

3-4-2019

Phoenix, 2019-03-04

Governors State University

Follow this and additional works at: <https://opus.govst.edu/phoenix>

Recommended Citation

Governors State University, "Phoenix, 2019-03-04" (2019). *Phoenix*. 205.
<https://opus.govst.edu/phoenix/205>

This Article is brought to you for free and open access by the Student Newspapers at OPUS Open Portal to University Scholarship. It has been accepted for inclusion in Phoenix by an authorized administrator of OPUS Open Portal to University Scholarship. For more information, please contact opus@govst.edu.

PHOENIX

March 4, 2019 • Volume 21 • Issue 4

Spotlight: Interview with Nick Apostolides aka Leon S. Kennedy



Leon S. Kennedy and his voice actor Nick Apostolides (Photo Courtesy of shacknews.com)

By RJ Dusek

Editor in Chief

Hello everyone at Governor's State, we are starting a new segment called Spotlight. The Spotlight segment in the Phoenix is used for Interviews with everyone. This issue's Spotlight is with Nick Apostolides. He is a voice and motion capture actor for ADR and video games. Recently, he was in the hit remake Resident Evil 2. This interview is mainly on his role for the production.

RJ: What character do you voice/ motion capture for?

NA: Leon S. Kennedy

RJ: What was the process of getting this role?

NA: I saw a casting call on a website. It was one in a million. I saw that it said Resident Evil 2, sometimes they cast for fan projects and short films. I submitted it because I was a huge fan and when I got the audition notice I read into it a bit more. I realized at that point that they were casting motion capture/ voice for the game. I had to read it 3 times and it hit me. They are remaking the second one. I wanted the role.

After the 3 auditions I got the part. The rest is history.

RJ: Was there a lot of pressure?

NA: I put a lot of pressure on myself for these things. This project made me the fan of the franchise. I put a ton of pressure on myself. I didn't understand the department. I got advice from a lot of friends. I had to get that job.

RJ: Did you have fun playing Leon?

NA: That is a no brainer. He is an iconic character in my life. I have been playing the games as him for 20 years now. The whole process was an out of body experience. Every time I was in there, I had to remind myself that you are playing this guy. My brother and I grew up playing him.

RJ: How do fans respond to you?

NA: I have not done a lot so far. I post on Twitter and Instagram. The feedback was 99% positive.

RJ: How long have you been voicing acting?

NA: This is my first major production which started in 2016. I have been doing voice over and ADR.

RJ: Did you use your training for this role?

NA: Yes, I used my weapons training. My

friend James is the one who trained me for police training. In the audition process, they were looking for a person that can move like a cop. General gun movements. I had similarities to this character, I was about his size. The mocap training, this was my first gig. I had no clue what to expect. I reached out to the community and had moacp training throughout 2 years. It helped me out along the way.

RJ: Did you look at the past voice actors of Leon?

NA: No I didn't revisit them. I knew the background. I watched everything and played all the games. There was no point of revisiting. When Capcom asked me, I was their vision of Leon. They said be yourself. I am a huge fan of the past voice actors.

RJ: Did you play the game?

NA: No. I want to play it with my brother. It's our tradition to play the games together. I have to wait till late march, early April to play it. I know I am going to like it, even though I was in it. When Resident Evil 7 came out, I had to wait until December to play it.

RJ: What can you say

about Resident Evil 2 to Governor's State University?

NA: If you like tension and anxiety in your games, you are going to like this one. That is the whole reason I fell in love with the franchise, back in the day with the original titles.

RJ: When did the tradition start with your brother?

NA: I got him into it when 4 came out. He was 9 when that came out. He loved it so much; I introduced him into the other games.

RJ: Besides Leon, who is your favorite character?

NA: I gotta say we played 5 the most. It wasn't true to the RE franchise. It had the coop function. Chris Redfield is my favorite.

RJ: Have you seen the live action RE movies and what did you think of them?

