

**EXHIBIT 1 TO LANE DECLARATION
PART 1 OF 2**

Executive Summary

A History of STAR TREK fan films

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This executive summary provides an overview of the independent amateur films made by fans using derivative intellectual property of the *Star Trek* franchise copyright and trademark holders over the past 50 years.

None of the “fan films” listed in this document had a license or approval from CBS, Paramount, Viacom, or Gulf & Western (all of whom held the *Star Trek* rights over the past five decades).

The fan films and series are presented here in a general chronological order by initial release date, although there is unavoidable overlap for series that released new offerings over a period of years.

I have endeavored to briefly summarize for each production the content, people involved, and level of professionalism/quality, and (when possible) specifics as to the specific IP used from the long history of the *Star Trek* franchise. You’ll note that the quality of fan films ranges from the nearly unwatchable to professional-level productions that could easily be mistaken for broadcast television programming or even movie-theater fare.

I have also indicated with a star (*) ranking how well known each film/series is generally among *Star Trek* fans. The rankings are as follows:

- (*) – Not well known (less than 10K views on YouTube/Vimeo)
- (**) – Somewhat known (10K-100K views on YouTube/Vimeo)
- (***) – Mostly known (100K-1M views on YouTube/Vimeo)
- (****) – Very popular (1M+ views on YouTube/Vimeo)

When possible, I have also indicated the amount of money spent on each production and whether or not the project was crowdfunded on Kickstarter, Indiegogo, or some other online service. Those funding numbers are highlighted in yellow.

Note: I have not included Star Trek parody skits that have appeared on broadcast television shows like Saturday Night Live, The Carol Burnett Show, In Living Color, The Simpsons, Family Guy, and (yes) even Sesame Street...even though the professionals who produced and acted in those skits were unquestionably fans.

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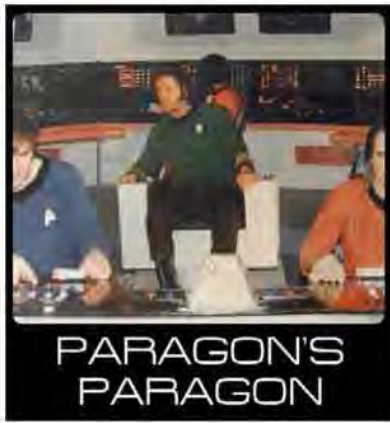
1966-1969 – Home Movies (*)

Star Trek fan films date back to the earliest days of the original series (TOS) *Star Trek* in the late 1960s. But those early efforts were barely more than home movies or kids in their living rooms with the furniture moved around to look like the “bridge” of *USS Enterprise*.

Here’s a sample of one from 1969:

<https://www.youtube.com/watch?v=kK9hXWpckdY>

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1973 –Paragon’s Paragon (*)

The first fan film that could be considered “significant” was made in 1973 in Michigan. John Cosentino, a carpet-layer by trade, spent \$2,000 of his own money (about \$15K today) on “Paragon’s Paragon.” A 65-page script based on the licensed novel “Spock Must Die” by James Blish was turned into a 100-minute film on Super-8. It was shown at a few early conventions and then faded from view (as the film decayed). What survives today has no sound but can be found on Youtube here:

<https://www.youtube.com/watch?v=B2BW1G4K8B4>

More information on this early major fan film can be found here:

<http://mystartrekscrapbook.blogspot.com/2009/01/fan-film-paragons-paragon.html>

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1985 – Yorktown: A Time to Heal (*)

Although the world of *Star Trek* fan films was mostly “quiet” until the 1990s, there is one notable exception. In 1985, Stan Woo produced a number of scenes of a *Star Trek* fan film called *Yorktown: A Time to Heal*. What made this film significant was that it was the first time a veteran *Star Trek* actor (in this case, George Takei) reprised his iconic role (that of helmsman Sulu) outside of an official Paramount production. Also appearing in the film was James Shigeta, who appeared in the major motion picture *Die Hard*.

The film was never finished (at least not in 1985) and sat dormant for 25 years until, in 2010, actor/producer John Atkin (*Code Breakers*) contacted Stan Woo about finally completing the film, and together they recruited a team of volunteer professionals to help finish the project—including famed illustrator Andrew Probert (*Back to the Future*), FX artist Roland Baron (*The Fountain of Life*), and composer Christopher Barr (*The Wizard of Stone Mountain*).

Some of the scenes that were never filmed in the 1980s were filmed in Vancouver in 2013. Other scenes needed to be filmed on the Starbase Studios recreation of the *USS Enterprise* bridge set in Oklahoma. Funds for travel and lodging, props, costumes, equipment, etc. were raised in a crowdfunding campaign in late 2013. \$2,768 was donated:

<https://www.indiegogo.com/projects/yorktown-a-time-to-heal-oklahoma#/story>

The latest update is that, with all scenes filmed, the 20-or-so-minute-long movie is in final postproduction and should be ready this year. Here is a link to the *Yorktown* website:

<http://www.yorktownfilm.com/>



1988 – *Star Trek: The Pepsi Generation* (*)

Few *Star Trek* fan films from before the 1990s are still available for viewing on the Internet. The ones made in the 1970s used mostly Super 8 film and have mostly deteriorated by now. Those made in the 1980s were shot and recorded primarily on VHS tapes, and unless someone transferred those films to a digital format, most simply faded in quality or simply got dumped in the trash along with outdated VCRs and garbage bags full of now-useless video tapes.

However, at least one intrepid *Star Trek* fan was considerate enough to take his 1988 fan film and, ten years later, digitize it. And that is why Trekkies can still enjoy *Star Trek: The Pepsi Generation* today (all 5,022 of them who have watched it on YouTube).

The original film was the brainchild of Ryan K. Johnson, a Seattle-based amateur filmmaker who had already produced, written, and directed a half dozen short fan films and parodies, most of which were shown regularly at conventions. In early 1988, *Star Trek: The Next Generation* was barely half-way through its debut season, and Johnson and a bunch of his friends decided it was high time someone made a parody. The film's script was pounded out in an afternoon over pizza by Johnson and his friend Darrell Bratz, who later shared that he firmly believed this was the worst idea he had ever worked on. (Little did he know that he would be referenced nearly three decades later in a legal research document!)

Filming was completed in two days, the first in an apartment that was chosen because it was the only residence of any of the friends that had no windows. The second day was exterior shots in Seattle's Discovery Park. The movie was then edited in an all-night marathon session in order to premiere at the Norwescon science fiction convention in March of 1988, where it won best film at the convention's film festival. Bootlegs (taped off the convention's in-house video channel) turned up the very next day. This \$200 fan film produced in three days was a smash hit.

The film parodies most of what existed in *The Next Generation* back in 1988. The "Ferrari" (Ferengi) have stolen all of the Pepsi from Starbase Seven-Up, and it is up to the crew of the *Enterprise* to rescue it. Captain Picard, along with Doodah (Data) the android, Ya Har (Tasha Yar), Jordashe (Geordi), Rigor Mortis (Riker), Sexx Toi the Betamax counselor (Deanna Troi the Betazoid counselor), Ensign Expendable, and Weasley Crushme (Wesley Crusher) all leap into action.

On August 26, 1996, BBC Television in England featured a clip from *The Pepsi Generation* on a documentary about *Star Trek* parodies. About a minute was used. The entire remastered film can be viewed here:

<https://www.youtube.com/watch?v=iadT8uL2GME>

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1990 – *Star Trek: Le Juge* (“The Judge”) (*)

Back in 1990, Eric Bernard was making his directorial debut in film school in Montreal, Quebec. As his final school project, he decided to create his own half-hour long *Star Trek* episode titled “Le Juge” (“The Judge”).

But Bernard wasn’t just any film student. He was also the executive director of the Montreal-based Space Opera Society, a non-profit production studio dedicated to reviving the genre known as “Space Opera” (a sub-genre of science fiction that is known for being more melodramatic). Some of his fellow students were also a part of the Space Opera Society, and together, they pooled their talents to make a very impressive *Star Trek* fan film.

Using the school’s facilities and some locations around Montreal (in the middle of a snowy winter!), and with a cast and crew composed exclusively of students, this project was completed with both a very limited student budget and the help many passionate friends. There was no make up artist, and yet Mr. Spock’s ears look pretty passable (although with some areas resembling corn flakes). There was no set designer, and yet the bridge looks amazingly decent. The special effects used a store-bought AMT model kit of the *USS Enterprise* and some very early computer generated effects for the spinning planets and transporter beam. The costumes were also surprising good, and there was no mistaking that this was supposed to be *Star Trek* (there was even a scene with a Klingon who slashes a rip in Kirk’s shirt with a knife).

The film was augmented with liberal amounts of music taken from numerous *Star Trek* episodes from the original series (TOS)...too many to list. It gave the fan film even more of a *Star Trek* flavor. The film features the characters of Kirk, Spock, McCoy, Scotty, Sulu, Chekov, and Uhura. However, I can’t say whether it uses IP beyond that because, back in high school, I chose Spanish as my foreign language, and this entire film is in French with no subtitles.

Back in 1990, there were not many fan films of any kind. But the few there were showed how much fans could accomplish with their love and passion for the franchise. It should be mentioned that Bernard passed his film class with flying colors!

Star Trek: Le Juge can be viewed in its entirety here:

<https://www.youtube.com/watch?v=eopZETUEDpc>



1992 to 1994 – *Star Trek: The Infinite Chain* (*)

This early fan film was truly a family affair, with the writer/director's mom playing the captain and his dad playing the chief engineer. And no, they weren't professional actors...just very, very supportive of their son and of *Star Trek*. Most of the other "actors" were also family and/or friends.

Show runner George Kayaian spent two years filming this 100-minute movie and then spent another three years filming two sequels: *Star Trek: Incident at Beta 9* (60 minutes) and *Star Trek: The Final Darkness* (85 minutes). The films include home-made sets (which were surprisingly impressive considering their limited resources), fairly decent recreations of the original series uniforms from the 1960s, and music from the *Star Trek* feature films and original TV series. Starships included variations of the Starfleet vessels seen in *Star Trek*, specifically a scout/destroyer class that was designed by Franz Joseph and used in the 1975 "Starfleet Technical Manual."

For over a decade, these movies were just passed around from fan to fan, but from 2009-2012, George Kayaian remastered them, adding in visual effects and selecting new musical clips from the JJ Abrams 2009 *Star Trek* movie.

George Kayaian then went on to work on a new fan film series called *Star Trek: Antyllus*—this time with *his* kids—and we'll cover that series later in this document.

You can watch all four hours of the three remastered 1990s-era fan films (known collectively as *The Multiverse Crisis* trilogy) from George Kayaian here:

<https://www.youtube.com/watch?v=MCbiEXcWfcM&list=PLxyWTl-lz-44TFbcxfX39SRsPpICxlp-i&index=1>

Also, here is a link to a brief 13-minute parody film called *The Real McCoy* that Kayaian shot in 1992 for *America's Funniest People*:

<https://www.youtube.com/watch?v=Agfj5oYbvy0>



1993 - *Star Trek: Encounter at Outpost Alpha Omega* (*)

This 21-minute long fan film was created by a church youth group based out of National City, CA. Tweens and teens play all seven of the main characters from the original *Star Trek*. Their uniforms seem to be hand-sewn (and ill-fitting...but I'm sure they were made with love) original series tunics, and their sets were a combination of living room furniture, office chairs, old computer equipment, and cardboard boxes duct-taped together. In other words, they had no budget.

Their outer space effects were clips mainly taken from the sixth *Star Trek* feature film, *The Undiscovered Country*. In fact, they also grabbed several scenes of actor Christopher Plumber's Klingon General Chang as their villain. Sound effect from the original series abound, giving the film more of a *Star Trek* feel. And throughout the film, there is a music track mainly from *Star Trek II: The Wrath of Khan*. Everything was shot with a Digital 8 Sony Camcorder and edited with a floating head VCR (remember those?).

Although there are a few gags here and there, this is no parody film. These kids were serious...about God. No joke. They are actually contacted at the end by the Lord Himself, who is also the head of Starfleet Command. The *Enterprise*, it seems, is the tool of God to fight the Devil (the Klingons, of course) and bring life, not death, to the galaxy. Considering that Gene Roddenberry himself was an atheist and saw humanity of the future as having grown out of it "need" for religion, it seems somewhat ironic hearing Mr. Spock say "Praise God." But they definitely put their heart (and soul!) into this project.

The final film can be viewed in its entirety here:

<https://www.youtube.com/watch?v=5IIjObDE6J4>



1996 to 1998 – Raumschiff Enterprise: Schattenspiele (“Star Trek: Shadowplay”) (*)

Meanwhile, in Bonn, Germany...

Starting in 1996, a small group of *Star Trek* fans made the first of three parody films of their “Shadowplay” series. By 1998, the group had grown to several dozen fans, all amateur but possessing a growing capability to do lighting, sound, costuming, etc. That said, even by their third and final episode, things still looks pretty cheap and cheesy. The sets were little more than stacked cartons and colored construction paper. The uniforms were hand-made and didn’t fit particularly well, and the special effects were limited to what could be filmed with a store-bought model kits of the *USS Enterprise* and the Romulan bird-of-prey.

Nevertheless, the films were quite clever and funny...especially the final one (the only one viewable on YouTube). Gags include an Admiral with a speech impediment, chief engineers successively getting lost in the maze of Jeffries tubes running through the *Enterprise*, and an irate Romulan commander who just can’t seem to get the attention of anyone on the *Enterprise* bridge in order to threaten to destroy them. The film features all the regulars from the original series (except, for some reason, Lt. Uhura) plus sound effects and music from the original episodes.

Their final parody film was unquestionably their strongest effort of the three, and it became a relative success as fan films of the 90s go (before distribution over the Internet). Originally screen at an exclusive event at the Sternkino theater in Bonn, Germany, in 1998, *Shadowplay* was later shown multiple times at FedCon VI (Germany’s largest *Star Trek* and science fiction convention), also in Bonn that year. Fans loved it...at least those who spoke German. Fortunately, 13 years later, Michael Briel, who appeared in the film, added subtitles and released the 33-minute final parody film onto YouTube with English subtitles. That version can be viewed here:

<https://www.youtube.com/watch?v=eh4v98Ez-b8>



1997 – *Troops* (***)

Troops was actually a STAR WARS fan film, but it was significant in that it ushered in what is unofficially known as “The Modern Age of Fan Films.” By the late 90s, technology had advanced enough (and come down in price enough) that ordinary people could make amateur films that looked nearly as good as original ones. From the late 1990s onward, fan films of all kinds—especially *Star Trek* and *Star Wars*—would proliferate, growing in number almost exponentially by the year.

Troops, a tongue-in-cheek parody film, spoofed the reality series *Cops* into a version with Imperial Stormtroopers. The film debuted at San Diego Comic Expo and took fandom by storm. After being shown at countless other conventions and getting sold on video tapes and DVDs by dealers, Lucasfilm decided that rather than trying to shut these fan films down, it would encourage them with an annual *Star Wars* Fan Film Awards competition that began in 2003. Even after the acquisition of the *Star Wars* franchise by Disney, the annual contest continues to this year:

<http://www.starwars.com/star-wars-fan-film-awards>

CBS/Paramount might want to take a lesson from the other “star” franchise.



1998 – *The Intrepid Finale* (*)

This was one of the last super-low quality fan films to be made. Filmed in the United Kingdom, this 6-minute production is about half live action and half clips taken directly from original series *Star Trek* episodes “The Doomsday Machine” and “The Ultimate Computer.”

Parts 1 and 2 can be viewed here:

<http://www.calvertfilm.fsnet.co.uk/intrepid.htm>



1999 to 2000 – Voyages of the USS Angeles (**)

One of the oldest and largest *Star Trek* fan clubs in the world is STARFLEET: The International *Star Trek* Fan Association, Inc., which is divided into 250 local chapters. One of the chapters, located in southern California, is the *USS Angeles*. Back in 1999, one of the younger members of this club, Rob Caves, was looking to develop a reel of 3D visual effects to help him break into Hollywood. Thinking his effects would look better if presented as part of a larger story, he suggested to his fellow members that they all film a full-length *Star Trek* movie as a club activity.

Rob and the crew took this project very seriously, although they also tried to have fun doing it. But a full script was written, parts were cast with club members, rehearsals were held, and scenes were filmed both inside Rob's house in front of a green screen and also outdoors at filming locations which included the iconic Vasquez Rocks State Park used in many *Star Trek* episodes and feature films. For the green screen scenes, backgrounds from an officially licensed CD-ROM from Viacom Consumer Products called "The Captain's Chair" were used to show starship interiors. Rob then edited the project into an 81-minute fan film, adding in 3D computer-generated visual FX and music from various *Star Trek* episodes and films. The *USS Angeles* itself was a 3-nacelled version of the *Galaxy*-class, similar to the future *USS Enterprise* NCC-1701D seen in the final episode of the *Next Generation* television series, "All Good Things." Other, more familiar starship designs from various races were also used in animation sequences. The costume were a mish-mash of *Star Trek: The Next Generation* and *Star Trek: Voyager* style uniforms...whatever the fan club "crew" had available.

Initially, that full-length fan film, entitled "The Price of Duty," was shown only at fan club events and distributed via VHS tape or DVD to a select few. But it was later posted to YouTube and can be viewed here:

<https://www.youtube.com/watch?v=wuqkrFurek0>

The club members had so much fun that more episodes were planned and produced, five in fact, averaging about 20 minutes each. It was more of the same kind of thing, with a combination of green screen Chroma-keying, exterior location shoots, and the occasional kitchen or patio scene. However, in early 2000, Rob Caves wanted to add certain characters from established *Star Trek* canon to the *Angeles* series, but the club president was uncomfortable with the idea of directly using existing characters, even minor ones. So it was decided that Rob would make a new series, which he called *Star Trek: Hidden Frontier* (see entry on the following page) with the same volunteers but independent of the club. In the meantime, *Voyages of the USS Angeles* wrapped up a few months later with five episodes total (in addition to their full-length feature). Those five episodes can be accessed from here:

<https://vimeo.com/album/2362647>

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2000-2010 – *Star Trek: Hidden Frontier* (***)

Filmed in a house in Altadena, CA, *Star Trek: Hidden Frontier* was the first serialized *Star Trek* fan series with seasons of shorter episodes rather than just a single or multi-part movie. Beginning in 2000, *Hidden Frontier* produced SEVER SEASONS of episodes over the next seven years for a total of FIFTY episodes (ranging from 20-45 minutes each). In addition, *Hidden Frontier* spawned no less than FIVE spin-off series, adding another 24 episodes over the following three years. (See following page for a list of those spinoff series.) Funding was casual donation only and at a pretty much seat-of-their pants level.

