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[Father And Son Build Awesome Backyard Stargate](#)

By Spooky on June 16th, 2010 Category: [Pics](#), [Tech](#)

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- 2 Back in 2005, when [Stargate](#) was the coolest sci-fi series around, [sclarchive](#) user 'mango' teamed up with his father to build a sweet **replica of the stargate**.
The project began in AUTOCAD, where the first blueprints were drawn. Since they didn't have access to a plotter, plans had to be printed on A4 paper and stuck together, in a circle. The small details of the gate had to be drawn up from scratch, using photos and video footage. The skeleton of the gate is made up of 18 X-shaped pieces, and the spinning part is made from small planks.
- 89 The intricate stargate symbols had to be painstakingly carved, from wood, and chevrons first had to be carved from Styrofoam. The back of the stargate, though painted in gray, is totally fake, but the front looks realistic enough, with chevrons locking and everything. Thanks to an inner track, it even spins. Mango wasn't too satisfied with the paint-job, but all in all this is a geeky masterpiece, just like the [Stargate home-cinema](#).

Be sure to check the video Mango made, at the bottom of the post.



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Stargate

Movies and Television Shows

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Stargate

<i>Stargate</i>	
An activated Stargate, the central object of the fictional Stargate universe, here depicted in the <i>SG-1</i> television series. The shimmering puddle in the centre of the Stargate is the event horizon in which the characters would step through and appear on a different planet.	
Creator	Roland Emmerich Dean Devlin
Original work	<i>Stargate</i> (film)
Print publications	
Books	Literature
Comics	Comics
Films and television	
Films	<i>Stargate</i> <i>Stargate: The Ark of Truth</i> <i>Stargate: Continuum</i>
Television series	<i>Stargate SG-1</i> <i>Stargate Atlantis</i> <i>Stargate Universe</i>
Animated series	<i>Stargate Infinity</i>
Games	
Video games	<i>Stargate: Resistance</i>

Stargate was an adventure military science fiction franchise, initially conceived by Roland Emmerich and Dean Devlin. The first film in the franchise was simply titled *Stargate*. It was originally released on October 28, 1994, by Metro-Goldwyn-Mayer and Carolco, and became a hit, grossing nearly \$200 million (USD) worldwide.^{[1][2]} Three years later, Brad Wright and Jonathan Glassner created a television series titled *Stargate SG-1* as a sequel for the film.

In addition to film and television, the *Stargate* franchise has expanded into other media, including books, video games, and comic books. These supplements to the film and television series have resulted in significant development of the show's fictional universe and mythology. In 2008, the films *Stargate: The Ark of Truth* and *Continuum* were released direct-to-DVD, which in total grossed over \$21 million in the United States. In 2002 the franchise's first animated series, *Stargate Infinity*, began airing, which holds no canonicity in the franchise despite its *Stargate SG-1*-inspired plot. In 2004, the TV series *Stargate Atlantis* was released as a spin off from *Stargate SG-1* and a third series, *Stargate Universe*, premiered on October 2, 2009. *Stargate Universe* was cancelled during its second season, leaving it on a semi-cliffhanger.^[3] Then on April 17, 2011, Stargate producer Brad Wright announced that any plans for the continuation of the franchise had been cancelled indefinitely, ending 17 seasons of Stargate television production.^[4]

Premise

Stargate productions center on the premise of a "Stargate", a ring-shaped device that creates a wormhole enabling personal transportation to complementary devices located cosmic distances away. Under the control of the United States government, the Stargate discovered on Earth is kept a secret from the public. This allows for storylines to present no contradiction between depicted events and reality, an effect compounded by setting *Stargate* in the present day and depicting Earth accurately, with any unrealistic technology originating solely from alien civilizations. These extraterrestrial civilizations are typically more pre-industrial than scientifically advanced and are almost always human. Together, this allows for stories dominated by human interaction in Earth-like environments, an unusual feature for a science fiction franchise focused on exploration of other worlds.

In the story, this is explained as being the result of alien interference in Earth's distant past—the concept influenced by the ideas of Erich von Däniken. Many ancient mythologies are shown to be the result of aliens who had visited Earth posing as gods by using their technology to give the impression of deific power. While some of these aliens had benign intentions, a race later known in *Stargate SG-1* as the "Goa'uld" used Stargates to move slaves from Ancient Egypt to other habitable planets, simultaneously being responsible for the Egyptian religion and culture. Following a successful rebellion, the Goa'uld fled Earth, and the Stargate was buried and forgotten until modern times, when the United States acquired it following an archaeological dig. With the rediscovery of the function of the Stargate, the galaxy becomes a source of knowledge as well as threats, and the attention of the Goa'uld is drawn once more to Earth.

Franchise releases

Due to multiple developers working separately and independently on the franchise over the years, the various *Stargate* productions are not entirely consistent with each other; and while no set of works forms an official canon,^[5] the largest following exists for the three live-action series.^[6] Through the work of various authors and developers, at least six separate story cycles can be discerned, some of which are continuations of the other ones (either endorsed or unendorsed by their predecessor).

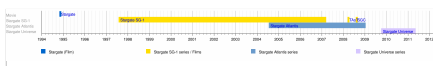
Media releases

Film	Release date	Box office revenue			Director
		United States	Foreign	Total	
<i>Stargate</i> ^[1]	October 28, 1994	\$71,565,669	\$125,000,000	\$196,565,669	Roland Emmerich
<i>Stargate: The Ark of Truth</i> ^[7]	March 11, 2008	\$13,166,110	\$20,354,000	\$33,520,110	Robert C. Cooper
<i>Stargate: Continuum</i> ^[8]	July 29, 2008	\$8,055,900	\$17,872,384	\$25,728,284	Martin Wood
Series	Creator(s)	Original Run		Episodes	Seasons
		Debut	End		
<i>Stargate SG-1</i> ^[9]	Wright, Glassner	July 27, 1997	March 13, 2007	214	10
<i>Stargate Atlantis</i> ^[10]	Wright, Cooper	July 16, 2004	January 9, 2009	100	5
<i>Stargate Universe</i> ^[11]	Wright, Cooper	October 2, 2009	May 9, 2011	40	2
Animated Series	Creator(s)	Original Run		Episodes	Seasons
		Debut	End		
<i>Stargate Infinity</i> ^[12]	Lewald, Maliani	September 14, 2002	March 24, 2003	26	1

Game releases

- *Stargate: Resistance* is an online, third-person shooter. It was released February 10, 2010. It has since been canceled due to contracts with MGM. It is still downloadable however.
- *Stargate Worlds* was a Stargate-universe Massively multiplayer online role-playing game in development prior to its cancellation. The writers and producers of Stargate viewed Stargate Worlds as running side by side with the show in complete canon.
- *Stargate SG-1: The Alliance* was a computer game based on the Stargate universe, which was due to be released in late 2005, but was canceled.
- A Stargate Trading Card game was released in May 2007. It is available in both Online and Print forms. Designed by Sony Online Entertainment—who also run the Online version of the game—and published by Comic Images.
- A Stargate Role-Playing Game (RPG) was produced by Alderac Entertainment. It was considered canon by both the publishers, and the staff of MGM.^[13] However, when Sony bought MGM, they lost the license to produce Stargate RPG products and the RPG license is currently unassigned.
- Two video games based on the film were released by Acclaim Entertainment: a 1995 eponymous side-scrolling platformer for the Super Nintendo Entertainment System (SNES) and Sega Genesis, and a Tetris-like puzzle game for the Sega Game Gear and Nintendo Game Boy.
- There are three simulator-style amusement park rides named *Stargate SG-3000* located at Six Flags Kentucky Kingdom, Six Flags Great America, and Six Flags Marine World.
- A Stargate pinball game has been produced by Gottlieb.
- Text and turn-based games were also created with the theme of the original universe of Stargate, although slightly different from "reality", all made by Kingdom Games Ltd. Many versions of the same stargate universe have been created and still work in parallel. Among those are Stargate Wars^[14], Quantum Gate^[15], and BattleCorp^[16]. On the forums related to the stargate games developed by Kingdom Games Ltd. a text-based roleplaying story was created, called the Enmity Saga. This story takes place in the starting universe of Stargate:SG1, mainly on unvisited planets.
- *Asgard Heroes* is an online browser mmorpg created by Evolution Vault that pays homage to Stargate. The initial release received some poor reviews^[17] which helped the development of the game and a better user interface.

Stargate franchise timeline



- Stargate franchise production/story timeline

Theatrical films

Stargate

In 1994, the military science fiction feature film *Stargate* was released; directed by Roland Emmerich and co-written by Dean Devlin. The film lays the foundation for all the Stargate productions that come after it, by explaining the notion, function, and history of the Stargate.

The theatrical version of the film begins with the unearthing of the Stargate in Giza in 1928. As of Present Day (i.e. 1994), the failing egyptologist Daniel Jackson (James Spader) helps to make the Stargate work again by deciphering the hieroglyphs on the cover stones of the Stargate, now housed at a military base in Creek Mountain, Colorado. A team led by Colonel Jack O'Neil (Kurt Russell) is ordered to step through the Stargate and identify potential military threats on the other side. Jackson accompanies them to aid in translations to allow them to return home later. At their

arrival, the team discovers a slave civilization serving an alien who is posing as the Egyptian god Ra (Jaye Davidson). He and his minion-gods have taken human form, commanding the slaves with brute force. With the help of the locals, O'Neil's team is eventually able to instigate a slave rebellion, overwhelming Ra's forces. Ra escapes in his mothership, but O'Neil is able to teleport and detonate a nuclear warhead on-board Ra's ship in orbit. With Ra dead, the civilization can live in peace; O'Neil and his team return home through the Stargate, but Daniel Jackson stays on the planet with a young local woman named Sha'uri.

Other releases and future development

After Bill McCay had written a series of five novels continuing the story the original creators had envisioned, and despite the success of the *Stargate* television series, Dean Devlin stated in 2006 that "he has struck a production deal with MGM and is developing the long-delayed sequel feature films that will pick up the story from the 1994 original"^[18] According to Devlin, two movie sequels would have picked up the story from the 1994 original, but not the mythology of the *SG-1* and *Atlantis* series, with the original stars Kurt Russell and James Spader. Devlin regretted giving MGM control over the franchise.^[18] The first movie already tapped into Egyptian mythology; the second one would have moved into other mythologies; and the third would tie all the mythologies together.^[19] *Stargate SG-1* and *Stargate Atlantis* producer Brad Wright said in 2002 that "Devlin can wish to do a sequel to *Stargate* all he wants. MGM owns the rights, and I doubt very much that they'll ask him to do it. He knows better."^[20]

Plans for producing two sequels of the original film were announced by the original film's creator Dean Devlin at the 2006 San Diego Comic-Con. He has said he is currently in talks with MGM to produce four films and he would like two of them to be the final two films in his envisioned *Stargate* trilogy. In an interview with *Sci Fi Wire*, Devlin says that should the sequels be made, he hopes to enlist Kurt Russell and James Spader in the two sequels. Both Russell and Spader have expressed interest, Devlin revealed. "They've always said they wanted to do it. The irony is actually because it was 12 years ago that we made *Stargate*, [and] part two was actually supposed to take place about 12 years later. We were just going to kind of age them up as actors. So it actually works out really nicely." These sequels would bypass the 12 years of mythology created by *SG-1* and *Atlantis* if they are produced.^[18]

Dean Devlin has spoken out again on July 4, 2011 stating that he hasn't given up on the idea of sequels to his 1994 feature film. He talked about the idea again in a new interview with *Collider*. Devlin actually wrote it as a trilogy of movies, but was never able to do parts two and three. His hope is, now that the series is starting to wind down, that perhaps it will be time to actually get to do parts two and three.

Devlin has said "I think it'll change a little bit from our original idea since so many years have passed," he said. "We wanted to explore the idea of how the Stargates were built originally, and where else in the universe they exist, and why they exist — and where else they exist on Earth. We had really planned out, as a trilogy of films, to allow this mythology to grow bigger and bigger." ^[21]

Stargate was directed by Roland Emmerich, and starred Kurt Russell as Colonel Jack O'Neil and James Spader as Dr. Daniel Jackson. Devlin said he would absolutely want to use the same actors. The movie was shot with a modest budget of \$55 million, and released in October 1994.

In the meantime, Lionsgate remains the major rights holder to the original film; this was due to the fact that its predecessor, Live Entertainment, owned home video rights to the Carolco Pictures library and had also owned international distribution rights, although Carolco itself was on the brink of bankruptcy when they produced this film.

Television

SG-1

In 1997, Jonathan Glassner and Brad Wright co-developed *Stargate SG-1*, a television series intended to continue the story laid down by the original film. Although new actors were cast, several roles from the film were reprised, including the main characters Daniel Jackson and Jack O'Neill (which was re-spelled to include an extra "L"). The Stargate Command setting was transferred from a fictional military facility located in Creek Mountain, to the Cheyenne Mountain military complex. Other variations and differences between the original film and *SG-1* mostly concern the location of the planet Abydos, the alien Ra, the race of Ra's underlings (Jaffa), and Stargate travel.^{[22][23]}

The series debuted on Showtime on July 27, 1997, and moved to the Sci-Fi Channel after its fifth season.^[24] It starred Richard Dean Anderson (as O'Neill) and Michael Shanks (as Jackson), alongside Amanda Tapping, Christopher Judge and Don S. Davis playing the new characters Samantha Carter, Teal'c and George Hammond. The cast remained fairly regular for most of *SG-1*'s run, but experienced some changes. Michael Shanks left the show at the end of Season 5 and was replaced by Corin Nemec as Jonas Quinn. Shanks returned at the beginning of Season 7 and Nemec was written out. At the end of Season 7 Davis left the show and Anderson filled the gap he left in the story. Season 9 saw the departure of Anderson, but added new regulars Beau Bridges and Ben Browder. After a debut episode in Season 8, followed by appearances in eight episodes of Season 9, Claudia Black's popular reception earned her a position in the regular cast in Season 10.^[25]

MGM put an average of \$1,400,000 into each episode of the show, and regards it as one of its most important franchises.^[26] *Stargate* was taken off air in 2007; however, two movies entitled *Stargate: The Ark of Truth* and *Stargate: Continuum* were made to tie up loose ends.

Atlantis

The *Stargate Atlantis* series follows the adventures of the "Atlantis expedition", a combination of military forces and civilian scientists that travel to the Pegasus galaxy in search of the Lost City of Atlantis, left behind by the most powerful race known to ever have lived, referred to as the Ancients, also known as Lanteans and Alterrans. The finding of the city had been a plot arc for most of *SG-1*'s Season 7, and the Ancients themselves had been a long-running facet of the *SG-1* setting. Arriving at the City, the expedition discover that the Pegasus galaxy is dominated by a terrible enemy known as the "Wraith", against whom they must defend themselves, despite being vastly outnumbered.

Stargate Atlantis was a spin-off television series from *Stargate SG-1*. A new feature film was originally intended to transition the two series after the sixth season of *SG-1*. Later, *SG-1* was renewed for a seventh season, and the feature film was then planned to transition that season. Finally, when *SG-1* was renewed for an eighth season, the intended film instead became the two-part season finale episode "Lost City", and the setting of *Stargate Atlantis* was moved to the Pegasus galaxy.^[27] This allowed the two shows to exist side-by-side within the same fictional universe, and later the two shows even become interconnected. *Atlantis* was developed by most of the same people and in the same studios as *SG-1*.

Atlantis debuted on the Sci-Fi Channel on July 16, 2004, starring Joe Flanigan and Torri Higginson in the lead roles, with Rainbow Sun Francks, David Hewlett, and Rachel Luttrell alongside. Hewlett and Higginson's characters had previously appeared in *SG-1* (though Higginson inherited the role from actress Jessica Steen). In *Atlantis*' second season, Paul McGillion and Jason Momoa (replacing Francks) were added as regulars. At the end of the third season, Higginson and McGillion were removed as regulars, both serving recurring roles in the 4th season. Season 4 brought in Amanda Tapping, reprising her role as Samantha Carter from *SG-1*, and Jewel Staite in a recurring role. Tapping left the show for season five to concentrate on *Sanctuary*, and was replaced by Robert Picardo, who reprised his role as Richard Woolsey from both *SG-1* and *Atlantis*. However, in late summer 2008 it was announced that SciFi would not renew *Atlantis*. The final episode aired on January 9, 2009.

Universe

Stargate Universe is the third live-action *Stargate* series, and premiered on October 2, 2009. The series was pitched to the Sci Fi Channel in the fall of 2007, just before the writer's strike—which put a hold on the project. "The pitch was received very well," according to *Stargate Atlantis* co-creator Brad Wright. Sci Fi Channel ordered *Universe* after announcing the cancellation of *Stargate Atlantis*. Syfy announced on December 16, 2010 that they would not pick the show up for a third season.^[28] The final episode aired May 9, 2011.

After the events of *Stargate Atlantis* research into the Stargates 9th and final chevron^[29] lead to an expedition being stranded across the universe on board an Ancient ship called "Destiny" which has been traveling through the universe unmanned for millions of years and is presently several billion light years from Earth. With no apparent way home, the show follows the crew as they struggle to survive on board Destiny. The show was intended to have a darker tone than its predecessors as well as delve more into the humanity of the characters and their relationships with each other while also remaining true to the *Stargate* mythology and continuity.

The Ark of Truth & Continuum

Stargate: The Ark of Truth is a direct-to-DVD movie written and directed by Robert C. Cooper. The film is the conclusion of *Stargate SG-1*'s Ori arc, and picks up after the SG-1 series finale, but takes place before the fourth season of *Stargate Atlantis*. *The Ark of Truth* was released as a Region 1 DVD release on March 11, 2008. Sky One has broadcast the film on March 24, 2008, to be followed by the Region 2 DVD release on April 28, 2008, with the Region 4 DVD release on April 9, 2008.^[30]

Stargate: Continuum is a direct-to-DVD movie written by Brad Wright and directed by Martin Wood. Some scenes for this movie were already shot at the end of March 2007, but the original start date was set for May 22 at Vancouver's Bridge Studios. The production budget was \$7 million.^[31] The movie was released on DVD and Blu-ray Disc on July 29, 2008. The Region 4 DVD was released on August 6, 2008 with the Region 2 DVD released on August 18, 2008,^[32] followed by possible TV broadcasts.^[33] The film is a time-travel adventure and is the second sequel to *Stargate SG-1*, after *Stargate: The Ark of Truth*.

Future feature film projects

Executive producer Brad Wright has revealed that "Children of the Gods", *Stargate SG-1*'s pilot episode, is being re-cut into a *Stargate SG-1* direct-to-DVD movie with brand new visual effects and scenes not previously included in the television version.^[34]

In April 2009, MGM confirmed a third *SG-1* new film that Brad Wright had first announced in May 2008.^{[35][36]} Wright will co-write the film with former *Stargate Atlantis* executive producer Carl Binder.^[37] Martin Wood will serve as director.^[38] According to Wright, the film would center on the Jack O'Neill character and will reunite as many of the *SG-1* cast as possible, depending on the cost of the film and actor availability.^[35] Michael Shanks (Daniel Jackson) has confirmed his and Richard Dean Anderson's participation.^[39] Amanda Tapping confirmed her appearance in the third SG-1 film and the first *Atlantis* movie.^[40] According to Wright, the character of Vala Mal Doran will not appear in the film.^[38] The working title for the film, *Stargate: Revolution* was revealed by Joseph Mallozzi in his blog.^[41]

According to Sci-Fi and Joseph Mallozzi, a *Stargate Atlantis* two hour direct-to-DVD movie has been given the go ahead after the series was cancelled at the end of its fifth season. More movies are expected to follow in the *Atlantis* series if the first movie is successful.^[42] The rumored working title for the film is *Stargate Extinction*. By May 2009 the script for the film was finished.^[43]

On April 17, 2011, *Stargate* writer and executive producer Brad Wright announced that the SGU movie is not going to happen. He also confirmed that the proposed *Stargate SG-1* and *Atlantis* movies have been permanently shelved, along with another movie idea he had been trying to get a greenlight on which would have involved cast members of

all three series.^[4] Still, Wright did not rule out future *Stargate* films, saying; "It's a franchise. *Stargate* is not over. Somebody smart from MGM is going to figure it out, and something will happen."^[44]

Infinity

Stargate Infinity is an American animated science fiction television series created by Eric Lewald and Michael Maliani as a spin off from its sister show, *Stargate SG-1*. The story arc in *Infinity* is set 30 years into the future and follows Gus Bonner and his team. Bonner's team was created after he was framed for a crime he did not commit. He escaped from Stargate Command (SGC) after the hostile alien race Tlak'kahn attacked the SGC to find the chrysalis. Together with his team he escapes through the Stargate with the chrysalis. From that point forward they go from planet to planet until they find the evidence to clear their names while learning about the unique cultures in the galaxy, so that they can one day return back to Earth.^[45] The story arc was never resolved because of low viewership ratings, the show was cancelled in 2003.

Stargate Infinity premiered in September 2002 as part of 4Kids Entertainment's FOX BOX Saturday morning line-up on FOX and went off the air in June 2003. Due to its lack of popularity the show is almost completely unrecognized. The series was cancelled before any of its story arcs could be resolved. The show was of low budget, which was constantly noted by the media.^{[46][47]} DIC Entertainment released a 4-episode DVD on October 7, 2003 in Region 1. MGM Home Entertainment released a five disc season box set on August 13, 2007 in region 2.^[46] Shout! Factory, a company known for releasing cult animated series, acquired the rights to the show and released the entire series to DVD on May 13, 2008 in Region 1.^[47] As of 2009, there is yet to come a release of *Stargate Infinity* package in Region 4, namely Oceania and Latin America.^[48]

The writers and producers of *Stargate SG-1*, *Stargate Atlantis* and *Stargate Universe* and the main canon of the *Stargate* franchise were not involved with *Infinity*, and neither MGM, the production teams nor the fans of *Stargate* consider *Infinity* to be an official part of the *Stargate* universe. According to *Stargate SG-1* co-creator Brad Wright, the animated series should not be considered official *Stargate* canon. Commenting on it, he stated, "I don't have a problem with it. I'm just not involved."^[49]

Reception

Stargate took in \$16.7 million on its opening weekend,^[50] and received mixed reactions from critics; while it was panned by the likes of Roger Ebert,^[51] several positive reviews counterbalanced this leading to a score of 46% on Rotten Tomatoes.^[52] Although the film was originally intended as the first of a trilogy of films,^[18] Emmerich and Devlin ultimately moved on to produce *Independence Day*, and it was not until 2006 that Devlin showed renewed interest in developing sequels.^[19] In the intervening time, copyright-holder MGM succeeded the film with the television series *Stargate SG-1* without the input of Emmerich and Devlin.

Stargate SG-1 has won the Saturn Award for *Best Syndicated Television Series* on numerous occasions, and its cast has won similar awards for acting.^[53] More recently it has received acclaim for its visual effects, which increased in quality and realism as the show gained a larger budget.^[54] On August 21, 2006, the Sci Fi Channel announced that it would not be renewing *Stargate SG-1* for an eleventh season after a series of poor performances in the Nielsen ratings.^[55] Many fans were enraged at the news, even creating websites in reaction to exhibit their commitment to the series.^[56] Spokesmen for the production have said all options for the continuation of *SG-1* are being considered, including complete digital broadcasting.^[57] Executive producer Robert C. Cooper told the fansite



Fans (called "Gaters") posing as SG teams at Dragon Con in 2008

GateWorld exclusively that he was working to continue *SG-1*.^[58] Currently, no network or company has ordered new episodes of *SG-1*, so the show is on hold until a new buyer can be found. However, SciFi has attempted to block other networks from taking up the show, citing its original exclusive contract with MGM.^[59] *Stargate Atlantis* has won several awards for its actors, visual effects and directors, including a WorldFest Platinum Award for David Winning's direction of an early Season 1 episode.^[60] *Atlantis* proved to be equally as successful as *SG-1*, with Nielsen ratings and viewership. The *Stargate* franchise in 2009 won a Constellation Award in the category of Outstanding Canadian Contribution to Science Fiction Film or Television in 2008.^[61]

The average viewership to *Stargate SG-1* and *Atlantis* was around 10 million a week worldwide. According to *Stargate SG-1* and *Atlantis* co-creator Brad Wright, the show is very popular in Great Britain, Germany, France and Australia, but with a steadily declining viewership in homeland Canada. It was estimated that around 30 million *Stargate* DVDs were sold worldwide in 2006.^[62]

The DVD release of *Stargate: The Ark of Truth* in the US earned MGM/Fox US \$1.59 million in rentals in the first week after the release, and another US \$1.38 million in rentals in the second week. In its third week it earned US \$1.19 million in rentals totaling US \$4.16 million. The DVD has also earned US \$9.0 million in sales.^[7] *Stargate: Continuum* would go on to gross over \$8 million United States dollars in the United States.^[8] The film sparked mostly positive reviews with movie critics.^{[63][64][65]} A third *Stargate SG-1* movie was planned to follow *Continuum* but the third movie was put on hold with any other future *Stargate* movies; the film will center around the character of Jack O'Neill.^[66]

Literature

There are three series of novels based on the *Stargate* franchise, one based on the original *Stargate* film and two based in the *Stargate SG-1* and *Stargate Atlantis* television shows. A series of books written by Bill McCay were published from 1995 to 1999 that were unofficial sequels to the film.^[67] These were produced by consulting the original notes made by Dean Devlin and Roland Emmerich, in an attempt to envision where the film "would have gone". Neither party has commented on whether McCay's interpretation was correct. Despite the fact that he attempted to remain close to the original vision, the subsequent television series *Stargate SG-1* (which began under an entirely independent development) developed the story along different lines, making no attempt to reconcile the plot lines of the books. This marked the first major branching of the franchise.

