

CHRISTINA M DIAZ

SAMPLE WRITING PORTFOLIO

ABOUT MS. DIAZ



Christina Marie Diaz is a writer and multimedia artist. Her early scholastic years were focused on literature and journalism. She developed an enthusiastic interest in politics through her love of journalism, and pursued politics and the social sciences in college. She graduated from the University of South with a BA in political science, minoring in sociology. Throughout her college years she maintained a love for writing and reporting with an emphasis on political commentary. She was an active writer for the university's student newspaper, *The Oracle*. She also assisted in the development of news reporting & copy writing for marketing as Street Team Director for the university student radio station, *WBUL1620AM*.

Currently, Christina has become a successful digital artist working with clients to integrate trends in media with business strategies. She has built a multimedia firm focusing on small business marketing and web development. Her use of technology in innovative ways as a vehicle for expression, visual and conceptual, has become her signature pursuit.

She continues to contribute news and Op/Ed pieces in various formats. She was a copy editor at Gamersinfo.net and a contributing entertainment reviewer for Good Times Magazine on Long Island. Her professional writing projects are typically web copy and marketing related, she maintains the pursuit of reporting on real life events through documentary film and news reporting.

This portfolio features highlights from both her news writing and copywriting career. Fiction writing samples have been omitted but are available upon request. Her fictional writing includes treatments, full screenplays, and short stories. For contact information, please see page 15 of this portfolio.

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I. NEWS FEATURE-INTERNATIONAL

Amnesty Makes Internet Free Speech 'Irrepressible'

21 July 2006 - Amnesty International launched an Internet campaign yesterday to stop government censorship online. The campaign is a response to recent alleged human rights violations occurring between nations and political dissenters using the Internet as a medium for protest.

An Internet site associated with the campaign, <http://irrepressible.info>, will provide Internet censorship news, petitions, and texts.

Amnesty says its campaign is necessary in light of the recent involvements of major corporations such as Microsoft and Yahoo! in possible human rights violations. Both companies, along with a growing list, have reportedly provided information about dissenters to foreign government officials.

Amnesty's campaign is not the first acknowledgement of Internet privacy issues. The UN and the US had started investigations into possible human rights violations and free speech infringements occurring via the Internet in an effort to prevent future rights infringements.

United Nations Secretary-General Kofi Annan has voiced his concern over human rights violations. Annan has also expressed concern with the inability of the United Nations to implement human rights treaties such as the Universal Declaration on Human Rights, and criticized member nations for being too self-interested to take action against offending nations.

Americans maintain concern for civil liberties both domestic and abroad. The large population of American Internet users has resulted in large numbers of Americans being especially concerned with free speech and privacy on the Internet.

In a Gallup Poll, 78% of Americans voiced concern over Internet privacy. Even after September 11th, most Americans would not sacrifice civil liberties to prevent terrorism, according to polls.

To meet this concern, Secretary of State Condoleezza Rice established GIFT (Global Internet Freedom Task Force) as an independent operating body to report on the status of global Internet censorship in February of this year.

Following GIFT, a joint congressional hearing was held to review the role of the Internet in China. As a result of the imprisonment of a Chinese reporter after Yahoo! turned over the reporter's emails to the authorities, Yahoo! was asked to release information on how many requests were received to censor content or provide personal information on content producers.

Yahoo! denied having any involvement with China's Internet censorship policies after October of 2005, when it merged with China's Internet leader Alibaba.com and relinquished control of the market. Congress concluded that they would continue an effort to encourage companies such as Yahoo! to adhere to strict policies involving censorship and freedom of speech violations.

As an extension of this call to action, Amnesty International asks for Internet users to sign a pledge calling on governments and companies to adapt policies that will respect Internet freedom.

II. PRESS RELEASE

FOR IMMEDIATE RELEASE
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ORGANIC MOTION CAPTURE NOT JUST FOR SONY IMAGEWORKS

Tampa, FL, September 15, 2007; 11:39:38 PM

Studio Zuse announces that it will be working in association with Fluid Images to house a fully equipped motion capture (MoCap) studio based in Tampa, FL. The MoCap studio utilizes OptiTrack's premier cameras and equipment, Arena software, and MotionBuilder to track organic motion.

