



September-October Issue

The Further Adventures of a Nova Class Starship

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USS Silver Fox Newsletter - September/October issue © 2012 by Jeff Wilcox (catseye257@yahoo.com), a member of the Starfleet-Command.com Star Trek fan organization, and head of the USS Silver Fox chapter. This newsletter is an amateur fan publication (fanzine) that is a platform for the creative interaction of fans of Star Trek and science fiction/fantasy in general. Copies of the newsletter are free through email transfer, and for anyone who asks. Feel free to contribute letters of comment, news, art, fanzine trade, or anything else that strikes your fancy. *****

From the Bridge



Neil Armstrong

1930 to 2012

“That’s one small
step for man, one
giant leap for
mankind”

The first man to walk on the Moon is now gone. While a number of today’s heroes are seen as coming from sports or movies, Neil Armstrong stands as a real life hero who went above and beyond what us humans have done before – set foot on another world. That happened in July 20th, 1969. And now Armstrong is dead – but he was the first.

I’ve been to the Smithsonian Institute in Washington D.C. There in the Aeronautical Museum are samples of humankind’s endeavors at flight – the Wright brothers’ first plane, the Spirit of Saint Louis, World War 2 planes and even some of the nation’s missiles. In the back corner are the space program crafts. The Mercury capsules held one person, the Gemini capsules held a crew of two, and the Apollo Moon vehicles held three. Make no mistake; when I say “capsules”, that’s what I mean. The Mercury capsule had just enough room for some outlandishly outdated instruments (by our standards), a crash seat, life support, a parachute (for Earth re-entry), and a floatation device for a water splash down (near the Florida coast). And to this small collection of items was added an astronaut, who then had a rocket strapped to their butt. There

must not have been much comfort in the knowledge that the rest of the world will be hundreds and thousands of miles below them when the astronauts flew their flights. I can imagine the Gemini capsules were just a touch better as there were two people on board to handle any problems. And the Apollo flights to the Moon? If you look at the lunar lander at the Aeronautical Museum, it looks like any person could walk right up to the lander's spidery legs, kick one, and have the whole structure crash to the ground. It must have been scary as hell going so far away from Earth -- but they did it! Neil Armstrong and Buzz Aldrin were the first men to visit the Moon. And they came back too. Heroes do that, bringing back some knowledge or benefit to the people they left behind.



Neil Armstrong was a hero. He is gone, but he is not forgotten.

More Videos On Youtube.com

Otaking77077 is an animator who makes a number of cartoon versions of popular sci fi/fantasy/gaming themes. His latest is [Star Wars Tie Fighter Animation \(WIP\)](#) and [Doctor Who Anime Full](#). Both of these are well worth the look see in these productions. The quality on both is really great, and -surprise!-the Star Wars video is 2:07 minutes (but seems longer) and the Doctor Who video is 12:32 minutes. Also, the Star Wars video uses a modern Japanese anime style, while the Good Doctor is done in the flashy anime graphics seen in the late 1980s - early 90s. Check it out!

Also on youtube.com is the live action version of [Halo 4: Forward Unto Dawn](#). This isn't the live action section of a game, but the beginning of a regular video series. Production values are fairly good for what something made outside the Hollywood norm. It is worth a look see and more, as new episodes surface. Also, I haven't had the chance to play with the Halo games up to this point, so to the gamers out there this information is old news. But I am fascinated by this new addition to the space opera scene and plan on follow it for as long as I can.



