

FED2k Newsletter

November 2003

FED2k News: (<http://www.dune2k.com/>)

- Brian Herbert Interview
- Frank Isaacs Passes Away
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- Lynch Auction
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- Emperor Video Tutorial
- The Terminal is Back
- Where to Purchase Emperor

Brian Herbert Interview:

In an interview with Inoculator9, Brian Herbert announced that Hunters of Dune and Sandworms of Dune will be the titles for Dune 7 & 8.

<http://www.dune2k.com/forum/?threadid=12468>

Frank Isaacs Passes Away:

Frank Isaacs, a special effects artist who worked on both the first Dune miniseries and Children of Dune, passed away on the evening of November 13th.

<http://www.dune2k.com/forum/?threadid=12393>

Byron Herbert Interviews Greg Bear:

Byron Merritt, grandson of Frank Herbert and member of the Herbert Partnership, e-mailed us about an interview he conducted with Nebula and Hugo Award Winning Author Greg Bear.

http://www.fwomp.com/interview_gregbear.htm

Lynch Auction:

An auction featuring props from David Lynch's version of Dune will be taking place on Dec. 12.

<http://www.dune2k.com/forum/?threadid=12469>

New Poll:

A new poll is up; this one asking which series of Dune novels is your favourite.

<http://www.dune2k.com/forum/?threadid=12418>

Emperor Video Tutorial:

Beau Fuquay (aka Rooster) has written a tutorial on how to make DVDs or VCDs from the cutscenes in both Dune 2000 and Emperor.

<http://www.dune2k.com/forum/?threadid=12419>

The Terminal is Back:

Our hosted site The Terminal is now back online.

<http://theterminal.dune2k.com/>

Where to Purchase Emperor:

In response to e-mails requesting information on where to purchase Emperor: Battle for Dune, Gopalopper has compiled a list of locations where it is still available.

<http://www.dune2k.com/forum/?threadid=12323>

Dune Editing News: (<http://editing.dune2k.com/>)

- Imperial Civil War Mod
- Shai-Hulud Mod V 1.1
- Kwisatz Haderach 3

Imperial Civil War Mod:

Since JulesG began construction of the Imperial Civil War Mod, and then announced its existence, a great deal has happened as far as its development goes. Firstly, JulesG and Inoculator9 will now be adding the final touches to the mod as a partnership. Though much of the mod's textures, icons and ini editing have been completed, I will be performing a few odd jobs that will add to the mod's exposure and quality. A release should be very soon.

Shai-Hulud Mod V 1.1:

After the release of the first version of the Shai-Hulud Mod, made by Timenn and Inoculator9, a post in Dune Editing made us both aware of a minor bug that caused Emperor to crash. So, to combat the error, Timenn made up a patch for the mod, but later combined the two into a single new version of the mod. After all the mod's bugs were worked out with some certainty, Timenn spent some time designing an activation program for the mod that allows you to switch from normal Emperor gameplay to mod gameplay simply by clicking a button.

Kwisatz Haderach 3:

Though nothing can be said with any great certainty, the possibility of a Kwisatz Haderach 3 definitely still exists. Timenn has volunteered to create any new textures the mod might need, since Nema Fakei is presently occupied, and Edric and Inoculator9 have been throwing some ideas around. So, as previously written, nothing can be said with any certainty, but Kwisatz Haderach may become a trilogy yet.