

SUBSPACE CHATTER





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SUBSPACE CHATTER

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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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CAPTAIN'S LOG

MILITARY MUSEUM AWAY MISSION IN ARIZONA

On April 13th the UFP had Indian food together and then visited the Arizona Military Museum at Papago Park. The military use



of Papago Park began in 1909 when the Northwest corner was withdrawn from the public domain for military usage. The area was used by the 158th Infantry Regiment (part of the National Guard) as a target and rifle range. Other uses included a Civilian Conservation Corps

Camp (1933-38), an infantry training group for WWII, and a prisoner of war camp (1942-46). It has been an Army



Reserve Center since 1952, then headquarters for the AZ Department of Emergency and Military Affairs since 1975. The adobe structure housing the museum was built in 1936. When this area served as a Prisoner of War Camp, 25 German navy officers and sailors escaped

through a 178-foot tunnel on December 23, 1944. It remains the most sensational mass escape from a POW camp on US



soil! Geoff Hurn had some good stories to tell and we all had a great time viewing the exhibits there at the museum.

Dr. Kimberly J. Smith

Dr. Kimberly Smith, UFP Captain

SE Tube TALK

WITH LEE WHITESIDE

It's mid-May and the broadcast networks are mostly wrapping things up, but cable and streaming services have some new offerings that might be of interest.

ON THE CW we've got the last few episodes of *Supergirl*, *Arrow*, *Flash*, and *Legends of Tomorrow*, all airing in the next couple of weeks, wrapping up season long storylines and setting things up for next year which will include the Crisis on Infinite Earths crossover. *Supergirl* will hopefully defeat Lex Luthor (played gleefully by Jon Cryer) who has been behind pretty much everything that has been going on this season. *Arrow* will deal with the new vigilante



and will see the departure of Felicity. *Legends* will see their final (?) confrontation with Neron and *The Flash* will hopefully defeat Cicada and resolve things with his daughter, Nora. There will also be new episodes of *I, Zombie*, which will be its final season. It has long ago diverged from the comic source material, but it is definitely worth catching up on if you haven't been watching it.



AGENTS OF SHIELD returns to ABC on Friday nights, which reportedly will ignore the events of *Infinity War* and *Endgame*, even though the last season did make reference to Thanos' arrival and the new season is supposedly set a year later. Maybe it is now on an alternate timeline that had no snap or related actions seen in the movies? There's not much advance details on the new season, but it appears that even though several characters apparently met their demise at the end of last season, their actors will be back in some form. It's a comic book show, so anything is possible.

GOOD OMENS

will be debuting May 31 on Amazon Prime. It is an adaptation of the novel by Terry Pratchett and Neil Gaiman about how things go awry when the infant antichrist is brought to earth in preparation for the apocalypse and there's a switcheroo in the maternity ward. David Tennant stars as the demon Crowley with Michael Sheen as the Angel Aziraphale. The series was written and produced for Amazon and The BBC by Neil Gaiman as well as some of the team that has adapted other Terry Pratchett novels for television. The nuns of the Chattering Order of St. Beryl (who botch the baby transfer) have become an internet sensation of sorts, with their own music video for "That Brand New Baby Smell". If you've read the book you know what to expect, and I think the TV adaptation will deliver. If you've not read the book, be prepared for a very silly and odd take on the apocalypse.



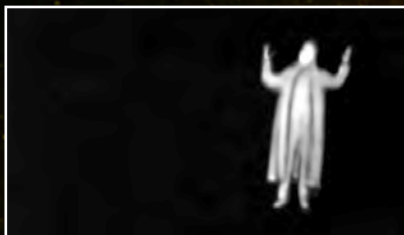
NOS4A2 a series based on the horror novel by Joe Hill (Stephen King's son), will be debuting over on AMC. NOS4A2 follows Vic McQueen (played by Ashleigh Cummings), a gifted young woman who discovers she has a supernatural ability to find lost things. This ability puts her on a



