

FEBRUARY 2012

12TH FLEET

MAGAZINE

INCLUDING:

A GUIDE TO STARBASE VALHALLA BY BLAZE
A BOOK REVIEW BY DOUG
& A FOUNDRY REVIEW BY STUARTGOLD



12TH FLEET

MAGAZINE

FOREWORD

Hello 12th,

Happy New Year! everyone, we here at the Magazine hope you all have a good 2012 and we kick it off with a new issue and some changes around the STO world but first I would like to take a moment and apologise for the lack of a Magazine in November and December, due to lack of content but we are back!

Now onto the news. The most obvious being STO going Free-To-Play on the 17th of January, to which we have already seen an influx of new members, so a warm welcome to all of you. February will see the first bit of new content since July last year, also coming up is the 2nd Anniversary of STO in which not only will Q be making another appearance but it will be a 4 day celebration BUT the Oddesey class starship will be arriving for all. What the future holds for STO, only time will tell but let's hope it's good.

- The Magazine Editors

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CLICK AND GO

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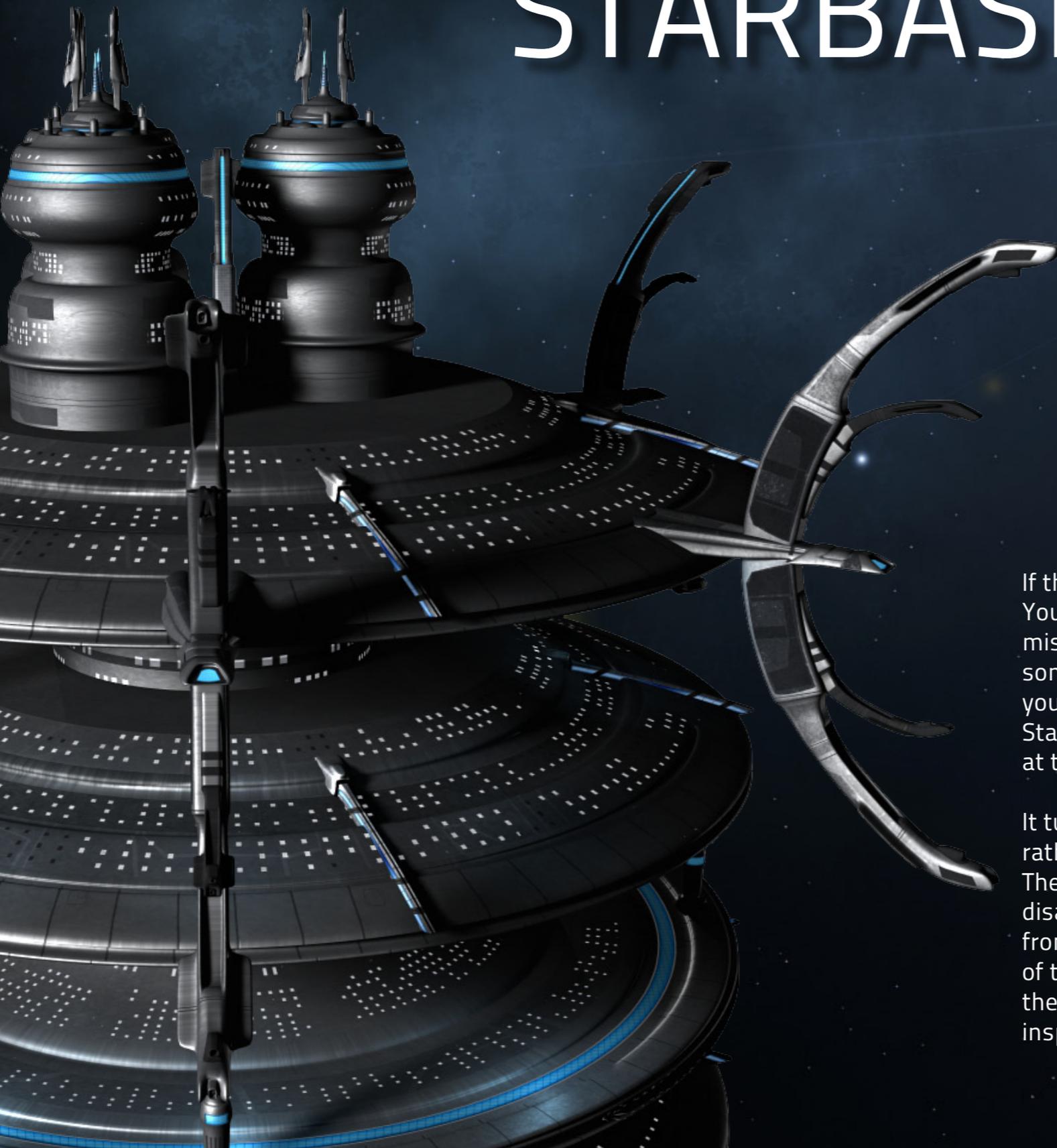
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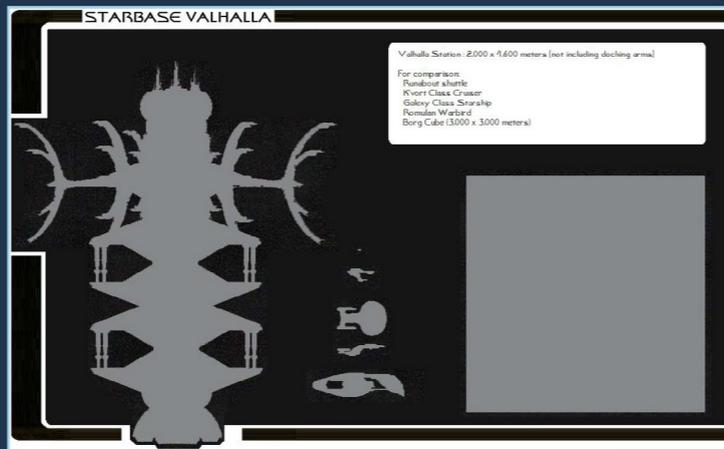
By Blaze