Studio Zuse's motion capture abilities will now provide game developers, animators, and special effects a new avenue for exploring the creative possibilities. Motion capture was initially an expensive exploration by the military in its effort to track enemies. Over time the process developed into a high-end ability to track the motion of actors and transform their actions into animated sequences. Unfortunately, the cost and complexity of these ventures limited their use to major motion pictures studios. MoCap technology was used in pictures such as *Surf's Up*, Sony Imageworks and *The Polar Express*, Warner Bros.

Recent technological advancements in the software and equipment needed for motion capture proved to be an opportunity for smaller studios; Studio Zuse is one of these studios to take the initiative and develop a MoCap studio of its own to create stunning fluid motion.

"Organic motion like this is difficult to manufacture," director Tom Mott explained, "Animators, especially game animators, have been needing something like this for years. Now they finally have the ability to either build their own studio with OptiTrack's camera system or find a small firm that can provide the service at a fair price."

Motion capture for animation involves placing a human actor in a skin-tight bodysuit with points attached. The points, usually infrared, are tracked by cameras to create a point cloud. This point cloud is applied to a character for animation. Once applied, the character's movements are identical to the human actor's movements. The result is a realistic fluid motion, giving animated characters a whole new life.

For additional information, Contact: Public Relations at email@studiozuse.com.

Studio Zuse is an elite design team of professionals who specialize in the fields of website creation, digital video shooting and editing, special effects, animation, photography, copy creation, business presentations, and emerging trends - fusing technology with art.

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13th Annual Rock 4 Xmas Benefit

The Crazy Donkey Farmingdale

The Rock 4 Xmas 13 benefit concert and toy drive for The John Theissen Children's Foundation proved the age-old adage that great events sometimes come in small packages, as the event's small turnout did not stop the cheer, philanthropy, and all-out rock. The concert, hosted by The Crazy Donkey on Long Island, boasted a considerable lineup for its 13th year.

Returning this year to headline the show was Long Island favorite Eddie Money. He performed many of his greatest hits, including "Baby Hold On," "Take Me Home Tonight," and "Shakin'." Staying true to the season, he included Christmas favorites "Everybody Loves Christmas" and "Santa Claus Is Coming to Town" at the end of his set.

Money is known not only for his infectious rock tunes, but his incredible flare for performance. He delivered the latter flawlessly, captivating the audience with a mixture of high-spirited jokes on his own infamous past, and genuine appeals to the audience to reach into their pockets and give from their hearts to children in need. Money had arrived at 8 am that morning to begin practice with the band, and prepare for the night's show. Club owner Gus Smertgis took the stage to praise Money's commitment to performing for his fans just before an encore of "Two Tickets to Paradise" ended the evening.



Eddie Money

The main event lineup included Randy Jackson of Zebra. He took center stage with an acoustic guitar, and framed in smoke and bright white lights he delivered definitive classic rock. He dedicated the song "Lullaby" to the night's other huge act, Joey Molland of Badfinger.

Although many of the famous Badfinger songs Molland played such as "I Can't Live (If Living Is Without You)" and "Come and Get It" are often attributed to other artists, everyone in attendance at Rock 4 Xmas knew Badfinger's legacy and were honored to watch Molland



Butch Patrick

perform the hits.

Kelly Keeling of the Tran-Siberian Orchestra provided the Christmas spirit playing traditional holiday music with a rock edge. Continuing with the rock theme, Terry Ilous of XYZ lent his blues influenced vocals to an



Joey Molland

explosive set that featured his hit "Inside Out."

