly as it reaches the dock, and Jack strolls off. This scene, without ANY dialogue, tells us:

1.   Jack is a pirate (he salutes the pirates hanging at the entrance of Port Royal)

2.   Jack is generally skilled (he sails the fucking boat right into a perfect step-off onto the dock)

3.   Jack is clearly confident to the point of cockiness, as he stands majestically on the mainmast as his boat sinks into port.

4.   Jack is not exactly a good person. He casually loots the dockmasters purse and walks away with it.

An even better example of this phenomenon is given to us in the scene that introduces us to Will and Elizabeth's current relationship.

1.   The scene opens with Will standing downstairs in the governor's mansion, where he breaks a fixture. This shows he feels out of place in this upper-class building.

2.   The governor comes down the stairs to greet Will, and takes the sword he has brought. In the process, Will demonstrates great skill with the blade, and shows disappointment when the governor tells him to thank his master, even though it is clear that Will made the blade.

3.   When Elizabeth comes down the stairs, their interaction clearly displays the class divide between them, but also their desire for each other.

These scenes both clearly introduce the characters in a way that avoids excessive exposition, keeping the audience engaged. The propensity to show, and not tell, is another thing that makes the script of this movie so damn tight.

Action Scenes Should Move the Plot Along

In a lot of movies, action scenes just seem like a giant clusterfuck where nothing of actual substance happens. For example, the entire plot of the Transformer's movies can be described as multiple junkyards having intense sex. Good action films, however, use action scenes to show off their characters, and progress them in a meaningful way. Pirates has numerous examples of this, but the best is the scene in which Jack and Will duel in the Blacksmith's shop. We not only get treated to a great fight, but also a few key themes in the movie.

1.   We learn about Will's hatred of pirates

2.   It is confirmed that Will indeed makes all the swords and that his master is entirely useless.

3.   Jack taunts Will about his lack of companionship, Will's reaction clearly shows he has someone he loves.

4.   Jack cheats, throwing sand in Will's face, introducing the theme of "Thinking like a pirate"

5.   We learn about Jack's "one shot", which is meant for someone, but not Will. We later learn that the shot is meant for Barbossa, but this is a brilliant introduction to the idea.

This scene could have just been a simple sword slapping competition, but instead we got a brilliant mix of plot development and fun.

The Soundtrack
Not much to say here, shit just slaps hard.

Elizabeth is Badass

Elizabeth Swan is fucking badass. She has her own motivations, desires, and goals, and has just as much of an arc as Will Turner does. She gets fucking KIDNAPPED BY PIRATES, and it just totally unphased. She even fucks with them, and then in the end comes back to fucking fight them with Will. All through the movie she bucks against societal expectations of her, and consistently shows that she is more than capable of holding her own against a ghostly skeleton crew and the societal power of her father, Norrington and the Royal Navy. She also outplays Jack when they get marooned on the island, and pretends to be drunk so that she can burn all the rum (why is the rum gone) to signal the Royal Navy. I guess if I'm going to talk about Elizabeth, I might as well cover the theme of this whole movie.

Personal Freedom and Moral Grey Areas

This movie does a great job of blurring the lines between bad and good. Jack is objectively a bad person, we see it in the film when his list of charges is named. He is also selfish. However, at the same time, he assists Will in his quest to rescue Elizabeth, and at the start of the film he dives into the water to save Elizabeth from drowning, even though there was nothing forcing him to. At points, he even assists the Royal Navy, Will, and Elizabeth against Barbossa, the true evil threat in the world of the movie.

However, even Barbossa's character gets some pity. His final line is "I feel cold" after he gets shot and is no longer immortal. We know of the torture the crew is going through, and the only thing he experiences free of the curse is getting shot.

Another big theme in this movie is the oppression of societal institutions. Will and Elizabeth clearly love each other, but the class distinctions of the day mean that any match between them is impossible. Not that I have much personal pity for rich British aristocrats, but being forced to marry someone simply because of their station must have been a rotten old time. Jack serves the role of personal freedom in the film, living free from control of both society and the law. Will and Elizabeth come to see the benefit of this lifestyle in the end, and decide to throw off the load imposed on them by society by professing their love for each other in the end and helping to free their friend, Jack.

Norrington, the Tragic Hero

I honestly feel really bad for Norrington in this film. He is really just trying to do his job and lock a dangerous pirate away. Even though he set up as a sort of antagonist to Jack and Will, he never does anything "Bad" and fights heroically against Barbossa's skeleton crew. There's not much to say here, but I'm glad that at the end of the film he is able to let go of Elizabeth and also lets Jack escape, showing that he has cast off a little of the ideology that bound him so tightly to order.

So, there we go, some mindless Saturday afternoon ramblings on my favorite film. If you've already seen it, watch it again. If you haven't seen it, watch it immediately. Pirates of the Caribbean: The Curse of the Black Pearl is the greatest action-adventure film ever made, and if you disagree then you probably also tip your landlord and your boss, and you enjoy eating cilantro unironically.
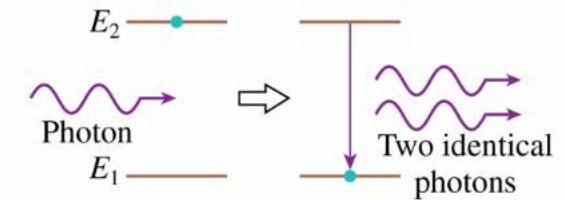
It's Andy Curtis, the VP Publications!!!

Building a PC

Andy Curtis
- AERO C V -

So, we are here, it's March, a dreaded full year since you know what began. And as much as I have been dreading this entire year. YOUR BOY GOT A BRAND NEW PC and you know what that means? Today I'm gonna teach you how to build a computer!!! Now the first thing that some people think of when they think of building a computer is green lines of code passing by, similar to the Matrix. In reality, it is more like building a very small lego structure with like 10 pieces max, but each of the pieces cost approximately $100.

Step 1: This step should take you the longest amount of time. Determine the parts you need. This includes any little features that you may want on the motherboard, such as wifi, bluetooth or the number of USB ports. Use a website to make sure that your parts are compatible.

Step 2: Get those dolla bills and spend huge amounts of money buying whatever your bad boy might be. Make sure to get the parts that you specified. Don't you dare buy anything that is off the list as it may not cooperate with the other parts that you have purchased.

Step 3: Bring it home and don't get too excited about the parts just yet. Make sure that you have a place that is elevated to construct the machine. Make sure that you are not electrically charged by having a grounding surface nearby. The first item that you will want to take out is your motherboard, this is the most pivotal part of your PC. The employees at the store you bought your motherboard from should have checked all of the pins that will connect your CPU to the motherboard. Next you will want to remove the plastic covering that protects the CPU connection and fasten your CPU to the motherboard OUTSIDE OF THE CASE.

Step 4: Following this, you should install your cooling system, don't worry about the routing yet if you are using liquid cooling, otherwise fasten this bitch and get on with your life.

Step 5: The next step is to connect your RAM to your motherboard, make sure that they click into the motherboard. You may need to push slightly harder than you expect. Installing your SSD is usually very simple. After you plug this setup into your power supply, you will almost have a fully functioning PC!

Step 6: Try turning on, You should be able to boot! Then turn it off for the next few steps.

Step 7: Put the device in the case, you may have to disconnect the cables from some components while you do this.

Step 8: Install your graphics card, this is a step that should take you awhile because it is an awkward installation.

Step 9: Turn it on again! Connect it to a monitor and make sure that it turns on. Make sure you connect your monitor to your graphics card… Also you will want to connect your keyboard and your mouse!

And yeah that's about it. Take your time. Building a computer is a stressful and fun experience! Building mine was super stressful but I had a lot of fun doing it. Well that's about it for me, I hope that you had a wonderful February and are excited for March. Cheers!

Alex Miller
- ARCH D IV -

So, as we approach our quarantine-a-versary, I would like to congratulate you all for making it to the 42069th day of March 2020. You survived. Now how much sanity you lost along the way may be questionable, maybe there's a tiny little light at the end of this long tunnel that is finally in sight. You're doing a great job, sweaty, and I'm proud of you! You got this. You are stronger than you know. Bad days are normal, they do not make a bad week or month (but having those is ok too) and it will get better. In the meantime, have some cake!

It's been a rough year, and that means self-care is more important than ever. Make time to watch a movie, make your favourite meal, take a nap, put on a face mask, eat a cookie, or make a delicious cake for one! To "celebrate" a year of the quaran-times, let's make COVID a birthday cake. Even though they're dumb and mean, we deserve to eat cake. So let's make some in a microwave because who has time to remember to let the butter get to room temperature or let it bake and cool for an hour? This year sure has been rough, but you made it through, so maybe this cake should be for the one year anniversary of you helping the earth by fusing yourself to your couch for the good of humanity. Let us eat cake!

(This recipe makes 2 cakes!)