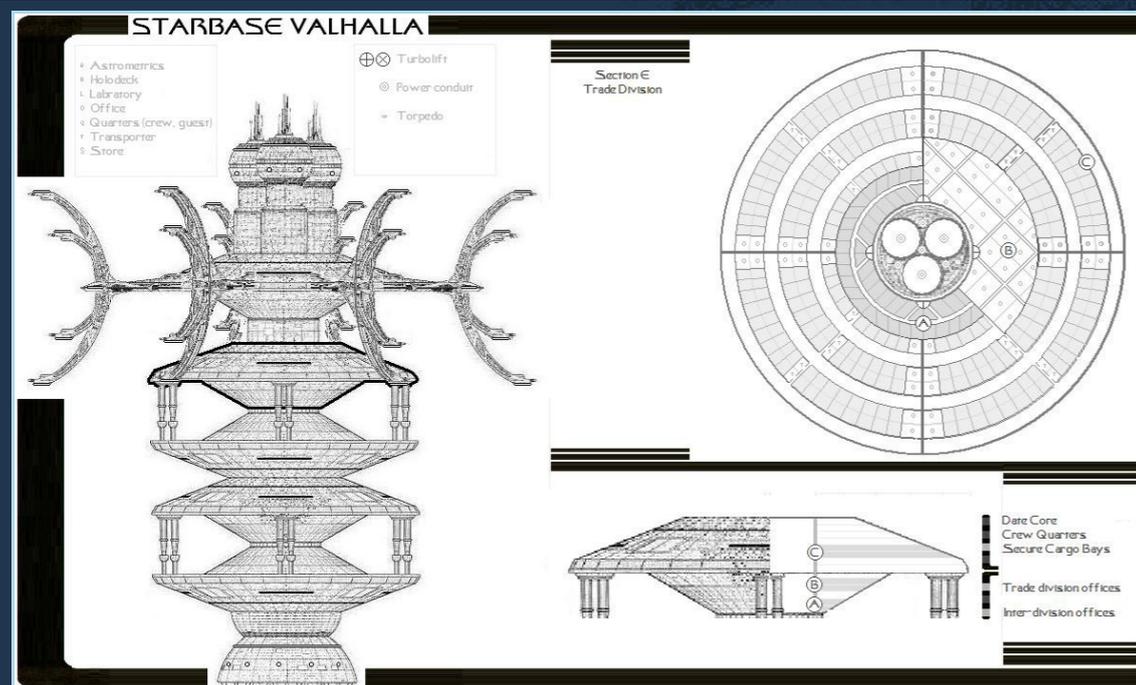
If there's one name that you hear over and over again it's Valhalla. You see it on the forums, you read it in RP stories and Foundry missions. But what is Valhalla? What does it look like? These were some of the questions that I was looking for the answers to. So, as you do, I did a Google search. To my surprise I came across a Starbase design with that very same name. I continued looking and at the bottom it said "12th Fleet".

