

## Surf Like A Girl

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Before the title of the book drives you to call Gloria Allred, try looking past the title. *Surf Like A Girl* embodies the "surfer girl" attitude, the carefree but driven personality that makes surfers seem just not bothered by life.

*Surf Like a Girl* covers all those scary basics like how to ride the waves without snapping your neck, what to wear when riding the waves (make-up not recommended), safety and etiquette, and loads of advice for every girl ready to ditch the sand and hit the waves. With practical, technical advice targeted for young girls, *Surf Like a Girl* is an informative and funny manual with reading like stereo instructions.

Author Rebecca Heller is the quintessential surfer girl. This blonde hair, blue-eyed, California native is an avid surfer by morning and a high-powered executive by day. Heller has taken the surf world by storm and has become an authority on women's surfing for years. Although this is Heller's first book, she has written for such notable surfing magazines such as *SG Magazine*, *Surfline for Women* and *Surfshot*.



# STEAMBOY

WELCOME, FILM FANATICS. YOU ARE about to enter the latest cinematic creation from legendary film director Katsuhiro Otomo.

It is 1866 and the industrial revolution is about to explode in England. You are too late to see our oak forests since we burned them all in our fireplaces, but you can visit the large deposits of coal that are still available to keep the factories running.

The Great Exhibition is only weeks away. Held at the Crystal Palace and presented by Queen Victoria herself, it will symbolize Great Britain's industrial, military, and economic superiority—all this thanks to the marvel of steam power.

Indeed, steam power has revolutionized the world, but is not perfect.

Enters Dr. Lloyd Steam, after many years of research he has finally created the holy grail of steam power: the steam ball. Small enough to hold in one hand, and light enough to carry around, it can hold enormous amounts of steam pressure; there is no need for a water reservoir or a boiler, just fill it up with steam, take it with you, and connect it to the machine of your choice.

But fearing that the steam ball will fall in the wrong hands, Dr. Lloyd sends the ball to his grandson Ray. Now, it's Ray's responsibility to ensure that this new technology will be used for the good of mankind and not for its destruction.

But young Ray will discover soon that absolute power corrupts absolutely, and maybe mankind is not ready yet to have this responsibility.

With ten years in the making, *Steamboy* marks the return of Katsuhiro Otomo to the big screen.

Following the groundbreaking production of *Akira*, *Steamboy* had a cost of 2.4 billion yen (\$22 million dollars), more than 180,000 drawing cells (*Akira* had 150,000 cells), 400 CG cuts and an incredible staff of talented people to make it all happen.

Based in England at the brink of the Industrial Revolution of the 19th century, the level of detail placed on the clothing of the characters, the style of the buildings, the streets of London, and the



steam machines themselves is incredible.

As part of the pre-production on the film, Mr. Otomo and the principal members of his team spent 10 days in Britain, traveling from London to Manchester to York. They visited cotton mills and museums. He was able to take the tools and machinery that existed in that era and create a parallel world where steam-powered unicycles, zep-

pelins, submarines, and soldier armors are at the order of the day. He calls it "Steampunk."

The flow of the animation and the attention to detail is exceptional, and its integration with CG is seamless; there is a conscious effort to melt these two techniques together to the point that they are indistinguishable from one another.

The first half of the movie sets the environment of the era and the different beliefs and objectives of the characters into context. They all will be in an extraordinary struggle to control the ultimate steam power.

This is not *Akira 2*; there are no laser rifles, psychic powers or disregard for public property... well, maybe a little bit. What we have here is the classic struggle for power, placed at a time when steam is the fuel of choice, and he who controls it will control the world.

This is a captivating film to see over and over again, not just because it is intriguing and smart, but because there is so much visually. You'll want to see the layout and details of the buildings, the wheels and gears of the different machines running around the streets, and all the gauges, valves and levers that make them work, while trying to keep up with all the action that is going on at the same time.

With a classification of PG-13 (due to one graphic violence scene), it will be release with subtitles in 10 percent of the theaters, the other 90 percent will hear the great voices of Anna Paquin (as Ray Steam), Alfred Molina (as Eddie Steam, Ray's father) and Patrick Stewart (as Lloyd Steam, Ray's grandfather).

Welcome back Mr. Otomo. We missed you.

—Roberto Ramirez