Ingredients
-2 tablespoons (1oz/28g) butter
-1 egg
-2 tablespoons milk
-1 teaspoon vanilla extract
-4 tablespoons sugar
-6 tablespoons (50g/ 1¾ oz) self-rising flour (to make SF flour add 2 tsp of baking powder to 150g/6oz/1 cup plain flour)
tiny pinch of salt
-Frosting (store-bought works great or get bougie and beat 1 part butter to 4 parts icing sugar and some vanilla!)

Instructions
Place the butter in a large mug and microwave it for 20 to 30 seconds until melted.
Add the egg and whisk it in with a fork. Stir in the milk, vanilla, and sugar.
Add the flour and salt. Mix the batter with a fork until smooth.
Divide the batter between two mugs. Microwave separately for 50 seconds each until risen. Try not to overcook (but if you do just add more frosting it fixes everything)
Once cooled, pipe on a swirl of buttercream frosting and enjoy!

~acquired from www.biggerbolderbaking.com~

Hogwarts: A History - Ranking and Discussing the Rise and Fall of the Harry Potter Video Games Volume 2

Francis Baccin-Smith
- ELEC V -

Continued From The February Issue:

#8: Harry Potter: Quidditch World Cup

I put this here because I'm not a huge fan of sports games. Quidditch World Cup was an excellent game designed solely to make you play Quidditch as an entire team. It let you play at Hogwarts, and then let you play a bunch of separate country teams in the World Cup itself. It was decent fun, but I found playing through it by myself got boring after a while. The music was excellent, the character and environment designs were wonderful (the French home court was always my favourite), but it didn't offer the same thrill found when you were just playing as Harry trying to catch the snitch. The seeker portions were very short and easy, while figuring out how to properly use the rest of the team was a bit tedious to me. An excellent game, but not my favourite.

#7: Harry Potter and the Order of the Phoenix

This one only barely edges out Quidditch World Cup because it taught me how to play chess well. Order of the Phoenix decided to model the entirety of Hogwarts Castle for Harry to explore, and it did so pretty well. The place is gorgeous and massive, and there's a whole lot to see and do. The minigames are hit or miss, though - they have a set of actual chess games which progress in difficulty to the point where young me took several days to beat the final opponent. They also have a few card games - mostly memory matching, but sometimes they were more luck-based guessing things. The gobstone games were terrible, though. The specifics varied, but you were always flicking a gobstone/marble/ball towards something and trying to knock your opponent's stones away while making yours

be the closest to whatever it was. Think pool but garbage. Flicking with a thumbstick was unreliable and I think it was only there for Wii players.

Speaking of which, casting spells was changed in this game. Previous and later games made it so that spells were cast when you selected them and pressed a single button, but this game made you cast using the right thumbstick and making a movement that symbolizes the wand movement. Cool in concept, but it was a finicky system that made duels quite annoying. This system, and the Hogwarts open world, were both copied over to Half-Blood Prince, which made minimal changes to them.

On to more specifics. The music was actually really good, though it was still a step down from the previous games. The main theme has a nice soaring melody that makes the world come alive, and sells the innocent part of the story, which pretty much disappears after this book. Exploration is well done, but Hogwarts might be a bit too big for its own good. Getting around, even once you've unlocked all of the portrait shortcuts, can take several minutes. Compounding this is that the entire game is basically a series of fetch quests. You recruit people to Dumbledore's Army for the first half of the game, teach maybe 3 spells to them, then you prank Umbridge with them for the second half. There's two fights in the Department of Mysteries and that's it. It's not horrible, but it can get very tiresome.

Fortunately, there's a ton of secrets to find, and if you do enough you unlock developer commentary. I don't think I ever listened to it, but it's the most substantial reward for doing everything in a Harry Potter game, so it's something. Overall, Order of the Phoenix is not great, not terrible.

#6: Harry Potter and the Sorcerer's Stone on PS2

This is the only version with the wrong title. Very interesting.

Here's the deal. This game was made after Chamber of Secrets but before Prisoner of Azkaban. I guess EA wanted a game out for a certain quarter and realized that they hadn't made a PS2 game for the first movie. There's a lot of good stuff in this one, such as the only use of the spell Spongify in the console games. It has the same gameplay as Chamber of Secrets on PS2 too, so you'd think it would be excellent. The problem is that it is basically just Chamber of Secrets on the PS2, again. The castle is the exact same. Most of the enemies are repeated. Most egregiously, entire areas are repeated, like the fucking library section. Ugh.

I don't have much to say for this one that won't be re-

peated in the Chamber of Secrets section, but here's what is original here. Adding challenge shields to the spell challenges is nice, but doesn't add much. Having Harry say what flavour every bean he pick up gets annoying after 5 minutes and continues for the rest of the game. The final boss is pretty boring. That's about it.

#5: Harry Potter and the Prisoner of Azkaban on PC

Harry Potter and the Prisoner of Azkaban on PC is quite disappointing compared to its predecessors. While still quite fun and enjoyable, the game is very short, barely clearing 4 hours. Worse still, it then forces you to 100% the game before you can actually "finish" it! Harry and his friends aren't allowed to leave Hogwarts until they find all of the Wizard cards and get 100% on all of their courses, but they are allowed to fail their final exams. That's wack. Additionally, several of the Wizard cards are only available at Fred and George's bean shop, meaning they have successfully infiltrated the school's academia. When your only choice is to pay Fred and George to go home after the school year is over, you know that freedom has died with thunderous applause.

Additionally, since Harry can only leave with a full Wizard card deck, that means that either there are multiple cards in Hogwarts, or only Harry and co. are allowed to go home. And Harry shouldn't even want to leave Hogwarts! The storytelling here just makes no sense whatsoever.

Speaking of which, despite excellent music, the story is poorly told. The short length means that we get almost no context on the dementors or Sirius Black, and so nothing really happens until Ron gets dragged under the Whomping Willow. There are no boss fights to speak of, besides Peeves, who is really easy to beat. With 80% of the game spent in class, it really doesn't feel like much happens in general.

Now for downgrades. The game is much smaller than the previous game, with fewer secrets to find. There are some cool additions, such as portrait passwords that lead you into side areas, but to make way for those the rest of the castle was neutered. You never need a spell you learn in class for anything that isn't plot-related, and so every secret is available to pick up from the beginning of the game. The graphics, while technically more advanced than the previous PC game, are nowhere near as beautiful. The game's atmosphere is nowhere near as strong as the prior games', and that's the real reason it's lower than them. Also, this version reuses a lot of tracks from the previous game. The new tracks don't get

Hogwarts: A History - Ranking and Discussing the Rise and Fall of the Harry Potter Video Games

time to shine like they should.

In short: gameplay's fine, presentation is lacking, Fred and George are selling your education for 50 beans, 25 pumpkin pasties, and 15 cauldron cakes.

#4: Harry Potter and the Philosopher's Stone on PC

Ok, here's where the gushing starts. First, let's get the problems out of the way. Obviously, the entirety of the castle in the early PC games is polygonal, which is to say it's pointier than a hedgehog's quilly dick. Columns are all octagons, arches are half-polyhedrals, it's a bit silly from a modern standpoint. Second, it is a bit short. The game is entirely linear, and it skips a lot of stuff from the book, so you go through everything pretty fast. Finally, Harry has tank controls. So you can move forward, backward, and turn left or right. No strafing. It's not great, but it's not terrible.

That's all the criticism I've got for this one. First off, in terms of atmosphere, this game has arguably the best. It is so thick you couldn't cut it with a knife because it would get stuck in the atmosphere. The tech may be simplistic, but Hogwarts truly feels like a castle that Harry would want to live in. There are so many purples, blues, and reds that dot the areas around the castle, all pasted on a general yellow-beige colour that manages to make stone feel comforting. The grounds are so sunny and bursting with life, despite the dangerous creatures that lurk around every corner, with water that looks so FUCKING WET my dudes. There's a single cave where the water is translucent turquoise and the rest of the cave is a dark purple to contrast, and my god, when you hear the water dripping off the stalactites you will never want to leave that room. The sound design is fantastic. The music for this game is simply incredible, and the game makes sure to play snippets far more frequently than the PS1 counterpart. Jeremy Soule, the man behind the similarly fantastic scores of the Elder Scrolls 3: Morrowind and Star Wars: Knights of the Old Republic, composed for these first few games, as mentioned briefly earlier, and my god is his work fantastic. I think that man is responsible for my childhood, because the music from these games is truly utterly ingrained into my memories with these games and they would've been half as amazing to

me without the music. Happy hogwarts, neutral hogwarts, phoenix, storybook, and the title theme are my personal favourites, as they so clearly depict the mystery, comfort, and tragedy that lies behind the Harry Potter story. The music truly stands right next to the movie scores, and when those were by John Williams, you know we've got something special.

The gameplay besides that is just generally good. It's a platformer with light combat via spells. Spells are cast contextually on the PC version, so if you hold the mouse over a spell-able spot, you will be prompted to let go and cast the spell. This design choice allows for literally anything to hide a secret, and so you can mouse over everything to cast at a different location. These secrets are what make the game for me - Hogwarts is so old and mysterious that searching behind every nook and cranny can yield rewards. Sure, they're just wizard cards or beans, but you do get an extended ending if you get all the cards, so there is a reward for the bastards! And the thrill of discovery was always enough for me. Every time I go back, I seem to find something new that I didn't know about before. It's a fantastic experience.