Later, from 1999 to 2001, ROC published four novels based in *Stargate SG-1* written by Ashley McConnell.^[68] In 2004, UK-based Fandemonium Press started a new series of licensed tie-in novels based on *Stargate SG-1*. Due to the conflict with ROC's license, these books were available in Australia, Canada, New Zealand, South Africa and the UK, but not in the US. Fandemonium books became available in the US in 2006. The official *Stargate Magazine*, produced by Titan Publishing, began publishing short stories written by Fandemonium authors in their 8th issue. The stories alternate between both *SG-1* and *Atlantis*.^[69]

A series of comic books, based on *Stargate SG-1* and *Stargate Atlantis*, began to be published by Avatar Press in 2003. Five have been published to date, with stories by James Anthony and artwork by Jorge Correa.^[70] In February 2008 it was announced that Big Finish Productions would release officially-licensed audiobooks featuring members of the cast reading new stories. The first two stories, available on CD and digital download, are *Gift of the Gods* read by Michael Shanks and *A Necessary Evil* read by Torri Higginson.^[71]

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External links

- SyFy Channel *Stargate* Website (<http://www.scifi.com/stargate/>)
 - MGM *Stargate* Film (http://www.mgm.com/title_title.do?title_star=STARGATE)
 - *Stargate Talking Books* Official Site (<http://www.bigfinish.com/Stargate-SG-1-and-Atlantis/>)
 - Official Stargate site (<http://stargate.mgm.com>) at mgm.com
-

Stargate (film)

<i>Stargate</i>	
Theatrical release poster	
Directed by	Roland Emmerich
Produced by	Dean Devlin Oliver Eberle Mario Kassar Joel B. Michaels
Written by	Roland Emmerich Dean Devlin
Starring	Kurt Russell James Spader Mili Avital Jaye Davidson Viveca Lindfors
Music by	David Arnold
Cinematography	Karl Walter Lindenlaub
Editing by	Derek Brechin Michael J. Duthie
Studio	Canal+ Centropolis Film Productions Carolco Pictures
Distributed by	Metro-Goldwyn-Mayer Artisan Entertainment(1999 DVD release only)
Release date(s)	• October 28, 1994
Running time	121 minutes
Country	United States France
Language	English
Budget	\$55 million ^{[1][2]}
Box office	\$196,567,262 ^{[1][2]}

Stargate (French: *Stargate, la porte des étoiles*) is a 1994 American French^[3] epic adventure^[4]-military science fiction film released through Metro-Goldwyn-Mayer (MGM) and Carolco Pictures. Created by Dean Devlin and Roland Emmerich, the film is the first release in the *Stargate* franchise. Directed by Roland Emmerich, the film stars Kurt Russell, James Spader, Jaye Davidson, Carlos Lauchu, Djimon Hounsou, Erick Avari, Alexis Cruz, Mili Avital, John Diehl, French Stewart, and Viveca Lindfors. The plot centers around the premise of a "Stargate", an ancient ring-shaped device that creates a wormhole enabling travel to a similar device elsewhere in the universe. The film's central plot explores the theory of extraterrestrial beings having an influence upon human civilization.

The film had a mixed initial critical reception, earning both praise and criticism for its atmosphere, story, characters, and graphic content. Nevertheless, *Stargate* gained a cult following and became a commercial success worldwide. Devlin and Emmerich gave the rights to the franchise to MGM when they were working on their 1996 film *Independence Day* (the rights to the *Stargate* film are currently owned by StudioCanal, with Lions Gate

Entertainment handling most distribution in terms of international theatrical and worldwide home video releases); however, MGM retains the domestic television rights.

Plot

The film begins in 1928, where Professor Langford discovers a massive cover-stone ring in the sands of Giza, Egypt. In the present day, Langford's daughter Catherine offers Egyptologist Daniel Jackson, a down-on-his-luck linguistics professor, the chance to translate ancient Egyptian hieroglyphs that may prove his controversial theory regarding the Pyramid of Khufu. Jackson accepts and travels to a US Air Force installation inside Creek Mountain, Colorado. Jackson translates the hieroglyphs on the stone ring's coverstones, which read: "A million years into the sky is Ra. Sealed and buried for all time, his Stargate." Formerly retired Special Forces Colonel Jack O'Neil arrives to take command of the project and declares it classified.

Jackson deduces that the symbols are star constellations that are coordinates for a location within space. The sequence is entered into the stargate, creating a wormhole to a location in another galaxy. Catherine gives Jackson the eye-of-Ra medallion she originally got from the discovery site. After O'Neil leads a team through the Stargate, they find themselves inside a pyramid in the middle of vast sand dunes. Jackson reveals they cannot dial home because the Stargate coordinates to go back to Earth are missing. Some team members stay at the pyramid while Jackson, O'Neil, and others go out and discover a mining village inhabited by humans who, when they see Jackson's medallion, assume them to be gods sent by Ra.

Jackson realizes that the people speak a dialect of Ancient Egyptian and begins communicating with them. He discovers that writing is forbidden to these people. The team develops friendships with the people: O'Neil with Skaara; Kawalsky and Ferretti with Skaara's friends; and Jackson (not knowing why he is suddenly bathed and perfumed by the leader's servants) begins an unintended budding romance with Sha'uri, a daughter of the leader. Discovering that Sha'uri has some experience with drawn symbols, Jackson indicates to her that he wants to see more signs, and with her help leaves the city and learns from hieroglyphs in the people's hidden catacombs how the Egyptian god Ra was actually an alien lifeform who had abandoned his dying world to seek a cure for his own mortality, and had finally come to earth, where he "possessed" the body of one human youth like a parasite, and enslaved humans with his advanced technology. While these humans eventually rebelled and buried the Stargate, thousands of others had been taken to the other planet through the Stargate and used to mine the quartzite-like mineral on which all of Ra's technology is based. Fearing another rebellion on this planet, Ra outlawed reading and writing. At this point, the team from Earth discovers the cartouche containing the symbols required to get back to Earth, but the seventh symbol at the bottom is eroded away.

O'Neil orders the team to return to the pyramid. A short time later, a huge pyramidal-form spacecraft descends over the pyramid, covering it entirely. All team members in the pyramid are either killed or taken into the pyramidal craft by means of transport-rings made of the power-mineral. O'Neil and Jackson are escorted to the throne room, where they meet Ra. Despite wearing fearsome armor in the forms of Anubis and Horus, Ra's guards and servants are human; a blue-jewelled button on each of their wrist-guards is activated to retract the metallic god-masks over their heads and into their collars. Ra retracts his own imperious metal head-mask. He appears to be a human youth, but the whites of his eyes frequently glow with light. Ra reveals his intention to send the atomic bomb brought by O'Neil, which was to be used to destroy the Stargate to prevent invasion if a threat is discovered, back to Earth; its destructive power is now to be enhanced 100-fold with an accompanying shipment of his quartzite-like material to produce cataclysmic results. O'Neil attempts to disarm the guards and kill Ra, but relents when Ra uses his children courtiers as human shields. Jackson is killed during the altercation. O'Neil is thrown into a dungeon with the captured team members, while Jackson is regenerated in a sarcophagus-like device. Ra states that he will kill Jackson and everyone who has seen him unless Jackson kills the rest of the team to show the villagers that Ra is their one true god.

However, once Ra has the local people gathered before the pyramid craft, several young villagers signal to Jackson that they have recovered the team's weapons. Jackson, who has been handed a guard's staff-weapon for the execution, swiftly turns and shoots at Ra while the kids create a diversion. O'Neil, Jackson, and the rest of the team flee the site of Ra's ship and take shelter in a cave with the boys. The next morning, when Skaara draws a picture of the people's victory against Ra, Jackson realizes that part of this drawing depicts the seventh symbol needed to reactivate the Stargate: three moons over a pyramid.

O'Neil and the resistance youths disguised as slave-workers, by suddenly overpowering and killing their overseers and retracting the metal god-masks they wore, convince the locals that their "gods" are mere mortals and, with their help, O'Neil, Jackson, and the remaining members of the team make it back to the Stargate hoping to deactivate the bomb. Ra executes one of his guards for failure to find them. When the locals begin an open rebellion against Ra's troops, Ra decides to retreat and prepares his ship for takeoff. Sha'uri is killed in the battle, but Jackson using a dead guard's wrist-mechanism activates the ring transporter and resurrects her in Ra's sarcophagus. Ra meanwhile orders the bomb and minerals to be sent to earth immediately. His chief guard boasts that he will do it himself, activates the transporter rings, descends to the stargate chamber and battles O'Neil. Jackson in the ship takes the unconscious Sha'uri to the transport site and manages to escape execution there by Ra when O'Neil, having overpowered the chief guard and holding him down, activates the guard's ring transporter control-button with his foot, simultaneously transporting the guard's head up to the ship and Jackson with Sha'uri down to the stargate chamber. Ra's craft rises off the pyramid. Unable to deactivate the bomb apparently because Ra had rendered it impossible, O'Neil and Jackson transport the bomb via the rings to Ra's ship in orbit where it explodes, killing Ra. Jackson decides to remain on the planet with Sha'uri, and the team is able to return to Earth through the Stargate.

Director's cut

The Director's cut had several scenes which were cut from the theatrical film version. The first such scene took place immediately after the excavation of the Stargate in 1928 and showed petrified Horus guards near the cover stones; the producers had tried to introduce the idea that beings had attempted to come through the Stargate after its burial, but they cut the scene for time concerns.^[5]

Cast and characters

- Kurt Russell as Colonel Jack O'Neil, an Airman who suffers a period of suicidal depression after his son accidentally shot and killed himself with O'Neil's own pistol. It was an important story for Dean Devlin and Roland Emmerich that O'Neil had become suicidal and had left the military after his son's death. When he gets the mission from which he may never return, it is okay with him since it solves his problem with suicide, which in turn makes him a dangerous person for the mission.^[5]
- James Spader as Dr. Daniel Jackson, a professor who finds little acceptance of his theory that the Pyramids of Giza were much older than they were thought to be. James Spader was intrigued by the script because he found it "awful", but accepted the role that earned him money.^[6]
- Jaye Davidson as Ra, a power-hungry alien being in the form of a young boy, who voyaged across the galaxy searching for a new host that could sustain his dying body.
- Erick Avari as Kasuf, the local leader of the people living in a city near the Stargate, and the father of Sha'uri and Skaara.
- Alexis Cruz as Skaara, the son of Kasuf and brother to Sha'uri. Skaara and his friends aid O'Neil and his airmen fight Ra.
- Mili Avital as Sha'uri, the daughter of Kasuf. Kasuf offers Sha'uri to Daniel Jackson as a gift.
- John Diehl as Lieutenant Colonel Charles Kawalsky, O'Neil's second-in-command on the mission through the Stargate.

- French Stewart as Technical Sergeant Louis Ferretti, a member of O'Neil's team (credited as "Lieutenant Ferretti").
- Viveca Lindfors as Dr. Catherine Langford, whose father gave her the amulet depicting the Eye of Ra during the excavation of the Stargate in Giza in 1928. *Stargate* was Viveca Lindfors' last film.^[5]
- Leon Rippy as Major General W. O. West, the commanding officer of the facility housing the Stargate device.
- Richard Kind as Dr. Gary Meyers, a doctor researching the Stargate.
- Rae Allen as Dr. Barbara Shore, a doctor researching the Stargate.
- Derek Webster as Senior Airman Brown, a member of O'Neil's team (credited as "Lieutenant Brown").
- Christopher John Fields as Staff Sergeant Freeman, a member of O'Neil's team (credited as "Lieutenant Freeman").
- Jack Moore as Senior Airman Reilly, a member of O'Neil's team (credited as "Lieutenant Reilly").
- Steve Giannelli as Senior Airman Porro, a member of O'Neil's team (credited as "Lieutenant Porro").
- Djimon Honsou as Horus Guard #1, a personal guard of Ra.
- Carlos Lauchu as Anubis Guard #1, a personal guard of Ra.

Production

Stargate had a budget of \$55 million.^[7]

Development

The film was originally planned to play out in a chronological order, but when Devlin and Emmerich edited the film to tighten the narrative, they decided to change the first scene of the film into a flashback to show who the human host of Ra was before the aliens took him. Only Jaye Davidson's upper torso was filmed because Davidson had refused to take out his nipple rings.^[5] The first scene was a combination of model shots and a set in Yuma, Arizona where *Rambo: First Blood Part II* had been filmed. The scene of the excavation of the Stargate was also filmed in three days in Arizona. A golden look was achieved by filming near the time of sunset.^[8] To keep within the limit of the budget, the producers put stick figures with cloth in the distant desert to appear as humans. The original Stargate was painted black, but it looked like a giant tire so it was repainted silver at the last moment.^[5]

Daniel Jackson's lecture on his theories was filmed in a hotel in Los Angeles.^[8] The scene was originally much longer and delved more into the theories that aliens had built the Egyptian pyramids, but the scene was trimmed for time concerns for the release.^[5] The scenes with O'Neil at his house were the first scenes filmed with Kurt Russell; his hair was cut short afterwards. Russell requested his hair color to be brightened a little for the film.^[8] The fictional facility housing the Stargate was the largest set for the film, located in Long Beach, California.^[8] Egyptologist Stuart Tyson Smith joined production to make all Ancient Egyptian hieroglyphics and spoken language as accurate as possible.^[5]

Themes and inspirations

Stargate began as two separate films that Emmerich and Devlin conceived separately. Emmerich's film, *Necropolis: City of the Dead*, was about a spaceship being buried under the Great Pyramid of Egypt and Devlin's unnamed film was to be, in his words, "*Lawrence of Arabia* on another planet." The two films were combined to become *Stargate*.

Filming

The mask of the pharaoh in the opening credits was made out of fiber glass and modeled in the workshop. The sequence used a motion-control camera to give better depth of field.^[8] The score of *Stargate* was composer David Arnold's first work on an American feature film. When Devlin and Emmerich first flew to London to meet with Arnold, they had not yet heard the score; hearing it, they felt "he had elevated the film to a whole other level".^[5] Arnold later interviewed the actors during principal photography, using the information to improve his score.^[5]

Visual effects

Jeff Kleiser and a special effects team of 40 people created the look of the Stargate. They used self-written image-creation and compositing software, as well as commercial digital packages to create the Stargate, the morphing helmets worn by Ra and the Horus guards, and the cityscape of Nagada. Footprints in the sand were often digitally removed. The creation of the wormhole, which was fully digitized, was one of the biggest challenges in the making of the film. The ripples had to be digitized to seem accurate. Scanning lasers were lined up parallel to the gate to illustrate the amount of body that passed the surface of the Stargate plane. Afterwards, the parts of the body that had or had not yet gone through the gate (depending of the side of filming) were obliterated with a digital matte program.^[9] The use of computers generating a big 3D storyboard allowed Emmerich to try out different shooting angles before settling on one angle.^[9]

Music and soundtrack

The soundtrack was composed by David Arnold, played by the Sinfonia of London and conducted by Nicholas Dodd.^[10] It was the second motion picture Arnold had composed and the first major motion picture. At the time of Stargate's production, David Arnold had recently started to work in a local video store in London. Once Arnold got the job, he spent several months in a hotel room working on the soundtrack, spending more time rewriting the music and improving it as delays were being created due to film companies trying to get the rights to release the film.^[11] According to Arnold "when I first read the script for StarGate, I knew what approach to take, which was to be as big and bold as possible," he kept on saying:^[12]

"Every time there was an amazing sight, the characters would stand back and say, 'Oh my God!' But James would just smile and walk towards it. That was the basis for the Stargate score, moving forward with a sense of majesty instead of being frightened by what's around the corner."

Marketing

A wide variety of merchandise is available for the *Stargate* franchise.^{[13][14]}

Release

The film received mixed reviews upon its release in 1994, though in recent years it has become a cult classic and now has a reputation as one of the best releases in the *Stargate* series. The film was released on October 28, 1994 in the United States and released internationally in December of the same year. Stargate has a MPAA Rating of PG-13 for sci-fi action violence. It is rated 14A in Canada for violence.^[1] Later in 1995 the film was released on VHS format and on DVD in June 18, 1997. However the DVD format was re-released in October 1999 under the title *Stargate Special Edition*. The film was released on Blu-ray format on August 29, 2006.^{[15][16]}

Box office

The film received a warmer reception from the public, grossing \$71.5 million at the US box office and \$125 million in the rest of the world.^{[1][2]} At the time, the film set a record for the highest-grossing opening weekend for a film released in the month of October.^[17]

Performance analysis

In its first run, *Stargate* made more money than film industry insiders predicted, especially given its lukewarm reviews.^{[18][19]} Some regard it as Emmerich's breakthrough film.^[20] Stargate grossed over \$16,651,000 in the United States during its opening week in October 1994. It was the 35th highest-grossing film opening in the US in October.^[21] From 4-6 November, the film grossed around \$12,368,700, declining 25%. The film would continue this decline until the end of November, when the film garnered \$4,777,198, or a 8.2% rise. The week before that the film

garnered around \$4,413,420, a 45.6% decline. In its last week playing theatrically, the film garnered around \$1,170,500 in the US.^[22]

Critical reception

Stargate has garnered mostly mixed reviews.^[23] In the Rotten Tomatoes main "T-Meter Critics" section, 50% of critics gave the film a positive review based on 44 reviews, with an average rating of 5.3 out of 10.^[24] On its "Top Critics" section, it was lower with 20% of critics giving it a positive review based on 5 reviews.^[25] For the "RT Community" section, it has 75% of critics with a positive review based on 171,050 reviews.^[26] Allmovie "Work Rating" with IMDB is 3.5 out of 5 stars for the film.^[27] At MRQE, which assigns a normalized rating out of 100 from most critics, the film holds a score of 64 based on 95 reviews.^[28] Out of Emmerich's 22 works, *Stargate* is currently his 3rd highest rated film.^[29]

Most of the negative reviews focused on the overuse of special effects, thinness of plot and excessive use of clichés with Roger Ebert going so far as to say, "the movie *Ed Wood*, about the worst director of all time, was made to prepare us for *Stargate*". Ebert awarded the film one out of four stars, and even over ten years later *Stargate* remains on his list of most hated films.^[30] Mike DiBella from Allmovie said, "there simply isn't enough spectacle in *Stargate* to make up for its many flaws."^[31] The film peaked at number one on the *Billboard* chart *Top Video Rentals* on April 29, 1995.^[32] However the positive reviews stated that it was an "instant camp classic", and praised the film for its special effects and entertainment value,^[33] with Chris Hicks of the *Deseret News* calling it "*Star Wars* meets *Ben Hur*".^[34] Scott McKenzie from DVDactive said this about the film "it's a shame because the world created around the *Stargate* is compelling and detailed. It's almost enough to make me want to watch the *TV series*, but not quite."^[35] After the release of the movie, Emmerich and Devlin were sued by an Egyptology student, claiming he had written the story and given them the idea. The suit was later settled out of court.^[36]

Box Office Mojo Lists

Genres

- Adventure - Desert—#5
- Explorer—#1

Charts

- Yearly PG-13 Rated 1994—#6

Home releases

Product	Episodes	DVD release date			Blu-ray release date	
		Region 1	Region 2	Region 4	Region A	Region B
Stargate	Film	June 17, 1997	September 7, 1998	September 15, 2004	August 29, 2006	August 4, 2008

Awards

In 1995, *Stargate* was considered for various film awards worldwide. It won six of the ten awards it was nominated for.^[37]

Award	Category	Winner/Nominee	Result
Academy of Science Fiction, Fantasy & Horror Films	Saturn Award for Best Science Fiction Film	<i>Stargate</i>	Won
	Saturn Award for Best Costume	Joseph A. Porro	Nominated
	Saturn Award for Best Special Effects	Jeffrey A. Okun and Patrick Tatopoulos	Nominated
BMI Film & Television Awards	BMI Film Music Award	David Arnold	Won
Fantasporto	International Fantasy Film Award for Best Film	Roland Emmerich	Nominated
Germany's Golden Screen Awards	Golden Screen	<i>Stargate</i>	Won
Hugo Awards	Hugo Award for Best Dramatic Presentation	<i>Stargate</i>	Nominated
Sci-Fi Universe Magazine: Universe Reader's Choice Awards	Best Science Fiction Film	<i>Stargate</i>	Won
	Best Special Effects in a Genre Motion Picture	Jeffrey A. Okun	Won
	Best Supporting Actress in a Genre Motion Picture	Mili Avital	Won

Future

Dean Devlin and Roland Emmerich always envisioned *Stargate* as the first part of a trilogy of films, but parts two and three were never developed.^[38] At Comic-Con 2006, 12 years after the original film was released, writer/producer Dean Devlin stated that he was in early discussions with rightsholders MGM about finally bringing the final two parts to the screen.^[39]

Sequels

According to Devlin, the second film is intended to be set around 12 years after the original, with Daniel Jackson making a discovery that leads him back to Earth and to the uncovering of a new Stargate. The second movie would supposedly use a different mythology from the Egyptian one which formed the background to the original movie, with the third movie tying these together to reveal that "all mythologies are actually tied together with a common thread that we haven't recognized before."^[40] Devlin stated that he hoped to enlist original stars Kurt Russell (Col. Jack O'Neil) and James Spader (Dr. Daniel Jackson) for the sequels. The actors have reportedly expressed an interest in participating in the project.^[41]

The film trilogy would not directly tie in to the *Stargate SG-1* series. According to Devlin, the relationship between the movie and the series is "we would just continue the mythology of the movie and finish that out. I think the series could still live on at the end of the third sequel. So we're going to try to not tread on their stories."^[40] Plans for sequels to the original film are unrelated to the development of straight-to-DVD movies made as sequels to the *Stargate SG-1* TV series. Using some of Roland Emmerich's notes, Bill McCay wrote a series of five novels, continuing the story the original creators had envisioned, which involved the Earth-humans, the locals and the successors of Ra. See *Stargate literature*. According to Devlin, he and Emmerich had always planned to do three films with the potential for more, but MGM preferred to play out the television series first.^[42]

Television spin-offs

The CD ROM *Secrets of Stargate*, released after the film, shows how the special effects were made. The film included behind the scenes of the film and the showing interviews with the cast and the production members.^[9] Dean Devlin eventually gave Metro–Goldwyn–Mayer (MGM) the rights over the film,^[38] and author Bill McCay wrote a series of five novels based on Emmerich's notes, continuing the story the original creators had envisioned. In 1996, MGM hired Brad Wright and Jonathan Glassner to create a spin-off television series. *Stargate SG-1* premiered on the American subscription channel Showtime on July 27, 1997 and ended its ten-season run in 2007. *Stargate SG-1* itself spawned the non-canon animated television series *Stargate Infinity* (2002–2003), and the live-action television series *Stargate Atlantis* (2004–2009) and *Stargate Universe* (2009–2011).

Differences from the series

SG-1 creators and executive producers Brad Wright and Jonathan Glassner altered the canon by introducing several new concepts during production of the *SG-1* and *Atlantis* series. Most notably, many characters were portrayed by different actors in the series, and names were spelled differently.[□] Daniel Jackson was played by James Spader in the movie and by Michael Shanks in the series. Kurt Russell's character Jonathan "Jack" O'Neil, a rather humorless Colonel, is played by Richard Dean Anderson as Jonathan "Jack" O'Neill (with two L's) in *SG-1*.^{[43][44]} French Stewart's character was named Louis Ferretti, in *SG-1*, Brent Stait's character is named Louis Ferretti. The spelling of Daniel Jackson's wife changes from *Sha'uri* to *Sha're*, O'Neill's wife from Sarah to Sara, (similarly, the name of O'Neil's son changes from *Tyler* in the film to *Charlie*).^[45]

The Stargate Command setting was transferred from the fictional military facility located in Creek Mountain, to the Cheyenne Mountain military complex.[□] The unnamed planet from the film was named Abydos in the series and the distance from Earth changed from millions of light-years away (in an entirely different galaxy, "the Kalium galaxy") to becoming the closest planet to Earth with a Stargate, residing in the same galaxy as Earth. Also in *SG-1*, Stargate travel is limited to the Stargate network in the Milky Way galaxy (unless a tremendous amount of power is used to lengthen the subspace wormhole of a Stargate to another galaxy's Stargate).[□] Ra was the last of an unnamed race in the film, being of a humanoid species with large black eyes and a lack of facial features. In *SG-1* however, Ra is one of many "Goa'uld System Lords," who are a race of parasitic snake-like creatures.^{[43][46]} There were also changes to the Stargate. The unique set of 39 Stargate symbols in the film were replaced with the concept of 38 symbols that are the same for each Stargate (Earth's symbols based on Earth's constellations), plus a single point of origin symbol that is unique to that individual gate.^[46] While the kawoosh effect in the movie was created by filming the actual swirl of water in a glass tube, and looked like a vortex on the back of the Gate,^[47] on the TV series this effect was completely created in CG by the Canadian visual effects company *Rainmaker*.^[48] At the beginning of Season 9, the original movie wormhole sequence was substituted by a new sequence similar to the one already used on *Stargate Atlantis*, but being blue as it was in the movie and *SG-1*, whereas in *Atlantis* it's green.^[49]

While the Stargate device in the feature film has a plain quartzite surface, the device in the television series has lights set in each of the chevrons: red, blue, and white in *Stargate SG-1*, *Stargate Atlantis*, and *Stargate Universe* respectively.

