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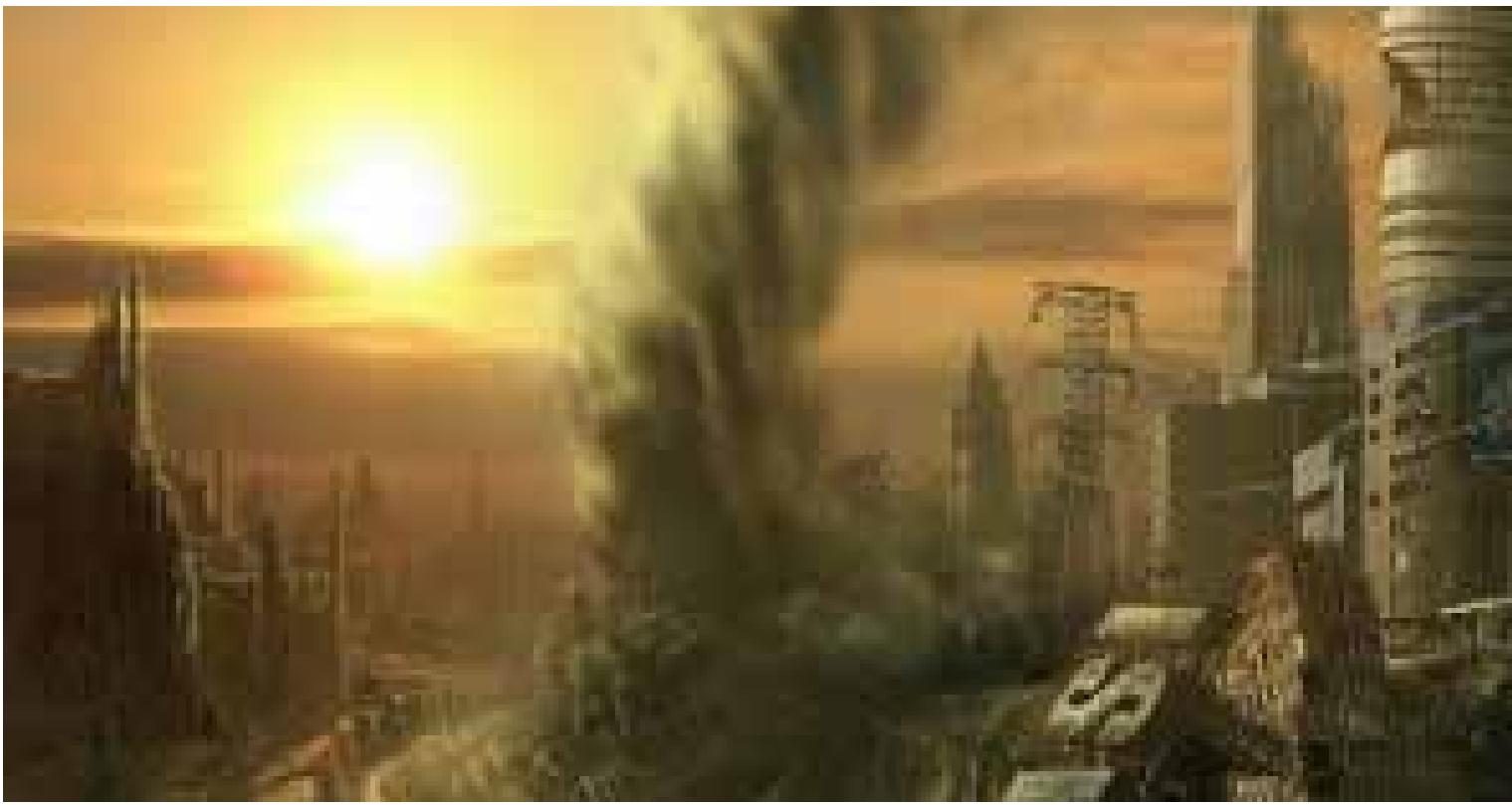
AN EXAMINATION OF THE FALL OUT MYTHOS

PLEASE STAND BY

Lucas Flores-

A huge amount of the information in this text is a result of the amazing work done by the men and women of ShoddyCast.com and the fascinating videos on their YouTube channel. A massive thank you to them and the great work they do and all the passion they put into their work and the inspiration they give to me and countless others and providing the tools and research for me to write this insanely nerdy paper. If you wish to hear more about the ideas and concepts written in this paper, please go check them out at <https://www.youtube.com/user/ShoddyCast> They are the ones who did all the heavy lifting. Now with that sappy love letter to ShoddyCast, lets get to the nitty gritty.





"We knew the world would not be the same. A few people laughed, a few people cried, most people were silent. I remembered the line from the Hindu scripture, the Bhagavad-Gita. Vishnu is trying to persuade the Prince that he should do his duty and to impress him takes on his multi-armed form and says, "Now, I am become Death, the destroyer of worlds." I suppose we all thought that one way or another."

- J. Robert Oppenheimer

Those are the most haunting words of the twentieth century. After the creation of the Atomic bomb humanity had finally archived the unthinkable. It created the means to destroy itself. However, it didn't but it did come very close on several occasions. Ever since 1945 humanity has been presented with a question the Fallout franchise has been poised to answer, if humanity ever had the capacity to destroy itself what would come of us? some believe this will be our end. But the Fallout series poses another idea one arguably even more horrific. What if it was just another bloody chapter in our history? What would that entail, how would we overcome the obstacles that follow Armageddon? And how much of our humanity will we have to surrender or embrace or is there even a difference? Fallout tackles all these questions and does so with a style all its own. The Fallout franchise drops you smack-dab in the middle of "post-apocalyptia" and encourages you to play to piece together the world before the bombs fell. The world of Fallout is one where the ideals of the 1950s never died but due to the "Great War" (World War 3) most of humanity did. Life is a constant fight for survival with super mutant attacks, raiders, cannibals, zombies, giant insects, pseudo-governments trying to take over and a constant hunt for food and clean water. But beneath all the dark humor and action there are dozens of philosophical, political and social issues for a humanist and post humanist theorist to discuss for days. Fallout puts these questions at its forefront and shines a light on all of them, though that may just be the glow of the radiation. So, grab a canteen, load your rifle and find a gasmask, where're heading to the wasteland.

WATCH THE WORLD BURN

Before we can dive into the intricacies of the Fallout mythos we need to get a good idea of the world we inhabit within the games. So, why is a post-apocalyptic game so successful? Why post-apocalyptic anything? Within the last decade pop culture has been obsessed with all things Armageddon. Within the triple A game industry alone there has been Westland, Metro, Dead Island, Dead Rising, Left 4 Dead, The Last of Us and of course Fallout. Hollywood has also jumped on the bandwagon with The Walking Dead being the number one



show on television and movies like Mad Max and Night of the Living Dead putting the concept of the apocalypse firmly into society's collective conciseness. So why is the concept of a post-apocalyptic world, something so horrible so addictingly awesome? Well part of the reason why goes back to the patriarch of the humanist movement, Aristotle and his concept of catharsis. Catharsis in laymen's terms is a sense of relief one gets when one sees fictional characters go through tragic ordeals i.e. Greek Tragedy. This fits into Fallout perfectly for in the world of Fallout daily survival is more than just tragic it is a literal life or death struggle. As stated previously the ever-present danger from super-mutants, raider gangs, zombies, giant insects, para militaries and the constant hunt for food and water. Catharsis fits in closely with another reason the post-apocalyptic genre is so prevalent, the idea of Hedonic Reversal, the concept of our brains deriving satisfaction from overcoming obstacles. Since Fallout is not just a story we are hearing or a movie we are watching, it's a game where we as the player we get to overcome the horrific challenges put in front of us. Whether it's defending our own little settlement from a pack of raiders or fending off an infestation of "Rad Scorpions" (Scorpions that have been absorbed too much radiation and have grown to the size of minivans) from destroying your crops.

