

The PADD

December 2008

Dr. Mini Returns!

Why did Trek Die?
Styre and Hav Argue

Kitbash
With Photoshop!

In Loving Memory of Einstein

The PADD

December 2008

Hello Everyone!

It's been a crazy month, for me at least. I came down with a stomach virus not too many days ago that threatened to put the PADD on hold for, yes, yet another month... but I didn't feel like that was something I was going to settle on. We got to work, and here it is, well into the month of January, the official December issue! One might think that we'd have a lot of content for this PADD, considering we didn't assemble a November edition (for reasons pertaining to academia), but strangely this is not the case. Not many things have been going on in Star Trek land over the past few months, but that frightens us PADDers very little. If necessity is the mother of invention, then we've invented quite a few fun things for you to read anyway. That's just how we roll. The PADD is still the December issue, while the rest of the world is living in January. Any way you slice it, you're gonna...

Stay Frosty,

Commander Havraha cha'AAnikh

Staff and Contributors

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

Rear Admiral John Styre

Contributing USF Movie Review

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"

Commander Jerrod P. Billings

Contributing "Did You Know...?"

Retired Fleet Captain Robb Clemens

Contributing "USF Cookbook"

Captain Tia Sloan Ryan

Contributing "USF Movie Review"

Captain Eric Praethen

Creative Director

Table of Contents

| | |
|---|------|
| Star Trek News..... | p.3 |
| 'Majel Barrett Roddenberry', 'Star Trek Online As We Know It', 'Conventions' | |
| Star Trek Comics..... | p.10 |
| USF Movie Review..... | p.11 |
| The Day the Earth Stood Still (2008), Quantum of Solace, Blu-Ray: The Dark Knight, Blu-Ray: Indiana Jones and the Kingdom of the Crystal Skull, Bedtime Stories, Bolt, Twilight | |
| What's Wrong With Star Trek..... | p.15 |
| Live from Sector 039 in Saturn's Rings... | p.18 |
| Temporal Leap..... | p.19 |
| Part V: Jonas Brent | |
| Product Review..... | p.26 |
| Adobe Photoshop CS4 | |
| USF Cookbook..... | p.28 |
| Mama's Red Tomales; Mushroom, Sausage and Spinach Lasagna | |
| USF Photoshop Tutorials..... | p.30 |
| Part VI: Kitbash | |

Star Trek News

So, can you believe it... we actually don't have a lot of news to report for once... it seems that the information has gone cold on the world of star trek. One other thing that has gone cold is the merchandise that was supposed to have appeared this year. Of course if you go to Roddenberry.com you should be able to see a few things. But some of the items cost quite a bit. Why don't you go take a look see and see if you agree.

As already mentioned but we'll mention it again, just in case you were under the rock. The voice of the Computer has passed away. That's right Mrs. Troi... or commonly known as Majel Barrett Roddenberry passed away after her battle with Cancer. If there are any interested, you can attend a memorial service for her being held at Forest Lawn, Hollywood Hills. Visit Roddenberry.com to get the details.



Star Trek Online As We Know It

The team Cryptic Studios is doing its best to make sure that the future world of Star Trek as depicted in their upcoming online multiplayer world will be a comfortable place to those familiar with Star Trek lore. In doing so, they've been consistently updating their website with what's going on in the history of the universe leading up to their title. In case you're curious over what's been going on between Star Trek Nemesis and the world of Star Trek Online, here's the history of the universe so far, reassembled for your pleasure.

The Path to 2409: 2379-2380

Following the death of Praetor Shinzon at the Battle of Bassen Rift, the Romulan government fell into disarray. Tal'aura, one of the few remaining members of the Romulan Senate and a former ally of

Shinzon, declares herself the new Praetor, supported by Fleet Commander Tomalak as the new leader of the Imperial Defense Force.

However, Tal'aura's leadership is opposed by Commander Donatra, who with the support of Commander Suran and former Admiral Braeg retains control of the majority of the Fifth and Third fleets. Any hope of a reconciliation between the two sides ends after the execution of Braeg, and Donatra vows never to accept Tal'aura's rule.

Donatra's rebellion is not Tal'aura's only concern. The Remans, led by General Xiomek of the Reman Kepes Zuk Battalion, demand control of either a continent on Romulus or a planet with sufficient natural resources to maintain self-sufficient settlements as reparations for hundreds of years of slavery and exploitation. In response, Tal'aura cuts shipments of food and needed supplies to Remus and commands Tomalak to blockade the planet.

In Federation space, the USS Enterprise-E undergoes a major repair and refit and resumes its mission of exploration. About half of her crew transfers to other posts during the months-long overhaul, including senior staff officers William T. Riker and Deanna Troi, who are posted on the USS Titan, and Chief Medical Officer Beverly Crusher, who briefly serves as head of Starfleet Medical before returning to the Enterprise.

Two trials are of note during this time. On stardate 56867.84, the Founder known as the Female Changeling is sentenced for crimes committed against sentient beings during the Dominion War and committed to the Federation maximum security facility at Ananke Alpha. And on stardate 58370.4, Ro Laren surrendered to Starfleet custody. A former member of Starfleet who defected to the Maquis in 2370, Ro plead guilty to charges of desertion and was ordered to report to a penal facility on Earth for rehabilitation.

Federation analysts continue to monitor the deepening economic crisis on Cardassia Prime. The Cardassians were devastated by Dominion bombardment in the final days of the Dominion War, suffering more than 800 million casualties. Large portions of Cardassia Prime remain in ruins and the Cardassian government does not appear to have the resources to recover, although it has rejected most Federation aid.

A notable exception to this stance is the Andak project, a Federation-funded program intended to restore Cardassia Prime's agricultural base. Led by Keiko O'Brien, the Andak project initially faced stiff resistance from xenophobic groups such as the True Way and Gul Macet's conservative bloc of the government. Only the influence of Cardassian governmental adviser Elim Garak, a supporter of the fledgling democracy movement, allowed the Andak project to proceed, and work is now in progress to make the barren desert climate of Cardassia Prime support sufficient crops to feed its population. Experts at the Daystrom Institute predict that without more successful projects like the Andak initiative, the Cardassian Union could fall in as little as three years.

The Path to 2409: 2381

Starfleet is monitoring the deteriorating state of the Romulan Star Empire, which appears to be moving toward open civil war. Federation ambassadors are consulting with representatives of the Klingon Empire and other Alpha and Beta quadrant powers about a proposed course of action to either bring peace to the Romulans or control any conflict that spills out of Romulan space.

The imperial forces led by Tomalak have skirmished repeatedly with Reman ships in the space between their two worlds. The Romulan blockade of Remus is holding for now, leading to concerns

that the Remans are suffering from shortages of food and supplies. The United Federation of Planets has offered humanitarian aid to both Romulus and Remus.

While Ambassador Spock has returned to Federation space, the unification movement he founded continues to grow on Romulus. Xiomek of the Reman Kepeszuk Battalion has allied with the Unification movement, seeing the underground organization as another population that has been exploited by the Romulan government, although the two sides disagree on how best to reach their goals. Xiomek is promoting a military solution to force the Romulans to accede to the Remans' demands, while the Unification movement is calling for a nonviolent, diplomatic alternative.

On stardate 59480.33, Spock presents a formal request for aid for the Unification movement to the Federation Council, which agrees to take the matter under consideration.

With the blockade of Remus and upheaval at home, Praetor Tal'aura has insufficient forces to stop Commander Donatra, who rallies the breakaway military forces under her command to conquer several agricultural worlds in Romulan space. With these planets under her control, Donatra declares herself the first empress of the Imperial Romulan State and establishes a capitol on Archenar Prime. Tal'aura vows to retake the territory by any means necessary.

A coalition of planets led by Bajor demand that members of the Cardassian government and military stand trial for crimes against sentient beings for actions taken during the Occupation of Bajor and the Dominion War. The Cardassian government refuses any request to surrender its citizens for prosecution, so the coalition appeals to the Federation Council and the Klingon High Council to join them in seeking justice for past crimes.

Following increased activity by the Borg in the Alpha Quadrant including the possible recreation of a Borg Queen, Starfleet appoints Captain Jean-Luc Picard to lead the defense against the renewed threat. He calls on Seven of Nine to research ways to use technology brought back from the Delta Quadrant by Voyager to either directly combat the Borg or to give the Federation an advantage in the coming battle.

But not all of Starfleet's energies are directed toward military concerns. On stardate 58839.03, Starfleet celebrates the start of construction of the USS Stargazer-A at the San Francisco Fleet Yards. The Stargazer-A and her sister ships will be the first of a new class of starships designed for scientific research and exploration.

The Path to 2409: 2382

The unstable situation of the Romulans continues to be a source of concern for the Alpha and Beta quadrants.

The loss of agricultural planets now claimed by the Imperial Romulan State threatens Romulus with severe food shortages. Romulus' power plants and factories cannot increase output without the heavy metals and dilithium that once flowed from Remus.

To avert the looming civil crisis, Praetor Tal'aura reluctantly accepts food shipments from the Federation. But she refuses the Federation's offer to facilitate negotiations between her and Empress Donatra, saying that it is an internal Romulan matter.

Tal'aura charges her proconsul, Fleet Commander Tomalak, with retaking the planets held by Donatra. Tomalak appoints Admiral T'Pol as his second in command and orders her to re-organize and mobilize Romulus' remaining military forces.

Seeking to stabilize the homeworld, Tal'aura agrees to reform the Romulan Senate. A reorganization commission selected by Tal'aura votes to allow her to appoint senators directly rather than holding elections, and she packs the Senate with her supporters. Leaders of the Romulan-Vulcan Unification movement petition Tal'aura for representation in the Senate for themselves and the Remans, but Tal'aura declines to respond to their request.

The makeup of the Romulan Senate angers Romulan nobles, who dominated the Senate prior to Shinzon's takeover but now hold only a handful of seats. Representatives of several of the noble lines argue that for centuries the Romulan Senate has been a partner with the praetor in governing the empire, something that a weakened body beholden to Tal'aura cannot be. The Line of Tellus goes so far as to denounce Tal'aura publicly and withdraw its members from government service.

The Klingon Empire takes advantage of the weak position of the Romulans to stage lightning strikes into Romulan space, retaking Khitomer and the sector surrounding it. The Federation Council criticizes the move, but Ambassador K'mtok responds that the empire is simply reclaiming territory that belonged to the Klingons by right.

Thwarted in their attempts to find a role in the Romulan government, the Unification movement, represented by Ambassador Spock, presses its case with the Federation Council. The Council takes up the matter of formally supporting the Unificationists, but is heavily influenced by Councilor T'Pol of Vulcan, who states that the result of the unification of the two races cannot be predetermined, while the probable course of the Romulans and Vulcans remaining separate can be reasonably predicted. Therefore, her only logical choice is to protect the Vulcan way of life by opposing unification.

The council does not reach a decision on whether or not to support the Unificationists, and votes to table the matter.

A legal issue of interest to analysts in the Federation is rights for artificial life forms. On Stardate 60334.46, Admiral Owen Paris of Starfleet Research and Development orders that the mobile emitter brought back from the Delta Quadrant by the USS Voyager be taken to Starfleet's facility on Galor IV for study.

The Emergency Medical Hologram (EMH) known as The Doctor files a lawsuit to block the transfer of the mobile emitter, arguing that he is a sentient being who acted as a member of Starfleet during Voyager's time in the Delta Quadrant and that the mobile emitter is necessary to his quality of life and performance of his duties. The office of the Judge Advocate General issues an injunction against the transfer of the mobile emitter until it can study the case and issue a ruling.

The Bajorans and their allies continue to press for the Cardassians to surrender members of its government and military to stand trial for war crimes. But over the course of four months, 472 Cardassians wanted by the Bajorans disappear from Cardassia Prime.

The Cardassian government reports it is attempting to determine the whereabouts of its citizens. The Bajorans respond by accusing the Cardassian government of willingly assisting fugitives.

Ro Laren completes her time in Federation custody and returns to Bajor. She accepts a commission in the Bajoran militia and is appointed head of security for Deep Space Nine.

The Path to 2409: 2383

Starfleet Intelligence continues to gather reports of unrest on Romulus. Praetor Tal'aura enacts food rationing and strict limits on replicator use on the homeworld, saying that the empire's resources must be reserved to support the military's campaign against Donatra and the breakaway Imperial Romulan State.