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External links

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- Stargate* (<http://www.imdb.com/title/tt0111282/>) at the Internet Movie Database
- Stargate* (<http://boxofficemojo.com/movies/?id=stargate.htm>) at Box Office Mojo
- Stargate* (<http://www.allrovi.com/movies/movie/v132284>) at AllRovi
- Stargate* (<http://www.rottentomatoes.com/m/stargate/>) at Rotten Tomatoes

Stargate SG-1

<i>Stargate SG-1</i>	
Main Cast (minus Corin Nemec)	
Genre	Military science fiction, Adventure science fiction ^[1]
Created by	<ul style="list-style-type: none"> Brad Wright Jonathan Glassner
Starring	<ul style="list-style-type: none"> Richard Dean Anderson Michael Shanks Amanda Tapping Christopher Judge Don S. Davis Corin Nemec Ben Browder Beau Bridges Claudia Black Teryl Rothery
Theme music composer	Joel Goldsmith
Country of origin	<ul style="list-style-type: none"> Canada United States
Language(s)	English
No. of seasons	10
No. of episodes	214 + 2 DVD films (List of episodes)
Production	
Executive producer(s)	<ul style="list-style-type: none"> Jonathan Glassner (1–3) Brad Wright (1–10) Robert C. Cooper (5–10) Joseph Mallozzi (8–10) Paul Mullie (8–10) Richard Dean Anderson (1–8) Michael Greenburg (1–8)
Running time	43 minutes
Production company(s)	MGM Television (1997-2007) Double Secret Productions(1997-2007) Gekko Film Corp. (1997-2005) Sony Pictures Television (2005-2006)
Broadcast	
Original channel	<ul style="list-style-type: none"> Showtime (seasons 1–5) Sci-Fi Channel (seasons 6–10)
Original run	July 27, 1997 – March 13, 2007
Chronology	
Preceded by	<i>Stargate (film)</i>
Followed by	<i>Stargate: The Ark of Truth</i>
Related shows	<ul style="list-style-type: none"> <i>Stargate Atlantis</i> <i>Stargate Universe</i>

External links
Website ^[2]

Stargate SG-1 (often abbreviated as *SG-1*) is a Canadian-American adventure and military science fiction television series and part of Metro-Goldwyn-Mayer's *Stargate* franchise. The show, created by Brad Wright and Jonathan Glassner, is based on the 1994 feature film *Stargate* by Dean Devlin and Roland Emmerich. The television series was filmed in and around the city of Vancouver, Canada. In the United States, Showtime broadcast the first five seasons, from 1997 to 2002, and then the series moved to the Sci Fi Channel for its last five seasons, from 2002 to 2007. The final episode premiered on Sky1 in the United Kingdom on March 13, 2007, three months before its United States premiere. With ten seasons and 214 episodes, *Stargate SG-1* surpassed *The X-Files* in 2007 as the longest-running North American science fiction series on television, before being surpassed by *Smallville* in 2011 with 218 episodes in ten seasons.

The story of *Stargate SG-1* begins about a year after the events of the feature film, when the United States government learns that a network of ancient alien devices called Stargates connects a vast multitude of planets within our Milky Way galaxy, facilitating near-instantaneous interstellar travel. Later episodes reveal that this network is capable of spanning not just planets within the Milky Way, but with sufficient power, can provide intergalactic travel as well. *Stargate SG-1* chronicles the adventures of the elite special force Air Force squad, SG-1, the flagship team of over two dozen teams from Earth who explore the galaxy and defend Earth against alien threats such as the Goa'uld, Replicators, and later the Ori. The composition of the SG-1 team is stable in the show's first five seasons but changes several times in the remaining seasons. The series expands upon many Ancient Earth mythologies such as Egyptian mythology, Norse mythology, and Arthurian legend. The 2008 direct-to-DVD films *Stargate: The Ark of Truth* and *Stargate: Continuum* continue the adventures of SG-1.

The series was a ratings success for Showtime and the Sci Fi Channel, and was particularly popular in Europe and Australia. Although it received little critical response, *Stargate SG-1* was honored with numerous awards and award nominations in its ten-season run. It also spawned the animated television series *Stargate Infinity* in 2002, the live-action spin-off TV series *Stargate Atlantis* in 2004, and the live-action TV series *Stargate Universe* in 2009 which ended in the Spring of 2011. Merchandise for *Stargate SG-1* includes games and toys, print media, and an original audio series.

Series overview

Stargate SG-1 resumes the plot of the original feature film and follows the present-day adventures of SG-1, a military team from Earth. SG-1 and two dozen other SG teams venture to distant planets using a fictional alien portal known as a Stargate, which in the series is housed in a top-secret United States Air Force military base known as Stargate Command (SGC) underneath Cheyenne Mountain in Colorado Springs, Colorado. In the first eight seasons, the mission of the SG teams is to explore the galaxy and search for alien technology and allies to defend Earth against the Goa'uld, a snake-like parasitic alien race that takes humans as unwilling hosts. As explained in the series' backstory, the Goa'uld transported human slaves from Earth to other habitable planets across the galaxy thousands of years ago and now pose as gods of Ancient Earth mythologies, particularly Egyptian mythology. SG-1 eventually learns that highly evolved human-like beings, known as the Ancients, had originally built the Stargate network millions of years earlier, before they used their extraordinary powers to ascend to a higher plane of existence, after which they pledged to not interfere in the lives of other species. The Ori, who belong to the same race of ascended beings as the Ancients but who use their powers to subjugate other species, forcing them to worship the Ori and to believe a doctrine of religious fundamentalism, assume the role of the main antagonists in seasons 9 and 10.

Goa'uld arc

The pilot episode ("Children of the Gods"), set one year after the events of the original feature film, introduces the Goa'uld System Lord and main villain Apophis (Peter Williams) as he attacks Earth's mothballed SGC military base through the Stargate and kidnaps a soldier. The SGC is brought back into action when the Stargate is revealed to be part of an interplanetary network connecting countless planets. SG teams are created to help defend Earth against the Goa'uld, who have interstellar pyramid warships and vast armies of Jaffa (hereditary slaves and human incubators to the Goa'uld) at their disposal. Earth's flagship team SG-1, which includes Apophis's defected First Prime (lead Jaffa soldier) Teal'c, initiates several alliances with other cultures in the galaxy, such as the Goa'uld-like but truly symbiotic Tok'ra, the advanced human Tollan, the pacifist Nox, the benevolent Roswell-alien Asgard, and remnants of the powerful Ancients. Another alien threat arises in the season 3 finale ("Nemesis") in the form of sentient machines called Replicators. Meanwhile, rogue agents of a shadowy intelligence agency on Earth, the NID, repeatedly attempt to take control of the Stargate and other alien technology. Despite Apophis's death in the beginning of season 5, the Goa'uld Empire remains a major foe in *Stargate SG-1* until the end of season 8. The only influential Goa'uld in the last two seasons of *Stargate SG-1* is the System Lord Ba'al (Cliff Simon), who is defeated in the direct-to-DVD film *Stargate: Continuum*.



The Cheyenne Mountain complex in Colorado, United States is home to Earth's fictional Stargate Command in the *Stargate* universe.

Anubis arc

After Apophis's defeat in the season 5 premiere ("Enemies"), the half-Ascended Goa'uld System Lord Anubis (David Palffy) becomes the main villain. He possesses much knowledge of the Ancients and their technology. While Earth builds its first interstellar spaceship (the *Prometheus*) in seasons 6 and 7, Anubis creates an army of almost invincible Kull Warriors and wipes out many of his fellow System Lords. In the season 7 finale ("Lost City"), SG-1 discovers a powerful weapon in an Ancient outpost in Antarctica that annihilates Anubis's entire fleet and also sets the stage for the spin-off series *Stargate Atlantis*. Ba'al subsumes much of Anubis's power in season 8, while Anubis secretly regains control of his forces. Human-form Replicators begin to conquer the System Lords, but SG-1 finds and adjusts an Ancient weapon to destroy all Replicators throughout the galaxy. Near the end of season 8 ("Threads"), it is revealed that the benevolent Ascended Being Oma Desala (Mel Harris) is responsible for Anubis's original ascension. When she engages Anubis in an eternal stalemated battle on the Ascended plane to prevent his acting on the mortal plane, the Replicators and most System Lords have already been annihilated, and the Jaffa win their freedom from Goa'uld rule.

Ori arc

The original SG-1 team disbands after the events of season 8, but slowly reunites under new team leader Col. Cameron Mitchell after the SGC inadvertently draws the attention of the Ancient-like Ori from another galaxy to the existence of sentient life in the Milky Way. While the Ori send enhanced human beings named Priors to the Milky Way to spread a religion that will augment the Ori's power, Ba'al and some minor Goa'uld infiltrate Earth through the Trust (a coalition of rogue NID operatives) to rebuild their power. At the end of season 9 ("Camelot (Part 1)"), the Ori begin an evangelistic crusade with their warships and effortlessly wipe out the combined fleet of Earth and its allies. The leader of the Ori, Adria (Morena Baccarin), is introduced in the premiere of season 10 ("Flesh and Blood (Part 2)"). SG-1 searches for the Sangraal, an Ancient weapon that might defeat the Ori, while Ba'al and his clones attempt to find the weapon for their own purposes. With the help of the powerful Ancient Merlin (Matthew Walker), SG-1 finds the construction plans of the Sangraal and sends a working version to the Ori galaxy. Shortly thereafter,

Adria ascends. The direct-to-DVD film *Stargate: The Ark of Truth* ends the Ori arc.

Cast

- Richard Dean Anderson as Jonathan "Jack" O'Neill (seasons 1–8 main, seasons 9–10 recurring) – A United States Air Force Colonel and special operations veteran who led the original mission through the Stargate in *Stargate* (where he was played by Kurt Russell). He is coaxed out of retirement in the pilot episode and serves as the leader of the SG-1 team in the first seven seasons. He takes charge of Stargate Command (SGC) after his promotion to Brigadier General at the beginning of season 8. The series repeatedly alludes to romantic feelings between O'Neill and his second-in-command, Carter, but the relationship is never shown as consummated outside of alternate reality scenarios. O'Neill is reassigned to Washington, D.C. before season 9 and receives a promotion to Major General. He appears in a recurring role in seasons 9 and 10 of *Stargate SG-1*, as well as in *Stargate: Continuum* and in seasons 1 and 3 of *Stargate Atlantis*. O'Neill appears as a Lieutenant General in multiple episodes of *Stargate Universe* where he is in command of the Department of Homeworld Security.
- Michael Shanks as Daniel Jackson (seasons 1–5 and 7–10 main, season 6 recurring) – A brilliant Egyptologist whose far-fetched theories about Egyptian pyramids having been built by aliens led to his participation in the original Stargate mission in the feature film (where he was played by James Spader). He joins the SG-1 team to facilitate his search for his wife, who was kidnapped by Apophis in the pilot episode, but his naïveté and curiosity regularly create obstacles for the team.^[3] He gradually evolves from being an archaeologist and translator into the moral conscience for the team,^[4] and remains part of SG-1 until he ascends to a higher plane of existence at the end of season 5. Following his forceful de-ascension at the beginning of season 7, he rejoins SG-1 for the remainder of the series. The last three seasons show his flirty yet antagonistic relationship with Vala Mal Doran.^[3] Daniel also appears in both direct-to-DVD films, in seasons 1 and 5 of *Stargate Atlantis*, and in three *Stargate Universe* episodes.
- Amanda Tapping as Samantha "Sam" Carter (seasons 1–10 main) – A brilliant young astrophysicist^[5] and United States Air Force Captain who joins SG-1 under the command of Col. O'Neill in the pilot episode. Following her promotion to Major in season 3, she is promoted to Lieutenant Colonel early in season 8 and assumes command of SG-1. The series repeatedly alludes to romantic feelings between Carter and O'Neill, but the relationship is never shown as consummated outside of alternate reality scenarios. Carter assists Lt. Col. Cameron Mitchell in seasons 9 and 10. After her appearance in *Stargate: The Ark of Truth*, she is promoted to Colonel and becomes the new commander of the Atlantis expedition in season 4 of *Stargate Atlantis*, before joining SG-1 again for *Stargate: Continuum*. Carter appears in a recurring role in all seasons of *Stargate Atlantis* (and as a regular in Season 4) and in the first episode of *Stargate: Universe* as commander of the starship George Hammond.
- Christopher Judge as Teal'c (seasons 1–10 main) – A quiet and strong Jaffa alien who defects from his position as the First Prime of the Goa'uld Apophis. He joins SG-1 after the pilot episode in hopes of leading his race to freedom. Despite succeeding in this goal at the end of season 8, he remains a member of SG-1 until the end of the series. He also appears in both direct-to-DVD films and in season 4 of *Stargate Atlantis* as a mentor for Ronan during an interview for the IOA.
- Don S. Davis as George Hammond (seasons 1–7 main, seasons 8–10 recurring) – A United States Air Force Major General (later Lieutenant General) who commands Stargate Command in the first seven seasons. Besides recurring in seasons 8 through 10 of *Stargate SG-1*, he appears in season 1 of *Stargate Atlantis*. Davis died from a heart attack in June 2008, making his appearance in *Stargate: Continuum* his last.^[6]
- Corin Nemec as Jonas Quinn (season 6 main, seasons 5 and 7 recurring) – A humanoid alien and scientist from the country of Kelowna on the planet Langara. Daniel sacrifices his life (leading to his ascension) at the end of season 5 in an attempt to save Kelowna, but the following gleeful reaction of the Kelownan leaders causes Jonas to turn his back on Langara. Jonas is a fast learner and fills Daniel's empty spot on SG-1 in season 6. Following Daniel's return, Jonas returns to his planet and remains a recurring character in season 7.

- Ben Browder as Cameron "Cam" Mitchell (seasons 9–10 main) – A United States Air Force Lieutenant Colonel who is assigned as the new commanding officer of SG-1 at the beginning of season 9. He struggles to reunite its former members under his command and commands SG-1 (with Lt. Col. Carter's assistance) until the end of season 10. He is promoted to Colonel between his appearances in *Stargate: The Ark of Truth* and *Stargate: Continuum*.
- Beau Bridges as Henry "Hank" Landry (seasons 9–10 main) – A United States Air Force Major General and the commander of Stargate Command in seasons 9 and 10. He is the estranged father of the SGC's medical officer Carolyn Lam and appears in both direct-to-DVD films and in seasons 2 and 3 of *Stargate Atlantis*.
- Claudia Black as Vala Mal Doran (season 10 main, seasons 8–9 recurring) – A con artist from an unnamed planet and a former human host to the Goa'uld Qetesh. Her first appearance in season 8's "Prometheus Unbound" is the beginning of her flirty yet antagonistic relationship with Daniel.^[3] In her recurring role in season 9, she and Daniel unintentionally set off the new Ori threat. She joins SG-1 after giving birth to the new leader of the Ori at the beginning of season 10, and appears in both direct-to-DVD films.

Production

Conception

Brad Wright and Jonathan Glassner had worked together on the MGM television series *The Outer Limits* since 1995. Upon hearing of MGM's plan to create a television spin-off series of the feature film *Stargate*, Wright and Glassner independently and unbeknownst to each other approached MGM and proposed their concept for the television series. MGM president John Symes greenlit the project on the condition that Wright and Glassner work together as executive producers of the new show.^[4] The show was named *Stargate SG-1* after Wright flightily agreed to Symes's pitch question of whether the team should be called "SG-1". MGM released posters titled *Stargate SG-1* within the next week without the knowledge of Wright or Glassner.^[7]

John Symes approached Michael Greenburg and Richard Dean Anderson, former star of the long-running *MacGyver*.^[4] Anderson agreed to become involved if his character Jack O'Neill were allowed more comedic leeway than Kurt Russell's character in the feature film. He also requested *Stargate SG-1* to be more of an ensemble show, so that he would not be carrying the plot alone as on *MacGyver*.^[8] The American subscription channel Showtime made a two-season commitment for 44 episodes in 1996.^[4] Principal photography began in Vancouver in February 1997.^[9]

Casting and cast changes

After Anderson accepted the part, Brad Wright and Jonathan Glassner reviewed several thousand taped auditions and invited approximately 25 promising actors to screen tests in Los Angeles.^[10] Michael Shanks, Amanda Tapping and Christopher Judge are said to have gravitated towards each other during the casting process before they knew that they would ultimately be cast.^[11] The producers found Judge the easiest to cast due to his muscular presence.^[4] Shanks was cast because he did "the perfect imitation of James Spader", according to Wright.^[4] The producers knew Don S. Davis from his work as a stand-in and stunt-double for Dana Elcar in *MacGyver* and approached him to read for the role of George Hammond.^{[12][13]}



Brad Wright created *Stargate SG-1* with Jonathan Glassner.

Showtime's announcement to not renew *Stargate SG-1* after season 5 coincided with Michael Shanks' decision to leave the show over concerns of being underutilized.^[14] The Sci Fi Channel picked up the show^[15] and substituted a new character played by Corin Nemec. Casting agents had met Nemec at the courtyard of MGM's Santa Monica offices by chance and offered him the role of Jonas Quinn.^[16] Addressing rumors that it had forced Shanks' departure, Sci Fi said in February 2002 that the network absolutely never requested that any cast changes be made ... and although we regret the loss of Michael Shanks, we think that Corin Nemec will be a great new presence in the cast."^[17] Although Nemec's early appearances, beginning with the penultimate episode of season 5 "Meridian", evoked distrust by some fans,^[14] Nemec was open to continue playing the character after season 6 or in a feature film or a spinoff series.^[16] However, the producers reached a new contract with Shanks to return full time in season 7, leaving Nemec with a recurring role.^[18] Don S. Davis left *Stargate SG-1* after season 7 for health reasons^[19] but appeared in a recurring capacity until his death on June 29, 2008.

Due to prior engagements, Claudia Black of *Farscape* fame could not accept the offers to guest-star on *Stargate SG-1* until the season 8 episode "Prometheus Unbound".^[20] The producers liked the on-screen chemistry between Black's Vala Mal Doran and Shanks's Daniel so much that they re-introduced her in a six-episode story arc to cover for the maternity leave of Amanda Tapping at the beginning of season 9.^[21] At the same time, Richard Dean Anderson left the show to spend more time with his daughter (his schedule had been reduced incrementally since season 6).^[22] The role of the leading man was filled with Ben Browder (also of *Farscape* fame), who had met with the *Stargate* producers as soon as the introduction of new main characters for season 9 was discussed.^[23] The producers had met him during sci-fi conventions and had previously discussed casting him in other *Stargate* roles.^[24] The producers approached Emmy Award-winning actor Beau Bridges directly to play the role of Hank Landry.^[25] Claudia Black's guest appearances were so popular with the cast, crew and audience^{[21][26]} that the actress returned for the last two season 9 episodes (with her pregnancy worked into the plot), and she joined the cast full time in season 10.

Crew

Most producers, crew members and guest actors behind *Stargate SG-1* were Canadian.^[27] Creators Brad Wright and Jonathan Glassner were executive producers and show runners of *Stargate SG-1* in the first three seasons, having the final say (besides MGM and the network) on stories, designs, effects, casting, editing, and episode budgets.^[28] After Glassner's departure, Wright ran *Stargate SG-1* alone for three seasons. Executive producer Robert C. Cooper took over as show-runner in season 7 when Brad Wright took time off to develop the spin-off series *Stargate Atlantis*.^[29] Cooper and Wright remained show-runners of their respective shows until the end of *SG-1*.^[30] Also serving as executive and co-executive producers were Michael Greenburg and Richard Dean Anderson (seasons 1–8), N. John Smith (seasons 4–10), and the writer team Joseph Mallozzi & Paul Mullie (seasons 7–10).



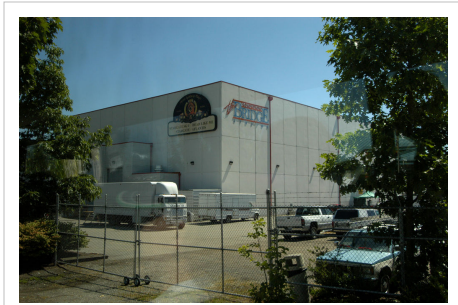
Robert C. Cooper became *SG-1*'s show runner in season 7.

Although *Stargate SG-1* employed freelance writers, most of the 214 *Stargate SG-1* episodes were written by Brad Wright (seasons 1–10), Jonathan Glassner (seasons 1–3), Katharyn Powers (seasons 1–6), Robert C. Cooper (seasons 1–10), Peter DeLuise (seasons 4–8), Joseph Mallozzi & Paul Mullie (seasons 4–10), Damian Kindler (seasons 6–10), and Alan McCullough (seasons 9–10). Martin Wood and Peter DeLuise directed the most episodes, with 46 episodes (seasons 1–10) and 57 episodes (seasons 2–10), respectively. Wood and DeLuise regularly made cameo appearances in their episodes and notably played the show-within-a-show directors in the cameo-heavy milestone episodes "Wormhole X-Treme!" and "200". Andy Mikita had been an assistant director since the pilot episode and directed 29 episodes from season 3 through 10. *SG-1* director of photography Peter Woeste and camera

operator William Waring directed 13 episodes each. Most staff writers and staff directors held producer positions. Several cast members contributed story ideas and directed *SG-1* episodes.

Filming

Stargate SG-1 was filmed in and around Vancouver, British Columbia, mainly at The Bridge Studios and NORCO Studios,^{[31][32]} which offered *Stargate SG-1* tax breaks throughout its run.^[27] The cost of an *SG-1* episode increased from US\$1.3 million^[33] in the first seasons to an estimated US\$2 million per episode in season 10, partly due to unfavorable exchange rates.^{[27][34]} Many Vancouver area landmarks were incorporated into the episodes, such as the campus of Simon Fraser University, which became the setting of an alien civilization's capital.^[35] Production faced many weather problems because of the moderate oceanic climate of Vancouver, although rain could be eliminated from film. The season 3 episode "Crystal Skull" was the first episode to be filmed on a virtual set.^[31]



Stargate SG-1 was filmed at The Bridge Studios in Burnaby, British Columbia, Canada.

