

USF PADD

Featured Sim:

Starbase Everest



ENT Episodes

Which ones might be
worth a second view?

Special Effects

You will find no girly
makup tips here!

From the Editor

Greetings all!

Once upon a time, one of my alter egos called Starbase Everest home. It's been a long time since I've walked those corridors, but I still have fond memories. As I found out in an interview with the sim's creator, Captain Kieron Lynx, so does he. And he walked those halls some 15 year ago!

Yes, you guessed it, this month's issues features Starbase Everest (SBE) and its crew. Which unfortunately is dwindling, and therefore I'm making a special call to you all: If you have the time on Sundays, consider how much fun it might be to serve on a starbase! It's a little different than on a ship, I can tell you that. But a lot of fun.

This month, the *USF PADD* also has several other interesting features from writers that are making their first contribution. We have an editorial/review about the merits of perhaps taking a second look at *Star Trek's* most disliked series, "Enterprise," and an article about something one USFer is particularly fond of, special effects makeup.

There's also a poll all readers are invited to participate in, voting on your favorite *PADD* cover page. And of course, such regular features as the News, the Ad-Lib and the Cookbook sections. This time it's all about chocolate. Yum.

So, kick back, take a peek, and enjoy the read!

Lorí

Wanted: Ads

Consider advertising for your Sim in the *USF PADD*

All USF hosts are warmly invited to submit

GRAPHIC or TEXT ADS

to be displayed in various sections of this magazine.

For more information email:

usfpadd@sector001.com

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On the cover: Starbase Everest image by Cpt. Kieron Lynx, background graphics by Cpt. Loriaarra

Briefings



Memorable Quotes

I don't think you ever leave *Star Trek* for good.

– Jonathan Frakes

"You explore the universe. We've found that a single moment in time can be a universe in itself."

– Anij, to Jean-Luc Picard, "*Star Trek: Insurrection*"

Intelligence Report

by Lieutenant Commander Solik

Do You See What I See?

It seems that every month, there's a bit of info out that leads us further and further into the technology of the 24th century. What's next, warp drive by the end of the year? At least today, I get to report on a new technology that can help congenitally blind people to "see". The device involves a pair of headphones and special eyewear, and translates the distance and position of objects into "soundscapes" that the wearer can understand.

See how it works:

- <http://www.startrek.com/article/geordis-visor-becoming-a-reality>

Geekdom Squared

After more than forty years of broadcast and motion picture films, the two science-fiction franchises known worldwide finally come together. Coming this May, *Star Trek* and *Doctor Who* finally crossover! Brought to us by IDW Publishing, the comic book will feature the *TNG* cast with the Eleventh Doctor and his companions, cooperating in their struggle against their most powerful adversaries; the Borg and the Cybermen. Given this info, the comic is aptly named *Assimilation²* (Squared).

If you're not currently following *Doctor Who*, the series is between the sixth and seventh seasons during the eleventh incarnation of The Doctor. The seventh season is scheduled to begin airing toward the end of this year.

Geeks, revel in the glory of science-fiction!

- <http://www.startrek.com/article/idws-tng-doctor-who-crossover-comic-due-in-may>
- <http://trekmovie.com/2012/02/13/details-and-cover-from-star-trek-tngdoctor-who-assimilation2-crossover-comic/>

Remember when Data...

Throughout *The Next Generation*, we saw Data grow. No, not physically. His legs are 87.2 centimeters in length during the entire run of the show and subsequent films. But there were times

where he exhibited moments of emotional growth and even humor, although most times unintentionally. Jordan Hoffman, author of the the blog "One Trek Mind", describes Data's Top 10 Moments, from his intimate encounter with Tasha Yar, to beating a Klingon at arm wrestling. Find out what else Hoffman considers to be "epic Data".

Check it out:

- <http://www.startrek.com/article/one-trek-mind-13-top-10-data-moments>

A Powerful Team-Up for the Upcoming *Star Trek* Game

At last year's E3 gaming conference, it was announced that Paramount was starting development for a new game based off of the reboot film. Recently, it was stated that the game would fill in the gap between the last movie and the still-unnamed sequel, set for release in 2013. Now, we're being told that Paramount is teaming up with Namco Bandai, a Japanese video game design and publishing company. Namco Bandai may be most popularly known for the development of the *Soulcalibur* series of games. (Prior to *Soulcalibur IV*, the series was developed by Namco before the merger with Bandai.) Knowing that, and some of the other game Namco Bandai has published, I think we can expect this to be a great game. The game, which has yet to receive an official title (I see a pattern here), is set to release in the first quarter of 2013. Sounds good to me, fitting with the storyline.

Read on:

- <http://trekmovie.com/2012/02/10/paramount-teaming-with-namco-for-star-trek-movie-universe-game-to-be-released-q1-2013/>

We've Changed History

Remember throughout *Star Trek* and the subsequent series, how they discussed past people and events? They mostly involved the crew traveling back in time. Well, we never launched the Voyager 6 probe, and Chronowerx never got picked up. What else have we missed?

Find out what might have been:

- <http://www.startrek.com/article/ten-for-ward-4-undefined-star-trek-events-which-shouldundefinedve-happened-by-now>

Event Calendar

(upcoming *Star Trek* and *Star Trek* related conventions)

Oct. 28, 2011-May 28, 2012 – [Star Trek: The Exhibition](#), St. Louis Science Center, St. Louis, Missouri, USA

April 27-29, 2012 – [TNG 25 Year Cast Reunion](#), Calgary Comic & Expo Center, Calgary, Alberta, Canada

May 6-8, 2012 – [Official Star Trek Convention](#), Crowne Plaza Cherry Hill, Cherry Hill, New Jersey, USA

For details on official *Star Trek* conventions, visit www.creationent.com.

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by Lieutenant Commander Solik

Got plenty of big news this month! The biggest perhaps is the return of the master... Dan Stahl! After his resignation only five months ago, he recently took a position back at Cryptic Studios in a lesser capacity. A few weeks ago, it was announced that Stephen D'Angelo would be stepping down as Executive Producer to Chief Technology Officer, and Dan Stahl is now back in the Captain's chair! For more details on this change, read the communiqués from both of them [here](#).

To celebrate the release of the fourth Featured Series, a new *DS9* bundle was made available in the C-Store. It contains new ground weapons, uniforms, duty officers and a playable shuttlecraft. In addition to this, players saw that they could pickup Cardassian Lock Boxes throughout the game from killed enemies, and the only way to open them is in the C-Store. We also saw a new runabout in the C-Store last week, to coincide with the third episode, which requires the use of a shuttle or other small craft. A new boost system was also introduced to replace the timed boosts previously granted from various prize boxes. Continue reading to learn all about these!

A War in a Bundle

Starfleet Admirals, Bajoran Vedeks, Cardassians, Romulans... What do all of these have in common? They were each an integral part of the Federation/Dominion War during the 2370s. With the release of the latest Featured Series, "The 2800", which features a long-lost fleet emerging from the wormhole, you can now immerse yourself in the remnants of the war. This bundle includes:

- "Belfast" bridge – Designed like the original *Defiant*, from the bridge to the engine room
- Federation costume: Bajoran Vedek
- Federation costume: *DS9* Admiral
- **Rare** Romulan Technician Duty Officer
- **Rare** Bajoran Maintenance Engineer Duty Officer
- **Very Rare** Cardassian Armory Duty Officer
- Bajoran Pistol ground weapon (with multi-beam secondary firing mode)
- Bajoran Rifle ground weapon (with stun beam secondary firing mode)
- Type-10 "Chaffee" playable shuttlecraft
- Type-10 shuttlecraft pet, which can be launched from any large craft



Under Lock and Key

As you may have noticed over the last few weeks, you can pick up a different type of loot from ground enemies, the Cardassian Lock Boxes. Within these special items contains a plethora of extremely rare items, most not even seen elsewhere. The most desirable of these items is the Cardassian *Galor*-class cruiser. These cruisers come equipped with the unique Spiral Wave Disruptors. Even if you don't want the ship, the weapons can be even more valuable. They can be equipped on any starship, but not traded. The deal Disruptor damage, but contain the proc (special bonus dealt by different damage types) of both Phasers (chance to disable one subsystem) and Disruptors (chance to place a damage resistance debuff on the target).



For more information on the Lock Boxes, and for a full list of the available loot, visit [this page](#). To read the FAQ on the Cardassian Lock Boxes, click [here](#). The Master Keys needed to unlock the boxes can be found in the C-Store; 1 key for 100 Cryptic Points, or 10 keys for 900 Cryptic Points.

