

EXHIBIT BB

From: Alec Peters alec@startrekaxanar.com
Subject: Re: Jeff Carlisle Trek Artwork. Axanar sketches to follow soon...
Date: October 27, 2014 at 2:19 PM
To: Jeff Carlisle jeffcarlisleart@gmail.com
Cc: Christian Gossett christian.gossett@gmail.com

The boots are fine. I think some sort of knee guard/pad would be better. So a bit more streamlined, ending with some sort of knee protection.

Alec Peters
Executive Producer

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On Oct 27, 2014, at 1:17 PM, Jeff Carlisle <jeffcarlisleart@gmail.com> wrote:

Do you like the height of the boots, minus the extensions? What about the vest?

On Mon, Oct 27, 2014 at 4:14 PM, Alec Peters <alec@startrekaxanar.com> wrote:
My feedback.

Klingon costume. Needs less ornamentation and more simplicity on boots. This is war. And we want something easy to make.

Same on gauntlets.

Pistol looks like it is between TOS and TNG versions. More TOS influence and less TNG. That said, it is a beautiful drawing. You got skillz!

Yes on Klingon Communicators.

Alec Peters
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<AxanarHeaderUpdate.jpg>

On Oct 27, 2014, at 12:45 PM, Jeff Carlisle <jeffcarlisleart@gmail.com> wrote:

Alec--

Here is a first batch of designs. Nothing final, but I wanted to get a couple concrete designs for the Klingons.

The uniform is a fusion of the Original Series Klingon outfits with the uniforms that we see from The Motion Picture onwards--and

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Deposition of
Gossett
10/22/16

Vicki A. Saber, CSR 6212

the vest would be similar to the TMP/Search for Spock uniforms, made from a vinyl/leather material. The "turtleneck" would be a textured fabric and have the bracers from the newer Klingon outfits. The pants and boots would be simplified. The idea is that if TOS had a higher budget, this is what they would have looked like. The faces of the Klingons could be a mixture of the flat-faced "infected" Klingons along with Cranial Ridge Classic Klingons and Klingons that only have very subtle cranial ridges--showing that the infection from ENTERPRISE is clearing up and show a variety of Klingon styles. The Klingon disruptor is based heavily on the original prop from TOS--but using features that have become synonymous with Klingon Disruptors. The Rust Color that is associated with Klingon tech isn't shown in the original series, and it could be a mixture of gunmetals and silver, suggesting the original prop.

None of these designs are final, and let me know what you would like to see and I will try to incorporate them in other designs. Will we need Klingon Communicators?

The next thing I am working on are updates on the Communicators and Phasers for the Federation--and they will be heavily based on the props from The Cage--with more modern textures/tech.

Jeff

On Tue, Oct 21, 2014 at 4:18 PM, Jeff Carlisle <jeffcarlisleart@gmail.com> wrote:

Hey Alec.

Now that I am finally coming out of my Cold, I thought I would be proactive and start sending you some art.

I have been looking for an excuse to do more Trek art--and Trek designs--for a while.

Hope you like them.

I will have some rough sketches for you to look at ASAP.

I will use both Enterprise and TOS as my guides for the Klingons.

I was thinking of using The Cage as my starting point for the Federation equipment.

I still think those shapes are great--they just need a more modern level of texture and detail.

...Which is what I had hoped the recent Trek films would have done rather than redesign everything--and think that somehow warehouses and breweries would seem futuristic...

Sigh.

Oh, well! Very excited to see what you think.

Talk to you soon.

Jeff

<carlisle_axanar_concepts_01.jpg>