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## Access Free Star Trek Phase II The Making Of The Lost Series

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### **AAD - WANG KENNY**

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Commentary (films not included). Pages: 194. Chapters: Star Trek: The Motion Picture, Changeling (film), Star Trek (film), Pulp Fiction, Alien (film), Jaws (film), Transformers: Dark of the Moon, Scream (film), Inception, X-Men: First Class, Indiana Jones and the Kingdom of the Crystal Skull, Che (film), Star Wars Episode I: The Phantom Menace, Transformers: Revenge of the Fallen, The Deer Hunter, Superman (film), Star Trek III: The Search for Spock, Forrest Gump, The Incredible Hulk (film), Star Trek II: The Wrath of Khan. Excerpt: Star Trek: The Motion Picture is a 1979 American science fiction film released by Paramount Pictures. It is the first film based on Star Trek, and a sequel to the Star Trek television series. The film is set in the twenty-third century, when a mysterious and immensely powerful alien cloud called V'Ger approaches Earth, destroying everything in its path. Admiral James T. Kirk (William Shatner) assumes command of his previous starship-the recently refitted USS Enterprise-to lead it on a mission to save the planet and determine VGers origins. When the original television series was cancelled in 1969, Star Trek creator Gene Roddenberry lobbied Paramount to continue the franchise through a film. The success of the series in syndication convinced the studio to begin work on a feature film in 1975. A series of writers attempted to craft a suitably epic script, but the attempts did not satisfy Paramount, so the studio scrapped the project in 1977. Paramount instead planned on returning the franchise to its roots with a new television series, Star Trek: Phase II. The box office success of Close Encounters of the Third Kind convinced Paramount that science fiction films other than Star Wars could do well at the box office, so the studio cancelled production of Phase II and resumed its attempts at making a Star...

Hailed as one of the fathers of Saturday morning television, Lou Scheimer was the co-founder of Filmation Studios, which for over 25 years provided animated excitement for TV and film. Always at the forefront, Scheimer's company created the first DC cartoons with Superman, Batman, and Aquaman, ruled the song charts with The Archies, kept Trekkie hope alive with the Emmy-winning Star Trek: The Animated Series, taught morals with Fat Albert and the Cosby Kids, and swung into high adventure with Tarzan, The Lone Ranger, and Zorro. Forays into live-action included Shazam! and The Secrets of Isis, plus groundbreaking special effects work on Jason of Star Command and others. And in the 1980s, Filmation single-handedly caused the syndication explosion with He-Man and the Masters of the Universe and its successors. Now, Lou Scheimer tells the entire story to best-selling author Andy Mangels, including how his father decked Adolf Hitler, memories of the comics of the Golden Age, schooling with Andy Warhol, and what it meant to lead the last all-American animation company through nearly thirty years of innovation and fun! Profusely illustrated with photos, model sheets, storyboards, presentation art, looks at rare and unproduced series, and more — plus stories from top animation insiders about Scheimer and Filmation's past, and rare Filmation art by Bruce Timm, Adam Hughes, Alex Ross, Phil Jimenez, Frank Cho, Gene Ha, and Mike McKone — this book shows the Filmation Generation the story behind the stories!

The story of Star Trek's resurrection between the 1969 cancellation of the original series and the 1979 release of Robert Wise's Star Trek--The Motion Picture, has become legend and like so many other legends, it tends to get printed instead of the facts. Drawing on hundreds of contemporary news articles and primary sources not seen in decades, this book tells the true story of the first successful Star Trek revival. After several attempts to relaunch the franchise, ST--TMP was released on a wave of prestige promotion, hype, and public frenzy unheard of for a film based on a television show. Controversy surrounded its troubled production and \$44M budget, earning it a reputation at the time as the most expensive movie ever made. After a black-tie premiere in Washington, D.C., its opening in 856 North American theaters broke multiple box-office records--a harbinger of the modern blockbuster era. Despite immediate financial success, the film was panned by both critics and the public, leaving this enterprise nowhere to boldly go but down.

This is the unauthorized, uncensored and unbelievable true story behind the making of a pop culture phenomenon. The original Star Trek series debuted in 1966 and has spawned five TV series spin-offs and a dozen feature films, with an upcoming one from Paramount arriving in 2016. The Fifty-Year Mission is a no-holds-barred oral history of five decades of Star Trek, told by the people who were there. Hear from the hundreds of television and film executives, programmers, writers, creators and cast as they unveil the oftentimes shocking story of Star Trek's ongoing fifty-year mission -a mission that has spanned from the classic series to the animated show, the many attempts at a relaunch through the beloved feature films. Make no mistake, this isn't just a book for Star Trek fans. Here is a volume for all fans of pop culture and anyone interested in the nuts and bolts of a television touchstone.

