















BLOODY GOOD FUN

DOOM IS OVER-THE-TOP, ROCKET-FUELED MAYHEM—a mind-searing shot of adrenaline injected directly into your bloodstream. DOOM is fast paced and bloody as hell. But most of all, DOOM is damn good fun.

It's that final bit—the essential fun factor—that has guided everything we've done throughout the development of this game. In the midst of all the gore and the gibs, the powerful weapons and the detailed world, and the rampaging demonic hordes, we always kept one thing in mind: DOOM must be fun. Those demons might beat you to death with your own limbs if you give them half a chance, and yet there's nothing mean spirited about DOOM. Everything is bombastic, bold, and delivered with a wink and a smile.

Although creatively speaking we take our responsibility to DOOM very seriously, our motto has been "Never take ourselves too seriously." Every gory death animation, every brutal glory kill, every meaty gib—along with the demons, the weapons, and the blood–splattered arenas—was made with the singular focus of keeping DOOM fun. We worked extremely hard to provide gamers with an engaging and addictive experience, one that would keep players smiling even as they wiped the blood from their HUD, always ready to come back for more.

Working on DOOM required obsessive study of the original games—deciphering what exactly made them so fun and using that as the inspiration for our modern interpretation. Visually speaking, that meant really pushing personality and a sense of humor. Characters like the original pinky—with his oversized head, gaping maw, and squat T. rex legs—showed us that we had to go big if we wanted to make the demons stand out just as much as they did in the original. Each is a study in individuality and style—from silhouettes that look like something a fifteen-year-old metal head would draw in the back of his notebook during math class to colors and details that fuse over-the-top comic book action with the hyperrealism made possible by our next-gen rendering engine.

DOOM has been a passion project for all involved. Most of us played DOOM growing up, so we knew it had to be good, not only for fans of the game but for ourselves. This book contains some of the incredible work generated by the team. As you flip through the pages and soak in the details, you'll find that we left no Martian stones unturned, no demons unharmed, no shotgun shells unused. Everything we have was poured into this project.

While this book focuses on the art of DDDM, everything we do at id Software is a full team effort. None of us here are lone Marines. From the design to the art, tech, animation, and production, all of us work together with one common goal: to make a game that delivers the most fun you can have both visually and experientially. This book is a testament to our shared efforts and our commitment to both the longtime fans and the new players alike. Enjoy!

-Marty Stratton and Hugo Martin for the DOOM team





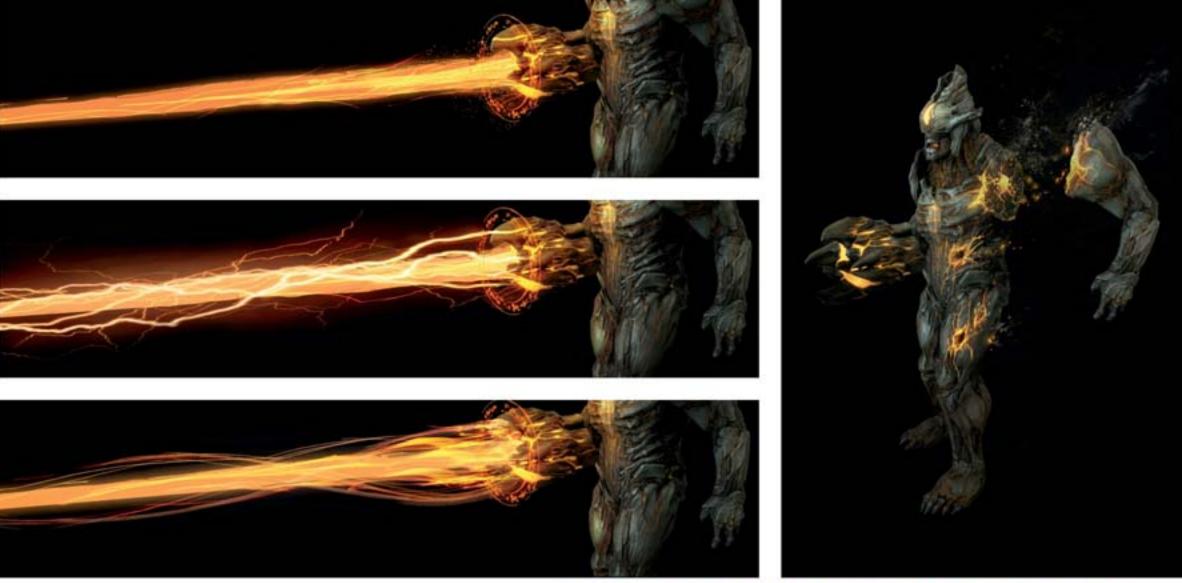
CHAPTER 1 DEMONS

ALTHOUGH IT IS BELIEVED in some subsets of UAC Archival Research that the first known transdimensional encounters may have occurred over two millennia ago, it is only in recent history (Argent Records AE//:1336/88) that these breeds of extradimensional beasts have been documented. Current data indicates large packets of missing, redacted, or not-yet-decrypted intelligence.

Early theories, despite evidence offered in firsthand reports (tethering operations MTC 2100/000), suggest the possibility of a species-driven hierarchy. Transcriptions of ancient inscriptions indicate a long-standing lineage, with histories spanning the rise and fall of numerous ages ruled by warlord-like demons. Analysis of the exact timeline suggests predation of human civilization as we now know it.

Conclusive identification is ongoing, pending further containment and research.



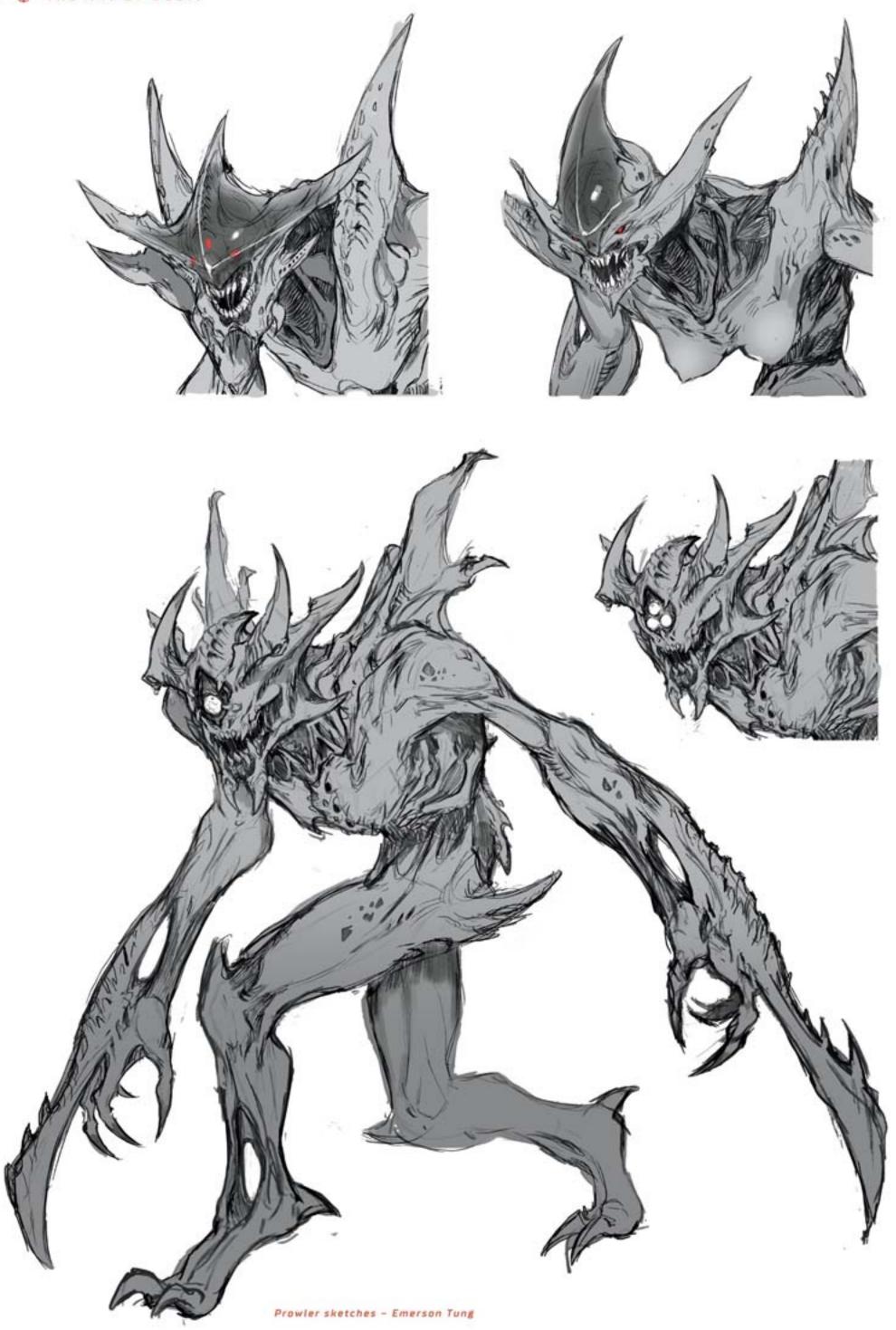


[above] Hell razor FX - Emerson Tung / [below] Hell razor render - Efgeni Bischoff