The shortages spark rioting in the capitol of Ki Baratan, and the struggle goes on for two days before the praetor orders troops to intervene. Observers on Romulus suggest that as many as 2,000 people could have died either in the initial riots or at the hands of Romulan troops.

The civil unrest and resistance from Romulan nobles strain Tal'aura's command of the empire. She calls upon her allies in the Senate to help in stabilizing the government, and they respond by voting to expand the praetor's powers, giving Tal'aura the power to grant or remove noble titles, which previously was a privilege that only the emperor enjoyed. She also is granted the ability to declare war without Senate approval.

Ambassador Spock returns to Romulus to take his place with the Unificationists. Leaders of the movement say that although they could not win the support of the Federation, they will continue to "wage peace" on Romulus.

On Stardate 60900.31, Fleet Commander Tomalak attacks Donatra's fleet at Xanitla. Tomalak's forces are soundly defeated in the battle, and he is dealt a further blow when Admiral Taris and the twelve ships under her command defect to the Imperial side.

The Cardassians make some gains in their efforts to rebuild their war-ravaged planet, signing a new agreement for aid from the Federation and beginning reconstruction of Lakarian City. Excavation of several sites on the planet reveals Hebitian relics, and the publication of these finds sparks a resurgence of interest among Cardassians in ancient religious and cultural practices.

The Oraliens, a religious group dating back to the Hebitian civilization that was outlawed by the Cardassian Union, begin openly holding services and seeking adherents among the Cardassian population, acts that were outlawed by the Cardassian Union. The rise of this spiritual movement is opposed by the followers of the True Way, which continues to call for a return to the totalitarian practices of the Union.

The Klingon Empire and the United Federation of Planets are at odds over the Klingon takeover of Khitomer. In a narrow vote, the Federation Council decides not to formally censure the empire for its military action. However, the fact that the matter went to the full Council for a vote is enough of an affront for Qo'noS to temporarily recall its ambassador to the Federation.

Hardliners on the Klingon High Council demand that Martok eject Federation ambassadors from Klingon space. Martok refuses to do so, and then defeats Councilor Qolka in a duel of honor after he accuses Martok of being a "pet desperate for the approval of his Starfleet masters."

In legal matters, Rear Admiral James Bennett of the Starfleet Judge Advocate General's office rules that the "Data Decision," referenced in The Doctor's legal arguments to keep the mobile emitter, is

too narrow to be used in this case. Bennett rules that the precedent can only be applied to prove that The Doctor is not the property of Starfleet, and not to decide whether or not he is a sentient being. The Doctor's counsel appeals the decision, and analysts predict that the case will continue for some time.

The Soong Foundation, a group affiliated with the Daystrom Institute and dedicated to promoting the rights of artificial life forms, announces that it is beginning research to create a mobile holographic emitter of its own design, with the hopes that the technology can be adapted for civilian use.

Conventions

Hello convention fans... something else I discovered while perusing Roddenberry.com is that they have an events calendar. So this is the current convention event that is going on for the month of January. If there is someone in the Phoenix area that happens to get to visit the convention, be sure to let us know how it is a usfpadd@gmail.com



Mesa Convention Center
January 23rd - 25th, 2009

The signature pop culture convention of the southwest.

Phoenix Comicon 2009

January 23, 2009 to January 25, 2009

Phoenix Comicon is pleased to present a wide variety of programming to appeal to all pop culture enthusiasts. As we have grown every year we've added exciting new events and expanded our programming. 2009 will be our most exciting event yet with the Return of the Jedi Training Academy and Imperial Stormtrooper Boot Camp, our Elegant Lolita Tea Party, Awesome Art Auction, Ghoulish Zombie Beauty Pageant and stylish J-Fashion Show. We're already hard at work planning new evening events, dances and parties to keep the fun going late into the nights.

So come join us at the signature pop culture event of the southwest. And if you really want a chance to see and be a part of everything, check out our volunteers' page. We have a great family here at Phoenix Comicon and would love for you be part of it.

Location

401 E. Dunbar Dr. Suite 45
Tempe
Arizona
85282
USA

Contact Information

Name: General Information
Phone number: (602) 697-4007
E-mail: oracle@phoenixcomicon.com
Web site: <http://www.phoenixcomicon.com/>

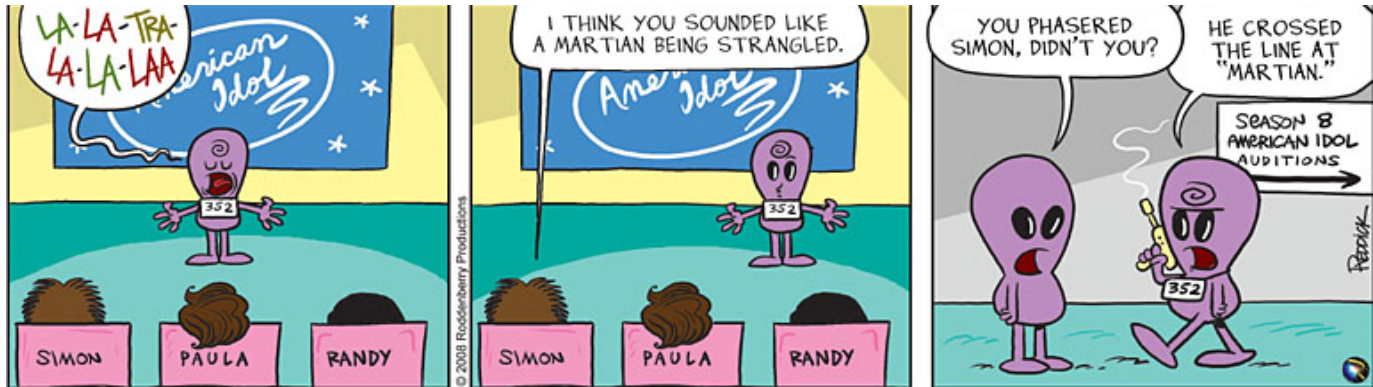
Star Trek Comics

From our favorite Comic creator... David Reddick, with Rod & Berry, and Trek Life.

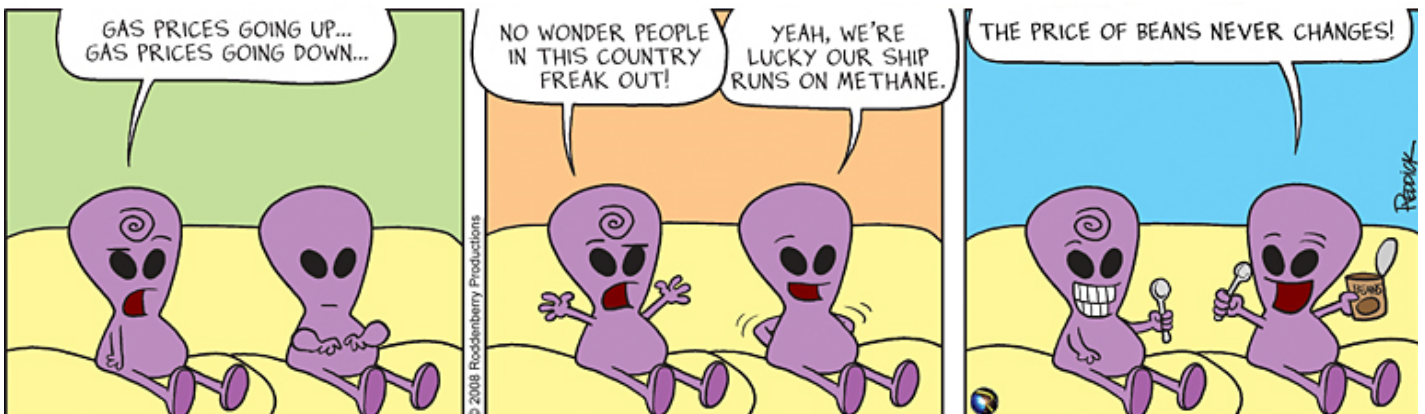
P.S. this is not meant as an infringement on CBS or Paramount or anyone else...we (the fans) just like the comics and are not pleased that Star Trek.COM is not showing them anymore.

ROD & BARRY - Episode 53: Idol Auditions

BY David Reddick



Episode 59: Bean Gas



USF Movie Review

With Fleet Captain Rylan J Hirsch and 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 with "Movie Review" in the subject. Lights! Sound! Action!

USF Havraha (12:58:23 PM): Well, hi, I'm Hav, and welcome to another edition of USF Movie Review! With me as always is Rylan Hirsch, who continues to profess that he has better taste in movies than I do, despite the fact that I consistently prove him wrong.

USF Havraha (12:58:43 PM): So, what movies have you seen these past 2 months, Hirsch?

FltCptRJHirsch (12:59:05 PM): Well let's talk

about one that you and I both saw... Day the Earth Stood Still.

USF Havraha (12:59:18 PM): Ouch.

USF Havraha (1:00:22 PM): Okay, being a science geek, I had a problem with this film because of the way it primarily depicted its subject matter.

USF Havraha (1:01:13 PM): Obviously it's a remake of the classic hit film, but instead of aliens coming down to warn mankind against nuclear war, we're actually being planned for extermination because we're "killing the planet".

FltCptRJHirsch (1:01:43 PM): Well as for me having seen the original a few times with my dad... I do have to say that it was a decent enough film... although I think that the original message could have still stayed. Earth hasn't reached any form of a peace amongst its nations yet.

FltCptRJHirsch (1:02:36 PM): I do have to admit though that I did like the Ark idea of the other orbs... however, I thought that the ship that carried him should have been that: a ship.

USF Havraha (1:03:12 PM): Now although global warming and climate change is not necessarily clearly identified as the culprit, it's pretty easy to see that's what they were aiming for. Klaatu considers Earth a kind of oasis of life in the universe, and there are several scenes in the film where they're building an arc to save all the animals that humans are apparently killing by destroying the earth.

USF Havraha (1:04:04 PM): The geektastic problem with this, is that there's been many MANY mass extinction events, from asteroid and comet collisions, gamma ray bursts, to even the entire global freezing of the planet in the past, and life has been able to survive.

FltCptRJHirsch (1:04:23 PM): ::nods:: But you and I both agree that the other scout... the old chinese man is contradictive. He thinks that humanity is not worth saving but decides that he wants to end it amongst the humans.

USF Havraha (1:04:44 PM): So the whole "omg we have to save the animals the evil humans are killing so life can continue on earth!" kind of falls on deaf ears for me.

USF Havraha (1:05:08 PM): Now, one thing I did like about the movie was the depiction of Klaatu.

USF Havraha (1:05:48 PM): Instead of being a messenger, Klaatu is depicted in this film as a kind of intergalactic judge, jury, and executioner of mankind who isn't exactly excited about the job.

USF Havraha (1:06:30 PM): He comes into the situation already having passed judgment about humans guilt and inability to change, and dynamically grows an appreciation for human kind as the movie progresses ... however stupidly that was depicted.

USF Havraha (1:06:44 PM): So it was a much more interesting angle for that character, I thought.

USF Havraha (1:07:36 PM): And umm ... fans of the original will probably be peeved at the way Vort is treated.... and how he "changes" towards the end of the film...

USF Havraha (1:08:21 PM): It was a hit and miss movie, really. Passable, as it gets midway through and then seems to run out of anything meaningful to say. It's one of those movies that has to fill itself with useless scenes just to get to a typical movie length, which is saddening.





USF Havraha (1:09:17 PM): Anyway, what do you give it?

FltCptRJHirsch (1:09:42 PM): Well do we have an "eh" rating?

USF Havraha (1:10:24 PM): LOL

USF Havraha (1:10:32 PM): Round up or down!

FltCptRJHirsch (1:11:00 PM): okay I'll go with up, because I wasn't unhappy that I saw that film, I just thought that it could have been more and still stuck to the original story.

USF Havraha (1:11:44 PM): I'll go with down, because it was kind of a waste of time. And what's with Jennifer Connelly always playing scientists? Talk about being pigeon holed.

USF Havraha (1:12:32 PM): Okay. Quantum of Solace.