The main setting of *Stargate SG-1*, the fictional Stargate Command (SGC) at the (real) Cheyenne Mountain Air Force Station near Colorado Springs, Colorado, was filmed at stage 5 of The Bridge Studios.^[32] Martin Wood filmed half a dozen stock shots of the real Cheyenne Mountain complex for use in the series approximately ten days before the premiere of the pilot episode. Although these shots wore out over the years, the producers did not film new shots until the beginning of season 9, thinking that *Stargate SG-1* would be cancelled after each current year.^{[36][37]} By then, visitor questions and fan theories about the existence of a Stargate at the real Cheyenne Mountain complex had become so common that Cheyenne Mountain had installed a seemingly high-security door labeled "Stargate Command" for one of their storage rooms holding brooms and detergent.^[38]

The first seven seasons had 22 episodes each, which was reduced to 20 episodes for the last three seasons. Episodes of the first seasons were filmed over a period of 7.5 working days, which decreased to a targeted average of six working days in the last seasons.^[39] All episodes were filmed in 16:9 wide-screen, although *Stargate SG-1* was broadcast in 4:3 aspect ratio in its first years.^[40] The transition to the broadcast of episodes in the wider 16:9 ratio gave directors more freedom in frame composition.^[41] The first three seasons of *Stargate SG-1* were filmed on 16 mm film, notwithstanding scenes involving visual effects that had always been shot on 35 mm film for various technical reasons. After a test run with the season 3 finale, "Nemesis", *Stargate SG-1* switched to 35 mm film for all purposes at the beginning of season 4.^[42] Digital HD cameras were used for filming beginning with season 8.^[39]

Production design

The art department generated all of the concepts and drawing for the prop department, the set decoration department, the construction department, the paint department, and the model shop. They also collaborated with the visual effects department.^[31] *Stargate SG-1* employed about 200 Canadian union workers, although that number could exceed 300 when new sets were built.^[27] Lead production designer Richard Hudolin joined the project in October 1996. Bridget McGuire, *SG-1*'s art director since the pilot episode, took over as lead production designer in season 6.^{[9][43]}

Hudolin flew to Los Angeles in 1996 to gather material from the feature film as reference and found the original Stargate prop stored outside in the Californian desert. Although the prop had severely deteriorated, he was able to take a detailed mold for *Stargate SG-1* production to build its own prop. The new Stargate was engineered to turn, to lock the chevrons, and to be computer-controlled to dial specific gate addresses. A portable Stargate prop was built for on-location shoots and required six workers and one full day to set up.^{[4][9]} Since visual effects are sometimes faster and cheaper,^[9] a computer-generated Stargate was occasionally used in on-location shoots in later seasons.^[44]

The SGC set had to be twice as high for shooting as the 22-foot-tall (**unknown operator: u'strong'** m) Stargate prop,^[10] but one of Hudolin's original plans of a three-level set was rejected in favor of a two-level set.^[9] The gateroom was the biggest room on set and could be redesigned for other scenes.^[44] Two multi-purpose rooms were frequently redecorated into the infirmary, Daniel's lab, the cafeteria or the gym.^{[9][45]} The SGC set and all other sets from the pilot episode were constructed within six weeks in January and February 1997, incorporating some original set pieces from the feature film.^[9] The SGC set would be largely dismantled in late 2008 to make room for the Icarus Base set of *Stargate Universe*.^[46]

Make-up and costumes

Most *SG-1* main characters are US airmen and wear authentic United States Air Force uniforms. During missions, the members of the SG-1 team normally wear olive green Battle Dress Uniforms.^[47] Richard Dean Anderson and Don S. Davis received a regular military-style haircut on set.^{[48][49]} Amanda Tapping had her hair comparably short until the filming of the direct-to-DVD films. Playing a civilian, Michael Shanks adopted James Spader's hairstyle from the feature film but cut it short for the season 2 finale and subsequent seasons. The Jaffa alien Teal'c (Christopher Judge) was the only main character whose look required more than basic make-up. His Egyptian look was reflective of the Goa'uld Ra from the feature film and was complemented with a forehead symbol and a gold skin tone, although his make-up process was simplified over the years.^[50] Judge shaved his head at home each day until the producers allowed him to let his hair grow in season 8.^[48] As a trained nurse, key make-up artist Jan Newman could make burns, cuts, bruises and the SG-1 team's other wounds look authentic.^[50]

For the look of aliens, the make-up department collaborated with prosthetics companies from Vancouver and Los Angeles, including Todd Masters. While the human origins of many alien races and human civilizations were left recognizable, the recurring Unas race required elaborate prosthetics and make-up work.^[50] To mirror the independent development of the fictional human civilizations after their displacement from Earth, the costume designers took elements of the respective Earth cultures, and combined them with modern fabrics, elaborate trims and chains that would give a historical yet otherworldly appearance.^[51] The look of the Goa'uld such as Apophis was initially based on Ra in the feature film.^[50] For the design of the Ori and the Priors in season 9, the art department looked at Japanese and Samurai garments for costume design. Art director James Robbins found the face painting, scarification and burns of remote jungle tribes mystical, serving as inspiration for the face scarification of the Priors and the Doci. Early considerations of finger extensions and scarification on their hands were discarded as impracticable.^[52]

Visual effects

Stargate SG-1 was one of the biggest employers in the Vancouver visual effects market,^[53] spending \$400,000 per episode.^[54] The largest role was played by Rainmaker Digital Effects,^[53] whose senior digital compositing artist, Bruce Woloshyn, worked approximately 10 months a year in close collaboration with *SG-1*'s visual effects supervisor/producer James Tichenor and visual effects supervisor Michelle Comens.^[55] Many companies were hired to create the Stargate's water-like event horizon in the beginning, but Rainmaker eventually became the only company to create those visual effects.^[40] Rainmaker's regular effects shots included the activation and use of the Stargate itself (with well over 300 event horizon shots in the first few years), the transport rings, and the blast shots of the staff weapons and zat guns. They created the visual effects for Goa'uld cargo ships and death gliders on a less regular basis.^[55]

Lost Boys Studios provided visual effects for *SG-1* from the very beginning of the series up to the end of season 5,^[56] and Image Engine worked on the show from season 2. *Stargate SG-1* and *Stargate Atlantis* were responsible for an estimated 30% to 40% of the business of Atmosphere Visual Effects.^[53] James Tichenor considered the few episodes with big visual effects budgets the most likely works to contain visual cues that would impress award judges.^[57] *Stargate SG-1* helped win the local post production shops industry recognition, with season 4's "Small

Victories", season 5's "Revelations" and season 7's "Lost City" receiving the most visual effects awards and nominations (see *List of awards and nominations received by Stargate SG-1*).

Music

According to composer Joel Goldsmith, *Stargate SG-1* had a traditional action-adventure score, "with a sci-fi, fantasy flair" that goes "from comedy to drama to wondrous to suspense to heavy action to ethereal".^[58] Brad Wright and Jonathan Glassner had known Goldsmith since the second season of *The Outer Limits* before they approached him to work on the pilot episode of *Stargate SG-1*. Goldsmith and David Arnold, the composer of the original feature film score, discussed themes for a television adaptation. The main titles of *Stargate SG-1* were a medley of several themes from the feature film, although Goldsmith also wrote a unique end title for *SG-1* to establish the show as its own entity.^[59] MGM eventually insisted on using Arnold's score in the pilot episode instead of Goldsmith's, but Brad Wright's 2009 direct-to-DVD recut of *Children of the Gods* uses Goldsmith's original score.^[60]

For each episode's score, Goldsmith simulated a real orchestra with a synthesizer palette of an eighty-piece symphony orchestra for budgetary reasons,^[59] although he occasionally used two or three musicians for added orchestral authenticity.^[61] Goldsmith's long-time assistant Neal Acree started composing additional music for *Stargate SG-1* in season 8.^[62] The amount of composed music varied between 12 and 33 minutes out of a 44-minute episode, with an average of around 22 to 26 minutes,^[62] making the full symphonic score of *SG-1* more time-consuming to create than for general TV shows.^[59] Since Goldsmith lived a thousand miles away from Vancouver, he and the producers discussed ideas over the phone^[61] and exchanged tapes via Federal Express for several years until the show switched to Internet file transfers.^[63]

Goldsmith's reliance on Arnold's score decreased over the seasons when *Stargate SG-1* departed from the Goa'uld theme and introduced new characters and races. Goldsmith had a thematic approach to races and spaceships.^[59] For example, he wanted a mechanical, repetitive musical motif for the Replicators,^[63] Gothic, Gregorian, and Christian themes were the inspiration for the Ori motif.^[59] The Ancient theme was deliberately carried over to *Stargate Atlantis*. The end of "Lost City" has a basic melody that would become part of the main title of *Atlantis* per a suggestion by Goldsmith's assistant.^[63] Non-original music was rarely used on *SG-1*, although Goldsmith chose the aria "Vesti la giubba" from Leoncavallo's "Pagliaccio" for the season 3's "Shades of Grey".^[28] Additionally, Lily Frost's song "Who am I" played in season 7's "Fragile Balance", and CCR's song "Have You Ever Seen the Rain?" played in the series finale "Unending". A television soundtrack with Goldsmith's adapted score was released in 1997,^[64] followed by a best-of release in 2001.^[65]

Opening title sequence

Stargate SG-1 has had several opening title sequences, which are generally preceded by a teaser act. The credits are normally sixty seconds long. Richard Dean Anderson was the only *SG-1* actor whose name appeared before the show's title. Michael Shanks's name was moved near the end of the opening credits with the appendage "as Daniel Jackson" after his return to the show in season 7. Some DVD versions of early *SG-1* seasons have different opening credits than the television versions, as do the direct-to-DVD films. Composer Joel Goldsmith adapted David Arnold's *Stargate* feature film score for *SG-1*'s opening title theme, which remained the same during the run of *Stargate SG-1* and its direct-to-DVD films.

The first opening title sequence, used in the first five seasons, shows a slow-pan camera move over Ra's mask. The *Stargate SG-1* producers had run out of time before the premiere of season 1 and simply re-used the accelerated opening title sequence of the feature film.^[66] Ra's mask had been created in the feature film's model shop and had originally been filmed with a motion-control camera.^[67] Partly because Ra's mask looked cross-eyed, Brad Wright approached the art department in the following years to produce a new opening title sequence; however, the sequence remained the same until the show's move to the Sci-Fi Channel. During the first five seasons when the show was syndicated a separate introduction was used; this intro is still used by Sci-Fi for seasons 1-5. This version uses action shots of the original cast.^{[66][68]}



The opening credits of *Stargate SG-1*'s first five seasons show Ra's mask in close-up, which is similar to Tutankhamun's golden mask (pictured).

The opening title sequence of the first two season 6 episodes shows a turning Stargate, for which a Frazier lens was put as close as $\frac{1}{8}$ inch (3 mm) to the Stargate prop.^[68] The opening credits of the following episodes intercut this material with live-action shots of the characters from previous seasons and ended with the SG-1 team stepping through the Stargate. The opening credits stayed the same in the next two seasons except for minor clip and cast changes. The opening credits of season 9 intercut shots of the Stargate with action sequences similar to the previous opening credits, although the Stargate was visibly computer-generated. The Sci Fi Channel cut the opening credits from sixty to ten seconds in their original broadcast of the first half of season 9, but re-instated the full opening credits after strong negative fan reactions.^[69] The writers poked fun at this move in *SG-1*'s milestone episode "200" in season 10, showing a five-second clip instead of the full titles.^[70] Beginning with season 10's "Company of Thieves", the last clip of the opening credits shows Vala Mal Doran almost missing SG-1's trip through the Stargate.

Collaboration with the military



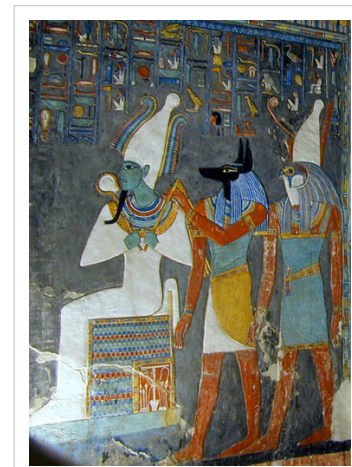
The U.S. Department of the Air Force, through the Air Force Office of Public Affairs, Entertainment Liaison in Los Angeles^[71], cooperated closely with the *Stargate SG-1* producers. Before the beginning of the series, the Air Force granted production access to the Cheyenne Mountain complex to film stock shots. They also read every script for mistakes and provided help with plausible background stories for all characters, ribbons, uniform regulations, hair advice, plotlines, and military relationships.^[72] The USAF flew up several T-38 Talon, F-15 and F-16 fighter jets to Vancouver for various episodes and direct-to-DVD films.^{[38][73][74]} Many of the extras portraying USAF personnel were real USAF personnel.^[75]

Two successive Chiefs of Staff of the Air Force, Generals Michael E. Ryan and John P. Jumper, appeared as themselves in season 4's "Prodigy" and season 7's "Lost City", respectively. General Jumper's second scheduled appearance in season 9's "The Fourth Horseman" was cancelled due to ongoing real-world conflicts in the Middle East.^[74] The Air Force Association recognized Richard Dean Anderson at its 57th annual dinner on September 14, 2004 for his work as actor and executive producer of the show, and for the show's positive depiction of the United States Air Force.^[75]

Several scenes of season 4's "Small Victories" were filmed aboard and outside of a decommissioned Russian *Foxtrot*-class submarine, which had been brought from Vladivostok to Vancouver by a private owner.^[9] The United States Navy invited the cast and producers to film aboard the nuclear submarine USS *Alexandria* (SSN-757) and at their Applied Physics Laboratory Ice Station in the Arctic for the direct-to-DVD sequel *Stargate: Continuum*.^[76]

Themes and allusions

Stargate SG-1 takes place in a military science fiction environment and employs the common science fiction concepts of strongly differentiated characters fighting an unequivocally evil enemy (the Goa'uld). However, it links alien races with well-known Earth mythologies, by use of the central Stargate device. Near-instantaneous interplanetary travel allows quick narrative shifts between the politics on Earth and the realities of fighting an interstellar war.^[77] *Stargate SG-1* gradually evolves the basic premise of the *Stargate* film into its own unique mythological superstructure,^[78] expanding upon Egyptian mythology (notably the gods Apep/Apophis and Anubis as Goa'uld villains), Norse mythology (notably the god Thor as an Asgard ally), and Arthurian legend (notably Merlin as an Ancient ally against the god-like Ori), among others. *SG-1* introduces new alien races (as opposed to alien human civilizations) less often than other science fiction television series and integrates newly encountered races or visited planets in stand-alone episodes into its established mythology while leaving the plotlines accessible for new audience members.^[79] Despite the show's extensive intergalactic mythology and science fiction elements, scholar M. Keith Booker considered *SG-1* ultimately character-driven and heavily dependent on the camaraderie among the SG-1 members.^[5]



Many *SG-1* stories are built around Egyptian gods, such as (from left to right) Osiris, Anubis and Horus.

The producers embraced humor and wanted *SG-1* to be a fun show that did not take itself too seriously.^[27] Brad Wright regarded *SG-1* as a family show with adequate violence as opposed to random or gratuitous violence.^[80] Christopher Judge did not consider *SG-1* as a "message show by any stretch of the imagination, but occasionally there are messages there".^[81] Aimed at a popular audience, *Stargate SG-1* emphasized its present-day-Earth story frame by frequently referencing popular culture, like *The X-Files* and *Buffy the Vampire Slayer* had done before.^[82] Jonathan Glassner had written *The Wizard of Oz* references into his own scripts since the first season, which the other writers imitated after Richard Dean Anderson began referencing the film on his own.^[83] O'Neill references Richard Dean Anderson's favorite television series, *The Simpsons*, throughout the show.^[84] *SG-1* makes meta-textual references to the process of writing and filming a science fiction TV series in several episodes^[85] and alludes to the main actors' previous TV roles in the pilot episode (Carter: "It took us fifteen years and three supercomputers to MacGyver a system for the gate on Earth") and in a *Farscape* vignette in the milestone episode "200".

Broadcast and release

Showtime and US syndication (1997–2002)

The American subscription channel Showtime ordered the first two seasons of *Stargate SG-1* with 44 episodes total in 1996.^[4] The two-hour pilot episode received Showtime's highest-ever ratings for a series premiere with an audience of approximately 1.5 million households in the 8 p.m. Sunday slot of July 27, 1997.^{[86][87]} According to the *SG-1* producers, a broadcast network would have cancelled *SG-1* after a few episodes, but Showtime put no pressure on the show to "deliver the meteoric ratings the way network shows do".^[88] The show was consistently the channel's most-watched program (including theatrical movies),^{[89][90]} so Showtime ordered a third and fourth season of 22 episodes each in July 1998,^[91]

Since *Stargate SG-1* was expensive to produce, MGM arranged an agreement with Showtime that *SG-1* could air in syndication six months after their premiere on Showtime.^[92] All 22 Fox stations aired the first seasons after their Showtime debut, providing a clearance of 41% of the United States.^{[93][94]} The Sci Fi Channel made its largest single programming acquisition of \$150 million in 1998 by buying the exclusive basic cable rights to the MGM package *Stargate SG-1*, *The Outer Limits*, and *Poltergeist: The Legacy*.^[95] Showtime decided to end its association with *Stargate SG-1* at the end of season 5, saying that the show still had a sizeable viewership but could no longer draw new subscribers due to its availability in syndication.^[34]

Sci Fi Channel and US syndication (2002–2007)

Since *SG-1*'s ratings were good from a financial standpoint, the Sci Fi Channel picked up MGM's offer to continue the show into a sixth season, yet with a slightly reduced budget.^[73] Sci Fi aired new episodes of *Stargate SG-1* in the 9 p.m. Friday slot between *The Dead Zone* and *Farscape*, while it aired older *SG-1* episodes in a four-hour block every Monday at 7 p.m. Episodes were broadcast in US syndication six months after their premiere on Sci Fi.^[33] The sixth season was supposed to be the show's last,^[8] but Sci Fi renewed *SG-1* at the last minute.^[96] The sixth and seventh seasons made *Stargate SG-1* Sci Fi's highest-rated original series with an average of 2 million viewers in over 1.3 million households,^[97] elevating Sci Fi into the top 10 cable networks in the United States.^[98] For the next few years, the producers believed each current season to be the show's last and repeatedly wrote big series finales,^[88] but the success of *Stargate SG-1* put off their plans of ending the show to write a new *Stargate* feature film.^[99] Sci Fi cut the length of an *SG-1* season from 22 to 20 episodes from season 8 onwards.

Originally envisioned as a replacement for *SG-1*, the spin-off series *Stargate Atlantis* began airing in tandem with *SG-1*'s eighth season in summer 2004, setting a series record of 3.2 million viewers for *SG-1* and a Sci Fi record as most-watched episode of a regular series ever (at the time) for *Atlantis* with 4.2 million viewers.^[99] *Battlestar Galactica* joined the two *Stargate* series in January 2005, making Sci Fi the leader among basic cablers on Friday nights over the summer of 2005.^{[100][101]} The producers considered replacing *Stargate SG-1* with a new show named *Stargate Command* after *SG-1*'s eighth season,^[102] but the Sci Fi Channel decided to continue *SG-1* with a slightly changed cast for a ninth season instead. Season 9's average slipped from 2.4 million viewers in late 2005^[100] to 2.1 million viewers with 1.8 household rating during early 2006, which Sci Fi's Mark Stern attributed to the "tech-savvy, toy-loving, time-shifting audience" whose use of digital video recorders excluded them in ratings compilations.^[34] Meanwhile, the decline of *SG-1*'s 2005–2006 syndication household ratings was consistent with the overall decline in syndicated sci-fi action hours.^[103] Sci Fi ordered a record-breaking tenth season of *SG-1* in 2005, but announced it would not renew the show for an eleventh season in summer 2006 (*see #Cancellation and future*). The final *SG-1* episode, "Unending", premiered on Sky1 in the UK on March 13, 2007, and attracted approximately 2.2 million viewers on the Sci Fi Channel on June 22, 2007.^[104]

International broadcast

According to Wright and Cooper, the worldwide popularity of science fiction was a factor in *SG-1*'s success and the good international reception helped keep the series on the air in the beginning.^[105] Several newspapers reported in 2005–2006 that *Stargate SG-1* aired in over 100 countries with a weekly worldwide viewership of around 10 million,^{[27][88][105]} but *The New York Times* gave different numbers in 2004, saying that the show was broadcast in sixty-four countries with more than 17 million viewers a week.^[106] *Stargate SG-1* had a particularly fervent response in the United Kingdom, Germany, France, and Australia.^{[99][106]}

Stargate SG-1 aired in the United Kingdom on Sky One with repeats on Sky Two, Sky Three, and Channel 4. Sky One broadcast new episodes of the second half of most seasons before their American premiere. Brad Wright found it "almost embarrassing" that *Stargate SG-1* was much more popular in the United Kingdom than in Canada,^[27] where the show aired on Space, Citytv, A-Channel, Movie Central, and French-language channels TQS and Ztélé.^[98] *Stargate SG-1* aired in Australia on Sci Fi Australia, Channel Seven, and Golden West Network. It aired in India on STAR World India.

Cancellation and future

On August 21, 2006, a few days after the premiere of *SG-1*'s milestone episode "200", the Sci Fi Channel confirmed that *Stargate SG-1* was not being renewed for an eleventh season.^[107] While news outlets cited declining ratings, expensive production and lack of promotion as possible reasons for the cancellation,^{[103][108]} the Sci Fi Channel's Mark Stern merely stated the decision was not ratings-based.^[103] Instead, he said the production staff was given enough time to tie up all the loose ends of the story, and *SG-1* cast members were planned to be incorporated into the renewed *Stargate Atlantis*.^[103] Meanwhile, the *SG-1* producers and rights-holder MGM expressed a desire to continue *SG-1* as a movie, mini-series, or an eleventh season on another network.^{[109][110]} Brad Wright confirmed the production of two direct-to-DVD films in October 2006,^[111] and Amanda Tapping joined the *Atlantis* cast for their fourth season. The first film, *Stargate: The Ark of Truth*, was released in March 2008 and wraps up the Ori storyline. The second film, *Stargate: Continuum*, is an alternate time-line time travel story and was released in July 2008. A special edition of the two-hour pilot episode "Children of the Gods" with re-edited scenes and a different score has also been produced.^[80]

In April 2009, MGM confirmed a third new *SG-1* film that Brad Wright had first announced in May 2008.^{[112][113]} Joseph Mallozzi revealed the working title as *Stargate: Revolution*.^[114] The film was planned to be written by Wright and former *Stargate Atlantis* executive producer Carl Binder.^[115] Martin Wood would serve as director.^[116] The premise of the film would have been the "possibility of the Stargate program going public".^[117] According to Wright, the film would center on the Jack O'Neill character and would reunite as many of the *SG-1* cast as possible, depending on the cost of the film and actor availability.^[112] The character of Vala Mal Doran would not appear in the film.^[116] Amanda Tapping confirmed her appearance in this *SG-1* film and the first *Atlantis* movie in September 2008,^[118] and Michael Shanks (Daniel Jackson) confirmed his and Richard Dean Anderson's participation in January 2009.^[119] No contracts had been signed by April 2009,^[120] but Wright stated that he "can almost guarantee we are proceeding with the *SG-1* movie this year [2009]".^[121] Nevertheless, production was put on hold. Wright explained that the late-2000s recession made DVD premieres less lucrative for MGM than in the years before,^[122] and he also pointed to the financial crisis of MGM as reason for the delay.^[123] Wright and Joe Mallozzi expressed optimism that production would eventually start,^{[123][124]} until Wright announced in April 2011 that the *SG-1* film project was permanently shelved, along with plans for future *Atlantis* and *Stargate Universe* films and a cross-over film incorporating elements from all three series.^{[125][126]} By then, neither the *Atlantis* nor *Universe* television series were produced anymore. Still, Wright did not rule out future *Stargate* films, saying; "It's a franchise. *Stargate* is not over. Somebody smart from MGM is going to figure it out, and something will happen."^[125]

Home video release

Stargate SG-1 was first released on DVD in some European nations in volumes of typically four episodes each, beginning with "The Best of Season 1" as Volume 1 in the United Kingdom in 2000. Each following season was released as six individual volumes (except season 10 with five volumes), beginning with the first four episodes of season 2. Beginning in 2001, seasons 1 through 8 were released in five-disc amaray box sets in the United States. MGM Home Entertainment (Europe) began releasing complete season box sets (including season 1) alongside the individual volumes in 2002. The British season box sets were usually released half a year after a season's last volume release in the UK. *Stargate SG-1* was also released in DVD season box sets in Australia.

