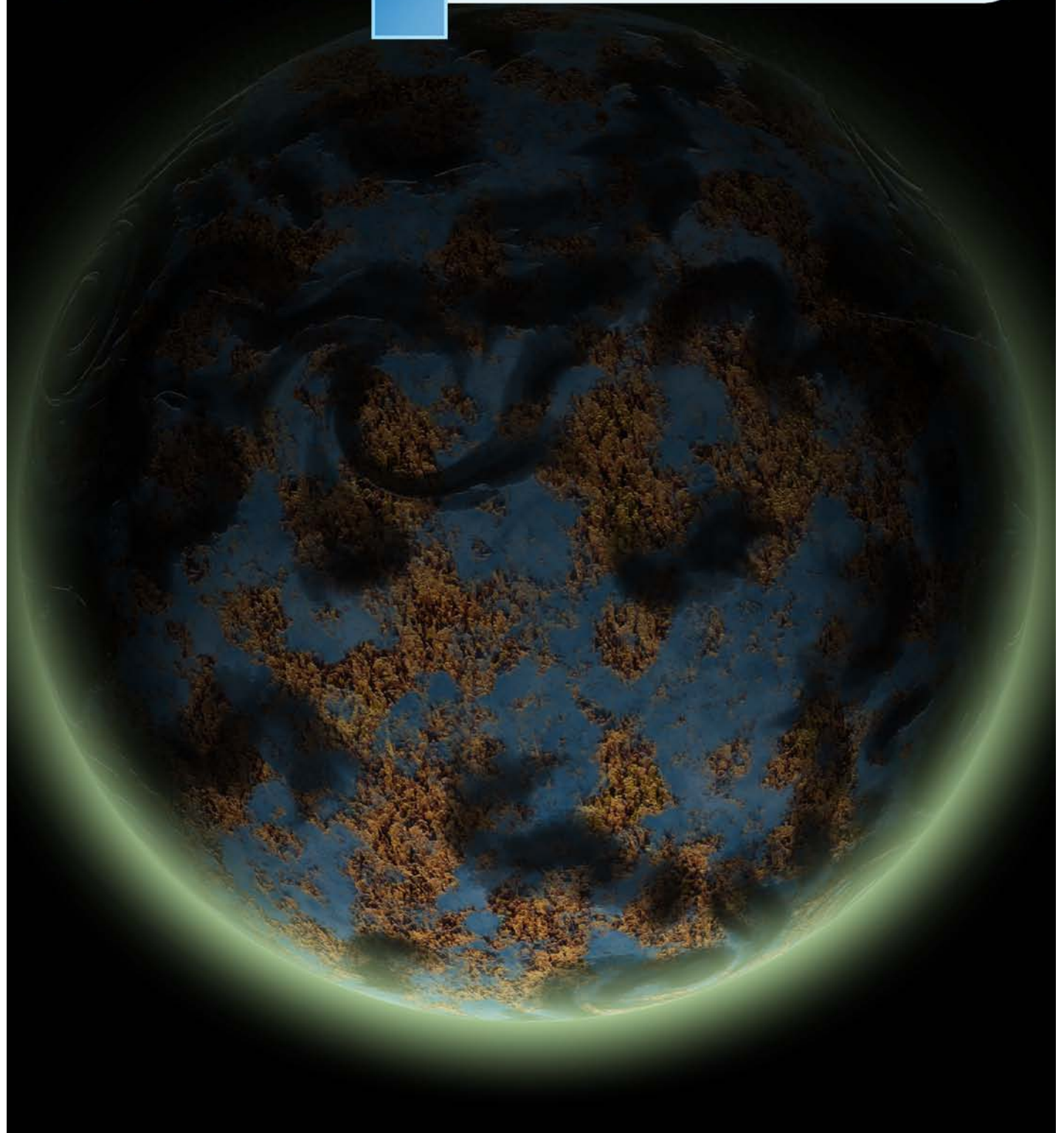


October 2008

The PADD



Hello Everyone!

It's October, and while I'm sure some of us will be happier about Oktoberfest, most of us are still anxious over the looming holiday of Halloween, that special time of the year where we celebrate our worst fears (or, celebrate the ability to dress up as cute things and get candy, if you're into simplifying things that way). That being the case, it's hard to imagine then how we could assemble a PADD without making the kooky holiday the center of attention. Personally, I'm more excited about Halloween this year than I have been any other year, and I guess it's because I'm in a desperate need for fun (in such times of stress, who isn't?). That's why we wanted to make this month's PADD a part of that fun, and therefore, get it out a bit early so you could enjoy it during the proper eves. Although we seem to have lost this month's time capsule full of Dr. Mini's lesson, we nonetheless have such a HUGE USF Movie Review that we had to take a break for a few hours just to get it finished! On top of that, we have the premiere of USF Goodies, an actual *product* review from yours truly, the second edition of Jerriid Billings' "Did You Know...?" series, a new transmission from Sector 039 in Saturn's Rings, and the perfect-attendance USF Cookbook and USF Photoshop Tutorials. Boy are we beefy. Enjoy your Halloween, everyone!

Stay Frosty,

Commander Havraha cha'AAnikh

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Star Trek News

'Star Trek XI' to be More like Star Wars

Those of us keeping track of the next Star Trek film directed by J.J. Abrams are aware that the film is planned to be a prequel of sorts, but less and less emphasis is being placed on Star Trek XI's roll as a "franchise reboot" so to speak. Shortly after stating that his movie is very mindful of current Star Trek canon, a fact that was illustrated in the last September edition of the PADD by an article we reproduced in our news section, Abrams now seems to feel that Star Trek didn't inspire him as much as Star Wars did, and he feels he needs to instill in Star Trek that same kind of excitement and wonder that Star Wars captured him with. This was echoed by the writers of the movie in an interview with Wired. One of the film's writers, Roberto Orci, said –

“It's controversial to even mention Star Wars and Star Trek in the same sentence, but Alex said, ‘We have to bring more Star Wars into Star Trek.’... Original Star Wars. I want to feel the space, I want to feel speed and I want to feel all the things that can become a little bit lost when Star Trek becomes very stately.”

I guess it's worth noting that the guys did confirm that the space ship battles are still more like submarine warfare, but the case stands that most of the people who enjoy Star Trek are some people who simply can't stand Star Wars. I'm sure, on the other hand, these writers would argue that those fans have abandoned Star Trek in recent years (and those fans would argue back that Star Trek has abandoned THEM, so on and so forth), but in any case it seems that Abrams' ambition is to bring Star Trek into the mainstream, and to do that, he's going to change it on a fundamental level.

Let's just keep our fingers crossed, hmm?

'Star Trek XI' Prequel Comics

by Anthony Pascale <http://trekmovie.com/2008/10/17/exclusive-details-on-star-trek-movie-prequel-comic-series/>

Back at Comic Con in July IDW announced plans to do a prequel comic book series linked to the new *Star Trek* movie. The first details on that series (due to kick off January 2009) were sent out this week to comics dealers and TrekMovie has more exclusive information (and spoilers) on what appears to be the first official piece of merchandising related to the new movie.

Star Trek: Countdown

The title of the new comic prequel series is "Star Trek: Countdown." It is being written by [Mike Johnson](#) and Tim Jones based on a story by *Star Trek* director JJ Abrams and writers Roberto Orci and Alex Kurtzman. The series will run four issues, with the first coming out in January 2009 and one more issue in each of the next three months (with the final issue and a [trade paperback](#) collection in April). The Trek team are all fans of comics and have done many comic tie-ins to previous projects. This project is something they are paying close attention to, right down to picking the writers. Both Johnson and Jones have worked with Orci and Kurtzman in the past and Johnson has also been writing Superman/Batman comics for DC. The artwork is being done by Italian artist

[David Messina](#) who has been working for IDW on a number of Trek comics, including the latest "Mirror Images" series, where his work has garnered rave reviews.

How do you do a prequel to a prequel? - [SPOILERS]

One may wonder how you do a prequel comic to a movie which is itself a prequel and origin story for *The Original Series*. The official description of "Star Trek: Countdown" states it will cover 'the origin of Nero, the mysterious Romulan who will ultimately threaten the survival of the entire universe.' In a way, this comic book prequel evidences why the new *Star Trek* team has been resistant to labeling their film as a straight up prequel. As revealed recently, the plot of the film involves Nero traveling back in time to the era before the *Original Series*. This Comic Book prequel, which is said to 'take us right up to the movie,' is primarily set in the time before Nero goes back in time, specifically the *Next Generation* era after *Star Trek Nemesis*. The main characters for the prequel will not be the young TOS crew but Nero and the elder Spock (and possibly familiar characters from the TNG era). Explaining to TrekMovie why the comic series is important, Roberto Orci said:

["Star Trek: Countdown"] is about how you connect the *Next Generation* era to our continuity, inspired by when we last saw Mr. Spock in "[Unification](#)"

Even if you are not a fan of Comics in general it seems that this Comic series will be a must have for anyone who wants the full experience of the new *Star Trek* movie, especially TNG fans who want to see how that era ties into it all. Something that will surely spark debate is whether or not the comics will be considered canon. With the involvement of Abrams, Orci and Kurtzman, it seems reasonable that it would be, or as close to it as comics can get. And this series may not be the end of the 'extended universe' of comics related to the new movie. Orci says they have already sketched out additional ideas, but are focusing on these first four issues for now. So hopefully we will see additional tie-ins in 2009.

Starts in January - can pre-order the TPB now

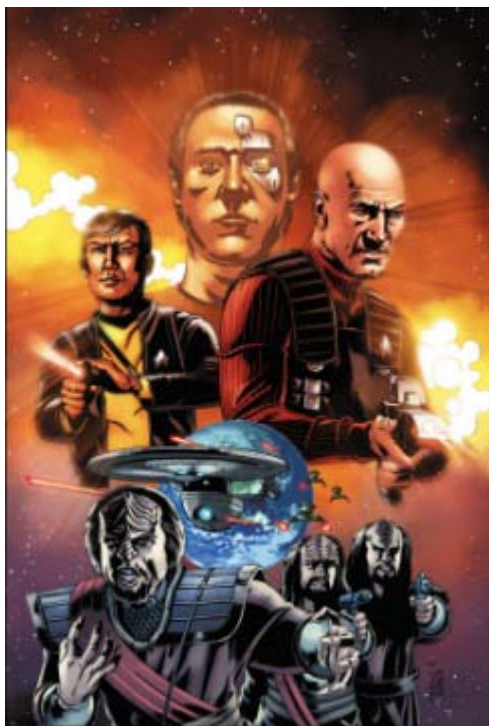
Issue #1 (of 4) of "Star Trek: Countdown" hits comic shops January 2009 (and TrekMovie will report when it can be pre-ordered online). The "[Star Trek: Countdown](#)" trade paperback (which will compile all four issues) is now available for pre-order on Amazon.com. It costs \$12.23 and comes out on April 29th.