The Malkus Artifacts are deadly machines, wielded as weapons of absolute power by an ancient interstellar tyrant and scattered across the Alpha Quadrant when he was overthrown. Thousands of years later, in 2151, they are discovered by Captain Jonathan Archer of the Starship Enterprise, and all Starfleet vessels are warned to be vigilant for these most lethal devices. . . One hundred years later, Captain James T. Kirk of the USS Enterprise and Commodore Matt Decker of the USS Constellation come across the first artifact on the plague-ravaged colony world of Proxima II. . . One hundred years after that, Commander Benjamin Sisko of space station Deep Space Nine finds himself pitted against the Bajoran terrorist Orta, in a battle for far more than the future of Bajor, when the second artifact falls into dangerous and destructive hands.

In The World of Star Trek, David Gerrold opens up dialogue on the people, places, and events that made Star Trek one of the most popular series ever. Gerrold discusses what was successful and what wasn't, offering personal interviews with the series' legendary stars and dissecting the trends that developed throughout the seasons. The complete inside story of what happened behind the scenes of the Star Trek universe, from scriptwriters' memos to special effects and more, The World of Star Trek is the companion all Trekkies need for the most all-encompassing breakdown and analysis of Star Trek.

An anthology series that offers every fan a stopping point on the wonderful 50-year Star Trek journey. Reflect on stories of what's come before and look ahead to the next half-century of Trek. Short stories that run the gamut of Star Trek's history, set during the Original Series, The Next Generation, Voyager, Deep Space Nine, Enterprise, and more, featuring all your favorite characters.

Celebrate Star Trek: The Original Series and the show's distinctive Midcentury modern design that would change design- and television-forever. Star Trek: The Original Series (1966-1969) was the first installment of one of the most successful and longest-running television franchises of all time. Today, Trek fans champion its writing, progressive social consciousness, and aesthetic. Designing the Final Frontier is a unique, expert look at the mid-century modern design that created and inspired that aesthetic. From Burke chairs to amorphous sculptures, from bright colors to futuristic frames, Star Trek TOS is bursting with mid-century modern furniture, art, and design elements—many of them bought directly from famous design showrooms. Together, midcentury modern design experts Dan Chavkin and Brian McGuire have created an insider's guide to the interior of original starship Enterprise and beyond, that is sure to attract Star Trek's thriving global fan base.

It's been said that for any event, there are an infinite number of possible outcomes. Our choices determine which outcome will follow, and therefore all possibilities that could happen do happen across countless alternate realities. In these divergent realms, known history is bent, like white light through a prism -- broken into a boundless spectrum of what-might-have-beens. But in those myriad universes, what might have been...is what actually happened. THE CHIMES AT MIDNIGHT: In a continuum where Spock died during childhood, an Andorian named Thelin became Captain Kirk's stalwart friend and first officer. But at the moment of Khan's final defeat, history takes an even stranger turn, and the emerging potential of Project Genesis is revealed as the galaxy's greatest hope...and its most ominous threat. A GUTTED WORLD: Terrorist Kira Nerys -- from a Bajor that was never liberated -- may hold the key to winning a war that has engulfed half the galaxy. But with the Romulans and the Klingons at each other's throats, and the Federation pulled into the conflict, even victory may not bring salvation. BRAVE NEW WORLD: Dr. Noonien Soong's dream has been realized: androids are now woven inextricably into the fabric of the Federation, revolutionizing Starfleet and transforming the quality of humanoid life. But when Soong's long-missing breakthrough creation, Data, mysteriously resurfaces, civilization reaches a crossroads that could lead to a bright new future, or to ruin.

Celebrate Star Trek: The Original Series with this epic, fully authorized coffee-table book! New interviews, archival conversations, never-before-seen art and sketches, and more! Gene Roddenberry's "Wagon Train to the Stars" continues to live long and prosper, with Discovery, Lower Decks, and Picard currently on the air, and Strange New Worlds on the way. But it all began 55 years ago with Star Trek: The Original Series. The second installment in Hero Collector's Celebration line (following Star Trek: Voyager - A Celebration), Star Trek: The Original Series - A Celebration includes more than a dozen new interviews with cast and creatives, scores of never-before-seen photographs and sketches, as well as chapters taking fresh looks at the show's creation, directing, visual effects, props, and most-pivotal episodes.

