

SUBSPACE CHATTER





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SUBSPACE CHATTER



OUR 44TH YEAR • ISSUE 3 • JANUARY / FEBRUARY 2019

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We aim to highlight the interests of our diverse membership. Make suggestions or contribute to Subspace Chatter. Email us today!

THE UNITED FEDERATION OF PHOENIX

The United Federation of Phoenix (UFP) is the Southwest's oldest *Star Trek* and science fiction fan organization, continuously operating since 1975. The club meets bi-weekly at various locations around the Phoenix metropolitan area. As a group we have picnics, go hiking, watch movies, play games, take trips, and are active in the volunteer community. You are about to read "Subspace Chatter," our official bi-monthly publication which highlights science fiction and fandom events, spotlights our members, and provides a resource for all things UFP. If you are in the area and would like to attend one of our meetings, **please email us at info@u-f-p.org**

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MISSION LOG

VOLUNTEERING GIVING BACK IN 2019

The UFP has a long-standing tradition of service to the Phoenix community, such as volunteering for Christmas Angels (as seen above).

the Star Trek philosophy and rewards your soul," says Kim. "Star Trek has taught me that all life is important, and we must make efforts to keep it that way.

also in charge of volunteers and donation tax receipts. One of her proudest moments came in 2017 when she was awarded a \$30,000 grant to buy a new van



Volunteering for a non-profit organization can be a deeply rewarding experience, as UFP club Captain Kim Smith knows very well. She has been volunteering for animal shelters since 2000 and is on the Governing Board for AZ Small Dog Rescue. "Giving of yourself to others embraces

So for me this has turned into helping dogs and cats." Two such lives saved by AZ Small Dog Rescue were Captain Kirk and Spock. Guess who named them? Kim spends upwards of 15 hours a week volunteering. Most Sundays she runs an adoption event at the PetSmart in Surprise from 11-3. She is

for the rescue. "We had been transporting dogs in an old van without AC and a rigged up system of tubes to keep them cool. Getting a new van with AC throughout for the dogs was amazing." So follow Kim's lead, embrace Star Trek's ideals, and find a worthy cause this year to give back to your community!

STARFLEET: A FORCE FOR PEACE OR WAR?

BY G.D. HURN | U.S. COAST GUARD VETERAN | M.S. IN MILITARY HISTORY | UFP MEMBER SINCE 1981

PART 1 : EAGLES VS HAWKS

The universe of *Star Trek*, as envisioned by Gene Roddenberry, is a utopian society where war and disease are distant memories. Indeed, *Star Trek* fans would go on to insist that the United



Federation of Planets' (UFP) guiding principle was that its members agree to exist semi-autonomously under a single central authority based on the principles of universal liberty, rights, and equality, and to share their knowledge and resources in peaceful cooperation and space exploration.

The on-screen evidence would indicate that the UFP's Starfleet is more than just an exploratory service. Based on the charter above, the two words that should stand out are "knowledge" and "resources." With knowledge, advances in weapons development becomes more readily available. With resources, a larger "exploratory" fleet is possible.

This fleet, although dedicated to the principals of the Federation, is a force for deterrence against alien worlds that would seek to inflict harm upon them. The four founding UFP planets saw the Klingon Empire and the Romulan Star Empire as very real existential threats and decided that there is safety in numbers. An alliance of worlds dedicated to "peaceful cooperation and space exploration" sounds great on paper, but in reality you also want a powerful Starfleet.

When considering the genre of military science fiction, *Star Trek* does not immediately come to mind. The notable exception exception being the Dominion War, as depicted in *Star Trek DS9*. Rick Waterson defines military science fiction as showcasing "traditional military values of bravery, sacrifice, sense of duty, and camaraderie" in a science fiction setting. *Battlestar Galactica*, *Aliens*, and the *Stargate* franchise, can all be considered military science fiction.



However, the universe of *Star Trek* clearly gets its military influence from real-world militaries, such as the U.S. Navy with the structure of officer ranks and departments (sciences, engineering, security).

