

August 2008

# The PADD

Color Your Eyes and Skin  
In Photoshop!

Star Trek Online Trailer!

Operations Exposed!

Hello Everyone!

What a sweltering month August is! Irony then, that a snowball planet shall grace the cover of this month's issue, is it not? I know a lot of college students are starting their fall semester up around this time (myself included), so we've all been a little pressured to get everything together and sent out in time. Once again, Laria Moonmoth and Rico Novas couldn't make it in this month, but the PADD is a beefy collection of text one way or another (and if it's ever not, I'll *make* it beefy! ::snaps whip::)) Once again, Carrissa Hunter and Wilhelmina Sternenschnuppe have returned with their respected articles, this time exploring what that elusive operations department actually does, and Robb Clemens as we travel back in time with Dr. Mini. The USF Movie Review team is going goo-goo ga-ga over Star Wars this month, and Robb Clemens expands his ever growing database of delicious goodness with the USF Cookbook! Ever wished you could change the eye color of your bio image, or make that Bolian you always wanted? (ew...) Well never fear, for the topic of this month's USF Photoshop Tutorial is nothing less than the alpha and omega of coloring with Photoshop! And of course, as we save the best for last, read all the greatest happenings of Trek in the Star Trek News section! I needn't say we are a beefy magazine indeed.

Stay Frosty (especially now...),

Lieutenant Commander Havraha cha'AAnikh

## Staff and Contributors

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### **Lieutenant Commander Havraha cha'AAnikh**

Editor-In-Chief, Lead Art Director, Contributing  
"USF Photoshop Tutorials"; USF Movie Review

### **Fleet Captain Rylan J. Hirsch**

Executive Editor, Lead Motivator, Contributing Star  
Trek News; USF Movie Review

### **Commodore Ray Packard**

USF Publications Lead

### **Fleet Captain Carissa Hunter**

Contributing USF Simulation Tips

### **Laria Moonmoth and Rico Novas**

Contributing "Live from Sector 039 in Saturn's  
Rings"

### **Wilhelmina Sternenschnuppe**

Contributing "Temporal Leaps"

### **Retired Fleet Captain Robb Clemens**

Contributing "USF Cookbook"

### **Captain Eric Praethen**

Creative Director

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# Star Trek News

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## Star Trek XI Isn't A Remake, Says Pegg.

By [T'Bonz](#)

August 27, 2008 - 12:23 AM

Just because *Star Trek XI* uses different actors for the parts of Kirk and his crew, that doesn't mean it's a remake according to Simon Pegg.

As reported by [Starlog](#), Pegg, speaking about both *Star Trek* and *Star Wars*, gave his view on the opinion of many that *Star Trek XI* is a reboot of the franchise. "The weird thing," said Pegg, "and I think this goes for both 'Star Trek' and 'Doctor Who', is that neither of them are remakes."

"I often see 'Star Trek' being referred to as a remake, and it really isn't," Pegg continued. "It's another 'Star Trek' film; it's another movie in the series. It's the continuing mission."

Pegg is not the only one who believes that *Star Trek XI* is more than just a new Kirk, Spock and Kirk, according to [TrekMovie.com](#). In a previous interview, Executive Producer Roberto Orci had this to say when asked if the movie was a remake, reboot or prequel. "In some senses it is a prequel, but the word I would use, which is how Damon [Lindelof] describes it, is a re-invigoration or re-vitalization."

In other *Star Trek XI* news, J.J. Abrams confirmed that William Shatner is not in *Star Trek XI* according to [Trekmovie.com](#). "The only cast member from the original films is Nimoy," said Abrams, in response to a question asking if the actor who played the original Captain Kirk would be in the movie. Abrams also told fans that he was hoping that the "final cut" of *Star Trek XI* was only "a few weeks away."

## Star Trek Online Q&A

By Kestral [http://www.startrekonline.com/dev\\_blog/ask\\_cryptic\\_8-25-08](http://www.startrekonline.com/dev_blog/ask_cryptic_8-25-08)

In our first round of developer Q&As, we tackle community submitted questions about canon, customization, music, exploration and more. Thanks very much to AI "Captain Geko" Rivera and Craig "Zinc" Zinkievich for their answers!

***Will Star Trek Online be considered canon in any respect? How much of the game will stick to the canon?***

**AI "Captain Geko" Rivera (lead designer):** Every series and movie is considered canon, and we are staying very true to this in our development. Star Trek is rich with lore and history, and there is a great deal of material to build upon as we move into the 25th century with *Star*

*Trek Online*. We are working with CBS to ensure that everything we create is true to Trek and makes sense.

We know that fans want to play *Star Trek Online* because they want to explore the Star Trek universe, and we are striving to deliver as authentic an experience as possible. Our team has seen all the shows and movies and we're watching them again every single day. We are also studying other soft canon resources such as novels and comics. From those, we are looking for inspiration and references to further enhance our game. Where it makes sense, we will include some soft canon elements in *Star Trek Online* as well.

***Will I be able to trick out my Bird of Prey with green flame decals to show off when I decloak to "pwn Federation nubs"?***

**Captain Geko:** One of Cryptic Studios' hallmark features in all of its games is giving players ultimate customizability when it comes to their characters. We are fully utilizing our character creation technology in *Star Trek Online* to include customizing both characters and starships. You will be able to customize your ship's geometry, as well as its color, decals and fleet insignia.

***Star Trek has had some of the best scores and soundtracks ever made associated with it in the past. Can we expect just as much attention to go into the sound effects, music and ambience as we would hopefully see in the graphics area?***



**Captain Geko:** Luckily, Michael Henry, our director of audio, is a longtime Star Trek fan and an accomplished musician and composer. Trust us when we say that Michael will be creating authentic Star Trek music scores and ambience – and not even a Gorn attack can stop him! We are also working closely with CBS, and its team has provided us with access to a massive library of sound effects from all of the series and movies. So phasers will

sound exactly like phasers should.

***If I'm not in the mood for ship combat, gaining Starfleet's favor or earning credits doing jobs for Quark, in what ways will I be able to advance my character doing what I want to do most: exploring the galaxy?***

**Craig "Zinc" Zinkievich (executive producer):** Exploration will never take a backseat in *Star Trek Online*. Heck – in all the series, Starfleet is always sending captains off to chart new systems or classify nebulae. So we don't view exploration as a "break" from other gameplay – it's integral. Expect to be encouraged to boldly go! And as an incentive to explore space, discovering new civilizations is one of the major ways to open up new resources and equipment and make new alien recruits available to you, your fleet and your faction!

***My question is whether the universe will be static. For example, if I log off World of Warcraft and then login a week later everything is pretty much still the same. Nothing has really changed. Will the world be dynamic in STO?***

**Zinc:** The universe of *Star Trek Online* is shaped and changed by the actions of the players. The Federation and the Klingon Empire will be competing for influence and resources throughout the galaxy and players can influence the results through PvP battles and a system we're calling Competitive PvE.

The actions, victories and defeats of you and your faction will affect how the economy and history of *Star Trek Online* unfolds. Exploration is always happening – expect to see new planets and races discovered that were unknown the last time you logged in. Your actions could be the deciding factor on whether these new planets side with the Federation or the Klingons.

### **Star Trek' attraction to be decommissioned Sept. 1**

By [Richard Velotta / Staff Writer](#)

<http://www.inbusinesslasvegas.com/2008/08/22/tourgame.html>

Star Trek: The Experience has lived long and prospered.

But now, like a television series that has worn out its welcome, it is being canceled - that is, the tourist attraction at the Las Vegas Hilton is closing its doors.

Only unlike a TV show that has run out of gas and scores poorly in the weekly Nielsen ratings, Star Trek: The Experience seems to be as popular now as it was when it opened Jan. 3, 1998, even though there was a reported lull in attendance in midlife.

"I went out the other day, and the lines extended back into the corridor," Chad Boutte, operations manager and director of marketing of the Experience, said of the visitors who pay \$40 or more per person to get into the 65,000-square-foot attraction that features two interactive experiences and a "History of the Future" museum of "Star Trek" lore.

Those long lines once got the Las Vegas Hilton in trouble with gaming regulators, who frowned on children who were waiting to get in standing next to slot machines near the attraction's entrance. The Hilton eventually had to pay a fine.



So why is it closing if it's so popular?

That's what millions of "Star Trek" fans are asking, and no one seems to have a good answer.

On June 30, it was announced the Experience would close Sept. 1 because the landlord Las Vegas Hilton and tenant Cedar Fair Entertainment Co., operators of the attraction, couldn't reach agreement on a lease. The current lease is up Dec. 31, and when an agreement couldn't be reached by the end of June, it was determined that the company would need three months to break down the sets, box up the props to send back to "Star

Trek" franchise owner CBS, sweep the floors and turn the site back to what it was before the place opened.

Isn't it ironic? For a show filled with optimism about mankind's future with characters endowed with attitudes of universal coexistence and the ability to resolve disputes peacefully, a stalled lease agreement is the attraction's demise. It seems so un-"Star Trek"-like.

Boutte said the "Star Trek" franchise still has legs, especially since an 11th "Star Trek" movie is scheduled for release in May and the various TV series spinoffs appear regularly on cable channels such as Sci Fi.

Boutte said he has received more than 5,000 e-mails and a nearly 6-foot stack of petitions from fans trying to stop the closure. Many of them are directing their anger at the Las Vegas Hilton.

"Some of them are saying they are so upset that they'll never stay at a Hilton again, and some of them say they'll never come back to Las Vegas again," Boutte said.

Boutte has enjoyed his Las Vegas experience and has his own interesting history.

He may be the only person to be able to truthfully proclaim that he went from Borg drone to corporate management. The former director of the Alzheimer's Association in New Mexico had a passion for his acting hobby and moved to Las Vegas five years ago when the Experience opened the Borg Invasion 4-D attraction. He was one of the Borg drones attacking guests.