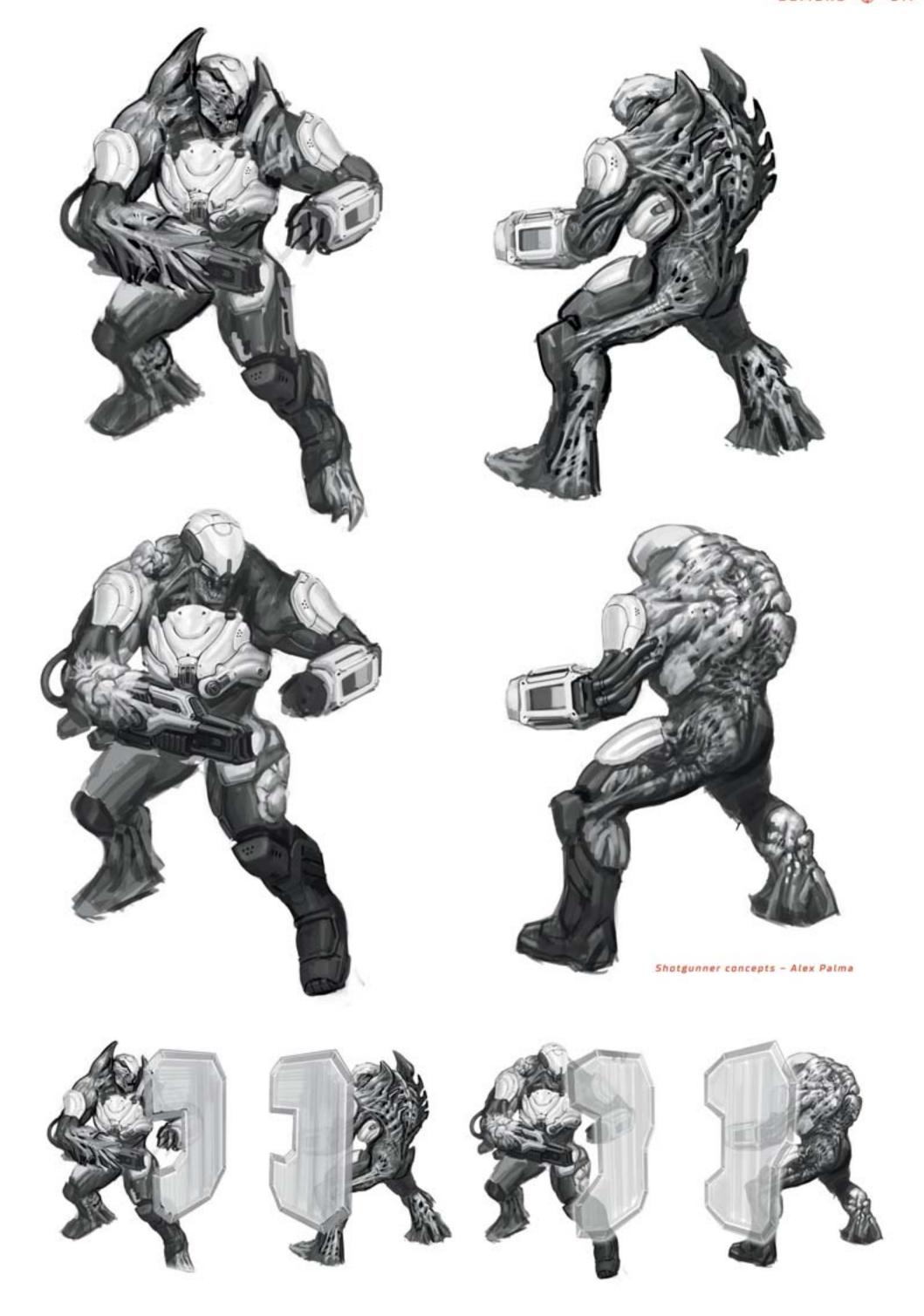


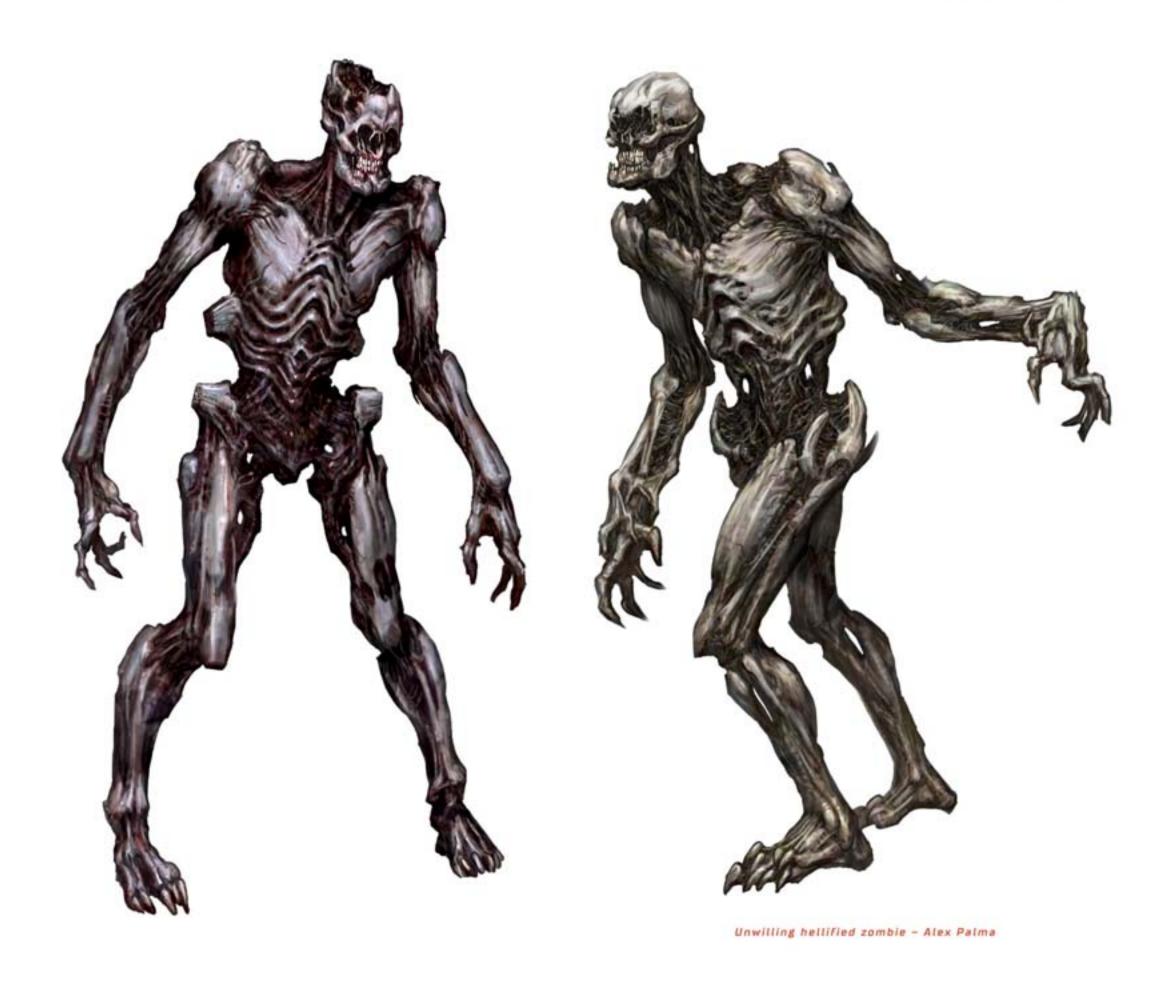






Hellified soldier gun arm - Emerson Tung







Welder zombie - Alex Palma



Mancubus - Hugo Martin

MANCUBUS

THE MANCUBUS IS A lumbering behemoth demon. A foul odor accompanies its presence; the stench can be overwhelming if inhaled directly. These foul creatures don light armor when they reach maturity, but their grotesque frames soon outgrow the armor, exposing the stomach and face. They gorge on anything they can find and are not averse to eating rancid flesh. The repulsive diet rots in their digestive system, making their innards volatile and highly flammable.





Mancubus concepts - Hugo Martin







Summoner shield FX - Alex Palma



Summoner summoning FX - Alex Palma



Summoner shifting FX - Alex Palma



Harvester - Emerson Tung



Harvester sketches - Emerson Tung









Harvester renders - Denzil D'Neill



Harvester sketches - Emerson Tung

HARVESTER

THE HARVESTER IS A minor demon lord of the infernal legion. Harvesters are a rare sight in Hell, as they are usually serving in heavily fortified forts and keeps.

This demon has an insatiable hunger for human souls and is constantly looking to feed. Unlike most demons, the harvester has a peculiar digestive tract. It sucks in human souls through orifices located on its palms, with esophageal tubes running along its arms that lead into a stomach sack on its back. This sack expands to accommodate the large number of souls that the Harvester feeds on.

Harvesters are among the more dangerous demonic entities, as they have the ability to convert these ingested souls into volatile Hell energy. They release this energy through valves that wrap around their torsos, causing dreadful explosions that decimate anyone or anything that happens to be in the direct vicinity.







BARON OF HELL

IT IS CLEAR THAT barons of Hell (also known as bruisers) are ferocious fighters with a blood lust unmatched by any other demon. Barons, larger and faster than their lesser brothers, also possess the ability to generate Hell-energy fireballs that can be hurled at a target. It is believed that in the doomed UAC Trans-Dimensional Expedition (MTC 2148/139), most of the explorers were set upon by barons of Hell, though the details are

unclear. Tablets retrieved from the Great Steppes in the UAC automated survey of 2143 suggest that the barons of Hell are the current Royal Guard of the dark lord of the fourth age. While the nature of this entity is unknown, it must be presumed that as the Royal Guard's power has significantly increased, so too has the power of their master.