Fans can draw other real-world parallels from *Star Trek* as well. Many viewed the Klingons as the USSR and the Romulans as the PRC (People's Republic of China), and therefore the galactic superpower confrontation of the Cold War. What kept the Cold War from escalating into world war was the deterrence of the nuclear triad. The UFP, seen as a future version of NATO, understood the threat that the Klingons and Romulans posed to the safety, security, and peace of the Federation. Therefore, a strong Starfleet consisting of numerous types of vessels is the deterrent force of the Federation.



Others may argue that the mere existence of anti-matter itself is the deterrent force in *Star Trek* because of its devastating power. In the episode "Obsession," Captain Kirk destroys an alien entity, and half of a planet, responsible for the deaths of his crew. The bomb used was said to have the ability to "rip away half a planet's atmosphere." Orbiting high above the planet, the Enterprise still felt the shockwave of the blast. Anti-matter weapons are the *Trek* equivalent of the H-bomb.

Considering how powerful an anti-matter bomb is, you'd think the Federation Council would ban its use, given *Star Trek's* view of a utopian and ethical future. However, in the real world, the Geneva

Convention Accords do not prohibit the use of nuclear weaponry other than the statement: In any armed conflict, the right of the parties to the conflict to choose methods or means of warfare is not unlimited. However, the International Court of Justice stated in 1996: "the threat or use of nuclear weapons would generally be contrary to the rules of international ... and in particular the principles and rules of humanitarian law."

As seen in the episode "A Taste of Armageddon," you don't need an anti-matter bomb in which to lay waste to the surface of an entire world; you just need a starship and General Order 24, which permits surgical strikes or the total destruction

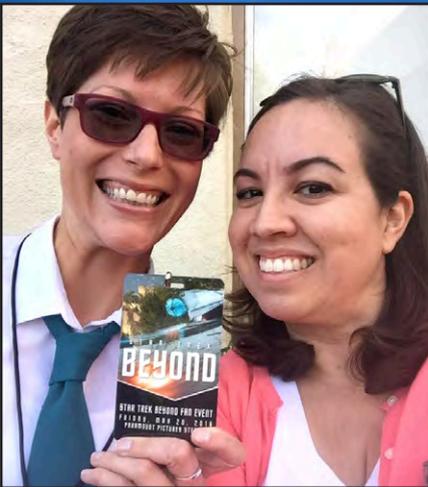


of the surface of a planet. That episode, in which the Enterprise threatens to use its entire arsenal against Eminiar VII, would indicate that Starfleet is an exploratory service and that its ships reflect that philosophy, but Starfleet is not naïve, and therefore Starfleet starships are heavily armed.

TO BE CONTINUED NEXT ISSUE...

GOING BEYOND

BY UFP MEMBER BREE ELIZABETH BOEHLKE



A couple years ago I entered a contest to attend a special event in celebration of *Star Trek's* 50th Anniversary. I had no clue what to expect, but I submitted a brief video about the vision of *Star Trek* over the last 50 years. I won! And winning a spot to the event was one of the biggest high points of being a Trekkie.

The event was held at Paramount Studios Los Angeles on the same sound stages that *The Original Series* was filmed. It felt so magical and I couldn't stop giggling in happiness throughout the evening. Adam Savage of *Mythbusters* held a Q&A speaking with Justin Lin, JJ Abrams, Chris Pine, Zachary Quinto and Karl Urban.

Then fans were told that each of us would be given 2 tickets to the premiere of *Star Trek Beyond* later that summer. I felt like Oprah had just given me a car. We were shuffled outside near Stage 32 where Zachary Quinto offered a toast in honor of Leonard Nimoy and unveiled a new street sign: "Leonard Nimoy Way." In this very touching moment, Quinto spoke of the relationship he had with Nimoy and how it changed his life. Many of the Nimoy family were present for this dedication as well.

Our phones were then locked by women who looked to be from the planet Orion so we could see the latest *Star Trek Beyond* trailer and additional scenes from the film. Justin Lin spoke

of his feelings about being a big fan of *Star Trek* and directing the film. Then massive curtains opened up to an amazing Trek themed party set inside the sound stage. A make your own T-shirt design station, props from the film, food and beverages were available. It was a party full of Trekkies and cast members and it was amazing. I partied with my fellow fans into the next day, taking photos with set pieces and meeting other fans from all over the world. This event was BEYOND my expectations and I felt so honored to be there for it.