collision course with the evil and immortal Charlie Manx (Zachary Quinto). Manx is a supernatural villain who feeds off the souls of children then deposits what remains of them into Christmasland - a twisted place of Manx's imagination where every day is Christmas Day and unhappiness is against the law. Vic strives to defeat Manx and rescue his victims - without losing her mind or falling victim to him herself. Having seen the first episode at Wondercon, I can definitely attest to Zachary Quinto being very creepy as the villain. The production values are very high and Joe Hill, upon seeing the creepy bridge brought to life, said that walking onto the set was like walking into his imagination. The first season of ten episodes will cover the first third of the book. If you have read the book, the big change is that Vic McQueen is already a teenager when the TV series starts while in the book she was around eight years old when she has her first supernatural experiences. I think that change makes sense for the TV series since Ashleigh Cummings really brings Vic to life.

BEAM ME UP

BY DAVID STIPES, A STAR TREK VISUAL FX SUPERVISOR AND UFP MEMBER



TRANSPORTER EFFECTS in *Star Trek* have been a fascination for many fans. Here is an example from *Star Trek: Voyager*. The effect is made up of several parts: the background scene a.k.a. “bg plate”, the on-set transporter lighting effect, the actor or object to be transported, and the sparkles that are added in.

FOR THE TELEVISION SERIES we generally did the transporter as a “lock-off” meaning that the camera is not moving during the effect. However, we still could bring life and interest into the scene with a limited camera move. As Tuvok (Tim Russ) enters, the camera pans with him and then locks-off as he stands before

the empty transporter platform - its lights come up and go down.

Neelix (Ethan Phillips) runs up onto the platform, stands still in position and the lights come up and down again. When the lights dim he reacts as though he’s been transported in.

AFTER THE FILM IS DEVELOPED and transferred to digital, the first step is to remove the footage of Neelix running up to the platform and do a simple cross-dissolve to materialize the actor. A digital matte was painted to fit the actor’s body.

THE SPARKLES, also known as “twinks,” were glitter or aluminum

chips in swirling water. Voyager’s transporter has added light ball animations moving vertically. The transporter elements are reduced and lined up so they corresponds to the actor’s body. Through the painted mask the twinks only show in the body shape.

THE TRANSPORTER ELEMENTS are dissolved on and off while the actor is being revealed.

THE FINAL TOUCH is what we called the “Power Pellet.” It was the last bit of the transporter effect seen.

STAR TREK’S TRANSPORTER effect was relatively easy to do but so effective and fun to watch!

THE FUTURE OF **TREK ON TV** BY DR. DAVE

Star Trek Discovery's 14-episode second season ended on April 18th, and was a vast improvement over Season 1. The UFP co-sponsored three screenings of the season 2 premiere episode "Brother", episode 8, "If Memory Serves", and the season finale "Such Sweet Sorrow, Parts 1 & 2" in the Marston Exploration Theater at 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 projected on the big screen at ASU.

Spoiler Alert!

Now that *Discovery* and her crew have been hurled into the 33rd Century we find ourselves wondering what the future of *Star Trek* looks like in more ways than one.

For our intrepid heroes, we will get to see a future time period never before explored in *Star Trek*, as well as the first live-action adventure since 2003's *Nemesis* not set in the pre-Kirk era.

For audiences, we will get to explore a different kind of uncharted future, which is that of the *Star Trek* franchise itself. And so far that future looks brightest on the small screen. CBS has announced a new dedicated *Star*

Trek global franchise group that will maximize the expansion of the *Star Trek* brand beyond the traditional boundaries of linear broadcasting and streaming.

Lead by Executive VP Veronica Hart and Alex Kurtzman, the team will manage the strategy to support the content development plans being developed at CBS.



Their goal is to broaden the *Star Trek* fan community through new digital spaces, consumer products and global attractions. These endeavors to further grow the brand are designed to complement the Studio's expansion of the *Trek* universe, which now includes two live-action series, two animated projects and multiple shorts.