Hidden Frontier filmed by putting characters in front of a green screen and Chroma-keying in backgrounds from an officially licensed CD-ROM from Viacom Consumer Products called “The Captain’s Chair.” It wasn’t nearly as sleek or polished as televised *Star Trek*, but for a low budget fan series, it looked quite impressive...especial in its later seasons.

Hidden Frontier used established characters from *Star Trek: The Next Generation* (TNG) and *Deep Space Nine* (DS9), including: Artim (from the ninth *Star Trek* feature film), Commander Shelby from the 2-part TNG episode “The Best of Both Worlds,” Robin Lefler (from the TNG episode “The Game”), and Admiral Nechayev (from multiple episodes of TNG and DS9). There were also relatives of established *Trek* characters, such as Ro Laren’s brother Ro Nevin and Jeremy Aster’s cousin Corey Aster. *Hidden Frontier* has featured almost every major alien race of *Star Trek*: Klingons, Vulcans, Romulans, Andorians, Tellarites, Breen, Orions, Cardassians, Bajorans, and a long list of others.

At one point in 2004, *Hidden Frontier* executive producer Rob Caves received a Cease and Desist letter, supposedly from Paramount but post-marked in Northridge, CA. He contacted Paramount to verify the letter’s authenticity and was told that they had sent him no such communication. The woman he spoke with explained that any C&D would come from their attorneys in New York City or at least have a postmark from Paramount Studios in Los Angeles...not Northridge.

During 2006-2008, *Hidden Frontier* hosted three mini-conventions in Los Angeles to celebrate their series. Attendance was in the hundreds.

All 50-plus hours of their content can be found here:

<http://www.hiddenfrontier.net>

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Notable spinoff series from *Star Trek: Hidden Frontier*:



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2000 to 2004 – Star Trek: Encarta (*)

There isn't much available online about this series of fan films out of Grand Rapids, Michigan. Apparently, four films were produced over the span of about four years, the first little more than a high school project. But reviews say the quality improved modestly over the next few years. The films, centered around the starship *USS Encarta*, are based in the *Star Trek: The Next Generation* era, circa the ninth feature film *Star Trek: Insurrection* and the *Star Trek: Voyager* TV series.

Although the film series won awards at 12 different film festivals (according to multiple Internet sources), all online copies of this film have been made private and are unviewable by the general public. Only this one trailer remains accessible:

<http://www.dailymotion.com/video/x2zhimu>

This is all that remains of their website:

<http://webberencarta.tripod.com>



2000 –*Digital Ghost* (**)

This German fan film was created in partnership with the European *Star Trek* mega-convention company that puts on the annual FedCon (which began in 1992). The 20-minute film had new characters but featured the *USS Enterprise* NCC-1701-E from the later *Star Trek* feature films and uniforms of the 24th century period. Professional German actors were used for the production, and funding was privately provided by the FedCon convention company.

The short film can be viewed here:

<https://www.youtube.com/watch?v=nlPItKOtS9k>

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2000-2007 –Stone Trek (**)

This was a parody series of nine cartoon episodes released over 7 years cleverly mashing up *Star Trek* and *The Flintstones*. It's probably covered under fair use for its comedic intent, so I'll simply mention it and provide this link:

<http://www.angelfire.com/fl/sapringer/STONETREK.html>

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2001 – The Doomsday Machine (fan made) (**)

One of the top-rated and most exciting of the original series *Star Trek* episodes was “The Doomsday Machine,” the story of a starship captain wracked with guilt over the death of his crew after a devastating attack by a planet-eating doomsday weapon. Like Ahab in “*Moby Dick*,” Captain Mat Decker is obsessed with destroying his adversary, even at the cost of yet another starship, the USS Enterprise.

In 2001, a group of dedicated *Star Trek* fans in the small town of Mirror, Alberta (about halfway between Calgary and Edmonton) decided to recreate the episode, line for line, using themselves as actors in home-made uniforms and simplified set reconstructions. Their “special FX” used store-bought model-kits and what might actually be a rolled up piece of shag carpeting. A few scenes were augmented with Chroma-keyed backgrounds being composited behind actors standing in front of blue (not green!) screens. The music, which followed the melodies of the background cues from the original episode, was digitally produced by a MIDI synthesizer.

This reproduction of the classic *Star Trek* episode was shot over three days. The resulting shots were then worked on for about a year on a Macintosh G4 computer. The budget, if there was much of one, was likely completely out of pocket.

All five parts of this 48-minute recreation can be accessed from here:

https://www.youtube.com/user/forestmedic/videos?sort=dd&view=0&shelf_id=0



2002 – Star Trek: USS Proxima (*)

Filmed in 1992 in a basement with no script, no budget, and a borrowed video camera, two teenagers made a *Star Trek* fan film. Nearly 10 years later, the footage was edited with music and sound effects, mostly taken directly from the film *Star Trek II: The Wrath of Khan*. The two teenagers, Adam Fisher and Chris Hutchins, lived in Louisville, KY at the time, and they filmed all the footage in about five hours over the course of two days.

For a handful of years, Adam, Chris, and other neighborhood boys would “play *Star Trek*—meaning they would turn Chris’ basement into an imaginary bridge—for hours each day. They built the set out of scavenged wood, milk crates, old chairs, and broken computer and audio equipment. Their wall-mounted readout screens were chalkboards. They even rigged “red alert” lights and other fixtures to make their bridge as believable as possible.

By 1992, Adam and Chris (aged 16 and 17, respectively) were the only “kids” left still playing in the basement. Wanting a “last hurrah” to remember their childhood passions, they decided to make a movie. Their parents couldn’t afford a video camera, but Chris worked at Blockbuster and was able to borrow a camera for a weekend. He and Adam then proceeded to ad-lib lines for a film with a loose story idea, play all the roles themselves, and even film some “special effects” by pointing the camera at a TV showing *Star Trek* movies with the *Enterprise* fighting Klingons and the *USS Reliant*.

Despite having no costumes (just their winter clothes; it appears they filmed during a cold weekend), they had a blast, and they planned to go to a video editing company to splice all their footage together. That never happened. But ten years later, now living in much warmer Florida, Chris used his iMac and the iMovie editing program to finally finish their *Star Trek: USS Proxima* fan film. He added music, sound effects, and clips from the first few *Star Trek* feature films, and a few years later, he posted it online in two parts totaling about twenty minutes. Parts one and two can be found on the following YouTube pages:

https://www.youtube.com/watch?v=HIujBkw_x3I

and

<https://www.youtube.com/watch?v=bsr6Yn54BBM>

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2002 and 2005-2012 –Starship Exeter (***)

Starship Exeter was one of the first fan films to produce their movie using high quality replicated *Star Trek* sets rather than green screen composites. Unlike *Hidden Frontier* and *Digital Ghost*, which were both in *The Next Generation*'s 24th century period, *Exeter* returned to the 23rd century era original *Star Trek* series. They used TOS costumes, settings, and the starship *USS Exeter* (which looks exactly like the *USS Enterprise* and was seen in the TOS episode "The Omega Glory"). They also featured Klingons, Tholians, and an Andorian character in a major role.

Exeter's first episode, "The Savage Empire," was made on a shoestring budget and looked fairly amateurish. It was released in 2002. But it generated so much fan excitement and enthusiasm that a team of several dozen volunteers all went to Austin, TX and helped *Exeter* build authentic-looking set replicas that were nearly identical to those used on the Paramount lot back in the 1960s. They filmed a second episode, "The Tressaurian Intersection," in 2004 that looked like it could have been a "lost" episode of the original series...the sets and costumes were that authentic. By some estimates, over a hundred thousand dollars in materials and volunteer labor went into creating their sets and visual FX. Their second episode was released in five installments, the first posted to the Internet in 2005 and the fifth and final installment seven years later in 2012 (delayed due to postproduction issues).

The first episode can be viewed here:

<https://www.youtube.com/watch?v=G2re3s0kQgM>

The second episode can be viewed here:

https://www.youtube.com/watch?v=jkuJG1_2MnU



2004 – Bring Back Kirk (***)

In 1994, the seventh *Star Trek* film, *Generations*, united Captain Jean-Luc Picard and Captain James T. Kirk in an action-filled adventure that ended with Kirk's death. Although fans were upset that Captain Kirk had to die at all, they (we) were most upset over the way that he way. As filmed, the death seemed almost pointless and not the kind of heroic act of self-sacrifice that would have given fans closure and satisfaction. (He fell off a frickin' bridge!)

Ten years later, a group of fans began a campaign to "Bring Back Kirk." They even made a website which is still available today:

<http://bringbackkirk.com>

And they made a video.

In order to finish researching and compiling this document in time, I've opted to NOT include audio-only *Star Trek* fan projections (because there huge numbers of them) and not include fan "films" that are little more than clips and snippets taken from various *Star Trek* television episodes and feature films, sliced and diced and mixed and mashed and edited into "new" compilations or pseudo-stories. Again, there are simply too many offerings like that to track down and research.

Bring Back Kirk is the notable exception. The reason I am including it is because the trio of fan filmmakers who created the video (working together across two different continents) did not simply edit together scenes and dialog to make a new story. They went beyond that to digitally place images of the various characters' head on top of computer-generated bodies. This allowed characters like Kirk, Spock, McCoy, and Scotty to be wearing late 24th century *Star Trek: The Next Generation* uniforms and interacts over 3D backgrounds from computer games featuring 24th century starships and locations. Captains from across all eras of *Star Trek*—from *Enterprise*'s Archer to TNG's Picard to DS9's Sisko to Voyager's Janeway—all join Kirk, Spock, and Scotty in this "What if?" proposal to Paramount.

Of course, Paramount didn't listen. The fans wanted to bring back Kirk for a proper send-off where he could ride off into the sunset (or even continue on). Of course, a series of *Star Trek* novels did resurrect Kirk's character, but these fans want to do it on film. And they hoped their video offering would be exciting enough to convince the studio. And Shatner himself, never being one to turn down praise and adoration, was only too happy to give his thumbs up to the campaign (but no official support). Amusingly, though, when approached to appear in a cameo role in the rebooted *Star Trek* film in 2009, Shatner turned down the role due to a low bid from the studio.

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This fan film was originally produced and released back in 2004, before YouTube existed. It was shown primarily at Star Trek conventions and distributed fan-to-fan. The earliest posting of the film to YouTube came in 2006 and has generated nearly a quarter million views since then. It can be viewed here:

<https://www.youtube.com/watch?v=czy0pWybinE>

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2004 to 2006 – *Tales of the Seventh Fleet* (*)

██████████ there is no mistaking these three half-hour (or so) long episodes as anything other than amateur fan productions. But keep in mind that, in 2004, these dedicated fans were still pioneers in the “wild west” of fan films. The first two seasons of *Star Trek: Hidden Frontier* weren’t much better than these three episodes of *Tales of the Seventh Fleet*, and if these folks had stayed with it, who knows? As it was, they were here and gone almost before anyone even noticed.

The majority of the “actors” were New Jersey-based members of the international fan club STARFLEET (part of the club’s “Region 7” in the northeastern U.S.—hence, the name of the series). Mostly green-screen Chroma-keying and a few scattered set pieces like chairs, the series uses *Star Trek* movie-era uniforms and ship designs from the first six feature films. Unlicensed *Star Trek* music from the first six feature films is also used sporadically.

Here is their website:

http://www.podship.com/totsf_files.htm

...but to watch their films (and I strongly advise you not to torture yourself), go here:

<http://startrekchannel.com/fan-productions/tales-seventh-fleet/>

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2004 and 2014 – *Star Trek: Roddenberry* (*)

With *Star Trek: Hidden Frontier* regularly releasing dozens of episodes over the past four years using still images of starship interiors Chroma-keyed behind scenes of actors filmed in front of green screens, other fans were beginning to give it a go themselves. One of the earliest fan films to follow *Hidden Frontier*'s lead (along with *Star Trek: Encarta*) was *Star Trek: Roddenberry* out of Nottingham in the United Kingdom.

There was liberal use of *Star Trek* IP, in addition to all the backgrounds from starships like the *USS Enterprise* NCC 1701D and the *USS Voyager*. In fact, one of the two starships featured is the same *USS Voyager*, albeit without its familiar crew (who were apparently lost). Most of the original space scenes were taken directly from aired *Star Trek* episodes featuring either the *Enterprise-D* or the *Voyager*, and many sound effects were also lifted...including the Starfleet computer, voiced by the late Majel Barrett. Established *Star Trek* aliens referenced included the race known as the Q and the Iconians. The uniforms were a mix of television *Next Generation* and late movie-era *Next Generation*.

Although the series was originally released in 2004, the quality was low (especially the sound), and the story was left uncompleted...until 2014. Ten years after its initial release, the completed 23-minute film was re-released as a special remastered edition in two parts. The first part seems to still be in its original form, and it can be viewed here:

<https://www.youtube.com/watch?v=bCXxfTJ2Xrc>

The second part appears to be the remastered and completed version, which contains slightly better special effects which have the two starships doing custom moves not seen in any episodes. As a strange coda on part two, the creators tagged on a scene directly from a second season *Next Generation* episode where Picard orders a shuttlecraft destroyed (the shuttlecraft carries the main character of the fan film). This might have been a way for the fan film creators of saying, "This is it; no more." However, the epilogue scene from *Next Generation* ends with a series of bloopers from their blooper reel and just seems like an odd way to end...especially since the rest of the fan film was assuredly not a parody. You can view part two and decide for yourself here:

https://www.youtube.com/watch?v=rO3ss7_O5cQ

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2004 to present – *Star Trek: New Voyages* / *Star Trek: Phase II* (****)

This one changed everything! James Cawley of upstate New York spent \$150,000 of his own money creating an exact replica of many of the original *Star Trek* sets that existed at Paramount Studios in the 1960s...including the iconic bridge. He meticulously recreated props and costumes and proceeded to make new episodes of the original *Star Trek* with Captain Kirk, Mr. Spock, and all the original crew...played by new actors, of course (who were simply fans and not professionals).

The stories were original, but James used elements of existing *Star Trek* IP in his first two episodes, including material from the episodes “City on the Edge of Forever,” “The Doomsday Machine,” and “The Menagerie”...along with recreating short “dream sequence” vignettes from the first six *Star Trek* motion pictures released by Paramount.

Star Trek: New Voyages (which would later change its name to *Star Trek: Phase II*, the same name of the sequel *Star Trek* TV series that was developed and abandoned by Paramount during the 1970s) made history when it became the first fan film (since *Yorktown: A Time to Heal*) to cast a major actor from the original series into the same role he had played decades earlier. The first TOS veteran to do this was Walter Koenig, reprising his iconic role as navigator Chekov in a sequel to the TOS episode “The Deadly Years”:

https://www.youtube.com/watch?v=b_1YqGQ7iXk

The next *New Voyages* episode featured George Takei reprising his role as helmsman Sulu and can be viewed here:

<https://www.youtube.com/watch?v=l4TC5w10IzE>

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All of these early episodes were released between 2004 and 2007. By this point, the series had added on scriptwriters who had worked on the original series back in the 1960s, and some of their next episodes were adaptations (or direct usages) of scripts that were already written for un-filmed *Star Trek* episodes for the original series and/or Paramount's *Phase II* project. In fact, this led to the only C&D that was sent out (in 2012) by CBS during this entire time that fan films had been in production. This article from the *New York Times* explains the issue CBS was having:

http://www.nytimes.com/2012/03/29/arts/television/cbs-blocks-use-of-unused-star-trek-script-by-spinrad.html?_r=0

Star Trek: New Voyages (the series changed its name back to the original last year) has gone on to release 11 full-length (about one-hour) episodes using all sorts of IP from CBS/Paramount—characters, ships, aliens, sets, props, planets, and canonical references to established events. They continue to produce new content, and are in postproduction on their next offering.

Their sets are permanent and reside in a film studio located in Ticonderoga, New York. Although the majority of production crewmembers and fan actors volunteer their time, the series does have costs that must be covered (including paying a number of professional actors who appear and covering their travel and lodging).

New Voyages has held two Kickstarter crowdfunding campaigns, raising \$65,000 and \$50,000, respectively. Here are links to the two campaigns:

<https://www.kickstarter.com/projects/startrekphaseii/star-trek-phase-ii-2014/description>

https://www.kickstarter.com/projects/2075083284/star-trek-new-voyages-phase-ii-2015?ref=nav_search

It should be noted that Alec Peters has worked extensively with James Cawley and the *New Voyages* team. Part of an Axanar Productions short vignette called "Heroes" was filmed on their sets back in November of last year. James Cawley has also allowed a half dozen other fan series to film on his sets (I do not have a full list at this time).

All of the *New Voyages/Phase II* episodes can be accessed from this webpage:

<http://www.startreknewvoyages.com/episodes/>

IMPORTANT NOTE: James Cawley reportedly contacted Paramount/CBS in 2003 (or was contacted by them) and given a list of do's and don'ts for fans seeking to make their own Star Trek videos or films. Although I am unaware if anyone has ever personally confirmed this (and James has never produced an e-mail or letter from the studio—although it might have been from an in-person meeting or phone call), these "rules" have taken on an almost legendary status among fan films. The most important rule (allegedly) remains fan filmmakers can not charge to see, download, or purchase their films and that the creators make no profit from them in any way. The "requirement" disclaimer to be entirely free of any kind of positive revenue has been included on multiple websites and film credits.

In the thirteen years since 2003, neither CBS nor Paramount has ever contacted a fan filmmaker or issued a public statement disavowing or correcting that commonly-accepted claim.

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2005 to 2006 – *Star Trek XII: Make It All Stop* and *Star Trek XIII: Didn't We All Die?* (**)

Yes, that's a life-sized cardboard cutout of Marilyn Monroe standing in the back. And if you think that's weird, then strap yourself in for *Star Trek XII: Make It All Stop*. Well, actually, it moves kind of slowly, so you might not need to strap in too tightly.