History of Star Trek, the third season

An intense "missing" tale from the beginning of the Star Trek movie era, when the crew of the U.S.S. Enterprise was first reunited and confronting issues of both nature of God and artificial intelligence. Following the events of Star Trek: The Motion Picture, the reunited crew of the Starship Enterprise revisits a loose end from their earlier adventures: the resettlement of refugee colonists from a destroyed planet, whose lives have depended so long on the godlike artificial intelligence that guided them through space, they ability to survive without it is now in doubt. At the same time, Kirk, Spock, and McCoy, back together now after almost three years, must relearn how to work together in a story that examines this iconic relationship as never before.

When Captain Sulu and his crew are kidnapped, it's up to Captain Kirk to rescue them in this Star Trek adventure set during The Original Series era. Captain Sulu of the U.S.S. Excelsior and his crew are kidnapped. When Federation-conducted negotiations come to a standstill, Captain James Kirk and the former officers of the U.S.S. Enterprise™ reunite to rescue their old comrade. The officers learn carrying out their mission could prove difficult when they encounter the kidnappers—a greedy little-known race called the Thraxians, who believe their way is the only way. Now the Thraxians are demanding super-powerful weapons in exchange for the hostages. With no other alternatives, Kirk is forced to consider giving in to the Thraxians to save the Excelsior crew—a decision that could save a few, but endanger the lives of an entire star system...

A designer's deep dive into seven science fiction films, filled with "gloriously esoteric nerdery [and] observations as witty as they are keen" (Wired). In Typeset in the Future, blogger and designer Dave Addey invites sci-fi movie fans on a journey through seven genre-defining classics, discovering how they create compelling visions of the future through typography and design. The book delves deep into 2001: A Space Odyssey, Star Trek: The Motion

Picture, Alien, Blade Runner, Total Recall, WALL·E, and Moon, studying the design tricks and inspirations that make each film transcend mere celluloid and become a believable reality. These studies are illustrated by film stills, concept art, type specimens, and ephemera, plus original interviews with Mike Okuda (Star Trek), Paul Verhoeven (Total Recall), and Ralph Eggleston and Craig Foster (Pixar). Typeset in the Future is an obsessively geeky study of how classic sci-fi movies draw us in to their imagined worlds.

An alien scientist invents the Intergalactic Inversion Drive, an engine system that transcends warp drive -- and the U.S.S. Enterprise™ will be the first to test it! The Klingons attempt to thwart the test, but a greater danger looms when strange symptoms surface among the crew -- and time becomes meaningless. Now Captain Kirk and his friends face their greatest challenge -- to repair the fabric of the Universe before time is lost forever!

Follows the beginnings of the career of the young woman who would become "Number One" on board the Starship Enterprise in "The Cage."

A mysterious and powerful alien being banishes Sulu to feudal Japan, Scotty to nineteenth-century Scotland on the eve of revolt, and Chekov to Russia during World War II

Executive Officer Korie had faced and defeated seemingly invincible Morthan battleships, elusive bio-computer imps, and dreaded Morthan assassins. It would be on the starship Norway, however, that he would meet his greatest challenge—a challenge that could change the outcome of a war and the destiny of humankind. The latest installment of the Star Wolf series, this third galactic struggle concludes the popular trilogy with a rescue mission that is far from routine. Never before published, Blood and Fire is the long-awaited conclusion to the Star Wolf series.

For over 40 years Star Trek has made a phenomenal cultural impact. Now more popular than ever - J.J. Abrams' reinvented Star Trek movie was one of the box office hits of 2009, grossing \$385 million worldwide - the 'franchise' continues to have cultural, social and political resonance around the world. Star Trek has changed not just the way we look at space but also our own world. It gave the culture a lexicon of catchphrases, from "Beam me up, Scotty" to Dr McCoy's many complaints beginning "I'm a doctor, not a [...]!" Much of the 'future' technology depicted on Star Trek has come to feature in everyday life, from the communicator-like mobile phone to computer touch screens now taken for granted. Many of the world's most prominent scientists were inspired to pursue their careers (as were many writers and artists) due to an early exposure to Star Trek. In A Brief Guide to Star Trek, expert Brian J Robb charts the rise and rise of the show and explores its impact our culture.

