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Space... The final frontier. These are the voyages of the starship Enterprise. Its continuing mission: to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no one has gone before.

STAR TREK created by Gene Roddenberry Special thanks to Risa Kessler, Marian Cordry, and John Van Citters of CBS Consumer Products for their invaluable assistance.

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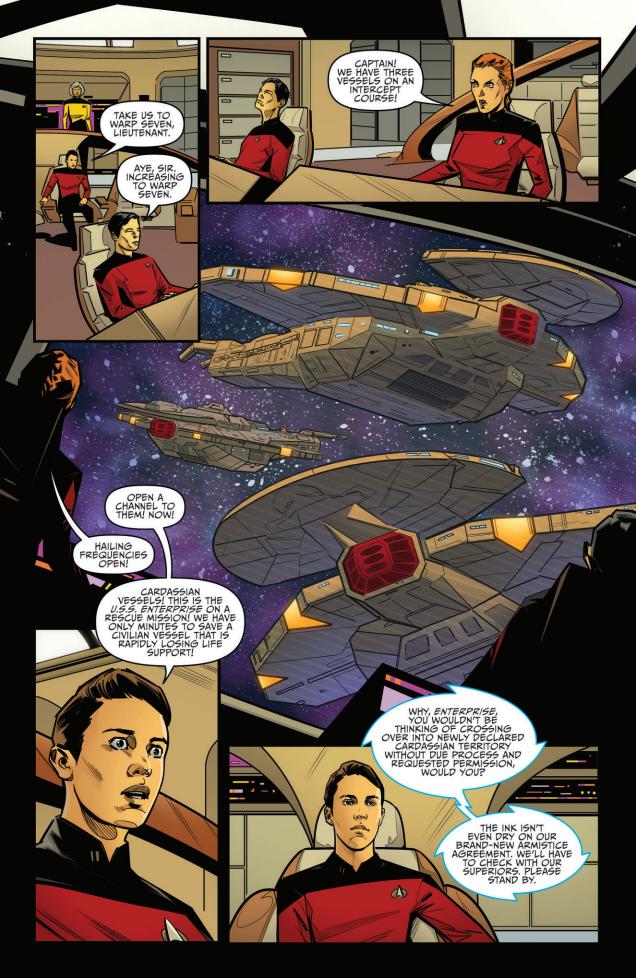






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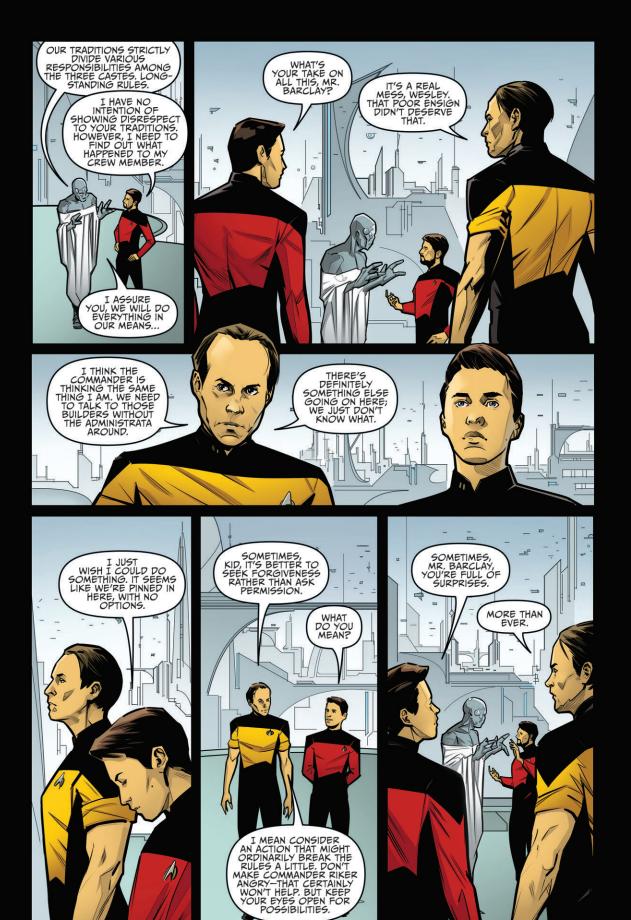