Opening acts included Papa Joe, Dan Acosta & Mike Sanchez, and After The Crash. "Papa" Joe DeMaio opened the show with his stylized solo acoustic Americana. He performed two slow ballads and created a favorable atmosphere to begin the night. San Diego alternative rock band After the Crash took the stage for a surprisingly energetic short set. Their pop/punk sound and dynamic performance style brought something different to the stage, while their focus stayed true to the cause. Lead singer Jake reached out and said, "This is all for the kids," calling attention to the mission of the evening. Dan Acosta performed with



Randy Jackson

his three-piece band his own classic rock influenced songs, and louder hard rock riffs. One song, "The Lonely Hero," was inspired by a soldier friend serving in Iraq, who watched his baby born via webcast. Acosta reminded everyone that during this season of gift giving, "whether you believe in the war or not [the American soldier is] giving the gift of freedom."

Throughout the night the performers mingled with the audience, creating an intimate experience for those who attended. The emcee, Butch Patrick (television's Eddie Munster), recommended the T-shirts being sold and signed as great presents for family. With the toy table filled with donations, and a very rockin' Christmas successfully complete, event organizer Wayne Morrison created another stunning Rock 4 Xmas benefit.

All proceeds from the Rock 4 Xmas benefit are donated to The John Theissen Children's Foundation. For more information on the charity that assists sick and underprivileged children, visit jtcf.org.

— **Christina Diaz; Photos by Wayne Herrschaft**

Tony Bennett

The Theater At Westbury Westbury

The expression "they don't make 'em like they used to" could easily be used exclusively for describing the amazing everlasting talent of Tony Bennett. At the age of 83, Bennett still has a gem of a voice that has been entertaining the world for over six decades. He brought his lively stage show to the Capital One Bank Theatre at Westbury for two nights, November 21st and 22nd. When he arrived on stage on November 22nd, Bennett was warmly greeted by a crowd, with an age rage of 45-85, who began with a rousing standing ovation – the first of many for what would be a legendary performance.

Opening with "Someone Who Cares Like Me" and "Who's Got the Last Laugh Now," Bennett was incredibly spry and he filled the theater with his Italian charm and wit.

He kept things simple by performing with a tight quartet making his vocals the main focus of the evening. Listening to him hit the high notes on "Maybe This Time" brought some to tears. Bennett sings with pure

emotion and he exudes joy.

"Rosemary Clooney and I were the first 'American Idols,'" Bennett announced to the crowd as he told the tale of how he came in second place in a televised amateur contest called "The Pearl Bailey Show." He explained how comedian Bob Hope discovered him, shortened his name and put him on stage at the Paramount Theater. His stories, much like his songs, were intoxicating and filled with color.

Watching him sing "Cold, Cold Heart," "I Got Rhythm" and "The Way You Look Tonight," was like watching a master at work. He oozes class and glides across the stage as if he's walking on air.

Bennett brought out his daughter



Tony Bennett

Antonia, who was his opening act, for a duet on the Steven Sondheim tune, "Old Friends." Unfortunately, the apple fell way too far away from the tree as Antonia couldn't match

her father's talent. But, it didn't matter because Bennett was having a ball and the crowd was right there with him.

Hits came fast and furious as Bennett fired off "Because of You," "Just in Time," "Boulevard of Broken Dreams" and "Stranger in Paradise." After flawless renditions of "The Best is Yet to Come" and "Smile," Bennett jokingly dedicated "The Good Life" to scandalous talk show host David Letterman as the crowd laughed.

"For Once in My Life" received an enthusiastic standing ovation as did "The Shadow of Your Smile" where he broke into a slick dance routine stating, "I can't help it we just got back from Brazil!" The moment came for his signature song, "I Left My Heart in San Francisco," which sent the crowd into the stratosphere bringing on yet another standing ovation.

As the evening grew later, Bennett got better performing "Steppin' Out With My Baby" and "Fly Me to the Moon" with incredible zest and a warm smile. His vocal style brought back memories for many who grew up listening to his recordings. Bennett spoke of his beloved home town Astoria singing, "A Little Street Where Old Friends Meet" and closed the show with the poignant tune, "The Music Never Ends."

Bennett is the type of performer that comes around once in a lifetime. He's an extraordinary talent that ties generations together. There's no one to replace him, which is why he's so cherished to this day.