In celebration of one of science fiction's most beloved franchises, an updated edition of the acclaimed Ships of the Line hardcover collection. They dared to risk it all in a skiff of reeds or leather, on a ship of wood or steel, knowing the only thing between them and certain death was their ship. To explore, to seek out what lay beyond the close and comfortable, every explorer had to embrace danger. And as they did so, what arose was a mystical bond, a passion for the ships that carried them. From the very first time humans dared to warp the fabric of space, escaping from the ashes of the third World War, they also created ships. These vessels have become the icons of mankind's desire to rise above the everyday, to seek out and make the unknown known. And these ships that travel the stellar seas have stirred the same passions as the ones that floated in the oceans. While every captain has wished that their starship could be outfitted in the same manner as the sailing ship H.M.S. Beagle—without weapons—that proved untenable. From the start, Starfleet realized that each vessel, due to the limited range of the early warp engines, must be able to stand alone against any attack. Thus arose the idea, taken from the days of wooden sailing ships, that every Starfleet vessel must stand as a ship of the line. Through the actions of their captains and crews, countless starships have taken on that role. Here we remember some of those ships and their heroic crews. In celebration of one of science fiction's most beloved franchises, this updated edition of the acclaimed Ships of the Line hardcover collection now includes dozens of additional images brought together for the first time in book format—spectacular renderings featured in the highly successful Star Trek: Ships of the Line calendar series. With text by Star Trek's own Michael Okuda, the story of each of these valiant starships now comes to life.™, ®, & © 2014 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

(FAQ). Star Trek FAQ tells the complete story of Star Trek , from the before the beginning (the books, films, and TV shows that inspired producer Gene Roddenberry to create Star Trek ) until after the end (when the show emerged as a cultural phenomenon in syndication), and including dramatic behind-the-scenes stories (e.g., Leonard Nimoy's struggle with alcoholism and actress Grace Lee Whitney's controversial firing) often omitted from "authorized" histories of the program. Along with in-depth looks at the pre- and post- Trek careers of the show's iconic leads, Star Trek FAQ includes profiles of guest stars and "redshirt" extras alike, as well as the many writers, technicians, and artisans whose efforts enabled Star Trek to take flight. The book also explores the show's unprecedented resurgence in the 1970s with chapters devoted to early Star Trek fiction, merchandising, and the short-lived animated series. Combining a wealth of fascinating information about every facet of the show's production with original analysis of Star Trek 's enduring appeal and cultural influence, Star Trek FAQ goes where no Star Trek book has gone before.

A thrilling Star Trek novel starring Kirk, Spock, and the crew of the Enterprise. While exploring the unmapped frontier, the U.S.S. Enterprise responds to a distress call from an unknown ship. Captain James T. Kirk turns first contact into a threat of interstellar war—by saving the life of a man his own people abandoned. Berlis, colony leader of a telepathic race calling themselves the Isitri, claims not to know why those from his homeworld want him dead. Now Kirk must either find a way to wrench billions from the grip of one man, or be responsible for the destruction of two planets.

From the public's first glimpse of the original Starship Enterprise to the brave new worlds explored in Star Trek: Voyager, the never-ending phenomenon that is Star Trek has treated generations of viewers to a dazzling barrage of unforgettable images of the future. Bizarre alien beings, breathtaking extraterrestrial landscapes, exotic costumes, state-of-the-art special effects, and remarkably convincing futuristic sets and props and equipment have brought Gene Roddenberry's inspiring vision to life before the public's awestruck eyes. The Art of Star Trek is a one-of-a-kind gallery of Star Trek artwork, as well as tribute to the many artists, designers, and technicians whose diverse talents and imagination created the distinctive look of the Star Trek universe. Every incarnation of Star Trek is explored: The Original Series, The ANimated Series, Star Trek: The Next Generation, Star Trek: Deep Space Nine, and Star Trek: Voyager, and the films -- with the complete behind-the-scenes story of Star Trek's design history. With hundreds of

full-color illustrations and photographs, many from private collections, readers will at last be able to linger on Star Trek's rich visual legacy and trace the evolution of and images from their initial conceptions to their final form on television and film screens. Like all great works of art, the many sights and visual surprises of Star Trek have been built from scratch through a combination of inspiration and painstaking effort. The Art of Star Trek covers the entire universe of Star Trek artwork and production design to reveal how, in all of its various forms, Star Trek has allowed us to look boldly into the future and see what no one has seen before. The Art of Star Trek is the art of pure imagination, the art of a bright, hopeful future, and the art of three remarkable decades on nonstop action and adventure. Lavishly illustrated, it is a book to be read and referred to time after time, as well as one that will become a cherished chronicle fo Star Trek's first thirty years.

