



HARBOR MASTER When it comes to Hartnett, his site isn't joshing

WHAT to SURF

»» Movies

JOSH HARTNETT: TALENT THAT'S HOT ♦ (joshhartnett.issexy.com)

If *Pearl Harbor* was your introduction to Josh Hartnett, where have you been? Since 1997, this fansite has been amassing an arsenal of tidbits aimed at demystifying the man behind the dog tags. Dozens of small photos create more a mosaic than a library, and the hot-pink-and-black design is elementary at best, but there's something commendably silly, even irresistible, about a celeb site that poses the question "If Josh's name wasn't Josh, what do you think it'd be?"

C—Richard Horrmann

»» Television

MISSING LINK ♦ (supanet.com/missinglink) Although *Weakest Link* doesn't yet have an online companion like *Who Wants to Be a Millionaire* does, this spoof of the original Brit version of the game show now airing on NBC is the next best thing. While an angry audience hisses and boos, an animated Anne Robinson, complete with furrowing brow, scolds users for botching multiple-choice questions. Get enough answers right and watch the cranky inquisitor morph into other, less forgiving creatures, including a bloodthirsty vampire who makes the real Anne look about as intimidating as Regis. **A-**—RH

»» Music

RUFUS WAINWRIGHT ♦ (rufuswainwright.com) It's too bad the trendily minimalist design of singer-songwriter Wainwright's official site belies the soaring drama of his music (and his persona). Still, underneath the uninspired packaging you'll find plenty of goodies, including generous samplings of the songs off his latest album, *Poses*. Also here: current tour news, a jauntily written bio, and a much-visited message board. But most notably, there is a trove of Wainwright's song lyrics, which are especially handy because Wainwright is equal parts poet and mumbler. **A-**—Ann Limpert

»» Net Cetera

SIXTIESPOP.COM: SIXTIES BRITISH POP CULTURE ♦ (www.sixtiespop.com) *Shagadelic* doesn't even begin to describe this Union Jack-filled tribute to swinging London and the British Invasion during the very gear '60s. Amateur pop historian David "Digger" Barnes has compiled scads of fab facts about the era's stars, tunes, flicks, and TV shows, then topped off the mix with his own interviews of such personalities as Herman's Hermits' Peter Noone and the Animals' Hilton Valentine. Yeah, baby! **A**—Caren Weiner Campbell

More reviews at www.ew.com
(AOL Keyword: EW)

CYBERTALK

► "[W]hen I got offered the part I was told that's who this girl is and it's not negotiable to be taken out. So any actress, whether it be me or someone else, had to play the part as she was written. So I did. It's a choice that one makes." —*Swordfish*'s HALLE BERRY on her topless scene in the film, on Mr. Showbiz

"I thought it was shockingly white. Actually, Julianne [Moore] said the same thing, but I could tell she loved it. Anyway, if we do a sequel, Orlando [Jones] is going to do the same thing. It'll be the dark side of the moon." —*Evolution*'s DAVID DUCHOVNY on first seeing his bare butt on the big screen, on E! Online



A NEW FILM METHOD'S GOT GAME

RESHOOT-'EM-UPS

MAKING DIGITAL MOVIES IS NOW AS EASY as playing PC games—literally. A rising technique called *machinima* (*machine* and *cinema*) uses software from common computer games to make animated films, and upstart directors are flocking to the Web to learn it. "You can produce very stunning visuals very quickly," says Machinima.com's Hugh Hancock, who's re-created scenes from *The Matrix* (below) using the method. How's it work?



Game makers offer downloads used to customize the creatures and guns in their shoot-'em-ups, such as *Unreal Tournament*. Instead, Hancock and others use the code to renovate the games' sets and characters—

turning dungeons, for example, into eateries, demons into waitresses. Then they get friends on networked PCs and "play," recording the action to a hard drive. Add sound and you've got a Net-ready flick. "It's like using virtual-reality puppets," says Paul Marino, who worked on *Hardly Workin'* (ilclan.com), a short starring wacky lumberjacks animated with the help of the usually bloody *Quake II*. And how do his e-actors blow off steam? Says Marino, "We do leave the guns active." —GG