There's also a house points system, but it is entirely artificial and you will always have fewer points than Slytherin in time for the ending. Fred and George also have a bean mafia in this game, but it's small and Harry is the only person extorted. The PC games continue this plotline until it reaches a head with the third game, while the other versions keep it a bit more under-wraps.

In conclusion, this game makes my soul feel happy. It is a comfort in dark times, and I hope you all have something like it in your life.

#3: Harry Potter and the Chamber of Secrets on PC

Take the previous game on this list. Add strafing. Make the game longer, and turn the linear game into a linear story with an open-world Hogwarts to explore in-between specific missions that unlocks more over time as you learn new spells. Also make collecting Wizard cards increase your health and unlock a bonus level at the end of the game. THIS is how you do a sequel.

I do think that the atmosphere here was not quite as strong as the previous game's, but the improvements made here cannot be denied. The previous game is only as high up as it is because I personally think it's fun and atmospheric, but it does lack a lot in polish and content. This game would be at this spot regardless. The movement and spellcasting is refined and on point. The world is larger, the music is just as good and used just as thoughtfully, visuals are still polygonal but shut your mouth. Colour isn't used as effectively, but that kinda works with Chamber of Secrets' mood - it's a darker story, with less wonder and more fear. This version of the game is also the only one, other than the ps1 version, to have Dobby in it, but only for the first cutscene. He never shows up again.

Quidditch is a straight downgrade from the previous game. That one had pretty much the same Quidditch as the PS1 version, but a bit harder to control because of keyboard controls. This one is just an optional on-rails thing where you avoid bludgers and punch your opponent to get them to stop going after you. The last one does have a unique second stage where you go under the bleachers against Malfoy, but besides that there's nothing interesting. PC Chamber also increases the number of enemies you have to fight, and their aggression. All of them are non-human, of course, but it does increase the challenge of the game. As an extra side note, this version of Chamber is the only one to include a level where you traverse the Chamber of Secrets itself. All other versions only have the room with the snake.

In conclusion, everything the first game did, this game did better. It is a textbook sequel and an utterly enjoyable ride I would recommend to anyone who has the chance to play it. Plus it has the first appearance of the Bean Bonus Room, most likely made to deal with Fred and George's bean shenanigans from the previous game. Unfortunately, it allows them to situate themselves as the ones who control the Hogwarts student currency, and with the faculty now awarding beans to students, their power grows, leading to what happened in PoA on PC. Truly, this game is a dark tale about greed, honour, and the sacrifice of liberty in pursuit of beans.

Bratz (2007): A Treatise

Caroline Lenarcic
- AERO C V -

Longtime readers know that my columns tend to fall into one of two categories: introspective musings about my own personal growth or reviews of kids' movies. This month's piece falls into the latter group. In a last-ditch attempt to salvage the end of a day I'd mostly lost to a depressive episode, I was in need of something comforting to watch. Lucky for me, while scrolling through the Criterion-on-Demand database (in case you didn't already see Lachlan's post in Flightsuits, click here for free movies courtesy of the Carleton library! https://library. carleton.ca/find/databases/criterion-demand-0?fb-clid=IwAR2Os-WKHEm0_ncCLp3jXDlYY6Dlz-MoDl_lUEqErA9pqE-996gzyJCEY19Y) I found my perfect remedy: Bratz (2007).

You might remember Bratz dolls from your childhood. I don't, because we were strictly a Barbie household, but I have vague memories of seeing ads for the dolls sprinkled between Saturday morning cartoons. Either way, any background knowledge of the toy property is inconsequential as the film is live-action and a pretty formulaic entry in the prolific "mid-2000s high school flick written for an elementary school audience" genre. I, like so many children growing up in America at the time, was indoctrinated by the cult of the Disney Channel, so this shit was right up my alley. Exploring such content today is an escapist pleasure in two ways: first by being an absolute blast-from-the-past nostalgia trip and second by taking place in a version of high school that has absolutely no basis in reality. And let me tell you, if you thought the seminal masterpiece High School Musical needed to be brought back down to earth, then Bratz is hurling through the fucking stratosphere.

Bratz centers around a group of four best friends (Note: they are not known as "Bratz" until the end of the movie. That's part of the rich lore built by this film. We'll get there.) getting ready for their first day of high school. I forget all of their names but fortunately, as is standard for mid-2000s high school movies, they are all neatly identifiable by one or two character traits. In this movie these traits are specifically 1) the extra-curricular activity they want to join when they get to high school and 2) their family trauma.

There's Brat #1: She's a cheerleader and her parents are divorced!

Brat #2: She's a soccer player and her mom is poor!

Brat #3: She's good at math and science AND fashion design (wow a two-for-one special) and her parents are too strict to let her wear cool clothes to school!

Brat #4: She wants to join the choir but she has stage fright! And she has a sweet grandma who just, like, randomly gives her new shoes when she's sad. (This happens at least twice. In exchange for the shoes, the girl does a magic trick where she pulls out chocolate from behind her grandma's ear and the grandma just loses her shit. Is this what y'all's relationships are like with your grandparents? Is my family just different?)

So these four highly developed shining examples of female representation have a fun "getting ready" montage in which they don some of the gaudiest, most hideous outfits that 2007 tried to pass off as fashion before meeting up at their new school.

Remember when I said high school in these movies is only very loosely based on reality? Well, the school from Bratz is on another level. The writers were not afraid to turn up the absurdity dial to 11. The opening shots take care to deliberately establish amongst the excited teen's multiple security cameras, a noticeable police presence, and several banners and posters with slogans such as "CONFORM" and "ORDER." We are firmly situated in an Orwellian/Disney Channel crossover event, an unholy blend of all-American high school and surveillance state. The tonal dissonance of these elements is confusing to say the least.

We are swiftly introduced to antagonist and school president, Meredith. Her primary motivation is to remain the most popular girl in school, and she is utterly convinced that the only way to accomplish this is by keeping the school strictly socially stratified. You've probably seen this stock character in hundreds of similar movies: she's blonde, she's rich, and she's an absolute control freak. She's got an insufferable little dog, two cronies who support all her delusions of grandeur, and one cute boy who obviously doesn't like her but whom she carts around as her boyfriend for the clout, I guess? Imagine Sharpay Evans or Regina George but infinitely less likeable. Her father is the principal of the school, and the movie wants us to believe that the prison-esque elements of the campus are all a result of Meredith strong-arming her father into doing her evil bidding. He's characterized as a bumbling pushover, but still, who knew principals had that much power? Are we to believe there's not a school board that would have authority over how such an institution is run?

Our four girls split up to explore their respective interests in some of the most hilarious scenes ever put to film. The cheerleader girl openly mocks the cheer captain for her boring choreography and proceeds to show off with an insanely elaborate dance and stunt routine, winning the whole team's approval. The soccer girl absolutely destroys tryouts, doing more literal gymnastics and body-checking than actual soccer and catching the eye of Meredith's boy toy in the process. The smart girl impresses the geeks by mixing just the right chemical compounds to create fireworks in the science lab (the CGI is unsurprisingly terrible) and gets a moment to show off her fashion design skills in home economics. In this very bizarre scene, she hands a red dress (which she has presumably made in this single class, on the first day of school no less) to a woman (who is presumably the teacher) and says "red is totally your colour." The woman takes the dress and walks away, then returns in a full movie-makeover moment complete with a new hairstyle and matching shoes. The entire class turns to the smart girl and applauds. I can't stop thinking about this scene and neither should you.

The final Brat doesn't get such a scene; she says multiple times that she joins "journalism" (not the journalism club, not the school paper, just "journalism") but this is never shown on screen. Instead on this first day of school we see her shyly creep outside the music room listening to the choir rehearse. The music teacher beckons her in and she gets so flustered that she runs away and crashes directly into a poor bystander, knocking him over. Despite the fact that this collision was obviously her fault, the Brat gets extremely pissy at him, yelling "What are you, blind?" He replies, "I'm not blind, but I am Deaf." And this bitch looks at him with the most hilariously unwarranted combination of total confusion and utter disgust. "You don't sound Deaf," she retorts. "And you don't look ignorant," he says before walking away. Go off, king! Way to clap back.

This first day of school seals each girl in her respective fate. They quickly become consumed by their new social groups, just as Meredith intended, and fall out of touch with each other. Two years later, they are effectively strangers.

It's in this "two years later" period that most of the plot unfurls. I'll spare you the play-by-play and summarize the main story: the girls get into a food fight, falling all over the place in ways that defy physics, they get sent to detention, they become friends again, and Meredith spends the rest of the movie trying to destroy them socially. Meredith reeks so strongly of desperation that you can smell it through your TV screen. She throws a Sweet Sixteen party to make the school adore her despite the fact that she already threw a Sweet Sixteen

what more can i say?

months ago when her birthday actually happened. It is at this party that she calls the girls "Bratz" for the first time, and from there it becomes their brand. The climax of the film occurs at the school talent show, where Meredith attempts to intimidate the Bratz out of performing by blackmail, but they all embrace their individuality and their flaws and perform anyway! And they win! It's all sickenly saccharine, the perfectly predictable happy ending.