FltCptRJHirsch (1:13:16 PM): Alright, I like James Bond, I've liked it since I started seeing him at the movie theaters with my parents. And I don't think there is one that I have missed ever. But I do have to say... this one was a flop.

FltCptRJHirsch (1:13:45 PM): I talked to Styre about this... and it was all action... and no depth, no love, no nothing. Nothing that makes James Bond, James Bond.

USF Havraha (1:14:27 PM): Honestly I didn't see this movie when it came out because I was one, fighting school stuff, and two, I was told that it was "not as good as Casino Royale". But I didn't really feel that way when I saw it. I guess I approached it very much as a "sequel", but also as a set up for even more films.

FltCptRJHirsch (1:15:16 PM): I'll go with you on that since they identified Quantum as the new bad guys for them.

USF Havraha (1:15:19 PM): True, there were portions of it I wasn't happy with. I for one didn't like that the red head died so quickly, because for some reason I felt she had a kind of counterbalance personality to Bond that would of made her a good side kick.

USF Havraha (1:16:54 PM): Secondly, I didn't like the Bolivian secret agent girl who took up so much time in the movie, particularly for her uselessness and stupidity. She offered nothing new -- she was a mirror of Bond's want for revenge, but she went about it stupidly. Almost KNOWINGLY throwing herself into situations to get herself killed, be it being pushed off a balcony or assassinated on a boat.

USF Havraha (1:16:58 PM): I mean what was her problem?

USF Havraha (1:17:33 PM): And finally, Mathis.

USF Havraha (1:18:48 PM): I mean I loved the Mathis character when I first saw him in Casino Royale, and I was saddened he turned out to be a bad guy, but it was a role that made sense. But it seems the writers of this movie just wanted to use him again, so they practically nullified his bad guy problem without addressing the issue of why the first movie's bad guy TOLD Bond that Mathis was on his side if he really never was.

USF Havraha (1:19:10 PM): Essentially, they created a giant plot hole, just so they could get Mathis back, just so they could kill him again later. You know?

USF Havraha (1:20:39 PM): So the movie had problems, but I loved this cool, quiet, detective quality the movie had. It didn't waste time debriefing Bond nonstop ... he was on the run, and doing detective work stuff, which was something I found intriguing every second of the way.



USF Havraha (1:20:50 PM): So I dunno, I enjoyed it, despite all its flaws.

USF Havraha (1:21:07 PM): Thumbs up from me.

FltCptRJHirsch (1:22:06 PM): I'll go thumbs up as well.

USF Havraha (1:22:48 PM): Now, I really haven't seen any other movies, but I DID get a blu-ray player, along with some movies, so I guess I can do some blu-ray reviews?

USF Havraha (1:22:54 PM): The Dark Knight!

FltCptRJHirsch (1:23:15 PM): Didn't we review that one with the opening of the PADD?

USF Havraha (1:23:34 PM): Indeed. And now it's on blu-ray!

FltCptRJHirsch (1:24:02 PM): Alright... so anything new and different?

USF Havraha (1:24:41 PM): Still as good as ever, although the HD was weird. Some times it had bars on the side ... other times, it took up the full screen. And the soft audio from the theater carried over into the disc.... but alas, interesting none the less.

USF Havraha (1:25:55 PM): If you watched any of the Batman documentary TV shows that aired around the time the movie came out, those are MOST of the special features. But an added bonus you get is a "digital" copy of the movie, so you can load the film up as a file on any computer you have. It's standard definition, but they give you a copy for your computer, and a sized down copy for your iPod or whatever, which was neat.

USF Havraha (1:26:13 PM): One way or another.... it's a must have blu-ray film.





USF Havraha (1:26:20 PM): Thumbs up!

USF Havraha (1:27:33 PM): And, once again, we'll review the blu-ray disc for Indiana Jones and the Kingdom of the Crystal Skull.

USF Havraha (1:28:03 PM): You'll be happy to know that, at home on blu-ray, I could actually start to appreciate the "popcorn" quality of the movie you were talking about.

USF Havraha (1:28:53 PM): The graphics don't look nearly as fuzzy as they did in theater. But my argument still stands that the movie bothered too much with this family dynamic and didn't stick true to the spirituality of Indiana Jones movies.

USF Havraha (1:29:16 PM): In the end, it was the nitpicky stuff that still bugged me. Like the gophers, and Shia LeBouf casting in general.

USF Havraha (1:29:53 PM): Special features include a bevy of making of documentaries, which are painful to watch because they show off just how much WORSE the movie could have been.

USF Havraha (1:30:43 PM): Did you know they wanted to call the movie "Indiana Jones



and the Saucers" ? How about Indiana Jones and the Giant Ants? Indiana Jones and the _____ of the Mysterians? Yes, they were all tentative titles.

USF Havraha (1:31:10 PM): Which just went to show you the "B movie" attitude they had, and partially one of the complaints I had about the final movie.

USF Havraha (1:31:25 PM): Nonetheless, it remains kinda fun, and would make a fine blu-ray purchase.

FitCptRJHirsch (1:31:56 PM): So... going into this Blu-Ray thing

FitCptRJHirsch (1:31:59 PM): I have a standard TV

FitCptRJHirsch (1:32:11 PM): is it going to look better on my 32 inch toshiba?

FitCptRJHirsch (1:32:25 PM): Or do I have to get the 1080 32 inch plasma/LCD screen?

USF Havraha (1:33:07 PM): Most likely not. Unless your TV has an HDMI port to plug the blu-ray player into, you won't see any visual improvement.

USF Havraha (1:33:21 PM): So if you're stuck with a standard definition TV, stick with the DVDs.

USF Havraha (1:34:08 PM): The good news is, small HDTVs are getting cheap these days. Wal-mart has a 42 inch Vizio LCD for around 700 bucks!

USF Havraha (1:34:14 PM): Not bad at all.

FitCptRJHirsch (1:34:24 PM): That's what I thought... I did see a HDTV and it was kinda cool, but I wouldn't want to spend \$1K on a tv.

FitCptRJHirsch (1:34:44 PM): BAH! Walmart!

USF Havraha (1:34:49 PM): Anyways ... have you seen any other films lately, Hirsch?

FitCptRJHirsch (1:35:08 PM): Did go see Sandler's Bedtime Stories.

USF Havraha (1:35:21 PM): Never heard of it.

FitCptRJHirsch (1:35:34 PM): It was eh... I laughed once through the entire film... and I think there were more adults there watching it than kids.

FitCptRJHirsch (1:35:48 PM): Oh sure you have... Sandler with the raining gumballs coming down on him?



FitCptRJHirsch (1:37:21 PM): Anywho... take the kids to a matinee... I'm sure they will enjoy it. I needed a true comedy and this wasn't it unfortunately. I really enjoyed the trailer for the new Witch Mountain movie coming out than the movie itself

FitCptRJHirsch (1:37:28 PM): which is sad enough to say the least.

USF Havraha (1:37:41 PM): Indeed, indeed.

USF Havraha (1:37:50 PM): Well, I guess that does it for USF Movie Review?

FitCptRJHirsch (1:39:48 PM): Oh one more...

FitCptRJHirsch (1:39:56 PM): Did go so Bolt.. that was a fun movie

USF Havraha (1:40:04 PM): Oooohhh...

FitCptRJHirsch (1:40:05 PM): take the kids to see it if you haven't already

USF Havraha (1:40:11 PM): Nice?

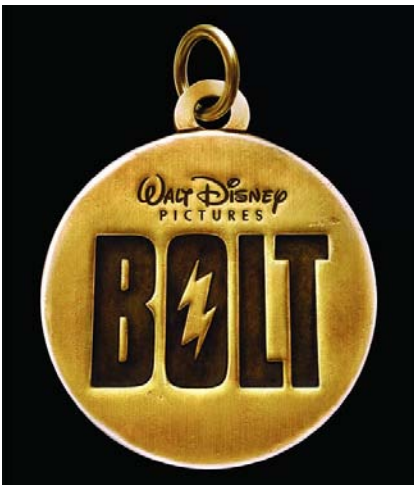
USF Havraha (1:40:16 PM): Clever?

FitCptRJHirsch (1:40:17 PM): Yeah animation was great on it.

FitCptRJHirsch (1:40:30 PM): I laughed my butt off so I dont know if it was too clever.

USF Havraha (1:40:55 PM): Lol





USF Havraha (1:41:05 PM): Well then, thumbs up eh?

FltCptRJHirsch (1:41:15 PM): Thumbs up.

FltCptRJHirsch (1:41:40 PM): And Twilight, a eh with a rounding to thumbs up, but I'm glad that I read the book.

USF Havraha (1:41:58 PM): LOL

FltCptRJHirsch (1:42:06 PM): the actress in it... she seemed to have been high is all I could say. They could have chosen a better Bella.

USF Havraha (1:42:09 PM): Teenaged vampire movie.

USF Havraha (1:42:19 PM): Ewwwwwww

USF Havraha (1:42:27 PM): LOL

FltCptRJHirsch (1:42:34 PM): Well the Bella character is supposed to be clumsy

FltCptRJHirsch (1:42:50 PM): and this actress... you could tell she was trying hard to be uncoordinated.



FltCptRJHirsch (1:44:15 PM): Okay so for January... the line up is:

FltCptRJHirsch (1:44:25 PM): Donkey Punch

FltCptRJHirsch (1:44:42 PM): Butterfly Effect: Revelation

FltCptRJHirsch (1:44:47 PM): From Within

FltCptRJHirsch (1:44:52 PM): Perkin 14

FltCptRJHirsch (1:44:56 PM): Slaughter

FltCptRJHirsch (1:45:00 PM): Midnight Movie

FltCptRJHirsch (1:45:11 PM): The Unborn - which just looks creepy

FltCptRJHirsch (1:45:33 PM): Clive Barker Presents: Hellraiser - as if the world needs another hellraiser movie

FltCptRJHirsch (1:45:36 PM): Inkheart

FltCptRJHirsch (1:45:45 PM): Hotel for Dogs

FltCptRJHirsch (1:45:54 PM): I love you man

FltCptRJHirsch (1:46:04 PM): Mall Cop - Could be funny

FltCptRJHirsch (1:46:12 PM): My Bloody Valentine 3-D

USF Havraha (1:46:13 PM): Ugh....

USF Havraha (1:46:18 PM): LOL

FltCptRJHirsch (1:46:22 PM): because the 80's version wasn't good enough in 2d

USF Havraha (1:46:24 PM): I wanna see THAT one

FltCptRJHirsch (1:46:28 PM): Ninja Assassin

FltCptRJHirsch (1:46:33 PM): Notorious

FltCptRJHirsch (1:46:44 PM): Last Chance Harvey

FltCptRJHirsch (1:46:47 PM): Possession

FltCptRJHirsch (1:46:49 PM): Taken

USF Havraha (1:47:04 PM): You sure these are all January?

FltCptRJHirsch (1:47:05 PM): Underworld 3: The Rise of the Lycan's

USF Havraha (1:47:09 PM): LOL

FltCptRJHirsch (1:47:15 PM): and last but not least the Uninvited.

FltCptRJHirsch (1:47:25 PM): yep... that's all according to Movieweb.com

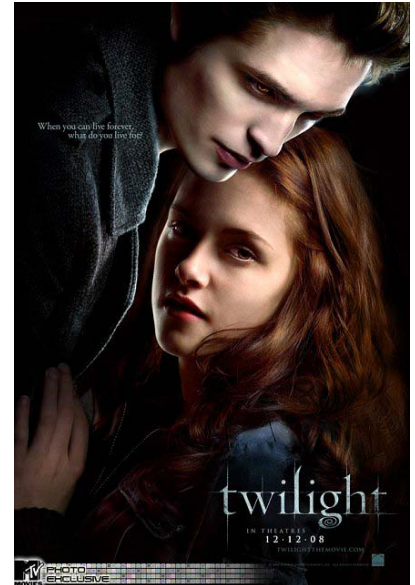
USF Havraha (1:47:43 PM): I would say that 80% of those movies are uninvited.

USF Havraha (1:47:49 PM): LOL

FltCptRJHirsch (1:49:50 PM): Yeah... even the Underworld movie sounds like a stretch

FltCptRJHirsch (1:50:15 PM): I think Mall Cop is the only one that shows any promise.