— **David J. Cribblez; Photos by Norm Harris**

Cheap Trick

Fillmore New York At
Irving Plaza
New York City

Some bands are heralded as the second coming, while others knock out a few hits and disappear. Then there's Cheap Trick, which is still the original foursome. When the band returned to New York City to perform here on January 25, they packed the place wall-to-wall with fans ranging in age from 18 to 55.

Wasting no time, Cheap Trick instantly brought the energy up with "Way Of The World" to kick off the show. Blond lead singer Robin Zander, clad in a porkpie hat, wailed away on "Come On, Come On" as guitarist Rick Nielsen kept the crowd entertained with his cartoonish antics. "Good evening New York City! We hope everybody feels like singing, because you should," said Nielsen as the band performed its most catchy tune, "If You Want My Love," which got many in the crowd dancing. Drummer Bun E. Carlos kept the beat steady while bassist Tom Petersson, who evoked a mad scientist, kept it all together.

The band was promoting its new album, *The Latest*, and their set showcased a wealth of new material peppered with some oldies for extra flavor. New tracks "These Days" and "Sleep Forever" were mixed with "Baby Loves To Rock" and "Heaven Tonight." Surprisingly, Trick's new material lives up to its old catalog. "Miss Tomorrow" and "Here Comes A Miracle" won over the crowd with ease. But it was Zander's incredible pipes that sent the songs into the stratosphere.

"We are the one and the only, except no substitutes. Cheap Trick," stated Nielsen as the crowd cheered. "I heard Lady GaGa is here. If you are, Lady, I'd like to write a song with you while wearing one of your g-strings." His quirky humor mixed with his unique guitar playing drove the band's go-for-the-throat sound and fun-loving vibe.

After running through "Just Got Back," the adrenalin was raised on the summer single, "Sick Man of Europe." The new tunes continued to flow with "Closer, The Ballad of Burt And Linda" before ending the show with the greatest concert song of all time, the youth rebellion anthem "Surrender."

The crowd roared with pure appreciation as the band reemerged for an encore set as Nielsen said, "Does that mean you want to hear some more?" They began with their staple "The Dream Police" followed by "Auf Wiedersehen," where Nielsen brought out his famous double neck guitar that was shaped in a cartoon image of himself. After "Anytime," Nielsen brought out his five-neck axe for closing number, "Goodnight" as he tossed picks out to the fans.

Now in its fifth decade, Cheap Trick is among the few elder statesmen who can deliver with the same bite as when they first came on the scene. Cheap Trick might not get the accolades that other



bands their age receive, but their integrity and reputation remains firmly intact.
— David J. Cribiez

Epica

Gramercy Theatre
New York City

The drama of opera was paired with the intensity of progressive metal when Epica took the stage at this popular Manhattan venue. For people who are convinced that all music be placed in rigid genres, Epica has officially labeled itself as a symphonic metal band. Yet, as they tackled an impressive set with an array of styles ranging from

vocal ballads to grinding, headbanger extravaganzas, and it was clear that Epica is anything but genre specific.

This concert was part of the North American leg of their *Design Your Universe* tour in promotion of their latest album of the same name. Remarkably, the show was sold out. For a Dutch symphonic metal band with almost no major radio airplay in the U.S., the showing was a testament to the relationship that Epica maintains with its devotees. In the audience, committed fans discussed the virtues of the band with those attendees less familiar with Epica, trading favorite songs and band details with the tenacity of professors in their classrooms.

Epica's performance opened with a theatrical flair, as deafening applause met the presence of the band, which took the stage without its female lead vocalist. The crowd waited in hushed anticipation for the acclaimed mezzo-soprano. Tension built during an extended instrumental intro, and eventually Simone Simons appeared onstage to a roaring crowd. A hidden fan kept her long, red locks of hair in constant flight, adding to the stage ambience. Her ethereal vocal range was perhaps even more impressive live than on the albums in light of the recent pop music trends of lip syncing and pre-recorded performances.