So Many Possibilities

Getting back to that time jump on *Discovery*, we are left during the show's hiatus to ponder what will happen next and what the 33rd century looks like for the galaxy.

The furthest into the future we have seen on screen is the 26th century in a moment from *Star Trek: Enterprise*. In the episode "Azati Prime" we are introduced to the USS Enterprise NCC-1701-J, a Universe-class starship that fought the final battle with the Sphere Builders. But we now we will be going much further into the future, thanks to *Star Trek Discovery*. Season 3 begins production in July and is scheduled to air next year. The story is unknown, except that it takes place 930 years in the future.

Two animated *Short Treks* are in the works to satiate fans' appetites before *Discovery's* return. The untitled *Picard*

Show will take place in the prime universe, 20 years after *Nemesis*, and will air later this year on CBS All Access. A new show centered around Philippa Georgiou and Section 31 is in development. And two animated *Star Trek* series are being created - a kid-friendly one for Nickelodeon and a comedy by the creators of *Rick & Morty* called *Star Trek: Lower Decks!*

S T A R T R E K

PLANETARY ASSAULT

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

Mention “*Star Trek*” and most people think of Captain Kirk, Mr. Spock and the crew of the *Enterprise* exploring strange new worlds, with plenty of intrigue, mystery, and adventure. Now mention “planetary assault” and *Star Trek* is probably one of the last things that come to mind.

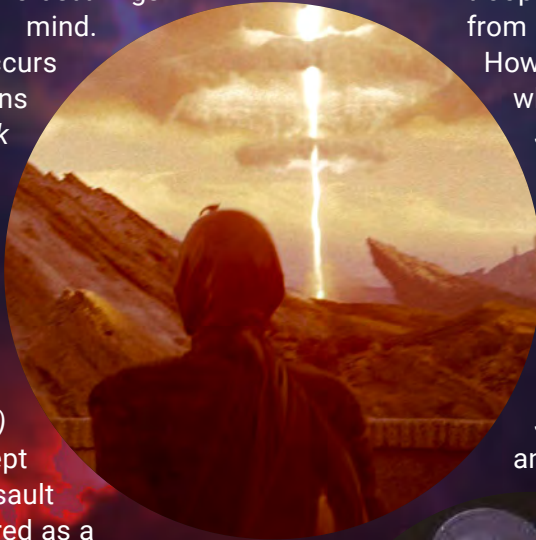
And yet, it occurs in all iterations of the *Star Trek* franchise, from *The Original Series (TOS)* through *Enterprise (ENT)*. It is only in *Deep Space Nine (DS9)* which the concept of planetary assault is even considered as a subject of discussion.

During the sixth and seventh season of *DS9*, total war broke out between the Federation Alliance and the Dominion. The course of the war saw gargantuan space battles, the loss of hundreds of millions of lives, and the utter annihilation of entire worlds. It was war at its most terrifying scale, and defeat would have meant the total subjugation of the Alpha Quadrant under the boot heel of the Dominion. However, only three worlds (Betazed, Chintoka, and Cardassia) encountered planetary assaults or invasions.

What goes into a planetary invasion? Looking back on Earth’s history, the Normandy landings of 1944 remain the single biggest amphibious assault of all time. “Operation Overlord,” as it was dubbed, involved tens of thousands of troops, artillery, planes, and hundreds of ships from small landing craft to big-gun battleships. However, had “Operation Downfall” occurred, which was the planned invasion of the Japanese islands, it would have eclipsed “Overlord” by miles in its scope and scale.

Like Normandy and other amphibious assaults, in which there would be several hours or days of shore bombardment from battleships and destroyers, so too would a world be bombed from orbit in *Star Trek*. The scale of the bombardment and the targets selected would depend on the psychology and morality of each race.