Most DVDs contain behind-the-scenes features, audio commentaries for nearly all episodes beginning with season 4, and production galleries. The box sets of the first eight seasons were re-released with slim packaging in all regions, beginning in the United States in summer 2006.^[127] A complete series set was first released in the United States in October 2007, containing 50 discs from the ten seasons of *Stargate SG-1* and four bonus discs with content not part of the original sets.^[128] More than 30 million copies of DVDs had been sold by 2006.^[27]

Online distribution

New episodes of *Stargate SG-1* were first released on iTunes in the US in August 2006, each time one day after their premiere on the Sci Fi Channel. The commercial-free episodes were priced \$1.99 each, while a season pass with twenty episodes cost \$37.99.^{[103][129]} A release on iTunes UK followed in October 2007.^[130] All ten seasons of *SG-1* were available on iTunes and Amazon Unbox by January 2008.^[131] *Stargate SG-1* made its debut on hulu.com in March 2009, starting with the first season. At first, viewers in the United States could only watch episodes of the first seasons, but as of December 2009 all episodes of seasons 1 to 10 were available free of charge with a small number of commercials on Hulu, through January 31, 2011.^[132] Free access to all SG-1 episodes continued until July 31, 2011, when the episodes were finally removed. As of February 1, 2011, all episodes of the entire Stargate franchise are available on Netflix's subscription-based online video streaming service in the US.^[133]

Impact

Critical reception

In his review for the pilot episode "Children of the Gods" in 1997, Will Joyner of *The New York Times* considered *Stargate SG-1* a "challenging, if derivative, mix" that is "more than a *Stargate* [feature film] fan might expect but certainly less than one would hope for." He had a mixed opinion about the cast and was disturbed by *SG-1*'s use of visual shock tactics to make up for its lower television budget.^[86] Reviewing the same episode, *Variety*'s Tony Scott criticized that "superficial characters wander through their roles without stirring a modicum of conviction" in a show that is "essentially for young people". He mocked that the wooden acting, "pedestrian writing, pulp-mag plotting, shopworn characters, hackneyed dialogue [...] and Mario Azzopardi's broad direction will all undoubtedly delight billions and billions."^[134] Many critics responded negatively to the gratuitous use of sexual implication and female nudity in the pilot episode, which according to Wright had been filmed on Showtime's insistence despite his vocal opposition and was cut from the pilot's 2009 direct-to-DVD version.^[80]

According to Sharon Ebersson of the Pittsburgh Post-Gazette, "Stargate SG-1's" place in the sci-fi universe can be measured in longevity, spot-on cast chemistry, rabid fans and tough subject it has tackled although she argued that the show was rarely a critical darling.^[135] Although the show was the most-watched program on Showtime, it received almost no media mention outside hard-core science fiction circles in its first seasons.^[89] *Stargate SG-1* gained media attention when *Stargate Atlantis* was greenlit (the cover of the July 26, 2003 *TV Guide* issue notably called to "Forget *Trek*! *Stargate SG-1* is now sci-fi's biggest hit!"), but the *Toronto Star* noted in 2006 that "Nobody seemed to like [*Stargate SG-1*] but the fans; it somehow always slipped under the radar of most TV critics".^[136] According to Melanie McFarland of the *Seattle Post-Intelligencer*, *SG-1*'s records did not earn it "the kind of

wide-ranging respect a successful series with a 200-episode run deserves"; *SG-1* rarely occupied a slot on 'best show' lists because the show remained "relegated to the back of the bus in terms of popularity" behind the glory of *Battlestar Galactica*, although every week, the show attracts an average of 10 million viewers worldwide. It has also been pointed out by Cooper that "By the way, neither did the original 'Star Trek' in its time, It wasn't until 30 years later that people started looking back at it and realizing it was a milestone. I think we secretly hope that 10, 15, 20 years from now, that 'Stargate' will be considered in the same way."^[88] Scott D. Pierce from *Deseret News* said that the series never made a "sort of cultural impact" as *Star Trek* because the show was "pretty derivative" which he further stated it became "more so over the years."^[137] Robert Hanks from the British newspaper *The Independent* said that the series "Did the job" during its second season of broadcasting.^[138]

Awards and nominations

Stargate SG-1 was nominated for numerous awards during its ten-season run. Its nominations for seven Emmys in the "Outstanding Special Visual Effects for a Series" category and one Emmy for "Outstanding Music Composition for a Series (Dramatic Underscore)" did not result in a win.^[139] *SG-1* won two Gemini Awards,^[140] twelve Leo Awards^[141] and five Saturn Awards^[142] out of over thirty nominations each. *Stargate SG-1* was also nominated for two VES Awards in 2003 and 2005^{[143][144]} and for two Hugo Awards in 2005 and 2007.^{[145][146]}

Fandom

Brad Wright used the term "Gaters" to refer to fans of *Stargate SG-1* in 2001,^[72] but the term did not become widespread. Some fans' belief that there was a real Stargate device under Cheyenne Mountain inspired writers Joseph Mallozzi and Paul Mullie to come up with their own conspiracy story for season 4's "Point of No Return".^[72] The fansite GateWorld became a major franchise news site with special arrangements with MGM; GateWorld's founder Darren Sumner was later hired to serve as a news editor for the official *Stargate SG-1* magazine and to check *Stargate* comic books for continuity errors with the TV shows before publication.^[147] *Late Night with Conan O'Brien* graphic designer Pierre Bernard gained notoriety among *Stargate* fans for devoting several of his "Recliner of Rage" *Late Night* segments to *SG-1*. The producers invited him to make cameo appearances in the episodes "Zero Hour" and "200".^[148]



Fans costuming as SG teams at Dragon Con in 2008

Until 2005, Gatecon was the main *SG-1* fan convention. It was held in the Vancouver area, with more actor and crew member participation than other conventions. *SG-1* conventions by Creation Entertainment were also marketed as "The Official *Stargate SG-1* and *Stargate Atlantis* Tour", which mostly took place in the United States until Creation Entertainment acquired the license for Vancouver conventions in 2005. Wolf Events organized many *SG-1* conventions in Europe, particularly in the UK and Germany.^[149]

Merchandise

Stargate SG-1 spawned an industry of spin-off products. From 1999 to 2001, ROC published four *Stargate SG-1* novels written by Ashley McConnell.^[150] In 2004, UK-based Fandemonium Press launched a new series of licensed tie-in novels based on *Stargate SG-1*, although these books were unavailable in North America until 2006 when the license conflict with ROC expired.^[151] Titan Publishing publishes the official *Stargate Magazine*,^[27] while Avatar Press published a series of *Stargate SG-1* comics.^[27] British company Big Finish Productions began to produce *Stargate SG-1* audio adventures in early 2008, voiced by members of the *SG-1* cast.^[152] A *Stargate SG-1* roleplaying game and a *Stargate* trading card game were released in 2003 and 2007. Diamond Select Toys and Hasbro launched a series of toys in 2005 and 2006, respectively.^{[153][154]} The planned video game *Stargate SG-1: The Alliance* was

cancelled in 2005, and the futures of the MMORPG *Stargate Worlds*, and the Third Person Shooter from the same studio (Cheyenne Mountain Entertainment) named *Stargate Resistance* were made clear in November 2010 following MGM's decision not to renew CME's Stargate license. Four amusement rides are based on *Stargate* – the Stargate SG-3000 theme park ride operating at Space Park Bremen in Germany, and at Six Flags theme parks in Chicago, San Francisco and Louisville.^[27]

Legacy

"We were off the radar for so long. [...] We were like the slowly burning candle. We're not a huge hit by any means. We're a nice little show that does well and makes MGM a lot of money."

Creator Brad Wright in 2006^[27]

Stargate SG-1 spawned the live-action spin-off TV series *Stargate Atlantis*, the animated *Stargate Infinity* and the second live-action spin-off *Stargate Universe*. By *SG-1*'s tenth season in 2006, *Stargate SG-1* and *Stargate Atlantis* were said to have brought US\$500 million in production to British Columbia.^[27] MGM executive vice president Charles Cohen described *Stargate SG-1* and its spinoff series as the television counterpart of their *James Bond* franchise, being very profitable and improving their image.^[34]

According to Stan Beeler and Lisa Dickson in their 2005 book *Reading Stargate SG-1*, the only science fiction shows to exceed the staying power of *SG-1* are *Doctor Who* and the *Star Trek* franchise, although *The X-Files* and *Buffy/Angel* might have comparable longevity.^[78] Brad Wright cited continuity in the creative team and fan loyalty as reasons for the show's longevity.^[27] With its 202nd episode, "Company of Thieves", *Stargate SG-1* surpassed *The X-Files* as the longest-running North American science fiction series on television, before being overtaken by the Superman-inspired series *Smallville* in 2011.^[155] *Doctor Who* fans dispute *SG-1*'s listing in the 2007 Guinness World Records as the "longest-running science fiction show (consecutive)", as 695 episodes of the British show were produced and shown consecutively between 1963 and 1989.^{[156][157]}

Stargate SG-1 ranked #28 on *TV Guide*'s Top Cult Shows Ever.^[158] In 2005, *SG-1* and *Atlantis* shared the number four spot in a poll about the "most popular cult TV shows" on the British *Cult TV* website.^[159] *SG-1* was also included in the list of "17 All-Time Great Cult TV Shows You Say We Missed" by *Entertainment Weekly* in 2009.^[160] The astronomers David J. Tholen and Roy A. Tucker enjoyed the *SG-1* arch villain Apophis so much that they named their discovered near-Earth asteroid "99942 Apophis".^[161]

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External links

- Official website (<http://stargate.mgm.com/view/series/1/index.html>) at MGM.com
- Official website (<http://syfy.com/stargate/>) at Syfy.com
- "Stargate SG-1" (<http://web.archive.org/web/20030401143748/http://www.scifi.com/stargate/index.html>). (Sci Fi Channel) official site, original version. Archived from the original (<http://www.scifi.com/stargate/index.html>) on April 1, 2003. Contains episode guide through season six and other deleted content.
- *Stargate SG-1* (<http://www.imdb.com/title/tt118480/>) at the Internet Movie Database
- *Stargate SG-1* episode guide (<http://www.gateworld.net/sg1/>) at GateWorld

Stargate Atlantis

<i>Stargate Atlantis</i>	
Title card	
Genre	Military science fiction, Adventure science fiction ^[1]
Created by	<ul style="list-style-type: none"> Brad Wright Robert C. Cooper
Starring	<ul style="list-style-type: none"> Joe Flanigan Torri Higginson Rachel Luttrell Rainbow Sun Francks David Hewlett Jason Momoa Paul McGillion Amanda Tapping Jewel Staite Robert Picardo
Theme music composer	Joel Goldsmith
Country of origin	<ul style="list-style-type: none"> Canada United States
Language(s)	English
No. of seasons	5
No. of episodes	100 (List of episodes)
Production	
Executive producer(s)	<ul style="list-style-type: none"> Brad Wright Robert C. Cooper Joseph Mallozzi Paul Mullie Martin Gero Carl Binder
Running time	43 minutes approximately
Production company(s)	Metro-Goldwyn-Mayer
Broadcast	
Original channel	Sci Fi Channel
Original run	July 16, 2004 – January 9, 2009
Chronology	
Preceded by	<i>Stargate SG-1</i>
Related shows	<i>Stargate Universe</i>
External links	
Website ^[2]	

Stargate Atlantis (often abbreviated *SGA*) is a Canadian-American adventure and military science fiction television series and part of MGM's *Stargate* franchise. The show was created by Brad Wright and Robert C. Cooper as a spin-off series of *Stargate SG-1*, which was created by Wright and Jonathan Glassner and was itself based on the

feature film *Stargate* (1994). All five seasons of *Stargate Atlantis* were broadcast by The Sci-Fi Channel in the United States and The Movie Network in Canada. The show premiered on July 16, 2004; its final episode aired on January 9, 2009. The series was filmed in and around Vancouver, British Columbia, Canada.

The story of *Stargate Atlantis* follows the events of *Stargate SG-1*'s seventh season finale episode "Lost City" and eighth season premiere episode "New Order", in which the cast of that series discovered an Antarctic outpost created by the alien race known as the Ancients. In the pilot episode "Rising", Stargate Command sends an international team to investigate the outpost, where Dr. Daniel Jackson discovers the location of Atlantis, the legendary city created by the Ancients, and Colonel Jack O'Neill visits the outpost after having been put in stasis and retrieved from it.

The series was a ratings success for the Sci Fi Channel, and was particularly popular in Europe and Australia. Although it received little critical response, *Stargate Atlantis* was honored with numerous awards and award nominations in its five-season run. After *Stargate Atlantis* was cancelled, the show's co-creators began working on the already-conceptualized *Stargate Universe* which the network had approved to have a bigger budget, be less mythology-dependent, and have more focus on character development; *Stargate Universe* premiered on October 2nd 2009, and was cancelled after two seasons. Merchandise for *Stargate Atlantis* includes games and toys, print media, and an original audio series. With the cancellation of *Stargate Universe*, the intended direct to-DVD *Stargate Atlantis* movie, titled *Stargate: Extinction*, was also cancelled.^{[3][4]}

Series overview

Stargate Atlantis follows the present-day adventures of Lt. Colonel John Sheppard and his military team from Earth that, along with two dozen other teams, explore distant planets in the Pegasus Galaxy. They use an alien device known as a Stargate that was built millions of years ago by an advanced race of humans known as the Ancients. The expedition is based in the Lost City of Atlantis on the planet "Lantea". The city was built millions of years ago and abandoned 10,000 years ago by the Ancients. Five to ten million years ago, due to a plague in the Milky Way Galaxy, they were forced to flee to the Pegasus Galaxy, and there they seeded life on hundreds of worlds as they had done to Earth in the Milky Way. After encountering a powerful enemy known as the Wraith and going to war with them for one hundred years, the Ancients ultimately lost and were forced to submerge their city beneath Lantea's ocean, which, in the Stargate universe, is the source of the Greek myth of the Lost City of Atlantis.

Stargate: Atlantis episodes feature a self-contained story that also contributes to the larger storyline of the war against the Wraith and the Atlantis residents' search for the means to destroy their enemy. Each season has also featured a two-part episode, and a few episodes that, while not technically two-parters, feature direct continuity with the story of the previous episode (for example, season 3 "Progeny" and "The Real World"). Each episode begins with a cold open, sometimes preceded by a recap of events relevant to the upcoming narrative. The opening credits feature an original theme by Joel Goldsmith. Though they were drastically cut at the start of season 2, the full credits were recovered after the mid-season two-parter. They were again cut short in the 5th season.

Seasons 1–3

Season one began airing in the United States on July 16, 2004. The Atlantis expedition, led by Dr. Elizabeth Weir, arrives at Atlantis, the city of the Ancients. The expedition quickly finds itself in a dire situation that forces them to seek new friends, the Athosians, but they also acquire a powerful new enemy: the Wraith. Due to the power requirements for reaching Lantea, they are unable to contact Earth. The expedition must survive in a new galaxy, while deciphering the Ancients' technology in order to find a way to destroy the Wraith and to acquire important new knowledge. Major Sheppard puts together a team consisting of himself, Dr. Rodney McKay, Lt. Ford and the Athosian leader Teyla Emmagan, who serve as Atlantis' first contact team. In one of their first missions, they make another enemy, the Genii, a human militaristic civilization with a 1950s level of technology. After several more revelations about the Wraith are made, the expedition prepares to evacuate. Just before they do, however, a military

contingent from Earth arrives to help defend the city against the impending Wraith attack long enough for Earth's latest battleship to arrive. The season ends with a cliffhanger, while the city is still under siege by the Wraith.

Season two began airing in the United States on July 15, 2005, and it picked up where Season 1 ended. The Atlantis expedition successfully avoids being culled by the Wraith by making them believe Atlantis had been destroyed, and they recover semi-regular contact with Earth, thanks to the Daedalus and the new Zero Point Module (ZPM) recovered by SG-1. Sheppard is promoted to Lt. Colonel and former Runner Ronon Dex replaces Lt. Ford, who went missing in action (MIA) at the end of the battle with the Wraith. The central plot of the second season is the development of Dr. Beckett's retrovirus, which can, theoretically, turn a Wraith into a human. While an incomplete version makes a young Wraith girl lose all her humanity and almost turns Sheppard into an Iratus bug, a more developed version is tested on a living Wraith, "Michael", with mixed results. Michael's Wraith faction proposes an alliance with Atlantis, but they betray the team. The season closes again with a cliffhanger—the Wraith are heading for the rich feeding grounds of Earth.

Season three premiered in the United States on July 14, 2006, picking up where season 2 ended. Having stopped the Wraith from reaching Earth and having failed to develop a working Wraith retrovirus, the expedition faces its third year in the Pegasus galaxy with the Wraith still a threat and a new, powerful enemy bent on destroying the expedition and Atlantis: the Asurans, self-replicating nanobots, also known as Replicators. The situation becomes complicated when an experiment gone awry drains their only ZPM, leaving them without a power source for the city's shields. Soon thereafter, they find a lost Ancient vessel and subsequently lose the city of Atlantis when the crew of the Ancient ship reclaims it. The SGC sends General O'Neill and Richard Woolsey to try to negotiate an agreement between Earth and the Ancients to allow the expedition to return to Atlantis. O'Neill and Woolsey dial Earth and inform them that the Asurans are taking over the city. They kill the Ancient crew who reclaimed the city after 10,000 years. The main members of the Atlantis expedition on Earth disobey their orders and go back to the city, rescue O'Neill and Woolsey, and repel the Asuran invasion. The season finale starts off with Earth launching a first strike against the Asurans, who are building an armada to attack Earth. The Asurans counterattack by attacking Atlantis with a powerful beam weapon fired through a satellite housing a Stargate. As a last resort, the Atlantis team fires up the city's stardrive and escapes into space. The finale ends when the hyperdrive malfunctions, leaving the city flying through uncharted space with a day's worth of energy left in their sole ZPM and Dr. Weir critically injured.

Seasons 4–5

Season four premiered in the USA on September 28, 2007,^[5] and in the UK on October 9, 2007. The writers stated that season 4 would take the series in a new direction. As the 4th season begins where season 3 ended, the future seems bleak: Weir is incapacitated and the senior members of the expedition have suffered multiple injuries. With the city damaged, running out of power and drifting in space, cut off from Earth, the Atlantis expedition raids Asuras to obtain a ZPM and is able to travel to a nearby planet. Weir is captured by the Asurans and Colonel Samantha Carter joins as a regular and acts as the expedition leader.^[6] She appears in the episode "Lifeline" after helping to find and land Atlantis on its new home planet; she is then ordered back to the SGC. In episode 3, under the IOA's orders, Carter returns to Atlantis as the new leader of the expedition after Atlantis lands. The season focuses on the main antagonists: the Asurans and the Wraith, as well as the pregnancy of Teyla Emmagan. The Asuran base code is reprogrammed by McKay, leading the nanobots to fulfill the purpose for which the Ancients created them: to wipe out the Wraith. Midway through the season, they are seemingly destroyed, and the remaining episodes concentrate mainly on Michael's efforts against both humans and the other Wraith.

In the fifth season, Richard Woolsey replaces Carter as the leader of the expedition. Teyla, who was held captive by Michael, gives birth to Torren John and escapes with her team, before they are able to cripple Michael. Eventually, he invades Atlantis with a commandeered Puddle Jumper to take Torren and destroy Atlantis but, thanks to the efforts of Sheppard, Teyla, and McKay, Michael is finally killed. The season also introduces a group of rogue

Asgard, who unlike their Ida counterparts, actually experiment on humans to prolong their lives, and steal a device known as "The Attero device" to destroy the Wraith, though the side effect is that any Stargate activated after the device has been turned on will explode. The device is eventually destroyed. With the Attero device, Michael and the Hoffman drug, the Wraith have become weakened, and are no longer the power of the galaxy they once were; the falling gives the humans freedom enough to establish a coalition. McKay falls in love with Keller, who eventually reciprocates his feelings, and they become romantically involved. In the finale, Todd the Wraith alerts Atlantis to the fact that an underling wraith possesses a Hive Ship powered by a ZPM. In the process of trying to retrieve the ZPM and disable the Hive, the Atlantis team is present when the Hive receives a communication sent from an alternate reality giving away Earth's location. The Hive disables both the Daedalus and the Apollo, then heads straight to Earth. Thanks to the efforts of the expedition, the ship is finally destroyed over Earth, and Atlantis lands in the Pacific Ocean near the Golden Gate Bridge in San Francisco.

Cast

- **Joe Flanigan** as **John Sheppard** (seasons 1–5 main): a United States Air Force Major recruited to the Atlantis Expedition due to his intuitive mastery over Ancient technology. He becomes the *de facto* commander of Atlantis' military contingent after the original mission commander Colonel Marshall Sumner is killed. His position is made official in season 2 after Atlantis re-establishes contact with Earth, and he is promoted to Lieutenant Colonel.
- **David Hewlett** as **Rodney McKay** (seasons 1–5 main): a brilliant scientist who is a member of Sheppard's team and the head of the Science and Research Departments on Atlantis. One of the foremost experts on Ancient technology, he was first introduced as a professional rival of Samantha Carter in the fifth season of *Stargate SG-1*.
- **Rachel Luttrell** as **Teyla Emmagan** (seasons 1–5 main): the leader of the Athosians, a race of humans native to the Pegasus galaxy. She befriends Sheppard when he visits her homeworld and joins his team in order to fight the Wraith. She has the ability to sense the presence of the Wraith.
- **Jason Momoa** as **Ronon Dex** (seasons 2-5 main): A military specialist from the Planet Sateda, after his home was culled by the Wraith, he spent the next seven years running from the Wraith, who implanted a tracker in his shoulder and hunted him for sport. In the beginning of Season 2, he meets up with Sheppard and the Team, who help him remove the Tracker that the Wraith installed, and he becomes the fourth member, and replacement for Lt. Ford on Sheppard's team.
- **Rainbow Sun Francks** as **Aiden Ford** (season 1 main, seasons 2, 5 recurring): a young First Lieutenant in the US Marine Corps, who is a member of Sheppard's team in season 1. In season 2, he becomes mentally unstable due to an overdose of Wraith feeding enzyme, and abandons Atlantis.
- **Torri Higginson** as **Elizabeth Weir** (seasons 1–3 main, season 4 recurring): a diplomat and expert in international politics, who leads the initial Atlantis Expedition after briefly serving as the head of Stargate Command in *Stargate SG-1*. She is a main character in seasons 1-3; in the season 3 finale she is critically wounded by a Replicator attack. She is a recurring character in season 4, having been captured by the Replicators.
- **Paul McGillion** as **Carson Beckett** (seasons 2–3 main, 1, 4–5 recurring): the Chief of Medicine of Atlantis in seasons 1-3. In the season 3 episode "Sunday", he is killed in an explosion caused by Ancient technology. A clone of him created by the rogue Wraith "Michael" appears as a recurring character in seasons 4 and 5.
- **Amanda Tapping** as **Samantha "Sam" Carter** (season 4 main, 1–3, 5 recurring): an astrophysicist and United States Air Force Lieutenant Colonel, who was a main character for the entire run of *Stargate SG-1*. In season 4, she is promoted to Colonel and given command of the Atlantis Expedition.
- **Jewel Staite** as **Jennifer Keller** (seasons 5 main, seasons 3–4 recurring): the Chief of Medicine on Atlantis, who replaces Dr. Beckett in the third season finale. She is listed as a main character after Carson Beckett's death.
- **Robert Picardo** as **Richard Woolsey** (season 5 main, seasons 3–4 recurring): a representative of the International Oversight Advisory, who first appeared as an agent of the NID in season 7 of *Stargate SG-1*. In season 5, he replaces Samantha Carter as commander of Atlantis.

Production

Development

When producers Brad Wright and Robert C. Cooper thought the original *Stargate SG-1* series was going to be cancelled after season five, due to Showtime's announcement that they were canceling the show, they came up with the idea of making a new feature film. However, as the ratings on its new home at the Sci Fi Channel were quite good, the idea was pushed to season six and then to season seven. Wright had initially intended to set the new show in Antarctica under the ice. It would have replaced *Stargate Command* (SGC) as Earth's conduit to other worlds.^[7]

Late in season seven of *SG-1*, talks began of a spin-off series and the producers were left with a serious dilemma, since the seventh season of *Stargate SG-1* had been planned to lead up to the great discovery of the lost city of the Ancients, Atlantis. The *Stargate SG-1* seventh season ended in a two-part episode, "Lost City", which was supposed to be a bridge between *Stargate SG-1* and the new spin-off, either a show or a movie, and was not planned to run at the same time as *Stargate SG-1*. Wright and Cooper rewrote the script as the two-part season seven finale and moved the setting of the story. The city of Atlantis, originally planned to be on Earth under Antarctica in place of the SGC, was moved to the Pegasus Galaxy. This change not only addressed the problem of fans wondering why the SGC would not be coming to the aid of the Atlantis Expedition with each episode, but it also gave the producers a chance to start afresh with new ideas instead of having an identical copy of the original show.^[8]

The series received the green light on November 17, 2003, started shooting in February 2004, and premiered on July 16, 2004. From the start, Wright and Cooper ruled out casting "star names", on the basis of the financial pressures they were already experiencing with "star names" on *Stargate SG-1*. The casting was made more complicated because *Atlantis* got the go-ahead in November and had to compete with other networks during pilot season.^[8]

Casting and cast changes

The character most difficult to cast was the then-called Dr. Ingram, an unexcitable scientist expert on the Stargate. As the first day of shooting drew nearer and they were unable to find the right actor, they came to realize they had brought in the wrong character. Longtime *Stargate* director Martin Wood and Brad Wright thought it should be Dr. Rodney McKay, who had already appeared in a guest role in three episodes of *Stargate SG-1*. Actor David Hewlett was contacted and arrived at the set the day after filming had started.^[8] Dr. Ingram had already been written in to the pilot episode of the show and so the same script was used and the character's name simply changed to McKay. Later scripts were written with Dr. McKay in mind.^[9]

The creators found themselves with a problem with the character of Lt. Aiden Ford (Rainbow Sun Francks) in season two, a first season regular that the producers, and the actor himself, felt had not worked as intended and was highly underused as a result. Unwilling to write him out, the writers came up with an idea to make the character more important, but that downgraded him to recurring.^[10] To replace him, they created Ronon Dex as a sidekick for Lt. Col. John Sheppard, but finding an actor with the physical presence and the acting ability necessary was not easy until they saw Jason



Cooper, writer and executive producer for the show with Wright



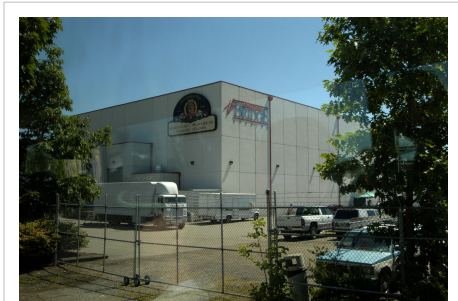
Joe Flanigan, one of many main characters, at Comic Con 2007

Momoa's tape.^[11] *X-files* veteran Mitch Pileggi and Kavan Smith were added to the cast in the recurring roles of Col. Steven Caldwell and Maj. Evan Lorne.^[11] Paul McGillion's character, Dr. Carson Beckett, became a regular in season two.^[12]

Seasons three and four changed the cast lineup again. Paul McGillion's Dr. Carson Beckett was killed in the season three episode "Sunday", then brought back at the end of season four as a recurring character. The new medical chief was Jennifer Keller, played by Jewel Staite, who was introduced in the Season 3 finale, was a recurring character in Season 4, and became a regular in Season 5. Jewel Staite had already played a guest role in Season 2 as Ellia, a female Wraith, and the producers agreed they wanted her for a more important role. Amanda Tapping's Samantha Carter crossed from *Stargate SG-1* for 14 episodes in Season four, as the new leader of the expedition, while Torri Higginson's Elizabeth Weir became a recurring character in season four instead of a regular.^[13] Robert Picardo became a regular in season five as Richard Woolsey replaced Samantha Carter as the commander of the Atlantis Expedition.^[14] Higginson declined to appear as a guest star; instead, her character Weir was portrayed by Michelle Morgan.^[15]

Filming and visual effects

Stargate Atlantis was shot at Bridge studios in Vancouver and on location in several places in British Columbia. The Pemberton Glacier doubled for Antarctica during the opening flying sequence in series premiere "Rising".^[16] Lynn Valley Canyon was, for example, where the episode "Instinct" was filmed.^[17] At the end of the season, filming had become more expensive because of the financial crisis, which again led to the decline of the American dollar and rise of the Canadian dollar.^[18] When tasked with moving the *Stargate* sets from Vancouver to Los Angeles, Robert C. Cooper said he couldn't since all the "infrastructure" was in Vancouver, which would have made the move nearly impossible.^[19]



Atlantis was filmed at The Bridge Studios in Vancouver, Canada.