This short-lived fan series consists of a half-hour episode titled *Star Trek XII: Make It All Stop* and a 4-minute sequel called *Star Trek XIII: Didn't We All Die?* And yes, they did. These two fan films are more comedy than parody, and several of the jokes are a bit PG-13. The featured crew is on board the *USS Potemkin*, a starship of several different classes depending on what visual effect is needed. Sometimes they use television or feature film footage of the refit *USS Enterprise* NCC-1701, sometimes it's the 1701B, sometimes it's the 1701D, and other times it's the 1701E. The music and sound effects are also directly from official *Star Trek* releases. The uniforms are store-bought *USS Voyager* costumes, and even Marilyn Monroe is wearing a Starfleet comm badge and rank pins. The sets are pretty much what you see in the image above plus some on location shooting in the California neighborhood where these fans live (they had to go back in time).

The crew members are all "new" characters, although one has Vulcan ears and another wears a VISOR like Chief Engineer Geordi LaForge from *Star Trek: The Next Generation* (originally played by actor Levar Burton). In this comedy/parody, their Chief Engineer is Lt. Kunta Kinte, who is named after the slave character played by Levar Burton in the Emmy-winning television miniseries *Roots*. Their captain, who is *not* supposed to be Jean Luc-Picard, does a purposeful Picard impression. And another crewman is constantly finding the double-entendres in just about every command (like "see if you can penetrate their shields!"). The alien attackers are all wearing Groucho Marx glasses, and well, it's pretty much all over the place. And unlike many fan films, there's a liberal use of both f-bombs and s-bombs and, at one point, a couple of joints being toked.

Star Trek XII: Make It All Stop was first released in 2005, although not on YouTube. The shorter *Star Trek XIII: Didn't We All Die?* Was posted to YouTube in 2006, before the previous film was uploaded shortly thereafter. At the time, YouTube had a video length limit of ten minutes, so the half-hour *Star Trek XII: Make It All Stop* was divided into three parts...all of which (plus the sequel) can be accessed from this YouTube page:

<https://www.youtube.com/watch?v=My8Ggwe-oFM&list=PL078324413E6C0901>



2005 and 2013 – *Star Wreck: In the Pirkinning* (****)

This nearly two-hour long (and somewhat raunchy) fan parody movie was made in Finland and featured dialog entirely in Finnish (with English subtitles). Nevertheless, according to Internet sources, it had over 3 million download in the months after it was released. (Note: the reason that the number of Youtube views is not as high is because Youtube did not yet exist when this film was released. These were all video downloads directly from their servers in Europe.)

As a parody, *Star Wreck* is probably protected under fair use. Also, its utilization of *Star Trek* IP is mostly indirect. Characters are based on Captain Kirk, Scotty, Mr. Data, Worf, Chekov, and several others (including characters and ships from another ci-fi series, *Babylon 5*) but with different names and more tongue-in-cheek personalities. Costumes/uniforms were also similar but not identical to those used on TV and in the movies. But they used 3D spaceships that were identical to those used on *Star Trek* and *Babylon 5* (only with different names).

The full film can be viewed on YouTube here:

<https://www.youtube.com/watch?v=4bka9Y2gJ0>

They are planning to release a remastered version soon, and here is a link to the trailer for it:

<https://www.youtube.com/watch?v=7ft9WYbq83o>

In 2013, they released a 53-minute sequel, *Star Wreck 2π: Full Twist, now!* It looks much better than the original. And while it's still a parody and not directly *Star Trek*, it still has a very Star Trek look and feel. It can be viewed here (just remember to click the button to turn on subtitles):

<https://www.youtube.com/watch?v=b1fkMuMDqXI>

2005 to 2013 (and beyond?) – LEGO *Star Trek*

If you do a search for “Lego Star Trek video” you will get 494,000 matches on Google. However, there are a few Lego/*Star Trek* “mash-up” fan films which merit attention simply because of how much IP they utilize:



2005 – *What Trouble with Tribbles?* (*)

This 10-minute comedy fan-film was a retelling of the second season original series episode “The Trouble with Tribbles” told from the Klingon point of view...with Legos...and dialog spoken completely in the Klingon language (fortunately, with English subtitles). If you’re not a Trekkie, you won’t get most of the references. If you are a fan, you’ll crack up. The video wasn’t posted to YouTube until 2009, and since it doesn’t have “Star Trek” in the title, its total number of views is fairly small. Nevertheless, it’s one of the earliest *Star Trek*/Lego mash-ups available for viewing on the Internet:

<https://www.youtube.com/watch?v=oToUoC94Ihw>



2006 – *Star Trek in Lego* (***)

This short video (under 3 minutes) is one of the earliest Trek/Lego videos posted to YouTube (posted back in 2006). The video uses music and a series of voice and sound clips from multiple original series episodes to create a new (somewhat tongue-in-cheek) episode. It has had over 135,000 views:

https://www.youtube.com/watch?v=yN_KeOiXMPE

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2007 – *Star Trek: The Lego Generation* (**)

Loosely modeled after *Star Trek: The Next Generation* (and using the characters from that series), there are also elements from the original series in this 10-minute fan parody film, including the music. This one has had 57,000 views:

<https://www.youtube.com/watch?v=sJuJ4sLUyn4>



2009 – *LEGO Star Trek: The Trouble with Tribbles* (*)

This 7-minute short fan film was created for a high school film festival, but it's still been viewed over 7,500 times on YouTube. The video uses sound clips from the original "The Trouble with Tribbles" episode and recreates the scenes in Lego. Unlike most of the previous efforts, this filmmaker took the time to paint black collars and chest emblem insignia on his Lego figures. The video can be viewed online here:

<https://www.youtube.com/watch?v=CWH5ROnI9Ac>

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2013 – *Star Trek Into Brickness* (**)

The second JJ Abrams *Star Trek* blockbuster, *Into Darkness*, was released in the summer of 2013, and in the months leading up to its premiere, two major trailers were shown in theaters and on the Internet. Leave it to Trekkie master-builders to recreate those two trailers using Legos. Considering how Paramount and CBS are almost obsessive about protecting the IP of the rebooted (i.e. “hot”) new version of the franchise, it’s surprising these trailers are still online, especially with tens of thousands of views each. But they’re up and easy to find, and quite masterfully done.

Here is a link to the Lego version of the first trailer:

<https://www.youtube.com/watch?v=A7JGT0yxxMw>

And here is a version of that same Lego version side-by-side with the actual trailer:

<https://www.youtube.com/watch?v=RMT0Bw-pSsU>



2013 – *Star Trek Into Darkness* – International Trailer (**)

There wasn’t just one version of the Into Darkness trailer made by fans; there were at least two. Here is the other one:

<https://www.youtube.com/watch?v=bD-ZVkutIp8>

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2005 – Klingon Academy Recruiting Video (**)

There are countless *Star Trek* fan clubs and chapters of fan clubs out there, including hundreds who focus on their love of the Klingon culture. They often have their own costumes (usually really well-made ones!), do their own make-up, and speak a fair amount of Klingon. Oh, and they also sing Klingon battle songs and opera.

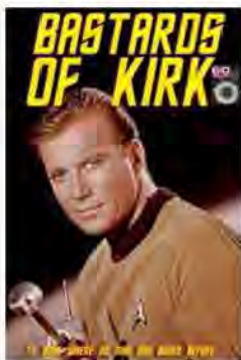
One such group was the *IKV T'Mar* out of Tacoma, WA. Their members produced a “recruitment video” of sorts showing a “welcome” to the Klingon Academy, which was pretty funny to watch...assuming you didn’t actually have to go to the Klingon Academy.

The entire video was shot in a library meeting room and in the bedroom of one of the members. Klingons abound, and the Klingon song that is sung at the end is the same as one that was heard on the television series *Star Trek: Deep Space Nine*.”

The short film (less than three minutes) was released in 2005 and won both Best Fan Film and Best Actor in a Fan Film at the science fiction convention Radcon shortly thereafter. It can be viewed (with subtitles, fortunately, as the dialog is all in Klingon) on this YouTube page:

<https://www.youtube.com/watch?v=dkb23R2OA2g>

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2006 – Bastards of Kirk (*)

This *Star Trek* parody was made by a combination of fans and professional actors from the Toronto, Canada area. It's likely protected by fair use, but it does draw from over a dozen episodes of the original series, using situations and characters plus a host of aliens and references to events that took place during those episodes.

The parody is presented as a future episode of "60 Minutes" (another CBS property!) doing an exposé on Captain Kirk's reputation as a galactic womanizer and the inevitable outcome of so many interplanetary trysts. Although thoroughly tongue-in-cheek, the film is a bit raunchy (I wouldn't show it to my five-year-old) and could potentially damage the integrity/purity of the franchise were it to become widely viewed.

As it is, the film remains relatively unknown, having been shown primarily at *Star Trek* and science fiction conventions over the past few years.

Online, the half-hour film can be viewed in six parts on this webpage:

https://www.youtube.com/watch?v=j_QVFXcSu20&list=PL8ghZ_jazjCaQXWFtnY-Kq_S_J3bWrZOc

This is the closest thing they have to a website:

<http://bastardsofkirk.blogspot.com>



2006 – *Star Trek vs. Batman* (**)

Holy campy crossovers!

Yes, this really happened. The Caped Crusader cunningly confronted Captain Kirk...in Indianapolis in 2006. The project was the brainchild of independent filmmaker Christopher Allen. Years earlier, he'd been watching a TV marathon of old *Batman* episodes from the 1960s and thought what an epic clash of over-the-top acting styles it would be to pit William Shatner against Adam West. In 2005, he wrote the screenplay for this whacky fan film idea, and in 2006, he produced it.

Most of all, he wanted this project to be fun. But in order to even get off the ground, Allen needed a lot of things, especially Batman paraphernalia (*Star Trek* uniforms and gadgets were much easier to find). Fortunately, Allen happened upon a message board for fans of the 1960s *Batman* series. Once he joined it and began discussing what he needed for his project, the floodgates opened and resources flew his way for costumes, music, and even a custom-built Batmobile! Allen and his team hit the ground running at warp speed and never looked back. They built sets that resembled the Enterprise bridge, transporter room, and corridor. These were not even close to the quality and detail level of the meticulous recreations constructed by James Cawley in upstate New York for his *Star Trek: New Voyages* fan series, but they were impressive and didn't require too much of a mental leap to be seen as inside the *USS Enterprise*. Other locations around Indianapolis were found to film scenes, actors were cast, and production began.

The first half of the 50-minute fan film was done in a style that more closely resembled the tongue-in-cheek campiness of *Batman* than the more serious campiness of *Star Trek*. The *Enterprise* travels back to 1967 where the Joker and Catwoman take control of Kirk and Spock's minds and have them attack the Dynamic Duo. Beaming up, the Joker uses the ship's weapons to destroy Washington, DC, and there is even a brief cameo by president Lyndon Johnson. But the silliness shifts into seriousness in the second half as the film ends with the feel of a more traditional TOS episode. Copious amounts of music from both series are used liberally throughout. The acting skills of the cast range from not very impressive all the way to a tour de force performance provided by the actor playing the Joker.

Star Trek vs. Batman was later named one of the top five *Star Trek* fan films of all time by Fanfilm Cinema! The entire 50-minute movie can be viewed in three parts here:

<https://www.youtube.com/watch?v=5wjdB4VdnQ&index=1&list=PLPre3XA1zHYYPBbk6qLEDoRGzGxIq5oy->

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2006 – Retail Trek: The Partnership (*)

With a name like *Retail Trek: The Partnership*, one might expect this fan film to be a parody. The truth, however, is much stranger: it was a training video! John Lewis is a chain of upmarket department stores operating throughout Great Britain. The chain is owned by the John Lewis Partnership, which was created alongside the first store in 1864. Fast forward to 2006, and a Star Trek-inspired storyline was created to frame a training video sequence (which has been left out of the version of the video that has been posted online...ostensibly for copyright/trade secret reasons).

Fast forward another 300 years, and the United Trade Federation is a force for good in the galaxy...much like the United Federation of Planets. It is an outgrowth of the John Lewis Partnership, and their flagship, the USS John Lewis, begins the film in hot pursuit of the evil Horatio Wal-Mart, who has stolen a prototype time travel device to go backwards in time to the early 21st century, sabotage the John Lewis Partnership, and become the dominant retailer in the quadrant. The crew follows him back in time through his time vortex, enlisting the aid of a John Lewis manager to help them restore the timeline. The entire film is preformed as a serious drama with not hint of comedy or parody. It is not made clear if this store in Nottingham, England had a license or even permission to make this film, but the lack of any acknowledgement of such in the credits suggests that CBS did provide its blessing.

Star Trek IP is used copiously, including extensive footage of the *USS Enterprise NCC-1701E* and the time-traveling Borg sphere taken directly from the eighth *Star Trek* feature film, *First Contact*. There was also a great deal of music from that movie's sound track used. The costumes are 24th century Starfleet uniforms, and the starship backgrounds were all still images and/or short animations taken from the *Star Trek: Elite Force 2* PC video game.

Retail Trek: The Partnership was made with virtually no budget, and all the "actors" were taken from the roster of John Lewis partners. Two years earlier, the same group of fan filmmakers had produced and released the first part of another fan film, *Star Trek: Roddenberry*, but there is no other connection between the two separate films.

Parts one and two (the 20 minutes that do *not* include the training video segment) can be viewed on the following two YouTube pages:

<https://www.youtube.com/watch?v=gaP085OZ3Wg&feature=plcp&context=C3791032UDOEgsToPDskKiRZlvadAahFYXIQ8QYWnK>

<https://www.youtube.com/watch?v=yC5UfEEDxh4&feature=plcp&context=C3791032UDOEgsToPDskKiRZlvadAahFYXIQ8QYWnK#t=351.541469>

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2006 to present –*Star Trek: Dark Armada* (**)

This is a self-described semi-professional “Star Trek” fan series based out of the Netherlands. Their episodes are filmed with English dialog (although there are online versions with subtitles in Dutch). They’ve produced seven episodes/vignettes so far ranging from 3 minutes long to 30 minutes and plan to release one final episode later this year before ending their 10-year run.

Star Trek: Dark Armada was inspired by the long-running American fan film series *Star Trek: Hidden Frontier* and even featured a guest appearance by one of the *Hidden Frontier* regulars in a 2009 two-part episode. Like their American sister-series, *Dark Armada* also filmed primarily in front of a green screen, Chroma-keying in different backgrounds from the 24th century era of *Star Trek*. Unlike *Hidden Frontier*, however, *Dark Armada* created their own original 3D backgrounds rather than using something directly from a *Star Trek* commercial product. They also feature Starfleet uniforms which differ slightly from established canon. Nevertheless, *Dark Armada* exists firmly in the *Star Trek* universe, featuring several starship designs seen in *Star Trek :The Next Generation* and *Voyager*, and also used a number of familiar alien races like Vulcans and the blue-skinned Andorians.

This series is self-financed and low budget. Although their earlier episodes have YouTube views in the four-digit range, their latest episode has made it over 10,000 views (hence, the two-star ** rating). All of their episodes can be viewed on the *Dark Armada* website:

<http://www.darkarmada.nl>



2006 to present – *Star Trek: Aurora* (***)

Tim Vining made a fan series without ever leaving his chair. *Star Trek: Aurora* is completely computer-animated—the spaceships, settings, and even the characters. He, his wife, and a small group of friends supply the voices and the music. And yet, more than half a million people have seen and enjoyed the two episodes of *Star Trek: Aurora* released so far.

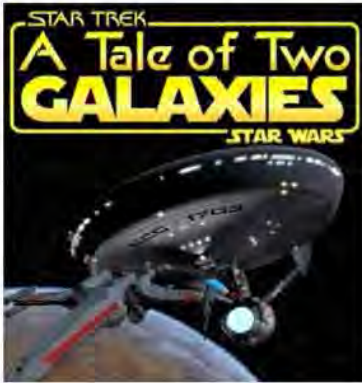
The series is based in the *Star Trek* universe, featuring the United Federation of Planets, Vulcans, Romulans, Klingons, and other alien races from the show. However, it takes place on the outskirts of Federation space, away from Starfleet and the familiar starships, and focuses on two female space merchants. That said, the first episode features a jump to a parallel universe where we see the *USS Yorktown* NCC 1717 (a starship like the *Enterprise* that was mentioned in the original series) and her Starfleet crew, and the second episode references the character of Harry Mudd, who appeared in two episodes of the original series.

The first hour-long episode was released in five parts over the span of five years (2006-2011)...the delay resulting from the time it took Vining's computer to render each frame of the film. When the first episode was complete, he immediately started on his second episode, which recently released the fourth of five parts.

Vining is self-funded with few expenses (and a very patient wife!). The two episodes of *Star Trek: Aurora* can be found on his website:

<http://www.auroratrek.com/episodes.html>

...as well as on YouTube, where the number of views of the first full episode tops 500K.



2007 – A Tale of Two Galaxies (*)

This one-shot fan film out of the United Kingdom was a crossover between the *Star Trek* and *Star Wars* universes. Made for almost no budget in a dining room in North Bristol, the film looks surprisingly good and has rather impressive 3D visual FX for the time it was made.

The *Star Trek* IP used includes a movie-era heavy cruiser class starship (the *USS Hood*, the same class as the refitted *Enterprise* from the first six *Star Trek* feature films), an alien Trill officer, a Vulcan, Klingon characters and vessels, and tribbles. There are also Starfleet uniforms and *Star Trek* music from the Paramount Studios' movies.

The fan film can be viewed in its entirety here:

http://www.dailymotion.com/video/x4jo0r_a-tale-of-two-galaxies_shortfilms?search_algo=1

And their website can be accessed here:

<http://straitjacketproductions.com/index.html>



2007 – *Star Traks: Silverado* (Machinima) (*)

Starting back in 1992, Alan Decker launched the *Star Traks* series of adventures as written fan fiction stories with a parody edge. The series of stories spread out over the years into ten different sub-series, each within the *Star Traks* “umbrella” but focusing on different crews and time periods. *Star Traks: Silverado* was one such sub-series, created in 2004 by Brendan Shust who wrote the stories and came up with all the characters and artwork.

And then, in 2007, Shust took his sub-series into a new realm of fan filmmaking that was sweeping the World Wide Web: machinima. What’s machinima? Although most explanations of it on the Internet get can very complex rather quickly, in short, it’s simply using an existing video game environment to make a fan film. Software can be used to control these video games, allowing users to place characters anywhere they want into whatever environments they design. The characters can move, walk, talk, turn, gesture, or do anything that these video games have programmed for the characters to do. Skilled 3D designers can even build elaborate objects and locations for the characters to use and/or interact within. Later, once the scenes are laid out, the user can play and “render” them to a final video file. Music, dialog, and sound effects can be added either in the game or after it is rendered.