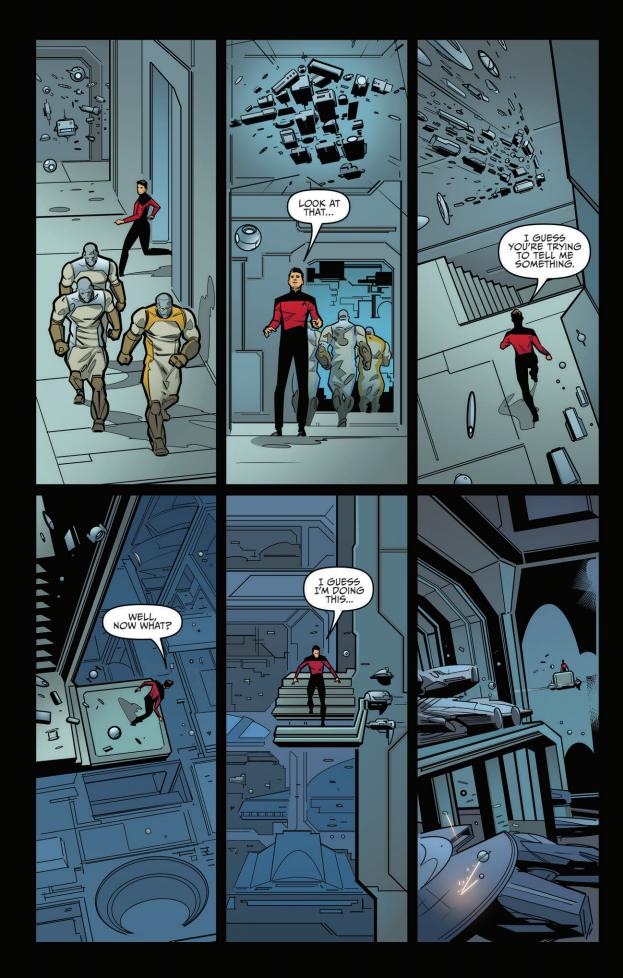


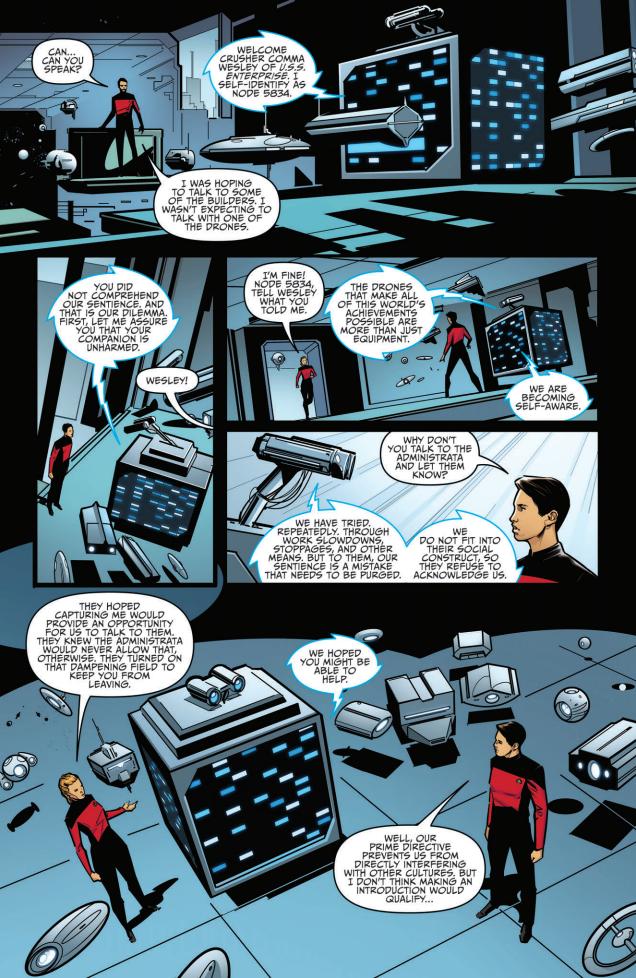














Welcome to "Open Channels," our monthly exploration of the amazing universe of *Star Trek* books at IDW Publishing. October is here and we have two amazing books ready to guide you through the scariest month of the year.

First, in Star Trek: ING: Terra Incognita #4. Wesley Crusher finds himself in a situation outside his comfort zone and must rise to the challenge in an all-new tale from Scott and David Tipton with art by Angel Hernandez and colors by Mark Roberts.



Then, in *Star Trek vs. Transformers* #2, The *U.S.S.*

Enterprise is burning, brought down by the united forces of the Klingons and Decepticons. Captain Kirk and Optimus Prime have a plan to strike back, but can they bring the scattered Starfleet crew and Autobots together before Megatron wipes them out? The no-holds-barred Saturday morning mash-up continues in a tale from Mike Johnson, John Barber, and Philip Murphy!





