

SUBSPACE CHATTER



YEAR 44 ISSUE 4 | SPRING TRAINING | SET TOUR | PEACE OR WAR PART 2 | NASA | DS9 EFFECTS



SUBSPACE CHATTER

OUR 44TH YEAR • ISSUE 4 • MARCH / APRIL 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**

IN THIS ISSUE

- 03** Captain's Log with Dr. Kimberly Smith
- 04** Starfleet: Peace or War 2 by G.D. Hurn
- 06** Farthest New World by David Williams
- 07** Docking at DS9 by Terri Spencer
- 08** Star Trek VFX with David Stipes
- 10** Star Trek & Science Fiction News
- 11** UFP News & Information
- 11** 2018-2019 UFP Club Calendar
- 11** Upcoming AZ Fandom Events



CAPTAIN'S LOG

SPRING TRAINING OUR LATEST AWAY MISSION

Captain's log, stardate 201903.2. On March 2nd, nine UFP members ventured out to Camelback Ranch Ballpark

Luckily the rain stopped just before the game and made for a cool lovely day. Everyone had a good time and John caught a fly

so slightly better than the Niners from Deep Space Nine season 7 episode "Take me out to the Holosuite" :)



where we attended a spring training baseball game between the Chicago White Sox and the Colorado Rockies. The Sox won 10 to 6 in a high scoring game.



ball as a souvenir! Walt enjoyed a Dodger's dog (it is the Dodgers and Sox shared stadium for spring training) and several got some kettle corn popcorn. Kim still has some leftover one week later the bags were so large! The players we watched were ever



Dr. Kimberly Smith

Dr. Kimberly Smith, UFP Captain

STARFLEET: A FORCE FOR PEACE OR WAR?

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

PART 2 : WHAT'S IN A NAME?

The original *Star Trek* series never identified what class of ship the Enterprise is. Franz Joseph's *Starfleet Technical Manual* identifies the Enterprise as a Constitution Class heavy cruiser. This designation is misleading since in the real world

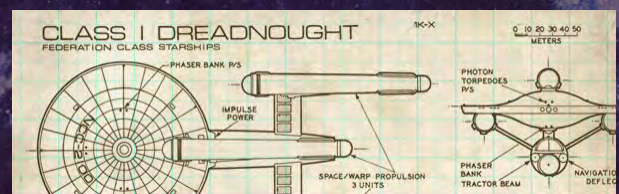


the class of a vessel is the first ship commissioned in a line of ships so named. For example, the U.S.S. Iowa, U.S.S. Gerald R. Ford, or the U.S.C.G.C. Hamilton. The vessel can be one of many different types such as "battleships" (like the Iowa) "aircraft carriers" (like the Gerald R. Ford) and "cutters" (like the Hamilton). The Enterprise, with the numerical designation of NCC-1701, is in actuality the second vessel of the Constitution class in which the U.S.S. Constitution itself is designated NCC-1700.

Strangely though, *Star Trek* never really identifies any warships in the series. You have heavy cruisers, command cruisers, and light cruisers but no destroyers, no strike cruisers, and no battleships. Only the Klingons are identified as having a battle cruiser, which denotes a warship, and the Romulan Bird of Prey, which also denotes

a combat vessel. It's only much later in the *Star Trek* timeline that warships are actually identified. For example, a Defiant class starship, is typified as an "escort vessel." In *Star Trek Into Darkness* the USS Vengeance is a Dreadnaught class starship specifically designed for combat. The ongoing prevalent theory is that the writers and fans did not want Starfleet to appear militaristic in the designation of the types of vessels, i.e. battleships, destroyers, etc. The words 'battle, strike, and destroyer' recall the concepts of war and conflict and that is not what *Star Trek* is about.

Going back to the *Technical Manual*, a dreadnaught is not necessarily associated with warfare. The term "dreadnought" stems from archaic English, meaning "a fearless person". The first dreadnought was, in actuality, the HMS Dreadnought of the British Navy commissioned in 1906, recognized



as being the world's first big gun warship. While "Dreadnought" was the name of the British warship, the similarly-named "dreadnought" became a means of identifying a truly new and unique capital ship until it was replaced with the term "battleship." Therefore, the dreadnaught could be considered a non-warship for treaty purposes and would be acceptable in the *Star Trek* universe.



PREEMPTIVE OR PREVENTATIVE WAR?

Though pacifistic in nature, Starfleet and the Federation are not blind to the machinations of other interstellar powers and does occasionally intervene in their affairs with selective overt or covert strikes in order to prevent a larger conflict.