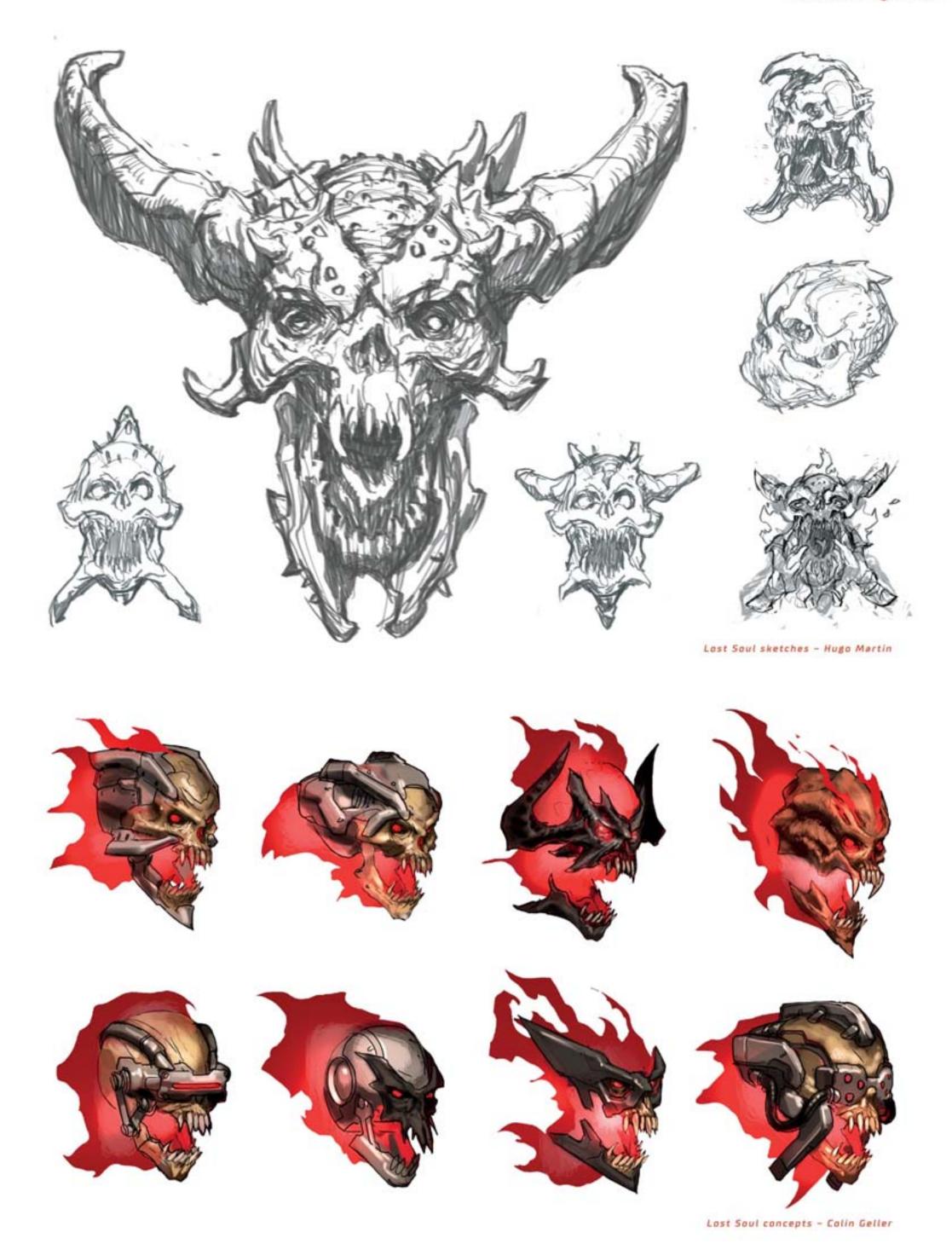


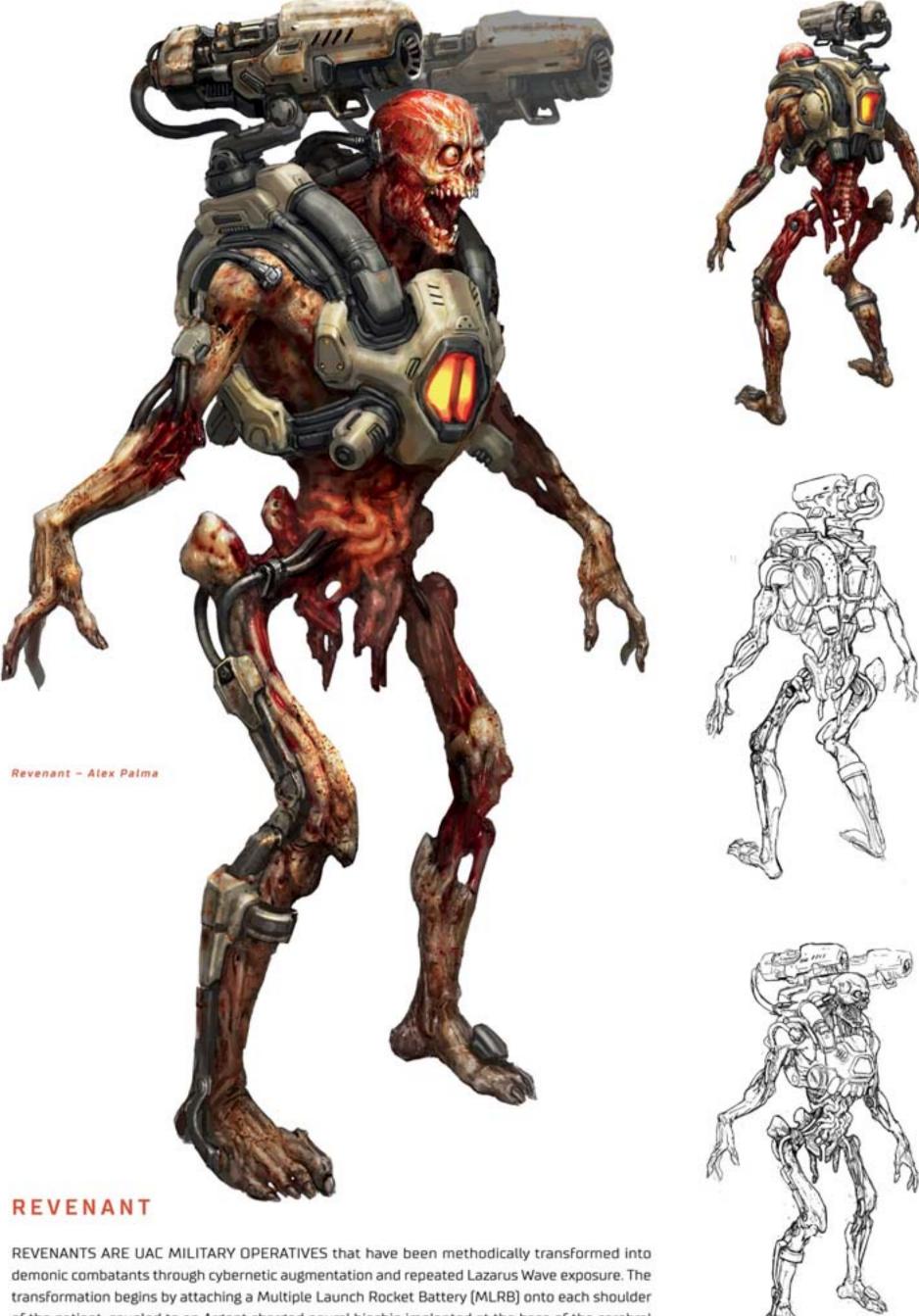


Parasite - Alex Palma

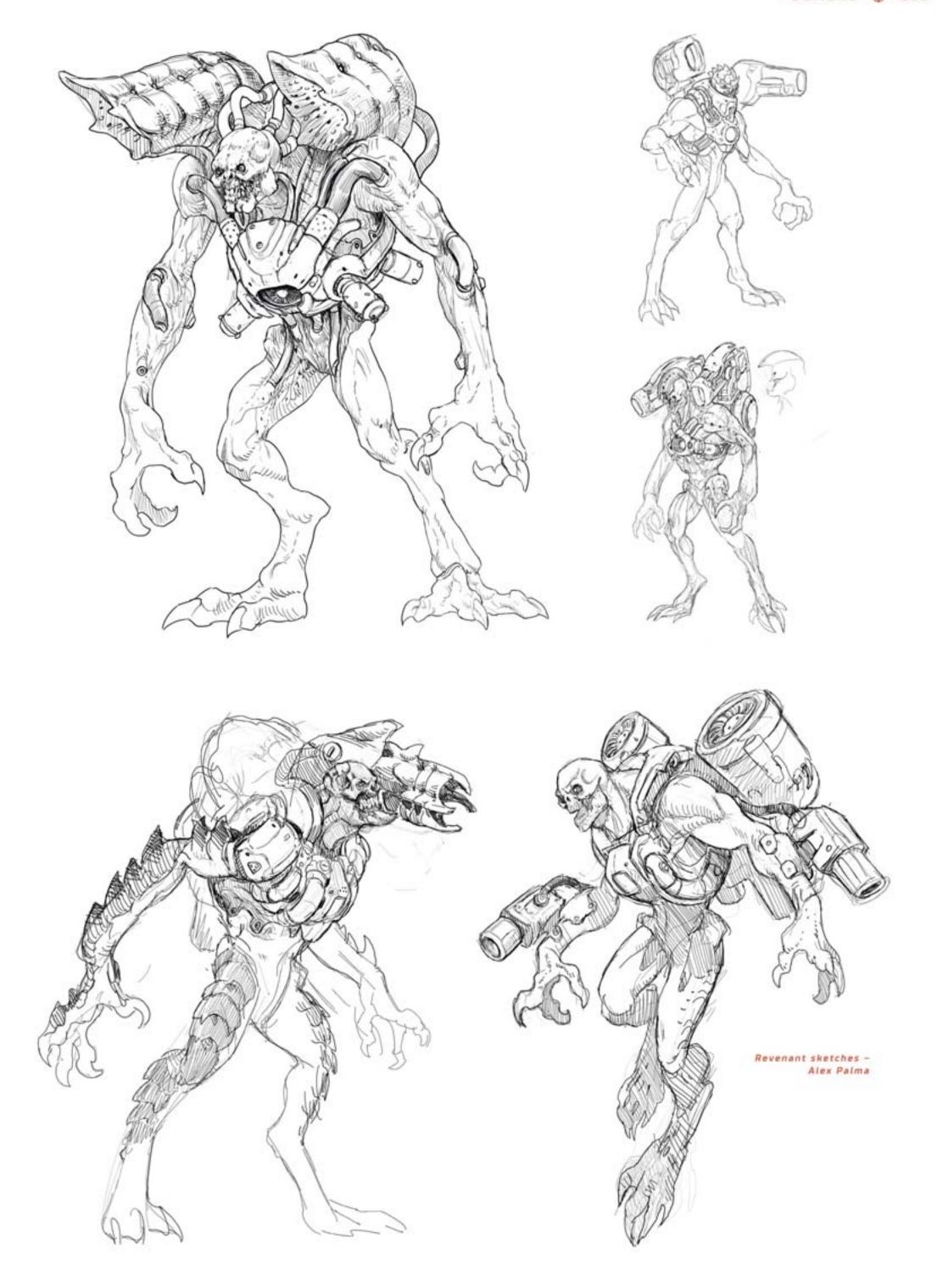








of the patient, coupled to an Argent charged neural biochip implanted at the base of the cerebral cortex. As with Hell soldiers, revenants exhibit advance combat strategies that include range control, vertical combat governance, and rush tactics.