He later took the role of a Starfleet officer before deciding to get back in the administrative side of business.

Now, he doesn't know what he'll do next.

"I'll probably be here awhile after it's closed to finish up a few things, but I honestly don't know what's next," he said.

He and his colleagues are proud of what they've done over the more than 10 1/2 years the attraction has been open.

"I've worked in many different venues, but this was first time I have ever had a staff so dedicated to their jobs," said Boutte, who guaranteed that many tears would be shed as the closing date nears.

He said although the performances in the interactive experience aren't the longest running in Las Vegas, he's confident the actors have performed the most shows in town, considering they occur every 20 minutes, every day.

Boutte said he would forever cherish memories of seeing cast members interact with people with disabilities who have said that in the "Star Trek" universe, they feel as if they're accepted as they are and could escape the world of their physical ailments.

Boutte said he has no idea what would happen next in the Experience's space. Las Vegas Hilton spokesman Ira David Sternberg echoed that, saying it hasn't been determined what will go there.

"There's no timetable, no rush to make a decision," Sternberg said. "I think all options are on the table. It's an interesting venue."

Those options could include another themed experience, some kind of theater show or more gaming positions, he said. Rumors that the company is in negotiations with Michael Jackson for a show (which, incidentally, has put Jackson on many Trekkers' black list) are just that, rumors, Sternberg said.

My wife suggested that the Hilton could be in negotiations to offer "Batman: The Gotham Experience," but I don't think I'd put my money there.

When Sept. 1 arrives, the Experience's last public show will occur around 8:30 p.m. Then, it will be open for a VIP event with a guest list of hard-core fans compiled by the attraction's management to give those loyal over the years one last crack at mixing with Borg, Klingon and Ferengi. Some celebrities have been invited as well.

Boutte said hundreds of fans have asked to get on the VIP list and have offered big bucks to go on the last "mission." He's considering auctioning five tickets for the final mission on eBay because of the tremendous interest.

At 10 p.m. at the entrance to the attraction, Boutte said there would be a decommissioning ceremony, the kind that occurs when a crew leaves a ship for the last time, open to the public.

And that will be the end.

Or will it? As most "Star Trek" fans know, a big piece of the franchise is that the heroes emerge from overwhelming odds to fight another day.

Is it possible that Star Trek: The Experience could emerge at another Cedar Fair location? After all, the company runs Knott's Berry Farm in Buena Park, Calif., and its signature theme park, Cedar Point, in Sandusky, Ohio.

Trekkers the world over are awaiting the answer.

**The Collective: Exclusive First Look At 2008's Johnny Lightning Ship Toys *August 21, 2008***



by John Tenuto , Filed under: [Toys](#) , [trackback](#)

<http://trekmovie.com/2008/08/21/the-collective-first-look-at-2008s-johnny-lightning-ship-toys/>

Johnny Lightning, the makers of small, fun and inexpensive plastic toys has more Star Trek ships on the way for the 2008 holiday season. Trekmovie.com brings you exclusive hi resolution photos of the latest waves of the Johnny Lightning "Legends of Star Trek" ships line. Plus we take a look at the past offerings in this excellent collection.



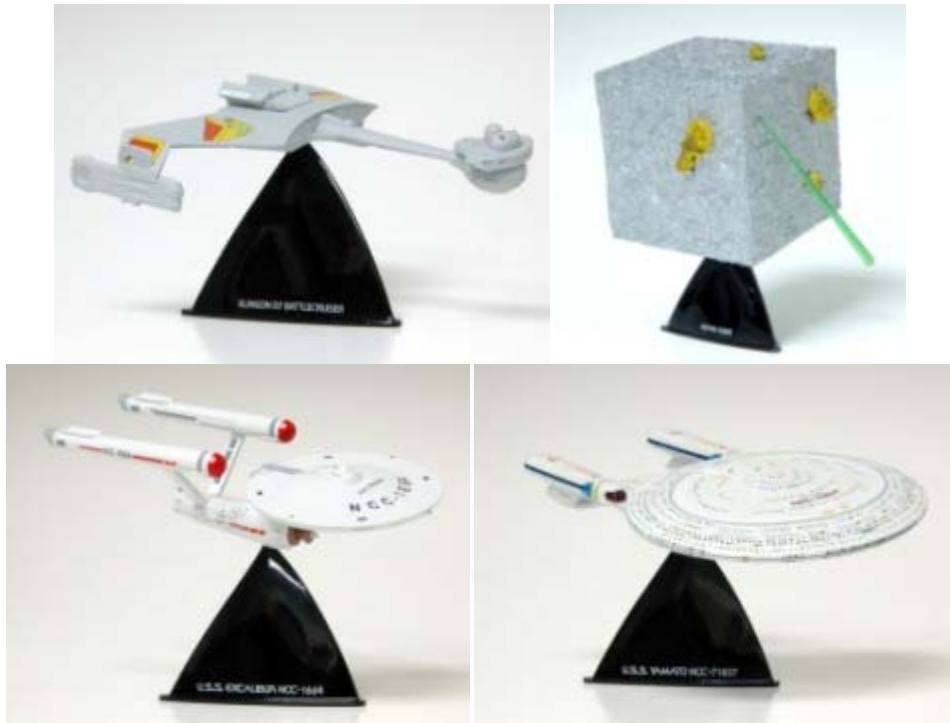
Over each of the last four years Johnny Lightning have issued new set (or 'wave') of Star Trek ships toys. This autumn, we get a treat with *two waves* of Johnny Lightning ships headed your way. Both are available for preorder now, which is a good idea because these tend to sell out quickly.

The Wave 5 includes the Enterprise NX-01, a Klingon D7 Battlecruiser with explosion detailing, the self-destructed version of the Enterprise from *Star Trek III The Search for Spock*, and the Shuttlecraft Galileo II. Wave 5 of the Johnny Lightning ships are now available for pre-order online and should be in stores soon.



*Wave 5 of Johnny Lightning ships*

This October, Wave 6 includes the Borg Cube with explosions and phasers, a Romulan D7 Battlecruiser (based on the TAS design), the USS Yamato (from TNG episode "Contagion" and others), and the USS Excalibur (TOS episodes "Court Martial" and "The Ultimate Computer"). The originally planned USS Voyager with Borg detailing has been delayed (and was replaced by the TAS Romulan Battlecruiser).



*Wave 6 of Johnny Lightning ships*

*[NOTE: Romulan Battlecruiser shown with Klingon base, not final product]*

Both waves will again feature the "White Lightning" editions, which are limited variant versions of the ships. Interestingly, Johnny Lightning's new packaging retains its unique design yet incorporates some of the features of the unified packaging.



*Packaging for White Lightning version*

As usual for Johnny Lighting, these ships are very cool and perfect for display at about four inches long. Johnny Lightning is famous in the world of metal car collecting, offering quality replicas of famous automobile models. They also make some of the best Star Trek collectibles in recent years, both because of the variety and affordable price. The Johnny Lightning plastic Star Trek ships are inexpensive (about \$6-7 each or packaged together for around \$20 for all four in a wave). Yet, the ships are of good quality and detailing, with fun features such as "cloaked" and "battle damaged" versions. Especially impressive is that JL has released ships that have received little attention from previous licensees, such as the USS Yamato or the NX-01. The White Lightning versions are fun and these limited edition ships tend to go for four times their price at online auctions. Johnny Lightning promises more ships in 2009 for Star Trek fans.

You can order these items online from New Force Comics ([www.newforcecomics.com](http://www.newforcecomics.com)) and other retailers.

### **Four years of fun little ships**

Johnny Lightning has been making these ships from 2004, with this year being the first that fans are getting two waves. Trekmovie.com provides you with a checklist of all the JL ships, noting White Lightnings when available. (Please be aware that these ships have been so popular that waves one to four are available mostly at online auctions now as retailers have sold out.)

#### Wave One (2004)

*Each of these toys included a sticker appropriate to the ship's affiliation. Each ship was also available in the "White Lightning" variation.*

- NX-01 Enterprise
- USS Enterprise NCC 1701
- Shuttlecraft Galileo (from TV era)
- USS Reliant
- Romulan Bird of Prey (TV era)
- Klingon D7 Battlecruiser

#### Wave Two (2005)

*Each of these toys included a communication badge patch. Each ship was also available in the "White Lightning" variation.*

- NX-01 Enterprise (battle damaged)
- USS Enterprise NCC 1701 (battle damaged)
- USS Enterprise NCC 1701 (TMP and TWOK edition)
- USS Enterprise NCC 1701 (TWOK battle damaged)
- USS Reliant (battle damaged)
- Klingon D7 Battlecruiser (cloaked, meaning it is clear plastic)

#### Wave Three (2006)

*The "White Lightnings" in this wave included cloaked versions of the Enterprise D and ISS NX-01 Enterprise. The cloaked Romulan Bird of Prey White Lightning had the insignia visible on*

*the clear plastic, as if the ship was in the middle of activating the cloak. The Borg White Lightning was an entirely green color, befitting the color associated with the aliens starting with First Contact and Voyager.*

- ISS NX-01 Enterprise (Mirror Universe)
- Romulan Bird of Prey (cloaked)
- USS Enterprise NCC 1701 D
- USS Enterprise NCC 1701 D (All Good Things edition)
- USS Voyager NCC 74656 Borg Cube

#### Wave Four (2007)

*This wave had no known "White Lightning" versions, although it continued the trend of featuring a variety of ships from a variety of feature films and television episodes. It also features the only DS9 ship (USS Miranda) yet available.*

- USS Defiant NCC-1764 (from the episode "The Tholian Web")
- USS Enterprise NCC 1701 A
- USS Enterprise NCC 1701 D (feature film era version)
- USS Majestic NCC 31060 (from "Sacrifice of Angels" DS9 episode)
- USS Voyager NCC 74656 (with gear for planets)
- Borg Cube (First Contact edition)



## Star Trek Online Teaser Trailer Revealed!



Earlier in this month, Cryptic Studios revealed a teaser trailer for their new MMORPG “Star Trek Online”. It certainly does look action packed, and it gives us our first short sneak preview of what character models, space battles, and the new USS Enterprise will look like! Download it for yourself here! - <http://startrekonline.com/videos>



# Star Trek Comics

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Last month we featured Trek Life by David Reddick. This month we feature a few more of his creations such as Rod & Barry. And of course... The Trek Life.