In *DS9* when the Cardassians signed a treaty of friendship and cooperation with the Dominion, the latter began moving huge numbers of ships and resources from the Gamma Quadrant to the Alpha and Beta Quadrants. It then became apparent to the Federation-Klingon Alliance that this was more than simple posturing. It was about prepositioning



assets for the eventual conquest of the Alpha and Beta Quadrants. A preemptive strike or a preventive strike was simply not going to eliminate the Dominion threat, so the Federation chose the only option they had: Total war.

During the course of the conflict, there were clear indications of just how warlike of a society the Federation could be. They employed major strikes against shipyards (jem'hadar) and resource depots (ketracel-white) and even created the 11th Fleet.

Is Starfleet a force for peaceful exploration or military deterrence? I believe both. The evidence indicates that they are an exploratory force but also serve as a deterrence to other stellar empires. Diverging to non-canon subject matter, the computer game *Star Trek TNG Birth of the Federation*, the opening prologue states that "Federation starships are not designed to start wars but to end them." That being said, Federation



starships are exploratory vessels first, warships second, although they can fill either role very easily.

So, when you watch or read *Star Trek*, consider that the Federation Starfleet was established based on highly ethical and moral tenets, but may find itself having to perform morally questionable or unethical actions in the name of survival.

NASA EXPLORES THE Farthest New World

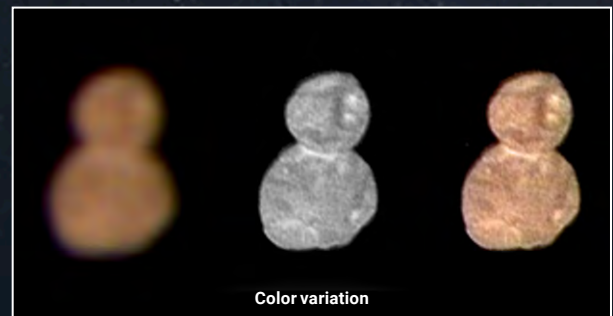
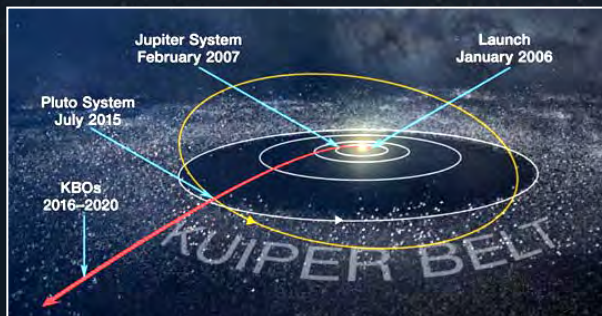
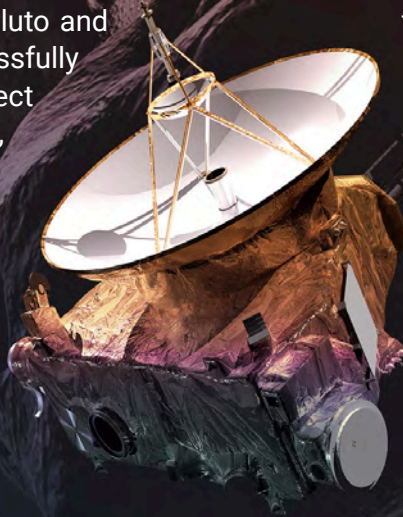
DAVID A. WILLIAMS | ASU ASSOCIATE RESEARCH PROFESSOR | UFP MEMBER

NASA's New Horizons spacecraft, which did a fast flyby of dwarf planet Pluto and its moons back in 2015, successfully flew by the Kuiper Belt Object (KBO) designated 2014 MU69, nicknamed 'Ultima Thule' on New Years Day. Ultima Thule (which means "beyond the known world") is located about 6.5 billion kilometers (4 billion miles) from the Sun, making it the farthest new world ever explored by humanity.

Ultima Thule is a type of Kuiper Belt Object known as a "Cold Classical", which means they have nearly circular orbits in the solar plane, and have not been disturbed since their formation ~4.6 billion years ago. The first images show that UT is a contact binary, composed of two circular lobes that underwent a low-speed collision and

merged. The reddish color is thought to come exposure of hydrocarbon ices on its surfaces to weak solar radiation. UT measures 18 miles in diameter.

UFP member David Williams, a research professor in the School of Earth and Space Exploration at ASU, just received a grant from NASA to help the New Horizons Science Team make the first global geologic map of Pluto, one of the largest dwarf planets in the outer solar system. Dr. Williams will be working on that project over the next three years. Meanwhile, the New Horizons spacecraft will continue heading out of the Solar System at over 36,300 mph and may continue to study other KBOs of they come in range of the spacecraft.