TrekInk: Preview Of "The Last Generation" Comic Mini-series

by Alex Fletcher <http://trekmovie.com/2008/10/21/trekink-preview-of-the-last-generation-series/>

What small things will change the destinies of a man's life, and what trials might people have to go through to show their mettle. Andrew Steven Harris' new comic series "The Last Generation" will examine the plight of a group of survivors as they fight against the Klingon Empire. See below for our preview of the series including comments from the author and exclusive artwork.

Next month, IDW's "Last Generation" begins with its first issue, "Do Not Close Your Eyes". Andrew Steven Harris is the author of the five-issue alternative timeline series that is akin to the stories within the recent Pocket Book's Myriad Universes anthologies. "Last Generation" is set in a universe where James T. Kirk was unable to prevent the assassination of the Federation President at the end of *Star Trek VI*, and the Klingons have been able to conquer Earth. Seventy years later (in what should be



Cover for TLG Issue #1 shows key characters

the TNG era) is where the story picks up, with Picard leading a resistance on Earth, and Worf being the Terran Warlord.

In "The Last Generation" All the members of the *Next Generation* crew are present (including Pulaski, Wesley and Tasha Yar) and most of them are members of Picard's 'Resistance' cell. There will be cameos for characters from *Voyager*, *Deep Space Nine* and even *The Original Series*. Harris also says "keep your eye out for continuity Easter eggs throughout, including some nods to the Trek novels." However readers should not expect to see the ships of the TNG era, as the USS Excelsior is the last surviving ship from the old Starfleet. TLG's story focuses on Picard's last desperate gambit to resist the Klingons who have returned to their more brutal ways. Unlike the stories of the Myriad Universe anthology, Picard and friends will come to realize they are in an alternative timeline. However that does not mean that the series will resolve like past Trek alternative timeline episodes. Harris notes "I have never been a fan of the reset button."

"each issue has its own natural beginning, middle and end, like chapters in a book, or perhaps like the Dominion War episodes from *Deep Space Nine*, where each installment stands on its own but is first and foremost part of an overall saga." Harris got high marks for his Picard/Locutus character-focused Borg issue of the IDW's Alien Spotlight series, but he also took to heart comments that the story would have played out even better as a longer mini-series. Harris says that TLG's longer format and alternate universe story, allows him "the time and space to do that type of character introspection with an entire cast of individuals, rather of

just one...They're all in an incredibly dangerous, desperate situation, and that allows their character traits to come into much sharper focus."



Over the course of the five issues of "The Last Generation", Harris holds the writing duties while Gordon Purcell ("Year Four: Enterprise Experiment") handles the pencils. Mario Boon will be doing the colors for the series, and first came to Harris' attention with his work on the Vulcan Alien Spotlight issue. JK Woodward ("Fallen Angel") is contributing a cover for each issue, and a second cover for each issue will be done by various artists, including Pablo Raimondi ("X-Factor") on the first issue, Robert Atkins (IDW's upcoming "GI Joe" series) on the second, Joe Corroney on the third, and Gordon Purcell himself on the fourth.

The first issue of "Star Trek The Last Generation" hits shops in an ad-free format in the middle of November. Keep an eye out for an early review from TrekMovie.com.

BOLDLY GOING ... DOWNTOWN?

Star Trek attraction may be headed to Neonopolis, LV mayor hints

By BENJAMIN SPILLMAN <http://www.lvrj.com/business/31156144.html>



Don't mourn the departed Trekkies yet. Las Vegas Mayor Oscar Goodman and Neonopolis developer Rohit Joshi say the defunct Star Trek: The Experience attraction at the Hilton is moving downtown. If it works it would be the biggest resurrection since Mr. Spock reanimated on planet Genesis -- both for the Experience show and the troubled Neonopolis development.

Goodman let the news slip Thursday morning during a chat with reporters at City Hall.

Later Joshi, developer for the struggling Neonopolis mall on Fremont Street, confirmed a deal was close. But he clearly wasn't prepared for the news to leak. "You kind of shocked me," Joshi said when asked about the potential deal. "I don't know how to respond to that." He continued: "We are in very serious negotiations. We think it would be a fantastic addition to downtown." Joshi also produced a bound agreement with CBS Consumer Products, the licensing division of the media giant that owns the rights to the Star Trek name, dated Monday. Leslie Ryan of CBS said the company had no statement on the potential move. CBS owns the costumes, rides and other hardware and intellectual property that make up the Experience. It licensed the material to Cedar Fair Entertainment Co., to operate the Experience at Las Vegas Hilton. But that agreement ended

when the show closed at the Hilton, leaving CBS free to license the material to someone else. Cedar Fair spokeswoman Stacy Frole said the company had no involvement with the move downtown.

Star Trek: The Experience had an 11-year run at the Hilton that ended Sept. 1.

If Joshi is able to revive it downtown he will be operating an attraction that lured millions of people to Las Vegas for Star Trek rides, themed food, a museum and even weddings.

"We don't have volcanos, we don't have fountains, we have got to create attractions," Joshi said. Reviving the attraction won't be easy, though. In addition to retrofitting space on the first floor of the mall to accommodate the rides, restaurant, museum and other show elements, Joshi would need to bring back the audience. Even hard-core Star Trek fans say that by the end of its run at the

Hilton the attraction was getting stale and needed an update. And a new "Star Trek" movie scheduled for release in May would make the old props look even more dated by comparison.

"I think it is a mistake to take what was there and re-create it," said Anthony Pascale, editor of the Web site TrekMovie.com. "It was getting a little long-in-the-tooth." Pascale said the version at the Hilton was aimed at a generation of Star Trek fans tuned into the series "Star Trek: The Next Generation." "That is just part of Star Trek, not all of Star Tre k," Pascale said. He suggested a revived Experience would need to incorporate the new movie and more of the original 1960s



television series which later spawned several movies including "Star Trek III: The Search For Spock," a film that included the resurrection of Mr. Spock, the U.S.S. Enterprise's science officer and perhaps the most renowned Star Trek character in popular culture. No matter how a new Experience unfolds, Goodman was clearly excited by the prospect of Neonopolis living up to its promise to attract new blood downtown, even if it becomes Nerdopolis in the process. He practically beamed as he dropped the news on Thursday.

Neonopolis has long been viewed as a black hole in terms of development downtown. The complex is between the east end of the Fremont Street Experience canopy and the west end of Fremont East, a bar and entertainment district that includes the El Cortez hotel-casino. The mall has struggled to attract tenants and its lack of life has been blamed for reducing foot traffic between the canopy and Fremont East.

"It would be ironic," Goodman said of the potential for landing Star Trek. "Perhaps the most successful place downtown could be Neonopolis, even though it has been an albatross around my neck all these years."

An 'Earth' Near Spock's Star? It's Logical

By Dan Vergano
USA Today



(Oct. 27) — Star Trek fans, take heart — Mr. Spock's fabled home star, the nearby Epsilon Eridani, could harbor an Earth-like planet.

NASA astronomers today report that the triple-ringed star has an asteroid belt and a Jupiter-like giant planet in roughly the same orbits as in our own solar system. Only 850 million years old, a fifth the age of Earth's sun, Epsilon Eridani resembles a younger twin to our solar system. About 62 trillion miles away, it is the closest known solar system.

It was borrowed by the creators of the TV series 'Star Trek' as the location of Vulcan, the planet that gave us the super-logical science officer Mr. Spock. "We certainly haven't seen it yet, but if its solar system is anything like ours, then there should be planets like ours," say astronomer Massimo Marengo of the Harvard-Smithsonian Center for Astrophysics in Cambridge, Mass.

The NASA Spitzer space telescope results, which measure the infrared heat given off by dust and ice rings circling the star, suggest Epsilon Eridani possesses three jumbo worlds, revealed by dust-free circular lanes in its asteroid belt and more distant comet belts.

The circular asteroid belt that, like ours, orbits within 300 million miles of the star is particularly surprising, Marengo says, because earlier studies had suggested the star's Jupiter-like planet followed a looping path that would have destroyed the narrow belt. Instead, it must follow a nearly circular orbit.

Because Epsilon Eridani is smaller, dimmer and younger than the sun, the "habitable zone" for Earth-like planets there is closer to the star, says planetary theorist Sean Raymond of the University of Colorado-Boulder. "An Earth-like planet could actually form in the (star's) habitable zone," he says, if the report of a well-behaved Jupiter-sized planet bears out. Another planetary theorist, Alan Boss of the Carnegie Institute of Washington (D.C.), is doubtful, suggesting such a planet is "likely to be too massive and too close to allow Earth-like planets to form in the habitable zone."

Jokes Marengo: "Of course there is disagreement among Star Trek fans about whether the planet of Mr. Spock could be at Epsilon Eridani, because it is such a young star and Vulcans are supposed to be an advanced civilization."

'Star Trek XI' Images Revealed Across the Internet

We've all known for some time now WHO the actors are in the new Star Trek film, but what we've all been waiting for is to see how they LOOK in their respected roles. A teaser was given to us in the form of desktop wallpaper a few months back, but this week Paramount's unleashed a slew of images of the cast in costume. Some speculate that many of the images we're seeing are shots from the upcoming trailer being shown in front of Quantum of Solace this November. Needless to say, they're worth the look indeed.







Exclusive: Orci and Kurtzman Talk To TrekMovie About USS Kelvin (and Kirk's shirt) + New Kelvin Image

by Anthony Pascale <http://trekmovie.com/2008/10/16/exclusive-orci-and-kurtzman-talk-to-trekmovie-about-uss-kelvin-and-kirks-shirt-new-kelvin-image/>

After Paramount released all the new photos from the Star Trek movie, TrekMovie had a chance to speak exclusively to Star Trek writers Alex Kurtzman and Roberto Orci about the USS Kelvin image (the exclusive image for TrekMovie). The pair give us a bit of background on this new ship, plus there is a new image of the ship just made available. Oh and they also also talk about that black shirt Kirk is always wearing!

Here is the pic sent in to TrekMovie



Orci and Kurtzman talk Kelvin

TrekMovie: Any background to the name Kelvin?

Roberto Orci: It is JJ [Abrams] grandfather's name

Alex Kurtzman: JJ's grandfather had a company named Kelvin and Kelvin has appeared in everything he has done. It was in *MI3*, it was in *Alias* and *Felicity*.