Shust used UberRadiant GDK for *Star Trek: Elite Force 2*, provided by Ritual Software, to make his machinima animations. (The video game *Star Trek: Elite Force 2* was created by Ritual Software and Activision under license from Paramount.) Shust designed the level backgrounds and characters within the game environment and used other elements directly from the game itself, such as an *Ambassador*-class starship (seen in *Star Trek: The Next Generation*), some textures, music, and several sound effects for the game.

The 50-minute long mostly-parody movie was released initially in 2007 via DVD. In 2010, the movie was divided into four parts (in order to “fit” onto YouTube, which had a video length limit back in those days), and all four parts can be accessed from this page:

https://www.youtube.com/watch?v=06K2mAMME_I&index=1&list=PLED070F2E1F9D8EC9

There is also a website for the *Star Traks: Silverado* series:

<http://www.khobrah.net/silver/index.html>

And just to be complete, here is the “nexus” for the either *Star Traks* “umbrella” of fan fiction series:

<http://www.star-traks.com>

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2007 to 2008 – *Star Trek: Of Gods and Men* (****)

In 2006 and 2007, *Star Trek: New Voyages* had “broken the seal” by casting original series *Star Trek* regulars in the same roles as they had played back in the 1960s, specifically Walter Koenig as Chekov and George Takei as Sulu. But in both cases, the actors played alternate “older” versions of their character (one aged by radiation, the other trapped in time).

The ambitious *Star Trek: Of Gods and Men* broke TWO seals. The first was that it included more than just a single major *Trek* veteran actor reprising his/her role. This time, Walter Koenig was joined by original series cast mate Nichelle Nichols playing the role of Lt. Uhura, Tim Russ of *Star Trek: Voyager* playing the Vulcan Tuvok, and Alan Ruck reprising his role of Captain John Harriman of the *USS Enterprise* NCC-1701-B from the seventh *Star Trek* feature film. (Several other veteran *Trek* semi-regulars and guest stars also appeared, although playing new characters.) The second breaking of the seal was that these characters weren’t simply playing alternate versions of their characters. Chekov, Uhura, and Harriman were existing in a period of time between the original series *Star Trek* and *The Next Generation*, within established canon, christening a new museum celebrating the exploits of Captain Kirk and the original *Enterprise* NCC-1701.

The 90-minute movie was created by a “professional fan” (Sky Douglas Conway, convention promoter) as a way of celebrating the 40th anniversary of *Star Trek*. Tim Russ not only acted in the movie but also directed it (he had previously directed an episode of *Star Trek: Voyager* for Paramount). As an anniversary homage, *Of Gods and Men* referenced multiple elements of *Star Trek* IP from a wide variety of TOS episodes and feature films. It was not licensed or recognized by Paramount or CBS, and at the time, there was no other new *Star Trek* being offered (the final television series had been canceled two years prior, and the first reboot movie from JJ Abrams was still two years away).

The majority of the movie was filmed during the summer of 2006 at Retro Studios in upstate New York on James Cawley’s *New Voyages* sets. Additional filming was done in Los Angeles, including at the famous Vasquez Rocks State Park where many episodes and feature films of *Star Trek* were also shot. Total cost of the production was reportedly \$150,000 (privately funded) with a good chunk going to pay the Screen Actors Guild members Internet-scale for their time. Most of the rest of the team worked for free or close to free.

As the team was completing the finished film, Conway and Russ were also trying to convince CBS to let them distribute *Star Trek: Of Gods and Men* for a fee, either per download or by selling a DVD. CBS did not go for the idea, and the film was ultimately provided to fans for free via the Internet, split into three half-hour segments. Part 1 was released in December of 2007, part 2 three months later, and part 3 on June 15, 2008.

You can view the film and read more about it on their website:

<http://startrekofgodsandmen.com/main/>

NOTE: These same filmmakers would go on to crowdfund and produce the pilot and series for Star Trek: Renegades in 2015.

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2007 to present –*Star Trek: Intrepid* (**)

Based out of Scotland, this fan series was inspired by the early success of the long-running *Star Trek: Hidden Frontier* fan series from America. In fact, the two series would later team up twice to do special crossover episodes featuring characters from both series on joint missions.

Like *Star Trek: Dark Armada* from the Netherlands, *Intrepid* released a series of episodes over the past several years of different lengths, ranging from as short as 6 minutes to as long as 47 minutes. Unlike *Dark Armada*, however, *Intrepid* uses a mix of virtual green-screen backgrounds as well as actual physical sets (simple ones), and their costumes are taken directly from the most recent uniforms seen in the last three *Star Trek: The Next Generation* feature films and the TV series *Deep Space Nine*. The *USS Intrepid* itself is the exact same class of ship as the *USS Voyager* from the Paramount TV series of the same name, and *Star Trek: Intrepid* features many familiar alien races including Vulcans, Orions, and Trill from various *Star Trek* series.

Most notable in terms of IP is their latest episode, “The Stone Unturned,” which features a bald actor who looks uncannily like Patrick Stewart, who played the role of Captain Jean-Luc Picard on *Star Trek: The Next Generation*. The actor in this latest *Intrepid* episode plays the very same character of Captain Picard (see image at the top of this page).

Star Trek: Intrepid is still planning to release new episodes and is working through postproduction on one right now. Their website contains links to all of their nine released episodes (including the two crossovers with *Star Trek: Hidden Frontier*):

<http://www.starshipintrepid.net/downloads.htm>

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2007 to present –*Starship Farragut* (****)

Work began in 2005 setting up this fan series, and it has grown since then into one of the most successful fan film endeavors to date. Since releasing their debut episode in 2007, *Starship Farragut* has released a total of four full-length episodes (between 35 minutes and an hour), three short film vignettes of about 15 minutes each, two animated (cartoon) episodes done in the style of the Filmation *Star Trek* series from the 1970s, and one online comic book. *Starship Farragut* also spawned a sister series, *Star Trek Continues*, and will soon be launching a spin-off series called *Trek Isolation* that will feature (of all people!) Marvel Comics founder and legend STAN LEE as a Starfleet admiral!

Like *Starship Exeter* before it, *Starship Farragut* recreated sets that resembled the original *Star Trek* TV series and presented adventures of crews that take place on one of the other starships that are identical to the *USS Enterprise*. (Both *Exeter* and *Farragut* were starships mentioned in TOS episodes.)

Although show runner John Broughton and Farragut Films are based in the Washington, DC area, in 2009 they relocated their production to southeast Georgia and constructed permanent standing sets in a building converted into a film studio. Up until this point, the production was privately funded by John Broughton and donations of labor and materials by friends and family. Digital visual FX of broadcast quality were provided for free by NEO f/x in Oregon. Background music was also composed from scratch for free.

Late in 2009, Farragut Films became a SAG signatory and began paying SAG actors and other personnel, such as stunt coordinators, Internet scale for their services. They employed two veteran actors from *Star Trek*—Tim Russ from *Star Trek: Voyager* and Chase Masterson from *Deep Space Nine* to appear in one of their two animated episodes.

In 2012, Farragut Films received an influx of capital from Dracogen Strategic Investments, run by wealthy Toronto-based Internet entrepreneur Steven Dengler (a self-proclaimed “geek”). The angel investment capital allowed Farragut Films to move into a larger studio in a nearby Georgia town and create sets that were identical to those at Desilu Studios in Hollywood in 1967...even down to the layout. (James Cawley had done the same thing with his *Star Trek: New Voyages* sets in upstate New York).

Along with angel investor Dengler, Farragut Films was also joined by new board member Vic Mignogna, who set up his own fan series to be filmed on the same TOS sets: *Star Trek Continues*. More on Vic Mignogna and his fan series when we get to *Star Trek Continues* in 2012.

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Starship Farragut is about to release its fifth full-length episode and plans to produce one final episode after that before transitioning into a new fan series to be called *Farragut Forward*. The new series will take place during the “movie era” covered in the first six *Star Trek* feature films and will require the construction of new sets.

Farragut Films has held two Kickstarter crowdfunding campaigns. The first, in late 2014, raised \$20,000 for the film they are about to release next. This is a link to its Kickstarter:

<https://www.kickstarter.com/projects/265092982/starship-farragut-the-crossing/description>

Their second Kickstarter campaign just completed this past December and raised \$15,000 for the final *Starship Farragut* episode. Here is a link:

<https://www.kickstarter.com/projects/265092982/starship-farragut-homecoming/description>

Links to all of *Farragut*’s episodes can be accessed from their website:

<http://www.starshipfarragut.com/episodes.html>



2007 – *Star Trek: Metrensky Incident* (*)

Just to demonstrate how prolific *Star Trek* fan films are, here is one from 2007 produced in the Czech Republic with dialog entirely in Czech. As such, I can't be certain how much IP was used, but the uniforms, Choma-keyed backgrounds, and brief glimpses at ships are definitely derivative of the *Star Trek: The Next Generation* TV series.

Here's a link to the hour-long Czech movie:

<https://www.youtube.com/watch?v=eXna2YCMY3g>



2008 to 2012 – *Star Trek: The Next Animation* (***)

Those Germans sure love their *Star Trek*. They also love *South Park*, *Family Guy*, *The Simpsons*, and a number of other animated American TV series...and that is what led about a dozen German animators, voice-over-actors, and fan filmmakers to produce the 26-minute animated parody *Star Trek: The Next Animation*.

The animation style most resembles *South Park* but of a slightly higher quality. The characters, settings, uniforms, hardware, and the starship Enterprise NCC-1701-D itself are all straight out of the *Star Trek: The Next Generation* television series. There are also Klingons, a Vulcan, and some music taken from various official *Star Trek* studio releases (they also composed a bit of their own music).

The first six minutes was released in 2008, but it wasn't until May of 2012 that the entire 26-minute film made its debut at FedCon XXI in Dusseldorf, Germany.

The final film is spoken entirely in German, but there are English subtitles in this widely-viewed release on YouTube:

<https://www.youtube.com/watch?v=ewPJnCmPMc>

Also, you can learn more about the film and its creators and background (assuming you read German or have a translating program) on their website:

<http://thenextanimation.de>



2008 to 2016 – *Star Trek: Enterprise - Crossroads* (**)
(and *Star Trek: Enterprise II - The Beginning of the End*)

Jürgen Kaiser, a German *Star Trek* fan, produced an amazingly original fan film in 2008 using action figures, miniature sets, green screens, and stop-motion animation of a kind usually done in 1960s-era Christmas specials. It made for quite the unexpected fan film!

The half-hour long *Star Trek: Enterprise – Crossroads* was originally done entirely in German. But a few years later, an English version was released (circa 2013) using voice-over actors from a number of different fan series, including Vic Mignogna as Kirk and Jeffrey Quinn as Spock, who were involved in *Star Trek: New Voyages* and *Star Trek Continues* respectively.

This fan film used the commercially produced action figures from the Paramount TV series *Star Trek: Enterprise* to create a “lost” episode where the *Enterprise NX-01* is, well, lost. In fact, it is lost in an area of space where the *ISS Enterprise NCC-1701* from the Mirror Universe is also trapped...and that is where Captain Archer and his action figure crew meet the action figures of the evil mirror Captain Kirk and Mr. Spock (the one with beard). Sure, it sounds a little silly, but the episode is presented in a very serious tone, using mood music and cues from *Star Trek: Enterprise* episodes. There are also some very nice (and some not-so-great) computer-generated effects both of starships in space and also of backgrounds behind the action figures (when physical miniature sets weren’t practical).

Kaiser reports the budget for the original film was about 1000 euros. The English-dubbed version can be viewed here:

<https://www.youtube.com/watch?v=fIMWeSskCy4>

At the end of the episode is a trailer for a sequel film titled “The Beginning of the End” where Captain Kirk’s action figure again appears (this time in a movie-era uniform). There is an additional trailer which shows starships from the JJ Abrams *Star Trek* reboot (the 2009 film) at the 45-second mark of this video:

<https://www.youtube.com/watch?v=zrWlaElzR3U>

Although the trailers list the premiere date as 2013, the sequel is apparently not completed yet And will cost about 2000 euros). Kaiser’s website lists the expected release date now as 2016:

<http://jk-produktion.de/filme.htm> <http://jk-produktion.de/filme.htm>

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2008 to present – Dan Hauser's Animated Star Trek (***)

Back in 1973 and 1974, Paramount released for broadcast the animated series (TAS) of *Star Trek*, twenty-two episodes produced by Filmation Studios. Over the years, TAS has had a bit of a love/hate relationship with established canon. Some elements from TAS, such as the first captain of the *USS Enterprise* being Robert April (a character who will appear in the Axanar movie) and certain elements of Spock's home on Vulcan have become accepted canon and even (for the Vulcan locations) have been mentioned in Paramount-produced television series. Other items from TAS, like life support belts, have not been considered canon.

Nevertheless, TAS has remained popular with a good percentage of *Star Trek* fans, so much so that a few enterprising (pun unintended) individuals have produced their own animated versions of *Star Trek* following the same style as the Filmation cartoons from the 1970s. Among these were the *Starship Farragut* series in 2009 and, a year later, Tommy Gerencser and Paul Sibbald with their film *Return to Triskelion* (which will be discussed later in this document).

But the first fan to do his own version of TAS was a fellow by the name of Dan Hauser who is, arguably, the top expert in all things TAS. He has an extensive website full of trivia and background facts about the animated episodes, artwork, features on the characters and technologies, etc. In 2008, he released the first of what would become three stories released in parts over the course of the next seven years. The first was a 7-minute tongue-in-cheek film titled "The Element of Surprise" featuring all the main characters from *Star Trek*, each voiced by Dan himself (even the women). The short film was released in July 2008, and there was no budget to speak of. That film can be viewed here:

http://www.danhausertrek.com/AnimatedSeries/ES_Full.html

The second film, "And Let the Heavens Fall," was released in four parts, the first on September 8, 2008 (the 35th anniversary of the debut of TAS on NBC TV back in 1973). The final two parts were released together the following April. This longer episode was much more serious and contained references to the god Apollo from the original series episode "Who Mourns for Adonais?" For an unknown reason, this episode is not viewable on anywhere on the Internet.

Hauser's final episode "Ptolemy Wept" is a 70-minute saga consisting of seven parts released between 2011 and 2015...and it is still not complete as of yet. The episode is a direct sequel to the original series "Requiem for Methuselah" and features the immortal character of Flint. It also features the *USS Yorktown*, as well as a planet mentioned in the episode "Spock's Brain." Although most of the seven parts have views in the of thousands, part 1 has over 100,000 views, hence the three star (***) rating for this entry. "Ptolemy Wept" can be viewed here:

https://www.youtube.com/watch?v=7Q_Po_ZVO70&list=PLPzbTDPDB6FYILWjULYUJMO6iDFL4K0d_&index=1

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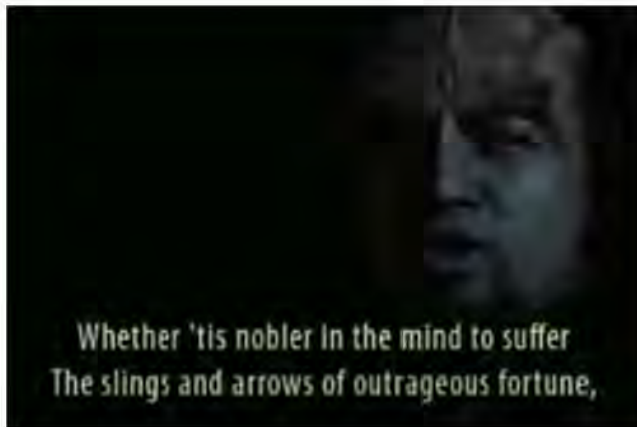
2008 –*Star Trek: Chains of Betrayal* (*)

This 40-minute comedy fan film was made over a period of four shooting days in of January 2007 at Simon Fraser University's Harbour Centre campus in downtown Vancouver. The entire project was completed on a budget of under \$200, largely thanks to the extensive use of a green screen by the crew. After a year of editing and postproduction, the film debuted at a series of small *Star Trek* conventions and was shown sporadically over the next few years.

Like many fan films before it, *Chains of Betrayal* used commercially-released images of the sets of the *USS Enterprise NCC-1701-D* from *Star Trek: The Next Generation* as backgrounds for their “episode.” But unlike other fan films, they didn’t stop there. They used actual footage from a number of *Next Generation* episodes to create a “role” for Captain Jean-Luc Picard played by Patrick Stewart. Stewart himself wasn’t involved in this fan film in any way, but short clips and still images of Captain Picard were inserted with a speaking pair of lips superimposed over Picard’s mouth, making it look like he was talking. And yes, it looks just as bad as you imagine it does.

You can see the five-part film here:

https://www.youtube.com/watch?v=BR3brXthxc&index=1&list=PL6pBipS_gyhsJSqA13Dk2_Ha3qcn_U9TL



2009 – Star Trek Klingon Hamlet “taH pagh taHbe” (“To be or not to be”) (***)

In the sixth *Star Trek* feature film, Chancellor Gorkon comments that, “You have not experienced Shakespeare until you have read him in the original Klingon.” Here is that clip...

<https://www.youtube.com/watch?v=HsCVuO1yeJc>

Of course, there are Star Trek fans who take their Klingon extremely seriously and have learned to speak it fluently (some with a bit of an accent). But once this line about Shakespeare was uttered, Klingon fans were only too eager to translate the works of Shakespeare (back) into (their original) Klingon.

And thus, is it any wonder that soliloquys like this one have been viewed on YouTube nearly 200,000 times?

<https://www.youtube.com/watch?v=CiRMGYQfXrs>

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2009 to 2013 – *Star Trek: Eagle* (**)

It's nice to know that teenagers can still be fans of the original *Star Trek*. These enterprising kids from Minnesota released their first *Trek* film in 2009 and their last one was posted in 2013. They made three longer episodes of about a half hour each and two short vignettes about the crew of the *USS Eagle* (the same class of starship as the *USS Enterprise* NCC-1701). Later on, they redid their first episode "Into the Mirror" as a special edition.

They used a combination of practical (physical) sets and some green screen compositing against 3D backgrounds generated to look like the interior of their starship (such as Engineering, which would have been too difficult to build even a simplified set for). But they did construct a rather decent (albeit cramped) bridge set. As for IP, they use TOS uniforms, music, and they reference a few episodes from the original *Star Trek* pretty directly.

