

NOVA TREK

"Gains and Losses" by MDBruffy



Based on Concepts created by Gene Roddenberry



Space, the Final Frontier.

This is the Voyage of
the Federal Starship Enterprise.
Her Mission: To seek out
New Life and New Civilizations.

To Defend and bring Justice to the Farthest reaches of the Federal Union of Planets.

And above all else:
To boldly go where none have gone before.

NOVA TREK



"Gains and Losses" by MDBruffy

Based on Concepts created by Gene Roddenberry *Captain's Log, Stardate 5930.1. Hard to beleive that today marks three years since I became the first woman to assume command of a Starship- and so far, the only one. Wish I knew whether to be proud of that fact- or disappointed...*





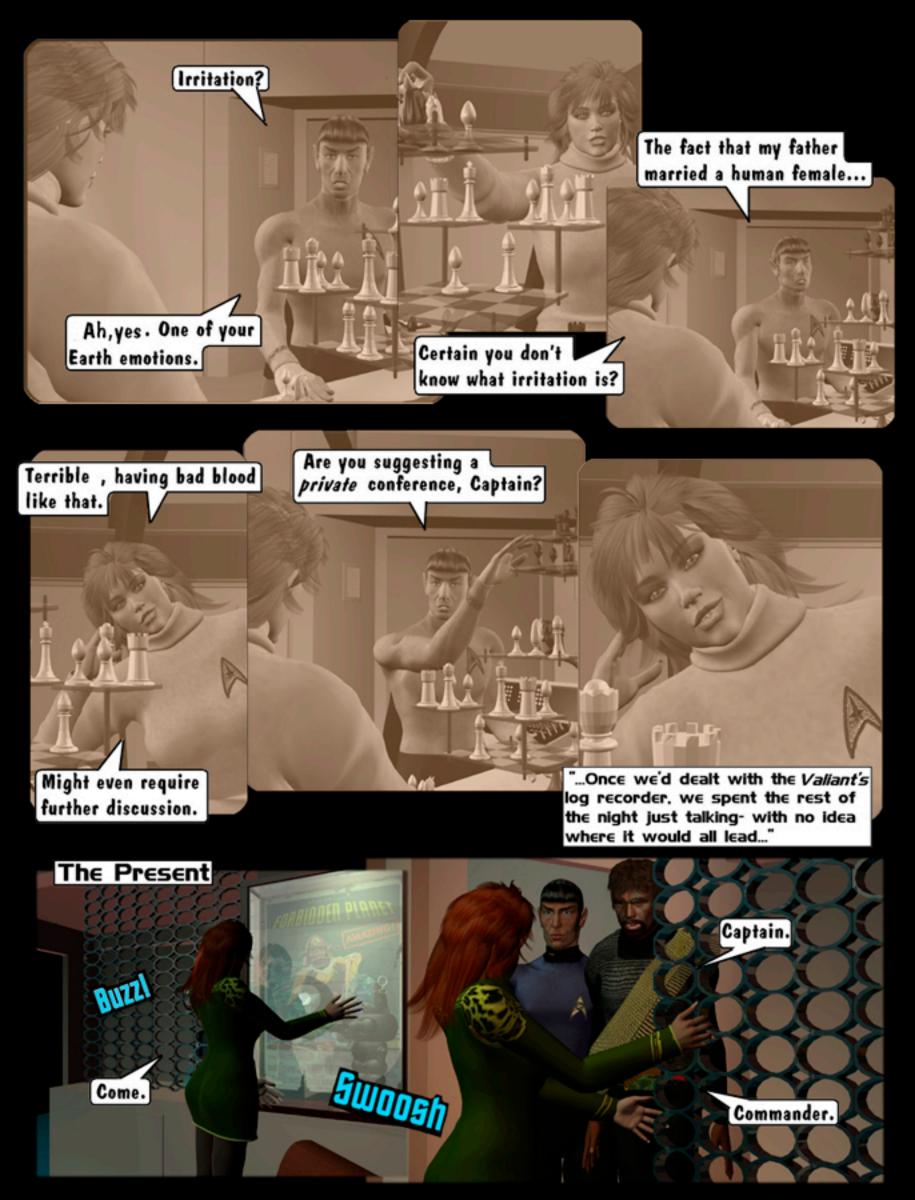