DOCKING AT DS9

VISITING THE SET WITH UFP MEMBER TERRI SPENCER

IT WAS AUGUST OF 1996 when I had a dream come true. I was a member of *Deep Space Nine* actor Alexander Siddig's fan club called *The Doctors Exchange*, and we were having lunch with Sid at our annual meeting in Anaheim. Following the luncheon we had an auction, where the proceeds went towards charities Siddig supported,



like *Amnesty International* and *Doctors without Borders*. I had saved for months and had my eye on the prize: a tour of the *Deep Space Nine* sets, hosted by Sid himself. I decided the best way to win was to intimidate the others, so I shouted out "eight hundred dollars," and won the tour.

Sid was in negotiations to direct an upcoming episode, so his assistant Robert would be giving a majority of the tour. They were in the middle of shooting "Nor the Battle to the Strong" and I watched them film some scenes and was given a copy of the call sheet. I spoke with some actors who were "wounded" in an off-screen battle in the underground infirmary scene. I spun the dabo

wheel at *Quark's*, climbed the spiral staircase to the holosuites, and visited Dr. Bashir's infirmary. I walked through Ops and Sisko's office, and saw his baseball. I sat in the command chair on the *Defiant*, which is huge! Seated at the edge of it, my feet were still a good foot off the ground.



Finally it was off to the makeup room and trailers. I admit that I had fun putting on the Ferengi nose. Another great thing was seeing the mask on what was going to be the Borg Queen, complete with the vertebrae. It was thrilling to see the makeup months before Alice Krige would wear it in *First Contact*.

Just a couple short years later I was back touring the *Deep Space Nine* set again, this time with the staff members of Andrew Robinson's fan club. What impressed me most about

Andrew was that he knew and greeted everybody by name, no matter who they were. While he gave us a tour we met up with John DeLancie's wife, who was over at the *Voyager* set because John and one of their sons were filming.

They were filming "Covenant" and some of the main sets were

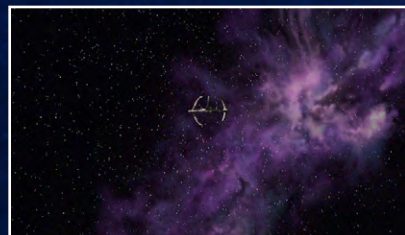
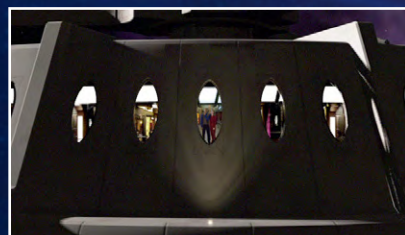


closed off and packed with furniture to make room for new sets built for that episode. We saw Nana out walking her dog and ended up near the makeup trailers again. One of the other staff members briefly looked inside and she had a delighted look on her face. "It's Marc Alaimo!" she gasped out. A few seconds later, Marc Alaimo steps out of the trailer in full Gul Dukat makeup. What a moment! He talked with us for a few minutes before going onto the set.

For us, it was the end of the tour, because how can we top that? We talked about our day all the way back to San Diego, just thrilling in the memories of the end of a great weekend.