USF Havraha (1:47:49 PM): And that's about it for this month's USF Movie Review! Check back next month to find out what movies are worth your time, and which you should thoroughly hate on!



What's Wrong with Star Trek

John Styre and Havraha Argue Over the Good and Bad of Trek Past and Future

USF Havraha: Okay... so, what's the big problem with Trek, Styre?

Commodore Styre: The biggest problem with Trek on TV was that (with the notable, and awesome, exception of DS9) it kept trying to do the same stuff, over and over and over again. Voyager is 7 years of bad TNG. Then Enterprise is 2 more years of bad TNG.

USF Havraha: Well I don't hold out much hope for the movie either. If you read the news section of the PADD, the writers have said that Abrams was "never a Star Trek fan, more fascinated by Star Wars, and wants to make Star Trek what fascinated him with Star Wars." And ... I'll just say this -- Voyager was the most insulting concept for a Star Trek show ever.

Commodore Styre: I think it's important for a long-running series to change its emphasis from time to time, as long as the central "spirit" of the show remains consistent. What I'd like to see is a movie that feels new, feels dynamic, but still has an underlying Trek feel. I think as a concept it was great, but they abandoned everything great about it two episodes in.

USF Havraha: NO crew, I mean NO CREW under ANY circumstances would "merge" itself with their ENEMY, convicted terrorists that the Marquis were, and then become "cozy" with them, calling each other friends and trustworthy, giving them actual officer ranks ... It was just It's what I expect Abrams to do, or something.

Commodore Styre: Exactly. It should have been about a ship out on the ragged edge, with a crew that couldn't trust itself, and survival getting harder by the day. Instead they played it safe.

USF Havraha: And, to be honest with you, the problem with it was that it was a little too DS9. I mean Voyager and Enterprise, they're the WORK of Berman, who was the guy behind the Dominion War in DS9, what not. What you run into with things like Voyager, Enterprise, is that they took this big REMOVAL away from the spirit of Trek ... which was intelligent exploration and an uplifting view of the future.

USF Havraha: Now the Dominion War worked because DS9 was a space station, and space stations get dull unless you can EXPAND beyond them, which was what the war did. It made DS9 this kind of center, a hub, for this ongoing struggle and gave life to what would have otherwise been a dead concept for a show.

Commodore Styre: Yeah, but I'd hardly call DS9 uplifting

USF Havraha: But that darkness, that drudgery, doesn't translate into a space ship well. When you need to be exploring, having fun, beating the bad guys and saving planets, the last thing you need is pointless bickering, infighting, and stupidity. The stupidity came through in Voyager when they set up this dark concept for a show and then tried to walk the line between "darkness" and "fun" with maquis, and borg, and hiroians or whatever...

USF Havraha: And Enterprise got old because what should of been a show about exploration and DISCOVERING Star Trek was bogged from the very beginning with alien terrorists (suliban) and a

temporal enemy from some super secret war in the future, along with infighting between humans and vulcans....

USF Havraha: And a captain blaming a relatively innocent Vulcan XO for all his insecurities and anger management issues from his entire life from episode one ... There's no denying it is interesting drama, but it's NOT Trek. It's just distracting. And that's why Trek died.

Commodore Styre: I disagree completely with that last statement ;-) It's not interesting drama at all. There's nothing new to it. Every moral dilemma Picard encountered in TNG gets repeated ad nauseum in Voyager and Enterprise. That's why I loved DS9 so much. There's **nothing** in the latter two shows which comes anywhere close to "In the Pale Moonlight" for what it asks of Sisko. There was one episode of ENT where Archer has to decide whether or not to torture a prisoner. For once I was captivated.

USF Havraha: I don't think so, no. Because Picard always, eventually, made the "wise" choice. Because Picard was Picard, and there was a happy ending. Archer is Archer, and he has to screw up and cost people their lives for six episodes straight before he has some revelation and then has to fight back all the hate and death he's caused to "eventually" have a "happy ending" to the story arc, though it wasn't really happy at all because the guy's screwed up, childish worries and opinions just about tear the universe apart, literally, several times throughout the show.

USF Havraha: But he's still the "good guy". It's just stupid, again. And too ridiculously dark. Its interesting, but for a DARK SHOW kind of interesting. It's NOT discovery, though. It's NOT a lesson learned. It's just not Trek.

Commodore Styre: It's amazing how we can interpret this so differently. Or, more to the point, how you can say something like **that** and not hate DS9 :p

USF Havraha: Well I was meaning to get to a couple of "stupid" points with DS9 as well.

Commodore Styre: I mean, DS9 frequently questioned the central idea of the Trek future as a utopia. Roddenberry probably combusted in his grave. ;-)

USF Havraha: Like Dukat killing Jadzia after being pocessed by some kind of evil prophet...

USF Havraha: Utopias and fun are two different things though. Roddenberry may of envisioned Trek being a socialist, communistic utopia happy land where god is dead and everything's great, but in reality what drove people to the show was that the good guy was put together, they were always smarter, they were heroic, and they got the happy ending made. THAT'S Trek. And it's a Trek that Voyager and Enterprise tried to ignore, and it got ... boring.

Commodore Styre: Now that I agree with. I think it's telling that Ronald D Moore quit Voyager after, like, a season.

USF Havraha: There's an episode in Enterprise in particular, a copy of a TNG episode, really where Archer decides to not help people being killed by a disease because it may affect, MAY affect, the evolution of another species on the planet. Now, this is all speculative, I mean ... Phlox just GUESSES that this species MAY evolve dominance on this planet with no idea whether they will or not, but according to DENOBULAN ethics, it would be evolutionarily unethical to HELP these people because you MIGHT hurt the evolution of ANOTHER people later.

USF Havraha: And ... you know ... against all odds, Archer goes against HUMAN morality and sides

with Phlox, and tells the people who are dominant and dying on the planet that they need to go suck eggs, and that they need to die so evolution in the universe can continue happily and mother earth can be healthy. What the seriously. End of episode. Everyone dies. And Phlox writes a letter to his friend talking about the "newfound faith" he has in his captain.

Commodore Styre: Oh, that episode was horrible.

USF Havraha: While all the VIEWERS watch the show going "okay, thats the prime directive being established, but its established for all the wrong reasons and there is no real happy ending because Archer does the wrong thing and everyone died."

USF Havraha: Well, that's INDICATIVE of Berman's Trek.

Commodore Styre: It's also terribly inconsistent characterization.

USF Havraha: And I think that's punctuated by the "final episode" of Enterprise, what Braga and Berman called a "love letter to TNG fans", where the entire series is revealed to be a holo-adventure being played out by Riker, who's ... unbenownst to us ... the "Chef" on the show. And Berman has Trip Tucker officially blow himself up, randomly, to save Archer's life so Riker can learn a lesson and make a decision about something from an old TNG episode or ... whatever...

USF Havraha: I mean, it was just a giant insult. All of it was just to play on emotions and darkness... it just ... wasn't Trek. So in a way I think Trek NEEDs to die a bit. Because what it currently is, ISN'T Trek. Trek is dead. Its dead already. It needs to go on a hiatus until Berman and Braga leave and some guy who knows how to handle this comes along and puts the show back on track.

Commodore Styre: Yup.

USF Havraha: That some guy isn't Abrams. Just saying that now. I mean, there's like a one in one hundred chance that I'm wrong, Star Trek XI ends up being awesome, and we all love Abrams... but it's a one in one hundred chance. I'm THAT certain it's going to have such serious issues, you know?

USF Havraha: Real quick -- which is the best Star Trek movie so far?

Commodore Styre : 6

USF Havraha: Good man.

Commodore Styre: then 2, then the rest. lol

USF Havraha: Yeah probably. I didn't like 2 just because it was so blatantly 80s with the hair styles and everything. And Ricardo's shaved chest.

Commodore Styre: 6, 2, 8, 4, 3, 1, 7, 10, 9, 5, I guess.

USF Havraha: That's a pretty speedy ranking. ;-) I liked First Contact a lot.

Commodore Styre: Well, that's off the top of my head.

Live from Sector 039 in Saturn's Rings



This is Laria Moonmoth, reporting live from sector 039, Saturn's Rings. And this month, things seem to be focused on one of two things: Babies and Parties.

I'm not sure how long it's been since the USF has had a baby boom quite like what is happening right now. With the Captain's on three different sims expecting sometime this year and a Commander adopting four children, it seems that the ranks of the USF get younger and younger each year. I must say though, that only two of the three captain's actually know they are with child, the third, I'm sure, will discover it soon enough. Who are these lucky ladies and who are the studs that were lucky enough to share parenthood? First we journey to the USS Eclipse. Rumors there say that it will be twins for Tia and her husband Scott. Looks like ops and engineering will be busy building quite the nursery and decorating to the captain's desires. Next we get to set foot on Bersallis III and Alex and her husband of more years than the dinosaurs have been extinct Daniel. This will be their first daughter they welcome later this year and I wish them luck protecting her from some of the young hunks that populate that system. Bersallis III seems to be good for families as this is where Commander Troy adopted four orphans, siblings, and is having a blast being a full time mom on top of everything else. And the final captain? Well, as I said, she isn't quite aware of her condition yet because medical records indicate it is impossible for her to have any children. A little too much wine at a recent party and already she is showing signs of morning sickness. The problem is, which of this captain's two suitors is actually the father? When more information becomes available on this situation, I will let you know.

Of course, this baby boom isn't the only thing happening this past month. It seems that parties have been happening all over the USF for the holidays. I was even fortunate enough to attend the premiere event, a party that combined the Captain's Ball with the inauguration of a new embassy. The USS Ares dropped into Bersallis for some fun, food, frolic, and political speeches. Of course romance also seemed the note for the night with couples from both the outpost and the Ares declaring themselves to each other. I would also like to note that a mysterious lady caught the attention of the extremely dashing Fleet Captain Edin and the two made quite the figure on the dance floor. Way to go, Edin, you lucky dog.

When speaking of parties and the USF, we can't ever forget Admiral's Ahrele's New Year's Eve party. This tradition has been the mainstay for many over the years. There is nothing quite like counting down the new year four times while getting drunker and drunker with the brass. And with the lively sense of humor our Vice Admiral has, the party was anything but boring.

So, this is Laria Moonmoth, lifting my glass to each and every one of you. Thank you for a fantastic year and I'm looking forward to another one reporting the gossip and going ons of the fleet. Until next time, I'm Laria Moonmoth, reporting live from sector 039, Saturn's Rings.

TEMPORAL LEAP

Innovative Education of the 29th Century

presents

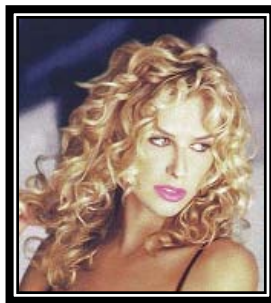
"A Covert Look at 24th Century Technology"

by Wilhelmina Sternenschnuppe

Tonk'peh! A Vulcan "hello" from your friendly neighborhood temporal journalist. Did you think you got rid of me? Hehe. Sorry. I'm not that easy to discard. I will appear wherever and whenever you least expect it, and perhaps announce I have come to interview YOU about your creation. In any case, I'm glad to be back and able to contribute to the last issue of the USF PADD for this year.

Since it has been a long time since my last article, we shall be skipping the questions from my readers about the previously featured officer. However, I have received a few questions about myself in the past few months, and though my focus with these articles is to draw attention to inventors and the creativity of other, I have the feeling some people won't mind if I answer a few of the most frequently asked questions about me.

1) Yes, my name is of German origin. Sternenschnuppe is the German word for "shooting star", and my family has been involved in space exploration and research in one way or another for dozens of generations. 2) No, I do not keep a file with ratings on the 'hotness' of my interview subject. And to be honest, if I had to choose which of them was the best looking so far, I could not. I have to admit, a beautiful and intelligent mind attracts me just as much a pair of sparkling eyes and a great smile. But let's remain professional. After all, I'm not doing this to meet men. Which reminds me... I have not had any female inventors featured as of yet. But I know you girls are out there! Don't be shy. Guys are not the only geniuses around here. Why not drop me a line and let me know something about your creations? 3) Finally, yes, I do have a picture of myself that I don't mind sharing with all of you. And I suppose today's article lends itself for that in particular, since I have no picture of my subject to share with you. He seems to be camera shy. Hehe. So, without further ado... Dr. Mini.