SHORT TREKS

FAN ANALYSIS BY UFP MEMBER DAVE WILLIAMS

THE BRIGHTEST STAR

tells the back story for Commander Saru (Doug Jones) and his people the Kelpians, who are a primitive, pre-warp civilization of ocean farmers on the planet Kaminar. The Kelpians live in constant fear of a mysterious race called the Ba'ul, who periodically 'harvest' young Kelpians for purposes unknown. We meet Saru's father, a priest who prefers to keep the status quo, regularly offering up Kelpians to maintain peace and "the Balance" in Nature, and Saru's sister, Siranna. We see Saru is curious about the universe, chafes at the status quo, and begins experimenting with a piece of Ba'ul communications equipment that fell off the ship. He eventually uses it to make contact with Starfleet, and Saru makes first contact with a Shenzhou shuttlecraft commanded by a young Lt. Phillipa Georgiou (Michelle Yeoh). She offers to take him away for a life of exploration, but at the price he can never return to Kaminar. He's said Goodbye to his sister, and chooses to leave, never wanting to risk becoming tribute to the Ba'ul again. It's a nice story that really gives insight into Saru's psyche, his source of constant fear, and we begin to understand his loyalty to the late Captain Georgiou. All-in-all, a great character piece!



THE ESCAPE ARTIST

is a Harry Mudd story, played again with great energy by Rainn Wilson. Here we find Mudd being delivered to Tellarite Tevrin Krit (Harry Judge) by a mysterious female bounty hunter, where Mudd has stolen the Tellarite's family cudgel (and slept with his sister). Krit intends to deliver Mudd to the Federation for a reward, and the story plays with Mudd using various arguments on why Krit should not turn him over. The story uses multiple flashbacks to earlier events in Mudd's life when he was captured (by a Klingon, an Orion, and an other unknown alien), and each time Mudd uses lofty language, lies (or at least, stretched truths), bribes, and attempts to make deals, all to avoid being turned



over to the Federation. In the end Krit turns Mudd over to the crew of the USS De Milo, only to discover (in the big twist of the episode) Krit's Mudd is not the real Harry Mudd, but an android copy, and the De Milo has a brig with half a dozen other copies of the Mudd android! All the androids wish they were "sipping jippers on a beach somewhere". Krit loses out, and the episode concludes on an alien ship where a bunch of Mudd androids are serving the mysterious female bounty hunter, only to discover that she is the real Harry Mudd in disguise! And ready to sell another of the androids to make another deal!

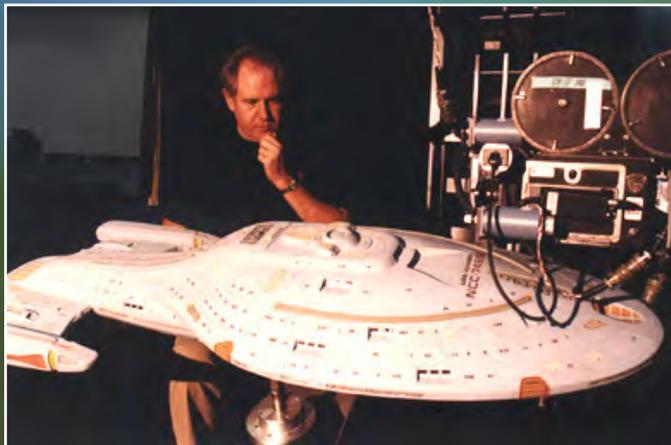
This episode is quite fun and showcases Mudd's character as con man, liar and rogue, harkening back to The Original Series with androids and even an outfit that one of the Mudds wears (similar to that in "I, Mudd"). This episode was directed by Rainn Wilson and written by Mike McMahan, the creator of *Rick and Morty* and the person who will lead the *Star Trek: Lower Decks* animated series coming in the future. This lively episode bodes well for the potential of that new Trek show.

Star Trek Discovery continues with season 2, airing Thursdays, on CBS All Access.

