**Surrogates**

Surrogates is a 2009 American science fiction action film, directed by Jonathan Mostow. FBI Agent Tom Greer ventures out into the real world to investigate the murder of surrogates (humanoid remote control vehicles).

The film's main concept centers around the mysterious murder of a college student linked to the man who helped create a high-tech surrogate phenomenon that allows people to purchase remote controlled humanoid robots through which they interact with society. These fit, attractive, remotely controlled robots ultimately assume their life roles, enabling people to experience life vicariously from the comfort and safety of their own homes.

**Plot**

In the future, widespread use of remotely-controlled androids called "surrogates" allow everyone to live in idealized forms from the safety of their homes. A surrogate's operator is protected from harm and feels no pain when their surrogate is damaged. FBI agent Tom Greer (Bruce Willis) has a strained relationship with his wife Maggie (Rosamund Pike), due to their son's death several years before. He never sees her outside of her surrogate and she criticizes his desire to interact via their real bodies.

Greer and his partner, Agent Jennifer Peters (Radha Mitchell), investigate the death of two people who were killed when their surrogates were destroyed at a club. Jarid Canter (Shane Dzicek), son of Dr. Lionel Canter (James Cromwell), the inventor of surrogates, is one of the victims. Greer and Peters determine that a human named Miles Strickland (Jack Noseworthy) used a new type of weapon to overload the surrogates' systems and kill their operators. After locating Strickland, Greer attempts to bring him into custody. Strickland uses the weapon and injures Greer during the chase; Greer inadvertently crash-lands into an anti-surrogate zone known as the Dread Reservation (one of many throughout the United States). A mob of humans eventually destroy Greer's surrogate, forcing him to interact in the world without one. The Dread leader known as The Prophet (Ving Rhames) kills Strickland and confiscates the weapon.

Agent Greer learns that the same company manufacturing the surrogates originally produced the weapon under a government contract. It was designed to load a virus that overloads the surrogate's systems, thus disabling it. Unexpectedly, the weapon also disabled the fail-safe protocols protecting surrogate operators. After the first test, the project was scrapped and all but one prototype were destroyed.

Agent Peters is murdered and an unknown party hijacks her surrogate. Greer is informed that Andrew Stone (Boris Kodjoe), his FBI superior, supplied the weapon to Strickland and ordered Dr. Canter's assassination for his criticism of surrogate use. Jarid, using one of his father' many surrogates, was killed instead. The Prophet orders the weapon be delivered to Peters. During a military raid on the reservation, the Prophet is shot, revealing his identity as a surrogate, with none other than Dr. Canter himself as the operator.

Greer heads to Dr. Canter's home and discovers that he has been controlling not only the Prophet but Peters as well. Using Agent Peters' surrogate in FBI Headquarters, Dr. Canter uses the weapon to kill Stone and proceeds to upload the virus to all surrogates, which will destroy the surrogates and kill their operators. Believing his plan to be unstoppable, Canter disconnects from Peters's surrogate and swallows a cyanide pill. Agent Greer takes control of the surrogate and with the assistance of the network's system administrator Bobby Saunders (Devin Ratray), insulates the virus so the operators will survive. Agent Greer must choose to either destroy all surrogates or cancel the virus upload. Greer ultimately decides to let the virus permanently shut down surrogates worldwide. People emerge from their homes without their surrogates, confused and afraid.

Greer returns home and shares an emotional embrace with Maggie in her real form. The film ends with an aerial view of the collapsed surrogates along with overlapping news reports of the downed surrogates and how people are now "on their own" again.

Box office performance

Surrogates played at 2,992 theaters on September 25, 2009, where it generated $5,053,646. On its opening weekend, it grossed to $14,902,692, averaging $5,050 per theater, ranking #2 at the U.S. box office, behind Cloudy with a Chance of Meatballs. For the second weekend of Oct 2-4th, it saw a 45% decrease where it dropped down to 4th place at the box office only to gross $7,241,054. The third domestic weekend release saw a 36% decrease, which was 9% less than its last weekend. The film went on to gross $38,577,772 domestically and $83,867,000 worldwide against an $80 million budget, giving it an overall gross of $122,444,772.