Yes, yes, I am a blond. But don't imagine I'm anything like the stereotype. They wouldn't have given me this job, if I wouldn't be highly accredited.

Anyways, enough about me. It's time to introduce my featured guest for this article, Fleet Captain Jonas Brent, Commanding Officer of the USS Lexington, and currently out on a deep space mission in unexplored space.

Part V - Jonas Brent

Captain Brent might not be an inventor in the sense that most of my other subjects have been, creating technology from scratch, but he is quite proficient in altering existing designs for more specialized uses. He's an excellent surfer and therefore much interested in water crafts. I recommend watching the documentary on his life story.

In the little time he has left between his duty to his ship and a limited private life, he loves working on improving existing technology. So, join me as I visit him on the Lexington and interview him about one of his innovative modifications. He simply calls it the "Sea Sled", but to my generation it is known as the "AquaConDR".

--==/\==--

As I appear on the edge of the wave tank on the Lexington (a room specifically designed with the Captain in mind), I'm a bit surprised. I have not expected to be sitting at the tank's edge. Apparently, the technicians at the Institute felt the closer I can get the better. Though, I feel a bit unnerved with the water beneath me. I have to orient myself and make sure I don't lose my balance and fall into the water.

Across the room, on the other side of the tank, Captain Brent is surfing in the computer generated waves. Not quite natural, but still different than surfing on a holodeck. I watch with my eyes growing bigger, as the wave he is riding begins traveling the length of the tank and quickly approaching my location. And before I can move, it breaks just below me, splashing all over me.

In an attempt to not get soaked, I jerk my body back and promptly lose balance. And with a loud squeal, I fall backwards, off the edge, and onto the floor... flat on my back. Very painful. The air is knocked out of me a bit. I find myself staring up at the edge of the tank, where just a moment ago, I had been sitting.

Jonas Brent's face appears over the edge, peeking down at me. Awkward! I cross my arms, trying to think of a witty remark.

Wilhelmina Sternenschnuppe: Well, if I'd known this, I would have put my wet suit on.

Captain Jonas Brent: Are you alright... crewman?

Captain Brent looks like he's at a temporal loss for words, as he stares down at me. I notice his eyes hanging on my clothing for a moment. I assume he is wondering about the peculiar style and by now realizes that I'm not part of his crew. His eyes twinkle a bit at me, but there's still that tad of befuddlement. I figure he probably wonders who I am. I wonder if he saw me appear out of nowhere on the edge of the tank. It still surprises me that the technicians have done that.

I crack a smile at him, then scramble up. I must seem like a blundering fool to him, just falling off the side of the tank like that. As I inspect myself, I notice that my jacket and hair seem to have taken the brunt of the water splash. So, I unbutton my jacket and hang it over the edge of the tank, then shake my hair a bit to try get rid of the excess water.

Dr. Mini: I'm fine, Captain Brent. Thank you for the concern. I'm Dr. Wilhelmina Sternenschnuppe. Nice to meet you.

As I stick out my hand, he takes it and shakes. At least that part of the introduction is going well. Though the look in his eyes seem to say for a second he's considering to call Security, his smile appears genuine and his handshake is firm, even if he isn't sure what to do with my name.

I take a step forward, the tank's edge reaching to about the height of my chest, and lean on it. I flash him my best smile to put him at ease. Since the questioning look remains on his face, I decide to explain why I am here.

Dr. Mini: I'm sorry, Captain. I don't mean to confuse you. Please, don't freak out on me, but... I'm not from here.

Jonas: That much is certain.

Dr. Mini: Yes well... I'm from the future, the 29th century to be exact. I'm here as an educator.

Jonas: I thought there were rules about time travel.

Dr. Mini: There are. It's sort of an experiment. I'm under supervision of the Department of Temporal Mechanics. Trust me, they wouldn't just let me go anywhere anytime. Lot's of applications to fill out and then being approved... and having a time limit to my visits now...

He folds his arms on the edge of the tank with his chin resting on them, as he listens to me intently. I suddenly realize that I've been talking too much and stop, grinning at him.

Dr. Mini: Sorry. I don't mean to blab on and on... I'm here to do an interview with you. - Where is my camera?

Due to my silly dismount off the tank's edge, I have completely forgotten to check on my equipment. I turn over my shoulder and look about, when suddenly the camera sphere pops out of a dark corner and hover toward us. Brent gazes up at it.

--==/\==--

Dr. Mini: I have a Holonet show in the 29th century, called **Temporal Leaps, it's an educational program about inventors and designers of innovative technology.** - And you are my lucky subject for this part of the series.

Jonas: And uh how did you, from the 29th century have knowledge of me, anyway?

Dr. Mini: You are a very well known personality, Captain. We have run documentaries on your life and... well, if I'd tell you why exactly I know who you are, then I would break one of those rules you were talking about.

Jonas: I haven't done much to become that famous ... I mean ... this voyage may get some attention for 10 years or so afterwards, but ... and then again, I guess it depends on the outcome, which, I assume you can't tell me about for the same reason.

Dr. Mini: Yes... - But trust me when I say, you're thinking small, Jonas. Can I call you that? - For all you know, I could be talking about something still much further in your future.

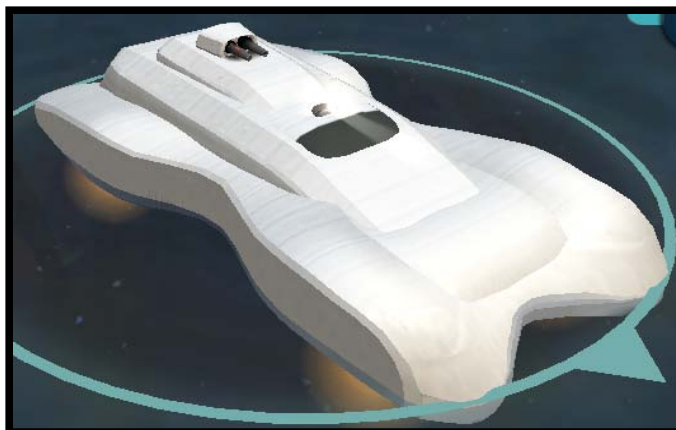
Jonas: Yes, you can call me that ... and what do I call you? Willie?

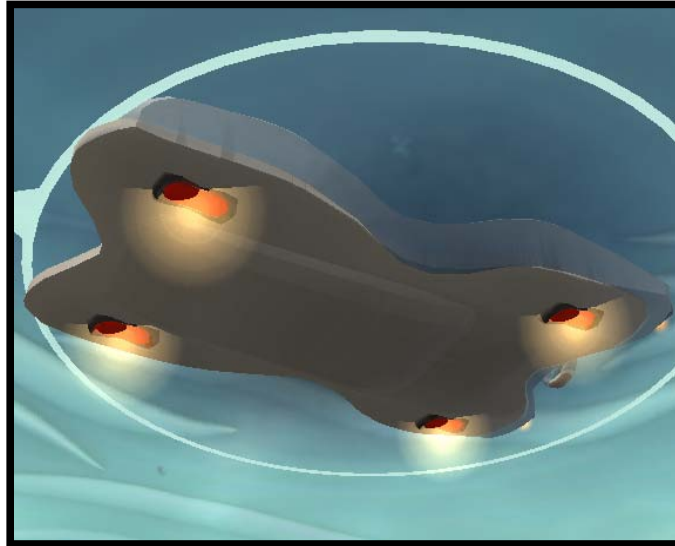
He chuckles lightly, and I can't help but laugh with him, as I lean against the tank's edge. He's an engaging man.

Dr. Mini: My friends call me Mini. - Anyways... I'm here to interview you about your water sled.

Jonas: Okay, Mini. Go for it ... but ya know, that's not "my" water sled. It belongs to the Lexington, and technically it's Star Fleet's water sled.

Dr. Mini: I'm aware of that. But you modified it to the current design you have on this ship. And I'm interested in your thoughts behind the new design.





Dr. Mini: Tell me, what brought about your desire to make the modifications?

Jonas: It's primarily for away team use in a water environment. I wanted something that would transport a crew over water, the ability to go under water if necessary, and to transport people and a small amount of personal and ship's supplies onto shore, or to use as a lab when there was no land masses near ... more importantly, I wanted something small to serve for recreational purposes, not just official.

Ah, yes, his love of recreational activities involving water comes to the fore. I have to keep a chuckle in, for he suddenly gets serious and changes subject on me.

--==^==--

His concern obviously on something that just currently happened on this mission... the disappearance of Commander cha'AAnikh, he asks me a few questions about the Romulan's safety. I assure him, the Commander will be alright, though do not mention to him that he won't remember anything I said anyways. No need to make him more upset than he already is.

(For more information on Commander Havraha cha'AAnikh's career and this particular incident with the Tonchan long-range transporter device, please watch the documentary on his life story, or the series *Lost in Space?*, which explores missions gone awry and their surprising conclusions.)

Dr. Mini: Would it put you at ease to know that you shall see him again... and you will be proud of him?

Jonas: I *am* proud of him ... and it does indeed make me feel better.

--==^==--

Jonas: Very well, on with the interview, Mini.

Dr. Mini: Yes. - You seem to be at home in water. It only makes sense that you would be interested in improving a water vehicle to such extend. Though... it's very interesting to me that you said, it was more important to you to have it for recreational purposes. - Care to expound on that?

Jonas: Fun, Mini! I want to be able to have fun too. It can't be all official, or we'll go crazy ... especially on this long voyage. - It's as recreational as it is scientific.

Dr. Mini: Which is perfect to share with... certain people.

I can't keep from smiling at my coy remark, and he picks up the reference without missing a beat.

Jonas: So, I take it, you're history also records a certain, Gia Ferrari?

Dr. Mini: Now now, Jonas, you've already asked too many question about future events. You're going to have to wait to find out how that chapter plays out.

Jonas: That's okay. I don't want to spoil too much, anyway.

I'm sure if I had the time we could fill a whole session with his thoughts on Doctor Ferrari, his sheepish smile says as much, but I have to draw the conversation to the technology again, since I am on a timer.

Dr. Mini: So... have you had a chance to use this sled for either purpose yet?

Jonas: We've used it only once so far. I'm sure we'll have other opportunities. The Tonchans tell us there a few water planets along our path. One is artificially contained by an ancient technique left by an extinct race. That should prove interesting. Another is 88 percent water, and two others are inhabited. Maybe we'll meet the civilization during our voyage.

Dr. Mini: I can tell you this much, your modifications have paved the way for the design we currently use in underwater research all throughout the Federation's territory.

He seems surprised at my words, though genuinely excited at the thought as well.

Jonas: Really? I rather though it wasn't more than putting practicality on something already designed ... it's less rugged, and less capable than the already designed craft. - It does make it more flexible though in areas of recreation. - Hmph. How do you like that.

Dr. Mini: Exactly, it has other benefits. And those are the ones that drew attention to it in the first place.

Jonas: It's more stealthy, too ... able to get into smaller and tighter places. It has a smaller scan signature, so it's not as easily detected. Now that I think of it, it would be great for observing a species of life form in its natural habitat with less change of being spotted.

Dr. Mini: All aspects which made it interesting to future researchers. - And you have... will have... some excellent opportunities to tests its field worthiness.

The camera sphere suddenly beeps, letting me know my time is about up. What a shame! I'm having such a good time talking to him, after putting the blunder at the beginning aside. But alas, I have little choice.

Dr. Mini: Ahh darn... it seems like my time is up, Jonas. - I appreciate your time. It was rather enlightening. - Thank you.

I hold out my hand and he shakes it for a good-bye. Then I put my glasses on and wait for the sphere to activate the memory erasing device. "Back to the future..." And before he can finish asking me if he will be able to see the interview, I disappear in a flash of light, leaving him without any recollection of the whole event.

--==^==--

It seems this was my day for blunders. As I arrive back in my own time, I suddenly realize that I have forgotten my jacket draped over the tank's edge. I want to kick myself for that. So do the agents at the Temporal Institute. They ponder if it's worth sending me back and tell me to go to my office in the meantime.