POINT OF LIGHT IN THE STARS

A UNIQUE EFFECTS SOLUTION TO A STAR TREK SEND-OFF



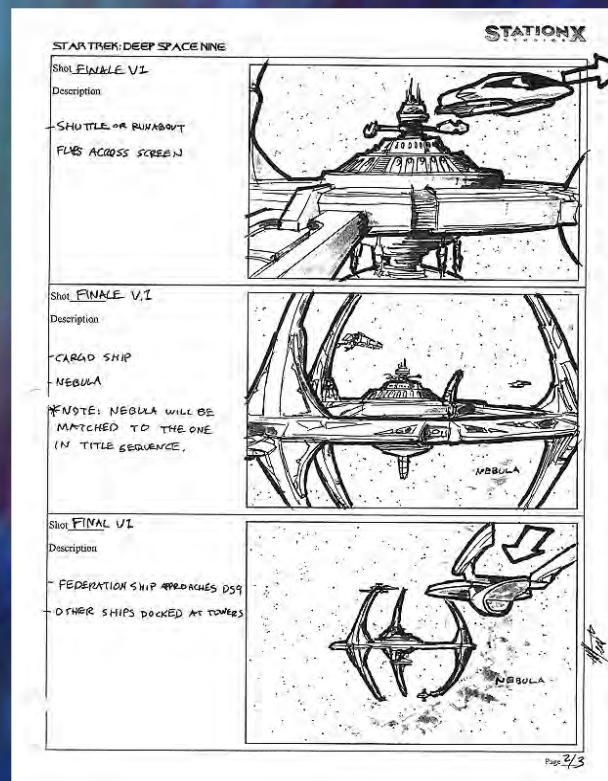
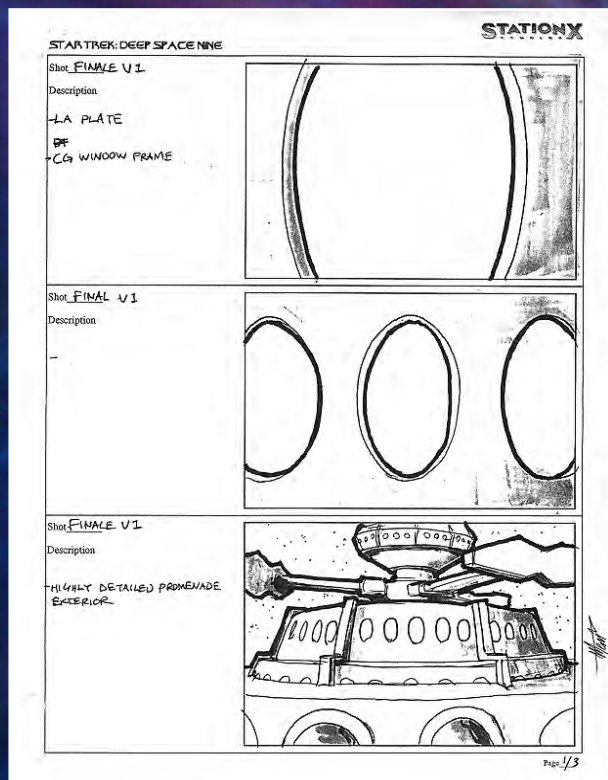
Deep Space Nine, the space station, was always a physical model except for the last shot of the series. For the final episode, "What you leave behind", the script called for a camera pull back from Jake and Kira out a DS9 window and away until the station was just another point of light in the stars.

The challenges were enormous. We had to film a live action pull back from Jake and Kira in the window on the set and later match to an infinite pull back from a model. Using the existing DS9 model was going to be a problem. The physical model was only six feet across so the windows were much too small to pull out of. We had access to a 32-foot motion-control track but it was still too short to get the physical model small enough to work as required.

Because of prior visits with friends at *Station X*, a visual effects company in Los Angeles, I know that one of their principle people, Aristomenis "Mini" Tsirbas, had constructed a LightWave 3D version of the DS9 station as a fun project for himself. Mini was eager to work on this shot and would make his digital model available to Star Trek.

I approached the series producers and proposed a CGI (computer generated imagery) solution. I encountered resistance to using a CGI DS9 station initially because of budget fears and some anti-CGI bias. However, I showed Minis' DS9 model and storyboards to the producers and convinced them that this approach would work well.

As was typical to the *Star Trek* work flow, the film editors dropped in an eight to twelve second slug of black leader into the show for the pull back shot. Watching second after second of black leader feels really long so the producers balked when I suggested that the final shot be 30 seconds or longer. They complained that they had never had that long of a shot on DS9. Mini and I roughed out an animatic (an animation move test) to show what the pacing would be like on the final shot.



The animatic sold the timing and Mini went to work with the final pull back. There were some versions with a sun and additional space ships but the producers settled upon a solitary DS9 station against the vastness of space.

With the inclusion of the credits and the live action, the pull back turned out to be about 50 seconds long and was a beautiful, poignant send-off of the series.



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.



STAR TREK: DESTINY?

More news has come out about the new *Star Trek* show starring Patrick Stewart as Jean-Luc Picard. The series will run on CBS All Access, with a 10-episode first season. It will take place 20 years after the events of the movie *Star Trek*



Nemesis, in which Picard has been affected by the destruction of Romulus (shown in flashback in the 2009 *Star Trek* movie). The name of the show has variously been reported as *Star Trek: Destiny* and *Star Trek: Picard*. Two actors, Santiago Cabrera and Michelle Hurd, have been cast in the show, and Hannelle Culpepper will direct the pilot. The show will be produced in Santa Clarita, California, and production starts next month.

THE ORVILLE SOARS

While *The Orville* has always scored high in the ratings with audiences, critics haven't been so kind. The first season's mix of high-concept sci-fi and juvenile toilet humor alienated many reviewers, however, the second season has turned them



around. The show went from a 31% critical approval rating to a perfect score of 100% on *Rotten Tomatoes*, proving that Seth MacFarlane's *Trek*-inspired series resonates with audiences and critics alike. And what started as mostly an homage and knockoff of *Star Trek: The Next Generation* has grown into its own confident and focused sci-fi adventure series. Be sure to check out *The Orville*'s second season Thursdays at 8:00pm on Fox.