The band's set included songs spanning Epica's fast growing discography. They introduced new songs from the *Design Your Universe* album such as "Unleashed," "Design Your Universe: A New Age Dawns - Part VI," and "Tides Of Time." The latter song

provided a showcase opportunity for Simons' vocal talent, while the former tracks allowed for the death metal-inspired grunts of genre veteran Mark Jansen and newcomer lead guitarist Isaac Delahaye to bellow the focal points. Jansen possessed a natural stage presence, and his vocals created a perfect counter to Simons. On classic tracks such as "Cry For The Moon" and "The Obsessive Devotion," it was Jansen's growls and intensity that created those essential tectonic moments in their music. Key to symphonic metal as well as Epica's specific blend are those otherworldly sounds of darkness and gloom, and their live performance here delivered these haunting moments with exact clarity.

Epica also brings their rebellious genre-escaping talents on tour. Its set was punctuated by pure orchestral presentations as the crowd awaited the band's return to the stage in darkness. Swirling-haired headbangers caught their breath in moments of crossover songs originally recorded with string orchestras and choirs.

Epica also performed the instrumental "The Imperial March" (of *Star Wars* fame) and it was met with a staggering crowd response.

Epica's musical genre may defy definition, but there is a characteristic of their live performance that needs no explanation: Whether it was a planned tactic or a happy accident, each moment of the performance felt as if it had been scored specifically for the evening's moods and moments, with that transcendent quality of great score compositions. It's something to consider next time you're watching an epic blockbuster film. Listen closely, and behind the action you may hear a hint of death metal – and if that genre could ever be so subtle and have mass appeal, it is through the interpretation of bands such as this one.

— Christina Diaz

V. INTERVIEW – Gamersinfo.net

Setting the record straight

Major League Baseball 2K10

Developer: Visual Concepts

Publisher: 2K Sports

Release Date: 03/02/2010

With the 2K Sports release Major League Baseball 2K10, producer Ben Bishop and gameplay designers Jonathan Rivera and Sean Bailey were eager to sit down and discuss the details of the game. They had more than just the excitement of a game release to discuss; they had an urge to set the record straight. After all, MLB 2K9 has become something of a critical disaster for the team. With their latest installment in the MLB series, they went back to the fundamental design elements that made other 2K games a success. Their promise: MLB 2K10 not only exceeds expectations but also completely knocks expectations out of the ballpark.

GamersInfo.net: What was the biggest obstacle faced when developing 2K10?

Bishop: I think the toughest thing for us was trying to come back from 2K9 and really get going with 2K10 with a full development cycle. You know, with 2K9 it was a little bit shortened, and it was tough for us to do everything we wanted to do. With 2K10, we felt that we had everything ready to go and more under our control, so we were happy to have a full cycle and do what we wanted to do.

GamersInfo.net: Gamers and industry critics have noted earlier games in the MLB series have struggled with technical issues surrounding pitching and hitting. Has this become a primary focus for improvement 2K10?

Bailey: It's almost an understatement to call it a primary focus. We wanted more than an improvement. We wanted to nail it.

GamersInfo.net: Pitching was simplified in 2K9 compared to 2K8. What was the aim for this year's tweaks to pitching? Was it more simplified or more robust?

Rivera: We wanted to build on the simplified version in 2K9 by allowing you to pick the pitch you were attempting to throw. It certainly makes it's easier for us to determine what pitch you're trying to throw so that you'll never come into a situation where you go to throw a slider and it throws a curve ball. The game can move your pitch left, right, down or up. For example, if you over* or under-rotate your curve ball, it will change the direction of the pitch. The game does a lot more with your pitch and gestures. As far as the controls, we went with a simplified control rather than a complex control.

GamersInfo.net: How much of 2K9 was used in 2K10?

Bailey: We completely rewrote everything from fielding, hitting, pitching, AI and camera views. Over 200 animations were added for infielders alone. We had a lot of work ahead of us because I don't think any of us were happy with last year. Everything from the ground up is different, new and improved.

GamersInfo.net: How did you come to the decision to put Evan Longoria on the cover this year?

Bishop: One of the biggest things for us, we've found in recent years, is to try to get someone who is not only a great player but also someone who is a gamer and interested in the development process. A guy like Longoria is a young up-and-comer and one of the stars in Major League Baseball, but he's also a big-time gamer.