CAPTURED IN MOTION

DAVID STIPES' PHOTOGRAPHY OF MINIATURE SPACESHIPS FOR STAR TREK

For Star Trek The Original Series (TOS), the model of the Enterprise was shot in one pass at live action speed over a blue screen. Live filming and blue screen exposure requirements necessitated a more open f/stop so focus was shallow when close to small models. The TOS Enterprise model was huge at about eleven feet long. This allowed better depth of focus as the live action camera was farther away from the model. Because the camera was moved by hand and not repeatable all the interior lighting, strobes, running lights, and engine effects were part of that one exposure of the model.



were able to move the camera slowly so we could use deeper f /stops for greater depth of field on smaller models. Our models were half or less the size of the original ship. The Enterprise "D" was 4 feet and Voyager was 5 feet long.

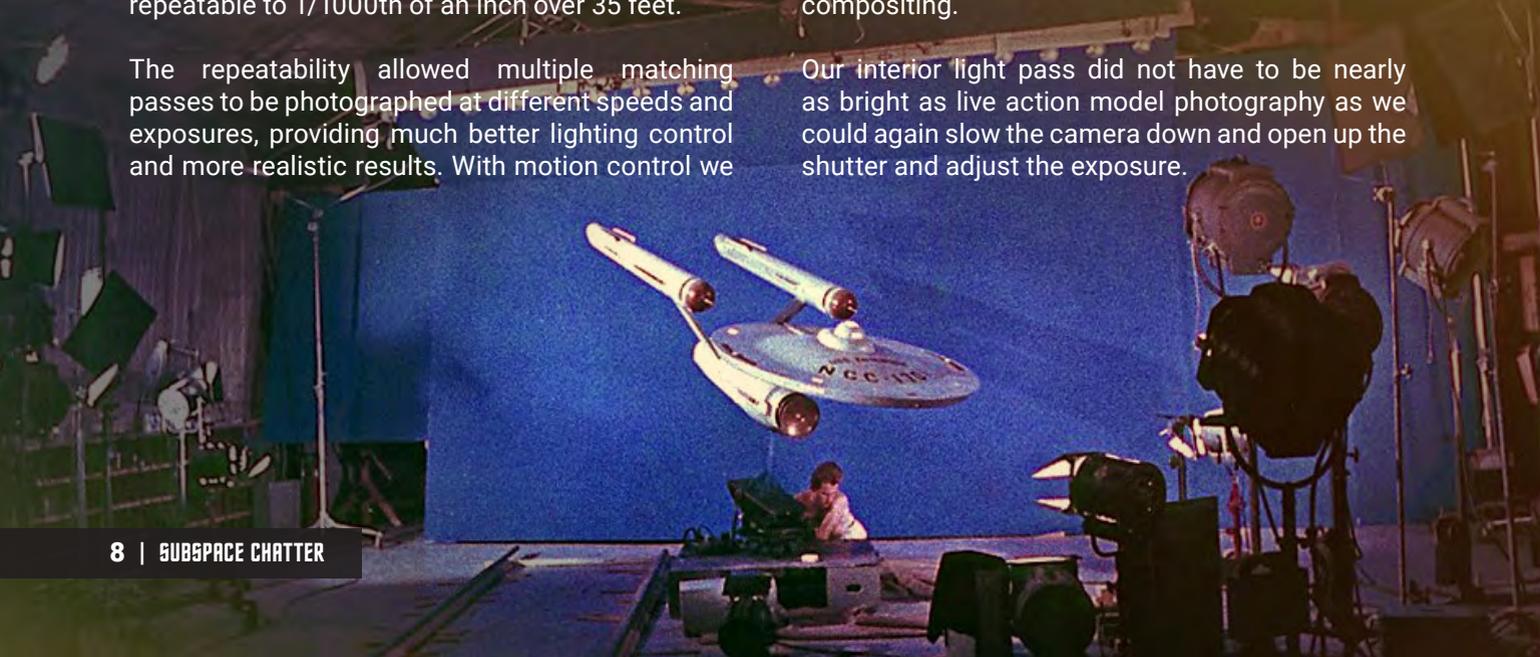
20 years later technology had evolved so that the camera could be controlled by a computer. This technology, called "motion control" utilized a repeating motorized camera and models on precision tracks. The moving camera rig was repeatable to 1/1000th of an inch over 35 feet.