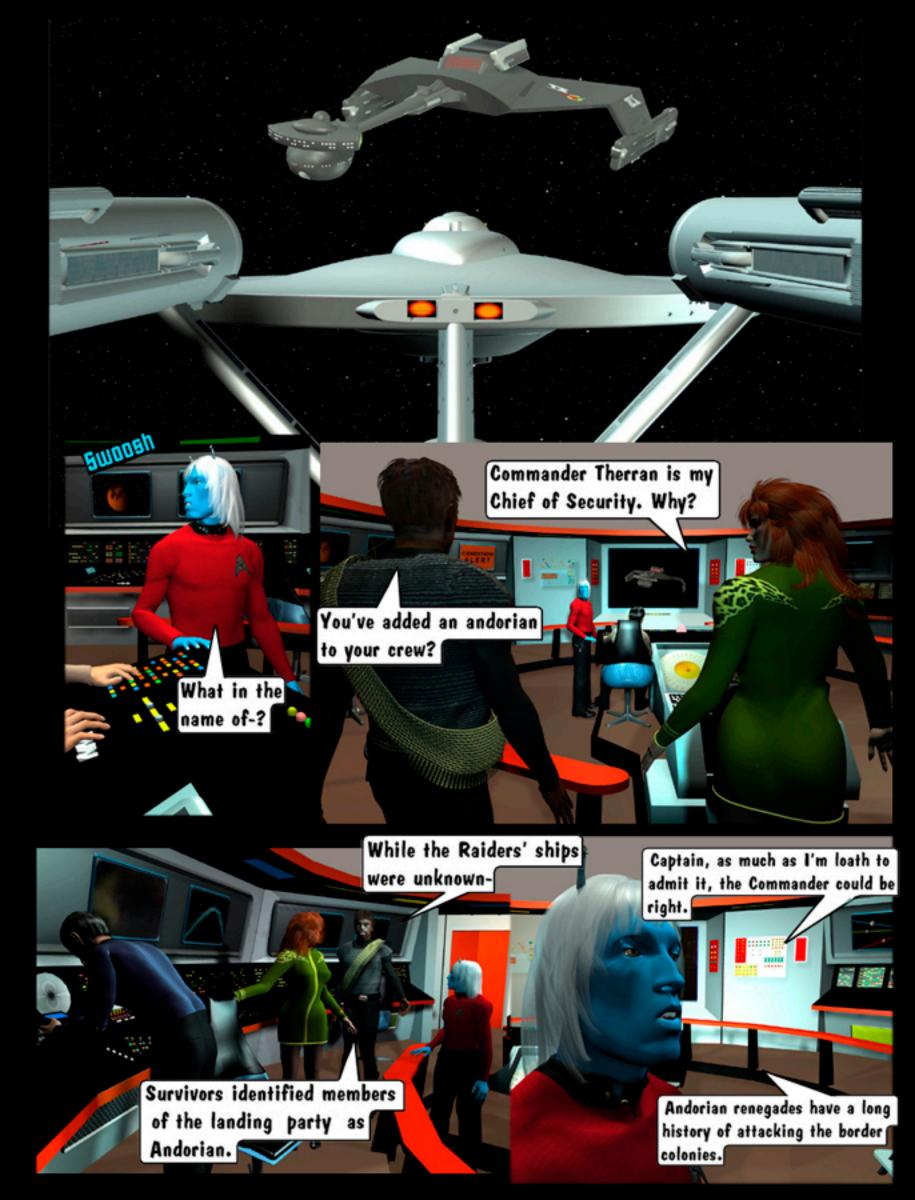


















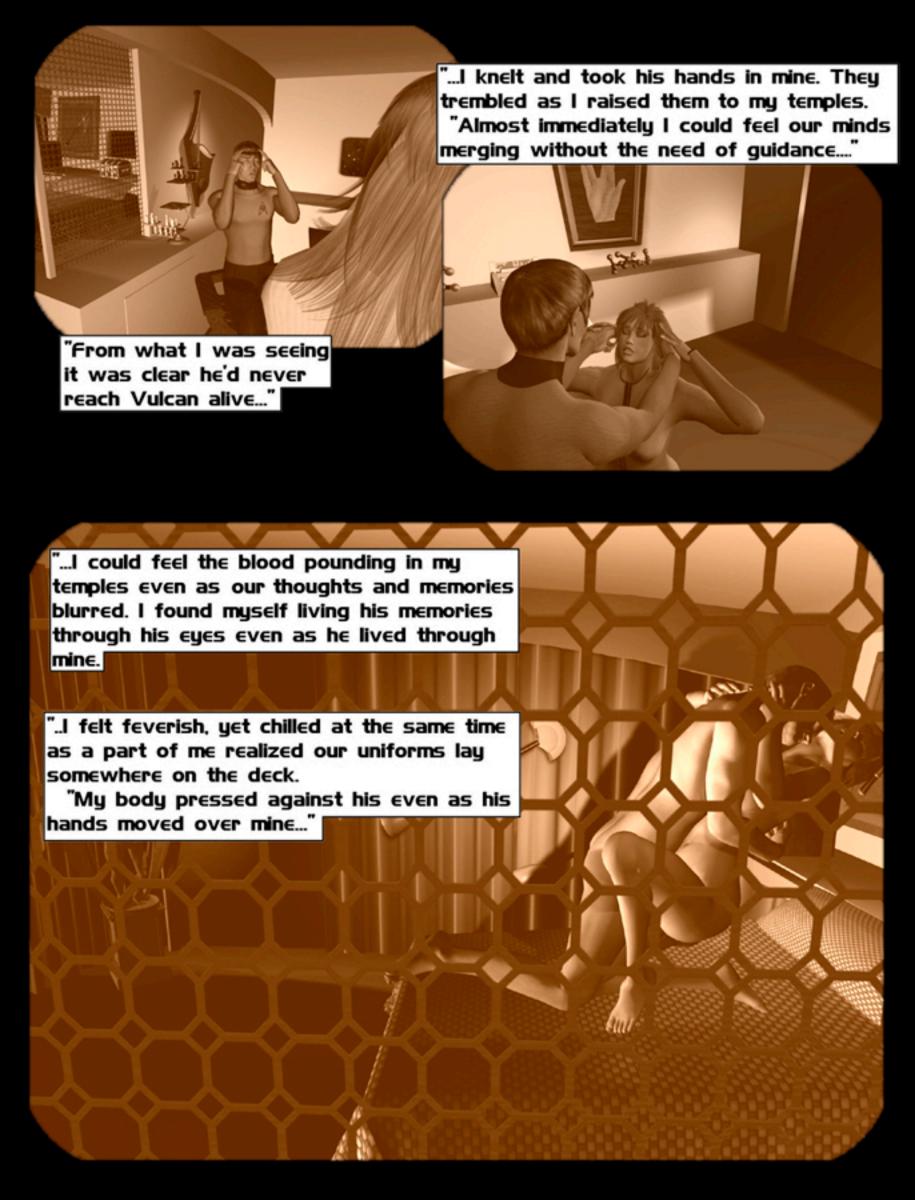






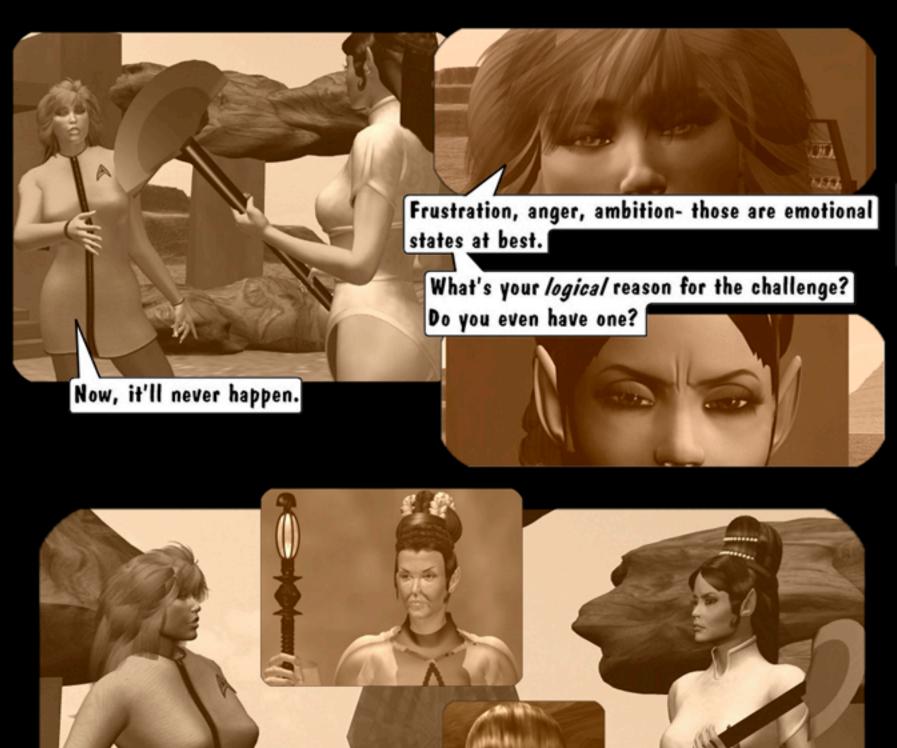
















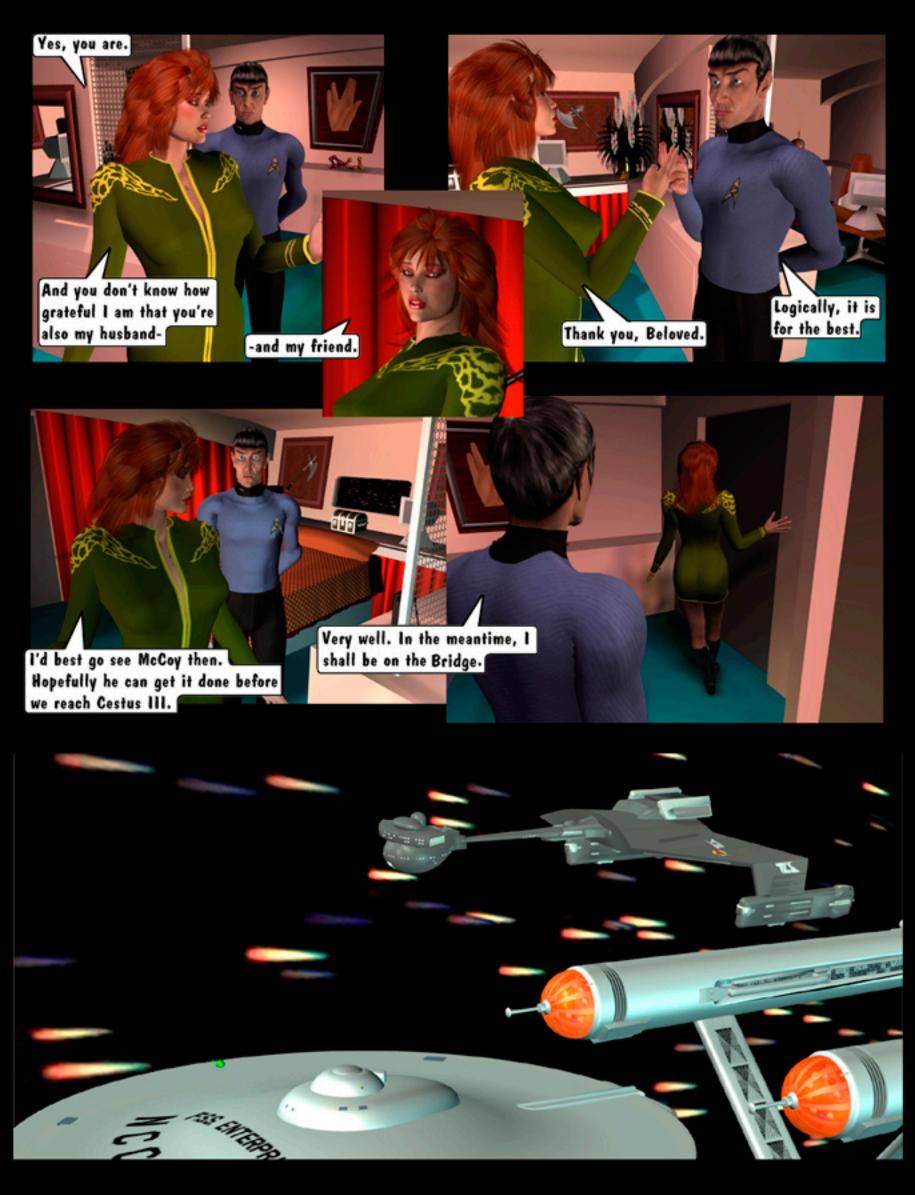


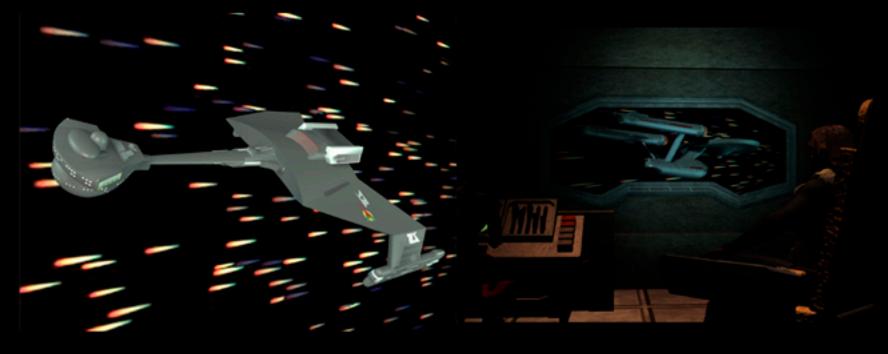








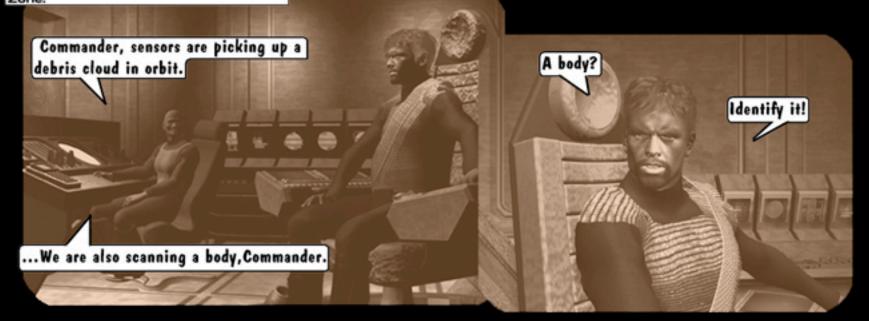






"Ship's log, Imperial date; 4987.6.
"With our patrol of this sector