GamersInfo.net: Will MLB have the same dynamic commentary as NBA 2K10?

Bishop: Yes; I think it's huge having NHL, NBA and MLB done in house at Visual Concepts has been great in terms of being able to share resources. We want you to have a common thread when you play any 2K sports titles, whether it's just the interface or similar things in My Player mode that were seen in NBA 2K10.

GamersInfo.net: Do you use the input from regular gamers to determine what to change on future games or do you rely on professional reviewers?

Bailey: We take it all in. We go out to boards. We look at polls and surveys. We talk to people on the outside. We play other games. Anyone who can buy a videogame, we're going to listen to. Anyone who likes sports, we're going to listen to.**

VI. GAME REVIEW – Gamersinfo.net

My search for a new classic

Minigore

Developer: CH Games Co. Ltd

Publisher: Chillingo

Release Date: 07/30/2009

I'm an "old salt" of gaming. I'm known to endlessly ramble over legacy consoles and classic games. I don't necessarily think they were superior to modern games. However, I do feel that there was something in the simplicity of those games that made them endlessly playable. When I play today, I often feel something is missing. I guess I've been secretly searching for a return to that classic style of gaming. When I downloaded Minigore for my long train rides after a friend suggested it, I realized my search was over.

Minigore is a 3-D survival shooter app featuring a small blockhead named John Gore. He runs around a forest-looking background shooting at small, attacking monsters called furrries. The monsters range in size from super miniature to extremely large (in comparison to Gore), and all look fairly the same with gaping red mouths and black fur. As Gore kills furrries, he gains yellow Xs, and after three of these, he turns into a giant monster. In giant monster mode, he can stomp over furrries. Points are gained for every furrrie killed and kept in an overall score at the top of the screen.

There are several blasts and specialty guns that can be earned from killing furrries, such as dual-wield guns and area bombs. These are helpful as you progress and more furrries chase after Gore. A radar system shows from what direction furrries are attacking. It can be turned off in the Options menu for more of a challenge. If furrries successfully reach Gore, they hurt him, and it is indicated by cuts on his head. Survive the attacks by destroying all monsters to earn levels and kills.

I'm sure the developers have a background story for all this wonderful nonsense. Somewhere there is a biography for Gore and an origin for the monsters. I know how to use the Internet, and I could look up this information, but I don't want to or need to know any of it. I don't need to know why Xs make Gore turn ferocious or how he found a machine gun in the forest. In fact, I went to research all of this when writing this review. Then I remembered that there is a dusty 8-bit console sitting next to a towering stack of beloved games that I never learned anything about. I stopped myself and decided to let players decide for themselves if they want those extras or if they would rather just play a ridiculously fun game.

Minigore's fun factor can be attributed in part to its 3-D graphics. There is a cartoon element to the artistic style. Gore's giant, square head bounces much like a bobblehead doll. The monsters also have a certain bounce in their steps that make them less than frightening. An explosion of blood that looks more like a wave of red bubbles indicates monster deaths. Even though it is a classic survival shooter, Minigore's comic approach to the genre makes for lighthearted entertainment. In summary, the graphics are — dare I say — cute.

For serious gamers who aren't particularly drawn to the idea of a cute game, there are plenty of cutting edge, next-gen elements to the game. Minigore utilizes the popular OpenFeint, an online application that describes itself as a cross between social networking and Xbox Live. Friends can share achievements, and the community can fight for top score. Remember that ancient pinball technology and how the top score would flash on the screen next to someone's initials? It is just like that, except global and way better. (Don't worry if you don't remember pinball.)

The controls are all touch operated. Gore moves and shoots via a typical joystick method implemented through red and blue circles on the screen. The left thumb controls his motion while the right thumb controls his gun. That's it. There are no extra motions or screen buttons and no boring tutorial sessions. Items that appear on the screen are "picked up" by simply walking over them. Oh, there is also a pause button.

The sounds are one of the most creative elements of the game. The theme song is a nice mix of epic and comic and is an awesome soundtrack for grinding through cartoon monsters. The voice acting is incredibly funny. Gore randomly says things related to the attacking monsters, calls out in pain when attacked, and becomes excited when new items appear. I still get a laugh out of some of the things he says, and I must have heard them all a hundred times by now.