A couple of hours later, I get a visit from my superior and a couple of agents. They explain to me that apparently, my forgotten jacket has altered the time line by stifling certain developments between Doctor Ferrari and the good Captain. (For a more in depth look at Jonas and Gia, watch the documentary series *Power Coupl-ings – Part 3*). Leave it up to me and my clothing items to mess up history. So, back they send me to retrieve the missing article before it ruins the past.

The recovery is simple enough. This time the technicians make sure I'm not ending up at the tank's edge, but on the floor beside it. Jonas hasn't moved the jacket yet and is once again busy surfing. I steal one more look at him. I can see why the Doctor enjoys having him teach her how to surf, I wouldn't mind it myself. But alas, so is the life of a temporal journalist... one cannot mess with anything, no matter how tempting.

As I once again return to the 29th century, I'm satisfied that things will go just as they should, though neither Jonas nor Gia will ever know that I restored not only history, but something very special for them as well.

For a full-length holorecording of this interview, please access the Federation Holonet and proceed to the Federation Public Education Agency database, under the subject *Temporal Leaps*, serial number 7854449-005.

DON'T MISS MY NEXT INTERVIEW with **Eric Praethen**, who serves as Captain of the renowned USS Excelsior when I drop by.

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, 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.

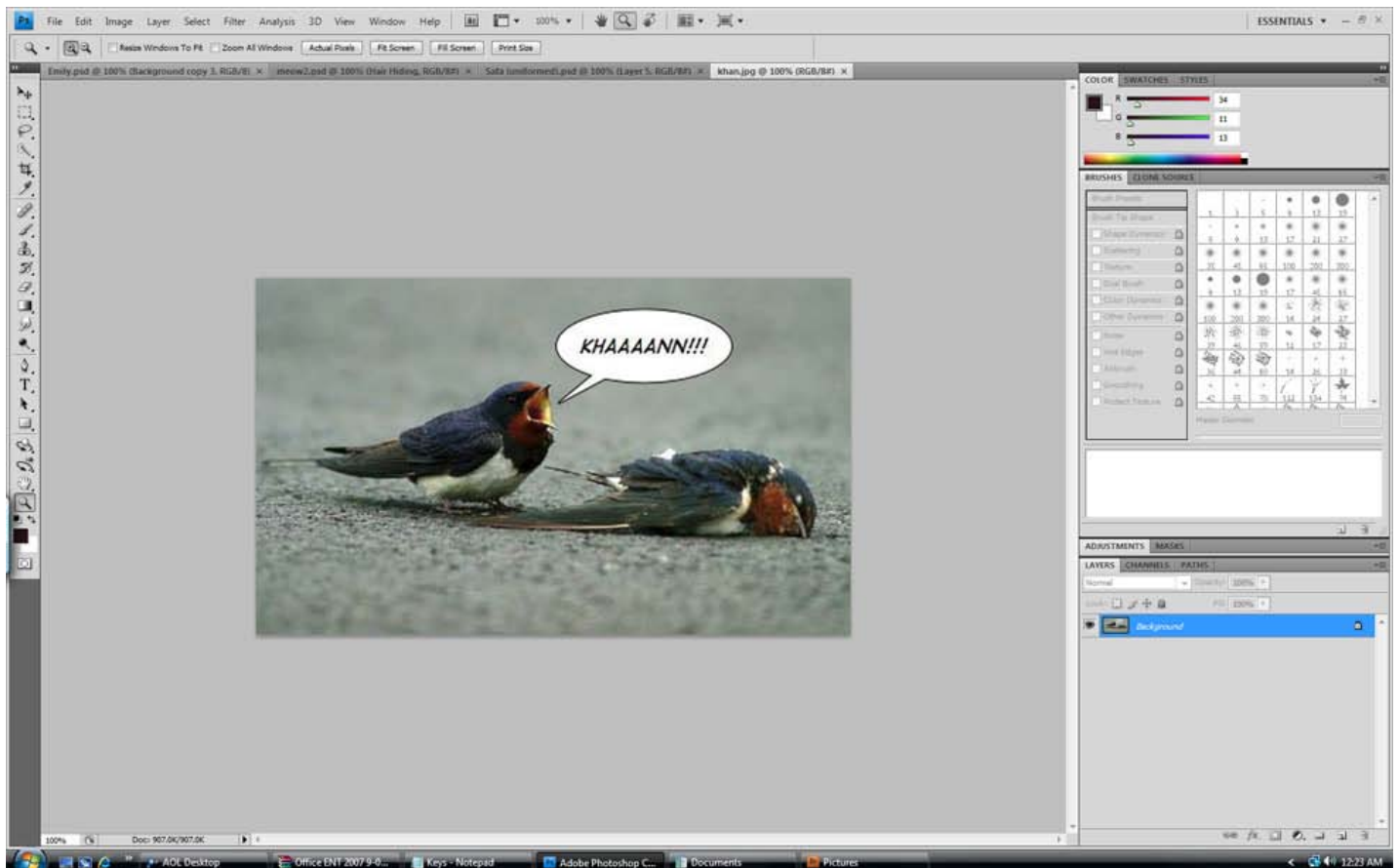
Product Review

Adobe Photoshop CS4

A couple of months back, Adobe released Creative Suite 4, the latest in their collection of media producing computer applications they've built their business around. Apart of this "CS4" is a humble little program named Photoshop. Photoshop CS4, to be exact, and it's been touted as the most dramatically improved of all the applications in CS4. Some have even gone so far to say that the new Photoshop is a revolution. In my opinion? It is, but only to certain people, and may or may not be worth a purchase to help you edit starships and bio images to maximize your sim experience.

Not surprisingly, feature wise, Photoshop CS4 remains nearly identical to Photoshop CS3, just as CS3 was nearly identical to CS2 before it and so on and so forth. Really, for the past few years, each version of Photoshop has been an incremental upgrade to say the least. While I might be able to say that the leap between Photoshop 7 and Photoshop CS4 might be comparably huge as far as features go, those who have newer versions of Photoshop may simply not be that impressed with the "improvements" they'll be able to spot, especially for the price tag.

Most of the big changes to Photoshop this year is under the hood -- Photoshop CS4 is finally able to utilize your graphics card for processing images and 3D effects. On top of that, the Windows version is compatible with 64 bit versions of the Windows Operating System. If you don't know what 64 bit Windows is, then you can rest assured you don't have it, so you simply won't see the performance boost that this provides, but by no means will it detract from your enjoyment of this new Photoshop if you can't partake in it.



As far as noticeable features are concerned, most users will immediately notice the new, clean look of the window. Also worth noting is that, by default, all the documents you open do so individually - this is a new selling point of CS4. Essentially, all your open documents are now tabbed up at the top, like a web browser, so you can quickly switch between documents without losing things behind other windows. It's a definite improvement, and it's made better by the fact that you can easily set it up to view 2, 4, or more images at one time, or make images hover in their own windows above other documents, so on and so forth.

Strangely, two previous filters have been oddly removed -- extract, and the pattern maker. These of course may not be important to the layman, but I personally was rather upset that I couldn't make patterns for my planets anymore. However, never fear, they're actually included in a "goodies" folder still, but have to be installed manually.

The extended version of Photoshop CS4 offers even more advanced features, including tools that help editing 3D objects even easier. Now, you can even directly paint onto the textures of 3D objects without unwrapping them. Completely useless to people like us, but it's an advanced feature that's moved some things around in the process of being implemented, so it's good to understand why things may not be in the same place they use to be.

Some of the neatest additions to Photoshop CS4 is introduction of entirely new panels like the Layers Adjustment Panel, which makes applying adjustments to layers or groups quick, easy, and most importantly editable.

Beyond that, Photoshop CS4 is a similar beast to what it used to be, and if you're interested in joining along with our tutorial series, you'll do just fine settling with older versions of the program as well. However, if you're a student, you can get Photoshop CS4 at a hefty discount, which may be worth it in the long run.

USF Cookbook

By Ret. Fleet Captain Robb Clemens



Happy New Year!!!
Hope that the start of the year has been pleasant for you all, and one filled with fun and laughter. I was thinking of foods that I should put on the PADD for this

month as I didn't have any recipes submitted, and I thought I'd share what is tradition in our family to have and that is tamales. Now there are all types, chicken, beef, pork, and even sweet ones with raisins. But I like the pork the best of all of them. This recipe seems to match what I get from this little ma and pa restaurant each year. Buen Apetito!

Mama's Red Tamales

4 large size pork shoulder roasts (about 24 pounds)
8 tablespoons garlic salt
4 pounds New Mexico dried chili pods
Whole cumin seeds, crushed (about 4 tablespoons after crushing)
Salt, to taste
3 to 4 bags dried cornhusks, cleaned and soaked in water
25 pounds prepared masa

Prepare pork roasts by boiling the meat with about 2 tablespoons of garlic salt per roast. Use as many pots as you need to accommodate the roast. Cook the meat until fork tender and comes apart with no resistance. This usually takes about 2 hours. Reserve pork broth. Pull meat apart into chunks and refrigerate until ready to use.

While the meat is cooking, clean dried chilies by removing the tops and discarding the seeds. Place pods into a bath of water and soak for a few minutes. While pods are soaking, fill a large pot halfway with water. Place your clean chili pods in the water and push them down until the water covers all. Bring to a boil and then simmer 34 to 45 minutes. When done, remove from heat.

Transfer small bunches of the tender chili pods to a blender and blend on high until the pods turn to a liquid mixture. (The seed and skins will make the

mixture seem a little chunky but that will be removed in a food mill.) Pour the chili sauce into a food mill which should be attached to a bowl or saucepan. Run the sauce through the mill until no more liquid is left in the top of the mill. Discard the leftover seeds and skin. Repeat this process for the remaining chili sauce until all of it has been run through the food mill. Next, add the ground cumin to the chili sauce. This sauce uses quite a bit of salt; add small amounts at a time, to taste.

Once chili sauce is properly seasoned, add pork to the chili sauce. Stir until thoroughly mixed. No need to heat, just put the mixture in the refrigerator until ready to use.

Open packages of cornhusks and remove the silk from each husk. Place cornhusks into a sink filled with warm water. Let the husks soak for about 3 minutes. Remove the husks from the water and place on a cookie sheet and cover with damp towel to keep moist.

Prepare masa according to the directions on the package, or buy premade masa, available at specialty ethnic food stores. Also try calling a Mexican restaurant, they may make it for you. To soften up the masa before you work with it, add approximately 2 cups of the reserved pork broth.

Once softened, divide masa into deep bowls amongst the people helping. Press masa flat, down into the bowl, creating a flat surface. Take 1 cornhusk and lay it flat, add a large dollop of the masa onto the husk. Spread the masa out onto the leaf with the back of a spoon to create a thin paste like coverage, being sure to leave no holes. Place 2 tablespoons of the chili sauce/pork mixture onto the masa. (It's best to keep a bowl of the sauce next to you at all times.) Fold the tamale bringing two sides together so that they slightly overlap, then fold the bottom up over the folded sides. Press down slightly on top of tamale while holding everything in place and the masa will act as a glue to seal the filling.

Place tamales standing upright into a large double steamer. Steam for 2 hours. Remove tamales from steamer and let stand about 5 minutes. Pull off husk and eat. If desired, tamales may be frozen in plastic storage bags. To steam frozen tamales, just add 1 hour to the cooking time.

Yum yum... that makes me want to go and heat up another tamales for lunch... which I just may do. Now, if you have cable and the Food Network every year after the holidays they start promoting healthy eating... well this year is no exception and here is a nice little recipe for those of us that like pasta. I think I'll even try this one... much better than Stouffers I'm sure! Buon Appetito!

Mushroom, Sausage and Spinach Lasagna

8 ounces lasagna noodles, preferably whole-wheat
1 pound lean spicy Italian turkey sausage, casings removed
4 cups sliced mushrooms (10 ounces)
1/4 cup water
1 pound frozen spinach, thawed
1 28-ounce can crushed tomatoes, preferably chunky
1/4 cup chopped fresh basil
Salt & freshly ground pepper to taste
1 pound part-skim ricotta cheese (2 cups)
8 ounces part-skim mozzarella cheese, shredded (about 2 cups), divided

Preheat oven to 350°F. Coat a 9-by-13-inch glass baking dish with cooking spray. Put a large pot of water on to boil.