The repeatability allowed multiple matching passes to be photographed at different speeds and exposures, providing much better lighting control and more realistic results. With motion control we

In this typical shot from Star Trek: Voyager, we began with a storyboard or design of the shot needed. To make the spaceship appear to move, the camera was programmed to move down the tracks and past or around the model.

The first filmed piece was what we call a "beauty lighting pass" that sets the lighting /mood for the final shot. It was discovered that the models look much better if they were backlit or sometimes side lit. In contrast, TOS ships were shot over blue screen in a single pass, so lighting was rather flat to minimize 'blue spill' and improve matte compositing.

Our interior light pass did not have to be nearly as bright as live action model photography as we could again slow the camera down and open up the shutter and adjust the exposure.



Some of the ships had running lights or strobe lights and so they were a separate pass as was the red nacelles.

The blue engine lights were photographed with a fog filter for glow effect.

When all of the light passes were finished we would film a matte pass. No illumination was on the model which was shot over fluorescent orange screen lit with ultraviolet lights. When the footage was transferred to digital D-1 medium, the orange pass would be interpreted as black and white as shown here.

In this particular scene the planet and the stars were computer generated in program called LightWave 3D. This software could use the computer generated data from the model photography and repeat the move and create stars and planets.

The transferred D1 digital separate passes were brought into an editing/compositing bay and assembled giving a resulting final composite. This shot was created for "The Caretaker" pilot episode of Star Trek: Voyager.

BEAUTY LIGHTING PASS



INTERIOR + GLOW PASSES



MATTE (SILHOUETTE) PASS



FINAL COMPOSITED SHOT



David Stipes is a visual effects consultant, artist and compositor.

He has worked on Star Trek since 1992 and received an Emmy Award for Outstanding Visual Effects. Recently David has lent his talents to productions filmed in Arizona. As a member of the United Federation of Phoenix, David offers his unique insights to fellow fans through his contributions to this publication. Visit David online at DavidStipes.com.

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INCOMING TRANSMISSIONS

NEWS FROM THE EDGE OF THE FINAL FRONTIER

DISCOVERY RETURNS

En route to the planet Vulcan to pick up its new captain, the USS Discovery receives a distress call from the USS Enterprise. Captain Christopher Pike takes emergency command



of the Discovery and Commander Michael Burnham visits the damaged Enterprise to investigate the quarters of her foster brother Spock, who had previously taken leave for a personal investigation. The new, 14-episode season continues on CBS AllAccess.

KID-FRIENDLY STAR TREK

A new kid-friendly animated *Star Trek* series is in the works from Alex Kurtzman who says: "It's built from an entirely different perspective. What's exciting about it is not only looking at

each animated series as what's the different tone, but what's the different technology we can apply to these things so that visually they're entirely different?" The kid-focused series is the second animated show recently announced, along with "Lower Decks" from the creators of *Rick & Morty*.



STAR TREK 4 ON THE SHELF

Deadline is reporting that the fourth Kelvinverse *Star Trek* film has been shelved, at least for now. The director who was attached to the film, S.J. Clarkson, has been hired to direct and executive produce the pilot for HBO's upcoming *Game of Thrones* prequel series. *Star Trek 4* also recently stalled over salary negotiations with Chris Pine (Captain Kirk) and Chris Hemsworth (who was to return as Kirk's father) and appears to be progressing no further.

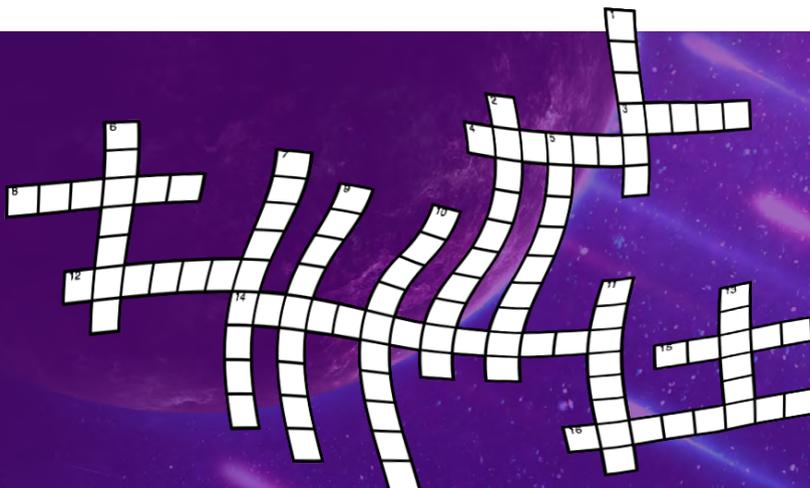
PICARD, YES. ROMULUS, NO.