It's clear that stories of horrible things happening to people have been around for a long time and apocalyptic stories included. To name a few, in Christian mythology is the story of "The Great Flood" as well as the entire "Book of Revelations", in Islam there is "Yawm ad-Din" or "The Time of Judgment", in Norse mythology we get Ragnarok. It is because of things like "catharsis" and "hedonic reversal" that we continue to tell those stories but although apocalyptic stories are nothing new post-apocalyptic stories are. The first well-known modern post-apocalyptic story written is The Last Man by Mary Shelly. Later would come books such as I Am Legend by Richard Matheson, books that take place after the apocalypse and would show what happened after all hell broke loose as opposed to the traditional apocalyptic stories where the apocalypse is the story. So why the change, and how does a game like Fallout fit in?

The main reason is because the traditional stories were cautionary tales, things to scare you into being good and follow the law or to show what the future holds. However modern post-apocalyptic stories like The Last Man and I Am Legend have a whole different set of agendas. They do still work as cautionary tales and at times try to prophesize the future. They also aim to explore feelings of isolation, desperation, savagery and what it means to be human. As a humanist theorist would say, that is a way for people to go back to our days as hunter/gatherers and our desire to protect what's ours and or to resort to our primal instincts. Similarly, a post-humanist theorist



would say this allows us to put the beliefs and ideals that our society has engrained in us into practice. For example, a post-humanist would say it is society that said human beings are savage and we need to fight for survival however it is not “natural” but “taught” or cultivated. In the modern world, it’s less literal therefore games like Fallout allow people to literally “fight for survival” with guns, knives and all matter of remorseless metal.

So, it has been established why the post-apocalyptic setting is so enticing but let’s get more specific. The Fallout landscape isn’t just any apocalyptic landscape it has a very specific aesthetic that being of a 1950s America. If one wished to get very nerdy (which this writer does) it is a retro futuristic 1950s America. To clarify what is meant is, the setting is in the future around the year 2287 but has the look of a future the people of the 1950s would envision. For example, there were hover cars before the apocalypse however they resembled 1950s Thunderbirds and Cadillacs, they also had robots and computers with advanced programing but the hardware is big and cumbersome. And part of this is because of the game’s story. Fallout takes place in an alternate time line in which after World War Two the U.S. began to take interest in nuclear energy for commercial use, as an energy source, in cars, T.V., robots, computers etc. and so never created the microprocessor that led to the innovation that allowed technology to get smaller and more powerful instead in Fallout technology just became more powerful. In the lore Fallout has created the Cold War never ended and M.A.D (Mutually Assured Destruction) was still the state of American foreign policy.

YOU GET WHAT YOU PAY FOR

This leaves the question of why make this time-period and retro-futuristic aesthetic such an integral part of the games backstory? To answer this one needs to know what was so important about the 1950s in American culture. In our actual history, the 1950s was the height of the Cold War and a time of insurmountable American prosperity which saw the creation of shopping malls, massive department stores and an explosion of consumerism. This was in part due to the promotion of Capitalism to combat the spread of Communism. This holds true in the game’s backstory, the reason why is to accentuate the feeling of loss, going from a world full of things to a wasteland devoid of anything. It also shows the cost of human consumption, American consumption and the horrific consequences of it. As said before the Fallout universe takes place in a world where the ideals of the Cold War held strong until the bombs fell. The boom consumerism and manufacturing never ended and after decades of this





behavior the worlds resources began to run out leading to countless conflicts (The Rescores Wars) and eventually ending with the “Great War.” This has less to do with humanist and post-humanist theorists and more to do with post-modernist theorists, Karl Marx. Marx would say these are the consequences of not just consumption but capitalism in general. A post-modernist theorist would say that the constant promotion and practice of pure capitalism inevitably leads to horrific consequences such as the loss of natural resources, war for whatever resources remain, just as we see in the Fallout universe. Now that we have established the world we will be exploring let’s get to know the “people.”

I AM/AM NOT AN ANIMAL!

In Fallout, there exists several types of mutants that inhabit the various locations of the Fallout games. One race you run into in the wasteland are called “Ghouls.” They are simply humans that have been exposed to too much radiation and now have parts of their skin falling off, they roughly resemble your typical zombie. One key difference is they have the same intelligence as you or I. The second type of Ghouls are as “Feral Ghouls” or “Ferals.” These are ghouls that look and act like mindless animals but are twice as fast. Both types of ghouls represent specific parts of humanity. Ghouls are the victims of constant discrimination and cruelty in the Fallout series. Even though the only difference is their appearance. Ghouls are an obvious parallel to the racism and bigotry in everyday life. A humanist analysis would show that ghouls represent humanities natural tendency to shun that which is different. However, a post-humanist analysis of Fallout would show that the bigotry that ghouls face represents the way society teaches what to hate and what to stay away from. This has merit in the lore of Fallout, since cold war tensions never faded people were literally taught to hate communists and shun what was considered “un-American” that being anything that was unknown or different.

Ferals are different story. A humanist analysis of Ferals would point to them representing the monsters that dwell within us. They could also represent what human beings become in times of crisis (or in general) mindless beings that destroy, kill and eat so that they can continue destroying, killing and eating. A Post-humanist analysis would show us that the society we live in turns us into mindless zombies. Once again, the lore of Fallout gives this some weight, with the cold war paranoia so prevalent in pre-war society and with a constant stream of



propaganda, commercials and billboards in the game telling you what to buy and who your friends are and more importantly who your enemies are.

Our second mutant race, aptly named “Super Mutants.” Super mutants are the result of military experiments gone wrong. The U.S. attempted to add super soldiers to its arsenal along with nuclear weapons but the Forced Evolutionary Virus (F.E.V.) turned all exposed into violent hulking brutes. This follows the typical “Frankenstein’s Monster” story and a very relevant cautionary tale of how human ambition and knowledge can lead to monstrous consequences when it goes unsupervised. A humanist theorist would see this as a representation of what human beings can become if we allow our desire to always have the bigger gun make us lose sight of what makes us human. A post-humanist would see similar connections with one key difference, that being a post-humanist would see the effect society has on how we define what our humanity is and whether the society we are in condones such war mongering as well as if those in charge are shaping our definition to suit their needs. This closely resembles the way the U.S. did in our own history during the cold war, doing all it could to gain an advantage to combat the soviets to the point the U.S. aided foreign dictators solely because they opposed communism. The real-life connections don’t stop there. The U.S. also conducted tests to turn American citizens into programmed super soldiers in a C.I.A. experiment called M.K. ultra and never told the public.

PICK A SIDE ANY SIDE

There are dozens of factions in the Fallout universe each of which embody a different system of governing and in doing so also shows us the different paths society has gone and of humanity. First, we have the New California Republic (N.C.R.) The N.C.R. is a conglomerate of farming towns that formed after the bombs fell. They realized it was in their best interest to work together combining their crop yields and militias into one democratic



“nation.” (nation being loosely defined) The N.C.R closely parallels the story of the early United States, a group of colonies who saw it was better to unify and work together to prosper. The similarities take a darker turn. As the N.C.R begins to grow so too does their ambition and hunger for new territory paralleling the days when the U.S. held to the belief of manifest destiny but this time heading east not west. As the N.C.R grows and becomes more complex in its power structure and political dealings it resorts to the bureaucratic dealings and back door deals we see in our current government. Politicians are paid off or outright assassinated. However, the N.C.R still clings to the ideals of democracy and freedom we do today only it’s gotten even messier.

On the opposite side of the spectrum we have the totalitarian slave state of “Cesar’s Legion.” As the name would imply the Legion is molded after the Roman Empire during the rule of Cesar complete with man skirts, swords and all. Just as Roma did during its hay day the Legion travels the wasteland conquering lesser tribes and absorbing them into their empire. Making slaves out of the women to work the farms and brain washing the boys to make them new soldiers so fight and die for the empire.

Next, we have the Enclave, a fascist organization made up of the offspring of military brass, politicians and rich corporate executives that survived the Great War. As would be expected the Enclave have the best weapons and technology at their disposal and wish to use it to bring America back to the days of drive-in-movies and malt shops. But what they don’t tell you is they want to do this by killing anyone that isn’t them and control the lives of everyone who decides to join them. To put in perspective these are the offspring of the same people who caused the Great War I the first place.