Admittedly, Minigore had some bugs in the very beginning. I remember an annoying button problem that occurred after choosing the Flip Screen option. However, the developers have been extremely quick to address all bugs and issues. New episodes are periodically available for download. They have also added new characters to unlock and new characters to buy. I feel that Minigore has matured considerably in the short time since its release. If you played it in the beginning and found problems, now is a great time to revisit it.

Minigore has a huge following and is the top-selling app in more than a dozen countries. I believe this popularity is a testament to the fun of the game and the commitment of the developers. It is \$1.99 for the full game at the iTunes store, and I absolutely suggest that anyone with a compatible device download this game. The price is spectacular for a game that offers sustained fun. There are many game apps available that I've downloaded, but only a handful of them have me returning to play again and again. That's either the classic simplicity I've been searching for, or I'm just a sucker for those cute monsters.**

VII. COMPANY MISSION STATEMENT

This piece was created for the television producer of Hip Hop Whipz who wanted a company mission statement for his new show that communicated to his audience the influence and power behind the Hip Hop Whipz brand. It was published in promotional materials and on the web in 2006 and currently in use.

The Hip Hop Whipz Legacy

Hip Hop Whipz is a brand brought to you by an established, respected leader of the Hip Hop community of the south. Events, concerts, television - in every facet of the hip hop community we have been an influential force.

Whether we're in VIP with hip hop stars such as Lil Wayne, Ludicrous, Game, Young Jeezy (to name a few) getting elite interviews and concert footage for you, or at the Darrell Jackson Celebrity Weekend 2006 for the Darrell Jackson Family Foundation, we have built a legacy that our fans and viewers continually trust for information on style, events, and technical advice.

Bridging gaps between genres and styles, we have exceeded our competition by including in our repertoire not only sports, music, fashion, celebrities, and entertainment - but travel and real estate, business needs with professional quality - to create not only a legacy but a *lasting* legacy.

Hip Hop Whipz is extending this legacy to bring you the latest, freshest television, magazine, and brand devoted to Hip Hop car culture. We were the first to see that there was a lack of Whipz entertainment in the market, and we are the first to bring it to you. The wait is over; the Whipz Empire is here.

VIII. WEB COPY

Welcome Statement - *Excerpt*

Studio Zuse is an elite design team of professionals who specialize in the fields of website creation, digital video shooting and editing, special effects, animation, photography, copy creation, business presentations, and emerging trends - fusing technology with art. ... *Cont.*

About the Company - *Excerpt*

As the ability to market yourself or your company broadens with new technology, promises from people who cannot deliver or large companies that do not take the time to learn what you are about also increases. We will consult with you one-on-one regarding your goals for any project, identify your target audience, and create professional video, websites, applications, graphics, etc. that excel beyond your expectations for a fair price.

Our Founding Principles are 1.) *Business with integrity*, and 2.) *Creativity through Communication*. Business with integrity is more than a blanket statement; for us, it means that each price quoted is a fair price that we intend to stand by ... *cont.*

Online Store Purchasing Information

Shopping Cart & Transactions Store Zuse operates through a Paypal shopping cart. All transactions are made through Paypal. At this time, we do not accept any other form of payment.

Shipping & Handling SUMMERTIME SAVINGS OFFER: Free shipping and handling on all orders! We ship USPS Media Mail with Delivery Confirmation for orders under 70lbs. We ship your order on the following business day after receipt of payment.

Refunds Refunds will only be issued in the event that the product is defective. Please read the descriptions carefully, and Contact Studio Zuse with all inquiries before purchasing.

IX. PRODUCT MARKETING

The Science of Teak

This piece is the result of a writing assignment from a wholesaler in teak furniture. He wanted his product marketing to appeal to the home improvement sector and read like infotainment. This article was written and purchased, with other teak wood articles, in July 2007.