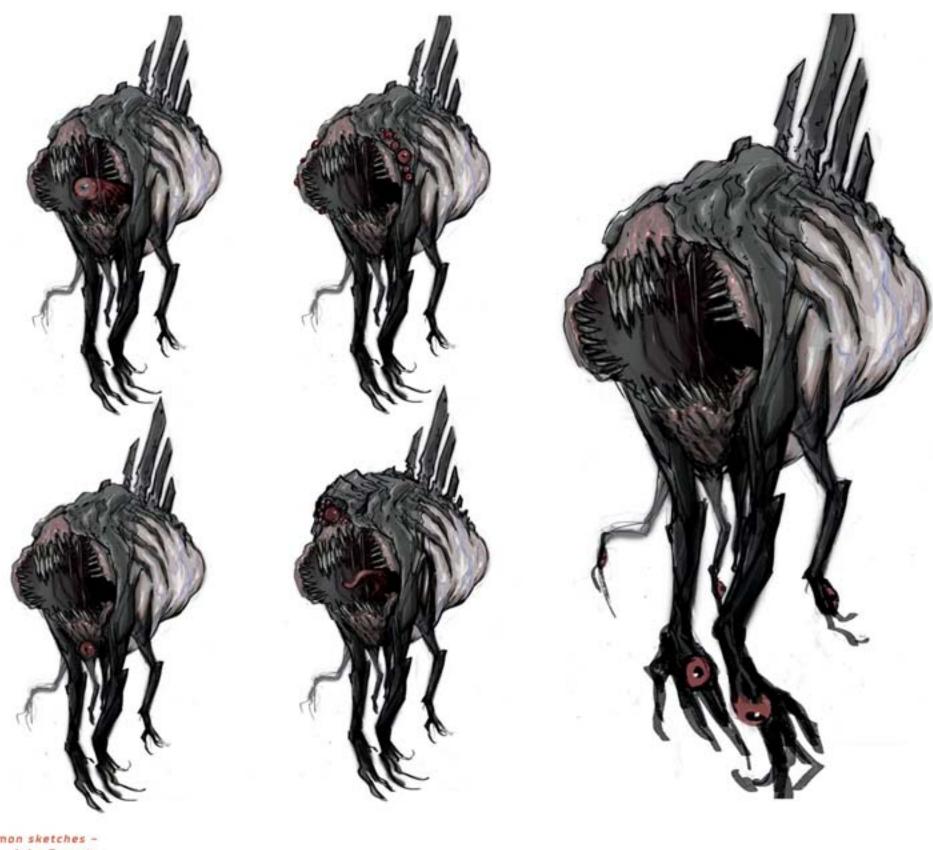


[above and below] Revenant render - Jason Martin









Cacodemon sketches -John Gravato









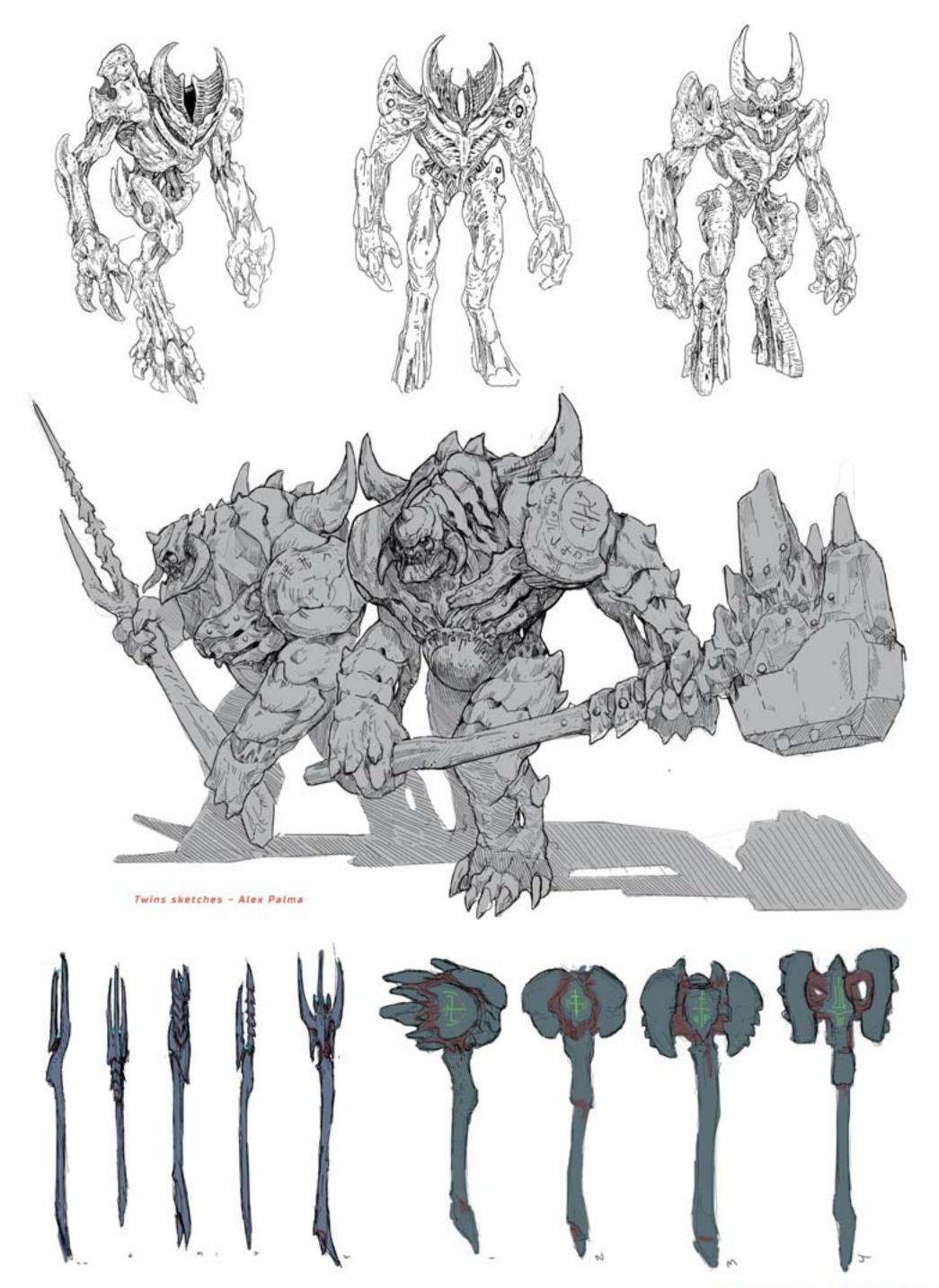




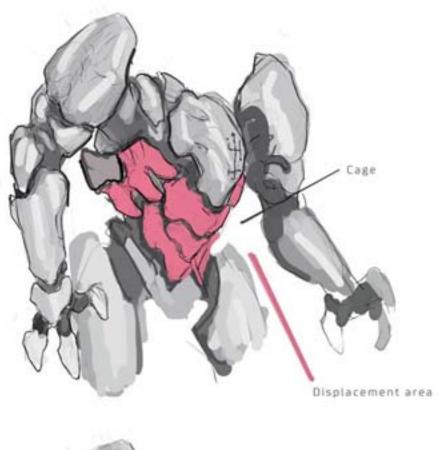
TWINS

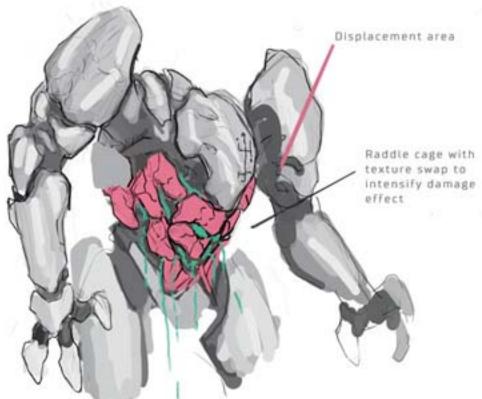
THE KADINGIR SANCTUM, also known as the Blood Keep, is a heavily guarded fortress built to protect a relic called the Crucible. This area must be of great significance to the demon world, as it is also home to one of the most ferocious demons yet found: the Twins. While there has been no direct human contact with this beast, it was found by scout bots during the first tethering operation (MTC 2146/118). Confronting this demon signaled the end of the operation, but some data was retrieved before the equipment was destroyed.

The Twins appears to be two entities imprisoned within one corporeal shell. These entities are in constant battle with each other for control of the body until a greater threat is sensed, whereupon they will work together to defeat the enemy. The body is encased in a suit of thick armor that makes it almost impregnable. In an enraged state, the demon appears to split apart into mirrored forms, launching an unstoppable two-pronged attack.