The Brotherhood of Steel is another prominent faction in the world of Fallout. It is a group made up of the offspring of soldiers and other members of the military who reviver technology as sacred and cling to their ideals



religiously. They can be related to the Knights Templar, a religious/militant order. Fitting since the Brotherhood ranks include titles such as knight and paladin, acting more like a theocracy than anything else. Their primary focus is to horde technology and prevent anyone else from getting their hands on it. The reason is the Brotherhood realizes that technology is dangerous and must be used responsibly i.e. the Great War.

There is the Institute, a group of scientists and intellectuals who are the most well educated and intelligent faction in the wasteland. So advanced in fact they created an entire race of androids (more on them later) The Institute is an Autocracy, with a counsel and a director who makes all the final decisions. It closely resembles what H.G. Wells described as a Technocracy, a type of government controlled by an elite group of the most knowledgeable and brightest members of the community. They seek to better humanity but do so in questionable ways. For example, experimenting on human subjects they kidnap and “enslaving” the androids they created.

Finally, we have the Vault who aren't exactly a faction as they are their own isolated settlements and that's the point. Vaults are massive underground cities meant to be safe havens for the public before the bombs fell. However, many never re-opened and remain underground with all the amenities they need. In short, the vaults are isolationists who are almost irrelevant in the wasteland. Most vault dwellers are xenophobic shunning anyone and everything they need. They have no reason to venture into the waste.

A humanist analysis of each faction would lead to the conclusion that each group is meant to embody a different



need of human beings. The N.C.R represents people's natural desire and need to work together and for freedom. So, they form democracies and republics. The Legion represents humanity's desire to be dominant and conquer. The Enclave can also embody this. But also shows human being's tendencies for fanaticism and the true horror of group influence. It's also a nice comment on eugenics. The Brotherhood of Steel would seem to embody the need for human beings to "believe" in something, whether it be religion, laws, or an idea. The Institute can help show the running theme of the Fallout franchise, that technology can be dangerous and there are serious moral questions that must be asked before "progress" can go forward and what happens if we don't ask those questions. Lastly the vaults could serve a similar purpose as they do in the world of Fallout, human beings desire to cling to the past, to capture it or look for an ideal time, a golden age.

A post-humanist analysis would lead some to the conclusion that everything is constructed by society. Whether it's the desire to conquer or to liberate (Legion or N.C.R.) to be better or the best (Institute or Enclave) are all created by society.

As the title of this section states you can pick the faction you support. This is important for a number of reasons; from a mechanics standpoint, it allows a player to experience the game how they want. For example, if you want to live out your messianic fantasies of being a hero you would most likely side with the N.C.R. should you desire to embrace the chaos and play the bad guy you may want to side with Cesar's Legion. In a larger context, this



Illustration -Jean Paul Saliba

embodies the age-old discussion on the different types of governance.

TO BE OR NOT TO BE HUMAN

In the Fallout games there is a group that tows the line between faction and race and forces us to ask what it means to be human? They are known as "Synths." Synths are androids created by the Institute that are not made of metal but generated bone, grown organs and skin that is grafted on as well as memories and feelings that perfectly resemble humans. An ongoing debate in the game as well as real life is whether Synths are sentient. This is a nearly impossible debate because we have no true definition of what sentience is. This is what the literary school of Android Theory tries to answer. And it's a hard question, is something that looks human, acts human, and has emotions or at least imitates the emotions of a human any less

"human" than us? This takes us back to the humanist and post-humanist schools of theory because depending on which you are will sway your frame of thinking.

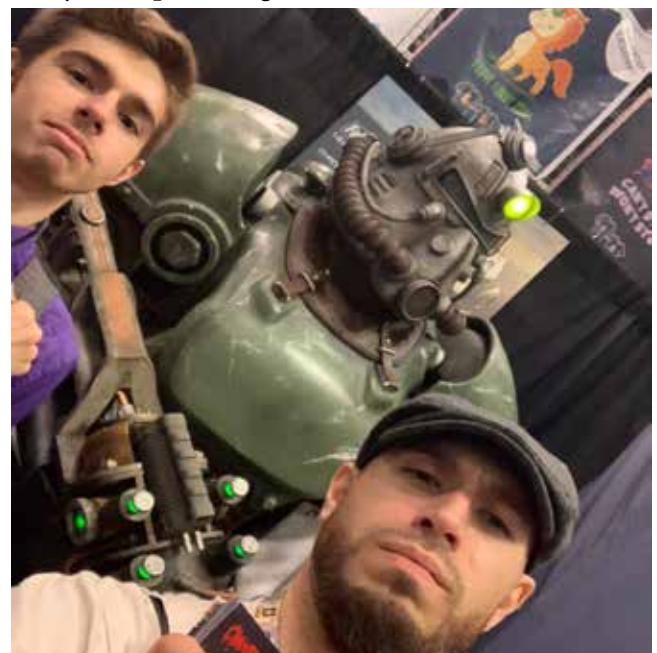
If you take a humanist approach to this question you would typically answer no, a synth is not sentient and/or conscious. This is because a humanist analysis implies that there are certain things that are uniquely human, things like sentience and consciousness and therefore nothing made in a lab or a machine could have them. On the other hand, if you take the post-humanist angle, nothing is natural everything we think is influenced or defined by the society we live in. Therefore, if you believe that sentience and consciousness are unique to humans that is because the society you live in has influenced you to believe it. Similar to how in the days of slavery society told us slaves were less than human and therefore it was ok to treat them as animals. So, it stands to reason if we take a post-humanist analysis to the Synths the answer is yes Synths are sentient and conscious.

EYES ON THE HORIZON

There is so much more that the Fallout series can show us about philosophy and humanity. This is just a piece of what this game and many others can do. It should go to show that videogames are more than a "kid thing" and that Fallout is more than a game. It takes some of the most complex and controversial topics and tackles them all with a style all its own. Hopefully we can learn a few things and maybe stop making the same mistakes. But we all know "War....war never changes."

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2019 DATES

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The ScissorSalute Show™

The month of November featured a first on the ScissorSalute Show! Never before has there been a father and son cut together. What made this even more special was that this was the child's FIRST haircut ever. It was a moment that only comes by once in a lifetime and we were so glad that they decided to share it with us. Harry Houdini (@houdinistyle on Instagram) performed an in studio beard demo. The Traveling Barber, Daniel Sanchez (@kutzbylindo on Instagram) had the honor of being the first person to cut Logan's hair. Making their way from Rhode Island, Josh (@oceannstate_barberassociation on Instagram) and Mariana (@mariana_la_barbera on Instagram) joined us in studio to discuss their page that reposts haircuts exclusively from the state of Rhode Island.