30 Characters Challenge:

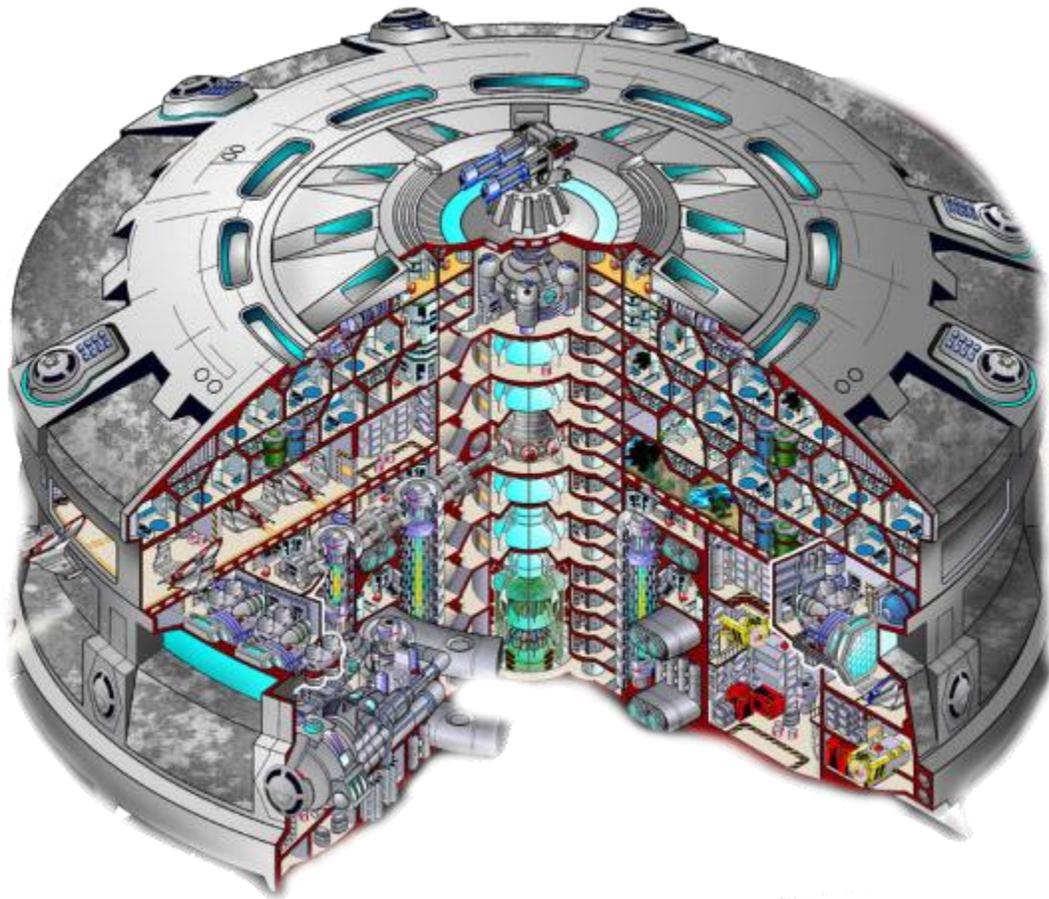
www.30characterchallenge.com -- for three years, Internet blogger Tyler James has posted a blog for creative artists. It works like this: in the month of November each artist is to create thirty original characters, one character to represent each day of the month (30 days, 30 characters). Each character can be done as a piece of artwork, a written description, or a combination of the two (as in an art picture with background material). Then the characters can be posted one day at a time or any combination of submissions as the month progresses. The prize for accomplishing any or all of the 30 character challenge is the bragging rights an artist gets for doing it. I started the challenge this past year and managed to do better than the required thirty characters (Yeah, all Right!!).

And in Tyler's blog has the room to post all of the characters submitted -- there must be a lot of room there as last year's participants numbered better than 800 artists.