complete, we are approaching Clondor
VI, located near the Federal Neutral
Zone.

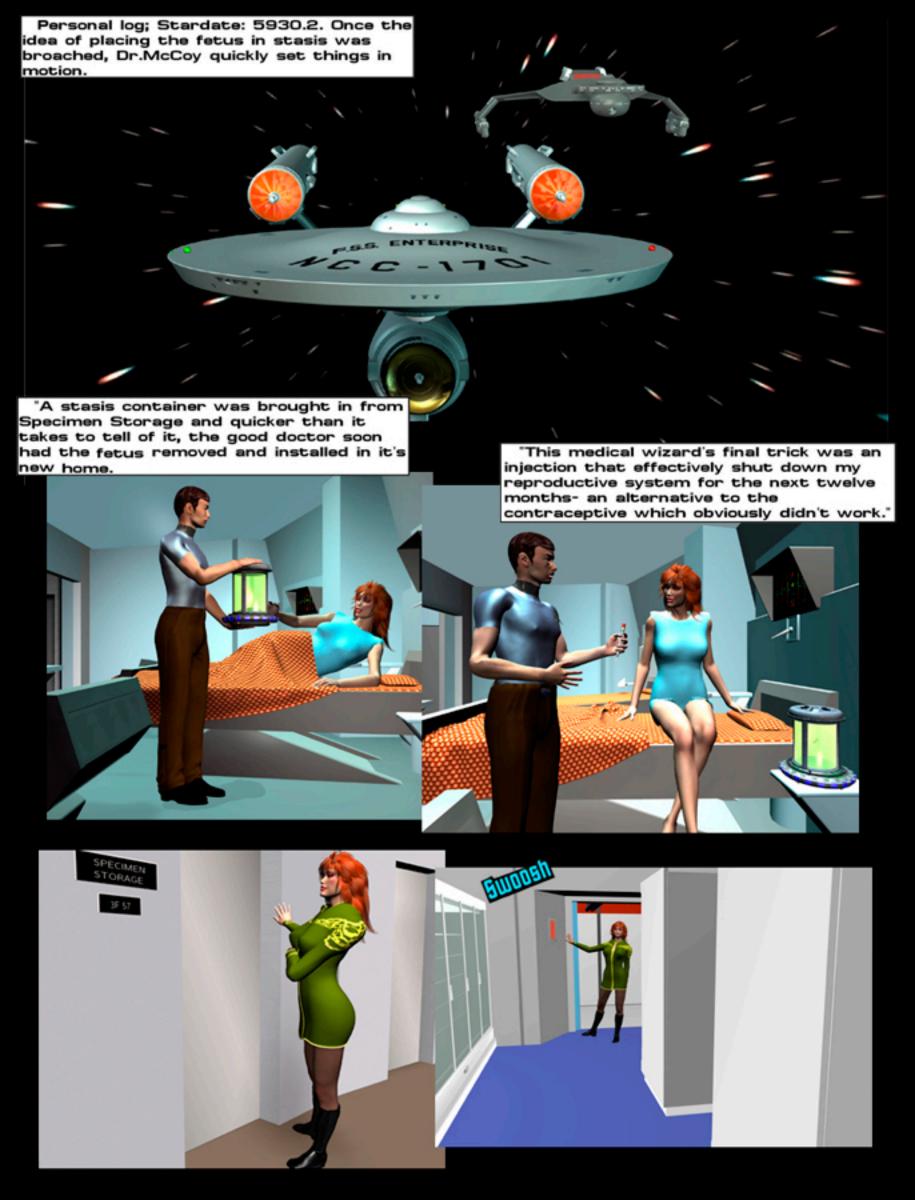
"A week ago, Science Officer Mara used a shuttle to deliver supplies to the research base located therereducing the length of our stay. "Repeated attempts to contact her over the last forty-eight hours have failed and I admit to growing concerns for my wife's safety..."