Cook noodles in the boiling water until not quite al dente, about 2 minutes less than the package directions. Drain; return the noodles to the pot, cover with cool water and set aside.

Coat a large nonstick skillet with cooking spray and heat over medium-high heat. Add sausage and cook, crumbling with a wooden spoon, until

browned, about 4 minutes. Add mushrooms and water; cook, stirring occasionally and crumbling the sausage more, until the sausage is cooked through, the water has evaporated and the mushrooms are tender, 8 to 10 minutes. Squeeze spinach to remove excess water, then stir into the pan; remove from heat.

Mix tomatoes with basil, salt and pepper in a medium bowl.

To assemble lasagna: Spread 1/2 cup of the tomatoes in the prepared baking dish. Arrange a layer of noodles on top, trimming to fit if necessary. Evenly dollop half the ricotta over the noodles. Top with half the sausage mixture, one-third of the remaining tomatoes and one-third of the mozzarella. Continue with another layer of noodles, the remaining ricotta, the remaining sausage, half the remaining tomatoes and half the remaining mozzarella. Top with a third layer of noodles and the remaining tomatoes.

Cover the lasagna with foil and bake until bubbling and heated through, 1 hour to 1 hour 10 minutes. Remove the foil and sprinkle the remaining mozzarella on the lasagna. Return to the oven and bake until the cheese is just melted but not browned, 8 to 10 minutes. Let rest for 10 minutes before serving.

Ingredient note: Whole-wheat lasagna noodles are higher in fiber than white noodles. They can be found in health-food stores and some large supermarkets. Variation: For vegetarians, use a sausage-style soy product, such as Gimme Lean, or simply omit the sausage altogether.



USF Photoshop Tutorials

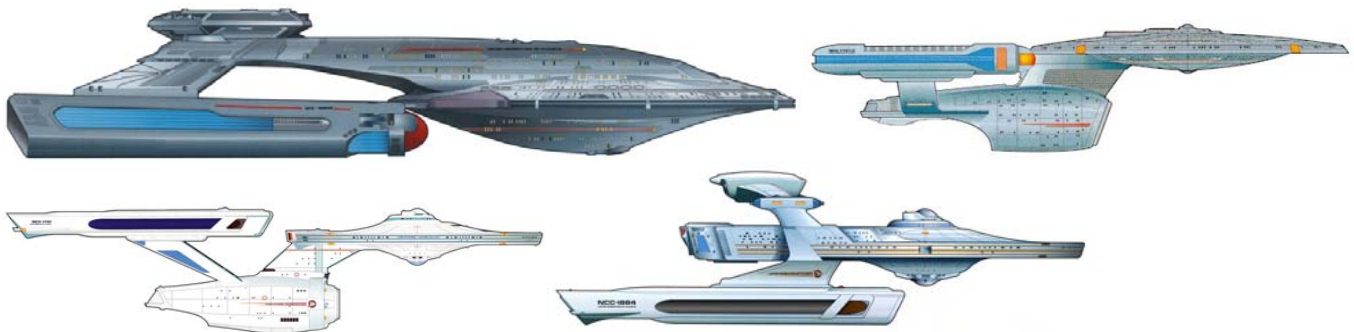
Part VI: Kitbash

By Commander Havraha cha'AAnikh

Hello loyal pupils! Before we get started, I wanted to implore everyone and anyone who wants a bio image or who may want to see how to accomplish something for a bio image, to please email us at USFPADD@gmail.com. Include the name you're known as in the USF, your character name, a basic model you would like to use, and what you would like to see changed for the bio image! This will let us continue to come up with content for USF Photoshop Tutorials and keep you entertained, along with giving you a free bio image that's so good, you ought to be paying money for it! What more could you ask for? Now, on to this month's article!

If you've ever wanted to design your own starship but never knew where to start, you're not alone. A tried and true method of building starships even today is the kitbash – cutting up pieces of starships and putting them together to make new ones. Typically done with old starship models, it's hardly a simple thing to do. But with Photoshop? Well, maybe that's another story. In an effort to show more of the wonderful things Photoshop can do, we're going to step away from aliens and into the world of kitbashing.

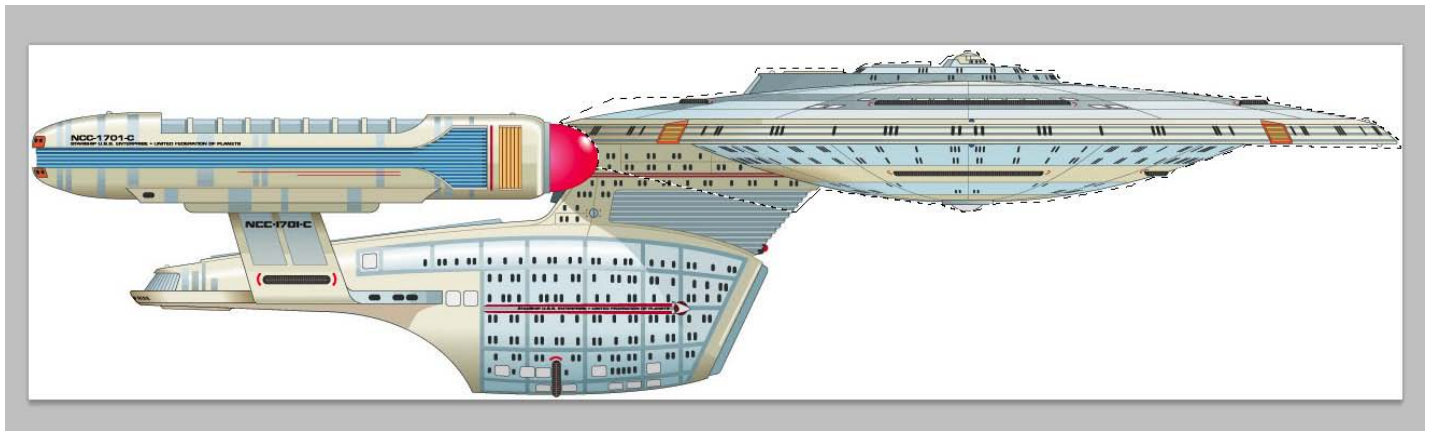
Technically, you can kitbash anything with Photoshop, but for optimum results you may want to kitbash with *drawings* of starships; preferably, profile views. This way you can have a consistent angle to work with. These are the kinds of drawings I've collected off the internet for use –



Likelihood is, you'll want to work with pictures much larger than this, of course. However, you'll probably run into many problems when you find them. Generally, the first problem you'll run into is size. Some may be huge, others may be small. So your kitbash will only be as big as your smallest ship. Secondly, you'll run into conflicting illustration styles. Some may be super realistic, others may be super basic. There's very little you can do about that. So to start off, gather the ships you want to use off the internet, like the ones I have above, and open them in Photoshop.

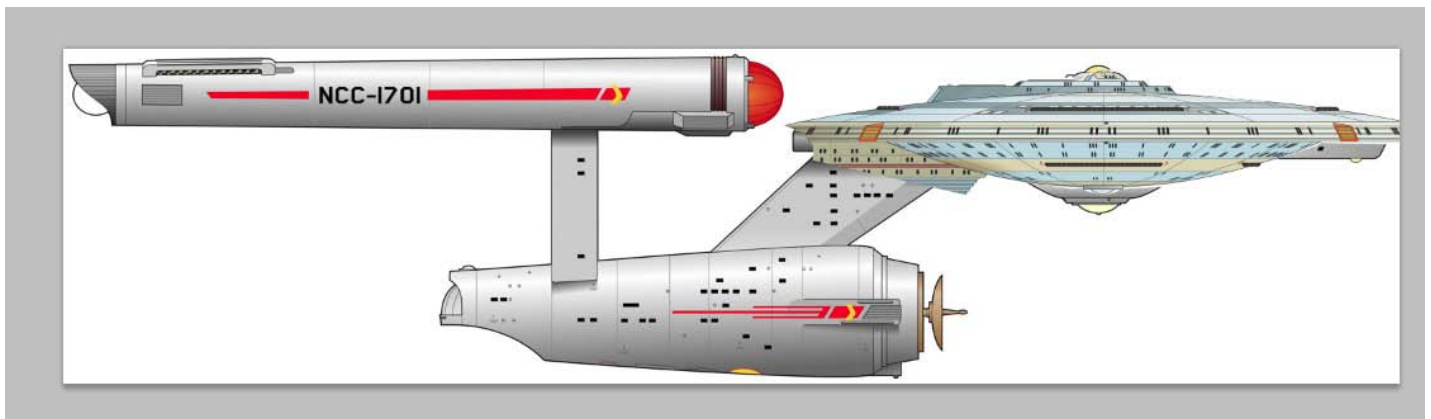
Next, we're going to start cutting out parts. Use the **Polygonal Lasso Tool** we've used in other tutorials to cut around pieces on the ships. You can get as precise or imprecise as you like with this ... though you may be erasing things later.

So, as you can see on the next page, I've begun selecting the saucer out of an older Ambassador class vessel using the polygonal lasso tool. I got precise with it on some areas, others ... not so precise. On the imprecise areas where white is still selected, be prepared to erase that later ... so don't leave a TON of white else you'll be hitting yourself. Check that out below to get an idea of where you ought to be cutting off things for your selection. See the marquee!? Look close!



Now, with that selected, go to **Edit > Copy**. This will copy the selection you have. Once again, never “cut” a selection, because that removes it from where it originally was, and if you mess up and need to select it again, it won’t be there! So copy it, and then find another ship image you want to use ... probably the hull. I, personally, have chosen a nice old Constitution class!

Once you’ve gone to **Edit > Paste** to paste the saucer you’ve selected and copied onto the different ship’s image, it’ll stick itself in there like a new layer. Press **V** on your keyboard to access the **move tool** quickly (or just select it from the toolbox), and ... making sure you’re on the topmost layer... grab it and move it around to reposition it onto the saucer’s head. This is what mine looks like!



Woah! Starting to get the idea, eh? Well, the trained eye will notice more than just the obvious – it’s OBVIOUS that the ship’s textures are very different, of course, but the unobvious is that a little bit of the original saucer is showing underneath. We’ll need to paint that out so our new saucer will look like the only one there.

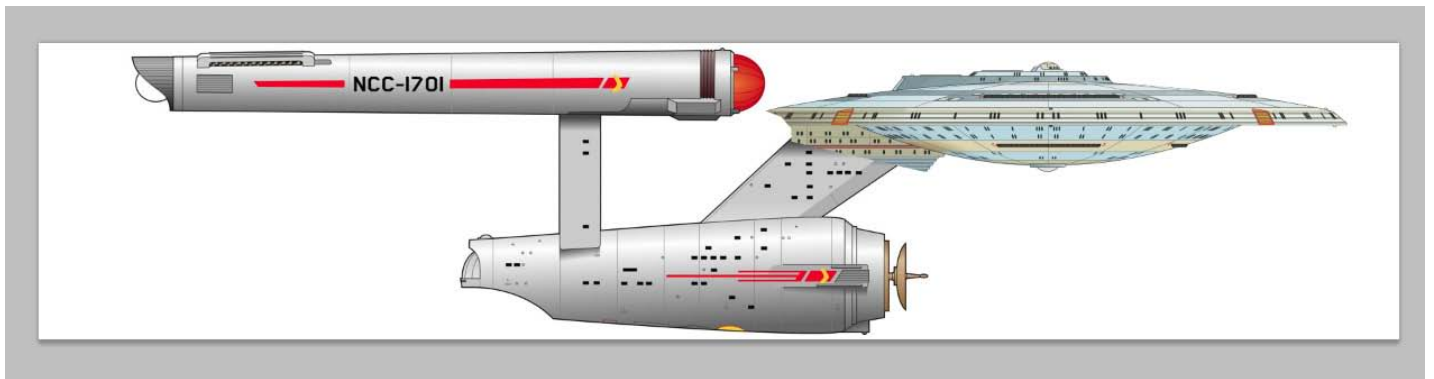
Grab the **paint brush tool** and, from your colors panel, pick pure white. Now, make a new layer (hopefully you remember how to make a new layer by now), and position it in between the original image and the new saucer’s layer. Now, start painting some white around the area of where the saucer is. You’ll notice that you’ll only cover up the original saucer, not the new one, because of the way the layers are positioned! Paint away, but be careful around the neck – cover up too much and the saucer and neck will start to look disconnected!