Now I have a few bones to pick with this movie. Let's talk about the wacky shit.

1) The Brat in journalism canonically has no friends at the start of the second act of the film. The conflict hinges on the fact that the three others all joined distinct social groups while she got left behind. Are we to believe that this conventionally attractive teenage girl hasn't made a single friend or even acquaintance in two years? While they're still freshmen, she even claims to be too busy to hang out with the others because of journalism. Is no one else in "journalism"? What is "journalism"?!

2) Of fucking course that girl's run-in with the Deaf guy was a meet-cute. Two years later, she and her friends spot him at the mall and they all tell her, "That guy was definitely checking you out!" She replies, "No way, he hates me!" As a viewer, I was thinking, "Yes, that makes sense, of course he hates you, you interacted once two years ago and were nothing but an ableist piece of shit to him." But then she thinks for a moment and says, "Well… he never meets my gaze or talks to me… oh my gosh you're right! He totally has a crush on me!" Bitch!!! No!!! Incorrect!!! What I'm saying is that romance is dead and Bratz killed it.

3) My last gripe with this particular girl is the fact that her character arc is learning to share her incredible singing talent. The problem is that this actress is the worst singer out of the bunch. There are two musical numbers with all four Bratz (and two Meredith solos) and all of these girls are good singers except for her. It's embarrassing. She sounds like me at age 8 standing in my bedroom mirror imagining I'm Selena Gomez, but in a very breathy quiet voice so as not to wake my parents. In fact, the credits of the movie end with a music video from one of the other Bratz actresses. According to my research this actress actually had somewhat of a music career at the time of making the film, which makes sense because she has talent, unlike the girl whom the story tries to pass off as the singer!

4) Meredith absolutely loves monologuing to herself. My favourite quotes that came out of her mouth are "I just love me" and, I kid you not, "I love Myspace" (note: there was absolutely no context for this line).

5) This absolute greatest character in the entire film is Meredith's eleven year old sister, Cherish. She is sass incarnate. Her role, as I assume a little sister's role is in real life, is to insult and annoy Meredith at every opportunity. She's a shady bitch and the highlight of the cast. My favourite Cherish moment: she cracks a sassy joke, Meredith rolls her eyes and storms out of the room, and Cherish calls after her, "These ARE the jokes, people!" ICONIC. I will be working that into my vernacular.

In conclusion, this film felt extremely sentimental to me because it read like a storyline that my best friend and I would have invented while playing pretend at recess in elementary school. I don't think there is any other worthwhile takeaway from this piece of art. I just like to consume "bad" movies and get way too excited and sweaty trying to explain why I love them. Plus I watched one "good" film this month so I needed to restore the balance.

Last thing that I couldn't work into my column organically: the film's credits are written in magenta Comic Sans. **What more can I say?**

Engineering Loading Screen Hints: Akin's Laws of Spacecraft Design

By: Aaron VandenEnden

Akin's Laws are a list of 44 tidbits and humorous remarks about the design process, specifically pertaining to spacecraft. Basically, if you were loading into an AERO 3841 class, these would be the loading screen hints. I reference them constantly and have them printed beside my desk. You can (and should) google the full list of 44, but here are some of my personal favourites:

1. Analysis without numbers is only an opinion.
-Don't make claims without numbers to back them up. Best case you're wasting someone's time, worst case you're wrong.

6. Everything is linear if plotted log-log with a fat enough marker.
-You can make assumptions and still be mostly right.

12. There is never one right solution, but there are always multiple wrong solutions.
-Think outside the box, but don't be stupid.

13. & 14. Don't design it any "better" than the requirements. "Better" is the enemy of "good."
-There's no extra credit for going beyond the requirements. That time is better spent doing something else.

19. The odds are against you being smarter than your entire field. Maybe you invented warp drive, probably you screwed up.
-This one's straightforward. If something you did looks wrong, it probably is.

23. Schedules seem like fiction until you get fired for not meeting them.
-Watch the clock!

34. Do what you can, where you are, with what you have.
-Focus on the reality. It's overwhelming to think about hypotheticals. A clear definition of your capabilities allows for a clear analysis.

35. A design is perfect not when there's nothing left to add but when there's nothing left to remove.
-A perfect design has 0 mass, 0 cost, 0 space and 0 power use. Also, more components means more points of failure, so the most robust design has the fewest components.

36. Anyone can make something elegant. A good engineer designs something efficient. A great engineer designs something effective.
-Know where to cut corners because your time is worth more than over-perfecting a design. Step 1 is always "make it work."

44. There's no partial credit if someone dies because you screw up the engineering.
-It sucks when professors mark this way, but it's a good reminder to always check your work. And it's true. We all know the Gimli Glider, the Tacoma Narrows Bridge, etc. You don't want to be the guy everyone learns about in the Intro to Engineering classes of the future.

Me in the mirror after a mental breakdown:

you're a star, baby

Minecraft Rambling that will Enhance Your Quality of Life

By: Zeyad Bakr (They/Them)

Minecraft has been more of a cultural influence than God this century - the fact that it's coded in Java is an atrocity and a tragedy, but also a gift: being coded in such a publicly accessible language, comboed with its popularity, means that an unbelievable amount of customization can and has been made for it, creating a practically infinite amount of content to explore past the vanilla game experience. Alongside this, the size of the community and the availability of information - in the form of a wiki, Youtube content, tutorials, a dedicated website, and other mediums - meant two things: The first being that little dipshits like 14 year old me could make things like this (yes, I was around 14 when I made this - If I could make this with absolutely no frontal lobe development, so can you with enough practice).

The second thing all this glorious information brought is that one person's work was more frequently built on by another, leading to absurdly complex creations from functioning phones to absurdly fast farms, whether or not they were intended for, or possible to create, in survival mode.

This leads to the first mechanic I'll be talking about. As some of you may know, Minecraft has two categories of flowers - One block high flowers and two block high flowers. 2-high flowers are placed during world generation, and can only be obtained renewably by applying bonemeal to them. 1-high flowers, however, do not share this mechanic. They can only be obtained (renewably) by bonemealing the grass, where each distinct X/Z coordinate spawns the same flower each time it spawns a flower. For example, if the coordinate X: 100, Z: 100 spawned a white tulip when bonemeal is applied, it will always spawn a white tulip. Now, as some of you may know, the easiest place to get 1-high

flowers is a flower forest, a beautiful natural biome with a bounty of colourful flowers. Here, however, we're looking at exploitation, the American way.

You see, flower forests spawn every kind of 1-high flower in the game other than one (excluding wither roses) - the last being blue orchids, which also happen to objectively be the best 1-high flower. Those only spawn in swamp biomes, and as such, on our journey to be able to industrially and renewably farm every 1-high flower (again, wither roses excluded), we must find a flower forest, as well as get lucky and find that it borders a swamp, which is no small task in of itself.

Once we have found the location for our flower farm, we come to our next point. As previously discussed, every X/Z coordinate will spawn the same flower every time, but flower forests have an additional mechanic - Here is a picture of flowers spawned on every block in a flower forest:
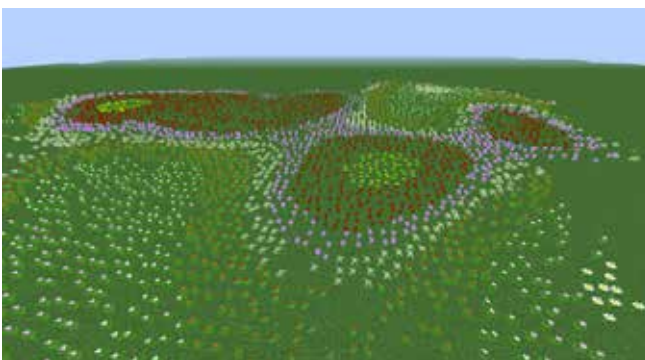
Now, some of you have gone through the MATH2004 experience as I have, and can identify what this looks like. In flower forests, and flower forests only, which flowers spawn where is determined by a vector field. This means that you can experimentally determine how large an area you need to cover to find a thirteen-block wide region (we'll cover why it has to be 13 blocks wide in a bit) where every naturally generating 1-high flower in the game can spawn. And so, I found myself on the most painful experience of my life, setting out with an inventory full of bonemeal and a willpower not even my ELEC2501 exam could break. Countless hours of bonemealing the ground to find flower spawn locations later, I had finally found my 13-block wide region. It was 124 blocks long, having to extend into a plains biome as RNJesus had frowned upon me that day and I and was unable to find poppies and dandelions in the flower forest. Next came the true bulk of my expedition, creating

a mechanism that could automatically create and harvest these flowers, for a bounty greater than I would ever need. And so, after countless more hours of designing a mechanism in a separate creative world, harvesting the resources and crafting necessary blocks in survival, and building it, I finally had it. Here is the fruit of my work, built fully in survival mode:

How does it work, you may ask? Hold the fuck on, I'm about to explore my rudimentary design. To start, we need a way to bonemeal the grass, to spawn our flowers. For this, we must use dispensers, which can apply bonemeal to grass, if bonemeal is in its inventory and a high signal is applied to it. For this, we position 32 dispensers, equally spaced apart, beneath the grass pointing upwards, all wired together. Next, we need to be able to break the flowers so they can be picked up. The best and cheapest way to do this, in my humble but correct opinion, is to use pistons on either end to push the ground back and forth. Since flowers break when the block underneath them moves, this does this perfectly. Earlier, I had mentioned that the strip of land must be thirteen blocks wide. You see, pistons in Minecraft can only extend if they push twelve or less blocks by extending. And so, we push as many as we can, twelve blocks, and leave a space in between to allow the pistons to extend, as seen here:

Once we have our flowers as items on our shaky floor, we need to pick them up. For this, there are over a hundred hopper minecarts going back and forth underneath the grass, picking up any items on the grass above, as hopper minecarts can pick up blocks 2 blocks above them, as opposed to their hopper brethren, who can only pick up from the area immediately above. These hopper minecarts stop at an unloading station, whose mechanics will be left out for now, and into a very, very long conga line of item hoppers. These bring it to our chest interface, where a set of Redstone item filters put each individual kind of flower into a separate set of chests, with a hopper at the bottom to feed into a shulker for ease of transportation. Now, we deal with our

i wish i could build stuff like this

pestilence: Seeds. Bonemeal also spawns tall grass, which spawns seeds when broken. These are garbage and clog up the system, and so, the seeds go into none of the filters, going instead into a dropper. This is detected and a high signal is emitted back into the dropper, firing the seeds straight into the bowels of hell from whence they came. And now, as any good EE student (not me) would know, you mustn't forget the clock:
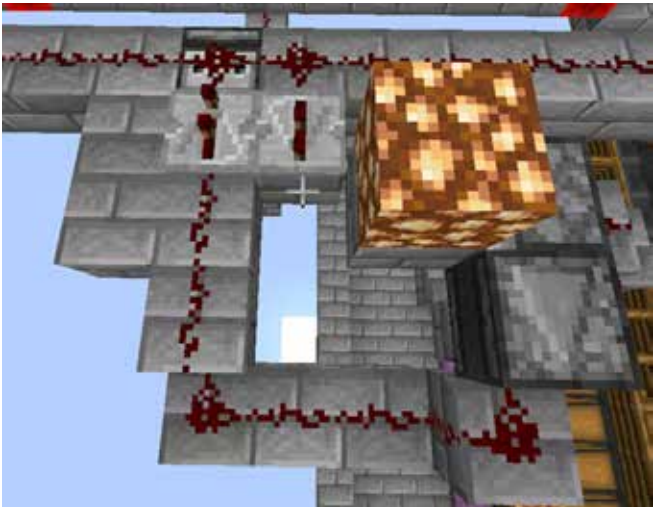
When activated by lever, a sticky piston (featured middle right) extends a block, completing the circuit. An observer, which detects any block state changes, sends out a pulse, providing our initial power from the circuit. Since redstone is magical bullshit and has no resistance (keep an eye out for my next article on practical applications of redstone in electrical engineering), this initial pulse is all we need to start our oscillator clock. From this, a different delay is applied to each part of our circuit (bonemeal dispensers, pistons 1 and pistons 2) as to not have them conflict with each other.

This is all there is to it - for now. There are many design improvements to be made, such as better rail tracks to increase minecart speed, seed filters in between the hopper conga line to unclog the item system, slightly better timing to ensure maximum efficiency, and more. I am, after all, just a dumb motherfucker with access to God's arsenal, and as such, the mk1 will always be the worst. Should a crumb of free time arise, and if I feel like it, I very well may implement these improvements. But for now, hell.

Now, we get to the part where I talk about random shit for the rest of the article. First of all, I'd like to talk about nether quartz. What a wonderful building block, fit for so many usages with oh so nice a colour and texture. But truly, nether quartz is a bitch ass motherfucker. They pissed on my wife. No other block in this game has so cursed a gathering method. For not only is so much of it frequently needed, it takes four pieces of quartz to craft a quartz block. Even with fortune giving multiple pieces of quartz per block of ore, this is a near insurmountable challenge for all but those with the strongest of wills. For reference, here is a library

I've been working on in survival, which, to my great distress, I have been told looks like it would be found in downtown Toronto:

Even as an accent block, this project required thousands of quartz blocks. Please understand what I mean when I say that I have been tested by the greatest trials God could throw at me.

Next on my list of ramblings, the past Minecraft combat changes. For those who are unaware, here is a basic rundown. Previous to the 1.9 Minecraft edition, the Combat Update, the Minecraft combat system worked like this: Point at a thing within range and click your attack and block (use item) button at about a 300MHz frequency. The 1.9 version introduced actual combat, with features such as the following:

- A cooldown timer on attacks, where if you attack before the timer is over, you deal less damage

- Shields, which block arrows and reduce melee damage

- Turning axes from tools to a tool/weapon combo, which have a longer cooldown timer, but deal more damage and can stun shields.

- Removing the blocking ability from swords, but introducing Area of Effect damage.

- Other changes, such as increasing heal rate when at full hunger, but increasing the rate at which healing decreases your hunger bar.

Many people don't like the combat changes the 1.9 update brought, and I'm here to tell you exactly why they're wrong. Prior to the update, the combat in Minecraft was dull and boring. The only contributors to your ability in combat was simply how fast

you could click your mouse. The update brought new life to the combat system, requiring thought and skill, as well as giving options to how a player wants to fight. I, for example, am an Axe Enjoyer, as I prefer it for its burst damage, allowing an enchanted axe to kill a normal mob in one hit, and the benefit of not having to take up an inventory slot with a sword. Another, however, may be a Sword & Shield Enthusiast (Not related to the Pokemon series by the same name), as it allows them to block damage and has a higher damage per second overall. Also, no longer having to spam click my mouse means that my poor mouse gets to enjoy a much longer product lifespan. This also doesn't include other methods of combat, such as bows, crossbows, and tridents.

I also want to take the opportunity to talk to you all about my favourite way of mining. Sure, caving is cool and fun, branch (not strip - Strip mining is a type of surface mining, typically used to mine coal and lignite) mining is easy and works well, and you can go ahead and just dig a tunnel in whatever direction and hope luck strikes you. But the most satisfying, fastest, overall best way to mine, I will share with you now. A fact that has forever changed my life is that the Haste II potion effect, combined with the Efficiency V enchantment applied to a diamond pickaxe, will reduce the mining time for stone to the point where you can near-instantaneously destroy it. The wonderful sound of dozens of stone blocks breaking as fast as you can touch them is indescribable, and is true nectar to the ears.

I'd also like to give a quick shoutout to Minecraft redstone for teaching me the content of ELEC 2607, Switching Circuits, almost as much as my prof did. I built so many of my labs and assignments out of redstone elements to fully understand them, and I can confidently say without a hint of doubt that Minecraft redstone has truly, unironically improved my cGPA.

And finally, before I leave you all, I must impart one last idea:

Rotund

blaseball time baybee

Blaseball is Back bby

By: Spencer Carlyle
- Aero D V -

Greetings from your friendly neighbourhood addict! I have come to spread the good word of Blaseball! Yes the 'l' is supposed to be there. You may have seen that wacky word pop up here and there around twitter and gaming news sites, this thing that was in many annual top 10 lists while being unheard of by many, this thing that sent Ghost of Tsushima, Holovista, and Tony Hawk into #PartyTime. You may have even clicked on a link to blaseball.com to find a static and basically empty page??? I plan to answer some questions but I will mostly be creating more questions and that's just how Blaseball be ~~sometimes~~. In the words of the The Game Band, the developers of Blaseball:
"Blaseball is baseball at your mercy. Baseball perfected. Our players are inhuman. They play day and night. Rain or shine. They never grow sick. They never tire."
On the surface, Blaseball is a web-based occasionally-interactive simulated baseball league (I know that sounds kinda lame but gimme a minute alright?). Every hour on the hour 20 teams across the immaterial plane Play Ball. You can place bets on who will win each game, earning you coins. What do you do with these coins? Buy peanuts of course. Or possibly more importantly you can buy votes to decide what fucky wucky changes will come next. Some historical examples of such changes are Enhanced Party Time, Eat the Rich, Blooddrain, Affinity for Crows, and Bad Neighbors. With the rules of the game changing weekly, anything is possible in Blaseball - want to fight god with a saboteur pitcher back from the dead? Been there done that. Besides the absurd gameplay, the real highlight of Blaseball is the community. It maintains an energy similar to Frosh at all times. Composed of sports fanatics, gay tumblr girls, and everything in between Blaseball has one of the most inclusive and wholesome communities I've ever seen. Living on twitter and discord they bring life to text on a page in a way you wouldn't believe. They create deep character lore in stories, art, comics, music, chants, and more and every team does it in a unique way.