NA: Yes, I have seen them. Maybe all but one. I thought the first 2 were interesting but I lost interest after those. I wasn't a fan of the editing style. They didn't give background about the characters; they just threw them in there. They didn't think twice about doing it.

RJ: Did you get along with everyone on the mocap team?

NA: Totally. There was no drama. It was a great experience.

RJ: In high school was voice acting your long term agenda or did you have something else in mind?

NA: No, I went into the hospitality unit.

RJ: Did you have another favorite scene besides Kendo?

NA: The final confrontation with Ada.

Apostolides was amazing to talk to. The way he explained everything to me was interesting.. Apostolides also explained to me the difference between in game and cinematic scenes. He is huge fan of the Resident Evil franchise. Apostolides said, "The message I want to send out to fans is mostly I am just happy that they accept me in the RE universe. This character has been voiced by really talented people, and my goal is not to better or worse. It is to be able to sit at the same table as them."

If you want to see the review of Resident Evil 2, go to page 3

Review of This Past Holiday's Biggest Games-A Roundtable Discussion Style

By Kyle Bergfors
Associate Editor
Call of Duty: Black Ops 4

Ever since the multi-million-dollar success of Fortnite, a 100% free to play battle royal third person shooter where players land within a map and duke it out until there's a winner, the video game community has been head-over-heels for this new game genre resulting in other game studios creating their own versions of the battle royal experience. Activision and Treyarch decided to take an entirely new route to this year's Call of Duty installment and the fourth in the Black Ops series, thus eliminating the single player campaign that comes with every first-person shooter game in order to place more emphasis and to better manage their time & resources on the online, multiplayer aspects of the game. Originally meet with skepticism on this move, in hand with the un-easiness on the inclusion of their own version of battle royal, titled Blackout, this tone would eventually change upon release when old fans and new fans flocked to the new

title with excitement and eagerness. As a more old-school Call of Duty fan, I can personally attest to Black Ops 4's success, because what a video game comes down to is are you having fun? I haven't had as much fun playing a COD game since middle-school. Activision and Treyarch managed to create an entirely new COD experience with a new approach of fast paced, high-octane game mechanics & gunplay, while still maintaining a boots on the ground approach, in hand with the success of Blackout, which is essentially a more well-polished and playable Players Unknown Battle-ground, in addition to the return of the classic Black Ops game mode, Nazi Zombies making Black Ops 4 a complete success for the time being. *Fallout 76* What started as an honest mission to create a new and unique Fallout experience quickly turned into one of the biggest centers of drama of 2018 within the gaming community. From game ruining glitches to players getting banned for almost no logical rea-

son to Bethesda not honoring or fulfilling pre-order items properly and then ignoring customer complaints for re-funds on said items, *Fallout 76* was quickly overshadowed by this maelstrom of drama and problems. What follows is my honest opinion on this game consisting of a decent number of hours put into playing it. *Fallout 76* had a massive amount of potential, an entirely online Fallout game that you can play with other people. What could possibly go wrong? Well, just about everything. The lack of human NPCs quickly put a damper on any possibility of a true story line or the inclusion of RPG/decision making elements in the game, there are none, yet, if I'm going to be honest, I still enjoy the game even though the core aspects and what makes the Fallout games great weren't to be included and the game would still be running on the same, outdated game engine that was used for *Morrowind*, *Oblivion*, *Elder Scrolls*, & every *Fallout* before this one. Ultimately, the addition of play-

ing with friends and meeting new people online has resulted in some extremely memorable experiences already, in addition to an immensely sized map with an uncountable amount of locations to discover across the most scenic location in the *Fallout* series so far. Yet, I find myself being discouraged to play it due to the lack of an engaging story-line. This is where *Fallout 76* fails. If players aren't motivated to play the game then why should they play the game? That if Bethesda had approached the absence of human NPCs differently therefore, finding a method to include them in the game in addition to the desperate need for a game engine update. Overall, *Fallout 76* will leave me with plenty of great memories as I explore gorgeous Appalachia with different people while also leaving me worried about the future of the *Fallout* franchise due to the desperately needed game engine update, the direction Bethesda is taking, & the financial failure that followed *Fallout 76*'s launch. Check out the review online.