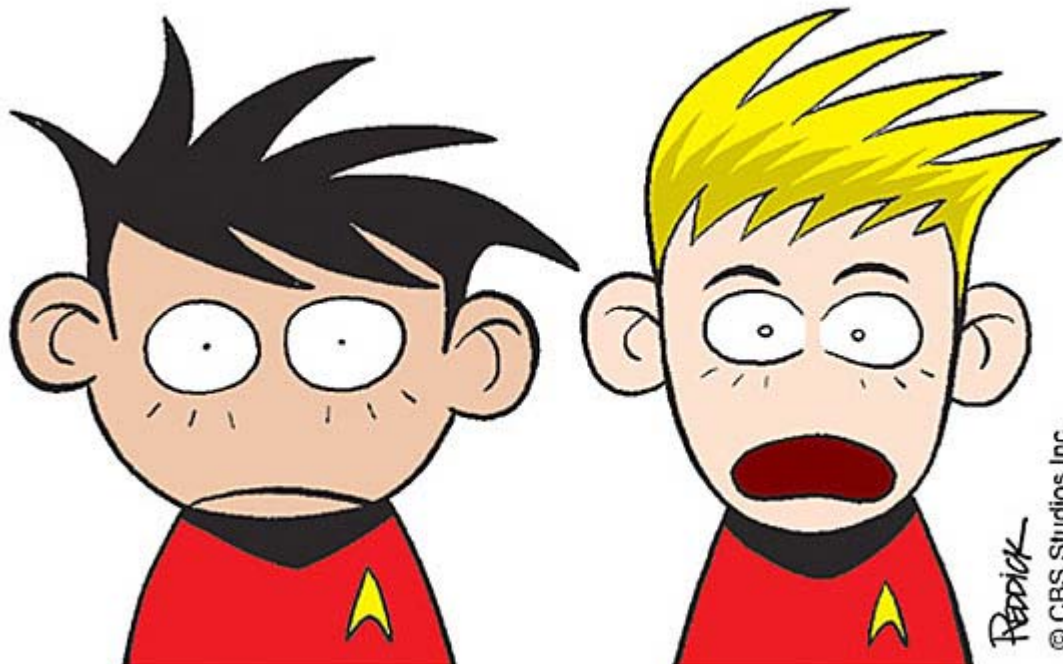
P.S. this is not meant as an infringement on CBS or Paramount or anyone else...we (the fans) just like the comics and are not pleased that Star Trek.COM is not showing them anymore.

## ROD & BARRY

BY David Reddick



The Red Shirts of the Fleet.



# Star Trek Comics

## The Trek Life

by David Reddick



STARTREK.COM

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# USF Movie Review

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With Fleet Captain Rylan J Hirsch and Lieutenant Commander Havraha  
cha'AAnikh



Good Morning, Afternoon or Evening movie fans! We're back for another issue of the USF Movie Review! If you'd like to contribute please send us an email at [USFPADD@gmail.com](mailto:USFPADD@gmail.com) with "Movie Review" in the subject. Lights! Sound! Action!

**FltCptRJHirsch:** Welcome one and all to another joyous, and hopefully humorous and informative movie review. I'm Fleet Captain Rylan Hirsch and with me of course is the future host with the most... Havraha

cha'AAnikh. Before we begin the movie review we'd like to both say Congratulations to RearAdmiral Styre for getting into the school of his choice! Way to go Styre.

**FltCptRJHirsch:** So... Hav... What have you seen?

**Havraha:** I hate to admit I haven't seen much. On top of that, I failed to see The Mummy 3! Despite the Yeti factor.

**FltCptRJHirsch:** Bad bad... I went and saw that just so we could talk about it! ::slaps you with a wet noodle::

**Havraha:** Well, I suppose I could have seen it if I knew you we were going to do so! Lack of communication much? :-p

**Havraha:** Fine then! What'd you think of mummy 3?

**Havraha:** I may still see it for the Yeti factor, after all.

**FltCptRJHirsch:** Well... where to begin... the 20 year old kid of the hero McConnell was a bit too much since Brandon Frasier still looks like he could play a recently graduated college student.

**Havraha:** LOL

**FltCptRJHirsch:** However, I thought it was interesting how they integrated the Terra Cotta warriors into this, and the building of the Great Wall of China.

**Havraha:** Really. So he's effectively an Imotep.

**Havraha:** With his own little army of doom?

**FltCptRJHirsch:** Well here's the thing... he's one of the emperor's of China... not one of the nice one's I guess.

**FltCptRJHirsch:** And it's Jet Li... already there the movie scale factor went up.

**Havraha:** Who doesn't typically play bad guys, does he!

**FltCptRJHirsch:** And then we have Michelle Yeoh from Crouching Tiger Hidden Dragon... raises the movie scale up a bit more.





**FltCptRJHirsch:** This is the second time that I've seen him play a bad guy...the first time was in The One.

**Havraha:** Well that doesn't count, cause he was also the good guy in that movie too.

**Havraha:** LOL

**FltCptRJHirsch:** Eh... but it was done quite nicely I think for the cheese factor to have been off the scale. And two have included these two martial artists was extraordinary.

**FltCptRJHirsch:** But to the Yeti...

**Havraha:** :-D

**FltCptRJHirsch:** They rocked!

**FltCptRJHirsch:** Yes I know... the cheese factor... but for a CGI created creature... it rocked.

**Havraha:** WOOT! Well I'm definitely going to see it then!

**Havraha:** Alas, what was the overall movie though? I've heard the script was bad.

**FltCptRJHirsch:** It was eh... action surrounded by love of family, love of a girl... trying to get away from the cheese factor of an additional sequel... it could have been much much worse than it actually was.

**FltCptRJHirsch:** Overall I didn't have much hope for this film, and was surprised. But... I'd still wait to go see it on cable... although you will be impressed.



**Havraha:** Hmm ... so a thumbs up, then.

**FltCptRJHirsch:** Okay... I'm feelin' generous...a thumbs up.

**Havraha:** Hmmm ... speaking of cheese factors, Tropic Thunder.

**FltCptRJHirsch:** Please tell me you did not...

**Havraha:** Oh, I did.

**Havraha:** LOL

**Havraha:** Where to begin with this one. I really don't know.

**Havraha:** It is, 100%, one of Ben Stiller's films. I mean, if you think Zoolander is stupid (which you should), then you will think this is stupid.

**Havraha:** Because it is.

**Havraha:** Now whether or not you'll find it FUNNY is up to you... but in my opinion, it tried too hard.

**FltCptRJHirsch:** I like the few brain cells I have left... never saw Zoolander.

**Havraha:** Tom Cruise in a fat suit dancing, air-butt-slappin' to rap music sounds funny on paper, but in practice it actually isn't. Unfortunately, they never figure this out, and he ends up doing it several times throughout the film.

**FltCptRJHirsch:** ::raises a brow::

**Havraha:** Areas like that, the film's just dumb. Other times, it's impressive the amount of cameos they were able to get from stars like Jennifer Love Hewitt to just pop on screen for 4 seconds and do nothing more than exist.

**FltCptRJHirsch:** I suppose if the price is right.

**Havraha:** But, for the most part, the absolute funniest thing in the movie is the cold-start of the film... it starts and you don't even realize it, as the movie previews lead into "fake" movie previews starring the characters in the movie.

**Havraha:** Those were great. But, overall, the film was stupid.

**FltCptRJHirsch:** So I guess a definitive thumbs down.

**Havraha:** Now, there's also a lot of controversy in this film. Specifically, over the liberal use of "retard", and making fun of handicaps in general.

**FltCptRJHirsch:** I thought I saw something on CNN about that...

**Havraha:** I can officially declare that these are ... well ... warranted. One character DOES do an over the top, retarded stereotype in the film several times ....

**FltCptRJHirsch:** Let me guess Jack Black.

**Havraha:** No, actually! Ben Stiller! Jack's roll in the film is incredibly minor...

**FltCptRJHirsch:** Really.

**Havraha:** Jack rolls around the jungle going cold turkey from lack of drugs. And complaining that people only ever laugh at his farts.

**Havraha:** He plays the stereotypical low self-esteem celebrity, but ... nothing is really done with his character beyond that.

**Havraha:** and on top of that, some of the funniest conversations revolve around discussing exactly how "retarded" one should act professionally.

**Havraha:** Lines in the film such as "you never go full retard" are indeed quite funny when heard in context, and kids are going to go to school repeating these lines, making fun of handicaps.

**Havraha:** So yeah, I actually agree the movie goes overboard. And on top of that, it's only actually funny 10% of the time.

**FltCptRJHirsch:** ::Nods::

**Havraha:** So, thumbs down from me. Though, once again, the Iron Man deliver's an impressive performance.

**FltCptRJHirsch:** ::shakes head::



**Havraha:** I actually found it ironic how the focus and controversy of the film was the word "retard", and not the fact that someone is black faced, saying lines in an ethical stereotype in a way no one can understand.

**Havraha:** So color me surprised.

**Havraha:** So what else have you seen?

**FltCptRJHirsch:** Let's see... last week I saw Fly Me to the Moon.

**Havraha:** Oh, do tell

**FltCptRJHirsch:** The week before that was Clone Wars

**Havraha:** Tell me about Fly Me to the Moon

**Havraha:** Were you flown to the moon at all?

**FltCptRJHirsch:** LOL Well let's say that I didn't realize that this film was supposed to be shown in 3D... I saw that some theaters had it that way... but my local one didn't say that.