All of their episodes can be viewed on their website:

<http://startrekeagle.com/video>

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2009 to 2010 – *Star Trek: New Homelands* (*)

This is another short-lived fan series that started with kids in high school. In fact, they filmed only part of their second season episode, “Fallen Empire,” before having to end their efforts due to one of the main actors heading off for college.

These teenagers from Tennessee didn’t get many views, but they did use 24th century era *Star Trek* IP including uninforms, Chroma-keyed backgrounds, 3D starships, and music from the TV series and the ninth feature film. They also, in their second episode, “Into the Land of Fire,” included a passable impression of Patrick Stewart’s Jean-Luc Picard in a voice-over captain’s log. It’s actually pretty cute, considering these are just kids showing their love for Star Trek.

All of their released episodes can be viewed here:

https://www.youtube.com/watch?v=4yrAHG6CPz8&index=5&list=PL8ghZ_jazjCa4FxBtn_lapFhsXlIdu5an

Also, their fan film website is still up and available:

<https://sites.google.com/site/newhomelands/Home>



2009 to 2011 – *Star Trek: Requirius* (*)

The previous two fan series mentioned were made by teenagers featuring themselves. *Star Trek: Requirius*, in contrast, was made by adults using their children as actors. And from the Youtube views (numbering in the double-digits), it's a good bet that grandparents, aunts, and uncles were the likely target audience.

Nevertheless, it's yet another example of a seemingly endless parade of *Star Trek* fan films using CBS's intellectual property in showing a love for the franchise. *Star Trek: Requirius* Chroma-keyed in backgrounds of the *USS Enterprise* and used images of existing starships, Klingon pirate characters, Cardassians, a re-formed Maquis terrorist group (from *Deep Space Nine*), and Section 31 (also from *Deep Space Nine*).

You can watch their two "seasons" of episodes here:

<https://www.youtube.com/watch?v=ZxmByWFtkpc&index=6&list=PLDB2C5824BFCAB4F8>

Also, their fan film website is still up and available:

<https://sites.google.com/site/starttrekrequirius/home>



2009 to 2011 – Dark Frontier (*)

[NOTE: This fan series should not be confused with the two-part episode of *Star Trek: Voyager* from its fifth season.]

This fan series out of Lake City, Florida is distinctive for two main reasons. The first is that the series takes place entirely within the Mirror Universe, an alternate reality where just about everyone is really mean and nasty to each other. The original Star Trek series introduced the Mirror Universe in a second season episode titled “Mirror, Mirror.” Three decades later, the television series *Star Trek: Deep Space Nine* would have five episodes taking place there, and the final television series *Star Trek: Enterprise* completed its run with two of its final five episodes being a Mirror Universe origin story of sorts. While a handful of fan series have referenced or even visited the Mirror Universe, only *Dark Frontier* takes place entirely within that reality.

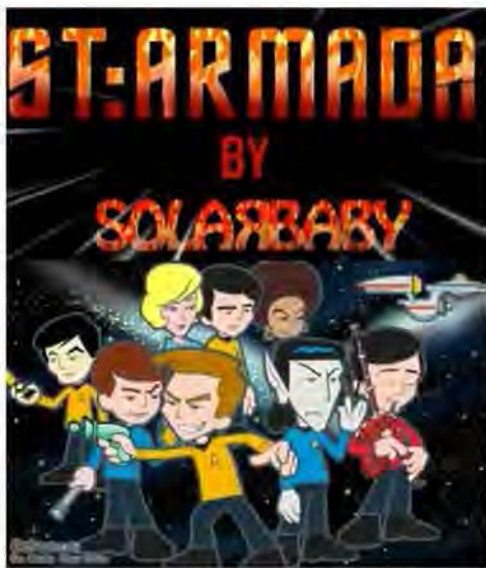
The second and more notable reason for Dark Frontier’s uniqueness is that it is one of the only fan series produced that includes an “explicit content” warning at the start of some of its episodes (the first two of the seven produced). And this is no idle warning. The first episode references a prisoner rape (this is a bad universe!) and the second shows a character receiving an oral sex act (his reaction viewed only from the neck up). Definitely not your typical fan film fare, but hey, it’s out there.

What is typical is a generally untrained quality of acting and production. Sound and lighting issues abound, and most scenes are filmed against green screens with computer generated backgrounds and/or still images from *Deep Space Nine* or *Voyager* episodes Chroma-keyed in. There is fairly extensive use of the Deep Space 9 space station (known in the Mirror Universe as Terok Nor) and also of an *Intrepid*-class starship similar to the *USS Voyager* and an escort-class starship identical to DS9’s *USS Defiant*. The costumes are similar to 24th century Starfleet uniforms but with different (but not too different) insignia. The music is original.

It is not known how much this production cost to make, but over three hours of this fan series was produced. There were two hour-long movies released in 2009 and 2010. And there was then a 5-part third film titled *Dark Frontier: Operation Endurance* released in 2010 and 2011. After this, the production team announced their intention to move on to other science fiction projects, although they did hint that a Dark Academy series might someday be made. So far, it hasn’t. All seven releases can be accessed from this central page:

<https://vimeo.com/user1108460/videos>

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2009 to 2011 – ST:Armada (*)

There was a *Star Trek* video game called *Star Trek: Armada*, so this animated fan series was renamed *ST:Armada* (or *Starmada*), but because of the similarity of names, it's very difficult to find links to this fan series. Nevertheless, it's an amazing amount of work...and it was all done anonymously by a fan known only as "Solarbaby." It turns out this animator was actually a woman named Caithlin Ferrara, based in Great Britain. She had friends voice the characters and did all of the staggering amount of animation herself.

Her initial efforts used a service called GoAnimate.com, which allows users to utilize an animating application that features characters and settings that the user can customize in appearance. Then the user places characters and objects on the screen, moves them from place to place, adds in any number of preset motions (walking, sitting, jumping, waves arms, etc.), and completes scenes with moving lips to synch to voice-overs that the user supplies. Caitlin created a series of episodes over two "seasons" that feature the crew of the original *USS Enterprise NCC-1701* (Kirk, Spock, McCoy, Scotty, etc.), established Trek aliens, gadgets, terminology, and even sound effects and music from the original series.

It's a magnum opus of content. Over three years, Caithlin created nine 5-minute episodes in her first season, ten 5-minute episodes in her second season, thirteen 8-minute episodes in her third season, and a three-episode finale of 8 minutes each. That's nearly FOUR HOURS of footage!

Caithlin would be back in 2015 with another animated fan series called *Star Trek: Absolution*, this one based on *Star Trek: The Next Generation*...and we'll cover that later in this document.

As for ST:Armada, it does not have its own website, and the episodes of the first two seasons can only be accessed through the GoAnimate.com interface. As such, one has to navigate to a video first and then choose an episode to watch. Caithlin began to convert her original episodes into higher quality animations and exported them to Youtube, but unfortunately, only her third season and finale have been converted thus far.

Season 1's nine episodes can be accessed from here:

<http://goanimate.com/videos/0IyC5OWg8HjY/1>

Season 2's ten episodes can be accessed from here:

<http://goanimate.com/videos/06k4qnjImAZo/1>

And finally, the improved/converted episodes of season 3 and the finale can be found on Youtube here:

<https://www.youtube.com/watch?v=MownEABZ2mc&list=PL22ECD66C74E88D16&index=1>



2009-2012 –*Star Trek: Osiris* (*)

This short-lived fan series from Michigan was inspired by the long-running *Star Trek: Hidden Frontier*. Totally non-professional, these folks still managed to do a fairly decent job with costuming and Chroma-keying in backgrounds taken primarily from the TV series *Star Trek: Voyager*.

They apparently had no resources for generating 3D visual FXs, so there are few exterior starship shots. The of the couple we do see, one uses a Nebula-class starship from *Star Trek: The Next Generation* and the other uses a new design similar to the saucer-lower-hull-two-nacelle concept seen throughout *Star Trek* history. They also make reference to established *Star Trek* alien races, including Bajorans, Trill, Vulcans, Romulans, Betazoids, and K'tarians plus they reference the secret organization Section 31 (from *Deep Space Nine*). Their props include many familiar *Star Trek* gadgets, including PADDs and phaser rifles, and they show Starfleet Headquarters in San Francisco on Earth. What little music they have was original

Star Trek: Osiris made four episodes over four years and then shut down. The first three episodes were nearly an hour each in length, and the final episode was 27 minutes. All four can be viewed here:

https://www.youtube.com/watch?v=lpfJ8tdlxt8&list=PL8ghZ_jazjCYCvruIWwMYTM-VksiEPWeR&index=1

They no longer appear to have a website.



2009 to present – *Star Trek: Natures Hunger* (*)

The question of whether or not they simply forgot the apostrophe is only one of the things that confounds me about this long-running fan series based out of the Atlanta, GA area. But I digress...

Star Trek: Natures Hunger is the quintessential example of a fan series done by Trekkies who really love the show, work really hard at what they do, [REDACTED].

The series began releasing episodes in 2009 and is still going strong after nearly seven years and 44 different releases ranging from short trailers lasting only a minute to full half-hour long episodes. They feature TOS-era uniforms and a combination of still images from the original series episodes and computer-generated backgrounds Chroma-keyed behind “actors” in front of green screens. The 3D backgrounds are actually quite decent. But what’s most interesting about this series is that they’ve done “crossover” storylines with three completely unrelated film franchises: *The Silence of the Lambs*, *The Planet of the Apes*, and (are you sitting down?) *The Wizard of Oz*. Yes, Dorothy Gale not only visits the starship; she actually joins Starfleet and becomes part of the crew!

As for IP, it’s not simply that the series takes place in the TOS universe. The setting for the series is the actual *USS Enterprise* NCC-1701, but Kirk and his crew have left the ship and been replaced with a new crew led by Captain Herc Ramses, played by show-runner Joe Cepeda. In actual “accepted” canon, the original *USS Enterprise* did not go off on new adventures after Kirk’s historic five-year-mission and instead went in for a refit that led to the motion picture series from Paramount Pictures. But most fan series don’t consider themselves canon and are closer in concept to the idea of written “fan fiction”—just filmed rather than published in fanzines.

They don’t seem to spend a lot of money on their series, but their Facebook page in a post from January 30 says, “...Costume fitting, makeup, set construction, table reads, rehearsals, many takes, and a long production day.” You can view their Facebook page here for their latest news:

<https://www.facebook.com/Star-Trek-Natures-Hunger-283606988356977>

All of their offerings to date can be viewed here:

https://www.youtube.com/watch?v=4LtQb3t6j7Y&list=PL8ghZ_jazjCbAMfhFpVkJWPfdki8_Seflp

And here is a link to their website:

<http://startreknatureshunger.com/about/>

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2009 and 2015 - *Star Trek: Euderion* (*)

Meanwhile, in Germany...

A group of Star Trek fan club members decided to try their own hand at making a fan film. Their 40-minute long project was made for almost no budget and looked it. The costumes were a mish-mash of whatever the fans had from the various uniform styles employed throughout the Next Generation, Deep Space Nine, and Voyager series. The 3D visual effects were modest at best. And the green-screen Chroma-keying wasn't lit properly, resulting in a greenish "halo" around the characters against the backgrounds (which were a combination of screen captures from *Star Trek* episodes and original 3D renderings). The episode, entitled "After the War Is Before the War" used *Star Trek* sound effects and music as well as established starship designs.

Less than a year later, they released a short 5-minute parody film called "The Injured Red Shirt," set during the TOS era when crewmembers wearing security red shirts were usually killed off.

For half a decade, these two episodes were the only things they produced. Then in 2015, this same group of fans released a new, slightly higher quality episode called "The Price of the Command." It was set, once again, during the 24th century, but this time it featured consistent costume styles, much cleaner and sleeker visual FX, and significantly better lighting to eliminate the green halo.

All three episodes are available with English subtitles. The first two are available for viewing on Vimeo:

<https://vimeo.com/8168678>

<https://vimeo.com/13414154>

Their latest episode is on Youtube:

<https://www.youtube.com/watch?v=IkcBil2rFGI>

And here is a link to their club website:

<http://www.euderion.de>

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2010 – Return to Triskelion (*)

As mentioned in the entry for 2008's Dan Hauser animated *Star Trek* series, there have been a number of fans who have endeavored to recreate the look, feel, and sound/music of the animated *Star Trek* series from Filmation and Paramount that ran on NBC TV from 1973-74.

Tommy Gerencser and Paul Sibbald were two such intrepid fans, and in 2010, they released a half-hour long sequel to the second season TOS episode "The Gamesters of Triskelion." In addition to making it a direct sequel, they also incorporated actual footage from the original episode at various points in their sequel episode (see image at the top of this page).

There is no information on their budget, but it was probably negligible. They released their episode only onto Vimeo and never produced a website or Facebook page to promote their fan film. As such, they have only a few thousand views. But it's a valiant effort nonetheless:

<https://vimeo.com/4438987>



2010 – *Star Trek: Survivor* (**)

Sometimes it's amazing what four young people can do with a Sony Digital 8 video camera, a *Star Trek: The Next Generation* movie uniform, two action figures, a toy phaser and tricorder, and some great rock formations.

I refer to a one-shot 10-minute fan film titled *Star Trek: Survivor*, written, produced, directed, and starred in by Matthew Blackburn; and released in the summer of 2010. The short film was created with almost no budget using the spectacular southern California outdoor locations of Vasquez Rocks (a frequent filming site for *Star Trek* television episodes and feature films) and the Mojave Desert National Preserve. As such, no sets needed to be constructed.

The plot is simple. A lone Starfleet officer is the only survivor of a battle with the Romulans. He awakens on a desert planet with no food or shelter and a desperate need to survive. Hiking, climbing, and even crawling, he manages to send a signal into space and must wait to be rescued. But can he last? Hallucinating from heatstroke, the officer is attacked by an alien creature but rescued at the last moment before losing consciousness.

He awakens in a cave. His savior? A Vulcan survivor of another Romulan attack with critical information about battle plans to attack the Federation. He is also marooned, but he has food. The Starfleet officer is injured and starving and expects that the Vulcan will share. He refuses. A Vulcan survey ship will return to the planet in three months and rescue him, but he does not have enough food to sustain both of them for that long. Because the Vulcan is the one with the critical information and greater chance of survival, it is only logical that he not share his food. Moreover, there is a risk that, in the desperation of hunger, the human officer will attack and kill the Vulcan. It is therefore also logical that the Vulcan kill the Starfleet officer as quickly as possible.

The darker side of Vulcan logic...not your typical *Star Trek* but a very intriguing concept. This is the true strength of fan films, despite the mediocre quality of the camerawork and sound, lighting, and make-up. None of that is necessary with a decent story.

The short film is set shortly after the tenth *Star Trek* film *Nemesis* and features the character of Data, now a captain and also an action figure (because, I'm guessing, actor Brent Spiner was not available to play the android himself). There is no website for it, but the film can be viewed here:

<https://www.youtube.com/watch?v=v60Uh3ugqv4>



2010 and 2016(?) - *Star Trek: Phoenix* – “Cloak and Dagger Part I” (****)

From 2008 to 2010 a cast and crew of 150 *Star Trek* fans from the Pacific Northwest produced a half-hour long fan film with extremely impressive production values. There was a combinations of both professional and non-professional filmmakers involved, and the professional talents were quite evident in the quality: sets, costumes, visual effects, sound effects, music, lighting, acting, directing, editing...all were top notch. And according to their website, they have had over 2 million views of their fan film so far (even though the YouTube view count is only at 157K). Either way, this is a well-known *Star Trek* fan film.

Because it has a time frame of 40 years after the tenth *Star Trek* feature film *Nemesis*, *Star Trek: Phoenix* does not have as much direct IP as many other fan films. Their uniforms, although similar in design to the established 24th century styles featured on television and in the later movies, are original designs. And their starship, the *USS Phoenix*, although following the two nacelle engine design of most Starfleet starships, is also completely original. The music is original, as well. And it seems that, aside from humans, they do *not* feature any established *Star Trek* aliens like Vulcans or Klingons.

However, they are still unquestionably in the universe of *Star Trek*, including and most notably using the insignia and rank pip style established by Paramount in its latter television series of the 24th century period.

Their impressive 30-minute film was first released onto the Internet in 2010 and billed as “part 1.” It can be viewed in its entirety here:

<https://www.youtube.com/watch?v=YWAGSwEqkxI>

But there was never a “part 2,” despite a cliffhanger ending. However, their website has recently announced that a conclusion will be released later in 2016 as an all-audio episode. That announcement, and more details of the film and filmmakers, can be found on their website:

<http://www.stphoenix.com/index.html>



2010 to present – *Project: Potemkin* (**)

With essentially no budget and a bridge set built in a carport in southwestern Georgia, you might not expect this fan series to be anything impressive. But *Project: Potemkin* is surprisingly good and very prolific. Over the past half-decade, they have released no less than 28 different episodes ranging in length from a few minutes to over an hour. Most come in at about 10 minutes and don't waste time with too much frivolous minutiae. Everything in each episode is necessary for the story to work, and one of their most powerful episodes, "Ashes," was less than five minutes in length.

The reason for this is show-runner Randy Landers, who spent decades editing fanzines filled with *Star Trek* fan fiction. Unlike many fans who make their own *Star Trek* films, Randy knows what makes a good story, and so his episodes are only as long as they need to be and only feature the characters they need to feature. Randy himself doesn't act in any of the episodes and focuses his efforts and writing, directing, and editing.

Another interesting aspect to this series are the actors. Although not professional, the actors are not without training. Randy Landers reached out to two friends who each teach drama and acting at local colleges, and their students get acting experience in exchange for working for free in this production. And with tens of thousands of views, these kids get more audience exposure doing one episode of *Potemkin* than they would doing years of community theater. (Amusingly, one of the drama professors, Jeffrey Green, plays the lead, Captain Alec Grigory, in many episodes of *Potemkin*.)

The series takes place in the time frame of the first six *Star Trek* feature films (known as the "movie-era") and focuses on the missions of the *USS Potemkin*, a starship of the same class as the refit *USS Enterprise* NCC-1701(A). The series features a vast array of IP, including Vulcans, Klingons, Romulans, phasers, photon torpedoes, transporters, shuttlecraft, and uniforms and insignia.