Rachel Luttrell (portraying Teyla Emmagan in the series) used her time during the *Stargate Atlantis* season one hiatus to be trained in the martial arts by science fiction veteran Ray Park.^[20]

Stargate Atlantis inherited *Blade: Trinity*'s effects stage. The *Blade: Trinity* production gave the set to *Stargate Atlantis* to save the high cost of dismantling the massive construct. The set has appeared several times. For example, the walkway Sheppard walks in "The Storm" is the topmost part of the *Blade: Trinity* set.^{[21][22]} The majority of episodes used James Bamford as a stunt coordinator. He specializes in martial arts and has the nickname of *Bam Bam*.^[23]

Music

Stargate Atlantis features a symphonic orchestra soundtrack composed by Joel Goldsmith. Goldsmith's first task for the series was to compose the main title song, which was nominated in the category Outstanding Main Title Theme Music in the Primetime Emmy Awards in 2005. When composing the music, Goldsmith went for a more pastoral, European and Americana approach, while keeping the adventurous, symphonic approach the producers wanted.^[24] Goldsmith's score for season 2 episode "Grace Under Pressure" was nominated for an Emmy Award for Outstanding Music Composition For A Series (Dramatic Underscore) in 2006.^[25]

Broadcast and release

International syndication

Stargate Atlantis started as a spin off from the fellow American military science fiction series, *Stargate SG-1*. The pilot episode of *Atlantis* first aired on July 16 on American television broadcasting networks. The pilot episode, entitled "Rising" reached a Nielsen rating of 3.2, a height never surpassed by any other *Atlantis* episodes.^[26] "Rising" is also the strongest rated episode and most watched episode ever broadcast by Sci Fi Channel, gathering over 4 million viewers in the United States according to *Variety Magazine* (2004).^[27] In the United Kingdom, it was viewed by 1.28 million people, placing it first in the most viewed shows in Sky One for the week.^[28] "Rising" was nominated for several awards.^{[29][30][31]} The follow-up episode to "Rising", earned a Nielsen Rating of 2.5, a drastic decline from the debut episode.^[32] The average viewership of *Atlantis* first ten episode in the United States were around 3 million according to ABC TV Group analysis, there after the viewership declined until the second half of the last season, at this time the average viewer rating was around 2.1 million.^[33]

Each season of *Stargate Atlantis* featured 20 episodes, and in the United States they are broadcast in two series of 10 episodes. The first 10 episodes air from mid-July to September in the United States, ending in the cliffhanger of a two-parter episode. The second half airs first in Canada, from November to January, ending also with a cliffhanger. In the United States, the second half aired from January to March during seasons 1 and 2, but season 3 aired from April to June 2007. Because of the offset, the show has often been bootlegged by American viewers.

Season four chalked up a viewer average of 1.8 million in the United States, beating the average Sci Fi Channel show.^[34] The final episode, "Enemy at the Gate" got a Nielsen Rating of 1.5, which was also the highest rating in season 5.^[35] "Enemy at the Gate" was viewed by 2.02 million people in the US, including 973,000 in the 18 to 49 demographic, and 1.12 million age 25 to 54.^[36] In the UK, the finale was viewed by 633,000, placing *Stargate Atlantis* third in the top ten for Sky 1 in that week, behind *The Simpsons* and season seven premiere of *24*.^[37]

Cancellation and future

After the announcement on August 20, 2008, that Season 5 of *Atlantis* would be its last,^[33] it was announced the following day (August 21, 2008) that the series would be continued with at least one 2-hour direct-to-DVD movie. More movies were expected to follow in the *Atlantis* series if the first movie was to be successful.^[38] Executive producer Joseph Mallozzi has said that the rise of the Canadian dollar and the decline of the American dollar has made life harder for Canadian television since it has become more expensive. He further stated "Both MGM and Sci Fi have been great supporters of the show and, if you go by *SG-1*'s example, fans can be assured that the end of the series will not be the end of *Atlantis*."^[33]

Mallozzi called the *Atlantis* film *Project Twilight*^[39] until the title of the first *Atlantis* film was revealed as *Stargate: Extinction* in late May 2009. <ref name="extinction Paul Mullie and Joseph Mallozzi completed the scripting of the movie in May 2009.^{[40][41]} Andy Mikita was going to direct the first *Atlantis* film.^[42] The tentative shoot-date of the movie was bound for late 2009 (a date now passed), though there are as yet no details on the release date. As of May 2009, the confirmed actors were to be Amanda Tapping as Samantha Carter, David Hewlett as Rodney McKay, Joe Flanigan as John Sheppard, Paul McGillion as Carson Beckett, Rachel Luttrell as Teyla Emmagan, Jason Momoa as Ronon Dex, Robert Picardo as Richard Woolsey^[43] and Christopher Heyerdahl as Todd the Wraith.^[44]

The script for *Stargate: Extinction* had been written and was ready to go into production, according to Joseph Mallozzi, "it involved a return mission to Pegasus, the tragic end of one relationship, the beginning of another, and a surprising progression in the alliance between one man and one wraith."^[45] The project however was on hold due to financial troubles at MGM and in the wider economy. In the meantime, an episode of *Stargate Universe* featuring *Atlantis* character Rodney McKay was filmed.^[46]

On April 17, 2011, *Stargate* writer and executive producer Brad Wright confirmed that the proposed *Stargate Atlantis* movie has been indefinitely shelved.^[47]

Home video release

The first United States *Stargate* franchise DVD release from Sony Pictures Home Entertainment, *Stargate SG-1*, or *Stargate Atlantis*, was the pilot episode, "Rising", as a standalone episode. It was released, in North America, on June 7, 2005.^[48] The full first season was released, in North America, on November 15, 2005,^[49] in new slim line cases.^[50] Soon after the release of the first season set Sony received complaints that some Canadian customers bought sets that had the same content on both disk 1 and 5. Sony quickly offered a replacement disc.^[51] In early 2006, Sony announced that *Stargate Atlantis* would become the first TV series released on the next generation Blu-ray platform.^[52] In mid-2006 MGM, the producers of both *Stargate* series, switched DVD distribution companies from Sony to 20th Century Fox Home Entertainment.^[53] The distributor switch led to a delay in the release of the Season 2 box set, which was released on March 6, 2007, in North America.^[54]

Most DVDs contain behind-the-scenes features, audio commentaries for nearly all episodes beginning with season 1, and production galleries. The box sets of the five seasons were released with slim packaging in all regions, beginning in the United States. A complete series box set for *Stargate Atlantis* was released on October 6, 2009 in North America,^[55] and August 10, 2009 in the UK.^[56] *Stargate Atlantis: The Complete Series* Blu-ray was released in North America in mid 2011.^{[57][58]}

Impact

Critical reception

Stargate Atlantis garnered mediocre media attention with mostly mixed to positive reviews. Michael Abernethy from *PopMatters* said "the series has much to offer", and further stated that the program had many unanswered questions, but giving it mostly positive reviews.^[59] Jonathan Wright from the British newspaper, *The Guardian* called the series "fun".^[60] The *Pittsburgh Tribune-Review* reviewer Laura Urbani said that the television series "cleverly" mixed "humor with action" with "political intrigue".^[61] Virginia Heffernan from *The New York Times* called the pilot episode "dull" and further commented that it was a "relic of our own unenlightened time," but said that the show could win fans with its "lavish special effects".^[62]

David Nusair from *Reel Film Reviews* reviewing "Rising" said "as a pilot episode, there's no denying that "Rising" gets the job done," commenting to the one episode release of the pilot on DVD format.^[63] *Critical Myth* rated "Adrift" 8 out of 10, praising the direction the writers took with the episode, Sheppard being rather forced to be in command of the city with the incapacitation of Weir, as well as comparing the characters' "chance to prove their mettle through extreme adversity" to "The Siege, Part 2".^[64] Marx Pyle of the *SyFy Portal* (which was since renamed *Airlock Alpha*) described the episode "The Daedalus Variations" as Atlantis' version of *Star Trek: The Next Generation* episode "Q Who?". It was praised for being a "fun filler" episode, and Pyle enjoyed the scene where the two Sheppards converse, and the space battle, believing only *Battlestar Galactica* could beat them. However, Pyle criticised the episode for the absence of Woolsey, and McKay's apparent quick understanding of new technologies including the alternate reality drive, as well as feeling that Sci Fi gave away too much information from the previews of the episode.^[65] When reviewing "Enemy at the Gate", *IGN* reviewer Tory Ireland Mell has given the episode a "mediocre" score of 5.8 out of 10, where the reviewer felt that everything on the episode was "forced", and felt the final scene was "uninspiring", though the episode was praised for the conversation between Sheppard and Carter.^[66]

Season one of *Stargate Atlantis* garnered mixed to positive reviews. John Sinnott from *DVDTalk* called season one a "very good spinoff," certifying it "highly recommended."^[67] Dan Heaton from *Digitally Obsessed* was positive to the first season, and said the pilot started "in fashion."^[68] Reviewer Dan Phelps from *DVDFanatic* gave the series "thumbs up" and gave the series an A-.^[69] Oladotun Ogunsulire from *Science Fiction Buzz* said the series should be "treasured."^[70] June L. from *Monsters and Critics* (M&C) gave season two of *Stargate Atlantis* 4 out of 5, and said that it was a "pleasure to watch the stories", compared to other new science fiction shows which depend on "blood and violence."^[71]

Awards and nominations

The show has been nominated 62 times and won 19 awards, less than the sister show, *Stargate SG-1*, which was nominated over 120 times and won over twenty of these awards. *Atlantis* season one was nominated for two Emmy Awards in 2005 in the following categories, Outstanding Main Title Theme Music and Outstanding Special Visual Effects for a Series.^[72] *Atlantis* would receive two other Emmy nominations in 2006 and 2008 respectively.^{[25][73]} Television director, David Winning was awarded an Chicago International Film Festival award in 2005 in the category Outstanding Achievement in a Television Drama Direction for "Childhood's End". WorldFest-Houston International Film Festival and New York Film Festival also awarded Winning for his work in "Childhood's End."^[74] *Atlantis* was nominated twenty-seven times for a Leo Award and won only once in the category Best Visual Effects in a Dramatic Series in "The Eye" in 2005. The series won nine Leo Awards in 2009.^[75]

Merchandise

In total, there have been released 12 books and novels about *Stargate Atlantis* entitled *Rising*, *Reliquary*, *The Chosen*, *Halcyon*, *Exogenesis*, *Entanglement*, *Casualties of War*, *Blood Ties*, *Mirror Mirror*, *Nightfall*, *Angelus* and *Brimstone*. There have been released six short fiction works as a part of the official *Stargate* franchise. Sharon Gosling has released a book for each season of the series entitled *Stargate Atlantis: The Official Companion Season #* for all five of them, the fifth is awaiting release. Action figures of the *Stargate Atlantis* cast have been released by Diamond Selected Toys, and included John Sheppard and Rodney McKay figures among others.^[76]

This is a list of The *Stargate Atlantis* audiobooks by Big Finish Productions, are each narrated by one of the main *Stargate franchise* characters and feature a second, guest-star voice along with music and sound effects. Kavan Smith (as Evan Lorne), David Nykl (as Radek Zelenka), Paul McGillion (as Carson Beckett) and Torri Higginson (as Elizabeth Weir) have lent their voices for one *Stargate Atlantis* audiobook each.^[77]

In late 2005, Fandemonium Press, which also publishes many books for the *Stargate SG-1* series, launched a new series of books based on *Stargate Atlantis*. These books are available in English-speaking countries and through online bookstores. The official *Stargate Magazine*, produced by Titan Publishing, began publishing short stories written by Fandemonium authors in their 8th issue. The stories alternate between both SG-1 and Atlantis.^[78] In 2006, Avatar Press launched a series of comics based on *Stargate Atlantis*. Set in season 1, *Wraithfall* features story by Stewart Moore and art by Mauricio Melo. In this story, the Atlantis team meets the Karrans, a race that has made a bizarre deal with the Wraith.^[79]

While *Stargate Worlds* (SGW) is mainly about the story arc to *Stargate SG-1*, the first expansion pack is planned to be about *Stargate Atlantis*.^[80] Atlantis and the Pegasus Galaxy present much additional content, with all five seasons' worth aired by the time of the game's release. It is ideal for an expansion, and this is what the developers intend for this facet of the *Stargate* franchise at this stage.^{[81][82]}

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External links

- Official website (<http://stargate.mgm.com/view/series/2/index.html>) at mgm.com
- Official website (<http://syfy.com/atlantis/>) at syfy.com
- *Stargate Atlantis* (<http://www.imdb.com/title/tt0374455/>) at the Internet Movie Database
- *Stargate Atlantis* episode guide (<http://www.gateworld.net/atlantis/>) at GateWorld

Stargate Universe

<i>Stargate Universe</i>	
	
Title card	
Genre	Military science fiction
Format	Serial drama ^[1] ^[2]
Created by	<ul style="list-style-type: none"> Brad Wright Robert C. Cooper
Starring	<ul style="list-style-type: none"> Robert Carlyle Louis Ferreira Brian J. Smith Elyse Levesque David Blue Alaina Huffman Jamil Walker Smith Ming-Na
Theme music composer	Joel Goldsmith
Country of origin	<ul style="list-style-type: none"> Canada United States
Language(s)	English
No. of seasons	2
No. of episodes	34 (webisodes) 40 (TV episodes) (List of episodes)
Production	
Executive producer(s)	<ul style="list-style-type: none"> Brad Wright Robert C. Cooper Carl Binder
Running time	43 minutes
Production company(s)	MGM Television
Broadcast	
Original channel	Syfy
Picture format	16:9 1080i (HDTV)
Original run	October 2, 2009 – May 9, 2011
Chronology	
Preceded by	<i>Stargate SG-1</i> <i>Stargate Atlantis</i>
External links	
Website ^[3]	

Stargate Universe (often abbreviated as *SGU*) is a Canadian-American military science fiction television series and part of MGM's *Stargate* franchise. It follows the adventures of a present-day, multinational exploration team traveling on the Ancient spaceship *Destiny* many millions of light years distant from the Milky Way Galaxy. They evacuated there and are now trying to figure out a way to return to Earth, while simultaneously trying to explore and to survive in their unknown area of the universe. The series, created by Brad Wright and Robert C. Cooper, premiered in the United States on Syfy on October 2, 2009. The series featured an ensemble cast and was primarily filmed in and around Vancouver, BC, Canada. A second season of 20 episodes was announced by Syfy in December 2009.^[4] The first 10 episodes of the second season were aired in the United States beginning on September 28, 2010,^[5] and the final 10 were shown beginning on March 7, 2011.^[6] Syfy announced on December 16, 2010 that it would not be picking up *Stargate Universe* for a third season.^[7] The second season of *SGU* ended as a semi-cliffhanger.^[8] To resolve this, a movie was planned; however, due to timing constraints, *Stargate* writer and executive producer Brad Wright announced on April 17, 2011 that the *SGU* movie had been cancelled.^[9]

Cast

- Robert Carlyle as Nicholas Rush** – The "ship's brilliant Machiavellian scientist"^[10] whom producer Joseph Mallozzi had first mentioned in his blog in mid-November 2008 as Dr. David Rush.^[11] The ship's crew believe Rush to be losing his mind, but he does things for a reason.^[12] Carlyle explained in an interview that after Rush lost his wife to cancer, he became driven by the opportunity to explore the galaxy.^[13] Mallozzi rectified casting reports in mid-December 2008^[14] that Rush "is not the leader of the unplanned expedition. That honor falls to Colonel Everett Young. For now. But things could have a way of changing on board a ship manned by a disparate group with very different agendas..."^[10] Although a confirmed main character,^[15] Rush was not included in the initial casting character breakdowns.^[16] Wright and Cooper intended the character to be very different from any previous main characters in the *Stargate* franchise, "somebody who is not the hero, not the villain, and more of a very flawed and complex person".^[17] About a year before being cast, Scottish actor Robert Carlyle wanted to try something new in his career and approached television companies in Los Angeles. They offered him several parts, but *Stargate Universe* had the greatest appeal to him as "suddenly a drama [was] opening up in space, [and] in the past that was something that was slightly missing from the genre".^[18] He was aware of the success of the *Stargate* franchise and had seen "quite a bit of *SG-1*, plus a bunch of *Atlantis*".^[19] Carlyle accepted the role because of Wright and Cooper's take on the drama and direction of the show, and he is "more than prepared" to play the character for possibly many years.^[19] Carlyle keeps his Scottish accent for the role.^[20]
- Louis Ferreira as Everett Young** – Described in the initial character breakdown as a "handsome, capable, former SG team leader" in his 40s who holds the rank of Colonel. He is "like the Jack O'Neill of ten years ago" yet has sharper edges. At the beginning of *Stargate Universe*, he has been married for approximately five years and is the temporary commander of a secret off-world base.^[16] Young is Rush's nemesis on the ship.^[13]
- Brian J. Smith as Matthew Scott** – A 26-year-old skilled and well-trained Airman and junior SGC member holding the rank of First Lieutenant. He is "mentally unprepared for the urgency of the situation" aboard the ship. He was named Jared Nash in the initial casting call.^[16] Before being cast, Brian J. Smith had been working as a stage actor in New York for a year and a half. Smith taped his *Stargate Universe* audition and was invited to a screen test in Los Angeles. He received the news of being cast a few days after the screen test.^[21] He prepared for the role by doing military research. He had not seen the *Stargate* TV series before being cast, but caught up with much of *SG-1* afterwards.^[17]



The *SGU* cast at Comic Con 2009

- **Elyse Levesque** as **Chloe Armstrong** – She is a "stunning and sexy" daughter of a US Senator, 23 years old, whose character is tested "after her father's tragic death and the dire circumstances of being trapped on a spaceship".^[16] Her father (played by Christopher McDonald)^[22] had political oversight over the Stargate project trying to dial the ninth chevron.^[23] Before the producers settled on the final name, the character was named Chloe Carpenter^[16] and Chloe Walker.^[23] Levesque's "wonderfully nuanced audition" convinced the producers to cast her, as she demonstrated an "impressive range in two very different [and] demanding scenes."^[22]
- **David Blue** as **Eli Wallace** – Named Eli Hitchcock in the casting call,^[16] Eli Wallace is a "total slacker" in his early twenties and an "utter genius" in mathematics, computers and other fields. He is a social outcast with an "acerbic sense of humor", and lacks confidence in his intelligence. The character breakdown compares him to "Matt Damon's character from *Good Will Hunting* with a little Jack Black thrown in".^[16] He was the main source of comic relief in the show.^[12] David Blue, a self-declared fan of the science fiction series, has seen all *SG-1* and *Atlantis* episodes.^[17]
- **Alaina Huffman** as **Tamara Johansen** – Named Tamara Jon in the character breakdown, she is an SGC medic in her mid-twenties with off-world experience and the rank of First Lieutenant. Friends call her "T.J."^[24] She finds herself the most medically experienced person aboard the ship after the death of the Icarus Base doctor in the pilot episode "Air" (according to co-creator Robert C. Cooper). She has a modest background, yet is "beautiful, tough, smart and capable", but also has a secretive past with another member of the *Destiny*'s new crew. At the beginning of the series, she is overwhelmed by the lack of medical knowledge, experience, medicines, and supplies aboard the ship.^[16] Mallozzi considered Huffman's audition in December 2008 "so good that, quite frankly, we would've been crazy not to cast her".^[22]
- **Jamil Walker Smith** as **Ronald Greer** – In early casting documents named Ron "Psycho" Stasiak,^[16] Ronald Greer is a "big, strong, silent" Marine with a mysterious past who lacks control over his temper in non-combat situations. The character breakdown compares him to Eric Bana's character "Hoot" in *Black Hawk Down*.^[16] His rank is Master Sergeant.^[25]
- **Ming-Na** as **Camile Wray** – Camile Wray is the first openly gay character in the Stargate franchise. She is the IOA representative on *Destiny* and supports civilian leadership on the ship. Ming-Na was credited as a regular character in the first two episodes. She was downgraded to a recurring character from then on until the episode "Justice", in which she returned and continued as a regular character.

Production

Conception

Stargate producers Brad Wright and Robert C. Cooper conceived *Stargate Universe* as "a completely separate, third entity" in the live-action *Stargate* franchise^[26] – as opposed to *Stargate Atlantis*, which was created as a spin-off from the first series *Stargate SG-1*. They wanted to produce a stylistically and totally different TV series with a more mature and fresh story approach so as not to get too repetitive.^[27] Wright and Cooper originally planned to write the pilot script for *Stargate Universe* during the summer of 2007, making a 2008 premiere possible.^[26] Since their ambitions with the previous live-action *Stargate* series were often restricted by the low budget and risked coming across as silly,^[27] they pitched the show as "an expensive series" to the Sci Fi Channel (now Syfy) in the last quarter of 2007. Although the pitch was well-received,^[28] the project was put on hold because of the on-going work on *Stargate Atlantis* and *Stargate: Continuum*, and the 2007–2008 Writers Guild of America strike.^{[26][28]} The series was given the official greenlight for a 2009 debut by Syfy on August 22, 2008, shortly after the cancellation of *Stargate Atlantis* had been announced.^[29] Joseph Mallozzi explained that a new series would have lower salaries and licensing fees than a new sixth season of *Atlantis* would have had.^[30] MGM co-funds the project.^[31] According to co-star Robert Carlyle, each episode has a budget of \$2 million US dollars.^[32]

Brad Wright pitched the series and its first five episodes to the *Stargate Atlantis* writers and producers in mid-September 2008.^[33] Wright, Cooper, and Carl Binder produce the show, while Joseph Mallozzi and Paul Mullie

serve as writers and consultant producers.^[34] *Stargate Atlantis* writers Martin Gero and Alan McCullough contribute scripts, but are not part of the regular writer staff.^[35] New writers were initially sought for freelance scripts and possible staff positions.^[31] Author John Scalzi was hired as a creative consultant, "a background rather than foreground sort of job".^[36] Most of the *Stargate Atlantis* crew, such as stunt coordinator James Bamford and composer Joel Goldsmith, have moved over to *Universe*.^[37]

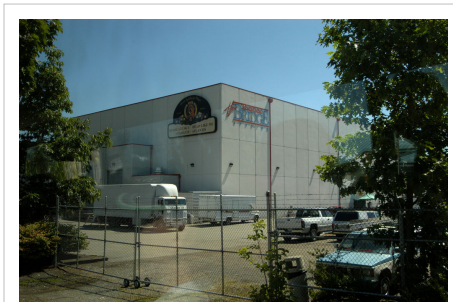
Casting

Short character breakdowns for the series regulars (created for casting calls) leaked on the internet on September 17, 2008.^{[16][38]} Joseph Mallozzi explained the largely negative initial fan reaction^{[15][33][34]} as a passionate response to the preceding cancellation announcement of *Atlantis*.^[34] Brad Wright dismissed negative comments as a sole reaction to the wording of the network; character breakdowns are written to aid casting directors and agents in the selection process, and "always sound shallow, and if they're written to appear 'deep' it's just ridiculous".^[15] Robert C. Cooper replied to concerns of young age that the *SG-1* cast was also quite young in their first season. The producers were "looking for people who are a little more identifiable and contemporary," with an "everyman on the street point of view" after being challenged by the situation.^[38] Martin Gero considered *Stargate Universe* as an ensemble show, more than the previous two *Stargate* live-action series were.^[39]

Auditions were held in Los Angeles.^[40] The producers were looking for well-known names for the lead roles, but intended to mostly cast "either new faces, or people you've seen in other stuff but maybe aren't as aware of".^[38] BAFTA and Screen Actors Guild Award-winning actor Robert Carlyle was the first announced series regular in mid-December 2008.^[14] The casting of Louis Ferreira, David Blue, Brian J. Smith, and Jamil Walker Smith as series regulars was announced in mid-January 2009.^[41] The casting of Alaina Huffman and Elyse Levesque was announced in late February 2009, along with other actors whose status as regular or recurring cast has not been established.^[25] The cast is American (Blue, B. Smith, J. Smith, Ming-Na), Canadian (Ferreira, Levesque, and Huffman) and Scottish (Carlyle).