Boosted

Seeing as how the 1-hour and 8-hour Experience Boosts were kind of impractical, the development team has now given us a new kind. These new boosts worked based on **how many** points are earned, rather than a time limit. There are two kinds of boosts, each available in two forms in the C-Store:



- **XP Boost** (1000 Experience points) – 160 Cryptic Points
- **Large XP Boost** (6000 Experience points) – 780 Cryptic Points
- **Commendation Point Boost** (2000 Commendation Points) – 160 Cryptic Points
- **Large Commendation Points Boost** (10,000 Commendation Points) – 640 Cryptic Points

Commendation Points are used in the Duty Officer system, and are normally granted by completing Duty Officer assignments. Depending on the assignment, points are granted to different categories. To see how the system works, check out [this page](#).

Like a Geyser

A variant of the *Danube* runabout first mentioned in the Voyager episode, "Non Sequitur", the *Yellowstone*-class is finally given a unique design, thanks to the STO developers. For 400 Cryptic Points, this purchase comes with the unique Tetryon-Plasma Engines, which can be equipped on any



small craft. In combat, you can release a cloud of tetryon-plasma behind you. Any cloaked vessels in the cloud will be revealed, have its speed greatly reduced, with a chance to knock out their engines altogether. Like all other shuttle-items, the Tetryon-Plasma Engines rank with the player's level.



(Well, it DOES kind of look like Old Faithful!)



(image used from www.StarTrekOnline.com)

Current Foundry Missions published by USF Members

Federation Missions

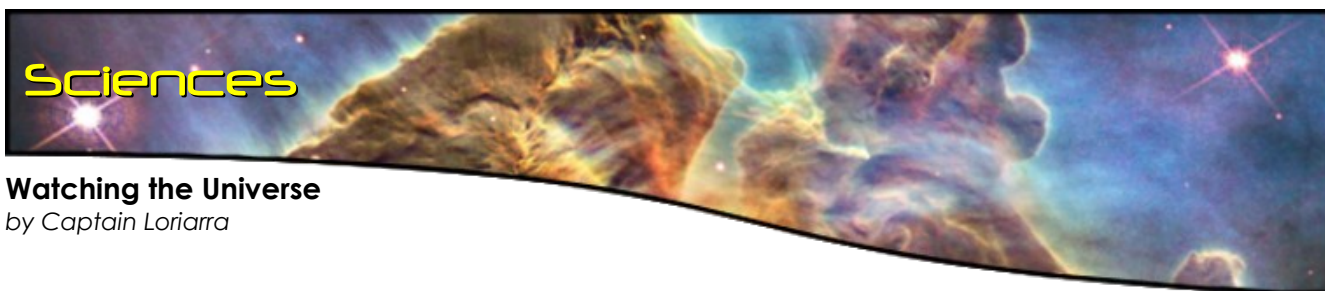
- "To Helna and Back"
 - **Description:** A missing officer ... a dead star system ... and a dire threat! Will saving one of your own be the only hope for saving the Federation? Ensign Helna, a valued crew member, has been abducted while on shore leave! How far will you go to rescue one of your own?
 - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
 - **Current Average Rating:** 4.1/5 (out of 2051 ratings)
- "Rema Donna"
 - **Description:** A Romulan mining facility needs help fending off a Gorn attack force! Is this your chance to make peace between the Romulans and the Federation, or will ghosts from the past get in the way?
(This is a sequel to the Cryptic mission "Divide et Impera" and the Romulan Featured Episode arc.)
 - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
 - **Current Average Rating:** 4.1/5 (out of 1576 ratings)
- "Animations with Helna"
 - **Description:** A harmless experiment threatens the safety of a starship, and it's up to your crew to save the day. While being treated to some awesome animations!
(This mission is made to showcase the animations available to choose within the Foundry. It does have an excellent story too, however! Many elements of the story will make more sense if you've played "To Helna and Back", another Foundry mission.)
 - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
 - **Current Average Rating:** 4.0/5 (out of 552 ratings)

Klingon Missions

- "Time the Enemy"
 - **Description:** On a routine mission to expand the Klingon Empire's influence, how will your crew perform when it stumbles upon a new threat?
 - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
 - **Current Average Rating:** 3.9/5 (out of 1433 ratings)

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Watching the Universe

by Captain Lorianra

Innie or Outie?

We're not talking about baseball either. But rather Human psychology, particularly our tendencies to either be introverted or extroverted. You know the "Geek vs Jock" thing. Well, maybe not quite, but geeks seems to be thought of as more introverted. And guess what? It's not so bad to be an introvert. Matter of face, it has it's positive side! While the cover article on "The Upsides of Being an Introvert" is only fully accessible to TIME magazine subscribers, there is, however, a neat little quiz that anyone can take. So, what are you? Innie or Outie?

Take the quiz:

- Quiz - <http://healthland.time.com/2012/01/27/quiz-are-you-an-introvert-an-extrovert-or-an-ambivert/>
- Famous Innies and Outies - <http://healthland.time.com/2012/01/27/the-great-introverts-and-extroverts-of-our-time/#mohandas-gandhi-revolutionary>

Exo-cist

The Kepler space telescope mission has been successfully hunting down planets for the past two years, bringing the count for planets outside our solar system to over 700. Yeah, you heard right! There are worlds out there to discover! Who's ready to jump on a space ship?

Make your head spin:

- http://www.huffingtonpost.com/2012/01/27/kepler_n_1236211.html?icid=maing-grid10|htmlws-main-bb|dl6|sec1_Ink2%26pLid%3D130670

DS Moon?

It's a far cry from DS9, but NASA is looking into placing a Deep-Space Outpost near the moon. Yes, I sorta thought the same as you. "That's not very deep in space!" But seriously, one has to start somewhere. Right? If nothing else, it's an interesting proposal.

On to deep things:

- http://www.space.com/14518-nasa-moon-deep-space-station-astronauts.html?utm_content=SPACEdotcom&utm_campaign=seo%2Bblitz&utm_source=twitter.com&utm_medium=social%2Bmedia

Dark Matters

Serious matters, too. You can't see dark matter, but it's got enormous gravitational forces. And yet, it doesn't interact with light. So, is it really there, or is it just a theory? How do you see that which is

not visible? How do you measure it? How do you even find it? - It's pretty interesting that sometimes you can come to understand that something exists by the force it exerts on other things. Think like, similar to not being able to see the wind, but the forces that it exerts when it moves things.

Tracking the dark:

- <http://discovermagazine.com/2011/nov/18-how-see-invisible-3-approaches-dark-matter>

True Colors

Want to stare at a pretty girl for 30 seconds without getting slapped? This is actually not just something for men to consider, though I'm not sure if women will care about her looks. But it's a neat little brain teaser for those who are interested in optical illusions, and particularly what all our eye can do. It's quite fascinating. Plus, there are more! (*see below the picture*)

Let the optical mockery begin:

- <http://games.yahoo.com/photos/negative-woman-1327624066-slideshow/>

Cheap Martian Cartoon?

So, why does the Mars rover carry a penny and a cartoon character called "Joe the Martian" on its mission? The inhabitants of Mars don't know what they look like? Interspecies commerce? They can stick the penny in a slot and watch the cartoon? Seems like they would have to have pretty good eyes to see that small thing. That's it! They're trying to give the Martians an eye exam without them knowing it. - Ok ok, all joking aside. You might be surprised that the presence of the penny has more to do with our own eyes than the Martians'.

A penny for your thoughts:

- http://www.huffingtonpost.com/2012/02/09/nasa-mars-rover-curiosity-has-penny_n_1265025.html?ref=science&icid=maing-grid10|htmlws-main-bb|dl14|sec3_ink1%26pLid%3D134096

Alien Landscapes

I usually find it exciting and inspiring to view images of exotic landscapes. The pictures the MRO (Mars Reconnaissance Orbiter) had taken of the surface of Mars are definitely alien, and yet familiar and organic at the same time. I'm just a little confused by the blue in one of the pictures. Isn't Mars suppose to be red?

Say cheese:

- http://www.huffingtonpost.com/2012/01/26/mars-pictures-nasa-reconnaissance-orbiter-images_n_1234517.html?ref=green&ir=Green&icid=maing-grid10|htmlws-main-bb|dl1|sec3_ink2%26pLid%3D130839

(Note: Thanks to Captain Will Styles for submitting links to several of these news items.)