Orci: Kelvin is also a big name in science with the temperature scale named after him, and there is certainly a believable reason that Starfleet would have a ship named after him.

TrekMovie: Would you describe the ship as a science vessel?

Orci: All ships — even the Enterprise is a vessel of science.

TrekMovie: True, but certain ships, like the [Grissom](#), were specifically science ships.

Orci: Then, I don't think I would describe it as a strict science ship.

TrekMovie: And is the registry number NCC 0514?

Kurtzman: yes

TrekMovie: What angle are we seeing the ship? Is that the leading edge of the saucer?

Kurtzman: Yes

Orci: That picture should be the first clue that saucer and nacelle technology are still quite prevalent in our Starfleet.

TrekMovie: Is this just part of a larger battle or is this particular ship significant?

Orci: Aren't all of life's battles part of a large battle?

Kurtzman: [laughs] This is a very significant ship.

TrekMovie: Is this a different type of ship that the USS Enterprise?

Orci: Yes, a different type of ship.

Kurtzman: They are similar ships, but not the same ship. They are different classes of ships.

TrekMovie: There is a red beam hitting the ship, can you say who is firing on them?

Orci: It is a Star Destroyer. [very funny Bob!]

Kurtzman: The answer to your question is in one of the other photographs. [NOTE: This could either mean the USS Enterprise or the villain Nero...TrekMovie is going to guess Nero...duh]

TrekMovie: Here is a nerdy Trek question. In the history of Trek shields have been shown both as a bubble around the ship and as a skin clinging to the hull. It is hard to see from this image if there are any shield effects, but in the new Star Trek which approach is used?

Kurtzman: We have always thought of them as more like skin, less like bubble.

Orci: The bubble represents energy fields — signature, but not necessarily the physical shape of the shield.

TrekMovie: The ship seems to have lots of striations and marks on it, is that all from the battle or has this ship been around the block before it gets into the battle?

Orci: When you meet the Kelvin it is pristine, it is a beautiful site.



Bonus Question on Kirk's Shirt

TrekMovie: Regarding the other pictures, there has been a lot of questions about how Kirk is never seen in a gold shirt, will we see him in the gold?

Orci: That is a big question...we have given it a lot of thought.

Kurtzman: It is not a random thing. There is a reason his shirt is the color that it is.

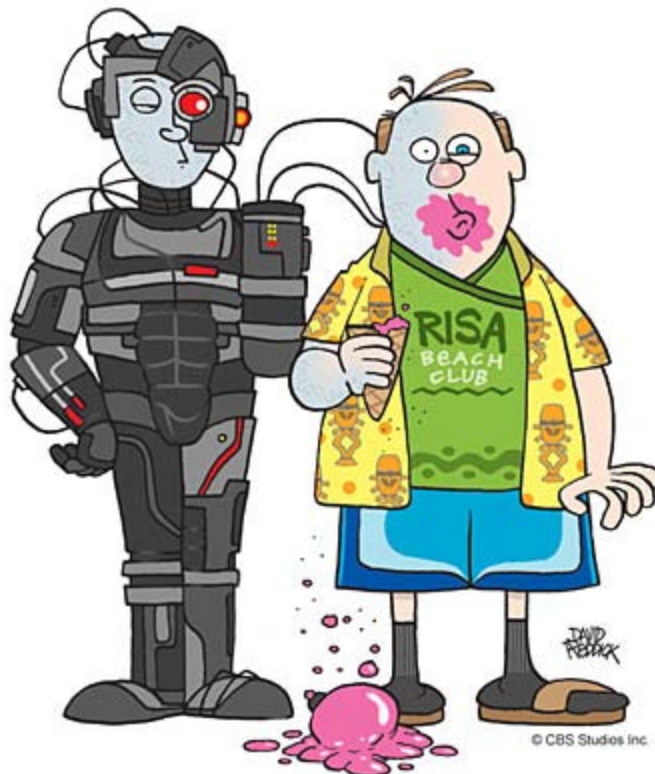
Star Trek Comics

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

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

ROD&BARRY - Episode 36: Star Trek The Experience

BY David Reddick



USF Movie Review

With Fleet Captain Rylan J Hirsch, Rear Admiral John Styre, Captain Tia Sloan Ryan, and Commander Havraha cha'AAnikh



Good Morning, Afternoon or Evening movie fans! We're back for another issue of the USF Movie Review! If you'd like to contribute please send us an email at USFPADD@gmail.com with "Movie Review" in the subject. Lights! Sound! Action!

FltCptRJHirsch (5:10:07 PM): Welcome one and all, to another USF Movie Review brought to your friends at Ferenginar... where the price of movies is never too high to get into

FltCptRJHirsch (5:10:28 PM): just the popcorn. With us today we have...

USF Havraha (5:10:12 PM): Hello all, COMMANDER Havraha here. And

we're all eager for another USF Movie Review!

USF Havraha (5:10:23 PM): LOL

TiaSloanRyan (5:10:53 PM): **Hello, Commodore Styre and Fleet Captain Hirsch. I've been asked to join your male enclave here.**

CommodoreStyre (5:11:13 PM): Hello, friends.

FltCptRJHirsch (5:11:27 PM): Hola Tia, how's married life?

USF Havraha (5:11:31 PM): One big happy family! Awww!

TiaSloanRyan (5:12:10 PM): **Grand. I be lovin' it emmensely.**

USF Havraha (5:12:40 PM): Alright. Well well, we have a lot of reviewers for the Halloween month, and therefore a lot of reviews. But John Styre caught a glimpse of a movie from last month.

USF Havraha (5:12:59 PM): It's still in theaters, of course, and its still good.

USF Havraha (5:13:05 PM): What'd ya see, Rear Admiral?

CommodoreStyre (5:13:37 PM): I saw Burn After Reading.

CommodoreStyre (5:14:01 PM): The latest from the Coens.

USF Havraha (5:14:30 PM): Ahhhh, correct, the brothers responsible for No Country for Old Men.

CommodoreStyre (5:15:44 PM): I enjoyed it.

CommodoreStyre (5:16:03 PM): A screwball comedy in the same vein as Intolerable Cruelty, but better.

USF Havraha (5:16:14 PM): Oooo

CommodoreStyre (5:16:21 PM): Not their best film, but there's still quite a bit going on beneath the surface.

CommodoreStyre (5:16:51 PM): It's a lampooning of the spy genre, and I suspect of the intelligence services in general.

USF Havraha (5:17:06 PM): And that's precisely the point, for I recalled the movie essentially being one big, giant joke with a punchline at the end.

FltCptRJHirsch (5:17:20 PM): ::looks at Tia and grabs his throat mock chocking::

USF Havraha (5:17:31 PM): Would you agree?

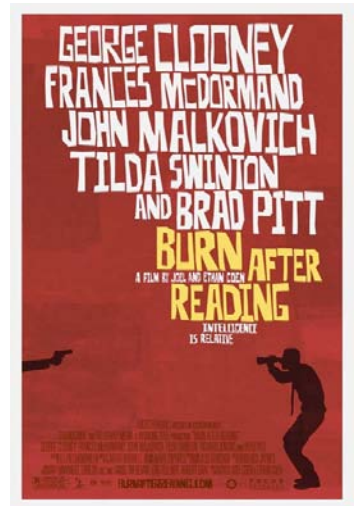
CommodoreStyre (5:17:54 PM): I don't know if I'd call it a joke, but they're certainly acknowledging the narrative incoherence.

CommodoreStyre (5:18:02 PM): Which is something they've been doing ever since The Big Lebowski.

USF Havraha (5:18:14 PM): Mmmhmmm

CommodoreStyre (5:18:20 PM): The acting's great, too. John Malkovich in particular.

TiaSloanRyan (5:18:28 PM): **I havenae seen 'Burn After Reading,' and I nae be apt ta see it now. ::smirks::**



USF Havraha (5:19:07 PM): Well it felt like to me that the film's ridiculousness culminated in the very last scene, interrupted by hilarity as others try to understand what happened...

USF Havraha (5:19:18 PM): And was quite possibly the funniest part of the film

TiaSloanRyan (5:19:19 PM): **Although... 'Nae Countree fer Old Men' t'was a grand one.**

CommodoreStyre (5:19:38 PM): Oh, I agree. I was dying laughing.

CommodoreStyre (5:19:46 PM): All in all, I don't know if the Coens are the best American filmmakers currently working, but they're certainly the most dynamic.

USF Havraha (5:20:05 PM): Mmmm.

USF Havraha (5:20:52 PM): So... good, bad? Ugly?



CommodoreStyre (5:21:00 PM): I'd say three stars.

FltCptRJHirsch (5:21:11 PM): Wait wait

FltCptRJHirsch (5:21:18 PM): Thumbs up or down

USF Havraha (5:21:20 PM): Certainly qualifies as a thumbs up.

FltCptRJHirsch (5:21:24 PM): let's be consistent

USF Havraha (5:21:26 PM): LOL

CommodoreStyre (5:21:29 PM): Ha, fine. Thumbs up.

FltCptRJHirsch (5:21:31 PM): not if it's a 5 star movie

CommodoreStyre (5:21:42 PM): And I meant 3 out of 4. :p

USF Havraha (5:21:49 PM): Who uses 5 stars these days?

TiaSloanRyan (5:21:52 PM): **::rolls her eyes at Hirsch, inwardly wondering when anyone in the USF has ever been consistent::**

USF Havraha (5:21:58 PM): Seriously.

TiaSloanRyan (5:22:11 PM): **::refrains from voting, as she has not viewed the film::**

USF Havraha (5:22:17 PM): Okay ... Hirsch, what have you seen?

USF Havraha (5:22:43 PM): Or should I talk about An American Carol first?

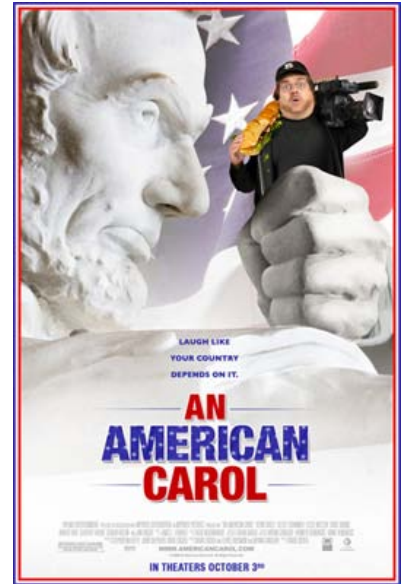
FltCptRJHirsch (5:22:50 PM): oh heck I haven't seen much this month... yeah go ahead.