Hellmouth Sunbeams: the most recent season winners stare into the Sun2 without fear WARNING HELLMOUTH HAS SWALLOWED THE MOAB DESERT, DO NOT VISIT THE HELLMOUTH

Unlimited Tacos: until recently had lived most of their career at the bottom of the scoreboard so they have nothing to lose and will probably never care that their actions have consequences.

Houston Spies: lurk in the shadows with no responsibility to a higher power, teaching their fellow fans how to take control of their lives and protect yourself in today's world.

Miami Dale: rock a vaporwave aesthetic and are the life of the party. For them Blaseball is just a side gig, the real cultural event is the friends we made along the way.

Boston Flowers: are a smaller team that focuses on personal growth and maintaining cozy wholesome vibes.

Hades Tigers: never look back. These two-time internet league champions are a force to be reckoned with in both gameplay and camaraderie. Richmond Harrison is my best friend, join Blaseball if he is your best friend too.

Chicago Firefighters: welcome you to your homeland, Chicago! What do you mean you're not from Chicago? Press x to doubt.

Breckenridge Jazz Hands: greet you with open hands! Home of band-nerds and theater-kids alike, if ya like jazz this may be the team for you.

Mexico City Wild Wings: may be protected by The Bucket but are a little lost in the sauce... They can be arguing with the gods one day and at the top of the leaderboard the next.

Toyko Lift: are the newest gain seekers of Internet League Blaseball. They bring Good Vibes everywhere they go and are champions of self improvement and healthy living.

Canada Moist Talkers: take up residence in a flooded Halifax some of you may be familiar with. They maintain the Canadian tendency for friendliness but if you talk to one be careful of the splash zone.

Charleston Shoe Thieves: are no strangers to the chaos of Blaseball, they just always seem to be there when things happen, probably because they were trying to steal your kicks while you were distracted.

Hawai'i Fridays: have been in a Friday since time immemorial thanks to Our Lady of Perpetual Friday. As you might expect from someone on a Friday, they are ready to just chill and vibe.

Kansas City Breath Mints: keep it fresh and cool and would like to have their Boyfriend Monreal back please. Overall, they are very friendly and totally not the Death Mints.

Yellowstone Magic: go uppy downy. This coven keeps things perfectly balanced and perfectly welcoming as all things should be.

Seattle Garages: decided to be a band in addition to a baseball team. They released 284 tracks on spotify and bandcamp in 209 days and BREAKINGS NEWS THEY ARE TAKING OVER BLASEBALL.

Dallas Steaks: are the home of The Collective Dadconscious, the perfect father figure. The Steaks will welcome, accept, and support you no matter what and are masters of the grill.

San Francisco Lovers: will take you with their medieval vibes. Thankfully that's just an aesthetic, you shouldn't expect to get your head cut off. You SHOULD expect polyamory though.

New York Millenials: don't know how to do anything but be gay, eat the rich, and vibe. When not trying to figure out how to pay next month's rent the Mills hang out and provide that social bond we all miss during covid.

Philly Pies: were the first good team to ever exist in Blaseball. Nowadays they spend their time baking pies of the fallen and making lore and strategy for the living

Baltimore Crabs:? What crabs? Oh, they're up! Their carcinisation process finally completed and were allowed to ascend to Blaseball2 as the ultimate form of life.

And that's all the teams that currently exist! It's okay if you pick a team and decide you don't like it, you're able to change your preferred team fairly easily. I know it's kinda a lot but don't be overwhelmed, take it slow and welcome Blaseball at your own pace! I'ma just slide splortsmanship.cool to you under the desk here as a nice resource you can take a look at.

Blaseball has been on pause since October so that the devs could rebuild and improve Blaseball from the ground up but it will be back by the time this article is posted. Hopefully I've piqued interest rather than scaring you away (Owen just told me to write this so I threw words onto a page without any real plan) because Blaseball had genuinely improved my 2020 without even really existing and I want more people to be able to appreciate it now that it's real again.

PS. Blaseball has a sick non-profit merch site that was co-founded by Carleton grad and ex-committee Nicole Mackin blaseballcares.com

this section is hell to put together

C-ENG SPEAKS: dear sister by the time

What has the pandemic made you horny for?

Gabriel Karam
CIVE V

How bout... a hug... maybe 2 hugs...

Honestly, Nutella. Nutella on a spoon is now my go to snack

Andy Curtis
AERO C V

Nikita Yovchev
BMED ELEC II

Bubble Tea

Asexual representation

Caroline Lenarcic
AERO C V

Everything and

Brooke Walton
BMED ELEC II

Buster Biggs
CIVE III

Not airplanes. Please no.

Lachlan Alexander
BMED ELEC II

Campus

Fresh air

Hani
CIVE III

haleena wiens

the cses editor in chief owen short <3 u bby

Aaron vandenEnden
AERO D III

Real human interaction

Nick Butler
MECH III

taking public transportation without the stress

Angsty music

Ariq Maclean
CS VI

Davis Moore
ACSE A III

I want to bake with a friend!

TACO BELLLLL!!!!!!

Nikhil Kharbanda
COMP SYS V

Teshwar Tarachand
COMP SYS II

Alex Miller
ARCH D IV

chess(p.s watch: xQc Gets Checkmated by MoistCr1tikal)

Julianna Clarke
IMD V

COLUMNS

Should the Editor-in-Chief be dictator of CSES? Why or why not?

In terms of dictator... we do not need a dictator

Uh, no. that would be dangerous

Only If he renames the position to the editor of Cheeks

that sounds like a lot of work do you really want that?

BITCH

No - This would have supreme power over the Iron Times, but the Iron times is the publication OF THE PEOPLE.

yes. bc I say so

yes he should do this extracurricular too thats a great idea that definitely cant go wrong

HECK YEA! Without the Editor-in-Chief, who else would threaten me to read the Iron Times

Isn't CSES already a dictatorship?

Absolutely, the Editor-in-Chief should be the dictator of CSES, this is unrelated to the fact that they will break my legs if I do no agree... send help.

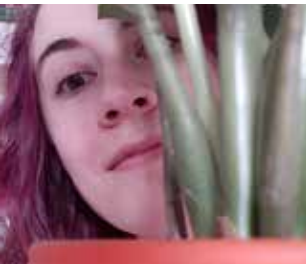Yes, because if I say no Owen will break my knees

Only if they pro-vide pizza at GMs

No you get no more power Owen.

I think if he has the capability to be a dicta-tor then sure. Everyone should the dictator of their life, maybe as well be the dictator of CSES.

Counterproposal: all former and current Editors-in-Chief band together to form one all-powerful Great Council... jkjk... unless?

okay calm down now

im watching pirates with daniel

If you could make Reflections happen anywhere, where would you want it?

The hall of mirrors in the Palace of Versailles

space

On the moon!!!!!!!!

In VR Chat

24th Dunton under the stars, and those weird antennas

On the moon for sure, and everyone would wear beautiful silvery, space-inspired garments

On the canal. Haha jk... Unless??

pyramids

In the mirror duh

What if we... had reflections... in the CSES storage closet? Haha, jk jk. Unless?

the leos lounge den so i can see it one more time

On MARZ, obly. Time to party on the Red Hot Planet

OLLIES?

Behind my head, i could get my own haircut.

24th floor Dunton

Lmao you wish you knew where it was going to happen this year

FILLER MEMES

look man no content times are still tough

SCIENTISTS FOUND A CURE FOR FASCISM

THAT PROFESSOR WASN'T LYING
THAT ASSIGNMENTS CAN DUE

hey brain hows it goin?
yea

Brain activity when Thinkin bout green
Brain activity when Thinkin bout red and yellow

Frog fact of the Day!
I can't take it anymore.

