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Controversial exhibit on hold by new director

DETROIT (AP) — The new director of the Detroit Institute of Arts has shelved an exhibit of modern art that included potentially offensive artwork combining religious and sexual themes. The exhibit was scheduled to open this month.

The Detroit exhibit, called "Art Until Now," had been scheduled to begin last Wednesday with the first of a series of 12-week installations exploring the course of 20th century art.

Graham Beal, who became museum director seven weeks ago, decided to hold off on the entire exhibit to review it and discuss aspects of it with the artists, museum marketing director Jim Boyle said Monday. Beal hadn't arranged the art display and wasn't fully aware of its content, Boyle said.

The exhibit was to include a vial of urine from Andres Serrano's highly publicized photograph of a crucifix submerged in urine; a work called Bathub Jesus with a doll wearing a condom; and a video of British artist Tracey Emin in a menstruation ritual.

While The Detroit News reported Monday that the exhibit was canceled, Boyle said it was postponed.

DIA spokeswoman Annmarie Erickson told the News, "The museum has a responsibility to the artist and an even greater responsibility to the public."

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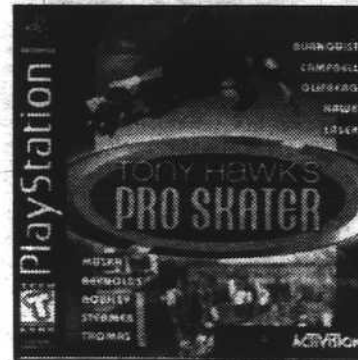
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Game Reviews

Skateboarding without injury



"Tony Hawk's Pro Skater"
Developer: Activision
System: PlayStation
Grade: A

Skateboarding is a dangerous sport.

It doesn't take long to figure that one out. Of course, it took this reviewer seven years, a broken arm, numerous sprained ankles and about 100 visits to the chiropractor before I finally threw in the towel.

But thanks to professional skateboarder Tony Hawk's brilliant marketing strategy, I'm finally back. Only this time around, it's a lot safer and less expensive.

"Tony Hawk's Pro Skater" is about as fun as skateboarding can get without actually leaving the living room. Of course, the thrill of landing tricks on a video game can't compare to the thrill of doing it yourself in real life, but the game is still fun in its own right.

For starters, let's get one thing straight: If you're a pudgy kid who is rarely found doing anything aside from playing video games, don't expect to get a skateboard and be able to do tricks like the ones in the game. It won't happen. In fact, a lot of the tricks on this game are physically impossible. The player is able to combine any number of tricks that, in reality, gravity simply doesn't permit.

In that sense, it's about as unrealistic as you could imagine. However, in terms of the skaters, their ability and the places they skate, the game is on the mark.

Players can choose from real-life skateboarders like Jamie Thomas, Andrew Reynolds, Bob Burnquist, Chad Muska, Geoff Rowley, Elissa Steamer, Kareem Campbell, Rune Glifberg, Bucky Lasek and, of course, Tony Hawk, each of whom has different skills.

Once a rider is chosen, the

player is then able to pick which of the pros' signature boards to ride, how tight the trucks should be and what color of wheels the board has.

Finally, the player chooses a location to skate. The selection includes real life skate spots like the Burnside project in Portland, Ore., and EMB in San Francisco.

In career mode, the player must accomplish certain goals, like grinding five picnic tables or earning 25,000 points, to win skate videos. The more videos a player has, the more skate spots and boards are available.

Winning tapes in career mode also wins players actual video footage of the pros, which can be viewed in the video section. Also available are some secret locations and "Officer Dick," a cop who skates. He comes with boards that have pictures of donuts on them, and when he skates, you can see his butt crack. Just like real life.

One of the game's best assets is the two-player mode that features three different formats: head-to-head competition, where you win points; horse, where players have to outdo each other one trick at a time; or graffiti, where players earn points for doing tricks on obstacles, but if the other player busts a bigger trick on said obstacle, the point goes to the other player.

All in all, it's a great game with a pretty good soundtrack, featuring the Suicide Machines and the Dead Kennedys. The graphics are very realistic, and the skaters' movements are incredibly similar to those of their real-life counterparts. The game offers an endless amount of trick combinations and different special moves for each skater, which keeps the game challenging.

Despite its realistic ties to the skateboard community, "Tony Hawk's Pro Skater" isn't fun only for people who actually skate, just as race car games aren't fun only for race car drivers and ninja games aren't fun only for ninjas.

It's a non-stop good time with or without a second player, and it's more addictive than nicotine. Of course, the only injury anyone should worry about are the calluses that will inevitably develop on the player's fingers and thumbs.

—Jason Hardy

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