Gallery aims to show artists' individualism

By SEAN McCarthy Staff Reporter

Rubbing his wiry, steel wool-gray beard, Lincoln painter Howard Kaye tries to explain how his rendition of a salmon-colored mountain range is so bright to the eyes.

Watercolors have typically been typecast for their lack of depth and dullness, Kaye explained, but his have been said to rival the oil-based acrylics of other painters.

"You put it on in layers. You add the darker colors on top," Kaye said about his approach to painting.

The public now has the opportunity to see for itself Kaye's final productions, as the painter is one of four featured artists this month at Noyes Art Gallery, 119 S. 9th St.

One of Kaye's favorite techniques for painting comes from the use of complementary colors, he said. Although unusual in watercolor, using colors such as purple and yellow is a recurring theme in Kaye's work, he said.

"If you can manage to mix them, you get an interesting tension," he said.

Prizes he has received for his watercolor painting career include the Northeast Watercolor Society American Artist Award in 1988 and first prize from the Cheyenne Artists' Guild for Watercolor in 1990.

Throughout his experiences at regional and national juried exhibi-

Gallery Review



tions, Kaye's focus on painting has remained constant, he said.

"First off I need a subject," he said. "You need a subject to get started, even in the abstract (paintings)."

Along with Kaye's work, that of Michelle Weston, Max Cox and Igor Longinoff will be featured in Noyes Gallery's Focus Gallery this month. Weston's blown glass, Cox's display pottery and Loginoff's series of Russian photographs complete the gallery's showcased art.

Noyes' second gallery, the Main Gallery, will feature artists Tom Palmerton and Karen Neppl, whose exhibit features two interchangeable puzzles. Neppl drew inspiration from Mad magazine to create the bug-eyed characters she painted, Noyes said.

For the September exhibit, Noyes is displaying the work of 55 artists. Unlike past exhibitions, however, the current one doesn't have a central theme, she said.

"This is more of a showcase for the individual artists," Noyes said.

Noyes Gallery will play host to an opening reception for all September's featured artists on Friday from 6:30 p.m. to 9:30 p.m. The reception will be open to the public, and artists will be available to answer questions from patrons. The exhibition will run through the month.

LIFEIN































Innovative video game released early

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game, which was originally released on the Super NES, will be converted to Windows 95 so that PC users can experience the series as well. The Windows 95 port is expected to be released early next year.

.The release of Final Fantasy VI in the states as Final Fantasy III was when things really began picking up in the U.S. market for Squaresoft. In 1994, the game saw its release on a market starved for a game with a real story line. U.S. sales went through the roof and many game critics still consider it one of the best video games ever released.

The game was so popular that many gamers actually ordered the music from the game on compact disc to listen to. About 100,000 copies have been sold to date.

If you missed it, fear not. Final Fantasy VI is also coming to Windows 95. Many gamers were joyous to hear

of its revival, and pre-orders are already beginning to come into software stores across the nation.

Which brings us to Final Fantasy

The Present

Across the nation, an estimated one million copies have already been pre-sold. More than 50 web sites are dedicated to the game alone, all before its release. When it was announced that shirts for the game were being given away with presales, most distributors were out of shirts in a day or two.

Unless you have a pre-sell, it'll take divine intervention to get a copy. You can, however, try your local computer hardware and toy stores if you're feeling lucky. Currently, rental copies are unavailable at Hollywood Video and Blockbuster Video.

Interestingly enough, the newest Final Fantasy game is not being released on Nintendo's new system, the Nintendo 64, but on Sony's sys-



tem, the Playstation, instead.

Squaresoft offered this explanation in a news release: "Square explored all the solutions and decided that based on both price and capacity, the CD-ROM was the best medium presently available for its future titles, and that Sony's product offered precisely the specifications, tools, etc. the Square designers were looking for."

While most companies published on the Playstation only use one CD-ROM, Final Fantasy VII uses three discs. The game takes an estimated 47 hours to win, and this is disregarding all the secrets included in it.

The graphics are nothing less than earth-shattering, setting a new water-mark for console games. To be honest, critics said it couldn't be done, but it has been.

Squaresoft put \$4 million into the game's development – the most for an independent game ever – and it shows. Final Fantasy VII is a game that everyone needs to see, that shows where games are going.

This is the future of gaming.



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m JANE\ HICKENBOTTOM/DN}$ jO BROWN peers through one of her hand-painted wood pieces on display at Noyes Art Gallery, 119 S. 9th St. Brown is an instructor at the UNL Center for Curriculum and Instruction.

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