hot take central
@oceanbruise

my ideal basement show

10:10 AM · 4/29/19 · Twitter for iPhone
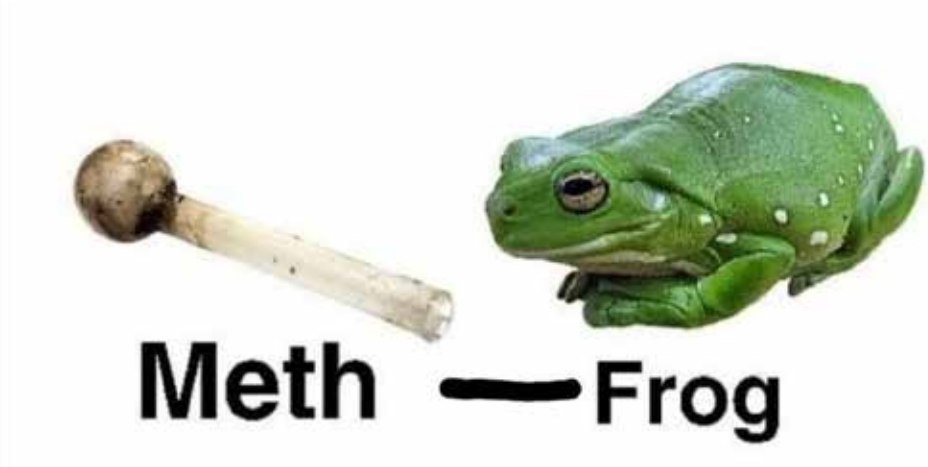
2,576 Retweets 8,706 Likes
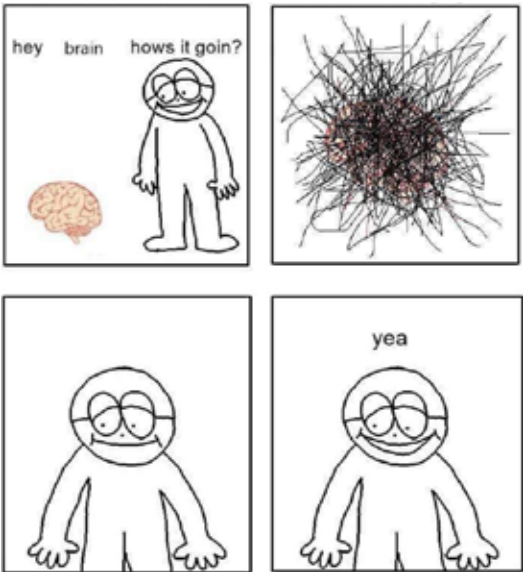
Laboratory #4 – Age-Hardened Aerospace Rivets

1. Background

Heat Treating Aluminum Alloys

Aluminum alloys are second to steels in their importance as engineering materials. Heat treatment of aluminum alloys for increased strength and hardness is perhaps more crucial for aluminum alloys than it is for steels. Only with proper heat treatment can aluminum alloys be fully utilized in many critical applications such as the transportation and energy industry. Aluminum alloy heat treatment was first observed in alloys containing about 5 wt % copper. If these alloys are quenched from relatively high temperatures (between 550-600°C) and allowed to stand (or to age) at or above room temperature their hardness and strength increase.

Aluminum alloys are second to steels

You talking mad shit for someone in
Carleton AEROSPACE
AERO 3700
Crusading distance

BEN & JERRY'S
Existential Pain

STOP DOING MATH

- NUMBERS WERE NOT SUPPOSED TO BE GIVEN NAMES

- YEARS OF COUNTING yet NO REAL-WORLD USE FOUND for going higher than your FINGERS

- Wanted to go higher anyway for a laugh? We had a tool for that: It was called "GUESSING"

- "Yes please give me ZERO of something. Please give me INFINITY of it" - Statements dreamed up by the utterly Deranged

LOOK at what Mathematicians have been demanding your Respect for all this time, with all the calculators & abacus we built for them
(This is REAL Math, done by REAL Mathematicians):

????? ?????? ???????????????????

"Hello I would like 🎨 apples please"
They have played us for absolute fools

Meth — Frog

CARLETON STUDENT ENGINEERING SOCIETY

f /myCSES   🐦 @myCSES   📷 @myCSES   📡 myCSES.ca

FEBRUARY   2021

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1	2	3	4	5	6
7	8	9	10	11	12	13 **Reflections 7PM**
14	15 **NEM Ontario Conference**	16	17	18 **EWB Exec Elections**	19	20
21 **National Engineering Week**	22	23	24 **SOOPP Revit Workshop**	25	26	27
28	29	30	31			

National Engineering Week

CARLETON STUDENT ENGINEERING SOCIETY

3390 Mackenzie Building

/myCSES @myCSES @myCSES myCSES.ca

WHAT IS CSES?

THE CARLETON STUDENT ENGINEERING SOCIETY HAS BEEN SERVING THE STUDENTS OF CARLETON ENGINEERING FOR MORE THAN 35 YEARS.

ITS GOAL IS TO PROVIDE ITS MEMBERS WITH ACADEMIC, PROFESSIONAL, AND SOCIAL RESOURCES TO HELP THEM MAKE THE MOST OF THEIR FOUR (OR MORE) YEARS AT CARLETON. IF YOU'RE AN UNDERGRADUATE STUDENT ENROLLED IN A STREAM OF ENGINEERING, YOU'RE A MEMBER OF CSES.

Hello everyone! With the beginning of March comes the CSES Sustainability week, ranging from March 15th -19th come join us for a wide array of sustainability focused workshops, presentations and events. Keep an eye out for CSES AGM as well to stay updated on everything we are up to! Cheers and good luck with everything!

President
Logan McFadden

Hello C-Eng! Hope your semester is going well! SGF funding approvals are out so keep sending those cheque requests in before April 9 for reimbursements! We are hoping to send out Support Fund recipients soon as well, so be on the lookout for that.

"There is no ice! There's never been any ice, ice is just a MYTH!" -Mr. Krabs $$$

Stay warm and take care of yourselves!

Finance Director
Dency Amalraj

*Editors Note: Ahmed didn't write anything but if he did im sure it would be:

DONT FORGET TO VOTE IN ELECTIONS *

VP Internal
Ahmed Abdalla

Howdy with a boot scootin boogie from your friendly neighbourhood VPX! Conference season is unfortunately conference season ends this month, however CSES Elections are underway! Likewise if you are looking for an opportunity to get involved in the ESSCO community keep your eyes open for Commissioner applications!

VP External
Megan Suchon

Hello C-Eng! February has really zoomed by! Some of the stuff that I have been working on this semester includes the passport, the handbook and some of the Iron Times content. Don't forget that if you have any questions about the publications portfolio you can always ask me at publications@cses.carleton.ca. I am looking forward to seeing some of the new content that publications has coming out this semester and I hope you are too!

VP Publications
Andy Curtis

Ahoy maties! Thank you so much for attending Engfrosh Reunion ExSCAVaganza, I hope you had a great time solving the clues while being reunited with your Froshmates. March is a busy month for the social side of CSES as Reflections (March 13th @7:00PM), Pi Day (March 14th @2:00PM), and the Winter Charity LAN (March 27th-28th) are all fast approaching! Be sure to keep an eye out on the CSES Facebook and the "Upcoming CSES Social Events" category on the ME3300 Block Discord. I can't wait to see you all at these super exciting events!

VP Social
Davis Moore

Hey C-Eng! Check out our online store @ shopaccentlogos.com/collections. We have c-eng face masks, 3300 block discord patches, c-eng nalgenes and engineering scarves up for sale! Winter semester hoodie orders have now closed, so thank you to those who purchased. If you ever have any questions please reach out to me at services@cses.carleton.ca. Have a great NEM!

VP Services
Kristen Johnson

NEM

Catch you on the flippity flip!

VP Academic
Macie Orrell

DON'T BE A STRANGER! ANYONE INVOLVED IN CSES WOULD BE HAPPY TO TALK TO YOU ABOUT ANYTHING FROM DIRECTORSHIPS AND EVENT PLANNING TO VOLUNTEERING AT LEO'S LOUNGE, OR JUST SHOWING UP TO EVENTS. IT ALL PLAYS AN IMPORTANT ROLE IN MAKING ENGINEERING YOUR FAMILY AWAY FROM HOME. REMEMBER... EVERYTHING COUNTS FOR FLIGHTSUIT STAMPS.

March-oscopes

Written By: Daniel Haycocks-Tulli

Aries

THIS IS THE MONTH YOU FIND OUT THAT LIFE IS JUST BEING KICKED WHILE YOU ARE DOWN REAPEATEDLY UNTIL YOU DIE. BUT IT'S OKAY BECAUSE AS LONG YOU HAVE HOMIES TO PICK YOU BACK UP THE BLOWS DON'T FEEL NEARLY AS BONE SHATTERING AS THEY SHOULD :)

Taurus

THIS MARCH YOU REMEMBER THE FUCKIN ABOMINATION THAT IS THE GUMMY BEAR SONG FROM LIKE 2006 OR SOME SHIT. THIS FUCKING TRAVESTY OF A SONG CRAWLS THROUGH THE MINDS OF ALL AND SYSTEMATICALLY REDUCES THEM TO HELL, ANY EXTENDED EXPOSURE BEYOND 30 SECONDS IS ENOUGH TO SHATTER YOUR SOUL. THE GUMMY BEAR SONG IS STRAIGHT UP A MEMETIC HAZARD THAT DULLS YOUR MIND AND WEAKENS YOU SPIRIT.

Gemini

THIS MARCH YOU WILL TAKE SOLACE IN ABSOLUTELY C U R S E D MEMES THAT EVEN THOUGH THEY HAVE ZERO RIGHT TO BE AS FUNNY AS THEY ARE, JUST REALLY TICKLE YOUR SEROTONIN MAKERS. A GREAT EXAMPLE OF THIS IS THE WEBKINZ MILK TWEET THAT ABSOLUTELY HITS RIGHT 1 TRILLION PERCENT OF THE TIME

Cancer

MONEY IS FAKE AND CODING IS FAKE AND GRAPHIC DESIGN IS NOT YOUR PASSION AND THIS MARCH ALL YOU WANT IS REVENGE ON GOD FOR LEAVING YOU ALONE AND UNFINISHED IN THE CHAOTIC GRAVITY WELL OF SCHOOL FOR ETERNITY (APPROX. 5 YEARS ON AVERAGE). EVENTUALLY ALL GOOD THINGS, AND BAD ONES COME TO AND END, YOU WILL ESCAPE; THERE IS HOPE AND LIGHT AT THE END OF THE TUNNEL TO HELL(REAL LIFE).