USF Havraha (5:25:02 PM): This movie's a comedy, but what makes it interesting is that it's a "conservative" comedy. It's unapologetically political in nature, and works off promoting themes of the conservative agenda as it makes fun of liberal ideology, terrorism, and director Michael Moore in particular. In fact, the plot of the movie involves "Michael Monroe", a director of anti-American movies on a mission to abolish the Fourth of July.

USF Havraha (5:25:02 PM): Throughout the film, ghosts from the past visit him in an attempt to help him see the error in his anti-American ways.

TiaSloanRyan (5:25:42 PM): **::idly wonders if this counts as 'networking'::**

USF Havraha (5:26:56 PM): What's most surprising about the film is how many big name, conservative actors joined in. Kelsey Grammar, John Voight, Kevin Sorbo ... even nonactors like Fox News host Bill O'Reilly joined in to give Michael "Monroe" a lesson.



CommodoreStyre (5:28:15 PM): Ah, Kevin Sorbo, the living legend. :p

USF Havraha (5:29:06 PM): However, for every 5 minutes of hilarity, there were 40 minutes of boringness/annoyingness, which made it kind of disappointing.

FltCptRJHirsch (5:29:10 PM): ::chuckles:: before or after Andromeda

USF Havraha (5:30:20 PM): Clearly, the movie will not appeal to anyone who isn't comfortably and solidly right wing in their political opinions. The concepts it presented, like "we need to protect the ten commandments" would tick some movie goers off. Heck, that angered me, despite the fact it was one of the funniest parts of the film.

USF Havraha (5:31:14 PM): All in all, a thumbs down, really. It's nice to see comedies unapologetically political, especially leaning towards such an unexpected side like the right wing, but the movie quality itself was simply sub-par.

USF Havraha (5:31:28 PM): Though you may lose more brain cells watching "Scary Movie", I can assure you.

USF Havraha (5:31:54 PM): Hirsch?

USF Havraha (5:32:04 PM): What have you seen?

FltCptRJHirsch (5:32:31 PM): Alright, well we'll go with the last that I saw which was Max Payne.

USF Havraha (5:32:46 PM): Oh, poor soul.

USF Havraha (5:32:55 PM): Okay, what'd you think?



FltCptRJHirsch (5:32:58 PM): Let me just start off that I dont know if these guys knew the direction they wanted to go or not when they made this film.

FltCptRJHirsch (5:33:13 PM): I mean first you have this thing where you get this teaser of a creature.

FltCptRJHirsch (5:33:34 PM): and then you get thrown into a homicide investigation, that involves the guys wife.

USF Havraha (5:33:51 PM): LOL

FltCptRJHirsch (5:34:18 PM): Typically this is not my kind of movie... but I thought what the heck... lets see... it was after a video game after all how bad could it be.

FltCptRJHirsch (5:34:26 PM): Well... I found out how bad it could be.

USF Havraha (5:34:43 PM): LOL. Always a mistake, sir.

FltCptRJHirsch (5:34:48 PM): So the premise is that Payne's wife is killed as well as their new born son.

FltCptRJHirsch (5:34:52 PM): or toddler son.

FltCptRJHirsch (5:35:18 PM): He becomes this rogue cop that gets bumped to desk duty but for some reason is still carrying his police shield.

FltCptRJHirsch (5:35:36 PM): Ends up he gets a bad lead that leads him into the Russian underground.

USF Havraha (5:35:53 PM): Hmmmmmm...

FltCptRJHirsch (5:36:01 PM): Where there is an American Marine in charge of.

FltCptRJHirsch (5:36:12 PM): So... as you can see it's all over the place.

FltCptRJHirsch (5:36:29 PM): And then you get to the creatures, which at first you're led to believe that they are actually creatures.

FltCptRJHirsch (5:37:01 PM): Then you're taken down the road that they are hallucinations brought on by this drug that was developed by Payne's wife for US Soldiers fighting the war on terror.

USF Havraha (5:37:03 PM): But they're.... not?

USF Havraha (5:37:17 PM): LOLOL

USF Havraha (5:37:25 PM): Oh wow.

FltCptRJHirsch (5:37:32 PM): Well... okay the first murder you can probably believe that its not

TiaSloanRyan (5:37:40 PM): **Sounds like a bad remake of 'Jacob's Ladder.'**

FltCptRJHirsch (5:38:15 PM): The second one where a junkie on the stuff falls out the window, but his nails are scraped off because he's holding on to the siding so tightly.. and you see the image of the "angel of death" you

FltCptRJHirsch (5:38:23 PM): kind of believe that no... Its real.

CommodoreStyre (5:39:06 PM): There has never been a genuinely good video game movie.

FltCptRJHirsch (5:39:32 PM): Well this one follows for sure. And in the end Payne, I think wins.

FltCptRJHirsch (5:40:08 PM): Walberg did the best he could I think with the script that was given to him.



USF Havraha (5:40:10 PM): So I can only assume thumbs down, right?

TiaSloanRyan (5:40:28 PM): **::eyes light up and ears perk at the name Walberg::**

FltCptRJHirsch (5:40:45 PM): No Tia he wasn't in his underwear.

TiaSloanRyan (5:40:58 PM): **I tink I be needin' ta go see that one ta affirm yer review, Hirsch.**

FltCptRJHirsch (5:41:20 PM): Chris O'Donnell was in it as well... minor part but it was good to see him on screen again even if it was a bad movie.

FltCptRJHirsch (5:41:42 PM): and Jeff Bridges... or one of teh Bridges I dont know which one it is... yeah... well it's a thumbs down.

FltCptRJHirsch (5:41:54 PM): And a wait for TV.

USF Havraha (5:42:09 PM): Hmmmm... okay.

USF Havraha (5:42:16 PM): TIA

USF Havraha (5:42:41 PM): You and I went to go see a western this month called Appaloosa. What'd you think?

TiaSloanRyan (5:42:54 PM): **Aye, I be seeing two flicks re'cent'ly. 'Appaloosa' :: nods:: and 'Body of Lies'**

USF Havraha (5:43:14 PM): What'd ya think?

USF Havraha (5:43:22 PM): Or either one.

TiaSloanRyan (5:43:28 PM): **I be thinkin' Appaloosa was grand. Very nicely done, both with the script and set.**

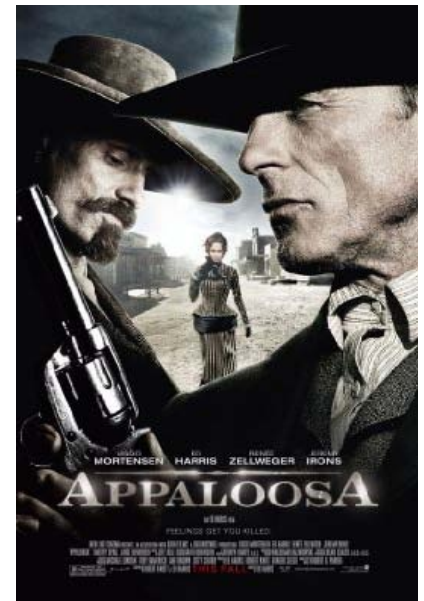
TiaSloanRyan (5:43:50 PM): **T'was very nice ta see Ed Harris on the big screen again.**

CommodoreStyre (5:44:28 PM): He didn't do it for you in National Treasure: Book of Secrets? :p

USF Havraha (5:44:40 PM): LOL

USF Havraha (5:44:45 PM): Ouch

TiaSloanRyan (5:45:08 PM): **T'was likken ta a rendition of 'The Magnificent Seven.' Only set in territorial American southwest.**



TiaSloanRyan (5:45:30 PM): **::ignores the crude comment about Harris in the treasure film::**

FltCptRJHirsch (5:45:46 PM): Hey I liked that one!

USF Havraha (5:46:08 PM): Well he was a nice guy in this film. It was his film, actually. He directed it. In it, he plays Cole.

TiaSloanRyan (5:46:31 PM): **Instead of the gunslingers being 'outlaws' hired by the townspeople to save their town from the evil clutches of an unethical tyrant...**

TiaSloanRyan (5:47:19 PM): **Harris and Mortensen are a pair of sharp shooters who travel from town to town, offering their services for 'hire' in that...**

TiaSloanRyan (5:47:45 PM): **they are hired as the town's lawmen, with the stipulation that anything they saw is the law-- is the law.**

USF Havraha (5:48:26 PM): Indeed. And they struggle to put an end to a criminal named Bragg and his men who have been tearing up the town.

TiaSloanRyan (5:48:29 PM): **Of course that's backed up with some fast pistoling and an 8 gauge that Everett [Viggo] handles superbly.**

TiaSloanRyan (5:49:10 PM): **An new feature I found interesting was the Renee Zellweger character, the widow Mrs. French.**

USF Havraha (5:49:47 PM): Of course, Cole, Harris' character, falls for French, and things get complicated.

TiaSloanRyan (5:49:52 PM): **Unlike the typical western woman portrayed as either the poor widow lady raising kids and washing clothes OR**

TiaSloanRyan (5:50:09 PM): **as a promiscuous saloon girl, i.e. whore...**

TiaSloanRyan (5:50:33 PM): **::nods at Havraha:: Mrs. French is a blend of the two.**

TiaSloanRyan (5:51:35 PM): **In the end, Everett calls out and kills a bad guy gunning for Cole, then rides off into the sunset, leaving Cole with girl.**

TiaSloanRyan (5:51:45 PM): **can't tell ye more... t'would spoil it fer everyone**

TiaSloanRyan (5:52:14 PM): **Did any of ye fine gentlemen be seeing it?**

USF Havraha (5:52:25 PM): I found the movie interesting because it wasn't what you expected from a typical western. Happy endings aren't here. The bad guys don't die in shoot outs...

TiaSloanRyan (5:52:25 PM): **::smiles at the trio of them::**

FltCptRJHirsch (5:52:29 PM): Nope tortured as a child with westerns.

USF Havraha (5:52:34 PM): Things are just ... unusual.



USF Havraha (5:52:46 PM): And that makes it so interesting to see

TiaSloanRyan (5:52:59 PM): **::nods:: And that be particularly inticin' ta me!**

TiaSloanRyan (5:53:05 PM): **Didja be seein**

TiaSloanRyan (5:53:13 PM): **'Open Range'?**

USF Havraha (5:53:31 PM): Nope

TiaSloanRyan (5:53:32 PM): **Same deal... fresh face on a western set story....**

TiaSloanRyan (5:53:51 PM): **Robert Duvall... ::fans herself:: be still me heart.**

USF Havraha (5:53:53 PM): I say thumbs up

TiaSloanRyan (5:54:00 PM): **THUMBS UP!!!**

CommodoreStyre (5:54:15 PM): Open Range wasn't bad... certainly better than Dances with Wolves.