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USF Features

all information collected by

Lieutenant J.G. Knomik Brott, Captain Lorianra, and Cadet Malachi Styles

STARBASE EVEREST

Sundays 8:00 pm ET, AOL/AIM chatroom "Escape Velocity"

Sim Universe

In-Character (IC) and In-Universe Information

Starbase Specs

Location	Tecra System, Alpha Quadrant (near Lugh)
Length	5000 meters (Main Ops)
Width	700 meters (Main Ops diameter) 4000 meters (Pyra ring diameter)
Occupants	4500 (12000 capacity)
Crew Count	2000 (officers and enlisted)



Mission

Starbase Everest lies on the edge of Federation Space, where Lughians and Romulans are in constant struggle. Its mission objective? Research and Development, covert operations, and exploration of the nearby planet Lugh and the Tecra system.

There is always a new adventure around the corner, just waiting to engage you.

Starring

Crew:

🚀 Commanding Officer	-	Captain Sol Berman , Human
🚀 Executive Officer	-	Captain Sandy Xiva , Human/Xercian
🚀 Second Officer	-	Commander Jade Smith , Human
🚀 Acting Commanding Officer (while some of the command staff is on LOA)	-	Commodore Jason Storm, Human
🚀 Tactical Officer	-	Lieutenant Jethro MacIntyre , Human

Science Officer	- Lieutenant J.G. Cameron McLeod , Human
Stellar Cartographer/Helmsman	- Ensign Dale Curry , Human
Medical Officer/Counselor	- Lieutenant Kristjana Grimsdottir , Human
Intelligence Officer	- Glinn Eldred Koronis , Cardassian (NPC)

Fleet Representative:

🦋 Fleet Captain [Crelak](#), Klicktic

Crew Introductions

🦋 Lieutenant Jethro MacIntyre:

(With a nervous look on his face, pauses for a second to compose himself.)

"My name is Beaumont Jethro MacIntyre.....I am a Lieutenant stationed on Starbase Everest.

"I like to be called by my middle name, though my whole name does have some history. In fact my family has a long history of service in the military. My father is captain of the USS Iroquois; my mother is a commander in the JAG corps and is stationed on Earth. Even the person I am named after was a colonel that served under Robert E Lee in the American civil war."

(He pauses for a second to collect his thoughts, frowns and shakes head.)

"I hope that will do for this I really am not good about talking about myself."

🦋 Lieutenant J.G. Cameron McLeod:

"So.....Do I just?...."

"Okay.....just talk.....Well, my name is Cameron McLeod. "

"Oh sorry, Lieutenant junior grade.....Cameron McLeod, and I'm an assistant science officer on Starbase Everest, and under the..... command of Captain Sol Berman."

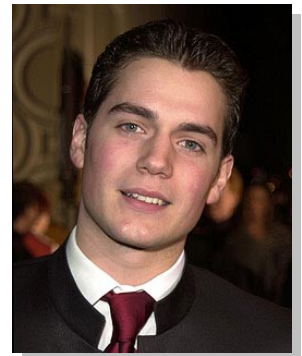
"About me?.....Well, I was born in Canada....back on Earth and then moved to Luna when I was seventeen. I didn't have many friends so I read, a lot.....and spent a lot of time watching holo-documentaries with my sister."

"My parents....er.....well, they were very busy and left me and my sister alone.....so I guess that's why were so close."

"Well, I love were I'm stationed....it's always exciting, even though it's the Beta Quadrant, and we're always the last to get the cool gadgets."

"Oh, I just joined for the adventure and to see other planets. I personally think nothing beats it."

"Oh yah....anytime"



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Behind the Scenes

Out-of-Character (OOC) Information and Interviews with the Players

Jethro MacIntyre's Player

interview conducted by Cadet Styles

First off. Looking from your (the creator's) view. What kind of man is MacIntyre?

Basically his personality is a reflection of my own, it's like describing myself. Who I am. I am dependable, will always try to do the right things at all times, yet very loyal to those that I care about. Those two things do clash at times.

I know they do. Was there any particular person who... inspired you?

Sim wise?

More like a real life or fictional character who may have inspired you. I did notice what I perceived as one inspiration, at least for the name.

Well, the name is part MASH and NCIS. If you watch the show NCIS, Leroy Jethro Gibbs, I could almost say is a partial inspiration.

Does MacIntyre possess any of Gibbs' qualities?

He doesn't slap the back of the head of those that are screwing off around him. But when there is a job at hand, he tries to stay all business.

Does MacIntyre have any bad qualities?

I don't know if it's a bad quality so much, but off duty he considers himself quite the ladies man. I have hinted at that, but never really written to that aspect of him.

That would be an interesting aspect to go further on. Also, whether he is successful or not. (smiles) Pick out one of Jethro's qualities that you like best about playing him.

He considers the Captain's safety of paramount importance on away missions; will not leave his side unless ordered to do so.

Now, Everest is an outpost? Is that correct?

Starbase, bordering the Romulan Neutral Zone.

Do you find it more challenging playing a character on a starbase as opposed to playing one on a ship?

Player OOC Stats

How long have you been with the USF? Since 2009.

What brought you to the USF? My Sim previous to this one was the brain child of the CO of Everest before Sol Berman, Captain Lyra Rose. Verak Nor was its name. I joined that in July 2007, and had not done any online simming before that.

How long have you been on the Everest sim with this character? Verak Nor went under mid 2008, probably was not until 2009 that I joined USF.

How long have you been simming/role-playing altogether? Realistically, almost 5 years.

What other genres of role-playing do you do?
No others.

I have done the space station/starbase thing before. My sim I was in before Everest was a space station. We had missions away from it, thanks to ships at its disposal. Its the same, but it's not.

Finally, thinking of sims in general, do you personally see them lasting for many years to come?

Real life permitting, yes. It seems that real life demands seem to be what kills a sim; it did my one before this one. People not having the time needed for it.

Also, would you say the lack of new recruits?

I can honestly say that I think Everest is dying a slow death. Lack of people showing for sims, Everest is lucky to have 4+ people show for a sim, and new recruits are almost non existent for Everest. The time slot is good, 8pm on a Sunday, but i guess people just have too much on the weekends they would rather do.

(nods) Well, I want to thank you for your time and your honest answers.

Cameron McLeod's Player

interview conducted by Lt. JG Brott

I noticed your favorite series is Deep Space Nine and you're stationed on Starbase Everest. I presume there's a connection, so what made Deep Space Nine your favorite series?

Well, DS9 was what first got me into Star Trek. I was the geek (still am) in High School and would run home after class to watch the reruns on Space, which is our sci-fi channel here in Canada. I don't think I can remember a better feeling, Star Trek and Homework.....good times.

You've only been simming for a year, young by many simmer standards. What brought you to simming rather than, or in addition to, a massively multiplayer game?

It's due to many reasons. First, I'm not really a gamer (besides ST: Bridge Commander) and usually fail at playing them. Also, I'm extremely literate, and like to advance my writing skills. Finally, and most importantly, STO really does not give you any story. The stories are usually really repetitive and consist of ... "Collect 12 Tribbles (1/12)." And I hate running around collecting stuff.

Do your friends know you sim and what would they say to you if they know or did know?



Player OOC Stats

How long have you been with the USF? I have been with the USF for about a year.

What brought you to the USF? Actually, it was someone talking about one of the sims they had heard of, on a Stargate forum . Of course I had to jog their memory to remember what sim group it was from, but I got the info.

How long have you been on the Everest sim with this character? About a year... I think.

How long have you been simming/role-playing altogether? Oh, for YEARS!

What other genres of role-playing do you do? Sci-Fi only, mostly Star Trek and Stargate.

What is your favorite:

Star Trek series? Deep Space Nine

Star Trek movie? First Contact

Star Trek game? Bridge Commander

Star Trek book? Star Trek: Typhon Pact

The few friends I have are all filmmaker/writers like myself and roleplay also. It's a very open thing in my circle of friends.

Stargate is also a favorite franchise of mine. What elements of that series do you try to bring to your sim and your character?

Well, first off, my Stargate fandom is off the charts, and the fact that I live in Vancouver (where it was filmed) adds to my passion. I also had the opportunity to intern on the set of SGU and am relatively good friends with David Blue and Elyse Levesque.

What I bring to my character? Well, I think I throw a bit of Daniel Jackson in there once and a while. (smiles)

How much time do you get to write logs and how importation is character development to you compared to sim action?

Character development is EVERYTHING to me, and I wish we did a lot more of it. Unfortunately, I can never find the time to write logs; not that I'm not dedicated to my Sim. Although, I would much rather do the character stuff in Sim.

Name two favorite characters from both Stargate and Star Trek, and why.

Cool...