By Kayla Lloyd
Staff Writer

Hey Jaguars! This past Saturday, February 23, was the CACC Tournament championship game and GSU played their heart out for the CACC championship title against The University of St. Francis! It was a great game even though we came up short with a close 59-54 loss. But they definitely ended the season with a bang. The third seeded Jaguars led most of the first half, taking a one-point lead (28-27) into halftime. Fredric Devoe gave GSU it's last lead of the afternoon against St. Francis in the second half. Five GSU seniors closed their careers this past Saturday: Shane Maple, Robbie Brooks, David Anderson, Julian Hardy & Fredric Devoe. Shane Maple scored a game high 21 points, finishing the year with the second highest points in Jaguar basketball history. Robbie Brooks contributed a total of 15 points and leaves the basketball program with a total of 1,087 points from his time with the Jaguars. David Anderson produced 8 points this game, 11 rebounds and owns the school's second-highest rebounding total. Devoe and Hardy also ended their last game off strong. I spoke with Head coach Tony Bates and Assistant coach Rick Romeli to get their insight about the last game of the season and what's next for next season. Bates says "The CACC Conference Championship game was a very exciting one that could have went either way. Unfortunately, we came up short. I'm very proud of our team. We have only been in the CACC 3 years and have already been a part of two championship games in Men's basketball. I know we are headed in the right direction." Romeli said "To put ourselves in a position to defend the Tournament Championship on our home floor was all we could have asked for. The crowd and our fans were great all afternoon. It was disappointing to come up a little short, but hopefully we will use this loss as motivation heading into next season. I am very grateful to this senior class for the foundation they laid for our program." The Jaguars leave this season with no regrets but will come even harder next basketball season. GO JAGUARS!!!

PHOENIX

The PHOENIX is published twenty four times annually. We welcome articles, suggestions, photos, commentary, cartoons, and letters to the editor on issues that concern you or the GSU community. We reserve the right to edit submissions for clarity, legality, and interest to our GSU readership. All submissions must be credited, and include the submitters full name, graduate status, and field of study.

Address Correspondence to: Phoenix Newspaper, Governors State University, 1 University Parkway Room E2543, University Park, IL 60466

Faculty Advisor: Randall Weissman **Editor-in-Chief:** RJ Dusek **Associate Editor:** Kyle Bergfors **Staff Reporters:**

To contact for more information: phoenix@govst.edu

or call

1(708) 534 - 4517 / 1(708) 534 - 3068



Resident Evil 2 REturns to a New Level



Leon S. Kennedy and Claire Redfield (Photo Courtesy of vandal.com)

By RJ Dusek
Editor in Chief

Video games are now being remastered in every way possible. There is one game that people have been waiting for. That game is Resident Evil 2.

Resident Evil 2 was originally released in 1998 with positive reviews. This is not only a remaster, but actually an entirely brand new game. Resident Evil 2 Remake was released on January 25th, 2019 to widespread acclaim and excitement from both old and new fans. The remake features the same story as the original, surviving in Raccoon City during a massive zombie virus, yet there lies a new, true ending to be unlocked.

The characters you play are

rookie police officer, Leon S. Kennedy and university student Claire Redfield. Leon is known as a quick thinking, investigative, and caring person who joined the Raccoon PD with the intent of helping out the citizens of Raccoon City. Claire Redfield is a university student who holds much of the same characteristics as Leon yet has a deeper reasoning for going to Raccoon City, to find her missing brother Chris Redfield.

In addition to the two main characters, there are side characters you get to play as during the story, Ada Wong and Sherry Birkin. Ada is playable during Leon's story arch featuring a talent for electronic devices and hacking, while Sherry is playable during Claire's story

arc, specifically during the newly added state titled "The Orphanage", where she utilizes her stealth based skills to escape from Chief Brian Irons grasp.