The series is planned to finish in another nine episodes (all of which have been filmed and just need to be edited). Then Landers, who has moved to Birmingham, Alabama with his wife, plans to build new sets and bring on new drama students to film episodes of a few new *Star Trek* fans series.

The 28 episodes of *Project: Potemkin* can all be viewed from this page on their website:

<http://www.potemkinpictures.com/potemkin/episodes.html>



2011 to 2012 – *Star Trek: Andor* (“Phoenix” parts 1 and 2) (**)

Star Trek fan films are definitely an international phenomena, and while we’ve looked at several out of Europe and a few out of Canada, what about South America? It turns out that Brazil has a number of *Star Trek* fan clubs, and one of them, the *USS Venture*, created and released a 90-minute animated fan film released in two parts over two years.

The club used the online 3D social media platform called Second Life to create their animations. As such, it looks more like a video game or video chat room in places than a fan film. Nevertheless, there is an elaborate storyline (not exactly certain what happens, as I don’t speak Portuguese), and there is a voice-over cast of 17 people. The sound effects and most of the music were taken directly from various *Star Trek* television series and feature films. The uniforms and starships, however, were mostly original, although we do briefly see space station Deep Space 9.

There’s no information on the cost to produce this film, but you can view part 1 and part 2 on these two YouTube pages:

https://www.youtube.com/watch?v=kLeRwR_c3FE

<https://www.youtube.com/watch?v=bzVkApQXEbY>

You can also check out their fan club’s website here:

<http://www.ussventure.eng.br/index2.htm>



2011 to 2012 – *Star Trek: Mariner* (*)

Mariner started out as a parody web comic based on the *Star Trek Online* game. A few readers of the comic suggested using animated clips along with the traditional three-panel jokes. Instead, the creators decided to take the suggestion a step further, designing new characters and episodic storylines and giving them the full animation treatment.

Because *Mariner* is based in the *Star Trek Online* video game “reality,” the fan series is set during the early 25th century. Although the Federation and Klingons are at war, this series focuses on the disarray in Romulan territory after the collapse and reconstitution of the Star Empire. A rogue faction of Romulan pirates has been attacking Federation border colonies, slave traders are thriving with no stable power in the sector, and the Hirogen (a nomadic hunter race from *Star Trek: Voyager*) have now made their way into this untamed region of the Beta Quadrant. The Omega Squadron is tasked with protecting the safety of the border, and the *USS Mariner* is the first ship from this squadron sent deep into this unexplored sector of space formerly under strict Romulan control.

Mariner does have some original IP, including the Starfleet uniforms (which are a variation of the 25th century uniforms from *Star Trek Online*, themselves a variation of the 24th century uniforms from established *Star Trek*) and starship exteriors and interiors. The *USS Mariner* is an original design, although the minimalist animation style would make it appear almost identical to the *USS Enterprise NCC-1701E* to the untrained (or unobsessed) eye. Also, the music is all original.

The series isn’t developed in a central location, but rather all participants are spread across the globe. This is especially true concerning the voice actors because the producers wanted to continue the intentional diversity that Gene Roddenberry insisted be a part of *Star Trek*. Many individuals involved with *Mariner*’s writing and voice acting have also worked on other *Trek* productions such as fan films, audio dramas, and even J.J. Abrams’ 2009 *Star Trek* film.

According to their website, 10 episodes of this series were planned (one of them a three-part episode). However, between 2011 and 2012, only three episodes were released, and none has since followed. This has left only part one of the three-parter completed. All three completed episodes (totaling about 40 minutes combined) can be viewed on their website:

<http://mariner.gfcmedia.net>

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2011 to 2013 – *Star Trek: Specter*, *Star Trek II: Retribution*, *Star Trek III: Redemption* (***)

North Carolina-based Brandon Bridges has created a magnum opus of computer-animated machinima *Star Trek* (see the 2007 – *Star Traks: Silverado* entry for an explanation of machinima), a three-movie trilogy extending over a total of more than ten hours with a cast requiring dozens of voice-over actors and contributions from dozens more 3D computer graphics artists.

The first part of the first movie was actually released back in 2010, but it was incomplete and featured Bridges doing all of the voice-overs himself as a temporary version. The finished version of the first three-hour movie, *Star Trek: Specter* (originally titled *Star Trek: Specter of the past*). One might think that, with such a long run time and being done by a fan, *Specter* would be slow, plodding, and over-indulgent in irrelevant scenes. Surprisingly, though, the story is very engaging with intriguing characters and arcs that bely their wooden appearance as “stiff” animated 3D figures.

The two sequel films, *Star Trek II: Retribution* and *Star Trek III: Redemption*, were made over the following two years and are just as watchable as the first film. 3D modelers from all over the world lent a hand with elaborate starship models and interior settings for Bridges to use. This help allowed him to do years worth of work in only a matter of months, and the finished product is almost draw-dropping when one realizes it was all assembled by a single fan with a full-time job working in his spare time.

The IP used is extensive, taking place in the *Star Trek* universe from a period spanning from the time of the TV series *Deep Space Nine* and *Voyager* to a time after the destruction of Romulus mentioned in the first JJ Abrams rebooted *Star Trek* film from 2009. Uniforms and starships are easily recognizable, and sound effects and music from a number of television series and movies are used...along with Majel Barrett’s computer voice from countless TV episodes and movies.

There is no official website, but all ten hours of these three movies can be watched here:

<https://www.youtube.com/watch?v=sGZDwzphAbQ&list=PLjdqNfGEwQ5E18TT-Mdrh1kEp8mh13ZcT>

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2011 to (?) – *Star Trek: Reunion* (***)

By 2011, the machinima craze (see previous entry and the entry for the 2007 – *Star Traks: Silverado* fan film for an explanation of machinima) was rapidly spreading throughout many franchises, including and especially *Star Trek*. The release of the massive multi-player online role-playing game (MMORG) *Star Trek Online* the previous year made things even easier for fans wanting to make snazzy-looking computer animated films. UGC (user generated content) tool-sets and the Demo Record tool-set, combined with some ingenuity, allowed filmmakers to create some breathtaking scenes of sleek starships flying across mesmerizing starscapes along with characters from almost any era of *Star Trek* walking through corridors and sitting at consoles...all without ever having to build a set or sew a single costume. The game developers at Cryptic Studios, Perpetual Entertainment, and Atari Games had done the lion's share of the work already.

About a dozen fans came together to do voice-overs and production on this 25-minute long fan film, "The Gathering Storm," the first of what was announced to be a ten-episode fan series. This first episode deals with the death of a beloved starship captain from the Trill race by transitioning from a wake in the Starfleet Headquarters lounge to a flashback to an earlier mission she commanded that will provide a clue to the mystery of her death. Along with a Trill character, there are Klingons, a Vulcan, a Cardassian, and a few other alien *Star Trek* races. The music is not from any official *Star Trek* (it's actually a contemporary classical composition from Spain).

Although more episodes were planned and even announced with premiere dates, nothing further has been released with the exception of a four-minute teaser for their second episode, "Come Babel or High Water." It is not known whether or not any other episodes from this series will even be produced, although updates to their Facebook page stopped in 2012. Everything from this fan film/series can be accessed from here:

<https://www.youtube.com/playlist?list=PLB4C111CEA5C1E511>



2011 to Present(?) – *Star Trekz Empire* (**)

Butch Kowalczyk began experimenting with a 3D program called Xtranormal State by Xtranormal Technologies, Inc. to create *Star Trek* episodes entirely generated by computer...even down to the spoken word! The software allowed the user to create characters and environments, move the characters around, and even have them speak using computer-generated speech. All a user had to do was to upload the dialog into the software, and the program would animate the speaking characters and even sync their mouth movements to the syllables being uttered. And if that wasn't impressive enough, the software can even synthesize voices with accents!

Kowalczyk began his work in 2010 with two short films called *Fem Trekz*, one 3 minutes long and the other 6 minutes. Neither was overly impressive and little of CBS's IP was used. But these were mostly just screen tests and proofs of concept. In 2011 and 2012, more *Fem Trekz* episodes were released, and those will be discussed on the following page.

After *Fem Trekz* had allowed him to "practice", in 2012 Kowalczyk launched a new series under name *Star Trekz Empire* and the episodes became noticeably derivative of *Star Trek* IP. Use of music from the *Star Trek* TV series and especially the feature films was added liberally under the computer generated animations and voices. Indeed, a few years later in 2014, Kowalczyk commissioned composer Sam Dillard to create original proprietary background music in order to keep his series "CBS free" (as he commented on his Facebook page before starting his second season).

However, the music wasn't the only IP in use by this series. The storyline deals with a Federation starship of the *Nova* class (seen on *Star Trek: Voyager*) whisked away to the far side of the Gamma Quadrant along with a Klingon ship and its crew. The series is firmly planted in 24th century *Next Generation* "reality."

Currently, the series has five full episodes of the *Star Trekz Empire* series (not counting the early screen tests and *Fem Trekz*). Each episode runs between 20 and 25 minutes in length. It is not clear whether or not more episodes are planned. Currently Kowalczyk's Facebook page shows him to be very concerned about the *Axanar* lawsuit, and he might be waiting until the dust settles before proceeding with more creative endeavors involving *Star Trekz Empire*.

In the meantime, all of the released episodes of this series can be viewed here:
<https://www.youtube.com/channel/UCdCDL2QRUpL9Ap-XKqzz6w>

And this is their Facebook page:
<https://www.facebook.com/Star-Trekz-Empire-156352304475654/timeline>



2011 to 2012 – *Fem Trekz*/*Star Trek: Earhart* (*)

It's hard to know exactly what to call *Fem Trekz*...other than *Star Trek: Earhart*, which is what Butch Kowalczyk announced he was changing the title to because that was the name of the starship in the series. But nearly all of the content released for *Fem Trekz* was called a "screen test" by the series creator...even the three-part, 11-minute episode "The Power of Life and Death." And perhaps that's for the best, as much of the dialogue is filled with awkward sexual innuendo and not much story. And what is worse is that this is an all-female crew (led by an ethnic captain of south Asian descent), which holds many possibilities for showing strong women characters from different cultures. Instead, in many of the scenes, they talk like guys joking about sex. It's just...well, not really *Star Trek*.

Except it is. The uniforms and starship interiors make these fan films quite obviously *Star Trek*. And there is liberal use of *Star Trek* music and several familiar space vessels.

Like *Star Trekz: Empire*, which began later in 2012, Kowalczyk used a 3D character-animation program called Xtranormal State by Xtranormal Technologies, utilizing the speech-synthesizer to create his characters' voices. There are a dozen short "screen tests" from 2011 and 2012 ranging from just under two minutes to just over six minutes, and they can all be accessed from this YouTube page:

<https://www.youtube.com/user/femtrekz/videos>



2012 – Stalled Trek: Amutt Time (*)

Star Trek Muppets...why not? And you can buy the DVD for just \$10...which is probably protected by parody protections, and *Stalled Trek* is definitely a parody.

Mark R. Largent originally wanted to make a parody of the original series *Star Trek* episode "Amok Time" back in 1996. Initially, he did not intend to use puppet characters and instead was simply planning to do a cartoon animation. The gag would be that "Mr. Spott" is half Vulcanine, so he's a mutt, and hence the parody title. Unfortunately, technology hadn't come forward far enough yet for Largent to produce an online animated cartoon.

Over the years, he kept coming back to the project. Largent eventually made a PDF comic version in 2001, but he was still determined to see it animated. In 2004, Largent started trying to learn 3D animation to reach his goal but was not able to develop his skills far enough to make decent progress. He briefly considered trying to do the animation in Flash but instead decided to concentrate on honing his 3D animation abilities.

At the beginning of 2012, Largent made a resolution to finally tackle the project and finish it in time for the Dallas Comic Con in late May. In trying to come up with a way to produce 3D animation where the mouths could sync with the words being spoken by each character, Largent came up with a simple but brilliant solution: 3D animated puppets. Going that route not only simplified the animation, but was funnier and gave Largent time to spend on making the final film look better than he'd ever expected and still have it completed in time for the convention. Two friends helped supply voices, and another friend created an original musical score.

In anticipation of finishing by May, Largent bought table space at the Dallas convention. He then held a successful Kickstarter crowdfunding campaign (one of the earliest ones for a *Star Trek* fan film) to generate funds to print DVD covers and press DVDs to sell at the con. (Remember, once again, that this was a parody.) Here is a link to the Kickstarter page:
<https://www.kickstarter.com/projects/1975527296/stalled-trek-amutt-time/description>

Here is a link to the page that sells the DVD:
<http://paunk.storenvy.com/products/366299-stalled-trek-amutt-time-dvd>

And finally, here is a link to the 16-minute parody film (if you're a Trekkie, you'll find it hilarious):
<https://www.youtube.com/watch?v=M5ZkBQht78A>

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2012 – *Star Trek: Mystery at Starbase M-3* (*)

Well, here's a block off the old *Trek*! Unlike the previous animated feature we discussed, *Stalled Trek*, where the *USS Enterprise* crew are presented as muppets in a parody, in this 15-minute fan film the characters are animated block figures and the film is done seriously.

Animator Jeffrey Lovegrove had originally built Kirk and Spock 3D models with his block style characters, and he really wanted to do a story with them. Lovegrove and his wife Cindo came up with a plot wrote the script, carefully sticking to the style of the original series *Star Trek*. Along with Kirk and Spock, all of the rest of the main characters—McCoy, Scotty, Uhura, and Sulu—were designed to be as close as possible to the familiar actors that fans know and love...just as blocks with cylindrical heads.

In addition to the characters, Lovegrove also recreated the *USS Enterprise* bridge and transporter room, the exterior of the *USS Enterprise*, and a K-type space station like the one seen in the TOS episode "The Trouble with Tribbles"...all in the same block style. The music (what there is of it) was created on a synthesizer keyboard and vaguely resembles bits of the *Star Trek* theme. There is also a mention of the Betazoid race from *Star Trek: The Next Generation*.

Lovegrove and his wife provided most of the voices, but Kirk was reserved for Coulter Rail, another fan film writer, director, animator, and voice-over artist. His Kirk has a few too many Shatnerian dramatic.....pauses.....and can get a little grating at times, but this was obviously a labor of love. Lovegrove explains that this project took months to complete and has over 175 unique animated sequences.

The finished fan film can be viewed here on YouTube:

<https://www.youtube.com/watch?v=wIjtaefxflhg>



2012 – *Klingon Style* (a parody of the music video “Gangnam Style” by Psy) (****)

This is a parody music video by the group Comediva done shortly after the Korean hiphop music star Psy released his international hit song and music video *Gangnam Style*. Fans around the world were releasing their own versions of the video, but none was more (in)famous than the parody done by Trekkies called *Klingon Style*.

To date, this hilarious and high-quality video parody has received more than 5 million views on YouTube. Yes, it’s a parody and likely protected by fair use, but it’s also too good not to include in this list:

<https://www.youtube.com/watch?v=CayMeza487M>



2012 – *Star Trip* (Apology None, episode (**))

It's been said that if you can remember 1972, you probably weren't really there. Apparently, this is also true of *Star Trek* (which was canceled in 1969, so it really wasn't there in '72).

If the preceding sounded totally incoherent, then you might be in the right state of mind to watch *Star Trip*.

Back in 2010, Tim Ross, his wife Gracie, and their son Josh decided to create Apology None, an animated group of misfit musicians in the 1960s and 1970s who travel the highways and byways of America between gigs. It's pretty much a psychedelic rock version of The Archies, and Apology None encounters many iconic television characters from the hippie era, including the Partridge Family, the Brady Bunch, H.R. Pufnstuf, and the Land of the Lost. And, yes, there's a Star Trek encounter thrown in.

Any believe it or not, it's pretty hysterical. It helps a bit if you're already familiar with the band's other animated videos, but even if you've never heard of Apology None, it's still all groovy if you watch the 24-minute parody. A red shirted *Enterprise* crewman named Richard is "lost" on a hostile alien planet and picked up by the *USS USS Redundant*...crewed by, of course, the band members of Apology None. If you're a fan of *Star Trek*, there's a lot to love, including references to about a dozen specific TOS episodes. If you just like psychedelic rock music, there's plenty of that, all custom-written and performed for this parody fan film.

Like all the rest of the Apology None episodes (there are about a dozen), they were created using a mix of 3D and 2D animation in a way that looks cheap and cheesy but actually requires quite a fair amount of work to draw and animated properly. This fan film is quite obviously protected under fair use, but just to be certain, they quote Section 107 of the Copyright Act of 1976 at the end of their credits.

You can turn on and tune in *Star Trip* here:

<https://www.youtube.com/watch?v=tWZeiF7wDPI>

You can also view the rest of their episodes on the Apology None website:

<http://www.apologynone.com>

Peace out, man.

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2012 – *Improvised Star Trek: It's A Wonderful Trek* (*)

Starting in 2009, an improvisational *Star Trek* comedy troop began appearing on stage at Chicago's iO Theater. In 2011, they transitioned their performances to bi-weekly podcasts and have been broadcasting regularly ever since...with the occasional live runs on stage a few times a year. The group calls itself *Improvised Star Trek* and purports to be the crew of the *USS Sisyphus*, a *Constellation*-class starship not nearly as well known as the *Enterprise*. Their "adventures" (all improv) take place in the 24th century *Star Trek* universe.

The vast majority of their content is either audio or camera-phone recordings of their stage shows, but they did do one fan film of sorts. In 2012, *Improvised Star Trek* produced a short 3-minute parody mash-up of *Star Trek: The Next Generation* and the Christmas classic *It's a Wonderful Life*. The video was originally screened before the live performance of *A Klingon Christmas Carol*, but it can still be found on the Internet here:

<https://www.youtube.com/watch?v=YrxcLR76FSg>

For fans who know both *Star Trek: The Next Generation* and *It's a Wonderful Life* backwards and forwards, the three-minute mash-up is brilliant and hilarious. If you aren't familiar with one or the other (or both), the jokes are likely to fall pretty flat.

And although this executive summary is intended to document *Star Trek* fan films/series and not live improv groups (or *Star Trek* audio series or podcasts, of which there are countless examples), if you're interested in learning more about the *Improvised Star Trek* comedy troupe, here is a link to their website:

<http://www.theimprovisedstartrek>



2012 to 2014 – *Star Trek: Secret Voyage* (***)

Most *Star Trek* fan films are short on physical action when it comes to the characters. Sure, there's exciting starship battles in space for those fan series with talented 3D computer animators on the team. But when it comes to the actors themselves, there is usually lots of standing, sitting, and walking...and maybe a little running. Fighting and stunts, when we see them, are usually quite simple and somewhat fake-looking.