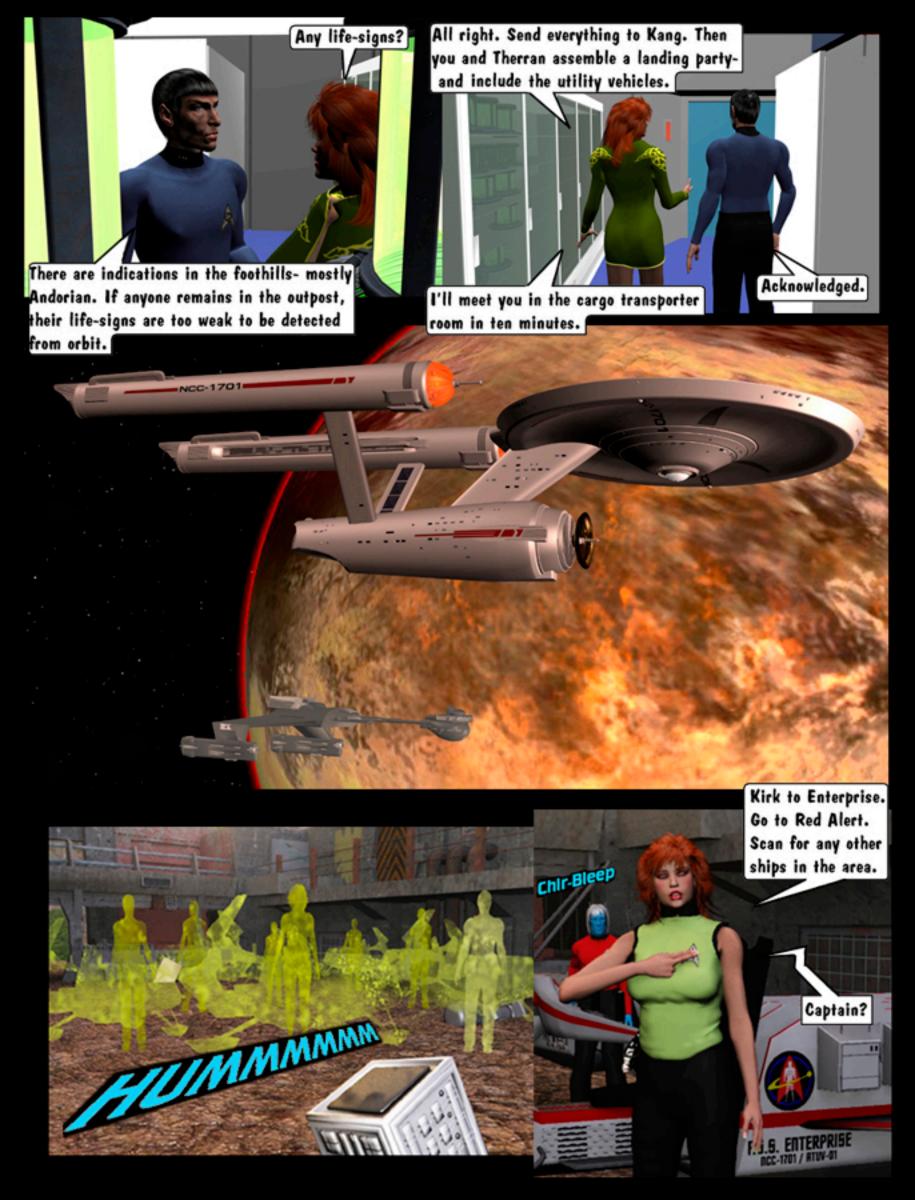


































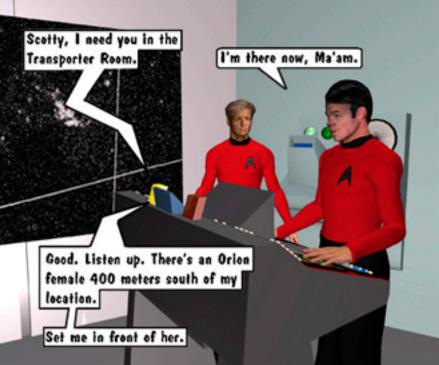


Stun her and she'll be

out for at least a half hour.



Captain!



I've got a few questions

for her.



















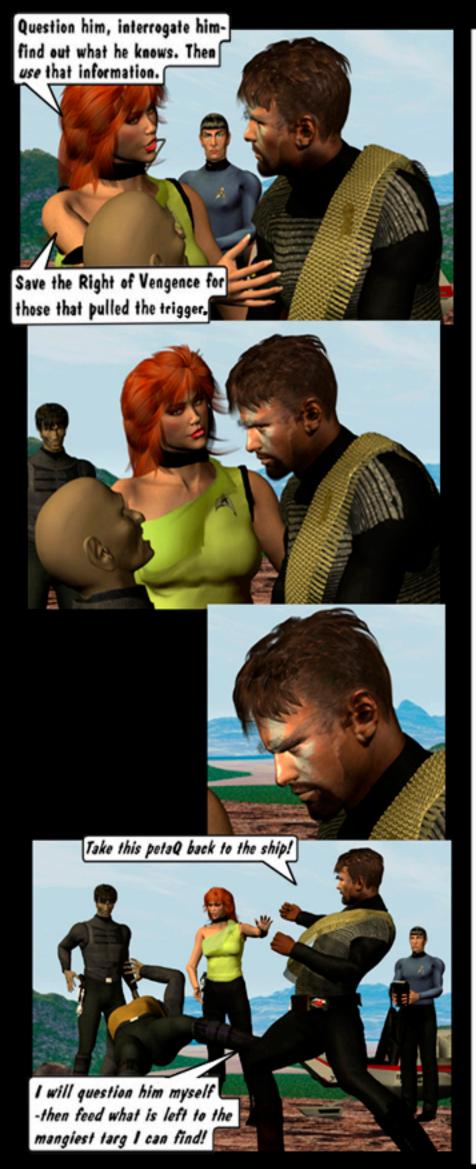
















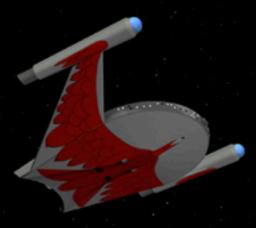












"This is a fine 'Hello' after a hundred years!
They back the renagades hoping to stir up
enough trouble between us and the Klingons
to start a war."