USF Havraha (5:54:17 PM): Alright.

USF Havraha (5:54:35 PM): Hirsch, have

you seen anything else?

FltCptRJHirsch (5:55:01 PM): I did see Beverly Hills Chihuahua

FltCptRJHirsch (5:55:04 PM): **::Smirks::**

USF Havraha (5:55:41 PM): LOL

USF Havraha (5:55:46 PM): Oh?

FltCptRJHirsch (5:56:09 PM): I'll just say a fun movie for the kids, Jamie Lee Curtis did well as a very rich spoiling her dog person.

FltCptRJHirsch (5:57:02 PM): And Drew Berrymore... ahhh Drew... yeah... if she were red head it'd only be that much better. But she did great with the voice of the leading lady pup. As well as George Lopez did well with the

FltCptRJHirsch (5:57:26 PM): leading man pup. A good movie to take the kids too, I laughed it wasn't so bad, not so corny. Thumbs up.

TiaSloanRyan (5:58:31 PM): **I must say that the trailers didnae cause me ta tink 'bout seein' it, but I may be checkin' it out**

now.



USF Havraha (5:59:03 PM): I didn't even know it had big name stars



USF Havraha (12:18:28 AM): Okay, after taking a short recess from our EXTRAORDINARY long USF Movie Review, we reconvene here late at night, minus Fleet Captain Hirsch, as he has to wake up early in the morning and cannot spare himself.

USF Havraha (12:18:51 AM): I have to wake up early in the morning too, not surprisingly, but alas ... Editors-in-Chiefs have to make sacrifices.

USF Havraha (12:19:04 AM): SO, Tia, you had one more film you wanted to touch on other than Appaloosa?

TiaSloanRyan (12:19:49 AM): **The only other one I saw was 'Body of Lies' with Crowe and DiCaprio.**

USF Havraha (12:20:15 AM): Right! Honestly I can't recall hearing about this one. What's it about?

TiaSloanRyan (12:20:15 AM): **Did either of you guys see it?**

USF Havraha (12:20:21 AM): Nah.

Commodore Styre (12:21:08 AM): The Ridley Scott movie.

TiaSloanRyan (12:21:13 AM): **It's a spy story about DiCaprio's character who is a deep cover agent in the Middle East.**

USF Havraha (12:22:16 AM): OH!

USF Havraha (12:22:18 AM): OH OH!

USF Havraha (12:22:23 AM): I know this film now!

TiaSloanRyan (12:22:29 AM): **It's not the typical plot though. The trailer did not reveal the true aspect of the plot's main theme, which was to give the viewer a nasty, ass, gritty look at Middle East terrorism**

tactics and governmental policies on both sides

TiaSloanRyan (12:22:33 AM): **of the Pacific.**

USF Havraha (12:23:08 AM): That's Russel Crowe? Why'd that not feel like Russel Crowe? I'm too use to him being Roman or ... something.

USF Havraha (12:23:14 AM): OOohh, so it was deceptive, then, eh?

TiaSloanRyan (12:23:30 AM): **I remember feeling like I wanted to puke by the time I finished "The Grapes of Wrath" and my college prof saying that was the whole point... to be disgusted by horrors of the depression**

TiaSloanRyan (12:23:41 AM): **Ha, ha, Hav.**

TiaSloanRyan (12:24:04 AM): **I love Crowe in Gladiator, but have you seen him in 'Master and Commander'?**

USF Havraha (12:24:13 AM): Oh yes, I saw that in the theater.

TiaSloanRyan (12:24:13 AM): **I liked him better in that one.**

TiaSloanRyan (12:24:18 AM): **more to the character**

USF Havraha (12:24:22 AM): Mmhmm.

USF Havraha (12:24:36 AM): So you didn't like Body of Lies?

TiaSloanRyan (12:24:51 AM): **back to 'Body of Lies'... it's a thinking man/woman's spy story...not an action-adventure.**

USF Havraha (12:25:23 AM): Well I would of thought the exact opposite from seeing the previews.

TiaSloanRyan (12:25:32 AM): **Yes, I did. It was better than I expected.**

TiaSloanRyan (12:25:55 AM): **As I said earlier... ::points above:: the trailer did NOT give you the real feel to the flic**

USF Havraha (12:26:10 AM): Hmmmm.... indeed.

USF Havraha (12:26:13 AM): Thumbs up, then.

TiaSloanRyan (12:26:19 AM): **yes, thumbs up**

USF Havraha (12:26:35 AM): Alright... the last movie I have to review is a film called Quarantine.

USF Havraha (12:27:27 AM): It wasn't exactly advertised that much in theaters, from what I can recall. The only adverts I've seen of it have been short webpage adverts, showing a girl getting dragged off by something.

USF Havraha (12:27:39 AM): It looked freaky, and alas, it prompted me to go check it out.

Commodore Styre (12:27:51 AM): I saw a trailer for it, can't remember at what movie though.



USF Havraha (12:28:02 AM): Now, Tia and Styre... did you guys see Cloverfield?

Commodore Styre (12:28:30 AM): Yep.

TiaSloanRyan (12:28:35 AM): **Nope.**

USF Havraha (12:29:04 AM): Ah, well, John know what I'm talking about then ... but Tia, are you at least familiar, then, with that documentary-style shakey camera?

TiaSloanRyan (12:29:41 AM): **yes.. and I donnae be likin' it a'tall.**

USF Havraha (12:30:02 AM): Quarantine is filmed in that style. In reality, it's filmed almost step-for-step LIKE Cloverfeild.

USF Havraha (12:31:04 AM): The film starts out with you looking through the lenses of a television news camera, as you're staying the night at a fire station, young, hip, rookie anchorwoman in tow as they're struggling to get some scenes recorded for the news.

USF Havraha (12:31:43 AM): It spends a lengthy time setting up these characters here, some fire fighters too, before the department finally gets a call to go check out a disturbance at an old, run down abandoned building.

USF Havraha (12:32:50 AM): An apartment building, to be precise. A scream is heard from an old lady's apartment ... and as they investigate, something goes horribly wrong. And as they try to leave to get help, the doors are barred by the police outside.

USF Havraha (12:33:20 AM): Something isn't right in this apartment, and everyone knows what it is except you. And they won't let you come out alive.

Commodore Styre (12:34:14 AM): Quite a setup.

Commodore Styre (12:34:19 AM): How was it?

USF Havraha (12:34:27 AM): In that way, the premise of the film is excellently terrifying.... and I especially enjoyed how often we went back upstairs, downstairs, and revisited different rooms in the apartment building to actual get a sense that this is a real location.

USF Havraha (12:35:19 AM): You actually start mapping the place out in your head, so you really FEEL like you're there. You're trapped in this small, confined place.... and it works very, VERY well.

USF Havraha (12:37:03 AM): And I guess I shouldn't hold any punches here -- although the trailers try to make you question what exactly is going on in this apartment, I should tell you straight up -- this is a zombie film. The peopel in this apartment have contracted some weird, super-form of rabies, and are going aggressively insane, and the people who aren't sick are trying to find a way out of the building while they still can.

USF Havraha (12:38:03 AM): What makes it so GREAT, it that thanks to the documentary camera, you really FEEL like you're there. You feel like you're the one being chased by zombies, and that works SO great that I can't put it into words.

USF Havraha (12:38:33 AM): If you're tired of SAW movies on Halloween, check this one out. It moves slowly in the beginning, but it's a fun, terrifying ride at the end.

USF Havraha (12:38:40 AM): Thumbs up from me.

Commodore Styre (12:39:17 AM): Maybe I'm too cynical, but I always find myself thinking during POV movies "there's no way in hell any sane person would still be filming at this point"

Commodore Styre (12:39:35 AM): Might I feel this way during Quarantine?

TiaSloanRyan (12:39:40 AM): **Hmmm.... ye have nearly got me tinkin' I should be checking it out, Hav.**

USF Havraha (12:40:09 AM): They repeatedly stress the fact that "people need to see what's happening here", and they fight police officers and fire fighters to keep filming several times.



Commodore Styre (12:40:24 AM): Fair enough.

USF Havraha (12:40:34 AM): You have to remember, these main characters are a news crew they live for a scoop like this.

USF Havraha (12:40:48 AM): Also, later on in the film, the night vision on the camera becomes instrumental.

USF Havraha (12:40:55 AM): So yeah, it makes sense that they're still filming.

Commodore Styre (12:41:09 AM): I'll give it a rental. I still think Blair Witch basically started and finished the genre, but I'm always happy to be entertained.

USF Havraha (12:41:33 AM): Blair Witch didn't have half as much going on that this movie has.

USF Havraha (12:41:57 AM): It's not the BEST zombie movie ever made, but as far as zombie movies go, it's in my top 3 simply for its conceptualization.

USF Havraha (12:42:15 AM): I mean, it's directorially a rip off of Cloverfield, but I think it was better done than that movie was.

USF Havraha (12:42:28 AM): Partially because JJ Abrams had nothing to do with this one. Thank God.

USF Havraha (12:43:12 AM): Anyways ... I think that's it for USF Movie Reviews this month. We'll see you all in the November issue!

Live from Sector 039 in Saturn's Rings



This is Laria Moonmoth, and the ever fun Rico Juan Lobos Mendosa Novas reporting live from Sector 039, Saturn's Rings and from around the fleet. Well, my friends, after not receiving any nominations for the hottest hunk and most bodacious babe of the USF, I decided to undertake the interviewing of the dream boats of the USF. I am almost done with Outpost Phoenix and the USS Hermes. Don't worry, I will be getting to you, so have a little patience and think of just what you want to tell all our interested readers about yourself. My partner in crime and dear friend, Rico Novas is currently out on assignment, tracking down all those bodacious babes and getting the dish on them. I can't wait to see what he turns up.

Aye, sadly mi un dulce, I have not met many of the ladies of the fleet, so many things to do, and not alot of time to do it in. But I shall be looking for you mi amigas. Until then, do not be sad, I shall see you soon. But on to the fleet news.

But as for news around the fleet, there is so much going on, it's hard to keep up. The Academy, Starbase Everest, and Outpost Phoenix have all gotten new Executives this past month. It looks like a trend in stationary sims having great turn over. And after spending some time on Outpost Phoenix, I have to say that there is something very appealing about a stationary sim. Although, after spending some time with all those hunks populating the Hermes, there is a lot to be said for a ship as well. I'll have to consider this a little longer. Oh, and not to be outdone, the USS Agamemnon also got a new executive officer in the form of the much loved and feared Jessica Knight.