Producer Alex Kurtzman, of the untitled upcoming Captain Picard TV series, recently said: "Picard's life was radically altered by the dissolution of the Romulan Empire." The Picard series is expected to take



place 20 years after the events of *Star Trek Nemesis*, which would set it in the year 2399, or twelve years after the destruction of Romulus (as seen in JJ Abrams' *Star Trek 2009*). It's not hard to imagine how Picard may have become more involved with Romulan politics in the years leading up to the destruction of Romulus, and how it would "radically alter" his life.

Speaking of Picard's evolution in the new series, Patrick Stewart said: "I want it to be both what people remember but also not what they're expecting, otherwise why do it?"



CROSSWORDS OF TIME

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THE UNITED FEDERATION OF PHOENIX

OFFICIAL BRIEFING AND CLUB ACTIVITIES

FROM CAPTAIN KIM SMITH

As we say farewell to 2018 and welcome in 2019 I am very proud to be a member of the UFP. We have had a lot of fun lately eating out after our meetings and doing Christmas



Angels with a record turnout this year! Lots of fun was had by all at a humorous White Elephant gift exchange. I look forward to spending many more Saturdays with the UFP in 2019. Happy New Year to all of you!

UFP ARTIST KEVIN HOPKINS

This month's cover artwork "Gowron" was created by UFP member and digital artist Kevin Hopkins. Kevin teaches painting, drawing, and Photoshop. He has had designs on the Challenger space shuttle. He

was an artist for *Battlestar Galactica* comics and won the international Illustrators of the Future Contest. He went on to work for Warner Brothers Studios on such titles as *The Matrix*, The first four *Harry Potter* films, *Batman Begins*, and many more.



RECENT ACTIVITIES

We had an awesome *Star Trek: Discovery* Season 2 Premiere event in the School of Earth and Space Exploration at ASU's Marston Exploration Theater! Wow! The episode was epic! Like watching a *Trek* movie! Great character moments, plus action, drama! It's going to be an awesome season! Thanks to ASU PhD student Kara Brugman for co-hosting the event with Dave Williams, and to all the United Federation of Phoenix members who attended!

We also recently visited the Phoenix Art Museum, including the Teotihuacan Exhibit. This city in Mexico, inhabited from ~50-550 CE, was noted for worship of a feathered serpent god. As *Trek* fans, we of course are familiar with this, after



the USS Enterprise's encounter with Kukulkan in *TAS*'s "How Sharper Than A Serpent's Tooth."

I WANT TO HEAR FROM YOU

Thanks for reading our magazine. Now you can help make **Subspace Chatter** even better. Email me with suggestions for content you'd like to see, or author an original article on the subject you care about most.

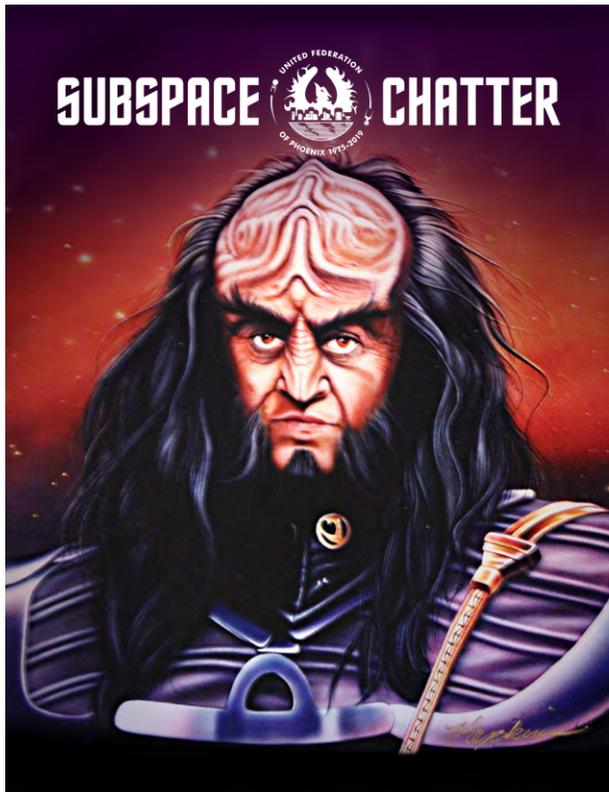
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UFP CALENDAR FALL 2018 - WINTER 2019