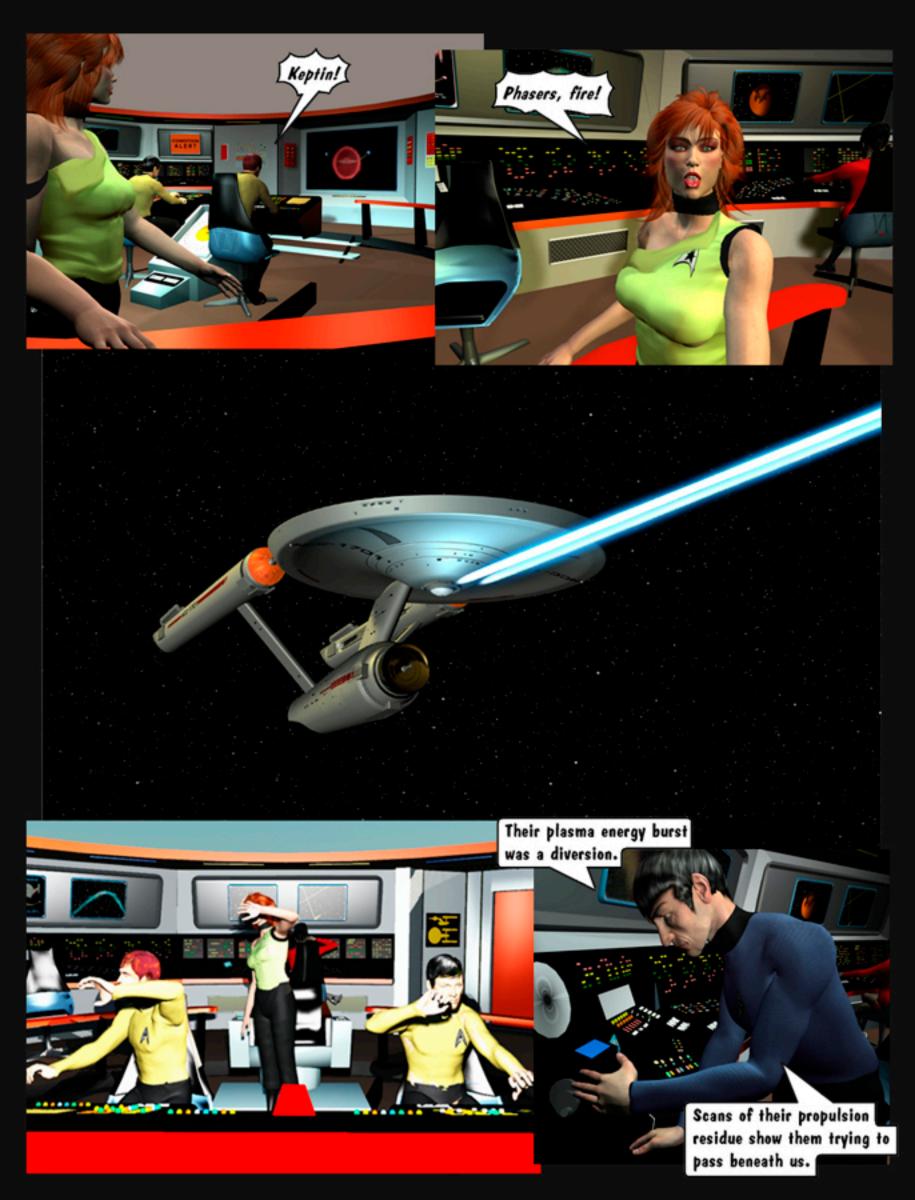


That's a jackel!

"Keptin! The Romulan wessel is- gone!"