And speaking of the lovely Miss Knight, or is that Mrs Taran, I hear that her gerbil husband has quite a few skeletons in his closet. Seems that between a previous marriage and relationship, along with his lovely current wife Jessica, he has seven children...or is it eight? Rumors of a half gow/ half Solvek baby floating around out there still nag his worried mind. I am still looking into that possibility. *::Whispers to Laria:: Definately one too many tequila shots... for the GOW. Just kidding mi amigo.*

Of course, I will give a friendly heads up, with Halloween just a few days away, beware lest the USF Gremlins decide to come back. Rumors of the almightyperialter have begun to circulate in dark corners and in hushed tones and gouda cheese is vanishing by the cratefuls. It is even said that the ISS Reciprocity, a long mothballed ship has been used by the Gremlins to grow in numbers and once again plot their spread of the worship of the almightyperialter and of our dear and revered Admiral Mason herself. When questioned about this, Admiral Mason only said simply if the Gremlins came back to her ship heads would roll. Well, Admiral, we will keep our fingers crossed that this rumor is just that a rumor and we won't be plagued by the Gremlins again.

Si si... the rumors are true mi amigos and amigas. I ran across a transmission from the Station Nigala, who have found little creatures scurrying about after they brought aboard their ship that was heading on a direct collision course with the station. Si si, apparently the crew and residents of the station are getting dyed umpa lumpa orange and smurf blue. ::shakes head:: que verguenza. But the transmission did state that what I suspect of being the Almightyperialter is in disrepair... they could be heading back to alpha to get a new one. One can only hope that Almirante Mason is kicking the engines in high gear.

So this is Laria Moonmoth and Rico Juan Lobos Mendosa Novas, reporting live from everywhere, we're lurking and waiting and you'll never know where we'll turn up, but know, we're watching.

Product Review

Adobe Photoshop Express

Wait! Don't skip over this quite yet. I know what you're probably thinking: you're thinking "oh, there's the Editor-in-Chief, misusing his power to write articles about things that don't pertain to Star Trek at all." Well you'd be right about that – but Star Trek related has never been a criterion for any article for the PADD. And also, this article title is misleading, as Photoshop Express isn't exactly a product. It's a service, actually, and most of all, it's completely FREE.

You don't download it, you don't pay a small fee ... hell, you don't even sit through advertisements! Photoshop Express is Adobe's attempt to get its foot in the door of online photo-sharing, and they've built a mighty beast here. Imagine creating a free account that comes with a website domain, with up to 2 gigabytes of storage space for images of any size at resolutions up to 4000x4000 pixels. Sound unreal? That's not the half of it. What if just the very act of uploading these images produced albums complete with slideshows, that you could proceed to link to, e-mail, or embed into websites to show friends, or hide them from the world for your own personal viewing? I've only scratched the surface of what Photoshop Express actually is, but that surface ALONE is worth your time to visit the site and use.

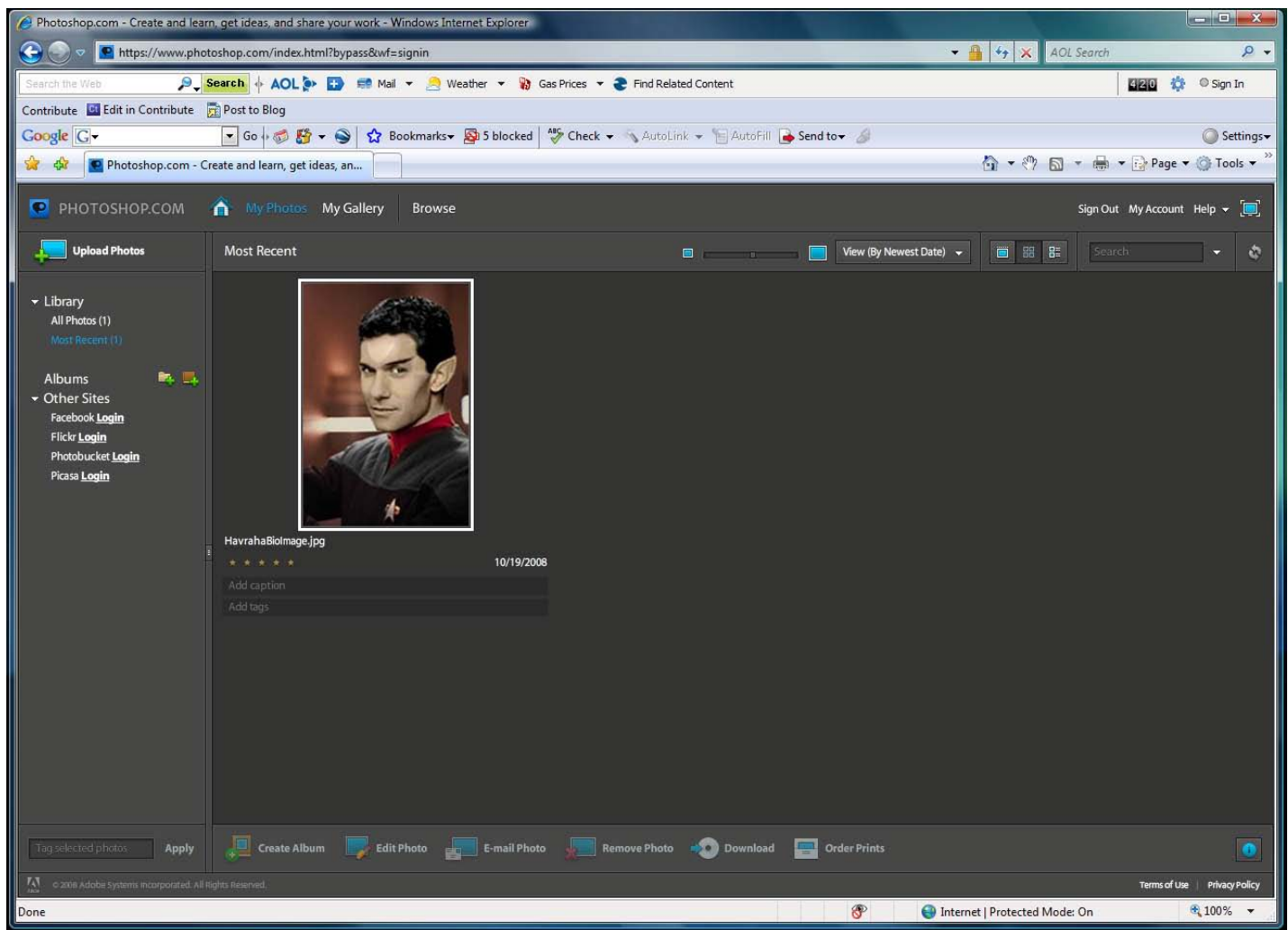
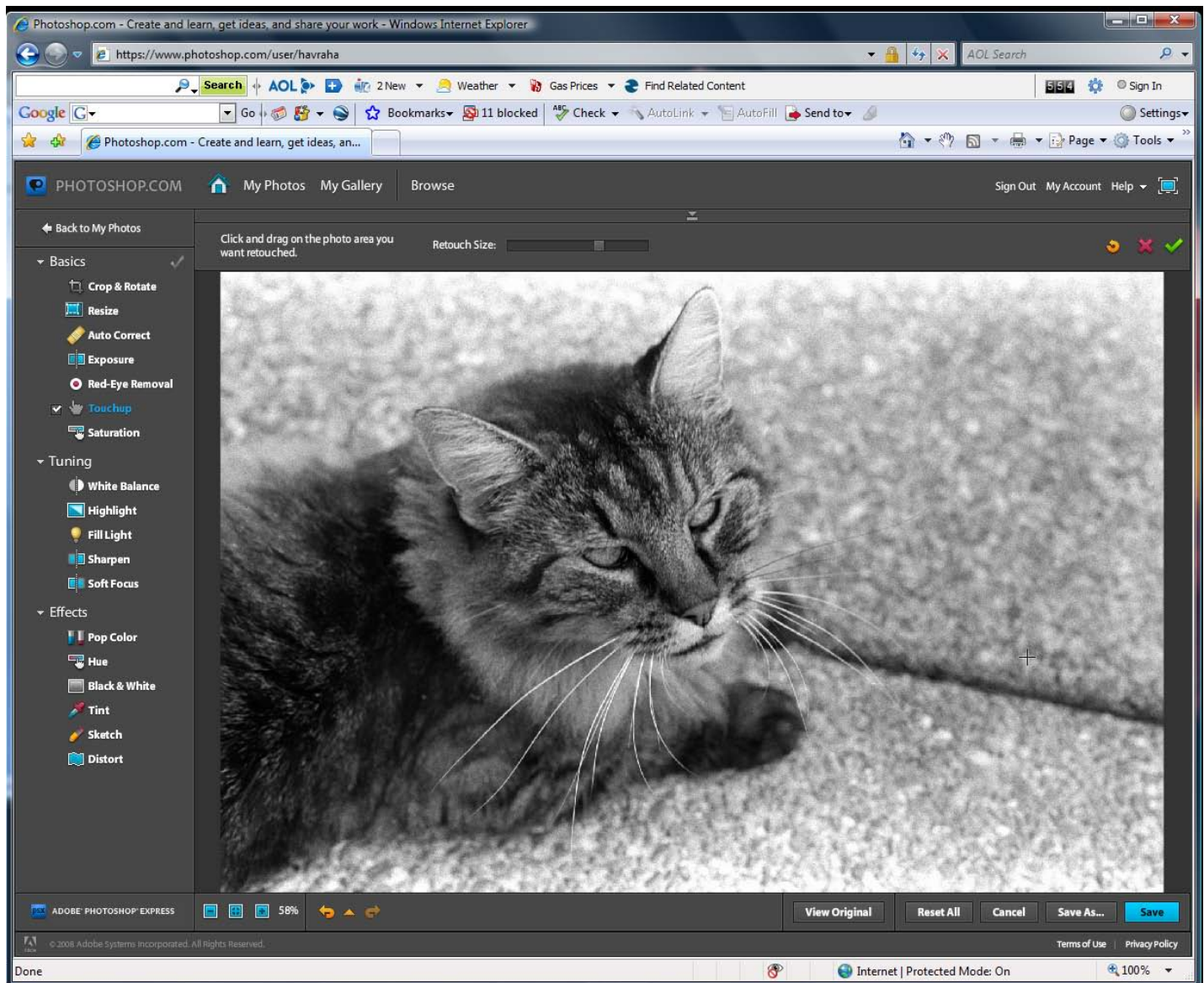


Photo sharing websites are nothing new. From sites like Photobucket, Flickr, Picasso, to DeviantArt, they're all places specifically designed for the users to upload images onto the web for whatever reason they can conceive, and the popularity of these sites are MASSIVE. Too massive for someone as interested in photos as Adobe, the makers of Photoshop, to ignore. So they've wielded their might and technology to produce their

own service, and more interestingly, they've tied other services into their own. You can upload images to Photoshop Express and then send them over to your Flickr or Photobucket account with a single click. How's such a thing possible, you ask? Well in exchange for these easy to access buttons, Adobe gives Flickr and Photobucket something they don't have – a built in, browser based photo editor.