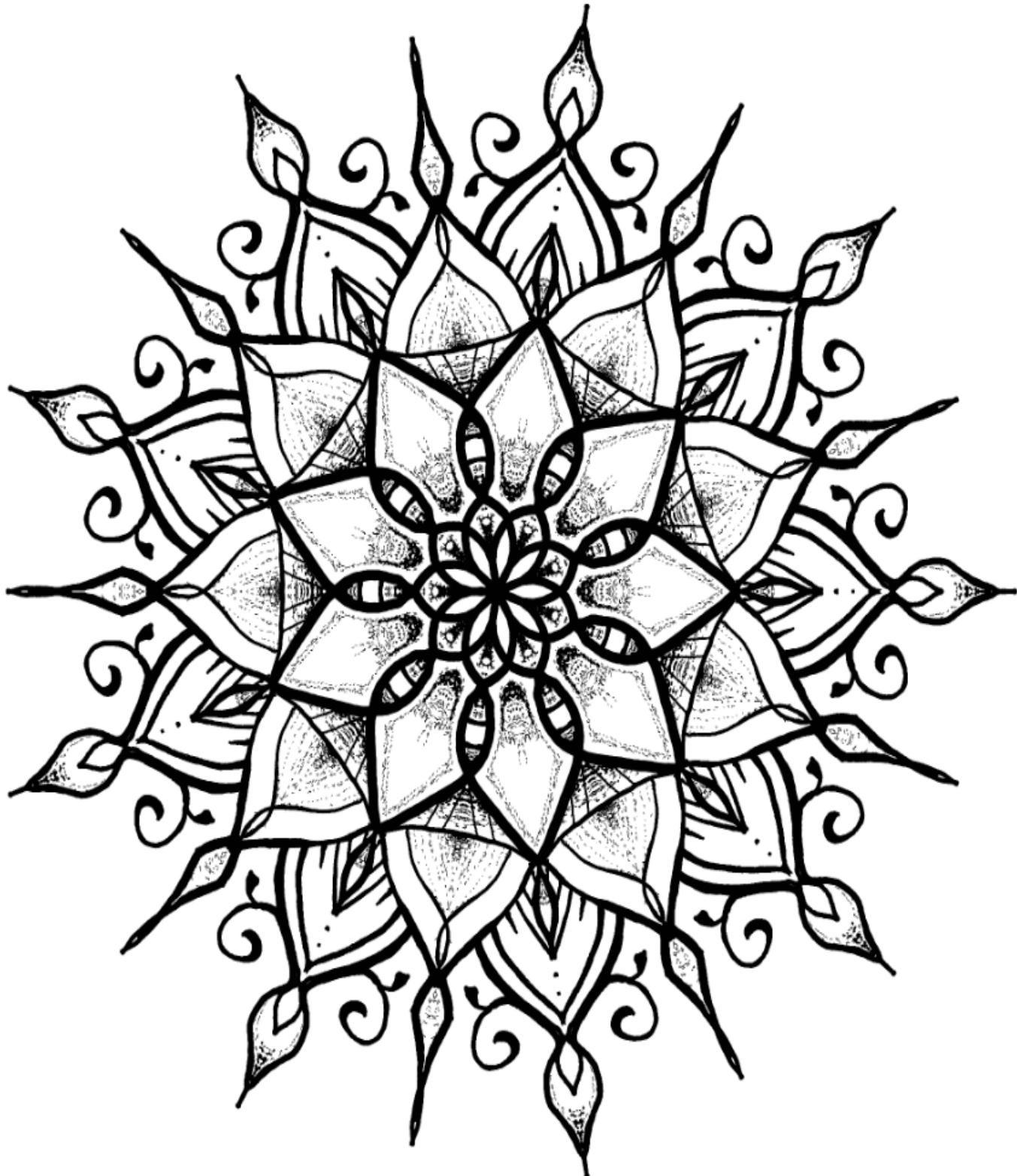
From Nu Flavor Kutz located in Jersey City New Jersey, Rich and Chris showcased haircuts. November also featured a major announcement! Dontay Stevenson (@dontay_financial on Instagram) introduced the Barber Beauty Association. The organization is looking to bring healthcare and benefits to one of the oldest professions for the first time! It is an ambitious project but he is determined to put together the team to make it all happen. We will be keeping you updated in this space.

Be on the lookout for our write up in December. We are looking to end the year in grand fashion with some special episodes!





COLOR THE MANDALA



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SOPHIA MAI





CHAMBER OF HORRORS NY

This is Kerry Stellar from In The Girls Corner for ExPlus Magazine. I recently visited Chamber of Horrors in Hauppauge, NY, if you're looking for an interactive haunted house, this one's for you. Also keep in mind, I would use personal discretion if you're bringing a kid under 14, as this production is brilliantly created.

From the "Killer Clowns", to witches, ghouls, ghosts and plenty of gore at almost every turn, this interactive maze will have you so turned around and afraid, and a bit jumpy, and

(this is coming from someone it takes a lot to scare).

It's dark, and creepy, you always have the feeling something is either behind you or about to jump out at you.

They will follow you, they will chase you, but they won't put their hands on you, so please keep yours to yourself.

A special event is held every Sunday. They turn the lights out, and hand each group a glow stick. One glow stick per group (not each person), if that isn't scary enough, you don't want to be the last in the line. Also be aware of your surroundings, if you can. Every turn seems to turn into another, and just when you think you've caught up with your party, you'll find yourself split up (I think they did that on purpose), wear sneakers, you may "walk really fast" as I told a clown chasing me.

On a personal note the production was absolutely amazing. The makeup, costumes, props... The quality of it all was so incredible, I cringed a few times. Chamber of Horrors is very graphic and visually stimulating; if you love horror and gore, this place has it all.

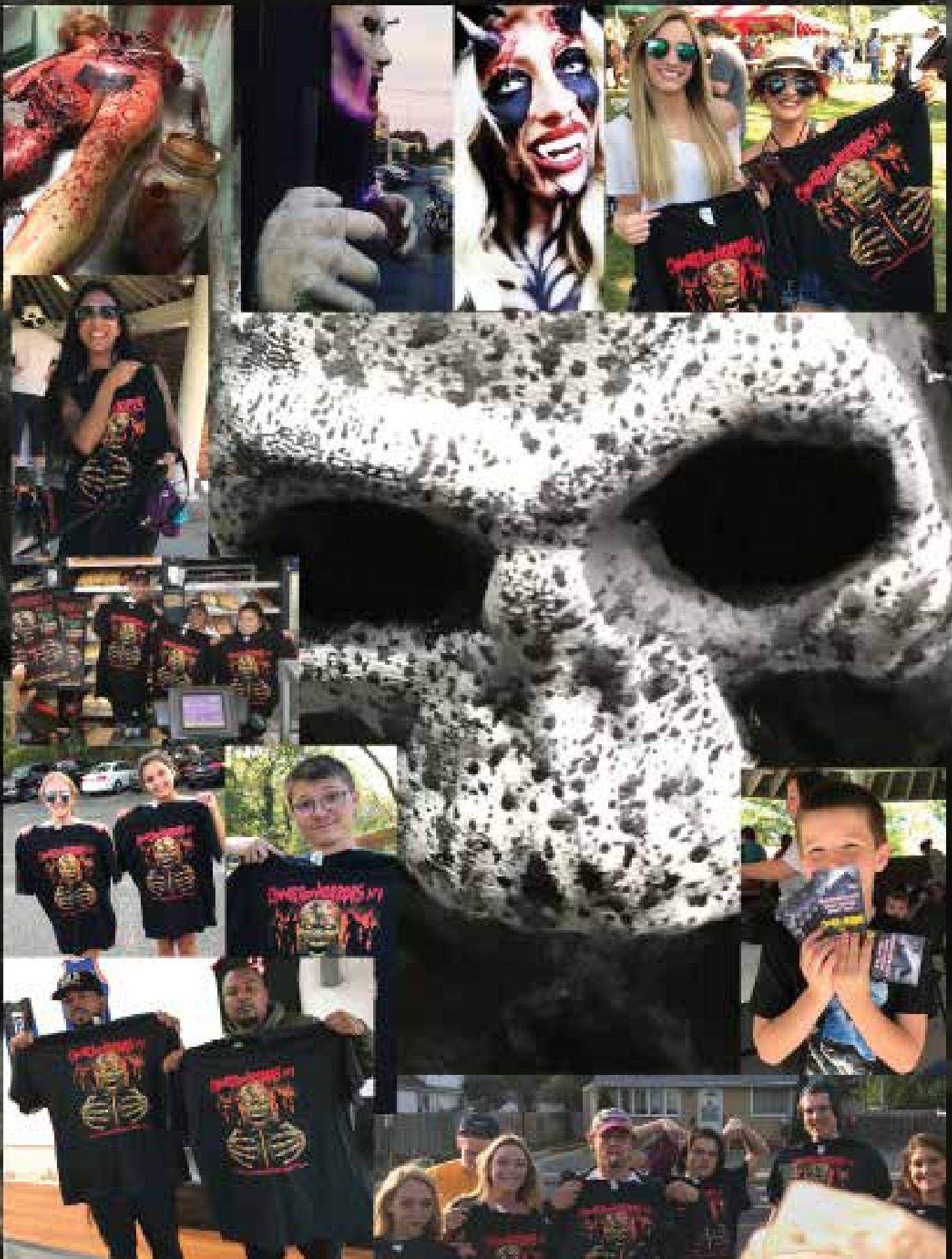


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Hours of operation

Friday
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Saturday
7PM-12AM

Sunday
7-10PM





Stay Fit Culture,

Is a lifestyle that consists of people with every day goals, It is our goal to make each and everyone's experience memorable & goal fulfilling.

for over 14 years and I've been apart of the key ingredients that go into making a business successful on paper, also I have more personal and involved down to what we put in our bodies, how we think and why , with workouts that consistently prove why a heart replaces the U in our logo. We don't believe in contracts that bind people and than destroy their credit we believe in excellence at its highest level. The difference between Stay Fit Culture and other Gym's is that 1. It's not a gym it's a fitness Culture association with incentives and holding people accountable when we do not do what we know will help further our process. In this basis this is what keeps people.