It turns out that a member of the Fleet had already designed, in rather a lot of detail, the Starbase and the inner workings of it all. The original designer was Truk Grax and at first I was a bit disappointed. It looked as if it were just a kitbash. Taking parts from different stations and sticking them together. There are bits of the Federation's Starbase, obvious DS9 parts seemingly stuck on the side, all put together in a rather unusual way. But upon further inspection, there was a logic behind it.

For a start, she is BIG. Truk had also included a comparison chart to show the scale. Which, thinking about it, it needs to be big to serve it's purpose. According to 12th Fleet lore, Valhalla is situated on the Federation-Klingon border. So she needs to be able to defend herself.



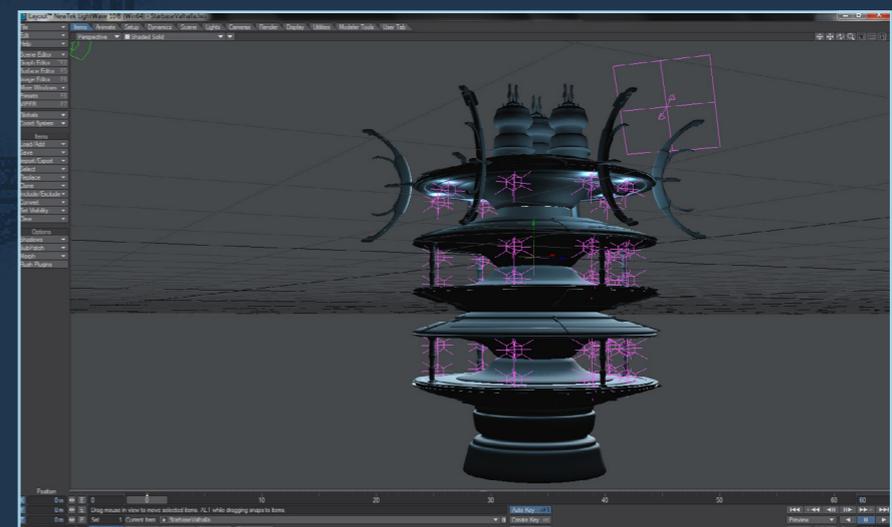
It also serves as the hub of all Fleet activity from starship construction, trade, diplomatic conferences, MACO training and much more.



So, i'm looking at these schematics and i'm thinking to myself, that this would made a great starting point for a 3D model. I started working with 3D about 10 years ago, mostly Star Trek orientated. The usual stuff, animating short films of fighting starships and all that. Infact they're still floating about the internet somewhere. Then, about 8 years ago I started to work with the fan fiction series Star Trek Frontiers. This is what pushed me to start actually creating starships from scratch. It took a few years to really get the hang of it, but eventually I can model at a fairly decent product. Looking at these images for Valhalla I was confident that I could create a model to justify the amount of effort that Truk had put into designing it.

Creating something as complicated as a Starbase does take a bit of forward thinking. First off you need to look at the shapes involved in the design and how it could be put together. The first rule of these things is to think in pieces. If you start to build it as one whole object you're going to run into trouble fast. This design does fare very well to being modelled in 3D. The main part of the starbase are the saucer-esque sections. Looking at just one piece it's copied above the other. That, in turn, is then copied again and once more to create the basic shape of the Starbase. Looking at it that way, all I needed to do was model one section and then build from there.

By seeing the pieces in the design, Starbase Valhalla is really only made of 4 parts, the saucers, the power core at the bottom, the towers at the top and the docking pylons. The Deep Space Nine influence for these is obvious, in fact in Truks design they're even more so. In my model i've smoothed off all the sharper edges and opened out the angle of the arc to try and give it a more Federation feel. Another point in the docking arms is that they're detachable. They are essentially a starship in themselves, docked inside the station are the ships themselves. In my model you can't see them, but they are there, just as in the drawings. This again shows that there is some thought in design. Having put all the pieces together, we're left with the structure of the Starbase. Looks good in silhouette, but thats about it. It now needs textures applied to the surface.