Lastly, the enemies got a whole new revamp. Rather than encountering single zombies at a time and battling off one at a time, the zombies are now taking you down and working in packs. For example, the Lickers are a classic Resident Evil enemy having debuted in the original Resident Evil 2 who hunt by sound. In contrast to the original, the remake allows for a more realistic experience when encountering these enemies by allowing you to walk or sneak right past them, but if you run, the Lickers can catch and hear you faster. An-

other big change was the Tyrant known as "Mr. X." Mr. X is one of the scariest creatures in this game. He is stalking you throughout the game. He pops up randomly chasing you into everything. In the original game Mr. X now wears a fedora, and if you knock it off he will be more aggressive. Another major enemy that got a change is William Birkin. He is the main boss in this game. William is infected with the G Virus. He has different stages, and each one is powerful.

The game itself is amazing. It brings back the survival horror to the successful franchise. The style that developers Capcom decided to go with was the Resident Evil 4 behind the back camera angle and

over the shoulder angle compared to the Original Resident Evil games which had the camera in the corner. Secondly, the graphics are phenomenal as well. Capcom used the same game engine that debuted in Resident Evil 7: Biohazard allowing the characters and environment to be much more realistic and the characters to have more accurate facial features. The voice actors are amazing as well.

Overall, the game was extremely fun. I have been a fan of this franchise since I was a little kid. I played the original game and this brought back the memories. This made my inner child come out saying, "Where are the zombies and Lickers?" The game was amazing to play, and I enjoyed

Let's Talk About It

By Kayla Lloyd
Staff Writer

Happy February! It's Love month and Black History Month. I just want to take a moment to talk a moment. I'm going to state some facts you may not know. The month-long celebration gives all Americans a chance to reflect on the history of African Americans, from their many achievements to the struggles they en-

dure to this day. Black History is all year round but this month we take to time to acknowledge the accomplishments of African Americans.

- 1) Phillis Wheatley was only 12 when she became the first female African American author published.
- 2) Hattie McDaniel, was the first African American to win an Oscar.
- 3) In 1770, Crispus

Attucks, whose father was African and mother was a Nantucket Indian, became the first casualty of the American Revolution when he was shot and killed in what became known as the Boston Massacre.

- 4) W.E.B. Du Bois became the first African American to earn a Ph.D. from Harvard. He is perhaps best known for his work in founding

the National Association for the Advancement of Colored People in 1909 and helping it to become the country's single most influential organization for African Americans.

- 5) Louis Latimer was the only African American engineer/scientist member of the elite Edison Pioneers research and development organization. Until Latimer's

process for making carbon filament, Edison's light bulbs would burn only for a few minutes. Latimer's filament burned for hours.

- 6) Jean Baptiste Point du Sable, an African American from Sainte-Domingue (Haiti), built the first permanent settlement in what would become Chicago in 1779.

Orland Park Terror



Orland Park Mall after the shooting. (Photo Courtesy of Fox Phoenix)

by Keely De-Loache
Staff Writer

What started off as an ordinary and blissful evening at the Orland Park Mall turned into an evening of utter chaos and disorder at approximately 6:45 P.M. as an unnamed gun toting madman stormed through mall grounds aiming his weapon at two other unnamed civilians and shot them down in cold blood in front of a crowd of confused and terrified shoppers. In response, people began scrambling around in a state of disarray trying to shield themselves and their loved ones from harm's way. According to the police and WGN 9 news report, the perpetrator was described as a staggering six foot tall, African American male dressed in

all dark clothing and is accused of firing the fatal rounds that cut the life of a nineteen year old male short. The second victim, according to WGN 9, only suffered a flesh wound and was transported to the hospital for immediate care. Police claim the second victim was not acquainted with the gunman nor the first victim. The plot thickened as it was later revealed by Orland police that the dead victim was familiar with the shooter and was the "intended target" according to WGN 9 News. By 8:00 P.M, the police did a thorough search throughout the entire mall to apprehend the shooter who unfortunately escaped before the police arrived. The suspect apprehended was