**REAL LIFE LINKS: FACEBOOK / SIMS / TWITTER / etc**

Facebook is a social networking service and website launched in February 2004. As of April 2012, Facebook has more than 900 million active users. Facebook was founded by Mark Zuckerberg with his college roommates and fellow students Eduardo Saverin, Dustin Moskovitz and Chris Hughes. A January 2009 Compete.com study ranked Facebook as the most used social networking service by worldwide monthly active users.

**SIMS**

The Sims is a strategic life-simulation video game developed by Maxis and published by Electronic Arts. Its development was led by game designer Will Wright, also known for developing SimCity. It is a simulation of the daily activities of one or more virtual persons ("Sims") in a suburban household near SimCity. The player creates virtual people called "Sims" and places them in houses and helps direct their moods and satisfy their desires. Players can either place their Sims in pre-constructed homes or build them themselves. Each successive expansion pack and game in the series augmented what the player could do with their Sims.

In 2002, The Sims became the top-selling PC game in history, displacing the game Myst, by selling more than 6.3 million copies worldwide.[6] As of February 7, 2005, the game has shipped 16 million copies worldwide.[7] Critics praised it with positive reviews. It has been a success in many ways—attracting casual gamers and female gamers (the latter making up almost 60% of players).[8] Open-ended gameplay has been done before in games, such as the farming-based simulation series Harvest Moon, but The Sims has certainly gained popularity for this particular style of gameplay. In March 2009, Electronic Arts announced that The Sims, as a franchise, has sold more than 100 million copies.

[edit] Legacy

The Sims was first released on February 4, 2000.[9] By March 22, 2002, The Sims had sold more than 6.3 million copies worldwide, making it the best-selling PC game in history;[6] the game has shipped 16 million copies worldwide as of February 7, 2005.[7] Since its initial release, seven expansion packs and sequels The Sims 2 and The Sims 3 have been released. The Sims has won numerous awards, including GameSpot's "Game of the Year Award" for 2000. Awards

The success of The Sims resulted in Guinness World Records awarding the series 5 world records in the Guinness World Records: Gamer's Edition 2008. These records include "World's Biggest-Selling Simulation Series", and "Best Selling PC Game of All Time" for the original The Sims game, which sold 16 million units, 100 times EA's original projection of 160,000 units.

The Sims Online — Online version of The Sims, where players can interact with other players in real-time. The Sims Online (also known as EA-Land) was a massively multiplayer online variation on Maxis's highly popular computer game The Sims. It was published by Electronic Arts and released on December 17, 2002 for Microsoft Windows. In March 2007, EA announced that the product would be re-branded as EA-Land and major enhancements would be made. About a year later, EA announced that the game would shut down all activity on August 1, 2008.[3] The next online games in the series are MySims (PC version only) followed by The Sims Social for Facebook.

**COSMETIC SURGERY**

The 2000s have continued unusually rapid growth and change in plastic surgery. By 2005, the most popular cosmetic procedure was the use of injectable substances to address the effects of aging, as patients sought less invasive, simpler operations to reduce wrinkles.

Following the FDA's approval of Botox® in 2002, ASPS members performed an average of 1.1 million such injections a year through 2006.

By 2004, 14.8 million plastic surgery procedures were performed in the U.S. And by 2006, that number had risen to 16.2 million. Future Challenges

Meanwhile, plastic surgery - always a specialty that has thrived on innovation - continues to push ahead with new clinical breakthroughs, refining current techniques and discovering new ones. Plastic surgeons are researching methods to reduce surgical scarring and patient recovery time. They are devising new outcomes studies to prove with comprehensive data the quality of life improvements that plastic surgery provides via its vast array of procedures. Some researchers are now trying to unlock the secrets of the growth-factor environment of the womb, where scarless healing takes place, so that this knowledge can be applied to wounds in children and adults.

The future of plastic surgery continues to unfold, with the promise of amazing new things to come, in the humanitarian pursuit to help patients’ look and feel their best!