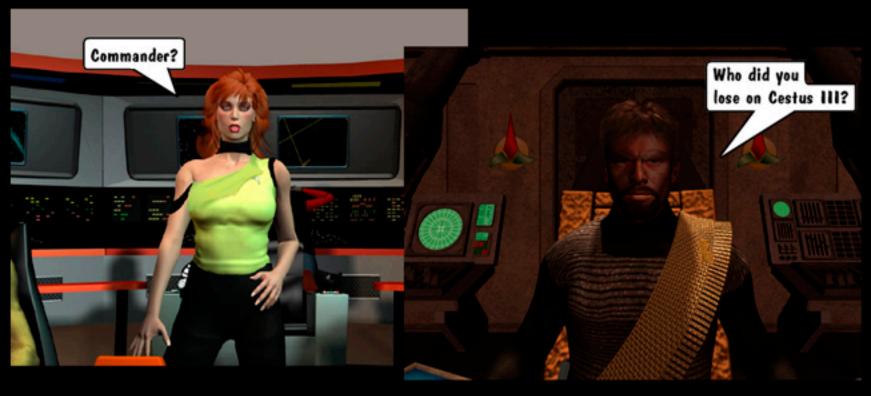






















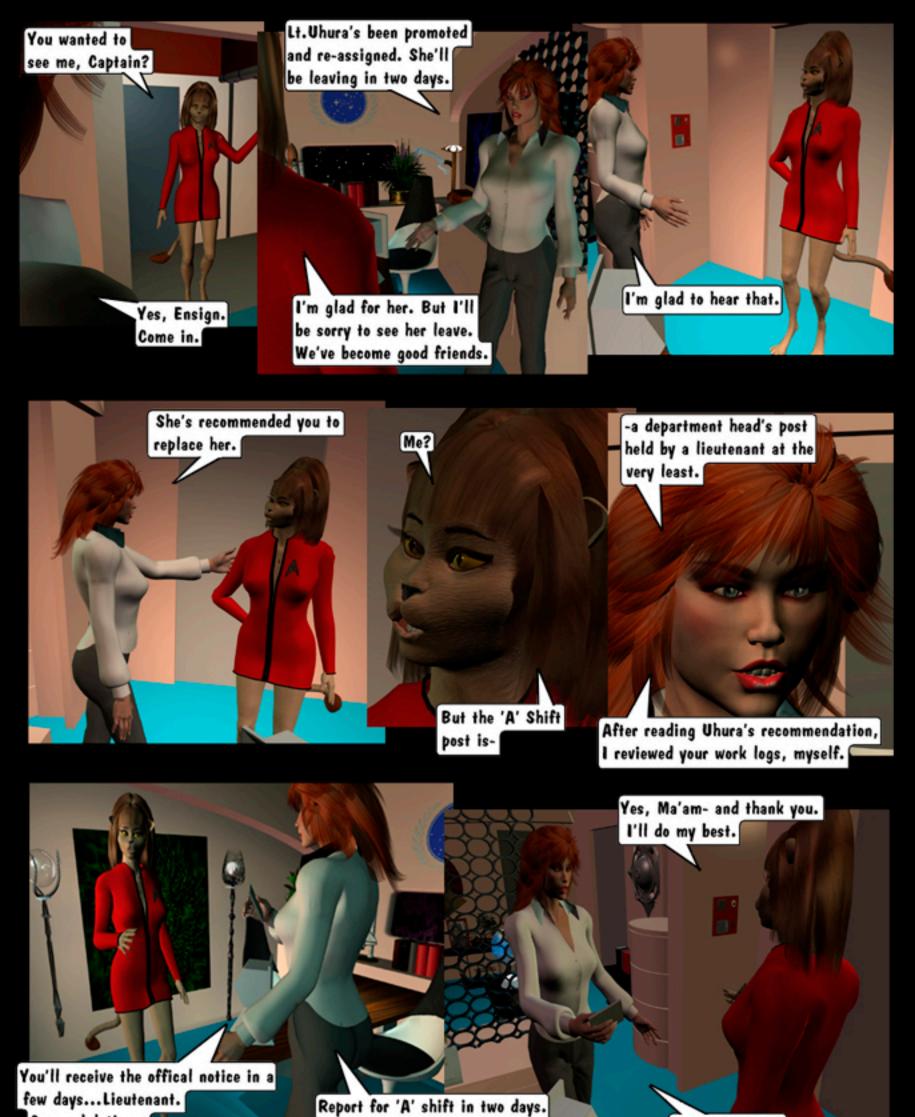


Agreed.

Kang out.



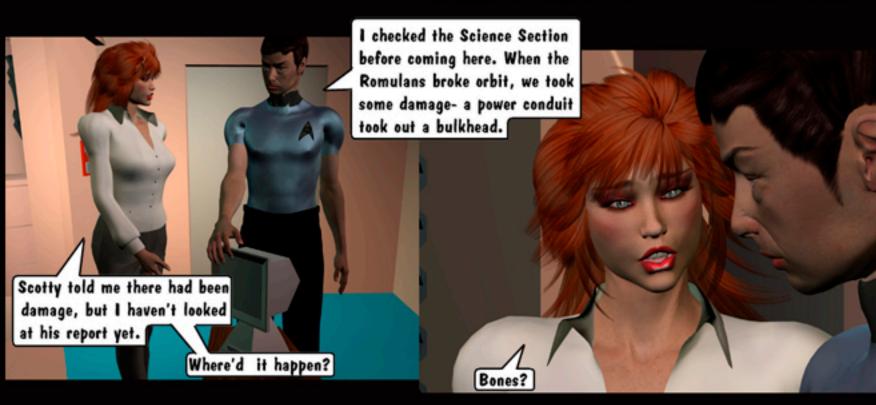




That's all I ask.
Dismissed.

Congradulations.