Leo

HONSE

Virgo

THIS FATAL MARCH YOU REALIZE THAT YOU HAD BEEN USING THE MICROWAVE WRONG YOUR WHOLE LIFE AS YOU COME TO THE BRILLIANT, IQ > 500 CONCLUSION THAT, INSTEAD OF TYPING IN THE TIME EVERY TIME YOU WANT TO MICROWAVE SOMETHING; YOU CAN JUST PUT IN 99:99 ONCE AND JUST HIT START AND STOP AS YOU PLEASE FOR MONTHS. ALTHOUGH YOU SHOULD BE USING A GRILL TBH.

Libra

THIS MARCH YOU REALIZE THAT RANDOM BIGASS SHEETS OF PLASTIC YOU FOUND IN THE BASEMENT ARE ACTUALLY THE BEST CONCIVBABLE WAY OF SLEDDING DOWN A HILL AS YOU RIP DOWN SNOW HILLS AT MAXIMUM VELOCITY AND FEEL EVERY SINGLE MOLECULE OF SNOW SPANKING ALL OF YOUR ASSCHEEKS AT THE SAME TIME AND NOT ONLY DO YOU ENJOY THIS (UWU) BUT IT MAKES YOU FEEL MORE ALIVE THAN SCHOOL OR HAVING TO MUCH COFFEE EVER COULD.

Scorpio

IN MARCH YOU WILL GET DUMPED YET AGAIN; BUT THIS TIME INSTEAD OF SOMEONE YOU MET IN MATH2004 TALKING ABOUT GRADIENTS, ITS BY GOD IT SELF AND IT HURTS EXACTLY AS MUCH AS THE EMAIL NOTIFICATION SOUND IN MICROSOFT OUTLOOK DOES EVERY TIME YOU GET AN EMAIL.

Sagittarius

THIS MARCH YOU WILL REALIZE THAT YOU CAN NEVER LET ANYONE ELSE DOWN AS MUCH AS YOU LET YOURSELF DOWN THAT TIME YOU LEFT YOUR FROZEN PIZZA IN THE OVEN FOR OVER 3 AND A HALF HOURS AND AS YOU LOOK AT THE CHARRED, CARBONIZED, PSUDO-ITALIAN DISK YOU REALIZE THAT IT'S ALL UPHILL FROM HERE BABEY >:)

Capricorn

THIS, MONTH AFTER BEING A FUCKING HUMAN RASIN FOR THE BETTER PART OF A LIFE YOU REALIZE THAT BEING CORRECTLY HYDRATED HITS RIGHT EVEN THOUGH IT BRINGS YOU TO THE AWFUL REALIZATION THAT YOU ARE A MEAT MACHINE DESIGNED TO MAKE PISS AND DRINK WATER UNTIL YOU MEET YOUR END. BUT THIS IS OKAY BECAUSE ITS NOW ABOUT THE FINAL GLASS OF WATER YOU DRINK, BUT THE GALLONS OF WATER YOU SUCC'D DOWN ALONG THE JOURNEY.

Aquarius

MARCH IS THE MONTH OF BASICALLY JUST LIKE IDK KINDA LIKE ACADEMIC PURGATORY BECAUSE ITS SO FAR FROM EXAMS AND YET DANGEROUSLY CLOSE. IT'S OKAY THOUGH

Pisces

THIS IS THE MONTH DISCORD POOR-SHAMES YOU FOR THE LAST TIME AS ONE OF YOUR HOMIES, AN ABSOLUTE GAMER, GIFTS YOU NITRO SO YOU CAN SPAM THE ABSOLUTE STUPIDEST EMOJIS IN OTHER CHATS AND SEND A 420 MEGABYTE WORD FILE OF MEMES TO WHOMEVER REQUESTS IT.
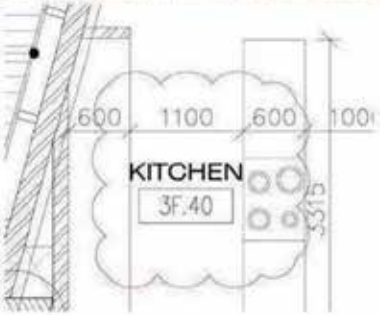
DISTRACTIONS

YOUR PEE SHOULD NOT LOOK LIKE THAT CONSUME WATER

Engineers and Maintenance workers at Pratt and Whitney seeing all of their 4000's explode in one week

made with mematic

TAKE ONE BAG OF SPRITE
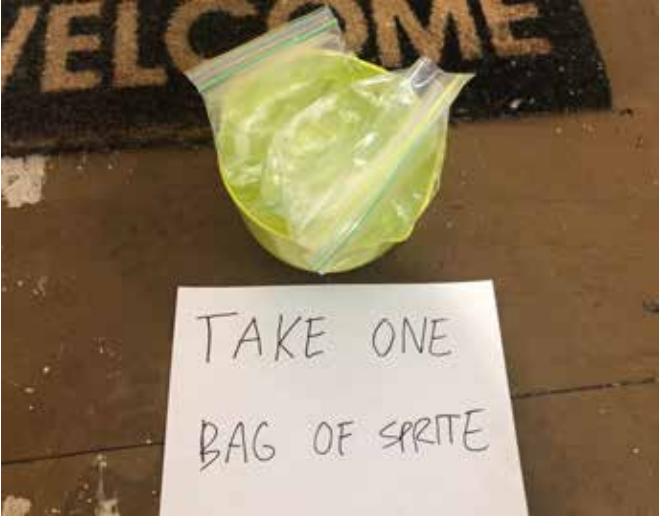
When your girlfriend finally agrees to do a star wars roleplay night and she come out in a slave leia costume

I was hoping for Kenobi. Why are you here?

Please be careful when you put revision clouds on your drawings, some of the contractors do not understand.

KITCHEN 3F.40

600 1100 600 100

Carleton Missile Crisis

Part of the great INSPACE discord meme vote.

CIA reference photograph of a Canadian medium-range ballistic missile in Solidworks, CU InSpace Discord

Date	06 March 2021 (Naval quarantine[1] of #general ended on March 6)
Location	Some discord call
Result	• Publicized removal of the shitty nuclear missiles names from #name-voting • Non-publicized removal of other shitty names

Belligerents	
🇨🇳 CU InSpace	🇺🇸 Outdated memes
🇨🇺 Idiots	*Supported by:*
Supported by:	⚜ Common sense
🔥 Faculty of Engineering and Design	

Commanders and leaders	
🇨🇳 Comrade Brendan Griffin	🇺🇸 Shitty names
🇨🇺 Some other idiotss	

Casualties and losses	
None	49 shitty names lost 1 killed

stress reaches yielding point

ductile material:

brittle material:

LAST CALL

iron LEGENDS

THE IRON LADY

Amanda Marsden
– ELEC II –

Hailing from:
Ottawa, ON
What is your favourite pandemic pastime?
Cooking and bullying my siblings
What is the most trivial thing about which you have a strong opinion?
Hugh Jackman
What is your deepest darkest secret?
well we aren't going to go into that
What historical figure do you wish you could meet? Why?
Walt Disney, I am a child at heart.
Is free will an illusion?
who can say?
C-Eng Involvment:
-Leo's manager and volunteer
-Musical Dance Director

THE IRON MAN

Isaac
– ARCH ENG III –

Hailing from:
Kingston, ON
What is your favourite pandemic pastime?
It was skating on the canal... but...
What is the most trivial thing about which you have a strong opinion?
Non-mechanical pencils should be un-invented
What is the biggest mistake you've made that actually turned out alright?
Trying a PB and pickle sandwich
What historical figure do you wish you could meet? Why?
Shakespeare. Maybe then my Haiku could be better.
What is your deepest darkest secret?
I am awful at speeling words
Write a Haiku about yourself.
I am a Human
Haikus I do not enjoy
Come to NEM events
C-Eng Involvement:
Sponsorship Director and NEM Chair

USES for the CHARLATAN

>Make a paper mache volcano

>Use it as sails for your pirate ship

>Use it to mop up the tears that were caused by the DOE

>Use it to mop up the tears caused by the MAE

>Use it to mop up the tears caused by the Math department

>Use it to mop up the tears caused by the co-op office

>Use it to mop up the tears caused by your loneliness

>Read it because god knows print media is dying and we need to support it whenever we can or else ignorance and anti-intellectualism will win out and ruin our society.

Special Thanks To:
All the people who submit articles and C-Eng Speaks to the Iron Times!

– Footnotes –

Issue Made Possible By:
1 Pirates of the Caribbean
2 M*A*S*H
3 moral support from Macie
4 Sleeping dubious amounts

poo poo pee pee

-Abraham Lincoln