Writing and filming

The writers started drafting stories for the first season in mid-November 2008.^[11] The United States Air Force and Marine Corps reviewed the scripts.^[35] The projected film start of *Stargate Universe* was initially slated for February 4, 2009,^[42] but was moved to February 18, 2009.^[43] The show is filmed on stages 2, 4 (*Destiny* set) and 5 (Icarus Base set) at The Bridge Studios^{[44][45]} (*SG-1* and *Atlantis* had been filmed at stages 5 and 6)^[43] and on location in and around Vancouver, British Columbia.^[42] "Air (Part 3)" was filmed in and around Alamogordo, New Mexico from late April through early May 2009.^[46] *Stargate Universe* will show computer-generated worlds filmed in digital sets.^[15] *Stargate Universe* will have a markedly different shooting style for more reality and immediacy with inspiration from *Cloverfield*, as if "a documentary crew were to ride along on this adventure to outer space".^[27]



Stargate Universe was filmed at The Bridge Studios in Burnaby, Canada.

Pre-broadcast marketing

Sci Fi Wire published concept art of the *Destiny* in October 2008.^[47] The first promotional picture of the cast (out of costume and in casual clothing) was released on March 20, 2009.^[48] The same day, Syfy began airing thirty-second trailers of *Universe*, showing various clips of the *Universe* team aboard the ship and the *SG-U* Stargate with the first visual effects.^[49] MGM revealed its revamped *Stargate Universe* website on July 8 with an interactive virtual set tour of the *Destiny*, interviews with the cast, character profiles and videos.^[50] Joseph Mallozzi began posting concept

art and behind-the-scenes photos of the *SGU* set on his blog afterwards. Brad Wright, Robert C. Cooper and most members of the main cast appeared at an *SGU* panel at the San Diego Comic-Con on July 24, 2009. Behind-the-scenes material is shot for future online and DVD use.^[17]

Premise and themes

Stargate Universe is set on the spaceship *Destiny*, which was launched by the race known as the Ancients from our galaxy several hundred thousand years ago.^[51] Several ships were sent ahead of it to seed the universe with Stargates. The Ancients had planned on using its Stargate to board *Destiny* when it was far enough out into the universe, but they eventually abandoned the project after looking into ascension among other things. In order to reach this ship, an address would have to be dialed consisting of nine chevrons, a possibility that had been unknown in the previous *Stargate* series, due to energy constraints.^[28]

The series begins when a team of soldiers and scientists from present-day Earth escape through the Stargate and arrive on the *Destiny* after their base is attacked.^[52] Many of its primary systems are damaged or failing, and they are unable to return to Earth or even maneuver the ship. However, the *Destiny* periodically stops to dial the Stargate to planets with necessary supplies to repair the ship, and sustain human life.^{[19][27]} The writers have discussed the possibility that each season represents a voyage of the *Destiny* through a different galaxy.^[53]

Stargate Universe is intended to appeal to both veteran fans and newcomers, being firmly entrenched in established *Stargate* mythology without relying on it too often.^{[27][33]} It retains the familiar *Stargate* themes of adventure and exploration,^[27] but focuses mostly on the people aboard the ship.^[34] *SGU* is also more serialized than its predecessors, although the writers attempted to resolve each character story within the episode.^[27] There was a conscious effort to avoid making *SGU* too serialized, with the serialization stemming mainly from character development.^[17] The industry described the show with the buzzwords "dark and edgy".^[27] According to Robert C. Cooper, the essence of the story is "that sort of fear and terror of a tragedy combined with the sense that there is hope for us in the basic ways in which human beings survive".^[27] The planned increased levels of drama are balanced with humor to avoid pretentiousness. The differences between good and evil are meant to be less apparent, as the ship is populated with flawed and unprepared characters who are not supposed to go there.^[27] According to Brad Wright, the show should "hopefully explor[e] the truly alien, and [avoid] the rubber faced English-speaking one[s]". There are aliens, but not a single dominant villain race like *SG-1*'s Goa'uld and *Atlantis*' Wraith.^{[15][27]}

Broadcast and release

Home video release

Season	Originally aired		Product	Episodes	DVD release date			Blu-ray release date	
	Season premiere	Season finale			Region 1	Region 2	Region 4	Region A	Region B
1	October 2, 2009	June 11, 2010	<i>Stargate SG-U: 1.0</i> ^[54]	10	February 9, 2010 ^[54]	N/A	N/A	February 9, 2010 ^[55]	N/A
			<i>Stargate SG-U: 1.5</i>	10	July 27, 2010 ^[56]	N/A	N/A	July 27, 2010 ^[57]	N/A
			<i>Complete Season 1</i> ^[58]	20	October 5, 2010 ^[59]	July 5, 2010 ^[58]	January 12, 2011 ^[60]	October 5, 2010 ^[61]	July 5, 2010 ^[62]
2	September 28, 2010	May 9, 2011	<i>Complete Season 2</i>	20	May 31, 2011 ^[63]	July 4, 2011 ^[63]	November 2, 2011 ^[64]	N/A	N/A

	1–2	October 2, 2009	May 9, 2011	The Complete Series Collection	40	N/A	August 29, 2011 ^[65]	November 2, 2011 ^[66]	N/A	N/A
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Impact

Awards and nominations

The episode "Time" won a Writers Guild of Canada Award for best one-hour TV series^{[67][68]} and both "Air" and "Space" were nominated for Outstanding Special Visual Effects For A Series at the 2010 Primetime Emmy Awards.^[69]

Robert Carlyle won Best Performance by an Actor in a Continuing Leading Dramatic Role for the first season episode "Human" at the 2010 Gemini Awards.^[70]

Critical reception

Metacritic summarizes the response as "generally favorable reviews" for SGU's first season, but with several critics showing reservation.^[71]

Stargate Universe was well received by several major media publishers upon airing of the pilot episode. Mike Hale from *The New York Times* was generally positive towards the pilot episodes, saying the *Stargate* franchise was "catching up" with the long-running *Star Trek* franchise. Hale also agreed with Syfy's promotion of it being an "edgier" *Stargate*.^[72] *The Boston Globe* reviewer Joanna Weiss also reacted positively towards the pilot episodes, saying it felt like "early *Lost*", while the story arc followed the patterns of *Battlestar Galactica*.^[73] Mark Wilson from About.com gave the episode four-and-a-half stars out of 5, saying *Universe* accomplishes what *Stargate Atlantis* was not able to, and said it was "exceptionally well made" compared to other shows.^[74] *The Pittsburgh Post-Gazette* both praised the show, calling it "intriguing", for not abandoning its premise as *Star Trek: Voyager* did and criticized it by pointing out that the characters spend "far too much time wandering a desert planet" in "Air (Part 3)". *The Pittsburgh Post-Gazette* summarized their review by saying that, "given time, *Stargate Universe* may become worth watching if it develops its characters and continues to mine its premise for stories."^[75] David Hinckley, a reviewer from *The New York Daily News* gave the episodes four out of five stars, saying that "Eli's not the only one playing a high-stakes game here."^[76]

Among reviewers who were negative towards the new installments was Maureen Ryan from the *Chicago Tribune*. The reviewer wrote that the "gloomy, underwhelming *Universe* seems to have ditched many of the elements that the previous "Stargate" shows had, notably camaraderie and a sense of adventure, without adding much in the way of narrative suspense or complexity." The only characters she felt were "worth following" were Eli Wallace and Nicholas Rush.^[77] Vince Horiuchi from *The Salt Lake Tribune*, while not overall positive to the series, said the cast and characters were a "little more likable and interesting" than previous entries in the *Stargate* franchise.^[78] Reviewer Laura Freis from *Variety* concluded her review with "Sure, *SGU* is grittier, darker and psychologically deeper than previous versions. But so far, it's also a lot less fun." While negative towards the show, she called Robert Carlyle an "excellent" actor.^[79] *The Hollywood Reporter* noted a lack of "intelligent" and "surprising stories" and was overall negative towards *Stargate Universe*, and even more so on the previous *Stargate* franchise releases.^[80] The show has also been criticized for its similarities to the reimagined *Battlestar Galactica*.^{[81][82][83]}

In its second season, SGU had declined in viewership ratings.^[84] This decline was attributed to its change in timeslot (from Friday night to Tuesday night, and then again to Monday night) and by what series co-creator, Brad Wright, claims:

I don't think if we, for any reason, go away, it is an issue necessarily of the quality of the product that we've been making. I think getting moved on the schedule has hurt us. And the fact that some of the fans that liked SG-1 and Atlantis were so angry that they have deliberately hurt us, which is unfortunate.^{[84][85]}

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 - Official website (<http://syfy.com/universe/>) at syfy.com
 - *Stargate Universe* (<http://www.imdb.com/title/tt1286039/>) at the Internet Movie Database
 - *Stargate Universe* episode guide (<http://www.gateworld.net/universe/>) at GateWorld
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Stargate: The Ark of Truth

<i>Stargate: The Ark of Truth</i>	
Directed by	Robert C. Cooper
Produced by	Robert C. Cooper John G. Lenic Brad Wright
Written by	Robert C. Cooper
Starring	<i>See cast</i>
Music by	Joel Goldsmith
Cinematography	Peter F. Woeste
Distributed by	Metro-Goldwyn-Mayer 20th Century Fox
Release date(s)	March 11, 2008
Running time	102 minutes
Country	United States Canada
Language	English
Budget	\$7,000,000
Box office	\$8,963,914 ^[1]

Stargate: The Ark of Truth is a 2008 Canadian-American military science fiction film written and directed by Robert C. Cooper. The film is the conclusion of *Stargate SG-1*'s Ori arc, and picks up after the SG-1 series finale, but takes place before the fourth season of *Stargate Atlantis*. *The Ark of Truth* was released as a Region 1 DVD on March 11, 2008. Sky One has broadcast the film on March 24, 2008, to be followed by the Region 2 DVD release on April 28, 2008 with the Region 4 DVD release on April 9, 2008. SPACE has broadcast the film on September 13, 2008. The SciFi Channel premiered the movie on March 27, 2009.

It is the first of two *Stargate SG-1* direct-to-DVD films, the second one being *Stargate: Continuum*.

Plot

The movie covers SG-1's attempt to recover the "Ark of Truth", an Alteran device designed to brainwash whoever looks into it. Even though the Ori's promise of Ascension is a lie, the Ancients believe that people should be free to believe it if they wish.^[2]

SG-1 discovers a box that they believe contains the Ark while digging on Dakara, but before they can open it, Ori soldiers arrive, led by Tomin. Daniel tricks them into opening the box, but it is revealed to be a fake. When Tomin is ordered by a Prior to kill them, he refuses, and Mitchell kills the Prior, whose powers were being blocked by the Anti-Prior device. Shocked at the death of their Prior, the Ori soldiers surrender.

Back on Earth, General Landry and Mitchell meet James Marrick, an IOA representative sent to interrogate Tomin. When Daniel Jackson realizes that the Ark is still in the Ori galaxy, Marrick is assigned to accompany them on board the *Odyssey* through the Supergate. In the Ori galaxy, a member of the anti-Ori resistance tells the team that according to legend, the Ark is on Celestis, the Ori capital. When SG-1 beams down to the planet, Marrick activates the Asgard computer core which alerts the Ori to the ship's location.

Mitchell and Carter beam back to the *Odyssey* and discover that Marrick has used the core to build a Replicator, intending to plant it on an Ori ship and let it spread to their entire fleet. When Mitchell attempts to destroy it with an anti-Replicator Gun, the replicator escapes, and Marrick reveals that the IOA removed that weakness from the design, although conventional weapons are sufficient to destroy individual replicators. Marrick implies that a shutdown code has been included as a failsafe, but claims he does not know what it is. He is placed in the ship's brig. With several Ori ships approaching, Mitchell attempts to beam Daniel, Teal'c, Vala, and Tomin up from the planet, but the replicator takes over the system and keeps Mitchell from doing so. With no other option, the *Odyssey* jumps to hyperspace to escape, leaving the others on the planet.

Daniel finds the Ark in a set of catacombs, and after several ground tremors, brings it to the surface. When the team emerges, they are ambushed by Ori warriors, and Teal'c is shot in the back while the others are captured. When they are brought to the city, Vala discovers that the Ori were indeed killed by the Sangraal during the events of *The Shroud*. Adria has ascended and taken over all of their power. Teal'c, who has been walking toward the city of Celestis since he was shot, collapses due to his wound within sight of the city. He is subsequently revived by Morgan le Fay and continues on to free Daniel. Morgan then arrives in Daniel's cell (initially in the guise of Merlin) and tells him if he can expose one Prior to the Ark, the others will be turned by a link in their staffs. This will weaken Adria enough for Morgan to stalemate her.

In the meantime, a Prior arrives on Earth, offering a last chance to convert to Origin. When General Landry refuses to even listen to him, the *Apollo* detects a fleet of Ori motherships waiting on the edge of the solar system. On the *Odyssey*, Marrick is attacked by Replicators who infest his body. In the ensuing battle, Mitchell is able to briefly disable the Replicator connection to Marrick's brain who then informs Mitchell the shut down code for the Replicators is located on the other side of the crystal used to create them. Mitchell activates an explosive charge which kills Marrick. Mitchell informs Carter who activates the shut-down command, deactivating the Replicators.

When the Ark is activated and opened, the Doci is caught by the beam and made to see that the Ori are not gods and spreads this belief to all of the Priors in the Ori galaxy and through them their followers. With Adria now in a weakened state, Morgan is able to engage her in an eternal battle. SG-1 exposes the Prior on Earth to the Ark, transmitting the knowledge about the Ori to all of the Priors in the Milky Way, and thus turning all known Priors in the Universe.

In the aftermath, Tomin departs for the Ori galaxy as the new leader of his people, he and Vala agreeing that, while the Ori themselves were liars, Origin itself has a worthwhile message. Tomin asks Vala to come with him, but Vala apologizes and says that she feels her place is with the SGC. Over Daniel's objections the Ark is taken to Area 51 for study.

Cast

- Ben Browder as Lieutenant Colonel Cameron Mitchell
 - Amanda Tapping as Lieutenant Colonel Samantha Carter
 - Christopher Judge as Teal'c
 - Michael Shanks as Dr. Daniel Jackson
 - Beau Bridges as Major General Henry "Hank" Landry
 - Claudia Black as Vala Mal Doran
 - Currie Graham as James Marrick
 - Morena Baccarin as Adria
 - Tim Guinee as Tomin
 - Julian Sands as Doci
 - Sarah Strange as Morgan le Fay
 - Michael Beach as Colonel Abe Ellis
 - Gary Jones as Chief Master Sergeant Walter Harriman
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- Martin Christopher as Major Kevin Marks
- Chris Gauthier as Hertis
- Eric Breker as Colonel Reynolds
- Matthew Walker as Merlin
- Fabrice Grover as Amelius
- Spencer Maybee as Captain Binder

Production

This movie is the conclusion of *Stargate SG-1*'s Ori arc,^[3] which began in the season nine episode "Avalon". *Stargate: The Ark of Truth* is the story that Cooper originally planned as a five- or six-episode arc to begin at the end of Season Ten and beginning of Season Eleven, but the series was canceled by the Sci-Fi Channel in August 2006.^[4] The intended ending for the Tenth Season was to introduce the concept of the Ark of Truth, an artifact for which SG-1 is searching. As the story progresses, SG-1 would learn that this device is in the Ori galaxy and could be helpful in diverting the Ori warriors from their crusade. The *Odyssey* would have brought them through the Supergate to the Ori galaxy. However, the Sci Fi Channel wanted the series to be concluded, and the producers neither had the time nor the will to do that and went with the idea of what would become "Unending", the *SG-1* series finale.^[4] The movie's storyline picks up after "Unending", but takes place before the fourth season of *Stargate Atlantis*.^[5]

According to Robert C. Cooper, the film has higher production values than episodes of the television series.^[4] The production budget was \$7 million.^[6] The film was shot in a 16:9 aspect ratio on 35 mm film. Joel Goldsmith produced an orchestral score for the film, rather than a synthetic score as he did for episodes of the series.^[4]

In addition to wrapping up the Ori storyline, this film is also intended as a transition into an ongoing series of films centered around the *SG-1* characters. Certain scenes were shot concurrently with that of the second film, *Stargate: Continuum*. According to the DVD commentary, a tease leading into that film was planned to be included at the end of *Stargate: The Ark of Truth*, but was ultimately dropped as it was felt that this film had "too many endings."

The movie went into production in April 2007.^[7]

Release and reception

A pre-release (workprint) version of the film with unfinished special effects, no credits and recorded in cropped 16:9 was leaked onto the Internet in mid-December 2007.

The Ark of Truth was released as a Region 1 DVD release on March 11, 2008. Sky One broadcast the film on March 24, 2008, to be followed by the Region 2 DVD release on April 14, 2008.^[8] The DVD was released in Australia on April 9, 2008. The DVD includes an audio commentary with Robert C. Cooper, Peter Woeste and Christopher Judge, a 30-minute behind-the-scenes program, highlights from the 2007 Comic-Con Stargate panel and a nine-minute summary of the Ori storyline from seasons nine and 10.^{[9][10]}

The DVD release of *Stargate: The Ark of Truth* in the U.S. earned MGM/Fox US \$1.59 million in rentals in the first week after the release,^[11] and another US \$1.38 million in rentals in the second week.^[12] In its third week it earned US \$1.19 million in rentals totaling US \$4.16 million. The DVD has also earned US \$9.0 million in sales.^[13]

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External links

- Official website (<http://stargate.mgm.com/view/movie/1/index.html>) at mgm.com
- *Stargate: The Ark of Truth* (<http://www.imdb.com/title/tt0942903/>) at the Internet Movie Database
- *Stargate: The Ark of Truth* (<http://www.gateworld.net/movies/02.shtml>) at GateWorld
- *Stargate: The Ark of Truth* (<http://www.the-numbers.com/movies/2008/OSGAT.php>) at The Numbers
- Solutions (http://stargate-sg1-solutions.com/wiki/Stargate:_The_Ark_of_Truth) Spoilers

Stargate: Continuum

<i>Stargate: Continuum</i>	
Directed by	Martin Wood
Produced by	Robert C. Cooper Brad Wright
Written by	Brad Wright
Starring	<i>See cast</i>
Music by	Joel Goldsmith
Cinematography	Peter F. Woeste
Distributed by	MGM Home Entertainment
Release date(s)	July 29, 2008
Running time	94 minutes
Language	English
Budget	US\$7,000,000
Box office	US\$8,055,900 ^[1]

Stargate: Continuum is a Canadian-American military science fiction film released through MGM Home Entertainment (MHE), written by Brad Wright and directed by Martin Wood. The film is a time-travel adventure and is the second sequel to *Stargate SG-1*, after *Stargate: The Ark of Truth*. The film features the season 10 cast of *Stargate SG-1* and Richard Dean Anderson (Seasons 1–8). It was filmed in early 2007 at Vancouver's Bridge Studios and in the Arctic. The story arc follows SG-1 in their mission to re-instate the original timeline changed by Ba'al by infiltrating the ship, *Achilles*.

While SG-1 and Jack O'Neill attend the extraction ceremony of the last Goa'uld System Lord, Ba'al comes up with an ominous warning; he explains that he has a contingency plan in the event that something like this were to happen. In the meantime, the real Ba'al travels back in time to 1939, to create an alternate timeline in which Earth never found their Stargate. He then, using the knowledge gained in the original timeline, takes control of the Goa'uld Empire.

The film has garnered generally positive reviews from critics, earning both praise and criticism for its atmosphere, story, characters, and graphic content. The production budget was US\$7 million and the film grossed over US\$8 million USD, less than the previous film that grossed over US\$13 million. The film was released on both DVD and Blu-ray Disc in the US on July 29, 2008 and elsewhere in August 2008, followed by a TV premiere on Sci-Fi channel on April 3, 2009.

Plot

SG-1 and Jack O'Neill (Richard Dean Anderson) attend a Tok'ra extraction ceremony for Ba'al (Cliff Simon), the last of the Goa'uld System Lords. He gloats that he is merely the last clone, and that the real Ba'al has a fail-safe plan. The real Ba'al travels back in time to 1939 Earth and massacres the crew of the *Achilles*, the ship carrying the Stargate to the United States; the captain (Mitchell's grandfather) survives long enough to keep the ship from being destroyed. In the present, people and objects disappear, starting with Vala Mal Doran (Claudia Black) and Teal'c (Christopher Judge). Jack is killed by Ba'al before Samantha Carter (Amanda Tapping), Daniel Jackson (Michael Shanks), and Cameron Mitchell (Ben Browder) manage to reach the Stargate. Carter speculates that traveling through the wormhole shields them from the changing timeline. They emerge inside the derelict *Achilles*, which has

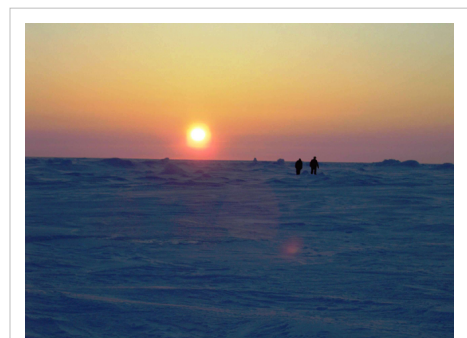
drifted to the Arctic — Ba'al's actions have created a timeline in which the Stargate Program never happened. After escaping from the sinking *Achilles*, they are rescued by a team led by Colonel Jack O'Neill. Although General Hank Landry (Beau Bridges) believes their story, permission is denied to change the timeline. In the alternate timeline Daniel is still trying to convince people about his theories of the pyramids, Carter died in a space shuttle accident and Mitchell does not exist at all because his grandfather died saving the *Achilles* from Ba'al's bomb. The three are separated and given new lives to lead.

A year passes, and SG-1 is called back into action when Goa'uld scoutships appear. Ba'al has defeated the System Lords and now stands ready to conquer Earth, with Qetesh (still residing in Vala's body) as his Queen and Teal'c as his First Prime. SG-1 is brought to President Henry Hayes (William Devane) and General George Hammond (Don S. Davis), who inform them that, based on SG-1's accounts, they have recovered the Antarctic Stargate (first seen in "Solitudes") and are excavating the Antarctic Ancient outpost (first seen in "Lost City"). SG-1 is sent in F-15s to McMurdo to gate to Proclarush Taonas, another Ancient outpost, to retrieve a Zero Point Module (ZPM) to power the Antarctic outpost. Above Earth, Ba'al's armada arrives. To the displeasure of his lieutenants (all former System Lords), Ba'al announces that he will treat the Tau'ri leniently. Suspicious about Ba'al's knowledge of Earth, Qetesh betrays him and forces him to tell her everything. She has her ships destroy McMurdo Station and the Ancient outpost, and she kills Ba'al after Teal'c discovers her treachery. As Teal'c escapes to an Al'kesh, Qetesh orders the fleet to bombard Earth while she goes to secure Ba'al's time machine.

Amidst the massive Goa'uld attack, SG-1 is rerouted to Russia, as the Russians had retrieved the *Achilles'* Stargate from the ocean floor. En route, they are saved from a flight of death gliders by Russian MiG 29s. Teal'c arrives at the facility as well, seeking to use the Stargate to reach the time machine before Qetesh. The two sides form a truce and arrive together at Ba'al's time machine: a vast underground supercomputer connected to hundreds of satellites that monitor solar flares that could intersect the wormhole formed by the Stargate. SG-1 must wait for the right flare with which to go to the past, but an attack by Qetesh's troops forces them to dial Earth in the year 1929 - ten years before their target date. Sam and Daniel are killed in the firefight, and only Mitchell reaches the Stargate before Teal'c, mortally wounded, destroys the time machine along with himself and Qetesh. After a decade of waiting, an older Mitchell stows away on the *Achilles* and kills Ba'al and his troops when they come through the Stargate. In the present of the now-restored timeline, SG-1, completely unaware of the previous events, watch the extraction proceed without incident. On Earth, Daniel wonders what Ba'al meant by his fail-safe, but they decide not to dwell on it. The final shot shows a close-up of a picture in Mitchell's locker, in which his older alternate self is shown standing alongside his grandfather.