Twins weapon study - Alex Palma



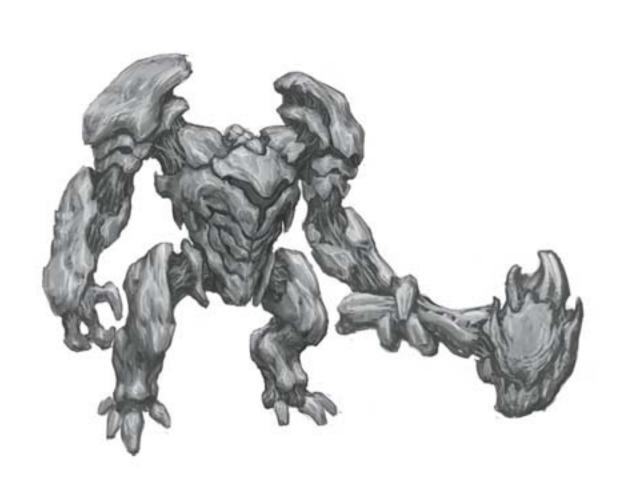


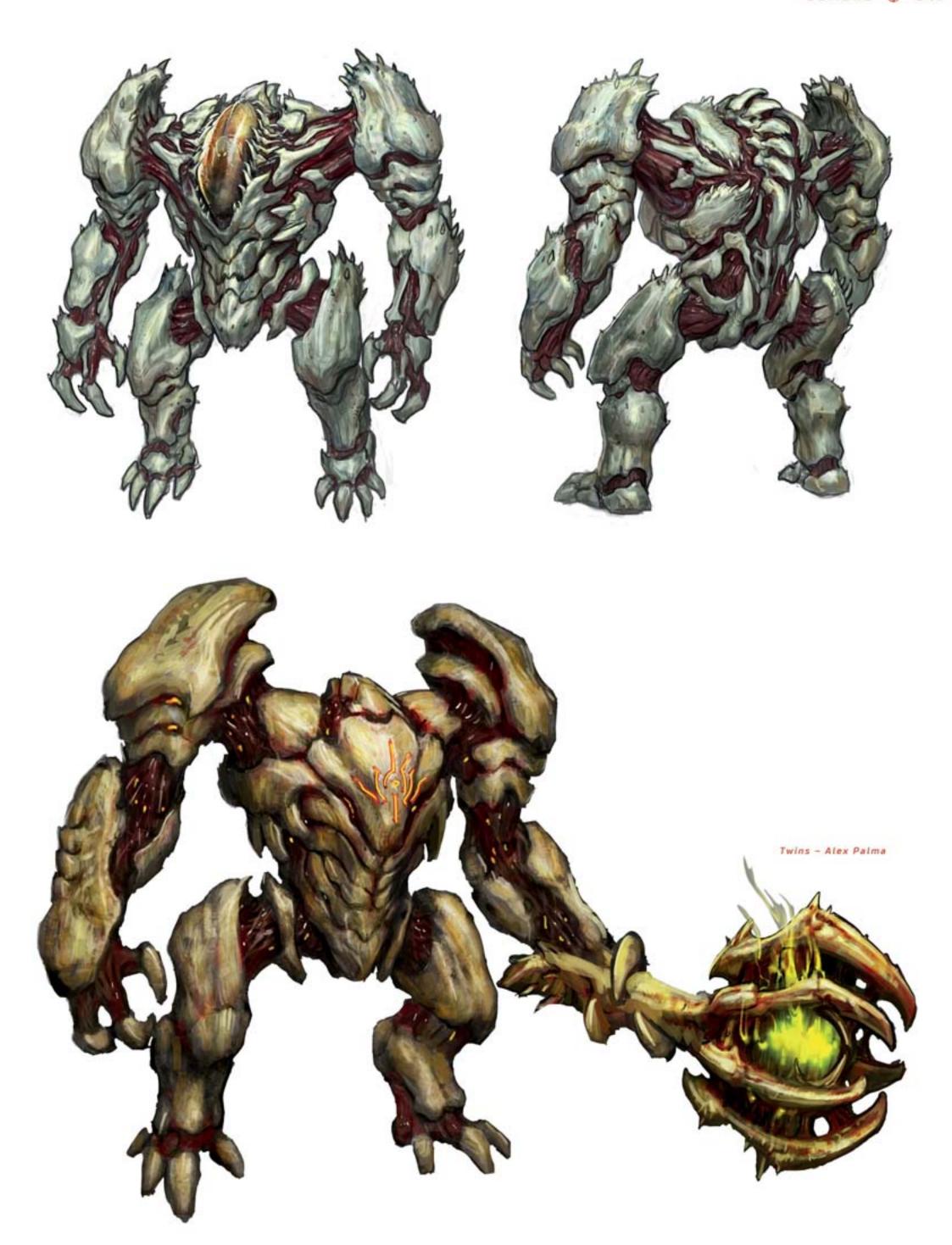




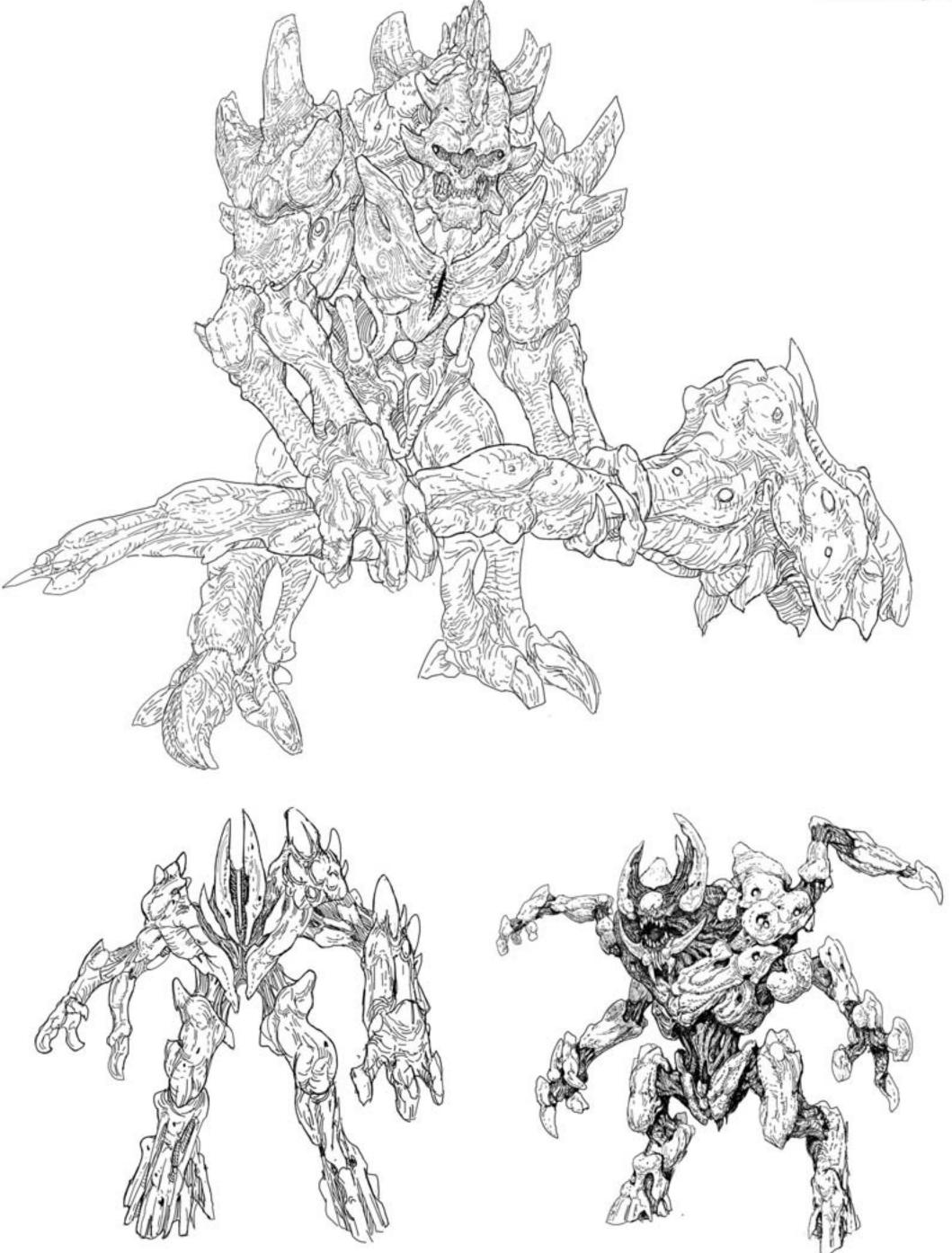
Twins moving parts - Alex Palma



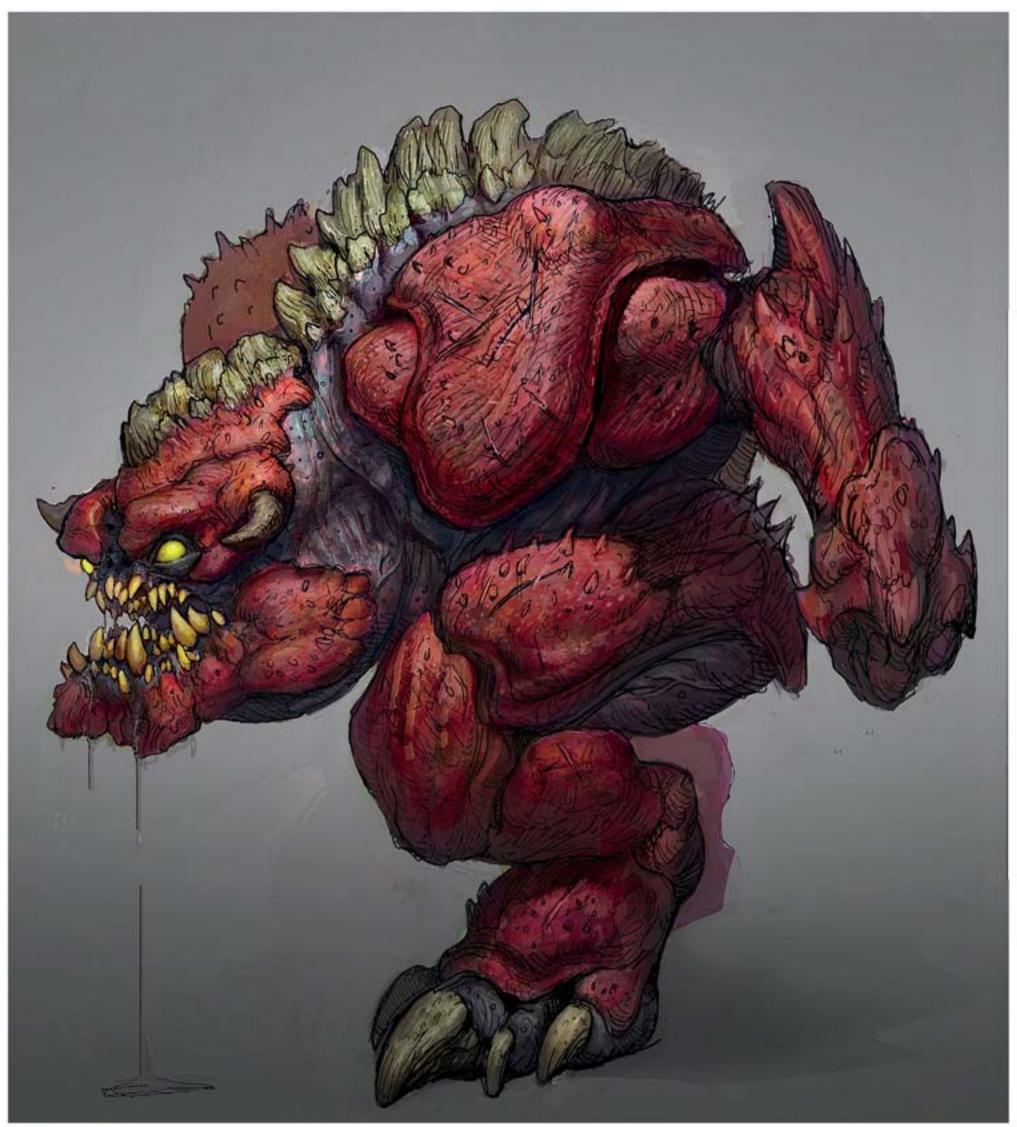








Twins sketches - Alex Palma



Pinky - Alex Palma

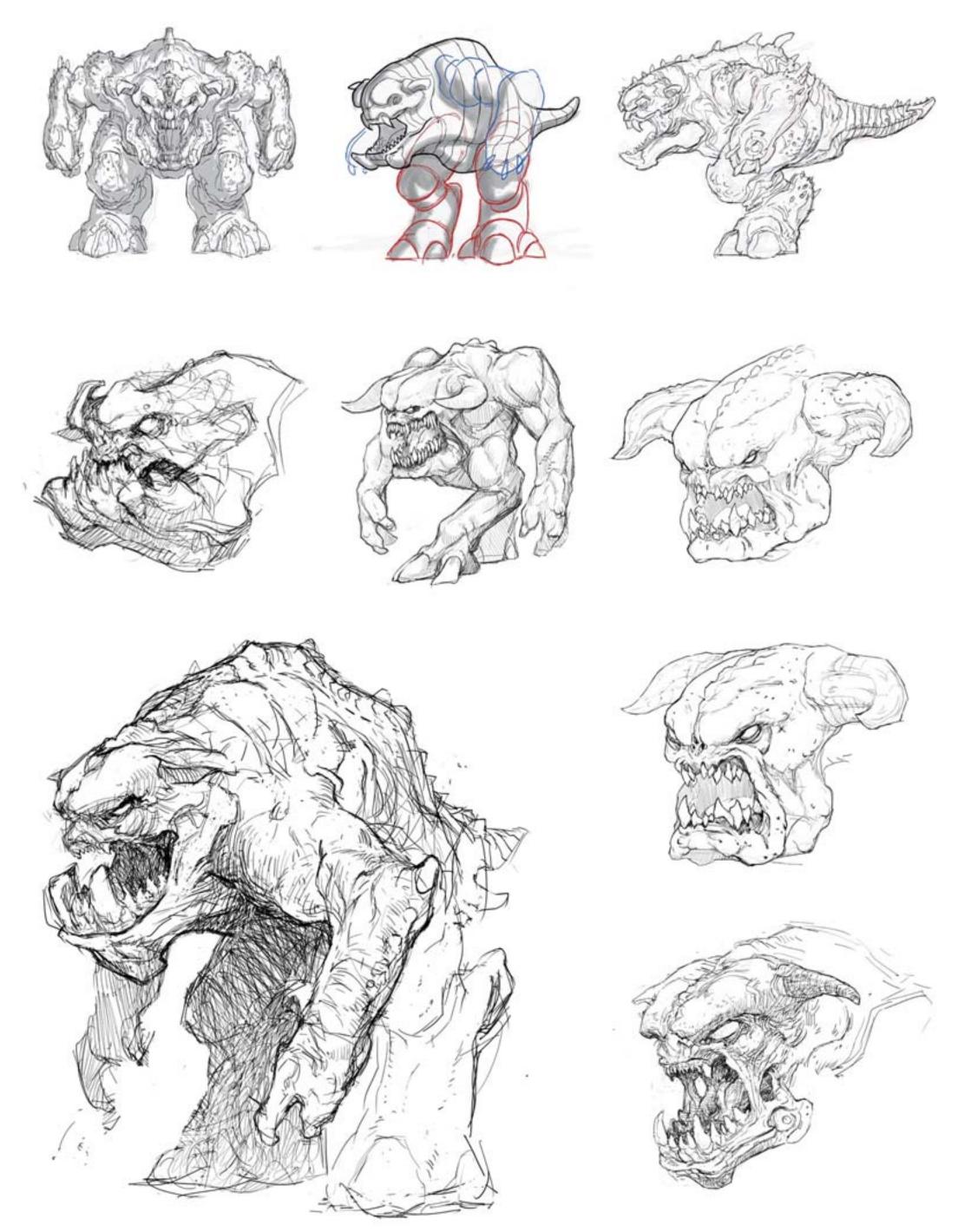
PINKY

THESE DEMONIC ANIMALS are unnamed by those in Hell but were colloquially called "pinkies" when first discovered by a Lazarus Project tethering operation (MTC 2146/351) due to their unusual skin pigmentation. Very little is known about their passive behavior, but their aggressive nature against the living is well documented.

Pinkies will charge once their prey is detected, using a cortical bone plate that covers their face as a battering ram. They accelerate quickly but have limited control when charging. Their inability to stop quickly or turn makes them vulnerable to charging over ledges (to their death) or into

hard surfaces (which will eventually shatter their armored faceplates). At close range, the pinky has a significant bite, which it will use to fend off attackers.