**FltCptRJHirsch:** So I was surprised to have glasses handed

to me. The movie is about three flies that have aspirations of adventure like one of the fly's grandfather. Who flew with Amilia Earhart... the first time, not the last.

**Havraha:** ohhh... well that's odd, I haven't even heard of that.



**Havraha:** Wait, there's a fly?

**FltCptRJHirsch:** They are all flies.

**Havraha:** Umm ... I have to admit I've never even heard of this movie.

**Havraha:** LOL

**FltCptRJHirsch:** LOL, don't worry I don't think it was well publicized.

**FltCptRJHirsch:** So the drawing, definitely CGI crafted, and excellently done. It's on par with my beloved Pixar.

**Havraha:** Hmmmm, interesting indeed

**Havraha:** So what was the plot behind this movie, then?

**Havraha:** Just flies and Amelia Earhart?

**FltCptRJHirsch:** Indeed, Illuminata Pictures did quite well, and it was how they were able to show space history while keeping little kids attention.

**FltCptRJHirsch:** No no... summer of '69 and three friends (who are flies) want an adventure... and happen to be next to Cape Canaveral.

**Havraha:** Well that's a strange concept indeed

**FltCptRJHirsch:** So... being that this is a mission to the moon they set off unknowingly that they will be gone for awhile.

**FltCptRJHirsch:** Enter into the capsule with the Astronauts and have an adventure.

**Havraha:** LOL

**Havraha:** So, you liked it a lot, eh?

**FltCptRJHirsch:** Of course there are the normal 3D tricks that go along

**FltCptRJHirsch:** Tang in space forming blobs that one little fly sucks up and is trying to be in your face.

**FltCptRJHirsch:** Overall... hooray that they are teaching something of the space program to kids trying to peak interest.

**FltCptRJHirsch:** It was a good film. And best of all the 3D glasses didn't

give me a headache like the ones from Captain EO did.

**FltCptRJHirsch:** Definitely a matinee price movie, and a thumbs up for the kids entertainment factor.

**Havraha:** Excellent.

**Havraha:** So now, our final film. Star Wars: The Clone Wars.

**Havraha:** I say: woot! :-)

**FltCptRJHirsch:** Okay...

**Havraha:** What? Are you gonna hate on it now?

**FltCptRJHirsch:** No no... I mean its Star Wars come on... but I have to say that the book is definitely better than the movie.

**Havraha:** There's a Clone Wars book?

**FltCptRJHirsch:** Yep

**Havraha:** I was under the impression this was a kids' cartoon!

**Havraha:** Why would they write a novel for it?

**Havraha:** lol

**FltCptRJHirsch:** Because the screen play was adapted into a book.

**FltCptRJHirsch:** And did a bit more justice.... you didn't get



the amount of respect that Anakin had for the men under his command in the movie as much as you did in the book.

**FltCptRJHirsch:** And... tell me if I was hearing wrong... but was McGregor doing the voice of Obi-Wan?

**Havraha:** No, Fred Flintstone was. Or at least, the guy who does the current voice of Fred Flintstone.

**Havraha:** His specialty is filling in for actors who can't return for cartoons or video games.

**Havraha:** He's quite good.

**FltCptRJHirsch:** He was quite good.

**Havraha:** It all is ultimately futile to me. The Clone Wars, in my opinion, kicked the PANTS off Episode 1, 2, and 3. It was funnier, it was more action packed, Anakin was actually NOT annoying... and I loved his new little padawan for some reason.

**Havraha:** The opening 15 seconds with the announcer ... eh, sounded horrible. But after that, when they spent the first 20 minutes on one clone wars battle alone, that's when I went "Holy crap, this movie is actually FOCUSING on something!"

**FltCptRJHirsch:** So... the movie I thought was good.

**FltCptRJHirsch:** Because she is the way that Anakin should have been portrayed. Had they done him as they had done Ahsoka it would have rocked the Star Wars world.

**Havraha:** No no no, Anakin was portrayed perfectly here. He and Ahsoka Tano have a very nice relationship going on, where she's just as reckless as he is... but she understands judgment. He, on the other hand, has experience and power.

**Havraha:** They balance each other out, pull one way and the other on each other.

**Havraha:** It just "works", as a relationship. Better than the Obi-Wan/Anakin one. I loved it.

**FltCptRJHirsch:** I know... but what I'm saying is that if they had done that with the Anakin character in the live action films... Hayden would not have been critiqued as hard as he has been.

**Havraha:** Now, it drops off towards the end. Gets very kind of anti-climatic, and in a way, it becomes way too obvious it's a pilot to a cartoon, where at the beginning I was

actually "buying it" as a movie. After about midway through the film, after "Asajj Ventress" who most casual Star Wars fans probably won't be familiar with...

**Havraha:** that's where it started losing steam ... and then it just felt like it was exhausted as a movie towards the end.

**Havraha:** But it was DEFINITELY worth seeing. It wasn't this horrible death to the star wars universe that reviewers are trying to make it seem like. It was VERY fun.

**FltCptRJHirsch:** Agreed, and I think the writer Henry Gilroy should be commended for how well he has done. It was unfortunate that Lucas didn't seek his help sooner.

**FltCptRJHirsch:** He could have saved three critical movies to the saga.

**Havraha:** So, thumbs up to me. If someone were to ask me "Which would you want to watch right now: Clone Wars, or any one of the Prequel Films?" I'd say Clone Wars in a heartbeat.

**FltCptRJHirsch:** ::Nods:: Agreed. Thumbs up for me as well.

**Havraha:** It's also worth noting that the next saga of Star Wars, entitled "Star Wars: The Force Unleashed" comes out next month in novel and video game form.



**Havraha:** In case you readers are curious, it's an in-between story taking place during the dark times between Episode 3 and 4, focusing on a secret apprentice being raised by Darth Vader.

**Havraha:** I encourage you all to check it out, since it looks like it will be very good!

**FItCptRJHirsch:** Which does sort of blend with this whole Clone Wars film...

**FItCptRJHirsch:** he gets a padawan there....

**FItCptRJHirsch:** he gets an evil apprentice here.... very interesting...

**Havraha:** Indeed! And the Clone Wars television series will continue on Cartoon Network in the fall, and in December, a Clone Wars fighting game will be coming out for the Wii.

**Havraha:** So, lots to look forward to in Star Wars world in the coming months.

**FItCptRJHirsch:** So any movies you're looking forward to seeing now that the Summer Blockbuster season is done?

**Havraha:** Absolutely none. LOL. I honestly haven't checked.

**FItCptRJHirsch:** Well I did go see Disaster Movie. So we have one film to talk about next month. :)

**Havraha:** I'm rabidly awaiting The Clone Wars series to start, and for the Force Unleashed to be umm ... unleashed, upon us. Beyond that, nothing.

**Havraha:** Disaster Movie? Are you sure?

**Havraha:** LOL. I may see it one way or another. ;-)

**FItCptRJHirsch:** And there is Igor...

**Havraha:** Read the Force Unleashed novel and play the game, and we'll review it together here!

**FItCptRJHirsch:** But then it won't be the USF Movie Review!

**Havraha:** SHHH!

**Havraha:** They'll never know!

**FItCptRJHirsch:** That's all from us for now. See you next month, at the movies!

**Havraha:** :-)

**TEMPORAL LEAP**  
**Innovative Education of the 29<sup>th</sup> Century**

presents

*"A Covert Look at 24<sup>th</sup> Century Technology"*

by Wilhelmina Sternenschnuppe

Live long and prosper! Wilhelmina Sternenschnuppe reporting with yet another part of our new and exciting education program. I would like to give my thanks to everyone that has made reply to last month's interview. There sure seem to be many Cam Sanantonio fans out there. In addition, I have been asked to contribute to another program sponsored by the Federation's Neurological Museum, due to my first hand encounter with the Commander. Apparently, my observations and the fact I was allowed to touch his crystalline hair while I was there have made me an invaluable first-hand witness.

Again, I would also like to address a couple of frequently asked questions that were among the enthusiastic response of our viewers. 1) The most frequently asked one was about the still operating on the Lexington and Commander Sanantonio's reference to their being one on every ship. To answer, no, I don't recall there being a citation for 'Operating a Starship Under the Influence'. However, drinking while on duty was strongly regulated. At times, there was reason to share in a drink due to the visit of an alien official or similar situation, but there were strict rules on drunkenness. As I recall from the Lexington particularly, consumption of real alcohol was limited to officers on leave or those being on 'Extended Off Duty'. 2) Yes, that was a major miscalculation of the Commander on the front part of the envelop. Don't be so surprised, geniuses have more important things to do than perfect their ability to do long additions. - Of course, you school-aged children still have to learn that basic skill for mathematics, simply so you can understand the more complex issues of problem solving and computer operations. I'm sure my next guest on the program will fully agree with me on that.

Therefore, get yourselves ready for another leap into the past. You might be shocked, but this one is an educator aside from a former Starfleet officer... a professor even. So, keep your hands and feet inside the ride and enjoy our visit with one of the most beloved personages from the 24<sup>th</sup> century!

**Part III - Robb Clemens**

The word 'Professor' might strike a certain unhappy chord with some of you, depending on what experience you have had with teachers in your past. However, this one is just as much fun as he means business - Robert Clemens, II. At the time of my visit, Professor Clemens has been retired from Starfleet with the rank of Fleet Captain and is living on Betazed, where his late wife had grown up.



Keirana and Robb Clemens on a Holodeck adventure

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I materialize on the deck of Professor Clemens' house. The view over the Opal Sea is breathtaking, and I find myself looking out over the waters, while I enjoy the breeze coming in from the ocean. I have been on Betazed several times, but never is this particular spot. A few moments later, I hear the door open behind me, and I turn around to see the Professor looking at me curiously.