SG: 1) Daniel Jackson - I love his personality, although he annoys me in Season 1. 2) Rodney McKay - C'mon.....he's so great! (Sorry, I have to add another.) 3) Eli Wallace - Very similar to me, although I suck at math.

Star Trek: 1) Phlox - "Optimism Captain!" No comment needed. 2) Julian Bashir - Great vocabulary.

You have been put in charge of creating a new Star Trek series. Layout the plot, timeline and overall story.

(A Sim I hope to do one day.)

AQ-2388:

The Romulan Empire is in shambles. After the destruction of their home world, the Romulan people have expanded outward, raiding star ships and forming clans. The Federation Senate is divided on what to do, and most of Starfleet is worried about another conflict in the Alpha Quadrant. Suddenly a new threat emerges from the dwarf galaxy of Andromeda II, bent on destruction of the Federation and conversion of sentient life to energy, on which to feed on.

As the USS Victory, a new Dax class vessel, has been launched in honor of the millions who died in the Dominion War, to counter this new threat, Romulans, Klingons, Jem'Hadar and even the Victory's crew herself, try to stop her. The fate of the galaxy hangs in the balance.

Thanks for your time.

No Problem.

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Starbase Everest - Beginnings

by Captain Loriaarra

I knew Captain Berman, current Commanding Officer of Starbase Everest (SBE), had been with the Everest sim from pretty much the beginning. But due to him being on leave of absence for an indefinite amount of time, I was unable to pick his brain about the sim. And I had no real direction who else to ask at first.

But then I remembered seeing the name Captain Lyra Rose in connection with a specs posting on the Everest's message board. So off I went to contact her. To my great delight, she was able to put me in contact with Captain Kieron Lynx, the creator of the sim.

And just in the nick of time, because March 1st was coming around rather quickly. (Suppose, I should be happy that this is a leap year and I had one extra day for February, heh.)

I'm rather pleased with the results of my interview with Captain Lynx, and I hope you enjoy reading it as much as I enjoyed doing it. Great guy, and fun to talk to! Sometimes, I wish I had been around way back then.

<<=====>>#<=====>>#<=====>>#<=====>>#<=====>>

Thanks for agreeing to help me enlighten the USF members on Starbase Everest's history, Captain Lynx. I know you're a busy man, so this opportunity is really great to have.

Anyways, why don't you start at the beginning and tell me when exactly SBE was created, and perhaps a little bit on its history from early on?

Unfortunately I don't have many of my original USF files handy. I know I archived them, but for now I will go from memory. To tell the history of Starbase Everest I have to give you a little history of the original character.

I started with the USF in 1995 (or thereabouts) on the USF *Stealth*, under Captain Connery. The USF was just being created by Andy Clemens. I started out as an Ensign and worked my way up to Lieutenant in under 6 months. I was offered an XO position on the *Columbia*. That is when I created Commander Kieron Lynx.

A few months later, I decided I wanted to have my own sim. The USF had plenty of ships and I think an outpost, but no starbase. I was not a fan of *Star Trek: Deep Space 9*, but for simming purposes I wanted something that had more story options than just a starship.


I drew a 3D model of Everest and the neighboring planet using 3D Studio to show a visual of everything the starbase would offer. I added as much as I could - the USS *Infinity* if we wanted to do a starship sim, Pyra G with the Iconian transporter, the mysterious Admiral HyRisk if we wanted to do special ops missions, and the starbase itself with a huge auditorium for social gatherings. The possibilities for stories were limitless!

I started out the first year with elaborate sim plot lines and consistent Captain's logs. I encouraged the crew to keep up with their logs and bios by creating the Lynx List. If you wrote a weekly log you would get a ^,^ next to your name on the roster that I sent out every week.

We started out with maybe a dozen crew but I think we peaked at around 30 in the first year. Promotion parties were the best. Calling the crew to attention and asking someone to step forward was a lot of fun. But something that just couldn't go on... at least for me.

I was spending so much time writing and organizing the crew that I burned out. I had to step away, so I promoted a couple of the junior officers to take over.

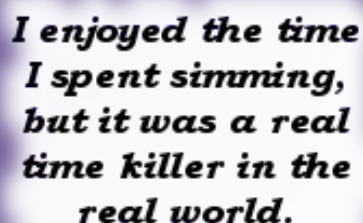
That is basically the very short version of the beginnings of Everest.



**...for simming
purposes I wanted
something that had
more story options
than just a
starship.**

Short. (snickers) That was a great overview. Thanks. So, how long did you run Everest?

I had a good run for a couple of years. Around mid 1997, there was a lot of craziness going on within the USF High Command. New members that rose to leadership roles had different visions for the USF. I think everyone had good intentions but we were all anxious to be in charge and some had more spare time than others. There was a lot of friction going into 1998 and some of the original creators left. I left because of time constraints.



***I enjoyed the time
I spent simming,
but it was a real
time killer in the
real world.***

I enjoyed the time I spent simming, but it was a real time killer in the real world. I had just moved from Ohio to Colorado in 1998 and starting a new career. I poked my head into the sim rooms for a few years after leaving. I was always humbled to see Everest continue on and it's amazing to see that even after 15 years it still is.

Who took over as CO after you? Do you remember? And who was your XO when you were commanding the sim?

I am fairly confident that I started Everest without an XO. I could have recruited any number of officers from other ships at the time, but I wanted to start from scratch.

I had some friends who wanted to create second characters as Ensigns, but I discouraged that. I was looking to grow the USF with new members. There is also that excitement about starting a sim with a dozen brand new, unknown Ensigns, kind of like starting your first year in school not knowing a soul. It took a while, but after many months a couple of officers stood out.

Traci Tage and Sol Berman were moving up in rank. I know I'll get the details wrong here, but from what I remember Sol had been on board longer and he was my first XO. However, I chose Tage to take command when I left; I won't bore you with details. Tage did a fine job, but I don't believe she lasted long and Sol eventually took over. I lost track of it after that.

I suppose that's easily done in all those years. (smiles) But maybe you can help me with one other thing I haven't quite been able to pinpoint in my research on Everest.

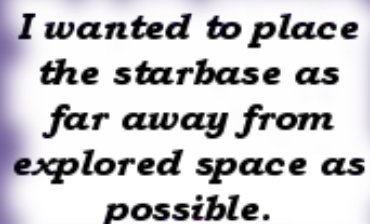
The location of the Starbase is sort of a mystery to me, and nobody has been able to really answer me that question. I had the understanding it was close to the Romulan Neutral Zone, in the Tecra system, near the planet Lugh? Am I hitting anywhere close here?

Tecra system... from what I remember I wanted to place the starbase as far away from explored space as possible. I believe I created a map of the Milkyway, showing the four quadrants and the location of Starbase Everest.

What you might find interesting is where the name Tecra came from. My first laptop at work was a Toshiba "Tecra" and I thought it sounded cool. (winks) I don't know where the planet Lugh came from. I believe I referred to the planets as Tecra 1, 2, 3, etc.

(chuckles) That's an great little tidbit. (smirks) And of course, now... the best part. You already said what you liked most about simming with SBE, but what about some specific anecdotes? You remember any plot or sim or situation that stands out in your mind as unforgettable?

I have two. The first one was an elaborate story I wrote about an advanced alien race that needed the entire energy of a galaxy to fuel its civilization. Clearly, to fit this into a sim I had to stretch theoretical physics a bit.



***I wanted to place
the starbase as
far away from
explored space as
possible.***

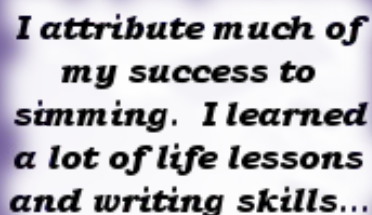
The idea was they used galactic mines that set off a chain reaction between stars to burn up their energy. The bad news was, it destroys all life in that galaxy. I described the event as it destroyed our galaxy, but I was the only one left alive on Everest. I brought Q into the story. He allowed the mines to detonate and show me what was about to happen, and that Everest was the only hope to stop it. Using the Iconian transporter, we were able to stop the aliens, woohoo!

The other story is interesting in that I think Hollywood copied it! I wrote a plot line where the Borg were en route to attack Earth, passing Everest on the way. We pursued them in the USS *Infinity* (a highly advanced starship used for special ops). As they approached Earth they created a rift in space that opened up a time warp. We followed them through the time warp as they went to Earth's past of the 1800's. They were targeting ancestors of Starfleet.

Of course we stopped them and saved the day... kind of a time travel with Borg in the Wild West. Now, what story line does that sound like? Note that I wrote this story 6 months BEFORE *Star Trek: First Contact* came out in theaters.