FRI OCT 19	6PM	Science with a Twist (for adults) at AZ Science Center
SAT NOV 3	6PM	Halloween Party at Annette's, Central Phx
SAT NOV 10	1PM	Hike & Wine and Cheese Tasting at Dave and Kim's, N Phx
SAT NOV 24	- - -	See "Fantastic Beasts 2" at Harkins Theater TBD
SAT DEC 8	NOON	Lunch & Biz followed by Christmas Angels at PV Mall
SAT DEC 22	4PM	White Elephant Christmas Party at Walt's, Glendale
MON DEC 31	8PM	New Year's Eve Party at Annette's, Central Phx
SAT JAN 5	2PM	International Potluck & Short Treks at Steve's, Glendale
SUN JAN 13	NOON	Free Tour of Phoenix Art Museum, Dinner After
SAT FEB 2	11AM	Hike & To Boldly Draw Game at Dave and Kim's, N Phx
SAT FEB 16	- - -	Road Trip: Tucson Gem & Mineral Show
SAT MAR 2	- - -	Baseball Spring Training Game and Meal, TBD
SAT MAR 16	2PM	BBQ and Bat Walk at Dianna & Kevin's, Scottsdale
SAT MAR 30	11AM	Tour Nat. Guard Museum, Dinner After, Biz at Annette's
SAT APR 13	- - -	Calendar Planning for Second Half of Year, TBD

LOCAL FANDOM EVENTS IN ARIZONA

SAT JAN 26	LIBRARY FANCON (Tempe Public Library) Tempe Public Library Comicon is a free pop culture convention in Tempe run annually by the public library. 2016 attendance was 2,500 with 40 vendors.
FRI FEB 22 - SUN FEB 24	LADY DEATH FIEND FESTIVAL (Mesa Marriott) Hosted by comic book writer Brian Pulido, creator of Lady Death, initially as a way to celebrate the opening of his museum and the Coffin Comics Store.
FRI MAR 8 - SUN MAR 10	WILD WILD WEST STEAMPUNK CON (Old Tucson Studios) America's first and only Steampunk convention and festival that takes place in a western-themed town and amusement park. Theme: Galactic Steampunk Federation
THUR APR 18 - SUN APR 21	LEPRECON 45 (Doubletree by Hilton Phoenix North) The second oldest active sci-fi con in Arizona, it is an active annual science fiction convention with a strong focus on art. Guest of Honor: Baron Dixon.



ON THE COVER: "Gowron," a digital painting by artist and UFP member Kevin Hopkins.

THE UNITED FEDERATION OF PHOENIX

Welcome to the Southwest's oldest *Star Trek* and science fiction fan organization, continuously operating since 1975. The UFP is a collective of like-minded men and women from all walks of life who get together to have fun, engage in activities, and celebrate our shared love for *Star Trek*. Inside these pages is "Subspace Chatter," our official monthly publication, which highlights science fiction and fandom events, spotlights our members, and provides a resource for all things related to the UFP! If you are into Sci-Fi and are in the Metro Phoenix area, consider attending one of our meetings. We would be glad to meet you. Drop us a line at info@u-f-p.org for more info.

INSIDE THIS ISSUE OF SUBSPACE CHATTER

UFP member Bree Boehlke reminisces about her night with the stars at the Paramount exclusive fan event. Kim Smith leads by example when it comes to volunteering in 2019. David Stipes shows us a behind-the-scenes look at motion controlled photography for *Star Trek*. G.D. Hurn kicks off his two-part series which asks "Is Starfleet a force for peace or war?". Dave Williams reviews the latest *Short Treks*. We highlight the latest *Star Trek* and science fiction news and so much more!



The United Federation of Phoenix

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