They have limited visual perception and rely primarily on pheromone detection to locate enemies. The thick, leathery skin on their flanks does offer some protection, but should be considered a point of weakness. Gnawed carcasses of pinkies have been extracted from portals, suggesting that they are considered a delicacy in Hell.



Pinky sketches - Alex Palma and Hugo Martin

Pinky head sketches - Alex Palma

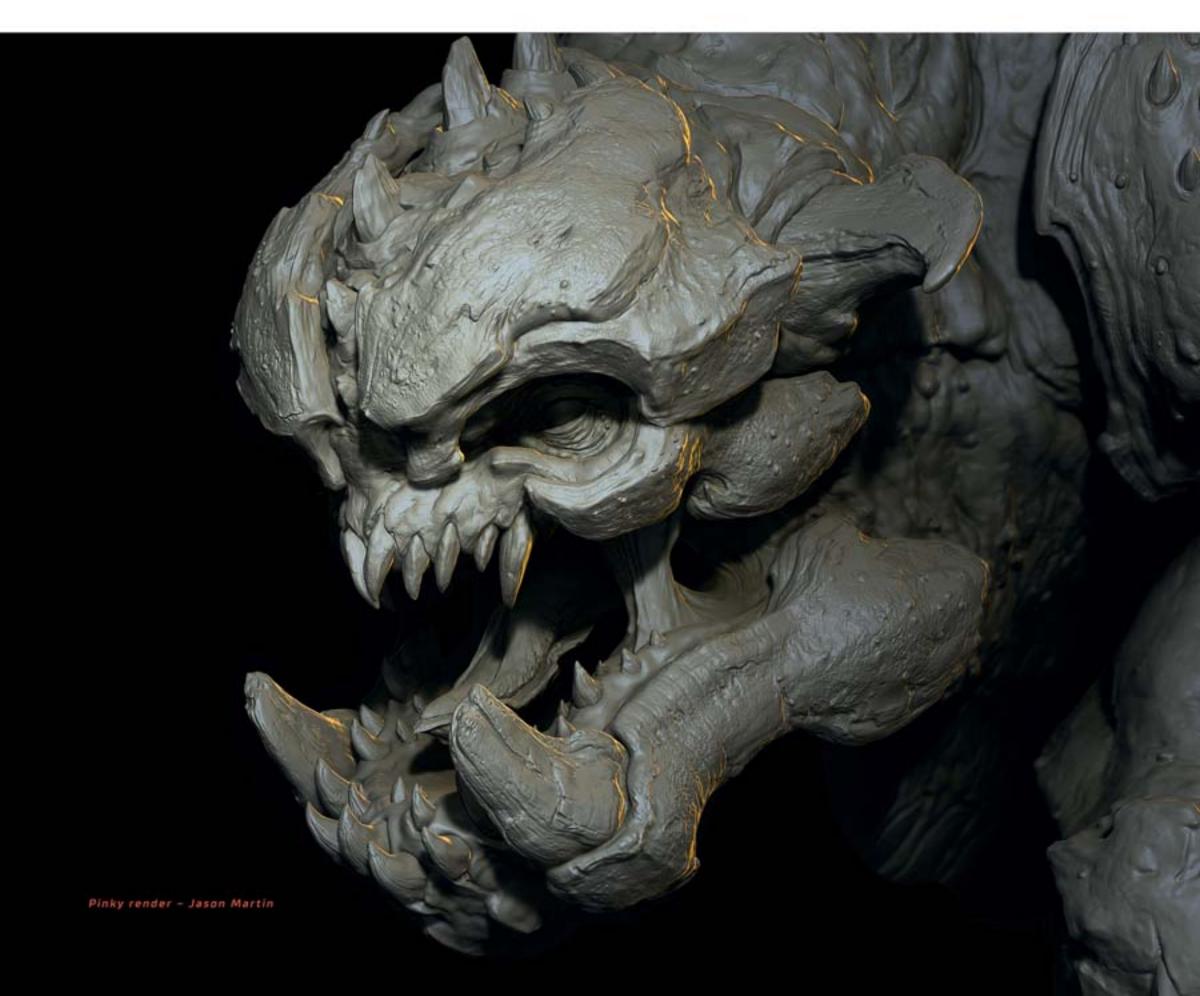




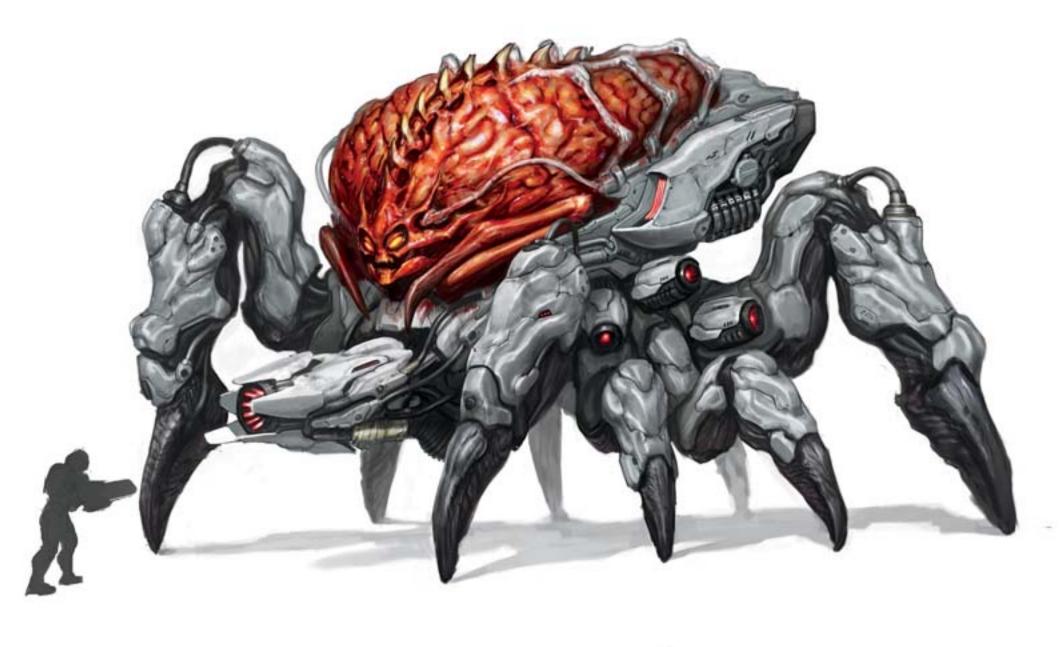
Pinky - Alex Palma

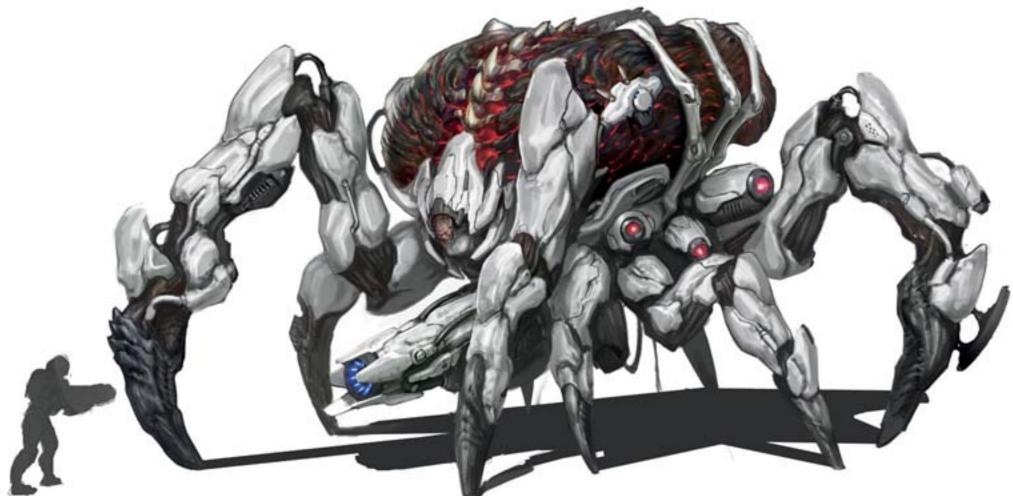












Spider mastermind - Alex Palma

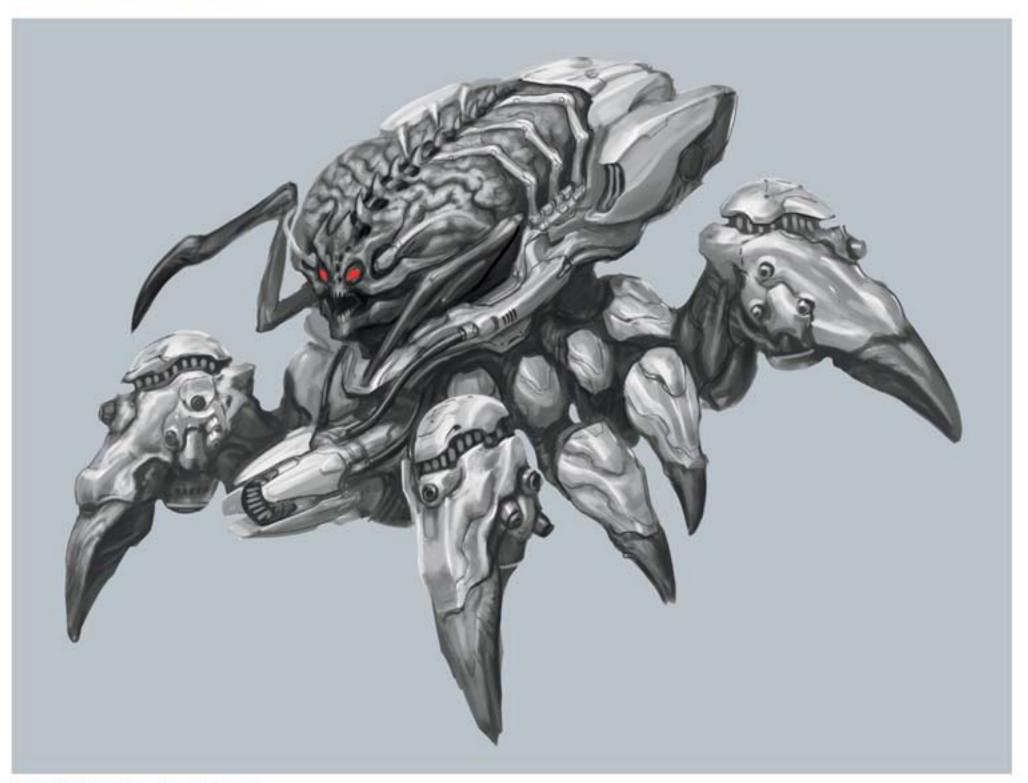
SPIDER MASTERMIND

DURING THE SECOND Lazarus Project Tethering Operation (MTC 2146/385), a small compendium was retrieved from the Umbral Plains in the crypt of a destroyed tower of unknown construction (artifact reference PL E2M8). This vade mecum was mostly illegible, but it did contain one of the rare references to the Aranea Imperatrix (also known as the spider mastermind)—a mystical demon that is still largely unknown.