Cast

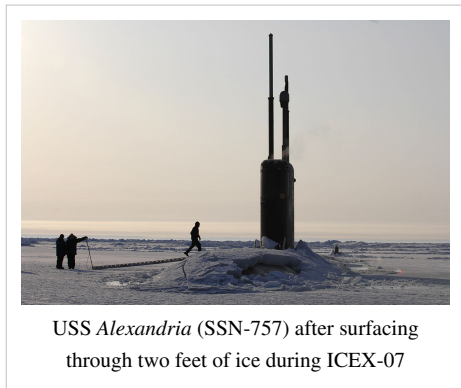
- Ben Browder as Colonel Cameron "Cam" Mitchell and Mitchell's grandfather, the captain of the *Achilles*
- Amanda Tapping as Colonel Samantha "Sam" Carter
- Christopher Judge as Teal'c
- Michael Shanks as Dr. Daniel Jackson
- Beau Bridges as Major General Henry "Hank" Landry
- Claudia Black as Vala Mal Doran and Qetesh
- Richard Dean Anderson as Major General (& Colonel) Jonathan "Jack" O'Neill
- William Devane as President Henry Hayes
- Cliff Simon as Ba'al
- Don S. Davis as Lieutenant General George Hammond



Ben Browder and Amanda Tapping on location in the Arctic

Production

Stargate: Continuum was written by Brad Wright and directed by Martin Wood. Some scenes for this film were already shot at the end of March 2007, but the original start date was set for May 22, 2007 at Vancouver's Bridge Studios. The production budget was US\$7 million.^[2] Due to the postponement of this film until the 5th season of *Stargate Atlantis* was airing, there is a continuity error with Carter and Mitchell's rank. In the ending credits they are listed as lieutenant colonels. However when they fly the F-15s they are each wearing the rank of colonel. This is due to the fact that during filming producers realized that the film would probably be released after Carter character had been promoted on *Atlantis*. In the season 5 premiere of that show, Sam, already a colonel, leaves Atlantis to attend the extraction, thus setting this film about a year after *The Ark of Truth*.^{[3][4]}



USS *Alexandria* (SSN-757) after surfacing through two feet of ice during ISEX-07

The original draft for the film started with a view of the Tok'ra city, but Brad Wright eventually decided that the film should start in Stargate Command (SGC) to show what SG-1 represented. When writing lines for the character Jack O'Neill, Wright tried to write lines that felt "natural" and not "forced," saying it was of major importance. The inclusion of many recurring characters from the series *Stargate SG-1* was decided on to make old fans feel more "welcome" to the new film. The unnamed Captain of the *Achilles'* dead body was originally supposed to be revealed when SG-1 traveled back to Earth; Wright commented on the case, calling it "gross". Richard Dean Anderson was not supposed to appear at the start of the film, where he was killed.

According to Wright, he was only set to appear in the alternate timeline in Antarctica because that's what Wright "asked him to do."^[3]

Due to a scheduling conflict, actor Michael Shanks was unavailable to shoot the scenes in the Arctic. However, Jackson was on the boat with Cameron Mitchell and Samantha Carter in the preceding scenes. In order to make his disappearance plausible, Wright decided that Jackson would develop frostbite after stepping in water and be unable to continue with the others. When commenting on the dialogue scenes, Wright commented that scenes like that would be "cut off" because of the time constraints in the *Stargate SG-1* and *Atlantis* episodes, and further commented that they could keep these scenes since the film is "longer" than the episodes.^[3]

The film includes scenes filmed at the U.S. Navy's Applied Physics Laboratory Ice Station in the Arctic, 200 nautical miles (**unknown operator: u'strong'** mi; **unknown operator: u'strong'** km) north of Prudhoe Bay, Alaska. These scenes feature Richard Dean Anderson, Amanda Tapping and Ben Browder. They were filmed from March 23 to 29, 2007. The film also features the USS *Alexandria* (SSN-757).^[5] The Arctic filming included scenes shot on the ice,^[6] scenes shot with the *Alexandria* as a backdrop,^[7] scenes shot on board the *Alexandria*,^[8] and shots of the *Alexandria* surfacing and submerging. Because of the minimal facilities, the Arctic scenes were filmed with only the three actors and a four-man crew. Director Martin Wood worked as an extra in one scene (as "Major Wood"), as did another member of the film crew. The captain of the *Alexandria*, Cmdr. Mike Bernacchi, and members of her crew played themselves. Barry L. Campbell, head of operations at the San Diego-based U.S. Navy Arctic Submarine Laboratory, who had arranged the opportunity to film in Arctic, also appeared as a seaman.^[9] Writer Brad Wright also had a cameo appearance, as an F-15 pilot.^[3]

The film is dedicated to the memory of Paul McCann and Anthony Huntrod, who lost their lives during an accident under the ice cap on the submarine HMS *Tireless* (S88) at the time of filming. The film took 19 days to shoot, plus five days of shooting in the Arctic (they were there for seven days).^{[3][10]} The film, *Continuum* was placed in *Guinness World Records* in the category for furthest north film shoot.^[11]

Release and reception



Christopher Judge and Amanda Tapping on the flight deck of the USS *Midway Museum* in San Diego, 2008

The film premiered at San Diego Comic-Con International on July 25, 2008, attended by the cast. The film was released on both DVD and Blu-ray Disc on July 29, 2008.^{[12][13][14][15]} The film was also released on August 6, 2008 in Australia^[16] and was released in the United Kingdom on August 18, 2008 after being broadcast on the British TV channel, Sky1 on August 12. On its debut in the United Kingdom and Ireland *Stargate: Continuum* received 543,000 viewers, placing the film on first place in the top ten broadcasts for Sky One.^[17] The film would go on to gross over US\$8 million in the United States.^[1] The film premiered on Sci-Fi Channel in the US on April 3, 2009.^[18]

A reviewer for Sky1 called the film a "thoroughly enjoyable romp."^[19] Nix from Sci Fi Cool said in his review, "it ends exactly the same way

that most, if not all, SG1 episodes usually end: It leaves you satisfied, and wanting more."^[20] Reviewer Christopher Monfette of IGN gave the film 7 out of 10 and said it was a decent film, but ultimately did not meet the "level of great science fiction".^[21] Don Houston from DVD Talk commented that the "budget was too low" for the writers to "support the ideas at hand".^[22] Mark Wilson from About.com said the film was just another way for the producers to return to some of their favorite characters, but concluded that it was a "solid" film.^[23] Darren Sumner and David Read from GateWorld called it a "great movie", and said it was even better than *Stargate: The Ark of Truth*.^[24] Dean Winkelspecht said it was "one of the better direct-to-video" releases that year.^[25]

Stargate: Continuum won the High-Def Disc Awards 2008 category for Best Nontheatrical Blu-ray.^[26] The film was nominated for 6 Constellation Awards in 2008, the results were announced on July 11, 2009. The film won one award out of six nominations. Claudia Black received the award for "Best Female Performance in a 2008 Science Fiction Film, TV Movie, or Mini-Series" for her portrayal of Vala Mal Doran.^[27] The film was also nominated for a total of 11 Leo Awards in 2009. The results were announced on May 8 and 9, 2009, the film won three awards: Brad Wright won in the category "Best Screenwriting in a Feature Length Drama", Michael Shanks won "Lead Performance by a Male in a Feature Length Drama" for his portrayal of Daniel Jackson and the three production crew members Paul Sharpe, Iain Pattison and Graeme Hughes won "Best Overall Sound in a Feature Length Drama".^[28]

The two *Stargate* direct-to-DVD movies to date, *Stargate: Continuum* and *Stargate: The Ark of Truth*, were re-released in the United States as a Double-Pack DVD on March 3, 2009; the Double-Pack is also available on Blu-ray.^[29] A third *Stargate SG-1* film to follow *Continuum* has been permanently shelved. If made, it would have reportedly centered around the character of Jack O'Neill and would be titled *Stargate: Revolution*.^[30]

Awards

In 2009, *Stargate: Continuum* was nominated for 11 Leo awards and won three of them.^[31]

Award	Category	Winner/Nominee	Result
Leo Awards	Best Lead Performance by a Male in a Feature Length Drama	Michael Shanks	Won
	Best Overall Sound in a Feature Length Drama	Paul A. Sharpe, Iain Pattison, Graeme Hughes	Won
	Best Screenwriting in a Feature Length Drama	Brad Wright	Won
	Best Cinematography in a Feature Length Drama	Peter F. Woeste	Nominated
	Best Costume Design in a Feature Length Drama	Christina McQuarrie	Nominated
	Best Direction in a Feature Length Drama	Martin Wood	Nominated
	Best Lead Performance by a Female in a Feature Length Drama	Amanda Tapping	Nominated
	Best Picture Editing in a Feature Length Drama	Brad Rines	Nominated
	Best Production Design in a Feature Length Drama	James Robbins, Mark Davidson, Robert Davidson	Nominated
	Best Sound Editing in a Feature Length Drama	Jay Cheetham	Nominated
	Best Visual Effects in a Feature Length Drama	Michelle Comens, Stephen Bahr, Christopher Stewart, Krista McLean, James Kawano	Nominated

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External links

- Official website (<http://stargate.mgm.com/view/movie/2/index.html>) at *mgm.com*
- Stargate: Continuum* (<http://www.imdb.com/title/tt0929629/>) at the Internet Movie Database
- Stargate: Continuum* (<http://www.gateworld.net/movies/03.shtml>) at GateWorld
- Stargate: Continuum* (<http://www.the-numbers.com/movies/2008/0SGCT.php>) at The Numbers

Stargate Infinity

<i>Stargate Infinity</i>	
The Complete Series	
Format	Animated Science fiction
Created by	Eric Lewald Michael Maliani
Starring	Mark Hildreth Tifanie Christun Bettina Bush Kathleen Barr Mackenzie Gray Mark Acheson
Country of origin	United States
No. of seasons	1
No. of episodes	26 (List of episodes)
Production	
Executive producer(s)	Andy Heyward Michael Maliani
Running time	30 mins per episode
Production company(s)	Metro-Goldwyn-Mayer DIC Entertainment
Distributor	MGM Television Cookie Jar Group
Broadcast	
Original channel	Fox (FOX BOX) (USA) Sky One (UK)
Original run	September 14, 2002 – March 24, 2003
External links	
Website ^[1]	

Stargate Infinity (often abbreviated as *SGI* or just *Infinity*) is an American animated science fiction television series and part of Metro-Goldwyn-Mayer's (MGM) *Stargate* franchise, but is not considered official *Stargate* canon. The show was created by Eric Lewald and Michael Maliani, as a spin-off series of *Stargate SG-1* created by Brad Wright and Jonathan Glassner after the release of *Stargate* (1994). The cartoon had a low viewership rating and poor reception; it was canceled after one season. Co-produced by MGM and DIC Entertainment (Now Cookie Jar Group) and directed by Will Meugniot.

The story arc of *Stargate Infinity* follows Gus Bonner being framed for opening the Stargate for Alien enemies in a future version of Stargate Command (SGC). Bonner escapes with a group of fresh recruits through the Stargate. The team can not return to Earth before they have cleared their names. The show was cancelled before any of its major plots could be resolved. The story unfolds when the members of the team encounters different alien races from other planets.^[2]

Series overview

The executive producers for the show were Andy Heyward and co-creator Michael Maliani. Will Meugniot was supervising director and as of the series cancellation only three directors directed the 26 episode series. Mike Piccirillo wrote the music which was performed by Mike Piccirillo and Jean-Michel Guirao. The show often featured an educational comment or summary about the moral lessons learned during the course of an episode.^[3]

The writers and producers of *Stargate SG-1* and the main canon of the *Stargate* franchise were not involved with *Infinity*, and neither MGM, the production teams nor the fans of *Stargate* consider *Infinity* to be an official part of the *Stargate* universe. According to *Stargate SG-1* co-creator Brad Wright, the animated series should not be considered official *Stargate* canon. Commenting on it, he stated, "I don't have a problem with it. I'm just not involved."^[4]

Cast and characters

Stargate Infinity is set 30 years into the future and follows Gus Bonner and his team. G. Bonner's team was created after he was framed for a crime he did not commit. He escaped from Stargate Command (SGC) after the hostile alien race Tlak'kahn attacked the SGC to steal a mysterious alien chrysalis that was recently unearthed in Egypt. Together with his team, Gus escapes through the Stargate with the chrysalis. From that point forward they go visit planet to planet until they find the evidence to clear their names while learning about the unique cultures in the galaxy, so that they can one day return back to Earth.^[2] The story arc was never resolved because of low viewership ratings; the show was cancelled in 2003.

- **Dale Wilson** voiced as **Gus Bonner** – A SG team veteran who was framed of disobeying orders and sending his men into an ambush. He escapes and leads a team of youngsters through the Gate to clear their names.
 - **Tifanie Christun** voiced as **Stacey Bonner** – G. Bonner's niece, a SGC recruit first seen in the Gate room when the hostile alien race Tlak'kahn attacks the SGC to find the chrysalis. She thinks G. Bonner is a traitor for opening the Stargate for the Tlak'kahn.
 - **Bettina Bush** voiced as **Seattle Montoya** – A native American who has different visions which helps the team to get out of harm's way. She escaped with the others through the Stargate during the attack.
 - **Mark Hildreth** voiced as **R.J. Harrison** – A youngster who recently graduated from the academy and a member of G. Bonner's team. He escapes with him through the Stargate with the chrysalis in order to get it out of harm's way.
 - **Kathleen Barr** voiced as **Draga** – An alien newborn who emerges from the chrysalis. Draga is a being that is believed to have been an Ancient. She is born in the first episode and has strange, possibly unlimited powers which she has little control of. In one episode, the team visited a race of aliens who resembled her, but treated those of their race who couldn't fly like nonentities. She was given the chance to learn more, but realised she belonged with her friends. Draga is very curious and kind and often seems childlike in her innocence although this diminished noticeably throughout the series.
 - **Cusse Mankuma** voiced as **Ec'co** – A friendly half-alien and a SGC cadet. He can fix anything with whatever is lying around. He joins the others to rescue the chrysalis.
 - **Mark Acheson** voiced as **Da'Kyll** – An alien who is the leader of the Tlak'kahn. He is allied to the shapeshifter Nephstis to capture alien creatures for reasons unknown.
 - **Mackenzie Gray** voiced as **Pahk'kal** – A Tlak'kahn warrior and subordinate to Da'Kyll.
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Broadcast and DVD release notes

Stargate Infinity premiered in September 2002 as part of 4Kids Entertainment's FOX BOX Saturday morning line-up on Fox, where it aired until June 2003. Reruns of the show air on the Cookie Jar Toons block on This TV until September 25, 2011.^[5] Due to its lack of popularity the show is almost completely unrecognized. The series was cancelled before any of its story arcs could be resolved. The show was of low budget, which was constantly noted by the media.^{[6][7]} DIC Entertainment released a 4-episode DVD on October 7, 2003 in Region 1. MGM Home Entertainment released a five disc season box set on August 13, 2007 in region 2.^[6] Shout! Factory, a company known for releasing cult animated series, acquired the rights to the show and released the entire series to DVD on May 13, 2008 in Region 1.^[7] As of 2009, there is yet to come a release of *Stargate Infinity* package in Region 4, namely Oceania and Latin America.^[8]

Episode list

Episode	Title	Director	Writer	Original airdate
1.A	"Decision"	Will Meugniot	Mark Edens and Michael Edens	September 14, 2002
Having been unjustly court-martialed for defying orders and leading his team into ambush, Major Gus Bonner escapes through the Stargate with a team of young recruits to pursue the hostile Tlak'kahn race which framed him, and to clear his own name in the process. Meanwhile, R.J. Harrison learns that one should take responsibility for one's choices, no matter the consequences.				
1.B	"Double Duty"	Will Meugniot	Mark Edens and Michael Edens	September 21, 2002
The Stargate leads Major Gus Bonner's strike-force to a planet inhabited by the Thorn, a race Major Bonner believes he might have unintentionally infected with a disease during a previous mission. Furthermore, his new team is faced with the hard decision of either placing their loyalty to Stargate Command or protecting what they believe to be an Ancient chrysalis from the evil Tlak'kahn.				
1.C	"The Best World"	Will Meugniot	Mark Edens (Teleplay by Len Uhley)	September 28, 2002
When exploring the mud-pit planet of the Mou'a'dash people, the team learns that appearances may be misleading and the mud-covered locals are not all they seem. Having shed its chrysalis form, the alien Draga takes effort to become part of the team. Stacey Bonner, however, still believes that Major Bonner is a traitor despite having saved Draga from the Tlak'kahn.				
1.D	"Coming Home"	Will Meugniot	Jan Strnad	October 5, 2002
Not being fully accepted either on Earth or his mother's homeworld Hrath, the half-human, half-alien Ec'co strives to cope with his identity. Meanwhile, the Hrathi people assist Major Gus Bonner in uncovering the plot devised by the Tlak'kahn. He realises that a shapeshifter might have had something to do with his being framed for defying orders.				
1.E	"Mentor"	Will Meugniot	Richard Mueller	October 12, 2002
When Major Bonner stumbles upon his long-lost mentor Harley Sheppard, his first impression is that the retired veteran helps the Mustari people prosper and provides them with culture and technology out of good will. Unfortunately, Major Bonner fails to see the flaws of his old hero and it is up to his team to convince him of the truth—that Sheppard uses his knowledge and authority to wield power over the locals.				
1.F	"Hot Water"	Will Meugniot	Francis Moss, Ted Pedersen	October 19, 2002
Stranded on an ocean planet, the team is offered shelter by an alien settlement of great swimmers. Trouble begins when R.J. Harrison overestimates his own abilities and accepts the challenge to participate in a swimming contest which could turn out to be very dangerous, if not even deadly. Meanwhile, a pair of mercenaries offer their services to the evil Tlak'kahn in search for the presumed Ancient—Draga.				
1.G	"Phobia"	Will Meugniot	Jon Loy	October 26, 2002
Driven by her arachnophobia, Stacey assaults a spider-like creature from a race which turns out to be both sentient and peaceful. Now, with the victim getting weaker with each minute, Stacey must stand trial for her actions. She must also overcome her fear of spiders, since they just became allies in the battle with the Tlak'kahn.				
1.H	"Can I Keep It?"	Will Meugniot	Matt Edens	November 2, 2002

While the team explores a canyon planet, Seattle adopts a cute creature which turns out to be growing faster and faster with each day. Unfortunately, this isn't the end of the team's problems—a probe just reported their whereabouts to the evil Tlak'kahn and the canyon is in danger of being flooded after a severe storm appears on the horizon...				
1.I	"Who Are You?"	Will Meugniot	Katherine Lawrence	November 9, 2002
The team learns once more that appearances may be deceiving when faced with a group of Shiftu shapeshifters, just like those responsible for framing Major Gus Bonner. Unable to tell friend from foe, the team will have to rely on intuition to evade the shapeshifters and escape the jungle temple.				
1.J	"Greed"	Will Meugniot	Richard Mueller	November 16, 2002
When the team discovers a cave full of precious diamonds, little do they know that their greed will make them vulnerable to the dangers awaiting them, such as mercenaries searching for Gus Bonner. Meanwhile, Draga learns an important lesson about money, wealth and greed.				
1.K	"Stones"	Will Meugniot	Nick Dubois	November 23, 2002
Stacey loses a fight with an unseemingly elder of the Elteri people, but she wins their respect and is given a stone medallion which is said to give the wearer strength. Unfortunately, the stones affect Stacey in ways she never imagined and she learns that nothing comes without a price...				
1.L	"Initiation"	Will Meugniot	Steven Melching	November 30, 2002
When Harisson assists a volcano island native in his trial, he learns that there is a difference between foolishness and bravery. Meanwhile, Ec'co discovers that readings of seismic activity of the island Mollana show that the volcano is in danger of erupting—or even exploding!				
1.M	"The Mother of Invention"	Will Meugniot	Christy Marx and Randy Littlejohn	December 7, 2002
Major Bonner's team arrives at a world destroyed by its inhabitants. Kreedaa, the inventor, attempts to save what's left of her civilisation—even if it means stealing and lying. Ec'co acquires a sympathy for her, but the next day the team finds their power sources stolen. Kreedaa is the obvious suspect. She wishes to make up for her previous actions and warns the team about Tlak'kahn warriors nearby—but will they listen?				
1.N	"Reality"	Will Meugniot	Katherine Lawrence	December 30, 2002
In a city endangered by solar flares and arc lightning, the Tranquan people spend their whole time in the Synth—a virtual reality game where everything is possible. Seattle and Major Bonner enter the Synth to free the enslaved Tranquan, but when the game starts granting their own wishes, will they be able to resist playing?				
1.O	"Museum"	Will Meugniot	Brooks Wachtel	January 6, 2003
The team learns a lesson about the importance of knowing one's history when they are trapped between two megalomaniacs—Napoleon Bonaparte and Julius Caesar. In a museum of Earth's greatest historical wonders, two armies of robots fight for world conquest. It's up to Major Gus Bonner and his knowledge of history to become a third force in this struggle.				
1.P	"Us and Them"	Will Meugniot	Julia Jane Lewald	January 13, 2003
When Draga meets her own people, she is happy she can finally learn about her culture and abilities. The team, however, is regarded as mere "rock-crawlers", as no other team-member except Draga has wings. Draga finds herself divided between her team and her own people. She has little time to make a decision, because the Tlak'Kahn are already through the Stargate and on pursuit of Major Bonner.				
1.Q	"The Face of Evil"	Will Meugniot	Jon Loy	January 20, 2003
The Stargate leads Major Bonner's team to an ice planet with two hostile forces fighting each other. At first the team's only concern is to stay out of the way, but when it turns out that one of the armies are the Tlak'kahn, choosing sides becomes obvious—perhaps too obvious. Having taken shelter in an ice fortress, the newly-formed alliance prepares for battle—but is the team on the right side?				
1.R	"The Key"	Will Meugniot	Richard Mueller	January 27, 2003
The society of the Commonality banned all writing, having considered it an outdated method of communication—only symbols and video are permitted. Ec'co's calculations prove that a comet is about to hit the Commonality's planet, but because the Commonality has no means to verify this warning, they choose to disregard it. Will the Commonality resistance movement be able to help?				
1.S	"Chariot of the Sun"	Will Meugniot	Katherine Lawrence	February 3, 2003
Having stumbled upon an alien spaceship near a Stargate, Major Bonner decides to try to get inside in search of an interstellar communications system able to contact Stargate Command. When the communications system fails to establish contact, Major Bonner decides to get back to Earth by ship—but the whole team will have to pay for stealing the spaceship instead.				
1.T	"The Answer"	Will Meugniot	Katherine Lawrence	February 10, 2003

Major Bonner's team attends a science conference, where one of the scientists presents a brilliant invention—the Synaptic Telepathy Band. Not only does it enable mind-to-mind communication, it also connects the minds of every user, enabling everyone to read the thoughts of others. Some see it as means to achieve universal peace with no more lies and misunderstandings, but others believe this is too big an invasion of privacy. It's up to Major Bonner's group to get at the truth.				
1.U	"The Look"	Will Meugniot	Bob Forward	February 17, 2003
The inhabitants of the planet the team arrives to pride themselves on their hairstyle—those who wish to be respected, or even noticed, must weave a certain type of leaves into their hair. Not everyone is able to afford them and some resort to obtaining them from their natural place of growth—the cave tunnels nearby. Though the caves are inhabited by dangerous creatures, Harrison, Seattle and Stacey decide to help.				
1.V	"Feet of Clay"	Will Meugniot	Richard Mueller	February 24, 2003
The team discovers a village of Mardan aliens who suffer from a serious epidemic. They wish to be just like the Tlak'kahn, who are much better at coping with sickness. Ec'co offers to find a cure to their suffering, but instead, the Mardan side with the Tlak'kahn and turn against the team. Attempting to escape their captors, the team wonders about the benefits and downsides of trying to be like others.				
1.W	"The Natural"	Will Meugniot	Mark Edward Edens	March 3, 2003
Having escaped a Tlak'Kahn ambush, the team arrives at a planet covered by sulphur clouds, uninhabitable except for high elevations. To cope with the troubles with transportation, Major Gus Bonner calls his old friends for help—the pterodactyl-like Heruun he'd met before. But when Harrison falls for his death into the sulphur clouds, he'll have to learn the difference between machine and animal to survive.				
1.X	"Big Mistake"	Will Meugniot	Nick Dubois	March 10, 2003
On a desert planet with rain shortages, the team decides to help the Mortai people by locating an underground water source and building a well to help with irrigation. When Stacey finds a local power source underground, Seattle volunteers to investigate. Finding a mysterious crystal, she suddenly gets a flashback from her past—she sees her parents in a situation when her father would not admit to a mistake he had made. Will she repeat the same mistake now?				
1.Y	"The Illustrated Stacey"	Will Meugniot	Craig Miller	March 17, 2003
When Gus Bonner and Harrison make fun of Stacey's predictable, by-the-book behavior, she decides to act "unpredictably" and asks the natives of the planet they're visiting to draw her a facial tattoo. Unfortunately, it turns out the tattoo is not simply painted on—it consists of living microbes, which start multiplying on Stacey's skin to unpredictable results...				
1.Z	"The Long Haul"	Will Meugniot	Mark Edward Edens (Teleplay by Michael Edens)	March 24, 2003
After so many adventures, the team begins to wonder whether their mission has any further purpose. Some of the team members wish to go back to Earth, and when Draga activates the Stargate subconsciously, the team arrives in Mexico. Another Stargate had been found at a dig site founded by a rich philanthropist, von Gilder. Now, Gus Bonner has his chance to find the alien who framed him.				

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External links

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