**Professor Robb Clemens:** Professor?

**Dr. Wilhelmina Sternenschnuppe:** You must be mistaking me for someone else.

**Robb:** No... Although, I didn't expect you so soon. I was advised that I would meet you from a former officer of mine.

He offers me a seat in one of the over-sized, stuffed chairs on the deck. I have to admit, I'm rather flabbergasted at his words. Who could have possibly told him about me?

**Dr. Mini:** I'm *Doctor* Wilhelmina Sternenschnuppe. And you're Professor Clemens, if I'm correct.

**Robb:** Nice to meet you, officially.

**Dr. Mini:** A former officer of yours? I assure you, no former officer of yours should have been able to tell you about my visit. - So... you know why I'm here, and where I come from?

**Robb:** Not so much the why... but from the future yes. And the Fogarty brothers are anything but your usual run-of-the-mill officers.

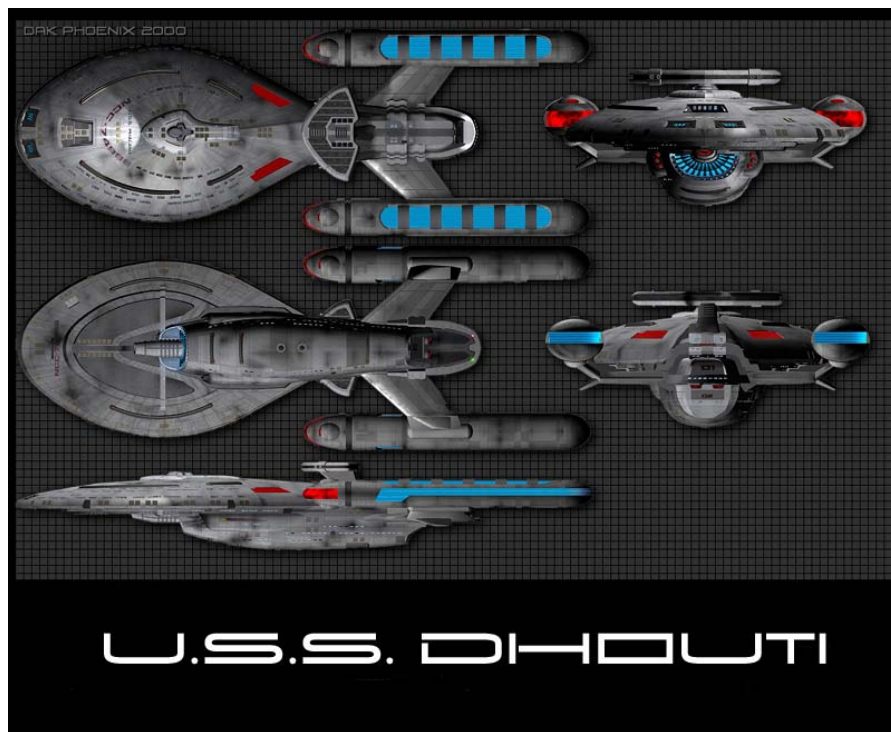


Aha! There is the culprit! Falco Fogarty evidently remembered my visit. That could mean trouble. We had considered him possessing some sort of 'black box' devices that recorded events, even in the event of him being unconscious or dead. But it was a calculated risk. Now, we have to rethink a few matters.

I motion the camera sphere over closer, pondering if I might need to recheck the settings on the memory erasing device.

**Dr. Mini:** Yes, I'm from the future. I run a holovision series about inventions of the 24th century. I'm here to interview you about the Dhouti class starship.

**Robb:** Ahhh, the Dhouti... A wonderful ship.



\*PICTURE OF THE DHOUTI CLASS

**Dr. Mini:** Yes, indeed. It had some very interesting technology incorporated. Would you mind telling me a bit about why you decided to develop the ship?

**Robb:** There are a few engineers that have been wanting to resurrect the Transwarp project that failed so many years ago. As with many engineers, the possibility of making a ship go faster than any other is a prize almost too good to pass up. And then of course, there was USS Voyager, which had gone missing at the time.

**Dr. Mini:** You're talking about the USS Excelsior as the failed project?

**Robb:** The jury is still out of it that project was a failure, or an act of sabotage. But yes... I can remember reading about the ship in my engineering courses at the Academy and wanting to be there for her test flights and get into her engine.

**Dr. Mini:** Yes, I remember that as well... though...

I have to stop myself from saying anything I know has been found out about that project's failure in the future. It is very unfortunate that I cannot share the information with him. I'm sure he would be interested, as would many others.

**Dr. Mini:** So, it was your ambition then to make the faster than warp speed travel a reality for Starfleet with this new design?

**Robb:** Transwarp was just another step towards effectively utilizing the space/time continuum. And we knew it could be done with the analysis of the Borg cube remains from their first invasion. It was just a matter of finding the right combination.

**Dr. Mini:** And that is exactly what my viewers would like to hear. How did you do it? ... Of course, I understand you did have help with the development.

**Robb:** Yes, a project of this caliber takes many. But what we ended up finding is that with a concentrated burst of tachyons it was possible to open a transwarp conduit. Once the conduit was open a ship could slip in and utilize the same warp field as current to propel itself forward at a higher rate of speed simply because it was another more efficient travel through space and time. As your viewers already know, the delta that we have on our chest for starfleet represents the folding of space time, which allows us to propel faster than light and not fall into Einstein's space travel clause.

**Dr. Mini:** Many of them do, if they watch PEA's documentaries regularly. But yes, it's fairly common knowledge in my time what the delta stands for, even among 'common' people.

His short 'lecture' makes me smile. Always the educator, even when he doesn't really know the audience he is speaking to. The more I talk to him, the more relaxed I am getting. He's an extraordinary man.

**Dr. Mini:** How did you overcome the stress on the ship once in the conduit? I mean, it's no Borg cube...

**Robb:** It was just a simple increase of the Structural Integrity Field generators, the ship had dual cores to support the power usage.

**Dr. Mini:** I see. - So, was this just a personal goal you had set yourself, or did Starfleet urge the research more or less?

**Robb:** It was a fleet sanctioned project.

**Dr. Mini:** And you were the lead researcher?

**Robb:** Correct.

**Dr. Mini:** You are as intelligent and charismatic of a man as I know from the history books.

**Robb:** History was far too kind then.

**Dr. Mini:** I don't think so...

I find myself drawn in a bit by the open smile and the grey eyes of the Professor. No wonder he was so well liked at the Academy. One could easily take him for a ladies man, yet, he was always the picture of moral excellence. I have to remind myself that I'm not here for a personal interview on his life, but rather his development on the Dhouti.

**Dr. Mini:** I have to admit, I'm curious.... Borg technology couldn't have been easy to deal with, right?

**Robb:** We laugh at ourselves today for the kind of precautions that we took back then to ensure that none of the fleet was infected by the Borg programming. We knew very little back then as compared to today. But yes, once we got past the precautions, getting the power distributions to match that of the Borg cube was challenging, but surmountable.

**Dr. Mini:** May I ask you something personal in connection with that? - Many of PEA's regular viewers know your life story.... I'm wondering... do your implants somehow influence you on how you look at the Borg... or their technology?

**Robb:** No, they are just a tool to keep me mobile.

Again, I cannot deny noticing his humble attitude displayed by his rather short answer. It's interesting to see that he doesn't like making a big deal of himself.

**Dr. Mini:** So... one last thing about the ship. Tell me about the testing and eventual field usage of the Dhouti. Did it prove to be all you had hoped for?

**Robb:** It was that and more. It was however unfortunate that upon her maiden voyage she was lost. Although, her entire crew was returned unharmed on the saucer drive.

**Dr. Mini:** An unfortunate occurrence.

I can't help but smile a bit, since I know that Admiral Joseph Teran, his oldest son, did continue the project years later to perfect it with the use of different technology.

**Dr. Mini:** Could you enlighten us about exactly what had happened?

**Robb:** Unfortunately, it was deemed a matter of Starfleet security, and I was never advised as to what happened. Only that it was not a design flaw.

Once again, I have to admit it is rather unfortunate that I cannot reveal more about the findings on the projects demise, although the files he was referring to have been declassified in the recent years.

**Dr. Mini:** You think you'll ever take on another project like that?

**Robb:** You should know I'm a telepath as well. ... No, Transwarp is a project that is now long past, the wave of the future is Slipstream technology, which shall be tested soon from what I hear from my contacts at R&D.

His friendly warning made me chuckle. Most people with telepathic powers might not feel scruples at sensing what I was thinking, but in his usual manner, the Professor seems to have a higher order of conscience. However, it's not like his ability to 'hear' my thoughts will help him in any way, once I apply the memory erasing device.

**Dr. Mini:** You should know that I'm aware of your abilities. It's nothing that worries me. - I have to be honest... I tremendously enjoy visiting the past and getting to meet people like you in person... but I have to say, I had hoped to get to sample your cooking skills.... I've heard they're unmatched in this sector.

**Robb:** I still have some left overs of Nova Burritos for you to take with you on your journey home.

**Dr. Mini:** Leftovers? Hmm.... I suppose if that's all you're willing to offer.

I have to admit, I am a bit disappointed, I had hoped for a freshly cooked meal and some time to chat outside the interview, but I suppose that would be pushing the boundaries of my assignment.

**Dr. Mini:** Well, it was very nice talking to you, Professor Clemens.

**Robb:** Likewise .... Doctor.

After he went back into the house and fetched me the Burritos, I exposed him to the memory erasing device and left in a flash of light. I couldn't help but think about his children and their accomplishments. It pained me a bit that he never got to see how much he had influenced them, or the many other young minds.