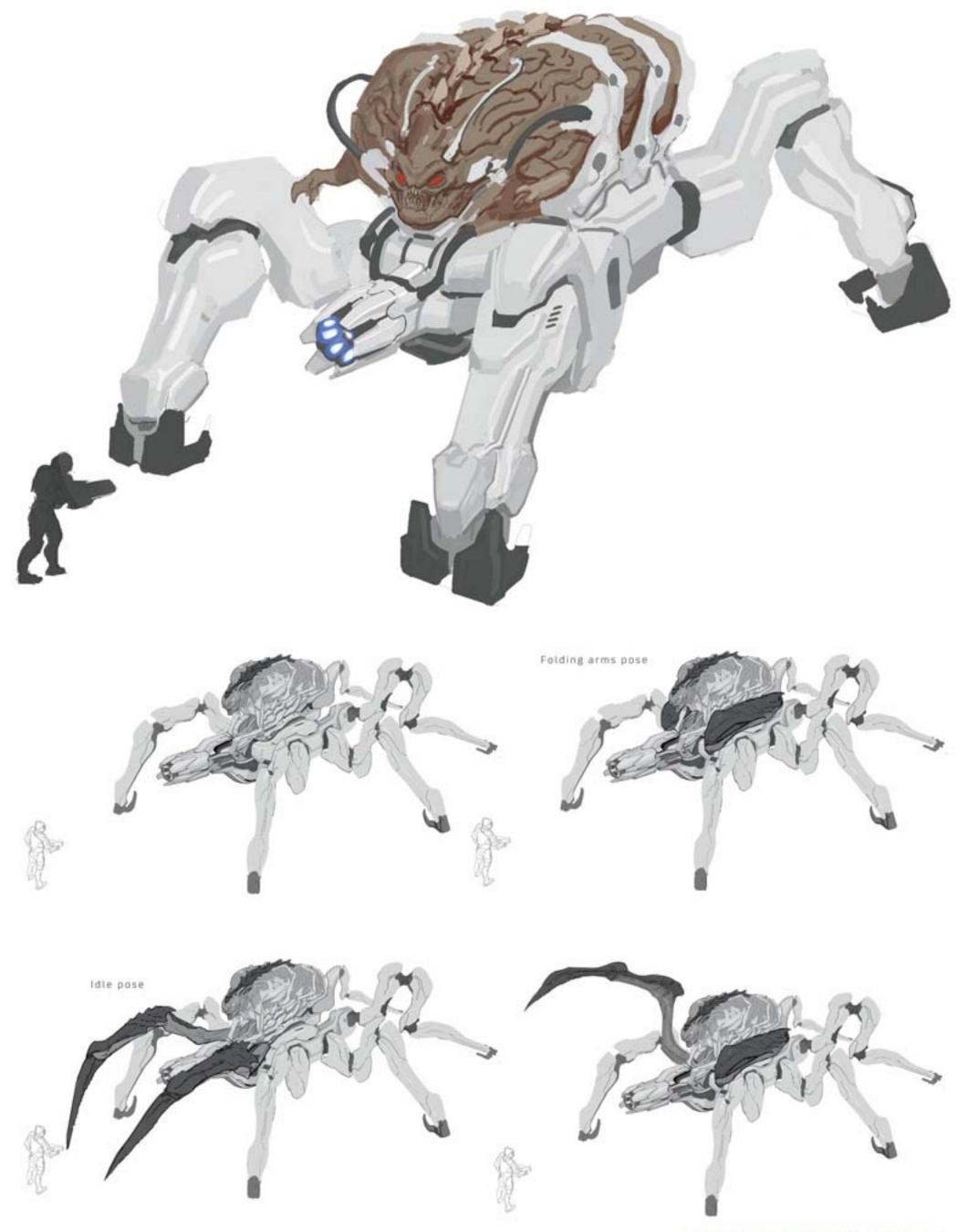
"When the gate is opened, in the fourth age, when we have risen and the masters have shown us the path, she will be come. A great blessing will be given to the key holder, for they will become one with the master, and in that holy union the power of the dark priest will be unleashed upon the heretics of the Penumbral Plain. The Aranea Imperatrix. Carried in the mind of all who follow, fed from the blood of those who fell, made with bone of rock, iron, steel, and sinew. A mighty god to rule over all other gods. One become two become legion."



Spider mastermind study - Alex Palma



Spider mastermind study - Alex Palma



Spider mastermind studies - Alex Palma



Cyberdemon - Hugo Martin

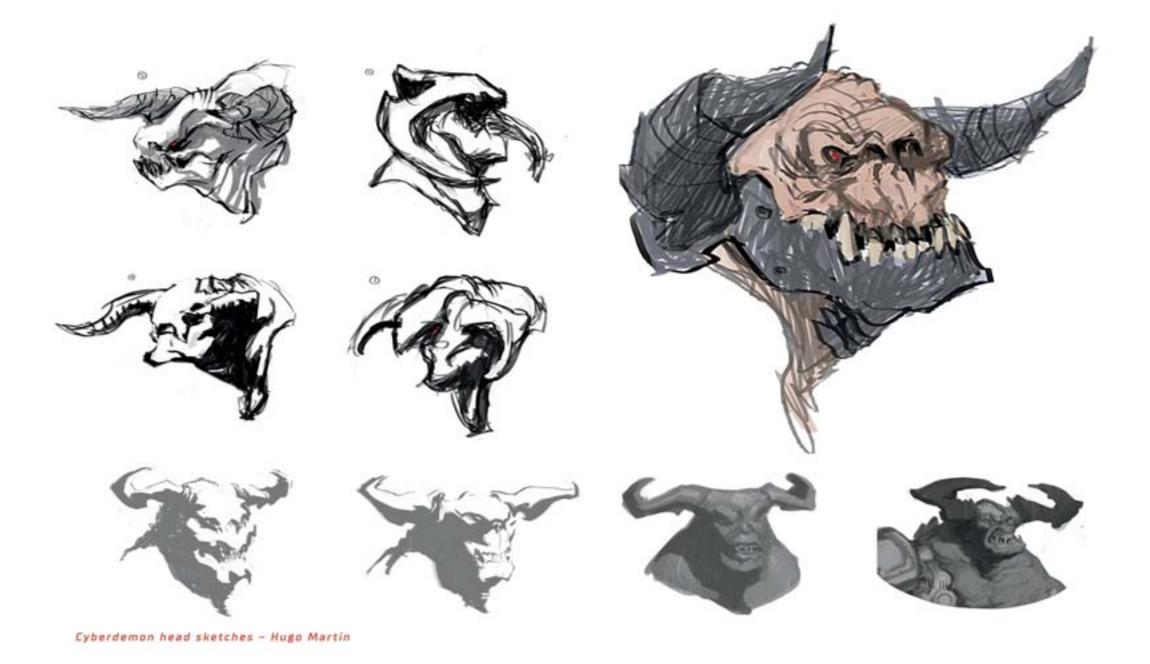


CYBERDEMON

CONSIDERED TO BE THE MOST significant marker of success in the development of Argent-Organic research, the cyberdemon is the flagship creation of the Lazarus Project. The symbiotic union of a Hell warden (Lazarus Project tethering operation MTC 2147/016) and an Argent accumulator, this beast is capable of withstanding so much punishment that the creature must be kept in permanent suspended animation. Repeated attempts to subdue the beast prove unsuccessful, as when exhausted, the cyberdemon simply replenishes its life force from the accumulator and attacks again with greater ferocity. Only by removing the Argent implant

can the beast be restrained. The cyberdemon remains in stasis until a suitable method of control can be found.

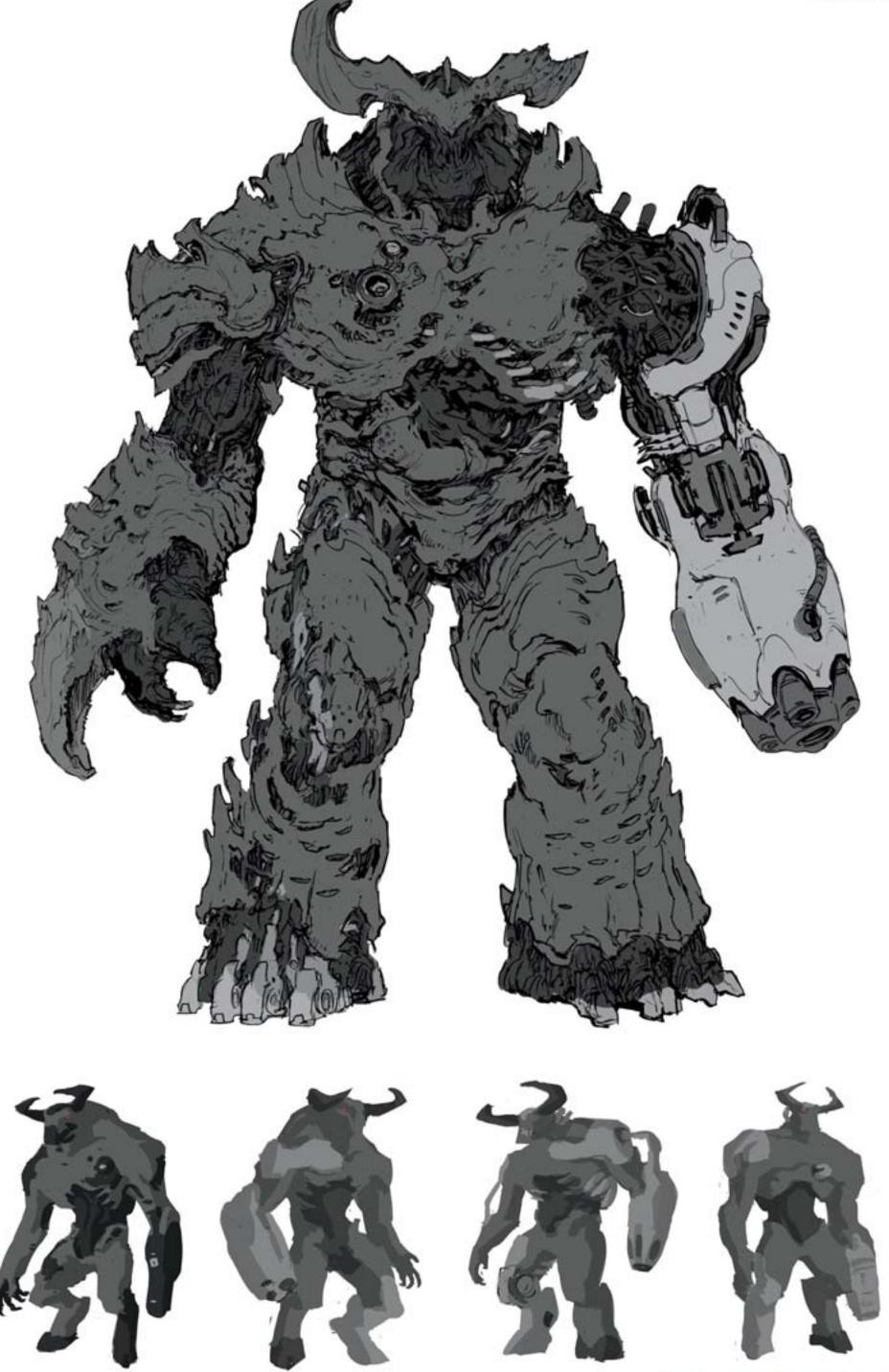
These demons are of the highest rank among the denizens of Hell. They offer service to no one—even the named demons. At first it was believed that this was in fact a unique demon, as it is held in reverence among the lower order, but a tablet found in the Temple of Corrax revealed that it is a unique genus of demon only found deep within the bowels of Hell.







