

Colby Magazine

Millennium Story

Summary

From FDR to the World Wide Web, a sampling of pivotal events and people of the past 100 years as viewed by Colby faculty

Never in the history of humankind has so much happened in so short a time. We began the 20th century as technological infants, having just begun to move beyond the agrarian economies that shaped societies for thousands of years. The distance covered over the next 10 decades was breathtaking.

Scientists revealed mysteries of our universe both large (the cosmos) and small (genetic codes and subatomic physics); engineers gave us grand new inventions that changed our lives but also complicated them (automobiles, television, computers); medicine made extraordinary gains (penicillin and radiation therapies); we traveled to the moon. And there was other good stuff; awe-inspiring people (Ghandi, King), wondrous explorations (both poles, Mt. Everest, Mars), jazz, four guys from Liverpool. Other developments range on a spectrum from evil to merely bad-beyond-precedent: the Holocaust and other genocide, unrelenting poverty, horrific wars, racial and religious hatred, the Edsel, the '62 Mets.

What was important and why? Colby asked the faculty and staff, and this is what they told us.

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will still be able to view each other's stories. [More Info](#) [Continue](#). [Close User Account](#). When James Clyne first envisioned remaking the Millennium Falcon, he pictured the ship that made the Kessel Run having its perfect and pristine hull stripped away, panel by panel, to reveal the hunk of junk beneath the shiny exterior. The move would be a combination of movie magic and something of a parlor trick. Clyne, Lucasfilm's design supervisor for Solo: A Star Wars Story, and his team ultimately created about 60 iterations of the fastest ship in the galaxy before landing on the design that's featured in the new film, out now. "Millennium" was a comic book crossover story line that ran through an eight-issue, self-titled, limited series and various other titles cover dated January and February 1988 by DC Comics. The limited series was published weekly, which was a departure for an American series. It was written by Steve Englehart, and with art by Joe Staton and Ian Gibson. The story took place at a time when the Guardians of the Universe had left Earth's dimension along with their mates, the Zamarons. However, one Guardian