Don't worry! He was still able to play a valuable role in Betazoid political refinements in the coming years. I would highly recommend for anyone to watch his life story as part of the documentary series *Making a Universal Impact*, as well as part 8 of the series *Man or Machine*. Both give unique looks into who Professor Robb Clemens truly was. I feel certain he would approve of the way he was portrayed in both series, and the valuable lessons being taught with the help of them.

For a full-length holorecording of this particular interview, please refer to the Federation Public Education Agency database, serial number 7854449-003, on the Federation Holonet.

DON'T MISS MY NEXT ARTICLE, in which I interview **Jonas Brent** on the USS Lexington, where he serves as CO with the rank of Fleet Captain at the time of my visit.

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If you would like to see an interview with a particular inventor or designer in line with this program, please submit your suggestions to [usfpadd@gmail.com](mailto:usfpadd@gmail.com), subject: "Temporal Leap Interview Request". USF PADD staff will print the request on a plastic flimsy and bury it in a specially designed capsule under the rosebushes outside the PADD's main building, where it will be dug up by PEA staff 500 years later. Please be advised that not all requests may be recovered and acted upon.

\*USS Dhouti imagery portrayed by the Phalanx Class Battlecruiser designed and created by Dak Phoenix.

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# USF Simulation Tips

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## Operate Those Operations!

As an Operations officer aboard the Lexington, I understand how complicated it is to figure out exactly what my actual "job" is during the sim. Star Trek itself has had no shortage of Operation officers, but they always seem to simply be "that guy who sits next to the helmsman". Happily, USF Carrissa comes to us again with another addition of USF Simulation Tips to help us understand exactly what we need to do as Operation officers!

- Editor in Chief

Operations or Ops:

This station also located on the bridge, oversees and controls most of the different departments on the ship. Shipboard operations require the allocation of resources such as power or sensor use that affect every department on board.

It provides the officer on duty of all current major shipboard activities and status reports of all departments. The ops console computer will oversee automatic and routine functions leaving the officer to make decisions beyond the capability of the computer. Rerouting emergency power from one department to another, or shutting down non essential systems on specific decks, and maintaining the overall functioning of the main computer are just some of the duties of the Ops officer.

Yellow alert

Usually invoked in preparation for a possible crisis situation, it is a shipwide alert and it prepares personnel for a possible red alert. Yellow Alert - you HAVE to watch the level 4 diagnostics and report any oddities, and remember to shut down any leisure activities even for civilians unless the CO specifically asks for a silent yellow alert. Also terminate anything that may be happening that may increase the chance of accident or damage to crew or ship. This includes knocking extensive holodeck programs off, and insuring that all of the ships systems are ready to respond to ANY situation.

Red Alert

Red Alert is invoked during states of emergency that may endanger the vessel or the crew, impending emergencies, or combat situations. This is crunch time, everything is checked and double checked, anything can happen and often does!

(( taken from TOS: Court Martial. Orig. Air date: 02/02/1967))

Please email [usfcarissa@aol.com](mailto:usfcarissa@aol.com) with any requests for information on anything Sim related concerning any department, and I will be happy to include your questions in the next issue.



# USF Cookbook

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By Ret. Fleet Captain Robb Clemens



Greetings to one and all, I welcome you to another adventure of culinary sharing. Please remember that this is the USF

Cookbook and that everyone is encouraged to submit their favorite recipe's regardless of rank. There is no generalized theme, and there is definitely no stylized food type that we're looking for, just the wholesome goodness that you call home cooking. Let the cooking begin!

Here is another of the original recipe's from the USF Cookbook V1.0, where we have another fine recipe from Retired Fleet Captain Roel Jere. Here he explains how he was able to get his hands on this yummy recipe from Captain Sisko. *"All I can say is, this is one of the most amazing meals I have yet discovered on Earth. Shrimp! Peppers! Onions! Tomatoes! And spices, spices, spices! Anyway, I got this recipe from the late Captain Benjamin Sisko during a trip to Deep Space Nine. He was kind enough to take time out of his busy schedule to cook this authentic dinner for me, in exchange for my hasperat recipe. I'd say I got the better end of the bargain."*

*This meal is huge, keep in mind – it can serve 8 people easily, so be ready for leftovers."* Prijatnogo appetita!

## **Sisko's Shrimp Creole with Mandalay Sauce**

### Ingredients:

3 pounds medium-to-large shrimp, peeled  
4 quarts water  
16 ounces beer  
1 teaspoon cloves, 2 teaspoons Old Bay seasoning, 1 ½ tablespoons crab boil  
6 fresh tomatoes, chopped  
1 8-ounce can whole tomatoes in juice  
1 6-ounce can tomato paste  
2 medium-sized onions, chopped  
1 large green bell pepper, chopped  
5 stalks celery with leaves, chopped  
8 cloves garlic, sliced  
¼ cup olive oil  
1 tablespoon butter  
2 more tablespoons Old Bay seasoning  
¼ cup ground black pepper  
1 tablespoon cumin  
1 teaspoon pickling spice  
1 teaspoon rosemary  
1 teaspoon cayenne pepper  
1 teaspoon Tabasco sauce  
2 cups uncooked rice

### Directions:

Start by peeling the shrimp and then boiling them in a mix of 4 quarts water with 8 ounces of beer, as well as the cloves, Old Bay seasoning, and crab boil.

While the shrimp boil (and they only need to turn from gray to a nice pinkish red) prepare a DEEP skillet by simmering the garlic in the olive oil, then add the peppers, onions, celery, and the butter.

After that has combined, add the shrimp and stir through.

Next add all the fresh tomatoes, the canned tomatoes, the tomato paste, and a ½

# USF Cookbook

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cup of the liquid you used to boil the shrimp (don't forget to strain it). Simmer on low for at least 20 minutes. After the tomatoes have begun to dissolve, add the rest of the seasonings and continue simmering.

After another ½ hour of simmering, draw off about 1 cup of liquid for the rice and combine with the remaining 8 ounces of beer and 2 more cups of water to prepare the rice. While the rice cooks, continue simmering the Mandalay sauce.

When everything is done, serve the Mandalay sauce over the rice.

With the Labor Day holiday, it's the official adieu to Summer and hello to Fall and Winter. It's during these times that I can remember my Great Grandmother, and now my mom making the infamous Shoo Fly Pie. So enjoy, from my family to yours. Guten Appetit!

## Great Grandma Clemens – Shoo Fly Pie

2 sweet pie crust (see recipe below)

2 cups flour

1/4 teaspoon salt

1 1/2 teaspoon sugar

1 cup solid vegetable shortening

1/2 cup ice water

For the crust: In a mixing bowl, combine the flour, salt and sugar. Add the shortening and work it through with your hands until the mixture resembles coarse crumbs. Add the water, 1 tablespoon at a time, and work it in with your hands until you have a smooth ball of dough. Wrap the dough in plastic and refrigerate for at least 30 minutes. Remove the dough from the refrigerator and place it on a lightly floured surface. This recipe will make two pie crusts.

For the whole pie crust: Roll out the dough on the floured surface into a circle about 14 inches in diameter and 1/8 inch thick. Gently fold the circles of dough in half and then in half again so that you can lift it without tearing it, and unfold into a 9-inch pie pan.

Shoo Fly Mixture:

2 bottle of molasses or syrup

2 ½ cup boiling water

1 bottle of molasses

1 table spoon baking powder

Add all the ingredients together in a large bowl and set aside. (Enough for 2 pies)

5 sticks butter or margarine

1 box (1 lb) of Brown Sugar

4 cups flour

1 tsp salt.

Add all the ingredients together till it forms a crumble mix. Take 1 cup of mix out and set aside.

Preheat over to 350 (This should be done in a thick pie pan)

Add crumble mix to the liquid mixture. Stir blending all ingredients.

Add another cup of molasses or syrup to the bottom of the piecrust. Add enough to coat evenly. Add in liquid ingredients to the top of the pie. Add in ½ cup of crumble mixture from what was set aside.

Place both pies in the oven for 1 hour. Test the middle to make sure it comes out mostly clean. (Will not come out totally

# USF Cookbook

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clean because of the molasses or syrup at  
Here is a recipe from Lieutenant  
Commander Ziz Tiesha from the USS  
Lexington. This is one of her favorite cakes  
to make for her and the family, it sounds  
yummy! Smakelijk eten!

## Wacky Cake

3 cups flour  
2 cups sugar  
5 Tablespoons Cocoa powder  
2 teaspoons Baking Powder  
1 teaspoon salt

Mix well in a 9x13 baking pan (no need to  
grease and flour the pan)  
Make 3 wells for the following ingredients:

2 Tablespoons Vinegar  
3/4 Cup Oil  
2 teaspoons Vanilla

Cover all this with 2 cups of water. Mix  
well so all the dry ingredients are mixed in.  
Bake in oven at 350 degrees for 35 to 45  
minutes. I know there are no eggs in this,  
and its not suppose to. But it is a very  
moist Chocolate cake with a bite to it.

You may eat it plain or I like to use  
Penuche frosting:

Penuche Frosting

1/2 cup butter  
1/2 cup packed brown sugar  
1/2 cup white sugar  
1/4 cup milk  
1 3/4 cup confectioners sugar  
1/4 teaspoon salt  
1/4 teaspoon vanilla

the bottom of the pie.)

Combine butter, brown sugar, white sugar  
and milk in a saucepan. Bring to a  
boil. Add gradually the powdered sugar  
and salt in a mixing bowl. Beat to  
spreading consistency. Add vanilla. This  
may not seem too thick when you put it  
on a cake but it hardens to a kind of  
fudge topping

# USF Photoshop Tutorials

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## Part III: Coloring and Color Correction

By Lieutenant Commander Havraha cha'AAnikh

Oh happy day, my pupils! I've been meaning to tell you guys this for a long time, because it absolutely drove me NUTS for several years (and it drove several photoshopping friends of mine nuts as well). I should have noted it right out of the gate, but I didn't want to load you down with too much.