identified as twenty-year old Jakharr Williams, a University Park. Williams had prior convictions stemming from weapons charge; He is currently being held without bond and is due in court by February 20, 2019. Unfortunately this tragedy hits home for students at Governors State University since the shooter was a local University Park resident. In the wake of the event, I had the opportunity to sit down and get the opinion of Governor State's most trusted head of campus security Chief J. Mcgee on how his team responded to the crisis down at the Orland shopping center. According to Chief Mcgee, his team got word from the Orland Police Department of an active shooter roaming the halls of Or-

land Square Mall and that a couple people had been gunned down. "Security as GSU was alerted to keep an eye out for a description of the suspect and the make and model of the car vehicle he was driving." Chief Mcgee quickly assured me that universities and school campuses have been doing better in cracking down on unstable students unleashing death threats to the schools. As for GSU, security and counselors keep a watchful eye over any suspected death threats or students with suicidal tendencies and that are overwhelmed with the pressures of classwork. GSU makes sure said troubled person is getting the necessary help and outside counseling to teach them better coping mechanisms

because the mental well-being and safety of the students is of utmost importance to the staff at Governors State University. I would like to thank Chief J. Mcgee for briefly sitting down to talk to me about his stance on the epidemic of mass shootings in America and the that can be taken to prevent tragedies like the Orland Mall shooting from escalating anymore than it already has in this country. I would like to briefly extend my condolences to the families of the victims who were impacted by the actions of this perpetrator, and may they continue to come together and find peace.

Announcements

GSU Dance Company presents
Who's Bad: A Tribute to Michael Jackson
Thursday, March 28 at 7:30 p.m.
Tickets: \$15

Choreographed by Director Megan Lindsay and featured work from GSU student dancers.

The GSU Dance Company commemorates the 10th anniversary of legendary Michael Jackson's tragic death. Combining a variety of dance disciplines including jazz, contemporary, African, modern, and hip-hop, the company performs to Jackson's iconic favorites, such as "Bad," "Thriller," "Billie Jean," "Black or White," and more.

HOPERA: A Fallen Hero
Created by Adrian Dunn
Saturday, April 6 at 8 p.m.
Tickets: \$28

HOPERA: A Fallen Hero blends the magic of hip hop and opera to tell the tale of the challenges faced by many inner-city youth. Set in Chicago, the story follows Obadiah and the complex relationship he has with his single mother, and the powerful impact of a positive male mentor. Through gun violence, teen pregnancy, and fatherlessness, the musical play ultimately illustrates that you really can make it - if you want to.

See more events at http://www.govst.edu/About/Center_for_Performing_Arts/All_Events_by_Date/

**CAN YOU DRAW?
THE PHOENIX NEEDS YOU!
YOUR NEWSPAPER IS IN
NEED OF ARTISTS
AND ILLUSTRATORS
TO BRING COMICS AND
CARTOONS TO ITS
ENTERTAINMENT PAGE!
FOR MORE INFORMATION
USE CONTACT INFO BELOW**

GSU CALENDER OF EVENTS for March

International Women's Day WEDNESDAY, MARCH 6, 2019, 11AM – 1PM

In celebration fo International Women's Day, we'd like to hand out carnations to all the ladies and offer henna tattoos.

Location D-Building Atrium

Event type University Event

Organization INTERNATIONAL SERVICES

ADULT FAMILY HEALTH & ILLNESS - Dr. Runez Bender WEDNESDAY, MARCH 6, 2019, 1:30 – 4:20PM

Mid-term examination.

Location D2401B computer lab

Event type Student Activity

Organization NURSING

SPRING BREAK Campus Closed March 19th-26th

WALKING TACO FUNDRAISER WEDNESDAY, MARCH 27, 2019, 11AM – 4PM

The purpose of this fundraiser is to raise funds for the Social Work students' bus to Springfield for advocacy. Walking tacos and beverages will be sold to raise money for transportation for the day.

Location Hall of Governors

Event type Student Activity

Organization SOCIAL WORK STUDENT ORGANIZATION