The Federation would use precision ordnance or simple phaser strikes being careful not to hit medical or civilian supply infrastructure, concentrating instead on legitimate military targets. The Klingons, on the other hand, prefer to face their enemies in hand-to-hand combat. But they too know that a bombardment would be necessary to suppress or destroy planet-based anti-starship weaponry.



Most races are keenly aware of the dangers of allowing planetary defense grids to remain functional as troops beamed or shuttled down to the surface.



The Jem'Hadar army would likely threaten a world with total annihilation to force surrender without a fight. And if the planetary defenders called their bluff they would blast them back into the stone age. But if you want to capture a world with its infrastructure intact, smashing the surface of a planet would be out of the question.

Even if you keep your troops in a petri dish (like the Jem'Hadar), on ice (like the Klingons servitor races), or a transporter buffer (like the Cardassians and Breen), invasions on a planetary scale can be virtually impossible. However, with a small contingent of orbiting starships and battleships, even a small invasion force of about 500,000 troops can meet the enemy on a level playing field and defeat them with orbital fire support.



Once landed, invasion troops must be aware that defending forces may have a trick or two up their sleeves. If, by some unknown variable, planetary defenders are able to force enemy ships in orbit to retreat, thus depriving invasion troops of orbital fire support, the troops on the ground need other means of providing fire support for themselves. Hover artillery and tanks would be necessary in any scale of planetary invasions. In fact, there is no reason to believe

that planetary defenders may also have their own form of armor and artillery support. Most middle-tech worlds in which the defenders have no access to nuclear weapons still pose a threat and should not be underestimated. And worlds with nuclear weapons must be suppressed, or at the very least

defended, from orbit by a starship that can intercept incoming warheads, or extend their deflector shields to protect the invasion force until they themselves are able to erect defensive screens.

Once total control is achieved, administrative cadres would arrive to establish an occupation force. Psychological warfare units, which the Romulans and Cardassians excel at, could be sent down. The Federation, on the other hand, wants to win the hearts and minds of the people.



“Overlord” and “Downfall” were planned operations that were immense in of themselves. But an invasion of an entire world would be the granddaddy of all assaults. As indicated in *DS9*, only three worlds were actually invaded or liberated. Two worlds, Cardassia and Betazed, would have been massive undertakings. Which is probably the reason why we don't see a whole lot of worlds in *Star Trek* being invaded.

INCOMING TRANSMISSIONS

NEWS FROM THE FINAL FRONTIER

STAR TREK: DARK REMNANT VR

Dave & Buster's restaurant chain, which is known for their variety of on-site games, is moving into the future with the announcement of *Star Trek: Dark Remnant*, a new virtual reality game beaming into their US locations this spring.



This new game is set in the Kelvin Timeline, putting players in command of advanced research starship USS Galileo, which must work aside the USS Enterprise near the Klingon Neutral Zone – when a crisis begins.



The action is controlled through a virtual interaction headset and device that enables players to control the Galileo's phasers, deflector shields, and sensors. Check it out at a Dave & Buster's locations at Tempe Marketplace and Desert Ridge in Phoenix.

HAILING FREQUENCIES OPEN

Star Trek's original Uhura, Nichelle Nichols, has announced she will be making her final public appearances over the next year, with her last being a special "Hailing Frequencies Open... One Last Time!" convention on in May of 2020. It was revealed last year that Nichols (age 86) was diagnosed with moderate progressive dementia and she plans on moving in with her son, who is joining her on her farewell tour to lend a hand.



For her final appearances, Nichelle is doing photo opportunities and signings, but not panels. There are a couple opportunities coming up soon for you and the UFP to say farewell to this *Star Trek* legend, including: May 23-26 at Phoenix Fan Fusion right here in Phoenix. And July 31-August 4 at the Official *Star Trek* Convention in Las Vegas.

There is also a documentary about her life, which is currently crowdfunding at [indiegogo.com](https://www.indiegogo.com).