Yes, that's right, **Photoshop Express is, at its core, a basic, browser-based version of Photoshop.** It's extremely basic, allowing you only the standard photo editing utensils like red-eye removal, cropping, rotation, and a number of impressive filter effects to give life and pop to your images. So granted, you may not be able to follow along with my Photoshop Tutorials using Photoshop Express, but if you have NO photo-editing software at all, and no way to store your images online, Photoshop Express is truly unrivaled in what it can offer you for absolutely no cost at all.

But what makes Photoshop Express shine is its ease of use. It anticipates everything you'd want to do and displays large buttons to make access to uploading images, changing settings, or even copying links to your albums an absolute breeze. It's the most stress free browser experience you may ever have, and it's SO absolutely advanced you'll forget you're running it in a browser.

I personally have my own domain now and I use it for several different reasons, and I implore you to register for a free account too! It's an absolutely amazing free service.

USF Goodies!

Thanks to the wonderful, user-friendly feature set of Photoshop Express, we've solved a big hurdle I've had conceptually. Ever since the start of the PADD, I wanted to include goodies the readers could download ... like ... wallpapers. But having made wallpapers before, I knew that there were tons of different wallpaper resolutions, and I wasn't sure how we were supposed to package so many separate wallpaper images into the PADD and keep it economical – I mean, we didn't want to ZIP the PADD if we could avoid it!

But thanks to this service, we've been able to make a Sector001 Halloween-theme desktop wallpaper in every conceivable resolution, and upload them to an album so the readers can download the image of their choice at will! Yes, we've even included **iPhone and PSP** wallpapers!

This wallpaper is a wonder of photoshopperry, as a creepy, eerie red-hot pumpkin with raggedy edges glows in the pitch darkness with a realistic, cut-out face depicting the logo of Sector001! How'd they do that!?



All you have to do is follow this link –

<https://www.photoshop.com/express/index.html?user=Havraha&galleryid=8297e54d6847418d93c9d91079c0641a&wf=s hare&trackingid=BTAGC>

There, once the slideshow loads, you can use the arrows at the top to navigate to different versions of the wallpaper. The captions will tell you what resolution each image is. Once you find the resolution image you want, click the "Download" button at the bottom left corner of the window, and make sure the "original size" is selected to download. Proceed to do so, save it to a location you can easily find again like your desktop, and then right click the image itself and click "Set as Background", and viola!

If you're not sure what resolution you should use, right click your desktop wallpaper itself and go to "Properties" and try to navigate to "Display" or something of the sort to see what resolution your monitor is currently set to. Once you see that, proceed to download the proper sized wallpaper from the website.

Everyone, enjoy the first goody, and have a happy Halloween!

Did You Know...?

By Commander Jerrod P. Billings

The most dedicated Trekkies know the names of every episode of every series. They know the exact date that each episode aired, as well as the stardates in which each and every episode take place. They know important historical dates in the Star Trek universe, such as the date of First Contact, or the date the USS Enterprise-C was destroyed. But I bet there are some things about Star Trek that even THEY didn't know. For example.....

The technologies we see in every episode of any Star Trek series is some of the most sophisticated and well known technologies in all of science fiction. Many shows that followed owe their existence to Gene Roddenberry, and everything he worked so hard to create. But what most fans probably don't know how many of these technologies came into being. Simply put, it's amazing what technologies you can come up with when you're on a budget.

Gene Roddenberry originally intended Star Trek to be a "Wagon Train" to the stars. The first step to making his dream a reality was to design the USS Enterprise, with the help of Matt Jeffries. Right off the bat, there were some pretty important problems to solve.

First and foremost, in order for the Enterprise to be orbiting a different planet in different star systems every single week, it would have to travel very large distances in a relatively small amount of time. How do we get around Einstein's Theory of Relativity? The key to good science fiction is not obeying every single rule of science – It's coming up with reasons why those rules do not apply that makes sense to the viewer. If we create a layer of space under normal space called subspace, where the rules of physics do not apply, then we can make the Enterprise go as fast as we want it to go, and set our own limits later. Thus, warp drive was created.

Subspace eventually went on to solve many practical issues that would have interfered with the fundamental requirements of a Starship travelling across the galaxy. For example, sub space is also used for sending messages back and forth to Starfleet Command at speeds that far exceed anything we can do today.

Another problem that plagued Gene's budget was how he was going to get the crew of the Enterprise down to the planet they were visiting every week. Most of what we see of the Enterprise herself is stock footage shot at the very beginning of production for the first episode. Making the ship land would put a tremendous strain on the budget, and shooting an entire launch and landing of a shuttlecraft would cost even more (not to mention the scenes themselves would probably take up half the show). The producers finally settled on the transporter, using a relatively simple and cheap camera trick that had recently been developed.

The cheapest and quickest way for the Enterprise crew to gather information would be the tricorder. Essentially, a little box, this tool had the magnificent ability to tell the crew anything it needed to know when they needed to know it. In fact, the tricorder is the only piece of fictional equipment designed on the show that has actually been created in real life. The TR-107 Mark I had the ability to scan EM radiation, temperature, and barometric pressure before the company that made them went out of business in 1997. Because of a clause in the contract that Gene Roddenberry had with Paramount, if a company actually created a piece of fictional piece of technology seen on the show, they could use the naming rights of the object. Therefore, the TR-107 Mark I is the only true "tricorder" in existence.

Ironically, the technology was not the main focus of Gene Roddenberry's project. Gene had always wanted Star Trek to be about the stories and the people, and the technology was the means to an end, enhancing the storyline wherever needed. Gene never could have predicted the fan base, theories, and technical manuals that would spring from everything he created simply to streamline the budget. And because of that, he had unknowingly created one of the most important contributions to science fiction the world had ever seen.

Hats off to ya, Gene. May you rest in peace.

USF Cookbook

By Ret. Fleet Captain Robb Clemens



Greetings to one and all, I welcome you to another adventure of culinary sharing. Please remember that this is the USF Cookbook and that

everyone is encouraged to submit their favorite recipe's regardless of rank. There is no generalized theme, and there is definitely no stylized food type that we're looking for, just the wholesome goodness that you call home cooking. Let the cooking begin!

Tonight we get a few spicy dishes from two simmers of the fleet. The first one comes from Nadja of Space Station Nigala.

HUNGARIAN GOULASH

2 lbs. stew meat (cut into cubes)
4 Tblsp. Olive Oil
3 large tomatoes
2 large onions (yellow)
2 cloves garlic
4 large potatoes
1 red and 1 green bell pepper
6 cups of water
3 Tblsp. Paprika
Salt, Pepper
1/2 tsp. Caraway seeds (or more if desired)

1. Fry stew meat in hot oil on medium high until strongly browned.
2. Add cubed tomatoes, onions, and garlic.
3. Add paprika and sautee everything on medium heat for a few minutes.
4. Add salt, pepper, and caraway seeds, then the water.
5. Simmer for 1 1/2 to 2 hours on medium heat, with lid on pot. 30 minutes before end of cooking time, add bell peppers cut

into strips and cubed potatoes.

6. The goulash can be refined with a shot of red wine or a bit of cream, if desired.

Mmmm sounds great, I'm sure that would be great on a cold wintery day with a nice loaf of warm bread. This next recipe comes from Ensign Armastaja Kekasih from the USS Columbia, I haven't met a curry that I haven't liked... and I'm sure that this would be another on the list.

INDIAN CURRY CHICKEN

4 pieces of chicken breast
2 Tblsp. Olive Oil
1 large onion (yellow)
2 Tblsp. flour
4 cups of coconut milk (or regular milk)
1 cup frozen green peas
3 Tblsp. curry
Salt, Pepper

1. Cut chicken breast into large cubes, season with salt and pepper.
2. Fry to a golden brown in olive oil at medium high heat.
3. Add cubed onion, sauté on medium heat until glassy.
4. Add flour, stir well, and then fill up with milk. Add peas, simmer until sauce thickens.
5. Add curry to taste (more than specified if you desire).
6. Serve with rice.

Like I've said in the past, anytime you have something hot, you have to have something sweet to go with it. And here is a recipe from Lt. Simon Trent of the Nigala, where he's making a Biscotti.

Biscotti

1 cup granulated sugar
1 cup packed dark brown sugar
1/3 cup vegetable oil
2 teaspoons ground cinnamon
1 teaspoon ground clove or ground cardamom
2 teaspoons water
2 large egg whites
1 large egg
2 1/2 cup all purpose flour
2 teaspoons baking power

Preheat the oven to 375F
Combine first 9 ingredients and mix on low for 1 minute.
Add baking powder and slowly add flour, and mix
Place dough on lightly floured surface and form 3 rectangles
Grease cookie sheet and bake about 25 minutes
Remove from cookie sheet and cool on wire rack, 10 minutes
Cut into strips when cool
Serve, and enjoy!

Keeping with the sweet trend we have a recipe in from Commander Havraha also of Space Station Nigala where he brightens up the day with a sunny lemon cake.

Lemon Supreme Cake

1 Duncan Hines Lemon Supreme Cake mix
1 cup Apricot Nectar
3/4 cup salad oil - Wesson
4 eggs

1/2 cup sugar
Mix all but eggs. Add them 1 at a time.
Bake in tube or Bundt pan at 325 degrees for 1 hour.
Cool 15 minutes. Remove from pan. Mix 1 cup powdered sugar and juice of one lemon. Pour over cake while still warm.

USF Photoshop Tutorials

Part V: Vampires

By Commander Havraha cha'AAnikh

Do you want to know my biggest fear? Every time I write one of these tutorials, I think in the back of my head "one of these days, I'm going to run out of things to show them..." and it honestly terrifies me. I mean, in some ways, I fear I've been a little TOO forthcoming in my photoshop knowledge. I set a precedent for myself with my first tutorial by showing you how to do multiple things, and in doing so I proceeded to "flesh out" my tutorials with multiple concepts per issue, and so on and so forth ... I may have significantly reduced the lifespan of my tutorial series. At least, that's always my biggest fear.