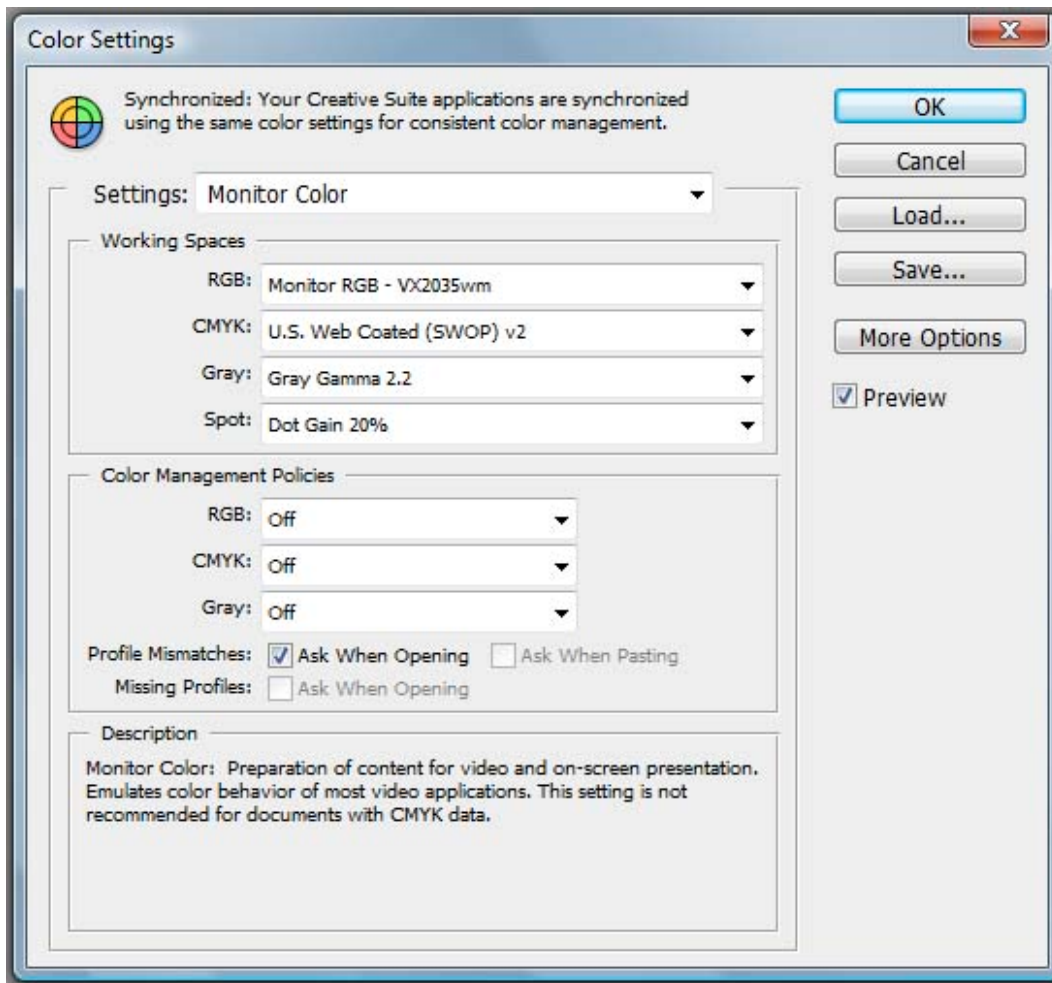
The truth of the matter is: if you've saved an image in Photoshop and tried to view it in another program, say... AOL, you may notice that the colors aren't the same. They're slightly different. Let me show you an example:



One of these things is not like the other. If you guessed both of them, then... umm... well, I guess you're right. The astute eye will notice that the image on the left has a brighter skin tone than the image on the right. The likelihood is you'll produce an image that looks like the image on the left in Photoshop, but once saving it or copying/pasting it, your image will be slightly dulled, muted, or just off color. This is a strange phenomenon that has plagued me and others like us for years, and I can now diagnose this illness. This, is the doings of the **color profiles**.

You see, these programs are made for graphic designers, and graphic designers have to work across various equipment and in different mediums insuring the accuracy of their color. To do so, Photoshop and other Adobe programs give the option of specifying "color profiles", or rules for your colors, to insure they can be accurately reproduced by different kinds of printers, digital cameras, programs... whatever. But just because you're working in those colors doesn't mean it'll necessarily save it in those colors, and thanks to Photoshop there's a number of hurdles in a number of places that keeps us from getting our colors 100% correct all the time. If you want to make a bio image or make images for the sim, you need to get rid of these color profiles and rely only on the colors of your monitor, and I'm going to tell you how right now.





The first thing I need you to do is go to **Edit > Color Settings** in Photoshop. What you'll see may look similar to this, but your "Settings" may be set to something else, and under "Working Spaces", you may have some kind of color profile selected for RGB. This is bad. As you can see from mine, you want to have your "Settings" on "Monitor Color" and your RGB Work Spaces set to "Monitor RGB". Mine goes ahead and lists my monitor next to it as well. Below you will see "CMYK" ... there's a big difference. "RGB" stands for "Red Green Blue", the colors computer monitors use to make images.

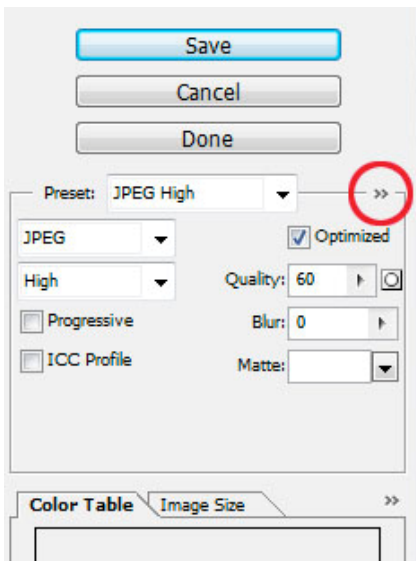
"CMYK" stands for "Cyan Magenta Yellow Black", which are the colors printers use to make images. If you're making something in Photoshop to print, you want to work in CMYK. To be viewed on a computer, RGB. Obviously, the web qualifies for RGB, but there's even individual color profiles for RGB as well. By specifying you want "Monitor RGB", you're telling Photoshop you want to use the same colors your monitor can display. Under "Color Management Policies", you want to turn everything off, so that whenever you open a document that may be working in some kind of color profile, you won't be stuck in it!

Unfortunately, as I noted before, Photoshop has many hurdles still in place where they'll try to sneak color profiles back into our documents. We need to take care of those once and for all! So press OK with your corrected Color Settings.

Now, go to **View > Proof Setup**. Proof setups keep in mind that different kinds of monitors are just calibrated differently, and this is something you'll need to come to terms with too. The likelihood is that if you try to show your friend something you made, she may say the yellow looks too orange, or whatever. That's simply not your fault – it may be because your friend's color settings and gamma calibration just isn't accurate. You can research this and make sure your things are calibrated as accurately as possible, but for the most part Macintosh computers may display things a little brighter than say, PCs will. You can use Proof Setup here to see what they'll look like on different monitors, but for the moment, I want you to go all the way to the bottom and select "Monitor RGB". This will insure that the images you see are being shown for YOUR monitor, not any other monitor.

We're almost done here. Now, go to **View > Proof Colors**. By making sure "Proof Colors" here is checked, it'll make sure you don't lose any detail due to miscalibrated gamma on other monitors. Alas, there's one last hurdle we need to overcome.

Go to **File > Save for Web and Devices**. Now, chances are you've never used this handy dandy application before, but don't fret: it's harmless. Save for Web allows you to quickly specify not only what format you want to save your images, but at what quality you want to save them, or you can view several optimized versions of your image for the web as well. For instance, this is the only place I can go to get my PNGs to have transparent backgrounds, believe it or not. In any case, I want you to pay close attention to the right side of the window:



Do you see the two double arrows I have circled in red here? I need you to click on these two arrows. A small box will pop up, and likelihood is, you'll have "Convert to sRGB" checked automatically. Click this again to uncheck it! This is, once again, more color profile used by newer web browsers like Firefox, Safari, and in some cases Internet Explorer that can affect the way your colors are displayed. By making sure Convert to sRGB is unchecked, you've finally mastered the last of the color profile hurdles. You can now have COMPLETE control over your documents colors, saving you headaches when it comes to changing the skin tone of your character, or the hair tone of your character, or whatever artwork you may be personally working on.

## Coloring Images

So you wanna be an Andorian, huh? Sorry. You don't fit the bill. You're not blue, for one! Maybe your goofy character needs to look like Angelina Jolie but have "sapphire eyes" or... whatever other kind of cheese you can come up with. Maybe you've found the PERFECT picture for your character, but it's in black and white? All of these situations have the same solution in common – you need to color. But how can you color without coloring over what's already there?

Well I'm going to tell you from the get go... if you haven't gone out of your way to purchase a Wacom Tablet for your computer, this is going to take forever. Coloring anything in Photoshop with a little ole mouse is time consuming as heck, but it can be done. However, if you used a Wacom Tablet, which is a pressure-sensitive pen, you can set the brush size to alternate depending on the pressure, greatly improving the speed of which you can color something and get into those tiny corners with a brush. The lowest end model Tablet, the Wacom "Bamboos", sell for under 100 dollars, and will fit the bill nicely. In fact, if you purchase the "Bamboo Fun" package, you'll get a number of pack-in, free programs to play with as well!

Alright, let's get started. There's a number of ways you can change the color of something in Photoshop, and some ways offer more leeway afterwards than others. So what about hair?