LOL, that's awesome! And you're not the first USF hosts who told me they think *Star Trek* copied from them. (grins) The Wild West setting also reminds me of that movie "Cowboys and Aliens."

So, is there anything else you'd like to share with us?



I attribute much of my success to simming. I learned a lot of life lessons and writing skills...

Not to bore you with my personal life story, but I wanted to make the point that I attribute much of my success to simming. I learned a lot of life lessons and writing skills through simming. I met a lot of great people and created some life long friends. Simming and writing did take up a substantial amount of time, but I have a lot of fond memories, especially of the beginnings.

As for me, I am a full time electrical engineer. In 1998 I moved to Colorado for a job in telecommunications. I moved up within my company to lead the growth of the Qwest account (now CenturyLink). I met a Colorado girl in 1999, married her in 2002, bought a house, traveled the world, and then settled down with identical twin girls in 2007.

My girls are now 4-1/2 and will be attending STEM school next year. STEM is short for science, technology, engineering and math. It's a charter school to prepare kids for a future in technology and science. I joke with my wife that it's actually to prepare them for Starfleet Academy!

Nice! (laughs) I'm so glad we were able to connect and do this interview. I can't thank Lyra Rose enough to make this happen. And of course, thank you, for your time and the great information.

This was great, reminiscing about the USF. Brings back a lot of fun memories. I'll have to stop by the sim rooms sometime.

[Ed. Amendment – March 15, 2012: After this issue went out I received several emails about the incompleteness of the succession of Commanding Officers presented. A link to a more complete record on Starbase Everest's Captains was also provided (see [SimEnc](#)). I would like to express my appreciation for the feedback to those who made it, and encourage all readers to feel free and make input to anything we might miss in these articles. I would also like to point out that I didn't make contact with Captain Lynx until three days before the PADD was to be released, and that he gave me what he remembered from all those years back, without written records at hand, within two days, while he was at work. I knew the information would most likely be spotty, and I failed to dig up more information from the USF Core's message boards. My apologies to all that have been overlooked.]

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Special Feature

On the Cover

by Captain Loriaarra

So, I figured this month I'll indulge in a little act of vanity. ... Alright, alright, I'm joking. One thing I'm not known for is being vain. Single-minded, perfectionist, and driven perhaps, but not vain.

However, I've seen that many well-known magazines have made a show of their best cover pages from time to time. I'm not sure who picks the favorite ones for them, but I figured it might be fun to do the same for the USF PADD this month, letting our readers pick their favorite cover page.

Considering that these covers are really a work of art, sometimes even including original graphics and/or drawings from USF members, I think they deserved just a special moment in the spotlight.

(Below are the 26 cover pages I've been able to find for the PADD [most of the early issues did not have a cover, just a header and then text]. Please, take a moment to peruse and then vote by clicking [HERE](#).)



(1) June 2002



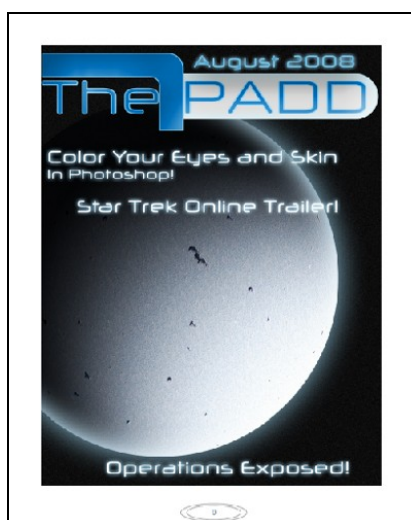
(2) November 2002



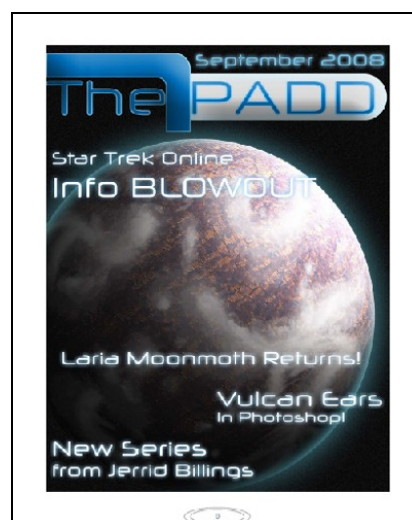
(3) June 2008



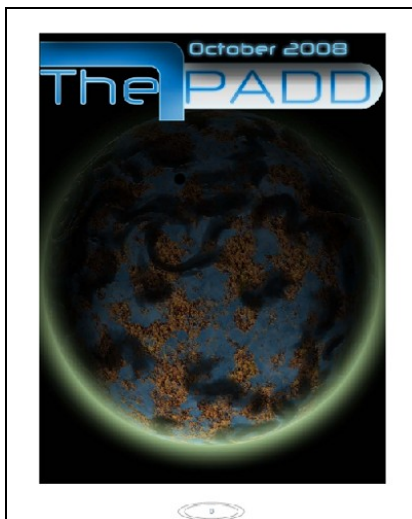
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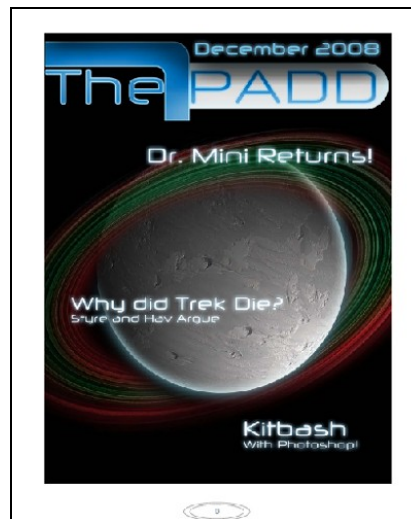
(5) August 2008



(6) September 2008



(7) October 2008



(8) December 2008



(9) February 2009



(10) November 2010



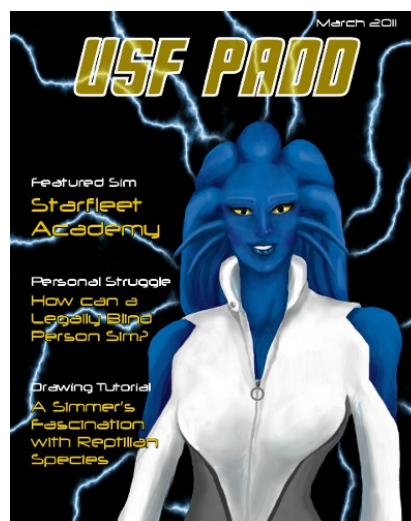
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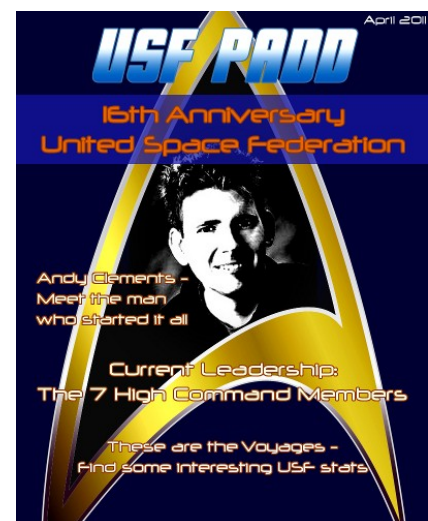
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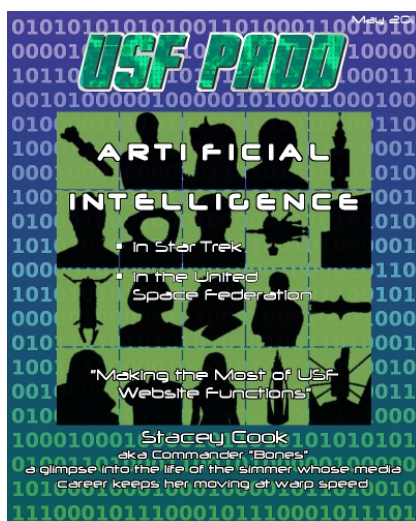
(13) February 2011