In order to prevent the earth from being destroyed by a deadly, luminescent cloud from deep space, Starfleet refits the U.S.S. Enterprise and brings together James Kirk, now an admiral, and the vessel's original crew

The planets Earth and Vulcan experience a mysterious first contact in this fascinating Star Trek novel featuring the crew of the U.S.S. Enterprise. Years before the formal first contact between Earth and another planet's inhabitants, a Vulcan space vessel crash landed in the South Pacific, forcing humanity to decide whether to offer the hand of friendship, or the fist of war. Complicating matters is a second visitation: a group of people from two hundred years in the future, who serve on a starship called Enterprise. Discover the astonishing truth about this heretofore unknown first contact and the nightmares that plague Admiral James T. Kirk. Dreams of his dead comrades, of his earliest days aboard the U.S.S. Enterprise, and of a forgotten past in which he somehow changed the course of history and destroyed the Federation before it began.

When hack agent Jimmy "Tex" Balaban discovers Ralf on a Borscht Belt stage, his act appears to be a clever joke. Ralf claims to be from the future, shouting foul-mouthed prophecies of where we went wrong. And he delivers a harrowing message. The world is in chaos. Our biosphere has been devastated, our air is unbreathable and the final stalwarts of mankind have taken refuge in pressurized shopping malls. Humanity clings to the last mediocre vestiges of life on a dead planet that we did not know how to save. But it might not be too late. Has Ralf returned to the past to awaken our consciences? Is he who he says he is or is he insane? And if we have one last chance to save the world, does any of this matter? Then Dexter D. Lampkin, a fading science fiction writer, and Amanda Robin, a New Age guru-wannabe, magnificently transform Ralf into what the world really needs: a messenger sent from the future to save us from ourselves. Together with Tex they polish Ralf's television persona to captivate America. The problem is that Ralf never goes out of character. He truly believes he is a prophet. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Describes the never-produced "Star Trek" television series of 1977, from the construction of its set and hiring of actors through Paramount's decision to kill the project in favor of making the first "Star Trek" movie

Nurse Chapel questions whether or not to continue her medical training until a shuttle incident prompts her to make decisions that will forever change her future. In the second story, Captain Kirk is forced to work with the Romulans after a biological weapon is unleashed, with unexpected - and surprising - results.

Captain Pike describes his encounter with a star system inhabited by huge, space-faring life-forms that are vital to the survival of one planet but wreak havoc with the inhabitants of another. Original.

Dateline -- Paramount Pictures announces the formation of its own television network, with a new Star Trek program as its cornerstone. The year is not 1994, but 1977 and the new series titled Star Trek Phase II would have reunited almost all of The Original Series cast members. A footnote in Star Trek history, few people realize how close Star Trek Phase II came to full-scale production. All of the actors were signed except Leonard Nimoy, whose Spock character would have been replaced by a young Vulcan, Xon. Sets and props were designed and constructed. New models, including a never seen model of the U.S.S. Enterprise, were built. A special effects company was hired, and scripts were written, including a two-hour teleplay that would have been the pilot for the series. But, the plans for the network were canceled, and Paramount decided to shift gears to feature film production, shutting down the television series -- less than two weeks before the beginning of principal photography. The result of this decision was Star Trek: The Motion Picture. This is the story of the lost Star Trek series. Including full behind-the-series information on the show that almost-but didn't-happen. Full of never-before-seen color artwork, storyboards, blueprints, technical information and photos: Star Trek Phase II reveals the vision behind Gene Roddenberry's lost glimpse of the future.

The author traces her career in television and motion pictures, and describes her struggle against alcoholism

After 3 years of failure, Galen Sword discovers an enclave of shapeshifters in New York City. But when he tries to infiltrate their Ceremony of the Change, the beings who exiled him exact a hideous price.

Vaka Rangi: In the language of the Rapa Nui, A Canoe for the Stars. Vaka Rangi is a work of comparative mythology. Vaka Rangi is an account of a spiritual journey. Vaka Rangi is a personal memoir. Vaka Rangi is an unauthorized post-structuralist critical history of Star Trek and the voyaging starship. Completely revised and expanded from the blog of the same name, Vaka Rangi Volume 2 includes critical analysis essays on Star Trek Phase II, the fan series that shares its name, the first four Star Trek feature films and every episode of Star Trek: The Next Generation's first season. Each story is re-positioned within its cultural contexts and re-examined through the lenses of utopian philosophy, cultural anthropology and anarcha-feminism. The official guide to the film artistry of Star Trek: The Motion Picture. Forty years ago, Star Trek: The Motion Picture brought Kirk, Spock, and the Enterprise crew to the big screen and changed the course of the Star Trek franchise. Now, celebrate this landmark anniversary by discovering the visual artistry that made this an enduring science fiction classic. For the first time ever, explore archival material created by legendary Star Trek collaborators, including Robert Abel, Syd Mead, Ralph McQuarrie, Andrew Probert, and Ken Adams.