I care for everyone of our members weather it's talking, changing flat tires etc we do what no one else seems to do and they can witness first hand a quality which in today's society is rarely forgotten, its the little things that once we have a better conception looked in every seat I saw people who were physically and clearly much better at standing especially on a moving train the bus. Well not STAY FIT CULTURE not Juanita's son I had seen enough I got out of my seat and gave them mine and they were grateful for something. It's a Sad day when a person or people who need a seat won't accept one. I decided to try my best to do it with fitness and health 1 day at a time 1 Body at a time ,1 mind at a time ,We give to you something that can add years to your life.



ur pleasure
filling, I've
e witnessed first hand what makes a business unsuccessful and quickly. Our focus at Stay Fit Culture is one that is much
change to avoid Platforms that are not beneficial. It's all of what you don't see that makes us a Culture, a Family that's
believe in a work ethic and results that are undeniable and allow members to become fully committed in achieving ex-
club that is only open to our members and we keep track of each and every member by acknowledging & showing appre-
it is our job to control everything entering your body and every workout you do so your able to see results on a monthly

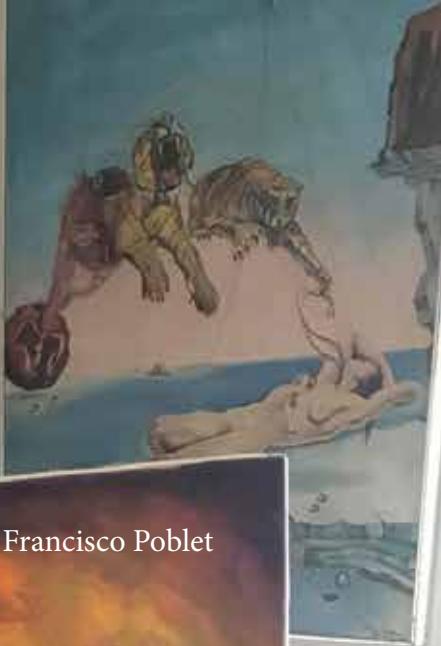
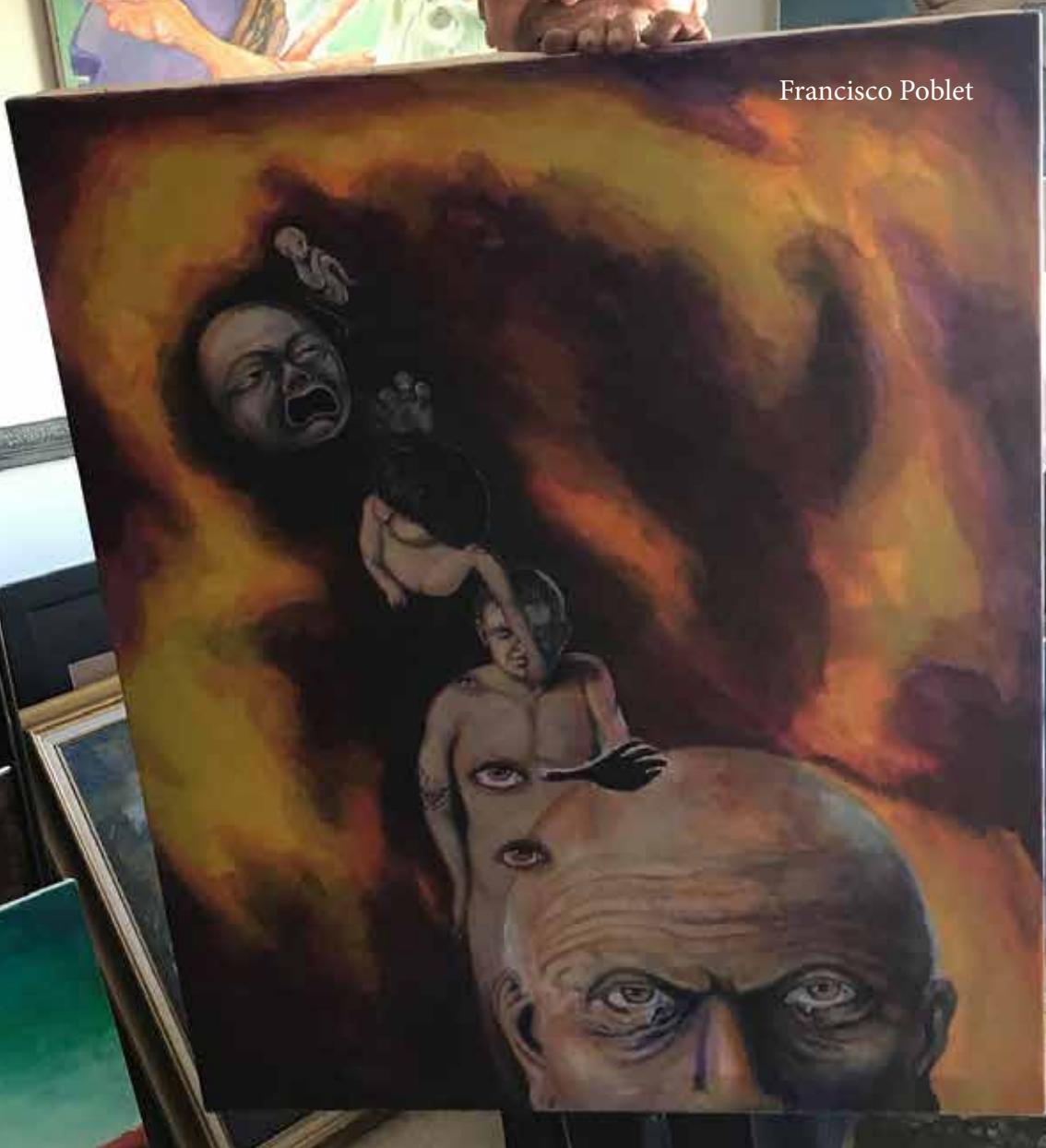
e biggest difference is we enjoy it. Just come in and find out for yourself 14 w Main st Bayshore NY 11706 And You will
cept on life we tend to see different, example I was on the train a few days ago and noticed an older couple standing as I
an they were but every one was so consumed in their personal everyday life that they allowed these people to stand!!
e reluctant to take it , WOW! but how could I be surprised do to the world we live in today were people always want
est to change the world because I believe I can do it with the right people and key elements in order , and we're going to
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had the pleasure
of being in the
fitness industry

MY
BIRTHDAY
WITH
AMAZING
ARTISTS



Francisco Poblet



Zhang Po



It was a regular day no different than any other. The date was October 10, 2017 when I realised it was my birthday. At 11:00 AM I receive a phone call from the world-famous artist Zhang Po (PoPo) he says "JP get your ass up were going out!" Always ready for new day full new possibilities, I went on my journey to Brooklyn NY. There we met with one of his favorite inspirational Master artists Francisco Poblet, also known as the last surviving student of Salvatore Dali and I have the pleasure of calling him "Cheech".

Once making it to Francesco Poblet's apartment that overlooked skyline of NYC, I realized that there was energy of full appreciation in the air. Intertwining thoughts on art, future, and past envions; these two artists started collaborating in thought and emotion right when they saw each other. The pride and Beauty with in cultures creating artistic views that was astonishing. They gave each other input on their individual styles, past and present while interjecting on philosophies they both have. Their fluent understanding of their commonalities was priceless. I was fortunate enough to be around their work first hand and got a glimpse on how strongly they respected

each other.

