Art GATEWAY: Michaela Pedersen-Macnab

Describing what you're wearing.

Michaela: I'm wearing black boots from Town shoes, a plaid winter jacket from Colourblind, a big thick wool scarf from Aritzia and a men's bag. My earrings are from Groove Stone and they are real Canadian duck feathers. My t-shirt is from Aritzia and I bought my pants at High Grade. They're Citizens of Humanity.

Gateway: What's your favourite thing you have on?

Michaela: My fair trade ring — I'm really into fair trade. I bought it from a woman who's an artist from India.

Caped Crusader crushes resistance in Arkham City

GAME REVIEW

**Batman: Arkham City**

**Developer:** Rocksteady Studios

**Publisher:** Warner Bros. Interactive Entertainment

**Platform:** PS3 and Xbox 360

**Kory Orban**

**ART & CULTURE STAFF**

Batman is arguably the most badass superhero of all time. Smooth-talking billionaire by day, by night he's a powerful anti-hero tasked with protecting the citizens of Gotham City from a cast of colourful and disturbing villains. The world the Dark Knight inhabits is perfect fodder for a video game, and Batman: Arkham City is the perfect video game incarnation of that world.

The game puts a Grand Theft Auto-like spin on the Batman universe. Playing as the Caped Crusader himself, a gamer rolls around the world of Arkham City, a newly-established suburb of Gotham, keeping an eye out for trouble. But Arkham City is more than just a new addition to the city: it's home to all the crazies and criminals previously incarcerated in Arkham Asylum and Blackgate Penitentiary. Within the partitioned confines of Arkham City, players are free to partake in the main storyline's primary missions, enjoy the digressions of side missions or just engage in random fights with the criminals patrolling the streets of Arkham City.

The game's storyline masterfully incorporates all of Batman's super villain enemies, from the Penguin to Ra's al Ghul, and they look great, with all the sophistication and detailing of a modern-day comic book. From the wildlife in the Joker's smiling face to the technical components of Dr. Frenne's suit, the graphics are stunning. This attention to detail is apparent in every dark element throughout the game, and it goes a long way to create the dark, rich world the Batman franchise demands.

Encased in this world is a plethora of costume misfits and supervillian henchmen just asking to have their assets handed to them by the Dark Knight, and there's ample opportunity to oblige them. Arkham City's combat is smooth and artful, with Batman flipping and flying through the air like an awkward superhero. While the fighting component of the game sometimes feels a little too much like mindless button mashing until the bad guy falls down, with very little room to incorporate strategy into attacks, it still looks terrific and somehow manages to be intensely addicting.

But by far the most fun part of the fight lies in the nearly hidden in the shadows to unexpectedly pounce on Batman's golemlymen — sneak attacks that are only fitting for the world of Batman. The game also remains loyal to the Batman mystique with its cacophony of sounds and detective work elements. Just moving around the map requires some keen deduction, asking out hidden dices and knocking down walls to get where you need to go. Plus, to get around the infamous Riddler, you're going to have to use your noggin.

Whether you're a die-hard Batman fan or just a casual gamer, Batman: Arkham City won't disappoint — it undoubtedly delivers all of the critical acclaim and fanfare it's received so far. Play this game — the fate of Gotham City depends on it.

Ohbijou, known for their orchestral sound and lead singer Casey Merki’s honed vocals, takes a mature turn on their third album. Characterized by a newfound appreciation for experimentation, embellished textures and increased collaborative effort within the band, Metal Meets distinguishes itself in its encompassing aesthetic. From the first track, the aptly-named "Wigwam," the album presents a waterfall of complex sound and meticulous detail.

With songs draping on for four and a half minutes apiece, Metal Meets certainly has the potential to drag itself down with blunted compositions. However, Ohbijou succeeds in creating dynamic pieces. “Wigwam” is especially lively, and despite its length, it’s also an incredibly well-constructed track. From a sweeping violin over a soft baseline, the song progresses to urgent, pounding drums under Merci’s cry of “I know you’re more than this / Much more than all of this.” “From and One” is a lovey fantastical track, with a shimmering music box-like melody providing the perfect accent to Merci’s emotive vocal debut. The band’s attempts at more succinct tracks are less successful. In particular, “Rejoice” seems unconvincing and bland. “Psynk,” one of the album’s singles, benefits from band member Ryan Carley’s harmonies complementing Merci’s delicate, lilting vocals. This coupling is a first for the band, though, unfortunately the song’s overall attempt at a swelling, majestic sound doesn’t deliver.

An impressive collection of carefully crafted recordings, Metal Meets marks Ohbijou’s progression as a band, with a clear potential to take their sound to new heights.

Check out thegatewayonline.ca/fashionstreeters for more photos.