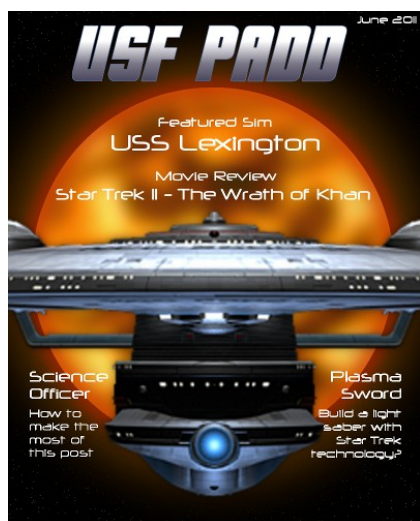
(14) March 2011



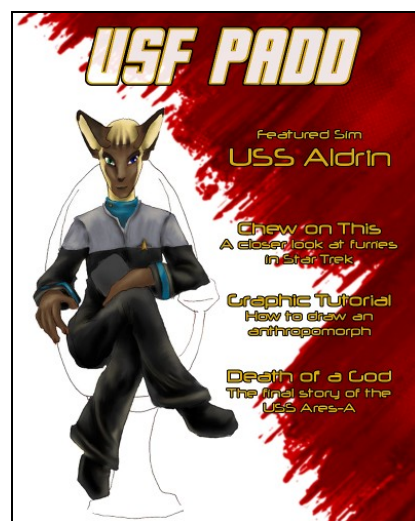
(15) April 2011



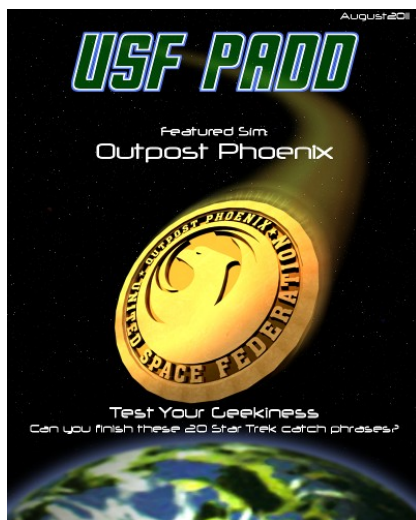
(16) May 2011



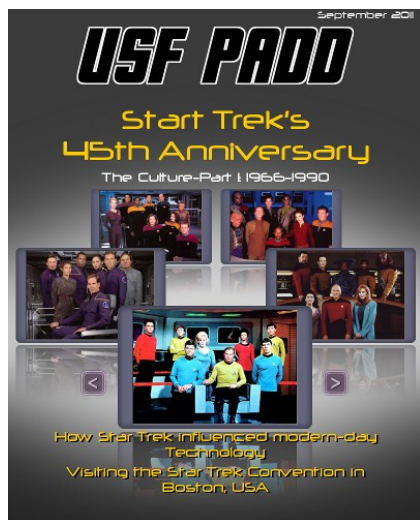
(17) June 2011



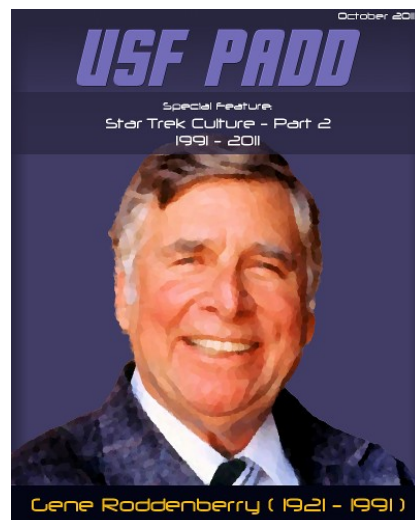
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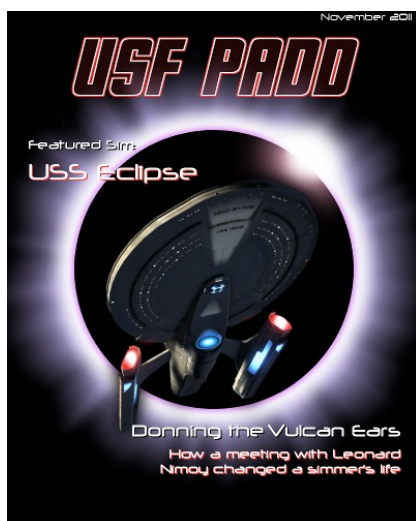
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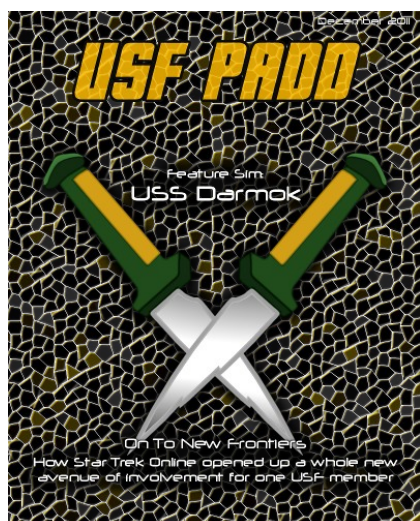
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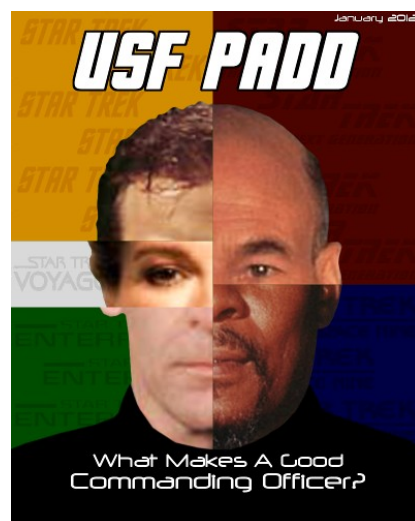
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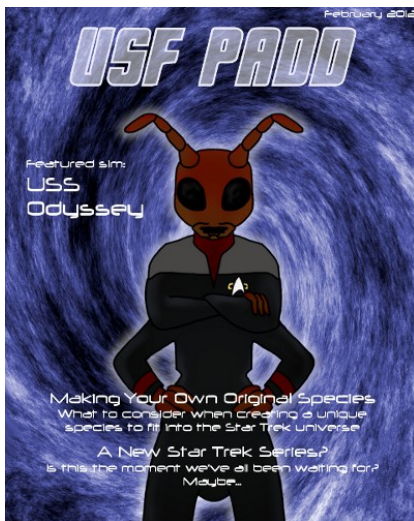
(22) November 2011



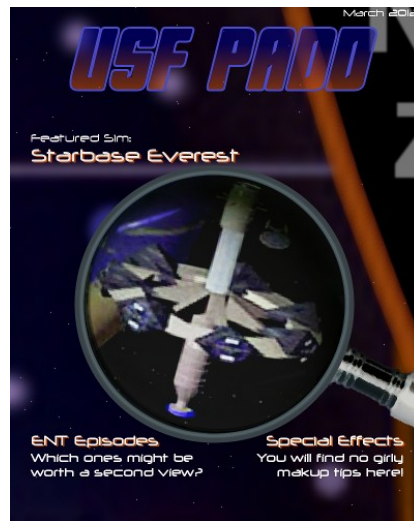
(23) December 2011



(24) January 2012



(25) February 2012



(26) March 2012

As mentioned in the introduction, go to the [CoverPage](#) poll webpage to cast your vote. There you may choose your top three favorite cover pages.

Deadline to cast votes is: **March 21, 2012**

The results of this poll will be available in the April 2012 issue - the USF's 17th Anniversary issue - as a display of top voted covers. Thanks to everyone participating!

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USS AGAMEMNON



Looking for:

Science

Medical

Engineering

Security/Tactical

Tuesdays @ 10:30 ET

USF Webchat - <http://chat.sector001.com>

Email:

Czajka@sector001.com

Simon.A.Trent@gmail.com

Comics & Humor

USF "Ad-lib"

Off-the-Cuff Excerpts from USF Sims

USS Excelsior

Vengeance of the hamster:

LtCmdrDire: ::circles around the chair and slides it, only to have the hamster run back under the couch:: ..Really?

LtCmdrDire: ::reaches a hand under the couch, feeling around::

CaptainTashal: (it's so gonna bite you, Dire)

LtCmdrDire: (Hey, I'm the Betazoid here.. no reading my thoughts.)

LtCmdrDire: ::recoils his hand at a sharp pain and sees blood oozing from his finger:: Why you little..

LtCmdrDire: ::overturns the couch and quickly snatches up Angelina, holding the rodent by its scruff::

LtCmdrDire: ::carries Angelina down the hall towards his son's room::

CaptainTashal: (there can't be a lot of scruff to hold by, Dire)

LtCmdrDire: (Yeah I'm not putting it in my hand.. it'll poop on me)

CommanderTrellis: (LOL!)

CommanderTrellis: (It's true, they will do that. :()

CaptainTashal: (got experience, Josh?)