I also got a Full narrative vocally on Cheech's paintings, life, and growth learnings with Salvatore Dali. At this point Francisco Poblet offered a few of his paintings to his dear friend Zhang Po. With the promise to put some of his known works to be exhibited in Zhang Po's up coming gallery in Babylon Long Island, NY. Hundreds of amazing paintings always in Cheech's grasp, Zhang Po was lucky enough to be able to pick two of his favorites. At this point Francesco started personally interpreting each picture and explaining his thoughts as if we were in a high-end gallery with the feel of a comfortable aesthetic ambiance .

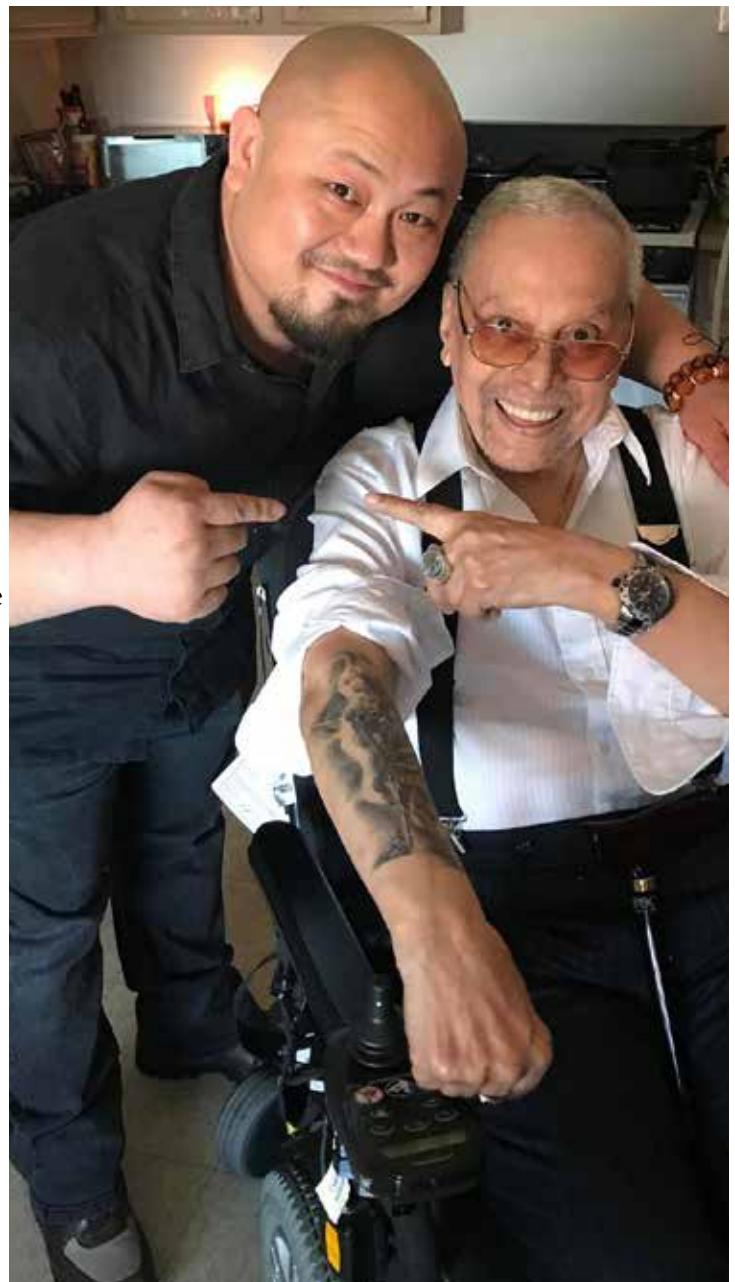
They continue on in this intense and in depth conversation while I watch. Zhang Po elaborates on some of his own work that has been inspired from some traits of Master Artist Poblet. Seeing brush strokes and line work with such a steady controlled hand. Zhang Po shows us some technique and the discipline of his work. I was extremely happy to take a part this day of history. Especially having two of my own collections from Zhang on my left leg, Jet Li /Micheal Jackson. Poblet and I are honored and we both found pride on all the work we share. Experiencing Zhang Po creation of full pictures from the mind and building canvases with not one stroke, it is an experience all in it self. His his thoughts are as fast as his drawing which relays to his hand.

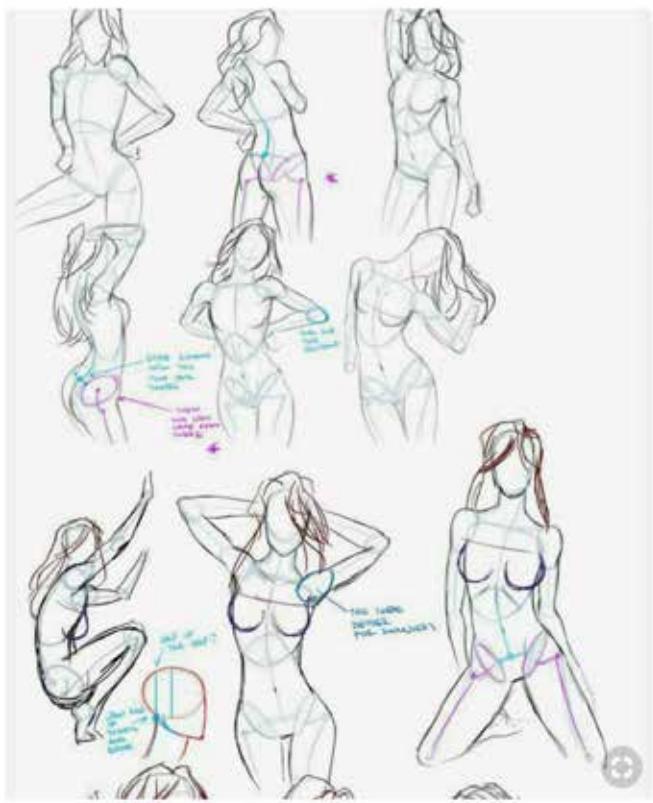
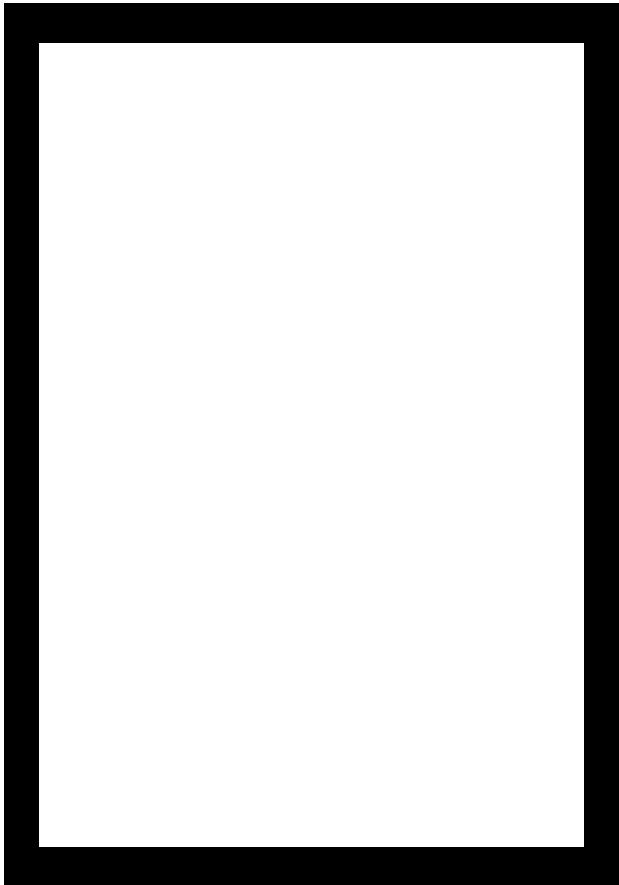
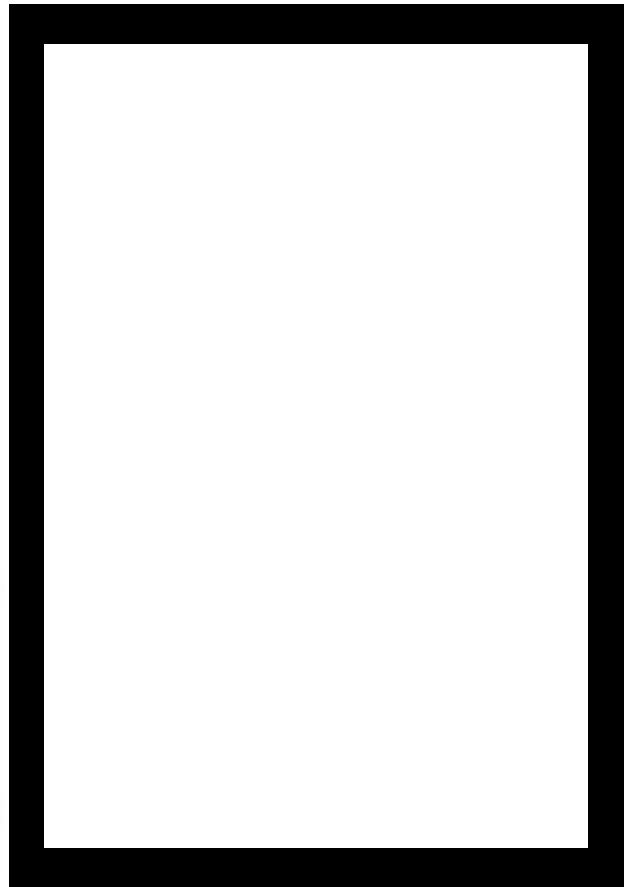
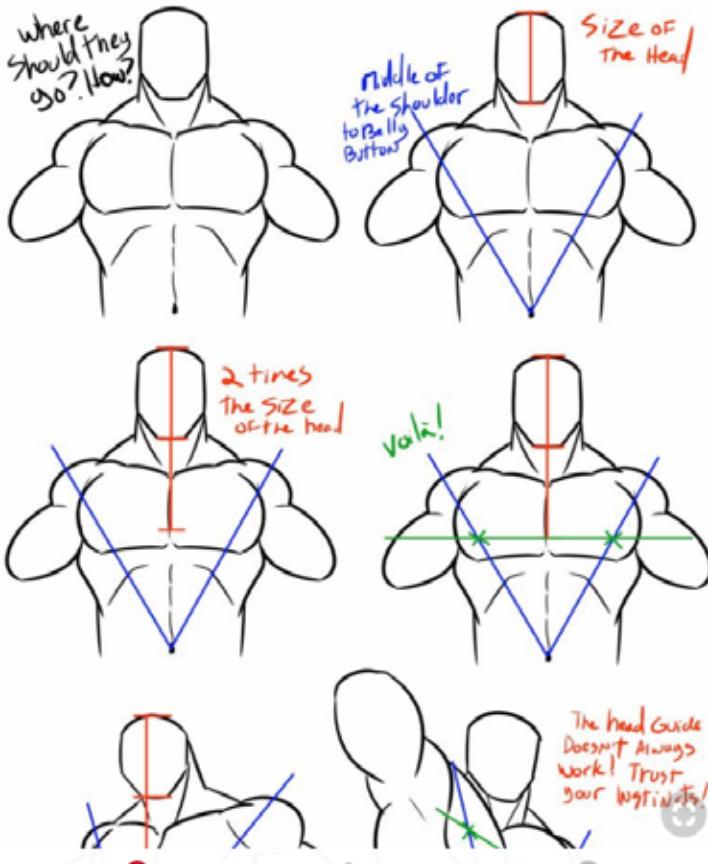
Watching these men was a gift in it self. At one point I realized how thankful they were of one another as Francisco Poblet pulls out a large antique dagger showing the build and structure onto Zhang Po eyes. Zhang Po