There is an answer for people who want the natural look of wood for their yard furniture without the hassle of worrying about the durability of the wood: *teak*. When most woods are exposed to high temperatures, climate change, and moisture they have the propensity to warp and crack. A profitable industry exists that specializes on wood protectants and treatments to prevent this from occurring. The complicated solutions presented by these companies are often costly, and not always guaranteed. A better, simple solution to keeping your wood looking fantastic through all seasons for years to come is investing in a wood that is naturally durable.

Teak is a strong tropical hardwood accustomed to harsh, inclement weather patterns. It derives from the tropical rainforests of Southeast Asia, known for incredibly wet monsoon seasons and high temperatures (93 °F+) that dip fairly low (60 °F) in the winter. Teak trees are drenched in rain and floods, subjected to brutal humidity (up to 88%) and sun, and endure through the colder, dry months.

Most wood damage is caused by changes in the moisture levels of the wood. Extreme temperatures affect moisture levels. Teak is able to withstand these temperatures far better than average wood. This makes teak a desirable wood for outdoor furniture. It is an investment that provides natural results, unlike vinyl or faux wood, and has the resistance to make it through any season

X. OP/ED

Iranian advancements not proliferation

Published in The Oracle, University of South Florida

Issue date: 10/6/05 Section: Opinion

The United States is simply outraged by Iran's development of a nuclear energy program. Proud over future developments in their own technology, Iranians can't understand what all the fuss is about, and are accordingly outraged by the United States/British support of the resolution in the International Atomic Energy Agency to refer Iran to the United Nations Security Council.

Playground politics: There can only be one bully big enough to dominate the monkey bars. Stephen Rademaker, United States assistant secretary of state for arms control, made clear in his statement that, "We are especially troubled by the reality that several states seeking nuclear weapons in recent years have done so in violation of their solemn NPT." The United States is clearly troubled enough to demand that Iran, although cooperating fully with inspections of its nuclear program, stop "proliferating."

However, the United States is not troubled enough to demand compliance from Israel. Israel "proliferated" after the signing of the nuclear proliferation treaty, and the United States has since accepted the fact that Israel will not sign the treaty nor will it allow inspectors into their country.

With geopolitical playground politics at work, only supporters of the United States may play on the monkey bars.

Iran made incredible progress in its research involving enriched uranium, an element used in weapons, which can also be used as an energy source. The national media has ignored the latter and, playing on the ignorance of the general public on matters of nuclear energy, has begun the typical scare tactics. It's all in the vocabulary. Notoriously biased FOX News reported that Iran was restarting its nuclear program and "warned European negotiators that building trust required a mutual effort" in a recent story. Warned? It doesn't seem that statement is much of a threat. Trust-building seems like a rather peaceful directive, one that FOX presumed was issued as a warning. A warning of peace?

The media has consistently, and predictably, drawn comparisons between Iran's scientific endeavor and Iraq's fabled weapons of mass destruction. Iran has even been accused of attempting to develop nuclear missiles, with no evidence to support the claim. FOX News did manage to report on missile development in Iran, a slight of hand trick that involved reporting on Iran's nuclear program in previous stories, then slipping it into the news that Iran developed missile technology.

Important note: the missiles were of a non-nuclear persuasion.

Let the analogy between the Iran and Iraq end there, because aside from Iran's compliance with inspection procedures, it also reluctantly suspended nuclear research programs after increased pressure from the United States and Great Britain. I suppose the U.S. won't be able to use the excuse that its policies are attempting to give the people of Iran freedom and democracy, seeing as how the people of Iran stormed the British Embassy in protest after the resolution was passed to refer the country to the Security Council. The United States really only has Iran's many "failures and breeches" of the nuclear proliferation treaty as justification for its stance. One of these breeches is Iran's failure to report its programs to the international atomic energy agency - programs the United States has been aware of and even supported temporarily since 1976.

Apparently, the United States is so hardcore about the tenants of the non-proliferation treaty that it stands by it 100 percent - in word. Unfortunately, the United States is considered one of the top violators of the treaty. Placing Iran under fire may be a good way to step away from the flames, but it's not always wise to throw stones if your policies are as transparent as American nuclear policy.

XI. CONTACT INFORMATION

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