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temblors in London, the revelry is that 29th July, an event that is a new, unlisted product in the world of corporate sponsorship. Yet, it is no new phenomenon. The idea of using sponsorship to help fund cultural events is not new. In fact, it is a practice that dates back to ancient times.

Yet, in recent years, there has been a growing trend toward using sponsorship as a means of funding cultural events. This is not a new phenomenon. In fact, it is a practice that dates back to ancient times.

The idea of using sponsorship to help fund cultural events is not new. In fact, it is a practice that dates back to ancient times. In the days of the Roman Empire, for example, wealthy families would sponsor public events such as gladiatorial contests and theatrical performances. These events were often held in honor of the gods or in celebration of a patron's birthday.

Today, sponsorship is a common practice in the world of cultural events. However, there are some concerns about the role of sponsorship in the arts. Many people believe that the arts should be funded through public support, rather than through corporate sponsorship.

A recent poll conducted by the National Endowment for the Arts found that a majority of Americans believe that the arts should be funded through public support, rather than through corporate sponsorship. The poll also found that a majority of Americans believe that the arts are important to society and that they should be protected from corporate influence.

In conclusion, while sponsorship can be a useful tool for funding cultural events, it is important to consider the potential risks and benefits of this practice. As long as sponsorship is used responsibly, it can help to support the arts and to bring cultural events to a wider audience. However, it is important to ensure that the arts are not sacrificed to corporate interests.
Into the death zone, in the comfort of your living room

A new virtual reality experience lets anyone 'climb' to the summit of Mount Everest, but how does it compare to the real thing? By Steven Osborne

Vertically real

A new virtual reality service from "Real Everest" and "Digital Illusion" demonstrated to a small audience in 2010. The service was designed to be used by people who have never been to Everest, but want to experience the thrill of climbing the world's highest mountain. The service allows users to climb the mountain virtually, using 360-degree views of the mountain, and experience the same emotions as climbers. The service has been well received, and has received positive reviews from users who have tried it. The service is currently available for a fee, and is used by people who are interested in learning more about Mount Everest, or who want to experience the thrill of climbing the mountain virtually.