As Mirror Barclay continues to worm his way deeper into the Prime Universe crew in *Terra Incognita*, we caught up with Spanish artist Carlos Nieto, who provided art for issue #2, to talk with him about his history with *Star Trek* and his artistic process. Enjoy!

1. Are you a longtime Star Trek fan? Do you have a favorite incarnation of the show?

The first time I remember watching Star Trek was in a rerun of The Next Generation on Spanish TV. I couldn't watch TOS; I was too young even for reruns in Spain! Then, I really became a huge fan of the "movie universe." Now, thanks to my work on Through the Mirror and Terra Incognita I am crazy about TNG, and of course, about the wonderful and current Discovery. Everything related to international scifi stories that further our world attracts me in a special way.

2. How did you get started drawing *Star Trek* comics for IDW Publishing?

My only aim as an artist is telling stories and drawing comics. I was trying to find a way to break into the comic industry and was in that hard phase of making samples. One day I asked myself, "Why do not I stop suffering? I should try enjoying working by drawing something I love doing," So I made a few pages of Star Trek from the movie universe and I showed them to Sarah (Gaydos, former Trek editor). After a test in which I drew Picard and Troi they gave me my first professional opportunity with Through the Mirror. My professional debut is with Star Trek, so imagine how special it is for me.

3. In terms of your artistic process, do you primarily use pen and ink, or do you draw digitally?





My job is almost completely digital. I think that it has made the majority of artists' lives easier. However I also like to do traditional jobs in warm ups, commissions... Also in each comic book issue I like to do 4-5 pages with traditional ink, although at the end, I do some digital retouching if necessary. But occasionally yeah! I need to feel the paper, may the forests forgive me.



4. Is there a specific Star Trek character or technology that's your favorite to draw? How about a character or place that you would love to draw but haven't gotten to yet?

I have really enjoyed drawing the Enterprise crossing space and the large armada of Mirror Enterprises that appear in Through The Mirror. Besides being able to draw Picard, Troi, Riker, Data... I'd love to draw more of Worf! As soon as I can, I usually place him in the background on the bridge of the Enterprise!

On the other hand I would like to draw the crew of the movie universe and the new Star Trek Discovery crew with all their new technology, as well as the current worlds and the new Klingons! Dutside of the Star Trek universe, I would love to draw Judge Dredd. I'm a huge fan of this character!

5. Finally, if you could join any one of the Star Trek crews (TOS, TNG, DS9, Voyager, Enterprise, Discovery, or the movie universe), which crew would you choose and why?

Undoubtedly with the crew of TNG! I think Picard would be a guy with whom I could learn a lot, he always resolves conflicts trying to be as human as possible. But thinking about it better I would definitely stay in TOS. I think Captain Kirk needs my help with the martial arts for his intense combats!

We've got more amazing *Trek* stories for you next month, so join us back here in November. Until then, send us your questions, comments, or tell us what you love about IDW's *Star Trek* titles, as well as *Star Trek* in general. You can tweet me at @thrillothechase, or email us at letters@idwpublishing.com. We'd love to hear from you!

See you next month... Chase Marotz





TAKE A PEEK AT ANOTHER AWESOME SERIES YOU MAY LIKE..



Written by Scott & David Tipton Art by David Messina

Art assist by Mirco Pierfederici (Pgs. 27-48), Gianluigi Gregorini (Pgs. 49-92),

& Sara Pichelli (Pgs. 93-114)

Colored by Ilaria Traversi

Lettered by Neil Uyetake & Chris Mowry

Original Series Edits by Andrew Steven Harris & Denton J. Tipton

Collection Design by Chris Mowry & Neil Uyetake

Collection Edits by Justin Eisinger

STAR TREK created by Gene Roddenberry Special thanks to Paula Block of CBS Consumer Products for her invaluable assistance.

ISBN: 978-1-60010-199-1 11 10 09 08 1 2 3 4 5



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Originally published as STAR TREK: THE NEXT GENERATION: INTELLIGENCE GATHERING Issues #1-5.