ingratitude examined this intricate treasure completely intrigued. It fascinating to watch how inspected the dagger, with their own unique ways. As Francesco put the knife on the table for cultural reasons, PoPo looks at all the fine detail dissecting it into his thought. I could feel the possibilities they envisioned and how they were inspired for some future works. Than with two hands one on the handle and one on the blade Zhang hands it to Cheech with respect he accepts and put it away all so delicately.

At that point everyone was getting hungry and it seems these to artist had a great restaurant in mind.Cheech brought us to a place where he inspires to draw daily. Always keeping a book there full of ideas. The owners always loved seeing their favorite guest. I have to say the food at this restaurant was exquisite. Watching these man find the beauty in all of there surroundings. This reassuring me creation can be built off all walks of life. I'm proud to have these men let me in a piece of their history. I will truly remember for a lifetime Oct 10 2017 as a day my birthday became apart of Francisco Poblet and Zhang Po!

-Jean Paul Saliba





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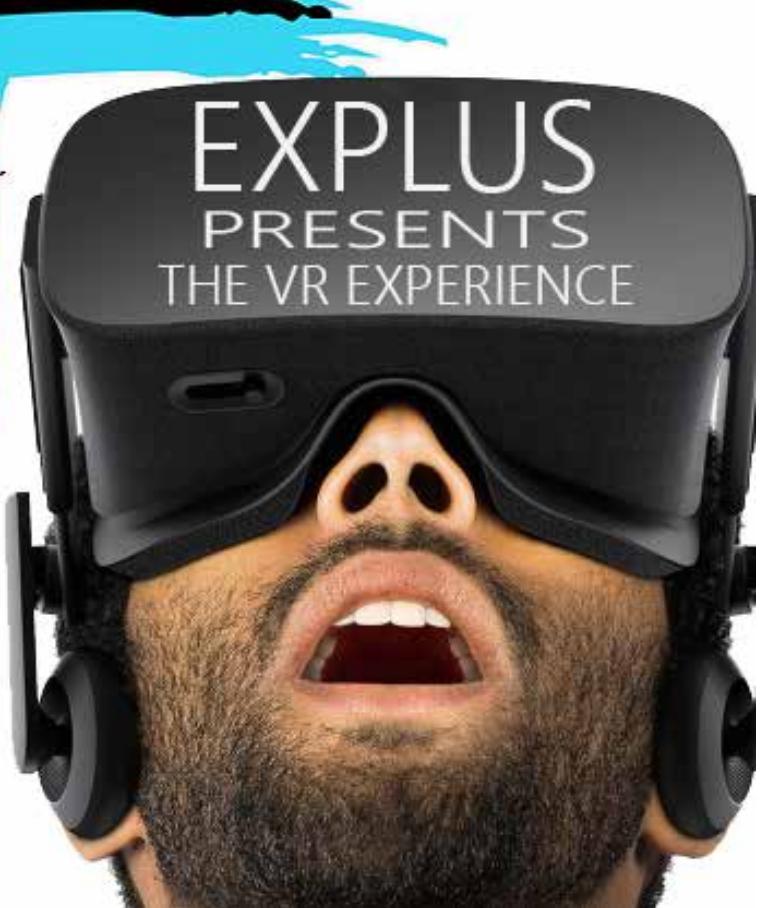
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MICHAEL RODRIGUEZ





Michael Rodriguez: Owner/Manager

carol and m2 3 Michael Rodriguez is the owner and head instructor of Innovative Dancesport, the top-ranked competitive ballroom dance studio on Long Island. For the past 12 years, he has developed a successful dance studio offering private and group instruction in all ballroom/latin dance categories. Michael has been ranked TOP TEACHER at the Stardust Ball Competition from 1997-2005, the Kings Ball in 2000, the New York Dance Festival from 2005-2011, and at the ROYAL DANCE SPORT CHALLENGE 2012 and 2013. His studio has also been recognized as TOP STUDIO at all of the above competitions. Michael's students include professional and amateur competitors, performers and social dancers of all levels. His students have received numerous recognition awards and scholarships in the Top Student, Top Junior Student, and American Rhythm and American Smooth Pro/Amateur scholarship categories at many local ballroom dancing competitions. The studio offers group classes for the social dancer, from beginner to advanced, in salsa, cha cha, swing, waltz, foxtrot, tango and many other ballroom dances. michelle 3 Dancing has been a way of life for Michael. In 1985, he began his teaching career under the direction of John Smith, an accomplished and well-recognized studio owner in the Long Island dance community. Since then, he has taught in Florida, Tennessee and New Jersey. His return to his hometown, Long Island, has brought him his biggest success. He is most proud of how his studio has grown over the past 5 years and how his success comes not from advertising, but from word-of-mouth. He is dedicated to his students and considers them part of his family. Michael prides himself in his ability to manage a successful business. He is committed to supporting others in improving their health and well-being through dance and fitness. ariana before Picture 054 Giving back to the community is very important to Michael. In 2004, Michael was the first President of the founding board of the United States Ballroom Foundation, a not-for-profit organization developed within the ballroom community to support victims of terrorism. He was recognized by the USBF for "his service, dedication, and never ending support to the ballroom industry, and continuous contribution to the success of the charities", including the Muscular Dystrophy Association. He has personally set up performances with his students for the elderly in senior communities. Innovative Dancesport is also a major sponsor for the Two Battles Against Rare Cancer Foundation. Michael can be seen in the full-length motion picture, Love N Dancing, written and produced by his former student, Tom Malloy. image Michael was also featured in the TLC show Ballroom Blitz, which aired nationally in 2014.