DISCOVERY RENEWED

CBS All Access announced the third season renewal of *Star Trek: Discovery* and also that Michelle Paradise will join Alex Kurtzman as co-showrunner for season three. "The massive success of *Star Trek: Discovery*'s second season launch



exceeded our expectations in both driving subscriber growth and generating a phenomenal response from *Star Trek* fans," said Julie McNamara, Executive Vice President, Original Content, CBS All Access. "With Alex Kurtzman and Michelle Paradise at the helm, we look forward to continuing *Star Trek: Discovery*'s journey, growing the *Star Trek* franchise on CBS All Access and bringing fans new *Star Trek* stories for many years to come."



STAR TREK AT ASU

The UFP co-sponsored screenings of *Star Trek Discovery's* season 2 pilot "Brother" and episode #8, "If Memory Serves" in the Marston Exploration Theater in ASU's School of Earth and Space Exploration in Tempe. *Discovery*, which is shot in HD and uses movie-quality special



effects, looks very cinematic when watched on the big screen at ASU!

Star Trek: Discovery's first eight episodes have all been well written, acted, and produced, and like season 1 are telling a serialized story in great fashion. Most cannot wait for the next episode each week!

JOIN THE ADVENTURE

The UFP engages in all sorts of fun activities in Phoenix and beyond. We recently hiked North Mountain followed by a fun game of *Star Trek*

Pictionary. The following event was a road trip to the Tucson Gem & Mineral Show, where Captain Kim got some rock jewelry and Dave Williams procured a ring made from a 2000-year-old coin from the Roman Empire. If you are interested in joining the fun, please attend



one of our gatherings. We meet bi-weekly on Saturdays at various locations around the valley. Email us at info@u-f-p.org to learn more.

FREQUENCIES OPEN

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

Let's talk! Please email your ideas to subspace-chatter@u-f-p.org.

BBQ AND BAT WALK

The next meeting of the UFP will occur March 16th at 2:00 PM at the home of Dianna and Kevin in Scottsdale. The plans are as follows:
2:00 Eat, mingle, and watch TV
4:00 Business meeting
6:00 Go on a walk to see some bats!
We hope to see you there!



AZ MILITARY MUSEUM

The Arizona Military Museum is operated by the Arizona National Guard Historical Society, a non-profit corporation. Their mission: "To enhance the appreciation of the military history of Arizona and the Arizona National Guard to the State of Arizona and to the Nation."

The UFP will be taking a group outing to the museum at the end of March, followed by dinner and discussion. Admission is FREE, so come join us for an interesting afternoon!

UFP CALENDAR FALL 2018 - SPRING 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 Arizona Military Museum, Dinner After
SAT APR 13	- - -	Calendar Planning for Second Half of Year, TBD

LOCAL FANDOM EVENTS IN ARIZONA

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.
FRI MAY 4 - SAT MAY 5	ZAPCON VIII (Mesa Convention Center) ZapCon (zapcon.com) is an arcade and pinball convention with all games set to free play. It was founded by the Classic Game Preservation Society.
THUR MAY 23 - SUN MAY 26	PHOENIX FAN FUSION (Phoenix Convention Center) Phoenix Fan Fusion (phoenixfanfusion.com) is the largest pop culture convention in Arizona. Headliners include Elijah Wood, Summer Glau, and Billy Dee Williams.
FRI JUNE 21 - SUN JUNE 23	CON-NICHIWA (Starr Pass Resort & Spa, Tucson) Con-Nichiwa is an annual anime convention organised in Tucson by Monkey Paw Ent. See "The Slants", the first all-Asian American dance rock band in the world.
FRI JUNE 28 - SUN JUNE 30	MAD MONSTER PARTY (We-Ko-Pa Resort, Fort McDowell) A predominantly horror convention that's focused around signings by a strong line-up of guests. It also includes a vendor hall and a panel and event room.



ON THE COVER: "What We Leave Behind" by UFP member David Matteson.

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 Terri Spencer recalls her times visiting the set of DS9 and gives us a peek on what happens behind the scenes. G.D. Hurn concludes his two-part examination "Is Starfleet a force for peace or war?". Dave Williams updates us on NASA's New Horizons spacecraft. David Stipes shows us a behind-the-scenes look at the final shot of *Deep Space Nine*. Captain Kim and crew visit a spring training baseball game. We highlight the latest *Star Trek* and science fiction news and so much more!



The United Federation of Phoenix

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