CommanderTrellis: (:()

- *Grown men and the perils of handling a little itty bitty alien hamster, really...? You can wash your hands if it poops on you, Dire! Never heard of water?*

Here kitty kitty:

TimirTraore: ::TL doors open to the bridge, the saber cat jumps out and on top of the nearest console::

LtCmdrLobren: :: reaches over and grabs the cat:: I'll be damned.

CaptainTashal: ::snaps around to Kail:: Do you have saber cats in your little zoo in the labs, Lt.?

FirstLtSyvek_Kail: ::thrown off by her question:: Sir? Cats? Um...no, captain.

TimirTraore: (you could ride the cat Lobren it's big)

Maverick: :: jumps up, growling and snapping at the cat::

CommanderBones: ::jumps back at the sight of the cat:: What in 7 hells is that?

LtCmdrLobren: :: slams the huge cat to the deck::

TimirTraore: ::the cat licks Lobren and rubs up against him::

CommanderTrellis: ::on his feet moving in front of Stacey and the Captain::

FirstLtSyvek_Kail: That is not mine! ::jumps and points::

CommanderTrellis: (Quick Tev, sing the song, sing the song!!!)

LtCmdrLobren: Well, whose is it?

FstLt_Jyran_Tev: (You first!)

CommanderTrellis: (Soft kitty, pretty kitty, little ball of fur...)

CommanderBones: (lol Josh)

LtCmdrLobren: (LOL, XO)

LtCmdrDire: (What the?)

FstLt_Jyran_Tev: (Big Bang Theory)

- *You can tell who the cat lovers/owners and BBL geeks are in this group. No denying!*

Arachnophobia:

CaptainAshal: =/\= ACTION: Something drops off a tree next to Sorel and scurried through the grass. =/\=

Maverick: @ :: turns his head quick to the scurring noise, growls::

LtJgSorel: @::Screams like a girl and jumps back: What the....:shudders at seeing what it is::

CommanderTrellis: (Poor Sorel. LOL)

LtCmdrLobren: @ :: turns quick:: Sorel!

CaptainAshal: =/\= ACTION: A large, furry legged spider follows Sorel's movement. =/\=

CommanderTrellis: (::screams like a girl::)

LtPeterMcMillian: ((Imao))

CommanderTrellis: (That's not right, Captain!!)

FirstLtSyvek_Kail: @::Looks back at over his shoulder at Sorel wondering what he screamed at then sees the arachnid:: Specimen... don't move.

Maverick: @ :: sniffs the air, moving to Sorel's side, growling at the spider::

LtJgSorel: @:: hates spiders::

CaptainAshal: =/\= ACTION: The spider looks at Sorel with dozens of eyes. =/\=

LtJgSorel: @::tries to get a good shot darn thing is fast::

LtCmdr_Dire: @Step on it..

LtCmdrLobren: @ Geezis! Now THAT's a spider.

FirstLtSyvek_Kail: @::scans the spider:: This is awesome. Hey, ,move left...

CaptainAshal: =/\= ACTION: The spider jumps left and right. =/\=

CommanderTrellis: (Somebody step on it so yall can stop saying what it's called!!)

LtCmdr_Dire: (::leans over to Trellis:: SSSssssssspider)

CommanderTrellis: (Eeeeeeeeeeeeeee!)

- *I don't know what's funnier, Sorel screaming in character, or Josh for real. LOL Come on, guys, show some of that manliness you testosterone driven being suppose to have!*

Do you want fries with that?:

LtCmdrLobren: Shame we can't stir up th' wildlife, makin' them go at th' shield an' keep the Roms busy.

CommanderTrellis: :::grins at Lobren's suggestion::

LtCmdrDire: ::looks to Lobren:: Why couldn't we?

CaptainAshal: Are you crazy, Dire?

CommanderTrellis: It's not a terrible idea, Captain.

LtCmdrDire: Probably. But it would give us a diversion.

CaptainAshal: How do you keep us from being lunch in the meantime?

LtCmdrLobren: Maybe... Plant some.... enticement fer them by the inner shield.

LtCmdrDire: Set the wildlife to one side of the shield, we approach from the opposite.

CommanderTrellis: If there is a large enough group it might be enough to disrupt the shielding to beam through.

CaptainAshal: But that is very risky, Commander Trellis. Because if we can beam through, they might also walk through in a frenzy.

LtJgSorel: ::not fond of being a Vulcan Happy meal::

- I'm sure the reptiles would just love the plastic pointed ear toys. - Supersize em?

Have any interesting lines from one of your sims? Send them our way! We'd love to share the fun and laughs. Use the [feedback](#) link (select "PADD Editor"). For verification purposes, the date of the sim from which the information is taken **must** be included.

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Data Network

ENT – Worth a Second View "Confessions of an 'Enterprise' Fan"

by Lieutenant J.G. Kiri Arzin

I have a confession. I loved "Enterprise." Comparatively, I think it was my favourite of the *Trek* series. Go ahead, laugh. Mock me. I know you want to. I'll wait.

I've always loved the ideas of exploration and going boldly where no one has gone before. More than any series, I think "Enterprise" embodies that most. Yes, it had its 'hiccoughs,' but then watch all the series. Which one didn't have a rocky start? Unfortunately "Enterprise," being only four seasons, is more often judged by its 'rocky start.' How would you judge TNG if all you had to go on was 'The Naked Now?'

In this article series, I'm going to provide reviews of the episodes I think make "Enterprise" great. There may be spoilers, but I'll do my best to merely entice you into giving "Enterprise" another chance.

The Andorian Incident (Season 1, Episode 7)

Andorians are awesome. I've been a fan of them ever since I read the Last Unicorn Games *Trek* RPG supplement "Among the Clans." So when I first saw blue skin and antennae in the teasers for "The Andorian Incident," I was stoked.

Aside from the Earth-Romulan War, the years after First Contact are always painted as sunshine, lollipops, and rainbows. Everybody always getting along with each other. From the get-go "Enterprise" established Vulcans and Humans were cordial, but by no means the Bros that everyone sees them as Post-Pike. Now we get to see the relationship between the Vulcans and another founding race of the UFP. Are they tight? Are they homies?

No! The first thing we see in the teaser is a squad of Andorian soldiers (led by Jeffrey Combs, no less!) bashing down the door of a Vulcan monastery! We soon learn in the episode that the Andorians and Vulcans have been in a Cold War for nearly a century. The Andorians believe that the monastery is actually a listening post spying on Andoria.



For the next 45 minutes, we start to see a different face of Vulcans than the side we're used to seeing on *Trek*. We get a sampling of how they handle their foreign policy. The first canon development of the Andorians and how first contact between Humans and Andorians played out occurs. A first contact on par of importance with "Balance of Terror" [TOS] and "The Last Outpost" [TNG].

The characters really start getting developed in this episode. Captain Archer shows that he's more than a green explorer – he's someone who, as Q would say 200 years later, could “handle a bloody-nose.” We see that he admits his own mistakes and tries to correct them. I don't recall Kirk, Picard, or Sisko doing that. They always seemed to spout their philosophical, moral diatribes about how ‘evolved’ Humans were. Archer isn't an ‘evolved’ Human though. He's a Captain we can relate to because his culture isn't that far removed from ours.



Also, the ‘racial identity’ of Humans is established (retro-actively) in this episode. There's not so much ‘Oh, silly naïve Humans. Look at them bumble around while playing space explorer.’ Archer and Tucker suspect shenanigans occurring in the monastery. What do they do? Bull rush an unsuspecting Andorian hiding behind a panel! Truly the type of ‘Wooden Ship & Iron Men’ action that you'd expect Kirk – or any Human unfamiliar alien species – to take.

With all the guesses, second guesses, and character development, “The Andorian Incident” is the first really great, really deep episode “Enterprise” has.

(Note: All images are property of CBS/ Paramount. No right infringement intended.)

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Special Effects Makeup

by Lieutenant J.G. Sorel

What is 'Special Effects Makeup' or otherwise known as FX?

It's the application of makeup blended with precise guidelines to achieve an overall look of what the film/show may require for a specific script. Makeup alone can't do it all, so along with the use of latex prosthetic pieces, these can add a more realistic tone and depth to what you may be filming.

If done properly it will give a realistic feel to the character you are creating. One key point: If using latex, never let the person's real skin show. That is a no no, in the business.

Special Effects Artists



Mr. Baker is an awesome makeup artist. He did the "Planet of the Apes."



And Mr. Smith is a good. But not my favorite.



Mr. Burman is a skilled make up artist. I worship his work!