How did I manage to create better than 30 characters last year? First off, I always was handy at making up story ideas and characters. Making them into finished products is another matter, but creating them I can do (my wife and I have even started a head game so years ago whereby we created a fictional author of a series of books called Tiger West; and over said years we have created three dozen titles for this author - no novels, just the titles). Some older characters were ready for use, especially when I discovered that I really didn't feel like drawing every day of the month. After that I hit the Internet for what is referred to as "name generators". Name generators are computer programs that take lists of names or general descriptions and randomly kick them out in new combinations. This helped create a variety of different character names (example: last year I used Kitty and the Sky Foxes, and Captain of the Time Agents) that created word pictures in my mind's imagination. From there it was easy to create the corresponding image to go with the name. As a matter of fact, with Kitty and the Sky Foxes, I discovered that I could create more characters from that idea if I turned the title into a series; I eventually ended up with six characters to go with that title -- and so, better than 30 characters resulted from the exercise/challenge.

If any artists or writers are out there are interested in the above description, then feel free to check out the above website. Even if you don't join in on the fun there, it is worth a look see for the average Internet surfer.





Starfleet Federation Outpost, "Type C" - An Early Warning / Defense Outpost designed to protect penal colonies, civilian resorts, and crucial trading bases. Cold Stations are very similar to this design under the "Type C-2" designation with dedicated isolation and concentrated self-destruct systems. Listening stations feature specifically-configured parabolic microphones, sensor units, related antennae and dishes in place of the dorsal-mounted phaser turret and torpedo guidance assistance



Georgetown University's Star Trek Course

I was browsing through the pages of Uncle John's Bathroom Reader (22nd edition, page 402) when I read the bottom footnote. It mentioned the Georgetown University [in Washington, DC] has a college course in Philosophy and Star Trek. You doubt this would be the case? Then check out the website for the university (www.georgetown.edu). Here is a copy of what I found in their list of courses:

explore.georgetown.edu

[2012-2013 Fall and Spring Course Catalog](#)

PHIL-180 Philosophy and Star Trek

PHIL-180 Philosophy and Star Trek

Fall for 2012-2013

Faculty:

- [Wetzel, Linda](#)

Star Trek is very philosophical. What better way, then, to do philosophy, but to watch Star Trek, read philosophy and hash it all out in class (and on Blackboard)? That's the plan. This course will center on topics in metaphysics that come up again and again in Star Trek. In conjunction with watching Star Trek, we will read excerpts from the writings of great philosophers, extract key concepts and arguments and then analyze those arguments. Questions we will wrestle with include:

I. Is time travel possible? Could you go back and kill your grandmother? What is time?

II. What is the relation between your mind and your brain--are they separate items or identical? Can persons survive death? Could a machine someday think? Is Data a person?

III. What is a person? Must you have the same body to be you? Same memories? When do we have one person, and when do we have two (think of the episodes where people "split" or "fuse").

IV. Do you have free will, or are you determined by the laws of nature to do exactly what you wind up doing (while believing you have free will)? Or both? What is freewill?

Text: *Metaphysics: Classic and Contemporary Readings*, 2nd ed., Ed. by Hoy & Oaklander (Wadsworth, 2005). Four short papers.

Credits: 3

Prerequisites: None

Other academic years

There is information about this course number in other academic years:

- [2004-2005 Fall and Spring](#)
- [2006-2007 Fall and Spring](#)
- [2007-2008 Fall and Spring](#)
- [2010-2011 Fall and Spring](#)
- [2011-2012 Fall and Spring](#)

More information

Look for this course in the [schedule of classes](#).

The [academic department web site](#) for this program may provide other details about this course.

Finally

This newsletter has seen seven issues on a monthly schedule. And now I have finally slipped up. Thus this is the September/October issue. And for an issue it is a very disorganized rush job. Sorry folks! The problem is that most of the material for the newsletter has come from me, and after $\frac{3}{4}$ of a year my enthusiasm has run a little dry. The solution to that is ...well, we could have some more input from others; plus I need to use the newsletter as a tool to interaction with other newsletters in both the Starfleet organization and out. That would fill the issues up with more information, both mine and eventually others, and that should help get the old enthusiasm racing again.

Next issue: Hopefully we will see some Halloween photos, some artwork I'm working up for alternative Trek uniforms, and the usual news & comments about stuff. See you there



See you next issue!