Now, of course, this may be where you start to run into problems. Perhaps your new saucer is too big? Mine not only has too large of a neck, but as you can see, the tip of it also carries across the image’s border. There are two things we can do about that.

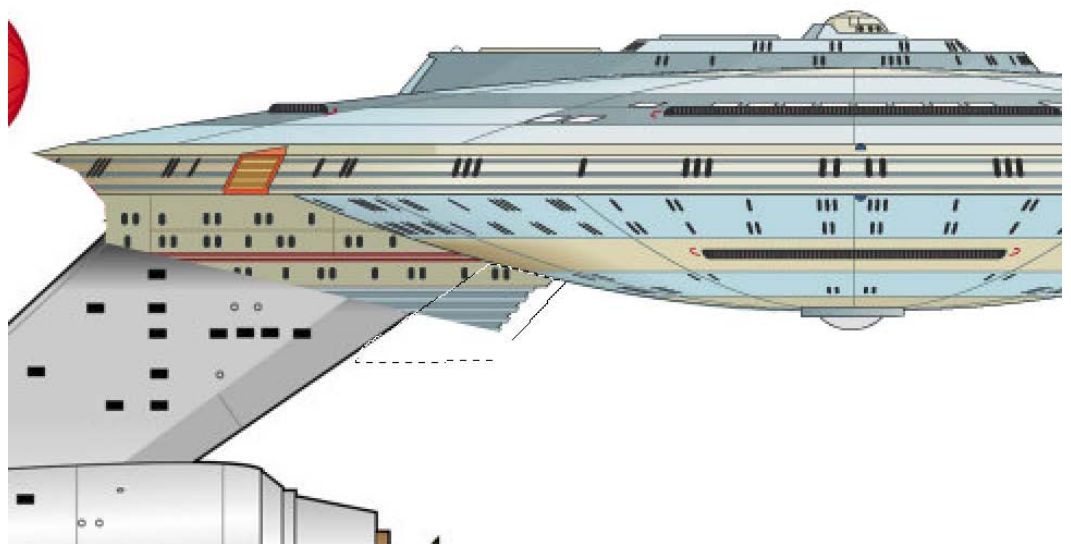
If you don't mind making your saucer a bit smaller (or if that's what you need), then press **CTRL + T** to open up the **Free Transform Tool** we've used so often by now and grab the corners to resize saucer. Remember to **hold shift** while doing so to constrain the proportions, else you'll have a weird look saucer indeed.

If you like the size of your saucer but want to see the tip of it, like I do, then we'll need to make the canvas of the image bigger. Now, note here, there is a major difference between **image size** and **canvas size**. Image size will change how big or small the actual picture is with everything within it. Canvas size will only shrink or expand the box of the picture, and not its contents. In my case, we need a **BIGGER** canvas, so that's what we're going to do.

If you have this problem too, then you can go to **Image > Canvas Size** and make your adjustments. Now this may be counter intuitive for you ... it may be showing the canvas dimensions in inches. If you're fine with that, then go ahead and try to input a larger number. For instance, my dimensions are a width of 6.703 inches, and a height of 1.678 inches. In this case, I usually go ahead and increase the dimensions I need by a full inch. If I don't like it, I can just cut it down later. So I'm going to make my width 7.703 inches and see how that looks. If you don't like inches, you can change the measurement units to something else, like pixels, from the drop down box. So as you can see, this is starting to look pretty nice. But there's still a problem ... that saucer's neck is bigger than the neck of the hull. It's time for some precision painting! Afraid? Don't be. We'll use the lasso tool to make sure you keep a straight edge, even with your puny mouse!

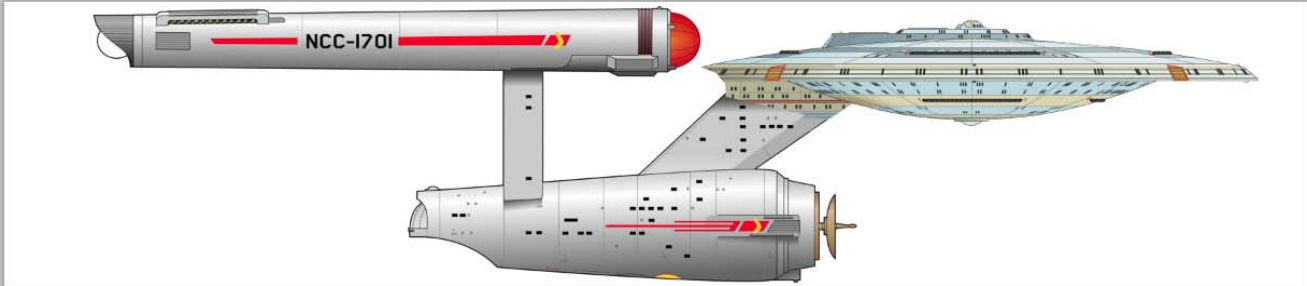


Click on your topmost layer, which should contain your new saucer. We're going to be painting on this layer. However, skip the brush at this point. Grab your beloved **polygonal lasso tool** and start at the Constitution's neck, trying to project where it ought to be. I know this is confusing, so let me include a picture!

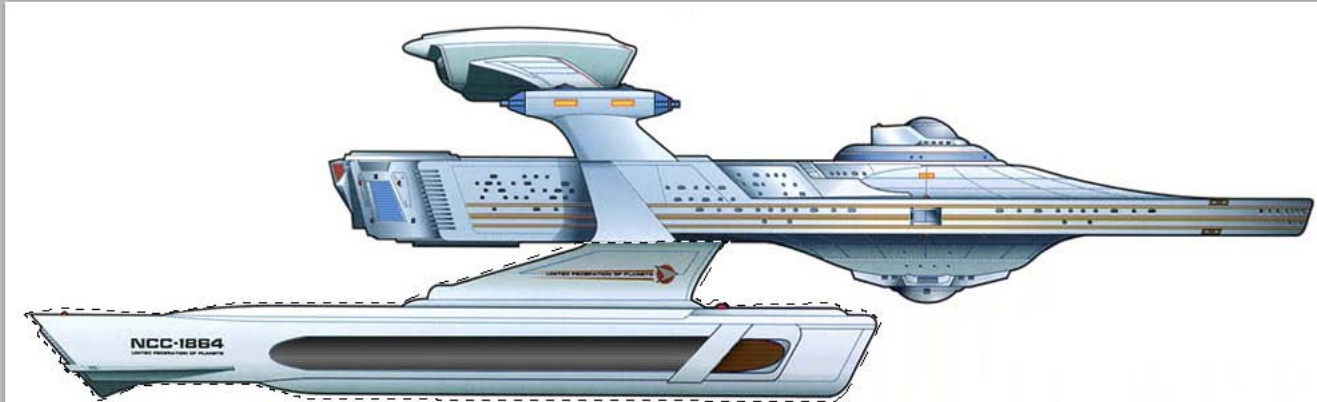


Aha, so you'll see that what I've really done is selected the bit of the neck that didn't look right, while staying away from the good piece of saucer. I have a bit of a box going on here with this

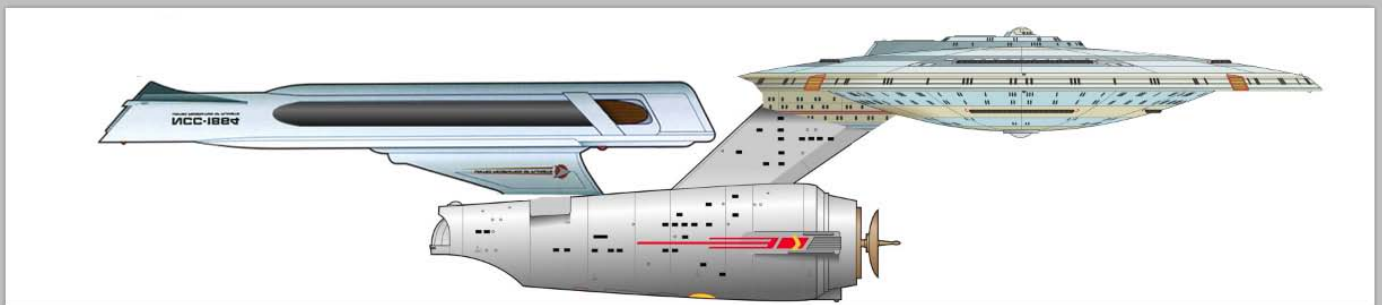
selection. So, what am I going to do with this box? Welll.... Get the **paint brush tool**! Why not the paint BUCKET tool? Well, it's a little inexact in Photoshop and can get nasty, so just stick with the smooth stuff! Paint all of that neck with white and fill up that box. Also, you can use the **eraser tool** to simply delete it without filling it with white paint!



Well, she's looking pretty rad, but a kitbash wouldn't be a good kitbash without a re-examination of those nacelles! Aha, I found some I like.

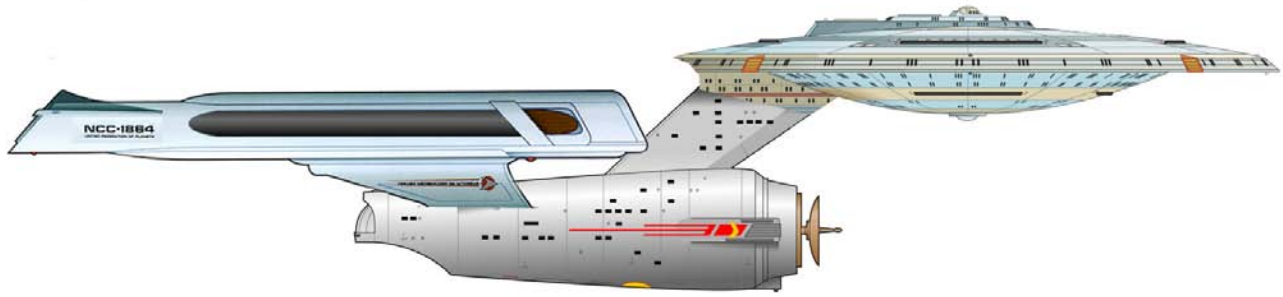


I bet you can see where this is going. Rinse and repeat!



I clicked on the Constitution's layer, erased the main nacelle it has there, and then pasted the copied nacelle onto a new layer. Of course, it was kind of an underside nacelle, so I went to **Edit > Transform > Flip Vertical** to magically make it an upside nacelle! Of course, that made the embarrassing problem of having all the NCC information upside down ... but a little copy, paste, and vertical flipping will fix that as well. More pressing is the matter that there is no smooth place for

the nacelle to latch onto the hull, and the original nacelle base is still there! I think I'll just cover it up by moving my new nacelle down a bit, but you could always paint it out with your magical paintbrush and the color picker tool, if you wanted!



Well, now we have a pretty smooth looking kitbash! But is there a way to make it look a bit more ... oh, I don't know ... unified? There is! There's plenty of ways, actually. It all depends on how much effort you want to put into it and how much technique you can muster ... but for me? I like that bluish tone there. Let's try that!

Using the **color picker tool**, I selected some of that bluish tone from the nacelles, then grabbed my **paintbrush tool**. Up at the top where it says **mode** next to a drop down menu, I set it to **color** and proceeded to color my new saucer with it. It's good to **CTRL + Left Click** the picture of the layer you're working on when doing this, because that will select only the contents of that layer so you don't accidentally start painting off and covering up some of the things under the layer.

I then proceeded to paint the hull. Having trouble painting on the hull's layer? Your layer may be locked because it's the "background layer"! Try double clicking it and pressing ok on whatever popup window comes up, and that'll make that layer editable! My results?



A handsome kitbash if I do say so myself! I call this one ... the Havraha Class. It's ... so ... so beautiful

Well, there you go! Experiment! With time, you may even be able to copy windows and make the textures of the hulls and nacelles look the same! WOAHA! And, once again pupils, you've learned how to do yet one more thing in the magical world that is photoshop. I implore you all to send your suggestions for bio images and articles to me at the PADD's email address, USFPADD@gmail.com, and get yourself a free bio image in the process! See you all next issue!