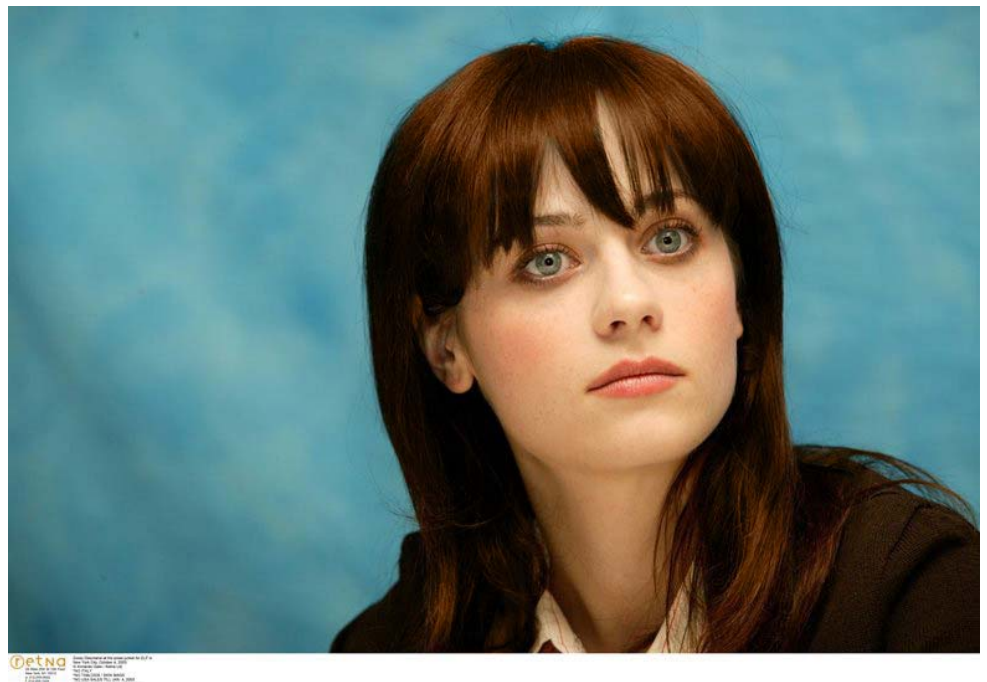


You'll notice that my actress here has dyed her hair at one point – it's lighter near the bottom than it is the top. I want it to be the bottom color up top as well. What will I do? Well, search the toolbar on the left for the **color picker tool**. At the top where it says "Sample Size", specify "Point Sample" so you can sample only one pixel of color at a time, and then pick color from the lower part of her hair or the swatches panel, if you would like that instead. With that color selected, go ahead to your **Layers Panel** and duplicate this image by

right clicking the layer and choosing that option, or dragging the layer onto the "New Layer" icon in the lower right hand corner of the of the Layers Panel. This is always wise, as you never want to work on the original image – if you screw up, it's hard to go back.

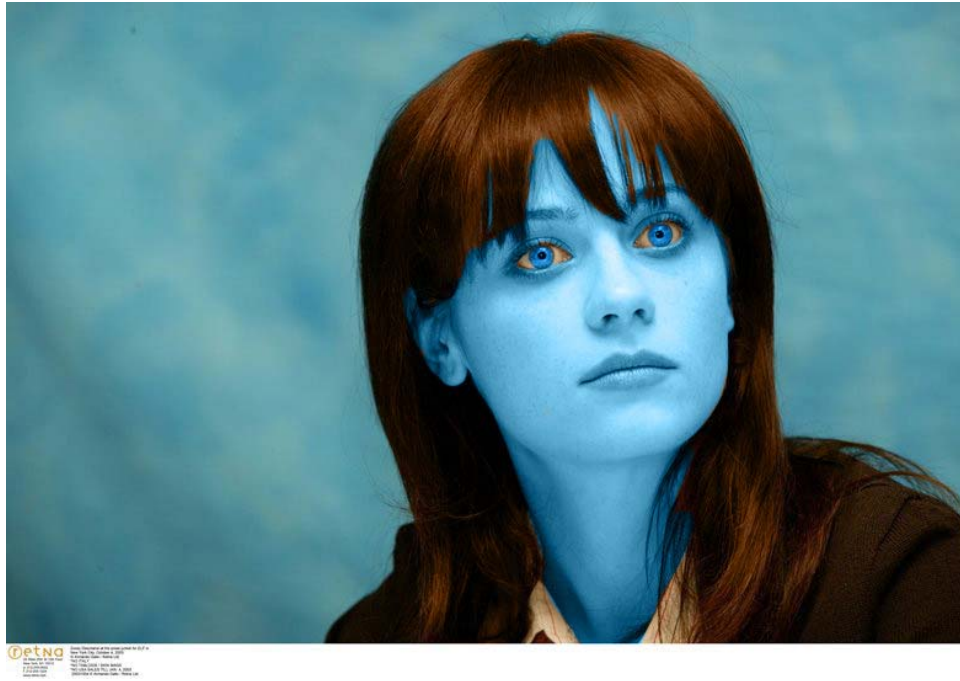
Now, chose the **Brush Tool** (hotkey B) and make sure you have a hard Brush tool preset selected: none of this fuzzy brush stuff for coloring! With your hard brush selected, look at the top and see if you can find "Mode". Chances are, it'll be set to "Normal". Pick it, and scroll through the options until you find "Color". Chose this instead, and now start painting on her hair. You'll realize that you'll be replacing the color with the selected color you have, without destroying the light and dark tones! Use "[ " and "]" on your keyboard to change the size of your brush on the fly if using a mouse!

And tada! She has the appropriate hair tones! But wait! What if I wanted to change the intensity of this color afterwards? Well, try this another way – instead of working directly on the image, make a new, blank, transparent layer. Make sure the Mode on your brush is set to "Normal", not color. Now, on your layers panel, with your new blank layer selected, look slightly above it. You'll notice the Layers Panel has a "Mode" option as well! So you see, you can set an ENTIRE LAYER to color whatever is below it! Go ahead and try that. Paint the hue on the transparent layer with it set to color, and watch as you





get the exact same effect as before. However, this time you can change the opacity of the color using the Layer Panel's opacity controls as well. This will essentially make the color a little less vibrant. If you want even MORE vibrancy out of your color, try putting the layers mode on "Screen", or for even MORE vibrancy than that, try "Linear Dodge". Experiment! Ultimately, the biggest advantage this method has to the previous method, is that you can smudge around or erase the color you've applied in a non-damaging way if you need to.



But why stop at just hair? How about sapphire eyes and Andorian skin? It's all possible!

Of course, as you see, now you have bigger problems. "Pink" whites of eyes? Address that with a darker blue tone over it. And what about white and blonde hair? Sorry. Although you may be able to make it gray in tone, making colors "lighter" than they are almost never works in Photoshop. **If you want your character to have white or blonde hair, you'll need to paste some white or blonde hair on top of her/his head!**

Sorry! That's just the name of the game.

But what about a black and white image? Ah, these are hard, you see. Black and white images are often taken with EXTREME contrasts. Color "soaks in" on different levels of gray in Photoshop, and ignores white and black, so if the face has a lot of white and black on it, the image may simply not soak up a lot of color if you try to color it! Well, first and foremost, **if you copy and paste an entirely black and white image into Photoshop, chances are it won't actually let you use color!**



WHY? Because the entire Mode of the image has defaulted to grayscale! You can fix that by going to **Image > Mode > RGB Color**. Likewise, if you ever want to turn a color image into a black and white image, going to **Image > Mode > Grayscale** will do the same thing. If it asks you if you want to merge layers, just select "Don't Merge".

With your document's mode changed to RGB, I can pick a color here and start painting on a black and white image to show

you how poorly some black and white images "soak up" color. Here, you can see how although this BW image has been colored, it simply doesn't LOOK like a "real" colored picture". Why? Because the contrast is simply too high. So is it impossible? No. Let's look at some "not so bad" BW pictures to see what they actually look like, so you can know what's good and what's not.

Here, you see that this black and white image I got from Google Image Search has a lot more **gray tones** than the predominately white and black image above. Although that extreme contrast beforehand looks beautiful in black and white images (because its



covering flaws, I might add), color simply soaks into neutral tones of gray better, as seen in the colored version I've produced here. This colored version used only 3 colors – a skin tone from my previous actress, a lip tone from her which I used on her lips and cheeks, and a brown color I picked from the swatches for her eyes. So, coloring black and white images is not out of your reach! You just need to know the limits of what kind of black and white images you can safely color.

Ah, but it's not that simple, is it. This wouldn't be USF Photoshop Tutorials if I didn't go on to show you how to do the impossible, I guess. What if the image you want to use absolutely "HAS" to be one of these black and white images that don't soak up color well? How can you make it work? By man-handling the image, of course. This "is" Photoshop, after all. So let's shop some photos.

Duplicate your original image's layer (to avoid ruining the original, once again) and go to **Image > Adjustments > Auto Contrast** first. What this will do is make sure your black and white image has a healthy balance of dark and light tones from the get go, which will result in more realistic and accurate tones of light and dark later on (this is a step I neglected doing above). You may notice a change and you may not, it depends on whether your black and white image NEEDED it or not. Then go to **Image > Adjustments > Brightness/Contrast**. A box with two sliders will appear, one for brightness and ... well... you can figure that out. **Make sure the "Preview" box is checked so you can see what kind of changes you're making beforehand.** I reduced the Contrast all the way down to the far left, which backed away from the crazy, washed-out whiteness on her face a bit. From there, I went on to reduce the brightness to around -40, -50, or even the -60s. This makes the overall image darker, but creates more neutrals in the grayscale for color to latch onto. So as you see below, the high contrast image now has a healthy dose of grays so it can be colored nicely.





Although the colored image above may look a little pixilated and rough, feel free to use the smudge tool to smooth everything together and make it look even. Congratulations! You now know everything you need to know to ACCURATELY color characters and black and white images! Look at you! You're already a miniature Photoshop Guru! You don't even need me anymore! Boy oh boy, I'm so proud of you!

Check back next month for another awesome edition of USF Photoshop Tutorials!