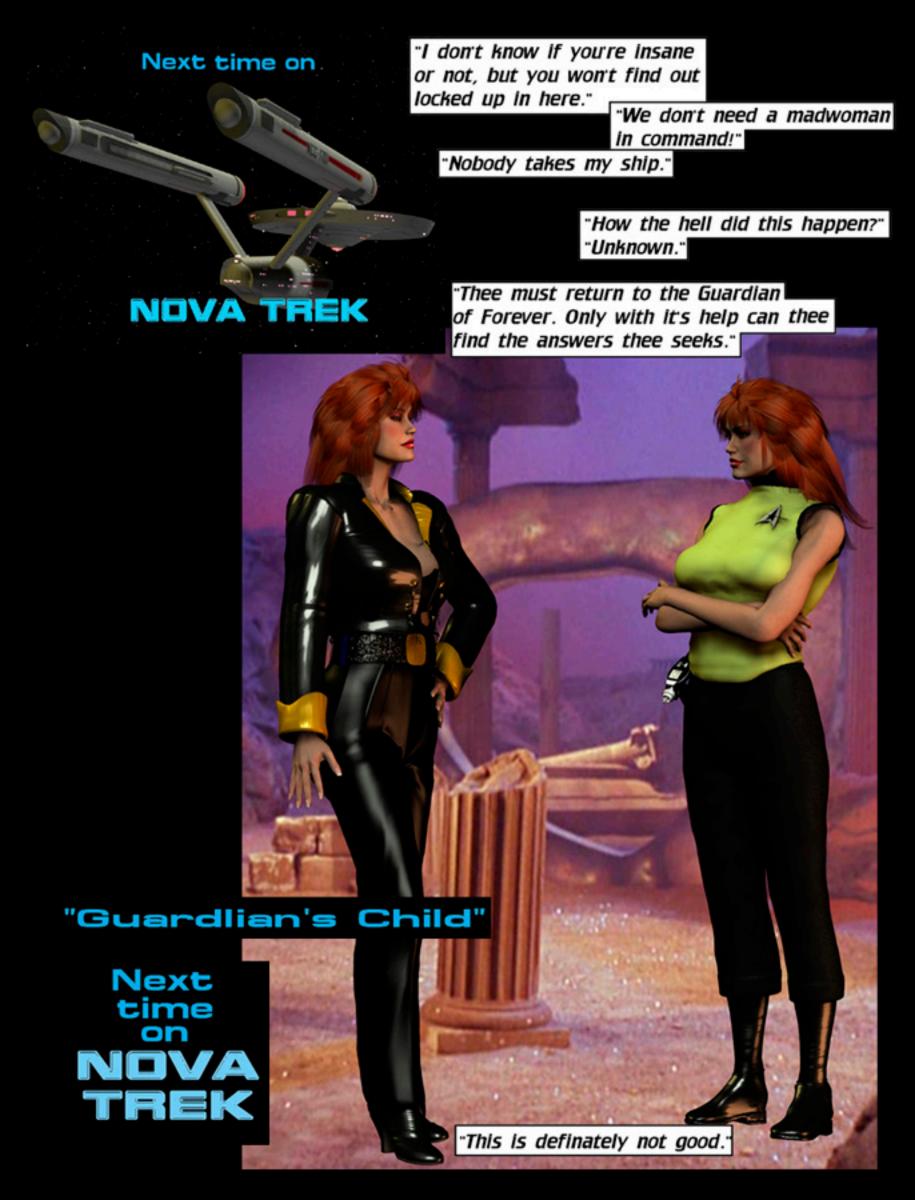












Captain Janet Tamera Kirk Victoria 3 base from DAZ Productions Daria skin textures, face and body morphs from Illusion Designs

Commander Spock Micheal 3 base from DAZ Productions Head morph by Fantuccini Skin textures are the universal textures for Micheal 3 from DAZ Productions

T pau

Poser & Jessis base Head morph and face texture done with Poser 7 face room. Bootle for Jessie from Content Paradise Robe is by bopperthijs

Commander Kang Poser 6 James Hi-res base James ultrabodysuit from Content Paradise suit textures by MDBruffy Commander Kang's sash by Little Dragon Kang's hair - Poser 6 Ben Hair

T^{*}pring V3 base Skin texture and face morphs are "Lexi for v3" by ChristineG Outfit- Sci-fi for V3 From Renderosity.com

Andorian female Victoria 2 base figure from DAZ Studio 3Dream pony tall-Victoria 2 tunic from RuntimeDNA Boots by DP- Blackrose

Ballen Victoria 3 base Sassy Hair from Renderosity.com Outfit- As-YeShengYu outfit from AerySoul

Ensign Mress V3 base combined with Jenelson Anika for V3 Bushy tail2. Big Fluffy hair... Body textures by MDBruffy

Andorian/Human female V3 base figure Pulsehair Corsaire boots Xene shorts Aphrodite blouse

Andorian males Micheal 3 base M3 tunic, pants and shoes Hairstyles: Chloehair for V3 Wild and messy hair Bobby hair overlay created by MDBruffy

Klingon Bat leth by Ptrope

Starfleet chairs by Jonathan Rich Tony Oliveira

by MDBruffy Space Backgrounds "Amok Time " Arena Vulcan bett-chimes Klingon grave marker / Surface of Coindor VI Surface of Cestus III Kirk house Sickbay Recovery Ward Medical scanner Klingon agonizer Plasma energy burst 🐤 Starfleet and Klingon transporter effect Picture Vulcan's Forge Klingon D7 class bridge IDIC wall plague textures KIC Cho Mar Exterior textures "Live long and Prosper" plaque T'Pau's staff

by Jonathan Rich Hover trykes Kirk house Light fixrtures First Pllot laser pistol Romulan Bird of Prey Kligat IDIC wall plague Decorative wall plaques TPau's sedan chair First Officer's cabin room divider

by Tony Oliveira Sickbay Recovery beds Phaser rifle Dr.McCoy's hypo spray Vulcan Lyrette Vulcan Lirpa Klingon Disruptor Medical Tricorder Communicator Constitution class bridge Phaser

Nova Trek Starfleet Uniforms Female:

Long sleeve Zipdress from Renderosity.com Textures by MDBruffy

Female boots by BVH Studios

Micheal 3 Sci-fi suit from DAZ Productions Poser 6 James Ultra bodysuit from Content Paradise Textures by MDBruffy

Hair styles for the following: Spock, Uhura, McCoy, Sulu Chekov, Scotty, T pau and T pring by Mylochka

Janet Tamera Kirk's hair-Full and feathered by DAZ Studios

TOS Uniforms Poserworld

Explosions by egabay

Desk monitor by MDBruffy

Trek furniture- Kirk House

iony Oliveria

by Mylochka

Briefing room by Ptrope

Selected Andorlan Antena

3D Chess set by TrekkiGrrrl

by Redfern

Ships corridors various sections by Tony Oliveria Ptrope

MDBruffy

Largo crates by Stonemason

DAZ Sci-fi

Phaser and disruptor effects by Jepes Movie Props 4

Selected elements on Klingon D7 Bridge by Joes Sc-fi world and Davo

Command Suite Cabin built by MDBRUFFY Window bulkhead built by Jonathan Rich

Specimen storage container by DAZ Scifi Preview Page Enterprise from Battleclinic .com

Photo of Guardian of Forever Owned by Paramount Studios/ CBS Studios Mara's Batleth and Klingon Knife from P3D Klingon Collection

Space Shuttle Assembly model by Vanishing Point

Sonic grenade launcher by Mdbruffy and Jonathan Rich

Constitution class transporter room by Tony Oliveira

Constitution class ship by EvilInnocence 180 modifications and Federal starship texture by MDBruffy

Software programs used

Websites

Poser 7

Photoshop Elements 2.0

Renderosity.com Runtime DNA

Celestia

Vue 6 Espirit

Excalibur Productions

3D Extreme Text

Starfleet Command Staryards

Windows Paint

The STMC Download Star Trek Meshes

Trekcore.com

Star trek Minutiae

Acknowledgment

I am painfully aware that I have left lots of people out. To that end, I do appologise and thank them for the time and effort they put into the models that I used.

Frankly, without their work, and the work of those that I have listed, this project would never have happened.