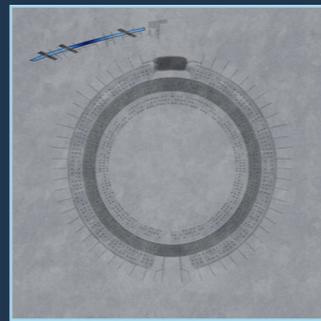


This again is done in parts. Each section of the Starbase is broken down and fitted to a UV map. UV's basically hold the 2D information about a 3D object. When the map is created you're left with the shapes of the Starbase, from which ever angle you want, laid out in such a way that you're able to paint on the textures. The good thing about UV, is that if the model changes in some way, the UV still fits the mesh. So, should we have to say, mirror an object? Yes, you get it, all I need to do is texture just one part of the Starbase and copy it over for the other parts.

The textures themselves are made from 5 different images. You have the colour map which is what everything is based from, a diffuse map, a specular map an illumination map and a bump map. Add all these together in the right way and you're left with a fairly decent texture. The images here are the set for the top of the saucer sections.

This same process is then applied to all of the four different parts of the Starbase and then it can be set up to be rendered.

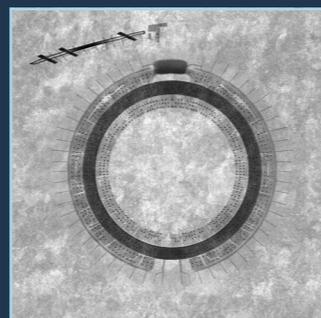
The process of rendering is very much like you would find on a real set. You need to place cameras and lights to get the correct feel for the scene. As I have said many times, it's the lighting that will make or break an image. The actual rendering process can be complicated to explain. But basically the computer calculates how the lights would react to the settings of the materials applied to an object. Then it applies any additional information like shadows, reflections and glows.



Colour Map



Diffuse Map



Specular Map



Luminosity Map



Bump map



Original Rendered Image



Enhanced Image

Once the render is complete, I usually like to take it into Photoshop to tweak a few things or incorporate it into a different image.

So, that's how it all works. From some 2D schematics, to a 3D model, applying 20 different texture maps and a total of 3,189,827 polygons later we have... Starbase Valhalla.



BOOK REVIEW

Star Trek: CAST NO SHADOW

WRITTEN BY DOUG

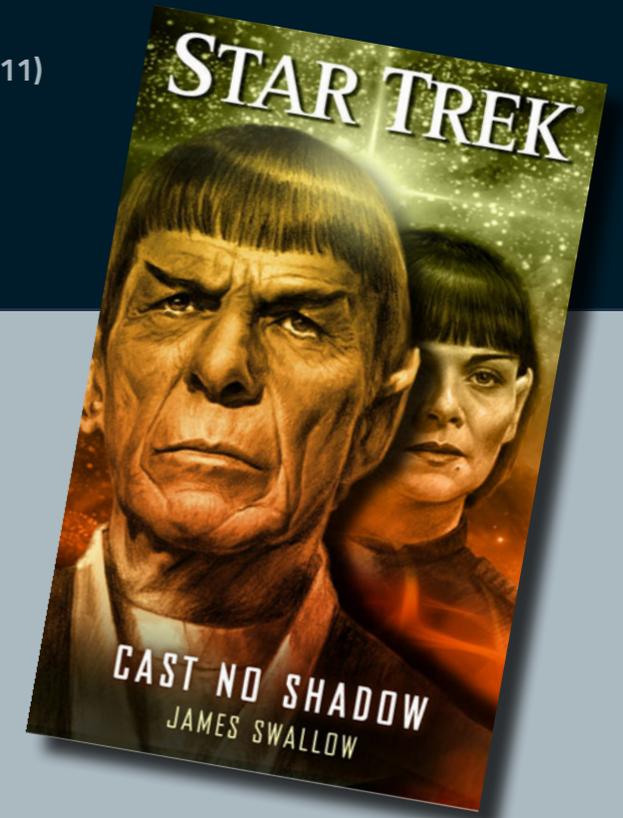
Pocket Books has released a standalone Novel set in the TOS universe entitled "Cast No Shadow". The story takes place approximately seven years after the events of the movie "Star Trek VI: The Undiscovered Country". Written by frequent Sci-Fi author James Swallow, who has penned several previous Trek books including "Star Trek: Terok Nor: Day of the Vipers" and "Seeds of Dissent". If you are familiar with his work you will not be disappointed.

From the Product description we learn:

"Seven years have passed since a catastrophic explosion on the Klingon moon Praxis touched off a chain of events that would result in the assassination of the reformist High Chancellor Gorkon, and the eventual creation of the historic Khitomer Accords. Now, as part of the ongoing efforts to undo the disastrous fallout from the destruction of Praxis and with the help of aid supplies from the United Federation of Planets, reconstruction is in progress, and after years of slow going hindered by political pressures and old prejudices, headway is at last being made. But the peace process begun by the Khitomer Accords is still fragile just as the deadly plans of what is believed to be a hard-line Klingon isolationist group violently come to fruition."