Nevada-based Craig Sheeler broke that rule in a major way when he cast a professional stunt man as his lead actor in a two-part fan series called *Star Trek: Secret Voyage*. As such, and with a lot of the actors doing physical stunts, there is significantly more action in these two fan films than in most others.

The series borrows liberally from Paramount's *Star Trek* IP, most notably in having the starship used in the series be the original *USS Enterprise* NCC-1701. However, unlike series such as *Star Trek: New Voyages* and *Star Trek Continues*, the *Enterprise* is NOT crewed by Captain Kirk and his familiar officers. Instead, this is a *SECRET* mission, taking place just after Kirk finishes his historic original 5-year-mission but before the *Enterprise* undergoes its refit prior to the first *Star Trek* motion picture. In this way, *Secret Voyage* doesn't "violate" canon in the same way that the fan series *Star Trek: Natures Hunger* does.

Among the other familiar elements of existing IP that *Secret Voyage* uses are the alien races of the blue-skinned Andorians (and a variant of the Andorian race called the Aenar, introduced in the fourth season of *Star Trek: Enterprise*) plus Romulans, Klingons (including a specific Klingon seen in the fourth and sixth *Star Trek* feature films), dilithium, transporters, tricorders, phasers, communicators, and a Starfleet shuttlecraft. However, the music is original, although many of the sound effects are the same as in TOS.

Star Trek: Secret Voyage was originally intended to be an ongoing series, but so far, only two episodes totaling just over 65 minutes have been released, and it's unclear if any additional episodes will be released. In February of 2012, *Secret Voyage* attempted to raise \$5,000 in an early Kickstarter crowdfunding campaign but wound up with a very disappointing total of just \$70. One would assume they ended up being privately funded on a shoestring budget.

is no official website for the series, but the two episodes plus a brief blooper reel can be viewed here:

<https://www.youtube.com/watch?v=IpMiyKGvrt8>

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2012 to 2014 – *Star Trek: Explorer* (**)

A perfect (and high quality) example of machinima for *Star Trek* is a two-episode fan film from Germany (all in German) titled *Star Trek: Explorer*. They used an application called Source Filmmaker within a modeling environment called Half-Life developed by Valve. And if you think I know what any of that means—or that I speak any decent amount of German—you would be mistaken. However, what I do know is what can be seen on their videos, which is a series of very well-rendered, well-directed scenes where characters’ lips sync with what the voice-over actors are saying.

The series is quite obviously *Star Trek*, but it’s notable as well for being one of the few fan series based on the “rebooted” universe created by JJ Abrams in his recent *Star Trek* films on 2009 and 2013 (not-so-affectionately known by Trekkies as the “JJverse”). The two half-hour episodes both use music from JJ Abrams’ *Star Trek* films, as well.

Their first episode from 2012, “No Way Out,” can be viewed here:

<https://www.youtube.com/watch?v=mqz9NH4T2Ls>

Their second and most recent episode, “Cold Day in Hell” can be viewed here:

<https://www.youtube.com/watch?v=bCLWDeSyzdU>

Their website also features an extensive set of online comic adventures for the *USS Explorer*, all rendered as still frames from the Half-Life video game environment:

<http://www.dmcia.de/explorer/staffell.html>



2012 to present – *Star Trek: Reliant* (*)

Based out of Newfoundland, Canada, *Star Trek: Reliant* is another in the growing number of fan films based on the 24th century of Starfleet on a different vessel than the *USS Enterprise*, using a combination of green screen compositing over 3D generated backgrounds along with physical (practical) sets and on-location scenes. Their time-frame is ten years after the return of the *USS Voyager* to the Alpha Quadrant at the conclusion of the *Star Trek: Voyager* (VOY) television series.

The *USS Reliant* itself, although featured in the second *Star Trek* feature film *The Wrath of Khan*, is not the same starship as is the setting for this series. Instead, this is a later incarnation of the starship similar in design to the *Nebula*-class, which was seen in various episodes of *Star Trek: The Next Generation* (TNG) and *Deep Space Nine* (DS9).

The notable additional use of established IP is the inclusion of two major characters from televised *Star Trek*: Miles O'Brien (from TNG and DS9) as well as Seven of Nine (the Borg character from VOY). Also, one of their episodes brought back the character of the holographic Moriarty, who appeared in two episodes of TNG.

It is not known how much this fan series has cost to produce, but it's probably fairly little. The episode quality is modest, although it has consistently improved over the past three and a half years...especially the computer generated visual effects. Most of the actors are untrained fans, although a couple actually seem to know what they're doing...which makes for an interesting albeit uneven presentation.

So far, the series has released 11 episodes, ten of which are accessible from their website:

<http://www.reliantadventures.com/index.html>

The latest episode seems to not have been added to their website yet, but it is available on YouTube (posted in May of 2015):

https://www.youtube.com/watch?v=r_ixiW7rDKE

By all indications, these fans seem to be continuing with their series.



2012 to present – *Star Trek: The Romulan Wars* (**)

Welcome to Arkansas. There are certain fan series where the accents are particularly noticeable. *Star Trek: Intrepid* from Scotland is one. *Star Trek: The Romulan Wars* is another.

That said, these folks from the deep south are also deeply committed to their fan series. Thus far, in the four years they've been producing episodes, they have released nearly six hours over eight episodes of content. They also produced a short trailer for a new spinoff series called "The Atlas," but that does not seem to have gotten very far as yet.

The actors are quite obviously amateurs, a bit overweight, and wearing homemade costumes adapted from blue jumpsuits. The sound quality can be a little painful at times. However, they have built a number of practical (physical) sets that are pretty impressive, and they have fairly decent 3D graphics and FX. Some of their backgrounds are Chroma-keyed in over green screens.

When it comes to CBS's IP, *Star Trek: The Romulan Wars* is notable for being the first fan series to base itself on the fifth and final *Star Trek* TV series, *Enterprise*. It takes place in the same time frame, just after the point where the series was canceled, and fills in the missing details on the Earth vs Romulan War that led to the formation of the United Federation of Planets. The series follows the exploits of Captain Stiles of the *USS Yorktown*, who is the direct ancestor of Lt. Stiles, who appeared on the original series episode "Balance of Terror" and mentioned his forbearer. Their later episodes feature a different starship, the *USS Discovery*. Naturally, they feature Romulans. But they also feature a rather notable Vulcan: Skon. Skon is a character mentioned in the third *Star Trek* feature film who is the grandfather of Mr. Spock. Their seventh episode, "The Needs of the Many," also features a guest appearance by one of the series regulars from Paramount's *Star Trek: Enterprise*, Trip Tucker. The character is played by a different actor, of course, and since Trip Tucker was originally from northern Florida and had a bit of a drawl, the accent of the Arkansas-based actor playing the character isn't distracting.

The Romulan Wars also makes liberal use of the sound effects and the music from a number of different *Star Trek* TV series and movies. But more significant is the use of a number of visual FX sequences that were lifted directly from various episodes of *Star Trek: Enterprise*.

All of their episodes can be viewed online here:

https://www.youtube.com/watch?v=WryHWtn28xU&index=1&list=PL193B5PJ4QRMPJc46RtSYE_WGy7P-8kPd

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2012 to present – *Star Trek Continues* (****)

When news of the CBS/Paramount lawsuit against Axanar first broke, some of the earliest responses from Trekkers familiar with fan films was, “Why aren’t they suing *Star Trek Continues*, *New Voyages*, and *Renegades*, too?” Indeed! Just take a look at the images above, captured from both the original *Star Trek* episode “Turnabout Intruder” and the first offering from *Star Trek Continues* in 2012...a scene-for-scene recreation of the final minutes of that episode. Pretty close, right?

But it wasn’t simply that *Star Trek Continues* (STC) was recreating original series Star Trek scene-for-scene (as well as adding to it...hence, the title of the series). The points of contention that CBS/Paramount was complaining about *Axanar* were magnified by STC. Here are just a few examples of how STC went significantly further than *Axanar* in utilizing CBS’s IP (and over a period of nearly four years without repercussion)...

1. The lawsuit cites the use of four specific characters found in the copyrighted work of Star Trek:
 - Captain Robert April (seen in a single 22-minute episode of the animated Star Trek series)
 - Soval (a recurring character who appeared in 11 episodes of Star Trek: Enterprise with an additional mention in four other episodes)
 - Sarek (Spock’s father who appeared in one episode of the original series, one episode of the animated series, two episodes of Star Trek: The Next Generation, and briefly in three of the Star Trek feature films)
 - Richard Robau (a minor character who appeared in the first few minutes of the 2009 feature film *Star Trek*).

In comparison, here is a list of established characters who have appeared in the five episodes and three vignettes of *Star Trek Continues*:

- Captain James T. Kirk
- Mr. Spock
- Dr. Leonard “Bones” McCoy
- Chief Engineer Montgomery “Scotty” Scott
- Helmsman Lt. Hikaru Sulu
- Communications officer Lt. Nyota Uhura
- Navigator Ensign Pavel Chekov

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All of the above were series regulars on the original Star Trek series and movies. In addition, these other existing characters have appeared in STC

- Communications officer Lt. Palmer from "The Doomsday Machine"
- Helm officer Lt. (j.g.) Barbara Jones from "Where No Man Has Gone Before"
- Dr. M'Benga from "A Private Little War" and "That Which Survives"
- Lt. Marlena Moreau from "Mirror, Mirror"
- Edith Keeler from "City on the Edge of Forever"
- Miramanee from "The Paradise Syndrome"
- Rayna Kopec from "Requiem for Methuselah"
- Tharn, leader of the Halkan Council from "Mirror, Mirror"
- Dr. Janice Lester from "Turnabout Intruder"
- Dr. Arthur Coleman from "Turnabout Intruder"
- Apollo from "Who Mourns for Adonais?"

Note that in *Axanar*, Gary Garaham is reprising his role as Ambassador Soval. Likewise, in the first full episode of STC, "Pilgrim of Eternity," actor Michael Forest reprised his role of Apollo.

2. The lawsuit lists the familiar alien races that appear in *Axanar*:

- Vulcans
- Klingons
- Andorians

STC has also featured familiar aliens:

- Vulcans
- Orions
- Tellarites
- Andorians

3. The lawsuit contends that *Axanar* is creating a bridge set that "copies" the bridge from the original series. It should be pointed out that *Axanar*'s bridge set is similar but not identical. However, STC's bridge set is exactly identical. As are these and many other permanent sets it has created in its film studio in Georgia:



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STC's completed sets so far, which have been laid out in the exact same way as those that existed on the Paramount lot in the late 1960s down to the precise inch, include the following:

- The bridge
- Sickbay
- The briefing room
- The captain's/crew quarters
- Auxiliary control
- The Jeffries tube
- Corridors
- A shuttlecraft interior
- Engineering (two levels as seen in seasons two and three of TOS)

4. The lawsuit mentions items like the starship design, planets, uniforms, props, etc. of the original series. It should be noted that STC takes meticulous care to make sure all of their production duplicates the original series down to the smallest detail. This includes impeccable costumes and props, as well as exterior visual effects done of the *USS Enterprise* in the same style as those shots from the 1960s (rather than giving the starship motions that are more modern and "exciting," as New Voyages has chosen to do).

5. The lawsuit mentions that the events of Axanar take place 21 years after the first episode of the original series. STC takes place the second after the end of the last episode of the original series "Turnabout Intruder," and as the initial image of this entry shows, they even began their series by recreating the final scenes of that episode and then continuing it forward. In STC's third episode, "Fairest of Them All," they began by, once again, meticulously recreating a series of scenes from an original series episode—in this case, "Mirror, Mirror"—and then continuing the original episode beyond where it initially ended back in 1967. STC bills itself as filling in the final two seasons (two years) of the five-year mission of the *USS Enterprise* that would have been seen had the series not been cancelled after three seasons..

6. Finally, the lawsuit claims that Axanar has the same feel and mood as the copyrighted works of Star Trek. If that is so, then one has to wonder how a derivative series like Star Trek Continues, which copies the look, feel, lighting, acting style, blocking of character positions, sound, music, and camera/editing style of the original series lasted nearly four years with millions of online views without once being contacted by CBS or Paramount.

Actually, that is not entirely true. The two parties did have one very significant interaction in June of 2015. STC's fourth full episode, "The White Iris," dealt with Captain Kirk coming to grips with the women who had loved him and died because of it. It was a very well-done and emotionally impactful episode, and each of these female characters was beautifully recreated with exacting costumes and hair/make-up and top-notch acting. However, at one point in the episode, in an effort to create an even more authentic look and feel, STC included a short scene from the original series episode "The Paradise Syndrome" (without permission, of course) and digitally inserted their actors into it a la *Forrest Gump*.

Keeping the same music, the similarity of the short scene triggered YouTube's automatic copyright protection algorithms and the video was taken down without STC's consent. A few days later, on June 19, the following message was posted by STC show-runner Vic Mignogna on the STC Facebook page: "We are very pleased to announce that, after two notices from CBS to YouTube, the mistaken copyright strike against us has been removed -- and Episode 4, THE WHITE IRIS, is back on our channel! Sincere thanks to CBS for following up on this personally. They graciously

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contacted us yesterday asking why the episode was not yet reposted. After learning that the hold-up was on YouTube's end, CBS sent them a second notice to reinstate the episode immediately. Contrary to any rumormongering, no changes to the original cut have been made, nor was that ever the issue. So spread the word, and we hope you enjoy THE WHITE IRIS as much as we enjoyed bringing it to you."

Here is a direct link to the announcement:

<https://www.facebook.com/StarTrekContinues/photos/a.368013926565463.92376.333296680037188/993784873988362/?type=3&theater>

Other potential complaints about Axanar include the fact that Axanar Productions is building a full film studio with permanent sets and that Axanar is using and paying professionals to work on a "fan" film. The argument, it seems, is that fan films should somehow be all volunteer, all amateur, and be filmed in basements and garages.

Naturally, that is not always the case. Several of the higher level Star Trek fan series film in studios and on sound stages, including New Voyages, Renegades, and of course, STC. In the case of STC, they not only have permanent sets, but their facility in Kingsland, GA (a half hour drive from Jacksonville, FL... which has a major airport) has over 18,000 square feet. They have amazing sets and lighting and boom mic support structures plus make-up rooms and production editing suites. The facilities are so impressive that STC (and before them, Farragut Films, which STC grew out of) held annual open houses for fans to come and view their sets, take photos and videos, and talk to the cast and crew. These gatherings were almost mini-Star Trek conventions with hundreds of visitors traveling there from around the world.

As for the professionalism, although STC does have many volunteers lending their efforts for free, they also employ SAG actors (they are a SAG signatory) who must be paid along with other Hollywood Professionals, like hair/make-up artists Tim Vittetoe and Lisa Hansell, a husband and wife team who co-own ImpaQt FX with clients including Disney, NBC, MTV, Ikea, Nintendo, and Microsoft. Among the bigger name actors who have appeared in STC episodes are Lou Ferrigno (who played The Incredible Hulk on the TV series of the same name), Erin Gray (who appeared on the 80s sci-fi series *Buck Rogers*), and Colin Baker (who was the sixth actor to play *Doctor Who*). Also, two *Star Trek: The Next Generation* alumni have lent their acting talents to STC: Michael Dorn (Worf) and Marina Sirtis (Counselor Deanna Troi), both of whom did voice-overs for the *Enterprise* computer. And finally, STC uses a live orchestra to record their music (seriously!), conducted by Andy Farber, a music teacher at Juilliard in New York who both composes original music and has recreated the classic music cues from the original series.

The quality of STC is beyond question. The six hours of content they have released so far is among the best that any Star Trek film has achieved thus far...and it has resulted in \$341,000 being donated in two Kickstarter crowdfunding campaigns by fans eager to see more of the same.

Already, previous episodes have featured location shooting at the Johnson Space Center in Houston and also on a Civil War reenactment battlefield (where hundreds of "extras" with guns, uniforms, cannons, and explosions made the episode "Divided We Stand" look like something directly out of Hollywood. Show-runner Vic Mignogna, who plays Kirk on STC, regularly appears at conventions alongside William Shatner on the same stage as the two Captains Kirk. Mignogna estimates that at least another eight or not episodes will be made over the course of the next five years. They plan another crowdfunding campaign soon, and their sixth episode is scheduled to debut in May. All their existing episodes and vignettes can be viewed from their website:

<http://startrekcontinues.com/episodes.html>

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2013 – *Star Trek: Valiant* (*)

This is perhaps the quintessential “teenaged kids playing *Star Trek* in their living room” fan film...quite literally. Based out of Los Angeles, these dozen or so young people with their own original series tunics teamed up with some local Klingon fans with their own outfits and filmed a 16-minute *Star Trek* episode.

Following on the heels of *Star Trek Continues* (our previous entry), there is no comparison...and no one would rationally believe this to be actual *Star Trek* (unlike STC). Nevertheless, there is ample IP used, including a good deal of music from the original series, dilithium crystals, phasers, transporters, a Vulcan, an Andorian, Klingons, and a Klingon D7 battlecruiser from a model kit. And speaking of model kits, these kids didn’t seem to have access to a 3D computer animator, so all of their outer space FX scenes are shot with physical models. The model for their own ship, the *USS Valiant*, is a kit-bash of an AMT *USS Enterprise* model with most of the pieces glued in the wrong places.

Most of the scenes were filmed inside of a house with Japanese screens providing a background, while outdoor scenes were filmed locally in the Tehachapi Mountains north of L.A. One would assume the budget was almost nothing. It seems that only this one episode was ever completed and released, and it can be viewed here:

<https://www.youtube.com/watch?v=ld1bPNFWlqU>



2013 – PEZ Trek Theater (*)

When CBS licensed *Star Trek* to the PEZ Candy Company in 2008, I’m certain the last thing they expected was for someone to film a 16-minute fan parody film using dispensers with the likenesses of the crew of the original *USS Enterprise*.

Fan filmmakers Robert Hosea and Jason Lucas took images of the seven licensed dispensers and placed them all over a series of backgrounds of the TOS bridge. The dispensers and some blinking lights were then animated using Adobe Flash CS6. The animators even went so far as to have the eyes blink and the mouths move when the “characters” spoke. The voices were all supplied by Hosea, and he did his best to make them all sound unique (I won’t say whether I think he succeeded).