So I got a little bit of relief this month when I decided to at least TRY and make as many things in this PADD relate to Halloween as possible. That concept led me to attempting to show you how to photoshop something in the Halloween spirit as opposed to the Star Trek spirit, and that got me extremely excited. Of course, I wasn't sure what to show you. Werewolves? Zombies? Zombies were my first choice, but alas, my Captain suggested he was partial to bloodsuckers, and so that sealed the deal. Why not? They're by far the most popular Halloween monster, and if you're on a budget or not going to a Halloween party, why not at least dress yourself up in Photoshop?

Vampires - The Image Selection



Technically, you don't have to be picky about what image you turn into a vampire. It doesn't necessarily even have to be one with the mouth open ... we'll be doing enough to the image itself to make it eerily obvious that there's something a bit off with this "human" we're looking at. So fangs showing or not, you may be able to guess that this character is a vampire. But for old time's sake, I happened to pull out an image that showed a lot of teeth.

Don't be afraid of people that look happy. Smiling doesn't necessarily mean "automatically not dangerous". All it means is "happy", and as far as a vampire goes, that could easily mean "I'm happy dinner's ready". And that's what we're going to do with the woman on the left.

Note that we have a woman who's not only a red head, but freckled as well. I enjoy this kind of "naturalism" in the people I pick, as it makes them feel more real and less ... Hollywood. But if you're after the stereotypical Count Dracula Hollywood character, that's fine too. Whatever floats your coffin.

Vampires – Tone



Vampires are creatures of the night. They like darkness ... it's something they treasure very much, and it's something that reflects on who they are as bloodsuckers... err... I mean people. Therefore, we're going to darken our rather bright and cheerful character.

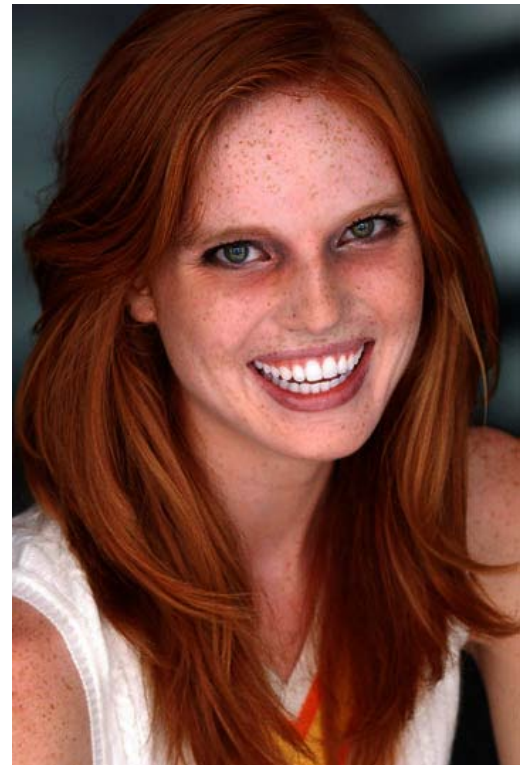
In the Layers Panel, drag your original layer over on top of the "New Layer" icon in the bottom corner of the panel, or simply right-click it and select "Duplicate Layer". A new layer will be made that's a copy of the original image. In the Layer's Panel where you see "Mode", change the option to "Multiply". As you may already know, Multiply adds the tones on top of the layer below it, which will effectively darken our image.

There we go. Now she's far more similar to the tones we'd expect to see from a Vampire. She's still very pretty and not very intimidating, however. For that, we're going to make her more eerie and frightening in our next step.

Vampires – Circles Under the Eyes

Vampires are not the healthiest people around. I mean, for one, according to modern lore, they're generally infected with some kind of virus. On top of that, I mean, they're called "the undead" for SOME kind of reason, right? So even if you're going for that "vampire incognito" subtle look, you still need to make something about your character look... off. Like something's... not quite right. The easiest and simplest way to accomplish this is to give them circles under their eyes.

Go to the toolbox on the left and look for the **Burn Tool**. It should look like two fingers pressed together. If you don't see it, it'll be nested under the **Dodge Tool**, most likely. Press **Hotkey O** to toggle through them quickly. These are tools carried over from actual photography. How do I know? Because I'm taking Photography I in college right now, and we have a handful of home-made tools that do the exact thing these tools do. These tools are designed to, effectively, allow you to manually control the amount of exposure different areas of your photographs get while you expose them with the enlarger. Likewise, the Photoshop equivalents of the Dodge and Burn tools do the same thing, though far easier. The Dodge tool will decrease the amount of exposure in areas of the image, making it lighter. The Burn tool will increase the amount of exposure, making it darker. If we want to give her circles under her eyes, we'll want to increase the exposure there, so grab the Burn Tool, and go up to the top to make sure you have a soft fuzzy brush big enough to make some decent sized circles. Don't make them too dark though: we're not done yet.



Increasing the exposure isn't really giving us the look we're after here. She certainly looks a bit freakier, but we really want a bluish, "lacking-oxygen" look to her. So we're going to come back to the circles in a second, but to really bring home the "undead", we're going to make an adjustment to her skin tone first.

Vampires – Pale Skin

There's two reasons Vampires have pale skin. One, they're dead. Dead people are kinda pale. Live with it (no pun intended). Secondly, they avoid the sunlight, for obvious reasons. Now although our redhead here is naturally pale by definition, she is nonetheless not pale enough, so we need to change all that.

By now you surely know how to select different portions of the image. If you don't, go to <http://www.sector001.com/padd> and download some of the past issues of the 2008 padds and read through the tutorials to catch up. There's a bevy of different tools you can use to select things, and today we want to select her skin. But there's a problem: there's 3 different patches of skin. How do you select her face, her left shoulder, and her right shoulder so you can edit them all at the same time? You might be tempted to try and just lasso each one, but it just doesn't seem to want to work, does it? As soon as you complete a selection and click to start a new one, your previous one disappears! One tool CAN do this, but it's a tool you may not like very much – **the pen tool**.

Using the pen tool, drop points along the edges of your skin, adjusting the anchors on each point so you can get the lines curving the way you want them to go. Typically, the **"Convert Point" tool** is the tool you need to switch to to actually handle the anchors and move them, **but you can access it quickly while using the pen tool by simply holding down ALT while you hover over the anchor**.

When you complete each shape, you'll notice that a thin line "stays" there, and you can start tracing out the shape of other parts of the skin. These thin lines are called "paths", and as you can see, they're recorded in their own panel which is tabbed next to the Layers Panel. However, you don't need to stare at this panel nonstop. **Once you have each path connected and finished, go to the toolbox and select the Direct Selection tool which will look like a white arrow, and then right**



click each path, clicking the "Make Selection" option under each. Make sure the feather is set to 0 (the feather controls how "fuzzy" your selection is), and select "new selection" for the first path you click on. If the other paths don't also turn into selections at the same time, you'll need to select each other path with the Direct Selection tool, right click, and pick "add to selection" to each subsequent one before clicking OK. Watch as each path turns into a selection that's still active despite being separate from one another.

From here, go to **Image > Adjustments > Hue/Saturation**. You'll see three sliders. Grab the arrow on the "Saturation" slider and move it left, and watch as her skin strangely loses color. Reducing it too much gives her a black & white effect, so we'll just want to reduce it a little bit. You can also grab the "lightness" slider and move it to the right a bit if you want to. Be careful though ... once you pick okay, these modifications are final unless you go to **Edit > Step Backwards**. If her eyes look a little glazed over, grab the **Eraser Tool** and literally erase her eyes – the eyes from the original image should show through underneath.

Does this seem like a ridiculous amount of work? I'm sorry. There's actually easier ways to accomplish each thing – but those are a couple of newly learned secrets of mine that I want to save for another issue, so for now, I guess you'll just have to do it the hard way. Don't worry, you're not missing out too much – the pen tool is really the better selection method here anyway.

Vampires – Finishing the Circles



Now we're going to make those circles bluer. Make a new layer, and using the **Color Picker**, select some tone from her skin. Now, go up to the Color Panel which may be tabbed next to the Swatches and Styles Panels. You should see 3 sliders: one for R, one for G, and one for B... you can guess what they stand for. If you don't see those letters next to those sliders, go to the top right of the panel until you see 3 horizontal lines and an arrow pointing down – this is the "more" icon in Photoshop, effectively. Click on it, and scroll until you see "RGB Sliders" and click on it. Now with the proper sliders, move the B slider to a more bluer or purple tone. If you feel like you need to, move any other slider to make it a bit darker. If you feel like you can't get it quite the level of darkness you need, feel free to select the Lab Sliders from the More Option. Lab sliders seem to have a lightness slider, so it's easier to get a darker tone out of your color.

Now, simply grab a fuzzy brush and blob some blue globs under her eyes. Then, grab the **Smudge Tool** from the tool box and, with a fuzzy brush with that tool as well, smudge the color around to soften its edges and cover where you need it to on her circles. **Set the Layer to Multiply so it can blend in with the**

tones of her skin. If it's suddenly too dark, reduce the **Opacity** of the layer from 100% to something weaker to reduce its visibility.

Vampires – Eye Color

Vampires also seem to have ghostly eyes to them. Generally, a ridiculously light, pale blue seems to work well for vampires -- but this girl has some green eyes here, and I think it'd be eerie to use that color as well.

Make a new layer and select whatever color you want to use from the Swatches Panel. I chose a default olive green color. With that selected, adjust your brush size to be about the size of her iris and just blob it on there. Normally with color adjusting, I'd try to stay on her iris and off the pupil, but I think this is going to make a freakier effect. **Now, set that layer's mode to "Linear Dodge"**. The color brightens the color already there, but also brightens her pupils, making them harder to notice and, therefore, eerier to look at. Hang in there – we're almost done.



Vampires – Fangs

If you're lucky enough to be using a photo of someone with their mouth open, then you can utilize the fang feature and leave no doubt in anyone's mind that your character is a vampire. Now, having already written our all-encompassing Vulcan tutorial, you may already know what's to come. If you're comfortable with **Liquify**, then go to **Filter > Liquify** and use a small, low-pressured brush of the **Push Forward Tool** to push her canines down to a point.

For everyone else a little more comfortable with their hand painting skills, just use the **Color Picker** to pick a tone from the bottom of her canines, and then use a hard brush to paint her canines into tips on a new layer.



And congratulations, we're finished! Sure, you could go farther and add blood splatters to your character to make it look like she's just finished feeding (and that'd explain the ridiculous smile as well), but alas, let's just keep this PADD blood free, shall we? Now, your character is TRULY in the Halloween spirit. Stay tuned next month as we explain a few of those "secret" techniques I was mentioning earlier. You're progressing so far, so fast my pupils... didn't some of this seem like child's play now? If not, it soon will be. It soon will be indeed.