Yet the group thought responsible for the deadly attack has been dormant for decades, and its known modus operandi doesn't match up to the manner of the strike. And further investigation leads to an unexpected revelation connected to the Gorkon conspiracy of 2293, and in particular one disgraced and very familiar Starfleet lieutenant....

Star Trek: Cast No Shadow
Publisher: Pocket Books (July 26, 2011)
368 pages
Written by: James Swallow
Review by: Doug3575



I've always thought that Star Trek VI was one of the best, if not the best Trek movie of all time. Swallow's "Cast No Shadow" is an intriguing look at what comes roughly 7 years after the Khitomer Accords are signed. And even some of what took place to lead Lt. Valeris to betray the Federation and conspire to assassinate the Klingon Chancellor. The author does a great job of capturing the reader's attention and he never lets go.

The novel is well written, well thought out, and well executed. For those fans of the DS9 books, they'll get to see the character Elias Vaughan begin to come into his own. TOS enthusiasts, will get a deeper look into the Klingon-Federation conflict and some of the back story that drove Star Trek VI. With the inclusion of new characters and old favorites such as Spock, Captain Sulu, and the crew of the Excelsior, this story truly comes alive. It is strong story capable of standing on its own and I for one could not put it down.

In short, this novel is well worth both your time and money. I am giving it a five out of five pips.



Five Pip Review



FOUNDRY REVIEW

DEADLY INTENTIONS PART 1

WRITTEN BY STUARTGOLD6

SPOILER ALERT

IF YOU WANT TO EXPERIENCE THIS MISSION UNPREPARED
PLEASE DO NOT READ

You begin by joining a Special Task Force at Wolf 359, I was hoping this would lead to some "group" combat but it didn't. Upon warping into the Sector, you are asked to beam aboard the STF Flagship, the USS Alexandria. Once you get there, you need to speak to a number of people to get up to speed with the situation. This is truly an excellent storyline and I was engrossed (unusual for me folks).

Once you've spoken to everyone, you get to speak to the wife, Dursel. Be careful what you ask/say, or she will simply tell you to :censored: off!! Once you have gotten her on your side, you can beam out and head to the space station.

Once you get there? Klingons. They want to destroy you, as usual, and you need to take them out. Once you do, beam down to the station and try to locate the good doctor.

Seek out the friendly Ferengi Barman (not Quark) and ignore the unhelpful Nausican that I wanted to candy, and follow the dialogue through.



You finally meet the good doctor, but he beams out before you can get him, though he does impart some words of wisdom.

Once you beam out, you have the longest combat section of the mission so far. It's fairly simple, and there's a nice ending to it :P

Conclusion

This was a great mission, plenty dialogue (though a bit much for my liking) and just enough combat (depending what option you choose). It's set up nicely for the next 2 installments, which I'm hoping to run shortly.

Stay tuned :)

A solid four out of 5 stars from me.



ADMIRAL MEETING NOTES

WRITTEN BY FIRIX

Admiral Meeting Notes – 14/01/12

Command Changes

Nishka has stepped down as Vice Admiral of Medical and has taken the position of Command Advisor. Amarai has stepped up to be the new Vice Admiral of Medical. Nishka will continue to do admin work behind the scenes however.

Medal of Honour

Loki1147 has been awarded the Medal of Honour, our highest award in 12th Fleet. Despite adversity, he has lead our RP within 12th Fleet to new heights, and has shown continued efforts to better the Fleet as a whole.

Full details can be found [here](#)

Inactive member changes

Due to our limited space, and as an additional security precaution, all members who go inactive for more than 3 months will need to have a Security Check performed before they can rejoin the Fleet.

JAG proceedings

Lewis Conrado has been placed on a 45 day probation due to his attitude towards the end of the past year. This action, rather than removal, was taken based on his much improved outlook, and his efforts to avoid confrontation.



The logo for 12th Fleet Magazine is centered on a black background. It features a horizontal, metallic-looking bar with a brushed metal texture. The words "12TH FLEET" are written in a bold, white, sans-serif font with a black outline, positioned within a dark rectangular area in the center of the bar. Below the bar, the word "MAGAZINE" is written in a smaller, blue, sans-serif font with a white outline and a slight glow effect.

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