THE NEW PICARD SHOW HAS ENGAGED

On Monday, April 22nd, the next new *Star Trek* series, the untitled show featuring Sir Patrick Stewart returning to the role of Jean-Luc Picard, officially began production. According to the latest issue of the industry



newsletter *Production Weekly*, the Picard show will be in production for around five months, with the wrap currently planned for September 16th. Production for the Picard show is taking place in Southern California, fueled



by \$15.6 million tax break from the California Film Commission. The first two episodes are being directed by Hanelle Culpepper (of *Discovery* fame). Stewart's former co-star (and Number One) Jonathan Frakes set to direct episodes three and four.



UPCOMING EVENT

The UFP is attending the Monday May 13, 7pm screening of the new documentary *What We Left Behind: Looking Back at Star Trek: Deep Space Nine* at the AMC Esplanade 14 in downtown Phoenix. Some of our



alumni are attending a screening at the same time at the Harkins Tempe Marketplace. Feel free to join us, if tickets are still available. Go to fathomevents.com to find out!

This one-night event will include an exclusive two-sided poster (11x17, limited quantities) as well as a round table discussion on the making of the documentary.

JOIN THE ADVENTURE

The UFP engages in all sorts of fun activities in Phoenix and beyond. Thank you to the 30 fans (including



11 UFP members) for attending our recent *Star Trek Discovery* Season 2 finale at the Marston Exploration Theater at ASU in Tempe. It sure looks great on the big screen!

If you are interested in joining the fun, please see the calendar below and consider attending one of our meetings around Phoenix. Email us at info@u-f-p.org to learn more.

WRITE FOR THIS ZINE!

Thanks for reading our magazine. Now you can help make *Subspace Chatter* even better. Would you like to write an article for the next issue? Articles can be one page or less when typed in a Word document.



You can write about most anything that you're interested in, as long as there is some connection back to sci-fi, fandom, or the UFP.

Or you can simply share suggestions for content you'd like to see in the magazine and offer up any feedback. Please email your ideas to davidmatteson@gmail.com today and let's talk!

UFP EVENT CALENDAR SUMMER - FALL 2019

SATURDAY MAY 11	1:00 PM	SCI FI Pictionary (Fan Fusion prep) in North Phoenix
MAY 23-26	- - -	PHOENIX FAN FUSION at Phoenix Convention Center
SATURDAY JUNE 8	1:00 PM	POOL PARTY AND AUCTION in North Phoenix
SATURDAY JUNE 22	- - -	"MEN IN BLACK" MOVIE Theater TBD
SATURDAY JULY 6	3:00 PM	WATER VOLLEYBALL in Central Phoenix
SATURDAY JULY 20	12:00 PM	BOWLING AND VIDEOS in Glendale
AUGUST 1-4	- - -	CREATION STAR TREK CONVENTION in Las Vegas
SATURDAY AUG 17	1:00 PM	PROFESSIONAL WINE TASTING in North Phoenix
AUGUST 30-SEPT 1	- - -	COKOCON at Doubletree Inn, MetroCenter
SATURDAY SEPT 14	- - -	MUSEUM TRIP, LUNCH , Elections TBD
SATURDAY SEPT 28	- - -	UFP LADIES in Sedona, UFP GUYS in Glendale
SATURDAY OCT 12	10:00 AM	PETROGLYPH HIKE, CALENDAR PLAN in Central Phoenix



ON THE COVER: Former UFP members Robin Webb and Trish Simmons

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INSIDE THIS ISSUE OF SUBSPACE CHATTER

Check out the all-new Summer/Fall club calendar. UFP member G.D. Hurn explores the recurring theme of Planetary Assault in *Star Trek*. Dave Williams updates us on The Future of *Star Trek* on TV. Lee Whiteside has a fresh, new batch of details of the fall sci-fi lineup. Effects Artist David Stipes shows us a behind-the-scenes look at the *Star Trek Voyager* transporter. Captain Kim and crew visit the AZ Military Museum. We highlight the latest *Star Trek* and science fiction news and so much more!



The United Federation of Phoenix

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