The story of how the PEZ ship Enterprise faced down the Sporg (a can of Spam inhabited by formed members of the Borg Collective—don’t ask) is obviously meant to be tongue-in-cheek. Whether or not it is actually funny, well, again I’m not saying. But it does feature several background sound effects from the original series *Star Trek*, including copious use of the ambient bridge tweets and whistles. They also use a bit of original series music here and there (and a transporter sound effect from *Star Trek: The Next Generation*).

At the end of the fan film is a short two-minute epilogue featuring a behind-the-scenes look at how PEZ Trek Theater was created. The entire film can be watched here:

<https://www.youtube.com/watch?v=8iZSqodOGJg>



2013 and 2014 – *Star Trek: Rendezvous* (*)

There is a local Star Trek fan club in Logan, Utah called the *USS Rendezvous*. Their fictional starship is a Miranda-class ship similar to the *USS Reliant* from *Star Trek II: The Wrath of Khan*. The same class of starship appeared multiple times in episodes of *Star Trek: The Next Generation*, which allows this fan series to comfortably take place in the 24th century.

The club members all wear their own *Next Generation* black and gray uniforms with colored tunics, and some are dressed as bumpy-headed Klingons with their own costumes. There is also a blue-skinned Andorian member. The series features a number of practical (physical) sets along with a few scenes where the actors were filmed in front of green screens and computer-generated starship interiors (both Federation and Klingon) were Chroma-keyed in behind them. The 3D computer-generated visual FX, especially the starships flying through space, are surprisingly well-done.

The writing, acting, and pacing is about what one would expect from untrained *Star Trek* fans living in Utah. Nevertheless the series has heart. They released their first 11-minute episode in 2013. Titled “The Game,” at least half takes place during a poker game between the *Rendezvous* crew and a group of Klingons. The music is *not* from *Star Trek*. The film can be viewed here:

https://www.youtube.com/watch?v=tppHXPp0_E

Their 16-minute second and final episode, “The Inquiry,” was released in 2014 and was similar in style and quality to the first. It dealt with a court martial investigation, some space pirates, and a flatulent alien dog. (Don’t ask.) It can be viewed here:

<https://www.youtube.com/watch?v=LTD77e1gZ5I>



2013 to present - *Star Trek: Antyllus* (**)

You might recall New York-based George Kayaian as creating *The Multiverse Crisis* trilogy starting in 1992 with *Star Trek: The Infinite Chain* (starring his mother, Helen). But as Kayaian grew older, his ability and desire to create fan filmed *Star Trek* only increased. He spent much of the first decade of the 21st century completing and remastering the four hours of fan films he'd filmed back in the 90s. But with the completion of the remastered release of *The Multiverse Crisis* trilogy finally in 2012, Kayaian decided it was time for his next *Star Trek* series...this time starring himself as captain of the *USS Antyllus*, a new class of starship not seen before but still fairly similar to the established *Star Trek* design.

Kayaian's almost nonexistent budget limits his ability to many (if any) visual effects, and his props, like tricorders and phasers, are commercially available replicas. However, the costumes for *Antyllus* are reasonably decent recreations of the original series uniforms, and their home-made bridge set is once again a very effective way to establish themselves with the *Star Trek* universe. Also, like many fan films, *Antyllus* uses a fair amount of TOS music from the 50-year-old episodes for its own background music.

Since 2013, *Star Trek: Antyllus* has released 6 episodes of varying lengths but totaling about 3.5 hours all together. The latest episode was released in April of 2015, but more releases are apparently on the way. All six episodes (the first two are in two parts each) can be viewed here:

<https://www.youtube.com/watch?v=ES8Kra-DY2Y&list=PL193B5PJ4QRPqIY0Z410k9kFjq5R0pGgW&index=1>



2013 to present (?) – *Starship Saladin/Star Trek: Eye of the Tempest* (*)

In May of 2013, Kenneth Thomson released the first audio episode of a new *Star Trek* fan series called *Starship Saladin*. The episode was called “Shattered Faith” and can be accessed here:

<https://www.youtube.com/watch?v=rHG8mzBSCrc>

This executive summary generally does *not* include fan audio series, as they are nearly as prolific as video fan films, and trying to document them as well would make this analysis ridiculously long.

So why is *Starship Saladin* being included? Because they evolved from an audio series into a video series. In fact, a year earlier in 2012, Thomson released a two-minute proposed introduction sequence online. It was similar to the “Space, the final frontier...” intro from the original *Star Trek* TV series (including the music) with a variation on the exact wording of the voice-over to mention the *USS Saladin* and its 4-year mission to maintain the peace of the Federation. The *USS Saladin* was a destroyer, not a heavy cruiser like the *USS Enterprise*. The one-engine nacelle destroyer-class design came from an officially recognized reference book *The Star Trek Starfleet Technical Manual* by Franz Joseph, which was approved by Paramount. This short introduction video can be viewed here:

<https://www.youtube.com/watch?v=qs3EbWvIoSI>

Eventually, the goal was (and still is, as far as I can tell) to release full-length animated episodes. Later in 2012, Thomson released his first test animation of his 3D bridge interior and some of his computer animated characters, with voice-over dialog. It wasn’t officially an episode of *Starship Saladin* but rather a test animation showing characters on board the *USS Enterprise* getting a distress call from the *Saladin*. For this reason, I’ve opted to list the start date of this series as 2013 rather than 2012. The short test video can be viewed here:

<https://www.youtube.com/watch?v=SPul7dhYDrM>

So far, no animated episode of *Starship Saladin* has been released, although Thomson reports that he is still working on it all these years later.

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However, thanks to help from George Kayaian from *Star Trek: Antyllus* (see entry on the previous page of this document), *Starship Saladin* was able to leapfrog computer animation and go directly to live action fan film status. Thomson himself has worked/works on many different Star Trek fan film series, including *Starship Exeter*, *Starship Farragut*, *Star Trek Phase 2*, *Star Trek Continues*, and *Starship Valiant*. He also works closely with Kayaian on *Star Trek: Antyllus* and had helped created an episode which featured a “crossover” with the *Saladin* crew. Thomson did the lion’s share of the work on the episode, and when finished, Kayaian agreed that it wasn’t fair to simply call the finished product just another episode of *Star Trek: Antyllus*...nor was it simply an episode of *Starship Saladin*. As a hybrid, they gave the 93-minute completed production a unique one-shot fan film name, *Star Trek: Eye of the Tempest*, and released it in September of 2015.

The pacing is fairly slow, and fan reaction has been mixed...although to be fair, this was one of Thomson’s first attempts to complete an entire fan film (90% on his own, according to a post he made in September of last year). The inclusion of *Star Trek* IP is pretty liberal, including references to four TOS episodes and use of music and sound effects from various *Star Trek* television and film releases. There are also Klingons, including the character of Kor from the TOS episode “Errand of Mercy.” The scenes on the *Antyllus* bridge as well as some other areas of that ship use the home-made sets already built by that fan project. For the *Saladin* scenes, those are mainly actors in front of green screens with 3D images of a starship bridge and other interiors inserted behind them. In one very interesting use of existing IP, the *Saladin* bridge scenes include two digitally rendered characters. One is a navigator of a race that does not appear familiar. The other, however, is an anthropomorphic feline of the race known as Caitian. In the animated *Star Trek* series, there was a Caitian communications officer on the bridge named M’Ress. On the *Saladin* bridge, their Caitian is known as Sha’Ress. It’s not clear if the two officers are sisters or related in any way.

Thomson says that he plans to make more *Saladin* episodes, and the final three minutes of *Eye of the Tempest* includes a short teaser sequence completely 3D animated. When the full episode will premiere is not yet known. In the meantime, the two parts of *Eye of the Tempest* can be viewed here (including the 3-minute teaser at the end of part 2):

<https://vimeo.com/149989853>

and

<https://vimeo.com/150229401>



2013 – *Star Trek: Deception* (**)

In general, the *Star Trek* fan films set during the 23rd century original series look more realistic than those set during the 24th century of *The Next Generation*, *Deep Space Nine*, and *Voyager*...at least when physical (practical) sets are in use. The reason is simple: the 24th century sets from the later series are much more challenging to build, and so most fan films set in that period (*Hidden Frontier*, *Intrepid*, *Dark Armada*, etc.) film their actors in front of green screens and Chroma-key in static backgrounds.

One of the few—and best made—exceptions is an eight and a half minute short fan film out of the United Kingdom called *Star Trek: Deception*. Leo Tierney was one of the earliest fans to use Kickstarter and raised £1,174 (about \$1,700) from 75 backers in early 2013. Here is a link to that Kickstarter page:

<https://www.kickstarter.com/projects/1800676131/star-trek-deception-a-fan-film/description>

He and his team then used that money to construct the cockpit of a 24th century era “runabout” starship, a Starfleet craft somewhat larger and faster than a shuttlecraft that were commonly used in the TV series *Deep Space Nine*. The detail and quality of the set were both amazing, and with two actors placed in the cockpit, both wearing tailor-made *Next Generation* Starfleet uniforms, the sequences from the fan film look as good as something that would have been produced by paramount in the 1990s or early 2000s. The quality was helped along by strong acting, proper lighting, and excellent sound quality. There were also a fair amount of computer-generated visual effects using 3D models custom made for the film. Space-based FX shots included the runabout, a Klingon Bird-of-Prey, a *Miranda*-class starship, and an *Excelsior*-class starship...all of which were identical to vessels seen in the various *Star Trek* television series.

The short film also featured a very convincing bumpy-headed Klingon, played by Stu Lucas, who had previously appeared as a Klingon in the 2007 British *Star Trek* fan film *A Tale of Two Galaxies*. Original music reminiscent of that heard in later-series *Star Trek* episodes was composed by C.S. Watterson.

The full fan film can be viewed here (along with behind-the-scenes videos and Kickstarter updates):

<https://www.youtube.com/watch?v=ALGLRd5RyA4&list=PLqoT2rdTxKo-iAOKzSwnUcfPImlV2zycW>

Their Facebook page says that they are considering making a sequel but haven’t started yet:

<https://www.facebook.com/startrekdeception>

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2013 – Red Shirts (**)

In 2013, a group of seven young L.A.-based filmmakers calling themselves Akimbro set out to create their out YouTube channel filled with original content that they would write, film, edit, and produce themselves. One of their earliest projects was a parody fan film based on the *Star Trek* red shirts.

Red shirts, as every Trekkie (and even casual fan) knows, are the security guards who usually do not make it back from missions alive. Kirk, Spock, McCoy, and a red-shirted crewman beam down, and you know which one is not beaming back up! And thus there have been many attempts at parodying the “curse” of the red shirt.

Even though this effort is obviously protected by fair use for being a parody, it is worth including for a couple of reasons. The first is that the IP used is from the 2009 and 2013 rebooted *Star Trek* feature films from Paramount. The logo for the film, the shirts worn, the transporter FX used, the phaser, and the music were all from the JJ Abrams movies. The second reason this film is notable is for the production quality. Aside from being cleverly written and downright hilarious, the lighting, sound, direction, editing, and even acting are top-notch. Fan films, even the shortest, cheapest ones, have come a long way.

This seven-minute one-short parody (Akimbros’ other offerings are all non-*Star Trek*) can be viewed here:

<https://www.youtube.com/watch?v=b3wXsLVHSDk>



2013 – *Star Trek Into Dumbness* (**)

Very similar to the previous entry, *Red Shirts*, *Star Trek Into Dumbness* was made by a small group of young filmmakers (based in the United Kingdom and calling themselves Sneaky Zebra) wanting to create a series of short parodies across multiple familiar properties and franchises. And again, this *Star Trek* fan parody targets red shirts (quite literally!) and places itself in the rebooted JJ Abrams universe with uniforms and the background image of the starship bridge that is used to Chroma-key the captain.

The only thing not from the reboot film universe is the 3D flyover of the USS Challenger, which appears to be some kind of hybrid between the *USS Enterprise* from the first six *Star Trek* films and the new design from the latest films.

The majority of this short 5-minute parody was filmed outdoors with four (quickly whittled down to three) red shirted security officers pinned down and under fire on a hostile alien planet. Their ensuing cowardice in trying to talk the other guys into being the next to get blasted in order that the other two can complete the mission is what makes this parody absolutely hysterical. Meanwhile, the captain on the bridge of the starship (definitely not Kirk) appears completely forlorn, as the rest of the mission is a breeze if only his landing party can pull themselves together. *Into Dumbness* indeed! (The title of the 2013 release from Paramount was *Star Trek Into Darkness*.)

The film can be viewed here:

<https://www.youtube.com/watch?v=TwUA1GDfQMQ>

It should be mentioned that Sneaky Zebra has set up a Patreon crowdfunding campaign to support all of their offerings. It's not clear whether they used any crowdfunding money to produce *Into Dumbness*, but it's not likely, as the Patreon has raised only about \$141 so far. You can visit their Patreon page here:

<https://www.patreon.com/SneakyZebra?ty=h>



2014 – Starship Valiant (**)

[NOTE: This fan series should not be confused with the one-shot fan film *Star Trek: Valiant* from a group based in Los Angeles in 2013.]

Back in 2013, an endeavor known as Starbase Studios opened its warehouse doors in Oklahoma City to *Star Trek* fans wishing to make their own fan films. Inside those doors was (and still is) a 360-degree full replica of the bridge of the original *USS Enterprise* NCC-1701 from the original series. This set is one of only three precise recreations of the original bridge in the United States and one of only two to have all 360-degrees of consoles completed.

Originally, the bridge set (which was rescued from a barn in Austin, TX after having been built and used for the *Starship Exeter* fan series) was to be used exclusively for a new fan series based in Oklahoma City called *Starship Ajax*. Unfortunately, problems with production have delayed that fan film for more than three years and led to the creation of Starbase Studios to allow this set to be used *at no charge* (except for electricity) by any fan film wishing to shoot scenes there.

One of the first individuals to take advantage of this offer was Michael L. King, who had been involved in Project Ajax. Part of the problem that other fan film had was in having only the bridge set to film on and nothing else (their script called for other sections of the starship, as well). King, however, was able to write an original script for a new fan series called *Starship Valiant* that would work around these limitations. Their pilot episode limited itself to scenes on the bridge along with a couple of other locations around Oklahoma City including a church graveyard and a private home.

The *USS Valiant* is a starship identical in appearance to the *USS Enterprise* NCC-1701, and we see *Valiant* in a series of very well done special FX sequences at the beginning of the film. The crew wear TOS style uniforms but with different chest emblems (since they are on a different starship than the *Enterprise*), although they have the same division logos in the center. The background music is also taken directly from TOS episodes, and there is no question when one watches this 20-minute film that it is based on *Star Trek*.

It's worth noting that *Starship Valiant* is one of the only *Star Trek* fan films to feature a lead actor, writer Michael L. King, who is African American. Other fan series feature ethnic and minority cast members and women commanders, but lead actors tend to be mainly white...just an observation.

The original 2013 release can be viewed here:

<https://www.youtube.com/watch?v=1iLNVsXzBS0>

Later on in 2015, after constructing a sickbay set, a new opening scene was added, and a new "Special Edition" of the pilot was released. It can be viewed here:

<https://www.youtube.com/watch?v=NzI3xZmETNQ>

Privileged & Confidential



2014 to 2015 – *Star Trek: Dark Horizon* (***)

Back in 2011, a group of role-playing *Star Trek* fans in Berlin, Germany began meeting weekly and turning their clubhouse rooms into starship interiors of the *USS K'Ehleyr*, a starship of the same class as the *USS Defiant* from *Star Trek: Deep Space Nine*. These fans created their own alternate universe to have their adventures, similar to that of established *Star Trek*, but slightly different.

Taking place in the year 2407 (shortly after the tenth and chronically latest) *Star Trek* feature film, their universe has a different political power structure where both Klingons and Cardassians are allies of the humans in a Union of Planets, and the Vulcan and Romulan races never separated. Together with the Andorians, the three races form the hostile T'Khasi alliance. While their sets have a direct *Star Trek* look and feel, their all-black uniforms contain a combination of insignia and rank pins from established canon and also original costume elements. (Each member of the club is expected to personally make his or her own uniform!)

For a few years, these German fans enjoyed role playing stories and occasionally filming short videos of their events. But in 2014, they decided to film a full-length fan feature, nearly 90 minutes in length. Two dozen of their members appeared in this film, which looks very well-made thanks to their uniforms, sets, originally composed music, and excellently rendered 3D visual effects. The first 20 minutes of *Dark Horizon* was released in 2014. A year later, the rest of the film was posted online...along with, thankfully, English subtitles for those fans who do not speak German. It is not clear at this time whether they are planning to produce more fan films, but *Dark Horizon* does end on a cliff-hanger.

The full film with subtitles can be viewed here:

<https://www.youtube.com/watch?v=Qw8p79B43jg>

If you read German or had a decent translation program, you can explore the club's website here:

<http://www.kehleyr.de>



2014 to 2015 – *Starship Mojave* (*)

From somewhere in California comes this two-episode (so far) cartoon fan film. It's rather unique in that it uses no voice actors and instead generates its dialogue entirely from computerized voice synthesis. When asked why he doesn't use actual people, the creator of the series (who does not identify himself/herself) says that the problem with voice-over people is that they are not always reliable and available, and he has need of a lot of them. "The robots do exactly what I want them to do, when I want them to do it," he says on his website. The trade-off, unfortunately, is a relative lack of emotion in the dialogue, but that lack of personality gives this fan film series its own brand of personality to some extent.

The drawings for the animations are almost totally hand done by a fan who claims not to be much of an artist. But the look and feel is undeniably *Star Trek* from the original series. It's a Starfleet crew on board a Federation starship wearing TOS uniforms, and there is a Vulcan on the crew. In the second episode, we see a Klingon D7 battlecruiser and, according to the series' creator, if there are more episodes, we will see more Klingons and Romulans, as well. Although the main starship featured in the series is a different class than the *USS Enterprise* (the *USS Mojave* is a smaller, older *Kremlin*-class), a starship matching the *Enterprise*'s class does make a brief cameo appearance in the first episode.

Each of the two episodes released thus far is just short of a half hour (one released in early 2014 and the second released last September). However, there was an earlier live-action episode produced back in 2008 with a cast of children (apparently, their parents didn't want to appear on camera, but the kids were very gung ho). That episode was taken down and archived and is no longer viewable. But the two animated episodes are both available on the Starship Mojave website:

<http://www.starshipmojave.com>