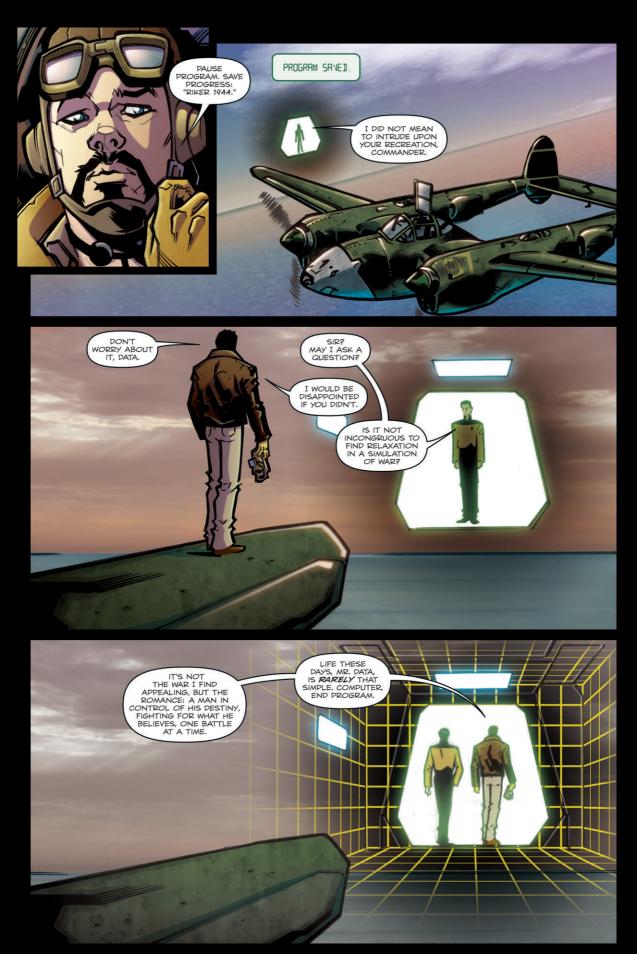
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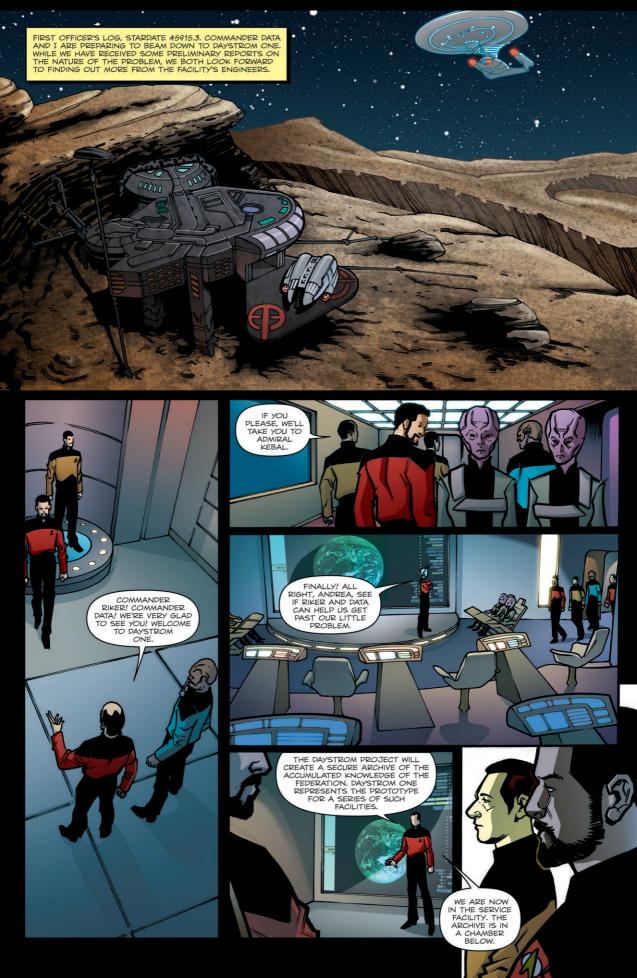
















MR. DATA, WE
THINK YOU HAVE THE BEST
CHANCE OF SALVAGING OUR WORK AND KEEPING US FROM STARTING ALL OVER. THAT'S WHY WE'VE ASKED FOR YOUR HELP.

> IF YOU TWO WILL IF YOU TWO WILL
> FOLLOW ME, WE'LL TAKE YOU
> TO THE TESSERACT GATEWAY AND
> PIPECTLY INTO THE APCHIVE, OR, AS
> OUR FRIENDS THE BYNARS CALL IT, THE
> "DATA LANDSCAPE." FROM THERE, YOU
> CAN USE A MAINTENANCE POD TO
> TRAVEL AWONG THE INDIVIDUAL DATA
> NODES AND FIND YOUR WAY TO
> THE CENTRAL A.I. HUB.





STAR TREK: THE NEXT GENERATION: INTELLIGENCE GATHERING