The Simple Beginner's Version of How to Apply Hollywood Special Effects Makeup

Special effects makeup used for theater and film differs greatly from makeup used for a more casual settings of sets for TV. Often intended to work a dramatic change in altering the actor(s) features, even making him/her appear down right creepy, scary and/or otherworldly as an alien, or an insect. Some prosthetic applications made of latex or similar materials can be used to achieve this goal.

Some steps for applying just the makeup take more skill than what people think. Many FX or makeup artist go to school for this to learn all the tricks of the trade. That is my future goal when I graduate from High School next year. I have dabbled in the art form since I was about 11 or 12, mostly doing friends' Halloween costumes. It's a start.

1.) The victim or actor sits in a chair for an ungodly amount of time:

An FX Artist would start on an actor's clean skin, whichever part that would be taking on the effect. If applying an adhesive, you would start with rubbing alcohol; this cleanses the skin of oils.

After prepping, you apply the base color to the actor's face or body, matching as close as you can to the prosthetic being use. So, say if you wanted to achieve an effect to have a ghostly or sickly almost Zombie appearance, I would blend in gradually a gray or yellow base makeup.

To get the prosthetic to stick you would use a small brush to place Spirit gum adhesive down on the spot where you intend to place the prosthetic. Hold in place for a few moment till it takes hold. Keep blending the makeup pallet you have chosen until it seems seamless and mixes into the person's own skin tone. Time consuming but worth the overall effect that you can achieve.

2.) Getting into more advanced FX:

Highlights can be added, but be careful not to add too many in one area, it will look fake and not as you probably intended. Besides, having to redo the whole process over it would cost the production company more money and that makes for an unhappy director.

3.) Some tricks used for movie magic makeup:

Use sponges for stippling the makeup. Brushes can be used, but I find them a hindrance. I tend to stick with makeup sponges. You have more control over the makeup being applied.

Cool FX Makeup Applications



Plaque victim. Pretty cool.



Star Trek 2009 - Eric Bana as Nero. He rocks. This image is really cool because it shows him before and after the makeup.



Star Trek latex mask.

Taking the makeup off is easy, but a little time consuming, depending on how much was used. I first apply makeup adhesive remover for the latex. (Baby wipes work great!)

After the prosthetic is removed, you should make the actor wash the area carefully with soap and warm water. Pat the area dry - never rub! It can cause irritation. I also suggest using a moisturizer afterwards to prevent skin drying.



Loved the makeup in "Fright Night"! The original movie.

(Note: Pictures taken from VirginMedia.com (gallery), GoreMaster News, and Iconsoffright.com.)

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After reading the above article that Sorel submitted, my curiosity was piqued and I just had to ask him a few more questions. After all, he mentioned that he wanted to become a Special Effects Makeup Artist himself and nothing more about it... what a tease! (*smirks*)

So I did a last minute pounce and pinned him down to ask more. Don't worry, he survived the "attack." ... Barely. (*winks*)

May I ask what exactly got you interested in special effects makeup?

Movies. Watching the actors and how it all worked. This was of course watching the old classic monster movies. Like *Dracula* and *Frankenstein*. I just starting thinking of how I could do something like that. So I experimented on my friends.

And you use normal makeup, or where do you buy your supplies?

I get most of my stuff now from a place in Hollywood. Before that, I would go to the store and have my female friends to buy tons of base make up and powder and different colors of lipstick and blushes, and of course, the makeup sponges and brushes. I'm a guy...they would look at me funny buying all that makeup.

(chuckles) But there is a difference in those makeups, right? Like normal female makeup doesn't cover as much as the special stuff, doesn't it?

Right. The base for it is less oily. I tend to use a more flat, matte base. It reflects the camera lights better I think. It also stays on the actors a lot longer and doesn't run.

And you know all that through research?

Yes. Tons of research. I even have been watching the new show that came out, "Face Off." It's about FX makeup and I have learned quite a bit. Most of the stuff I have learned really is from trial and error.

Mmhmm. Using your family and friends as guinea pigs, eh?

Of course! *(grins)* As long as I feed them pizza for their time...it's all good. Except when you find out one of your friends is allergic to latex...Oops. But he's ok now. We only do the pan makeup stuff on him now. *(grins again)*

Pan makeup? You stick his head in a pan of... something?

It's an old style of base makeup. It comes in a round container and it looks like ...you get the idea...

Ah yes, I see. So, you can actually buy latex pieces to attach to someone for amateur use?

Um...I make mine.

Really? How?

I make a mold then I pour the latex to the mold and have it set up. It's hard to do, so I don't do them often. I mean you can purchase already made latex mask. I prefer to make mine to set to the actor. I get a lot of my stuff from FX Warehouse.

Interesting. Heh. Anyways, so how long do you have to go to school to become an FX artist?

School...depends on which school you chose. I am going to go four years for a BFA... Bachelors in Fine Arts.

And what are your plans after that? Any specific media you want to get into for the FX stuff? Movies? Theater? TV?

I was thinking movies. Actions, sci-fi, thriller type of movies. Something maybe with a little gore factor too. *(grins)* I like the fact that I can create these things that make people shudder.

Uh huh. Well, thanks for you time, and you do know I'll be tracking you down once you start learning, so I'll get an insight view of what tricks they teach you, right?

I'll make sure you get VIP treatment on the set. It was fun spending time with you.

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USF Cookbook

"It's all about chocolate!!"

Black Forest Cobbler

INGREDIENTS

4 cups frozen cherries, thawed
2 cups sugar, divided
½ cup (1 stick) butter, melted
1 cup self-rising flour
¼ tsp salt
1/3 cup cocoa
1 cup 2% reduced-fat milk

PREPARATION

- (1) Preheat oven to 350° F.
- (2) Combine cherries and 1 cup of sugar in a medium saucepan. Cook over medium heat until sugar dissolves, cherries release their juices, and liquid thickens slightly. Remove from heat.
- (3) Pour melted butter into a 2-quart baking dish.
- (4) Combine remaining sugar, flour, salt, and cocoa. Stir in milk until well blended. Do not overbeat. Pour over butter. Do not stir. Spoon cherries and juices over batter. Do not stir.
- (5) Bake 35 minutes, or until crust rises to the top and browns.

Serves 8.

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Flour-less Chocolate Cake

INGREDIENTS

Cooking spray
2 tbsp unsweetened cocoa
½ cup unsalted butter
1 cup plus 2 tablespoons sugar, divided
1 cup ground almonds
8 oz. semisweet chocolate, melted
4 eggs, separated
1 cup whipping cream
1 tsp vanilla extract
2 cups strawberries, whole and halved lengthwise

PREPARATION

- (1) Preheat oven to 350° F. Coat a 9-inch springform pan with cooking spray and cocoa; shake off excess cocoa.
- (2) Place butter in large bowl; beat until smooth. Add 1 cup sugar; beat until creamy. Add almonds, chocolate and egg yolks; beat thoroughly with a mixer at medium speed. Set aside.
- (3) Beat egg whites with a mixer at high speed until soft peaks form (do not overbeat). Stir one-

- third of egg whites into chocolate mixture; gently fold in remaining egg whites.
- (4) Scrape batter into prepared pan. Bake 35 to 40 minutes or until a wooden pick inserted in center comes out almost clean. Cool 30 minutes in pan on wire rack. Release sides of pan and slide onto a serving plate.
 - (5) Combine cream, vanilla and 2 tablespoons sugar; beat until soft peaks form. Top cake with whipping cream and strawberries.

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Fudgy Mint Brownies

INGREDIENTS

Cooking spray
½ cup butter
2 oz. Unsweetened chocolate
1 oz. Semisweet chocolate
2 eggs
1 cup sugar
1 ½ tbsp unsweetened cocoa
1 tsp vanilla extract
½ cup all-purpose flour
14 Andes mints

PREPARATION

- (1) Preheat oven to 350° F. Coat an 8-inch square baking pan with cooking spray. Line bottom and two sides with foil, letting edges extend over sides. Coat foil with spray.
- (2) Place butter and unsweetened and semisweet chocolate in the top of a double boiler; cook over simmering water until melted. Let cool slightly. Add eggs, sugar, cocoa and vanilla and beat with a mixer until blended. Turn to low speed, add flour and beat just until blended. Pour into prepared pan.
- (3) Bake 22 minutes or until a tester comes out barely clean. Immediately place mints over top and let stand 1 minute or until mints melt; lightly swirl to spread mints. Let cool, remove from pan with foil, and slice.

Serves 16.

Like to share a favorite recipe? Don't be shy. We love to hear about food. Use the [feedback](#) link (select "USF PADD") to submit recipes and food-related articles.

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