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ART WORK BY LULA

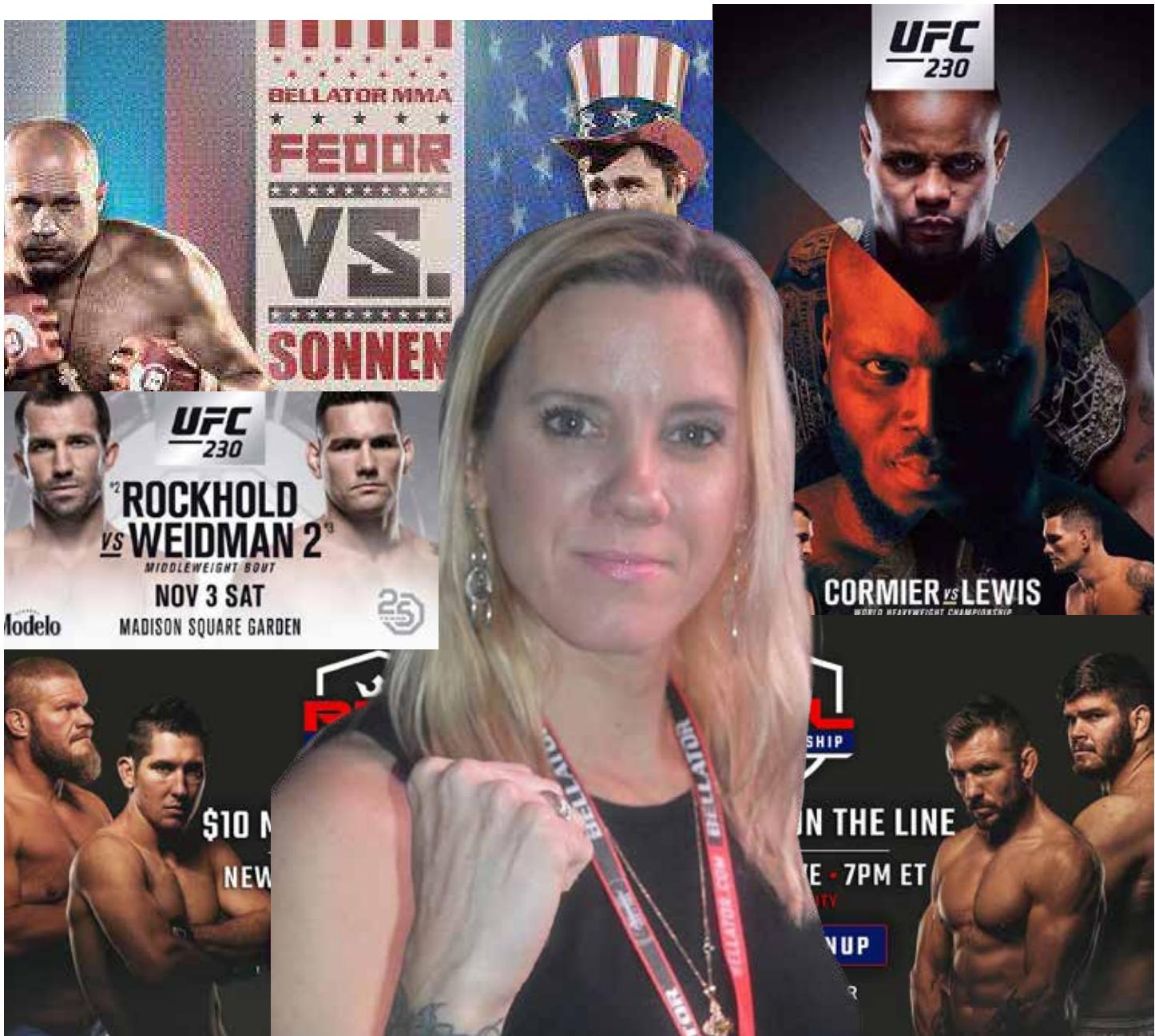
ART WORK BY LULA

Lula Lukas Instagram @lovebylula

Lula moved to Long Island from Brooklyn 14 years ago. After suffering the loss of both her parents in 2010, Lula decided to put away the pencils and focus on teaching yoga and her career in marketing. Until recently, her husband gave her an iPad Pro, and she returned to her art. With no formal education in art, Lula is primarily self-taught. She was fortunate enough to be a teenager during the 90s, such an iconic time for comic books and sports! Her art showcases her deep appreciation for powerful characters such as Cheetara, Wolverine, Snake Eyes, Spawn, and the Maxx. She was particularly influenced by the legendary Michael Turner. Lula really enjoys drawing characters from her nostalgic memories and has progressed into the digital format. Her first appearance ever was at InbeonCon and now one of the many talented artists at the first Suffolk Comic and Art Expo on October 20th. She believes that through art, we can heal and connect. This belief inspired her to create Love by Lula, a brand that allows her to design products with the characters she loves.

Lula is a member of Family and Children's Association and serves on the Leadership Council, where she enjoys teaching yoga to foster children. When she is not working or drawing, she's traveling around the world with her loving husband or spending time with her two rescue Pitbulls and Great Dane.





Welcome back to In The Girls Corner, Mixed Martial arts is heating up in New York. Some of the biggest promotions have made their way up to the Empire State, where if you can make it here, you can make it anywhere. The beautiful thing about professional promotions coming up north, is fighters not signed by one of the big three, have opportunities abound, to take in and up the competition.

This year alone we've had UFC return to upstate NY, and in a few weeks back to Madison Square Garden for the premiere fight card for New York talent to showcase the why their in the UFC.

Bellator making its way to Long Island its biggest venue Nassau Coliseum for the first time, and this card is stacked with fighters from all over, and more importantly from NY.

Fighters from the North East area including Long Island you can expect to see fighting at the Coliseum are, Bellator veteran who fought at Bellator MSG, Jerome Mickle, Tommy Espinosa, Jeremy Puglia, Christian Medina, and Ryan Castro, more could be added in the next few weeks, so stay tuned.

On UFC epic card UFC 230 will be LIVE on PPV, November 3 2018.

Former UFC Middleweight Champion Chris Weidman returns to the cage, in his home state to face Luke Rockhold, in their second bout, Rockhold captured UFC gold in their first outing. It seems fitting our former champ makes another title run, with redemption over Rockhold and In front of his family, friends and fans.

Hailing from Brooklyn NY, David Branch will be putting on a show in his home state.



Long Islands own Matt Frevola, makes his first appearance in UFC octagon, not too far from his home town, a dream come true for any young fighter making his statement to the world.

Breakout talent Brian Kelleher will step back in, again fighting in front of his home crowd, at MSG.

Super talent Shane Burgos from the boogie down Bronx will be our opening fight on this historic card.

Professional Fighters League makes their way back to New York, back to Madison Square Garden, where they had their opening card for the regular season. Featuring Long Islands, Andre Harrison, with a stellar performance that had fans on their feet.

They couldn't have a better venue, on a better night in the city that never sleeps.

New Year's Eve, at MSG will host the champions for PFL, where twelve fighters, from their six weight classes will fight for the championship and one million dollars, which is incredible for any mixed martial artist.

Stay tuned to Existence Plus Magazine for all of your fighting updates, interviews and upcoming events.

-KERRY STELLAR

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