Cyberdemon sketches - Hugo Martin



Cyberdemon sketches - Hugo Martin







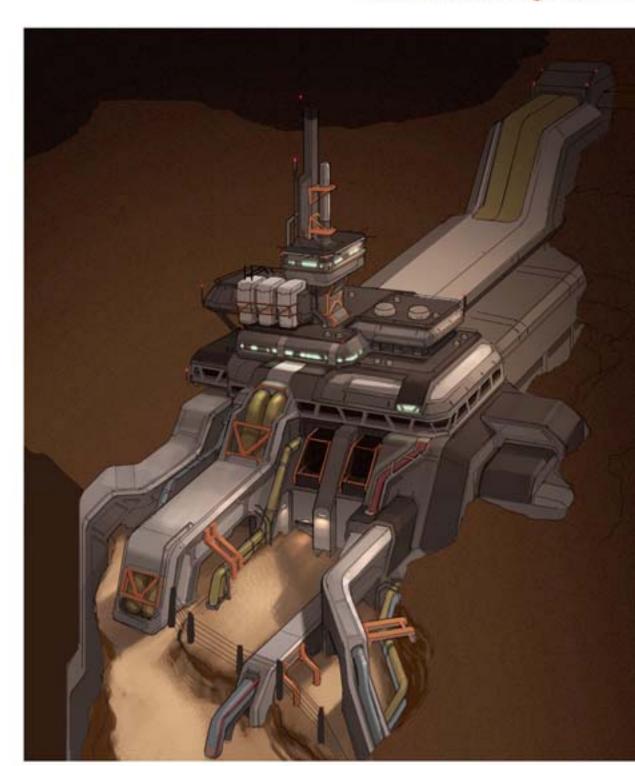
Resource Ops Façade - Colin Geller



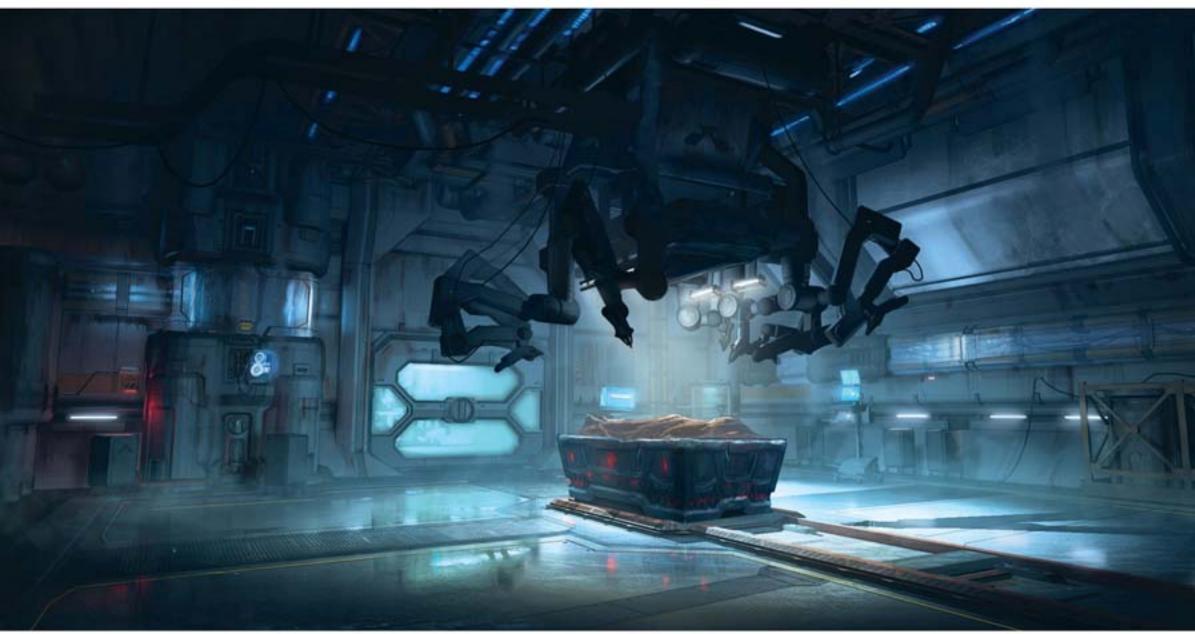
Crash - Colin Geller







Resource Ops structure - Colin Geller



Sarcophagus room - Colin Geller



Resource Ops - Jon Lane

RESOURCE OPS

THE RESOURCE OPERATIONS CENTER was one of the first facilities constructed at the Mars base after the discovery of the Argent Fracture. The center encompasses several key areas needed to run the facility, including plasma extraction and processing, heavy metal and ore mining, communications networking, and off-world transportation. New UAC employees posted to the Mars facility are expected to fulfill a tour of duty in Res Ops before moving on to their specialized career bracket. Security clearance level 1 allows access to all areas of Res Ops (excluding the VEGA networking hubs and satellite control centers).

Continual expansion of UAC mining operations on Mars proved invaluable to the UAC in even its broadest goals. During early colonization efforts below the planet's surface, the unexpected discovery of the Argent Fracture had profound impact on the formation of the Mars colonization project. Raw data extracted from the geological anomaly revealed a rich and massive deposit of an unidentified and seemingly inexhaustible energy source. The implications of this discovery would completely renew the UAC's long-term plans for the planet.

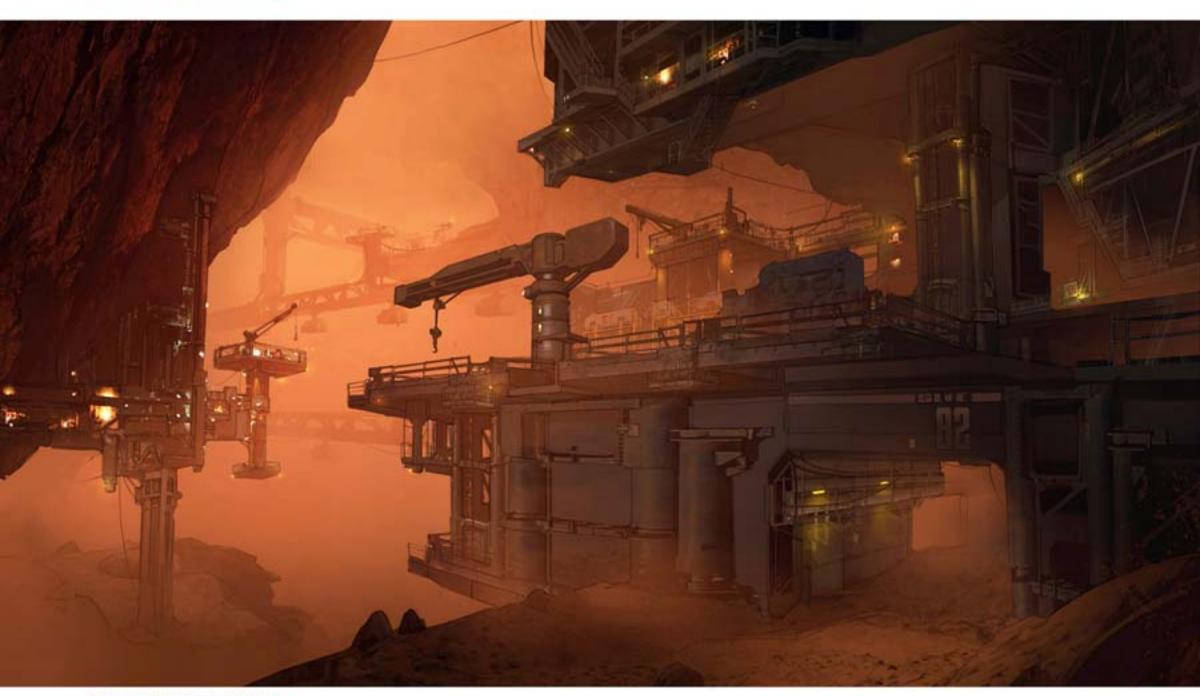


[below] Resource Ops exterior - Colin Geller



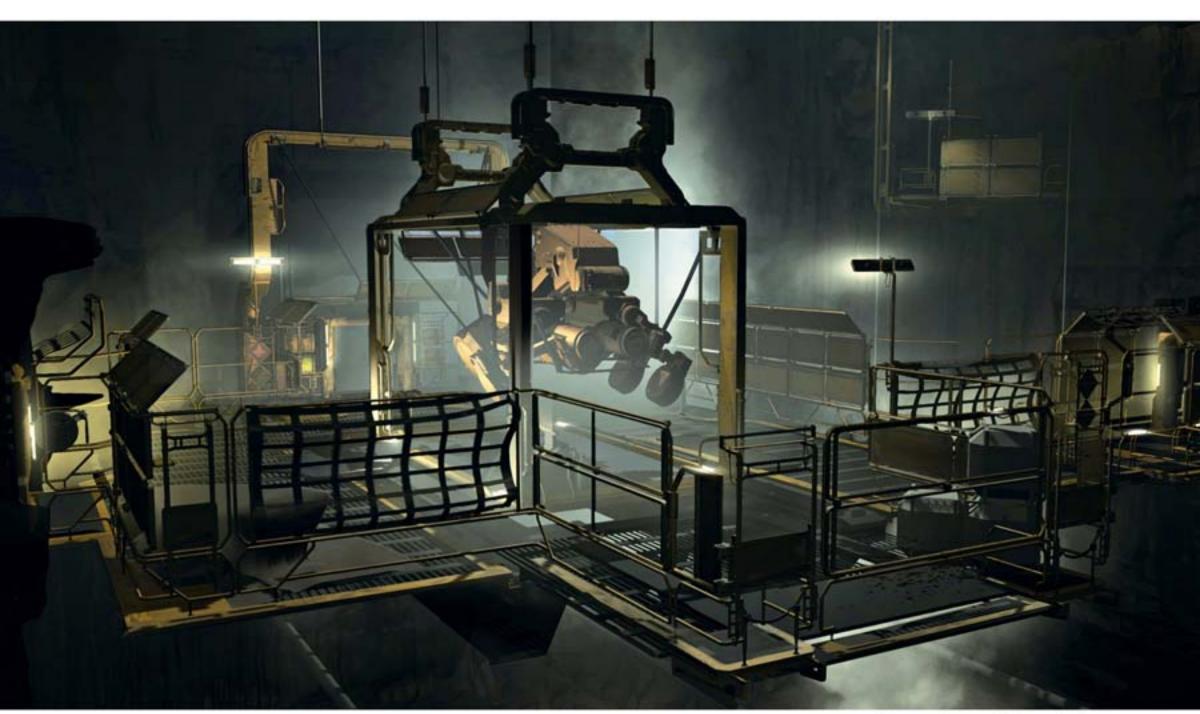


Resource Ops vista - Jon Lane

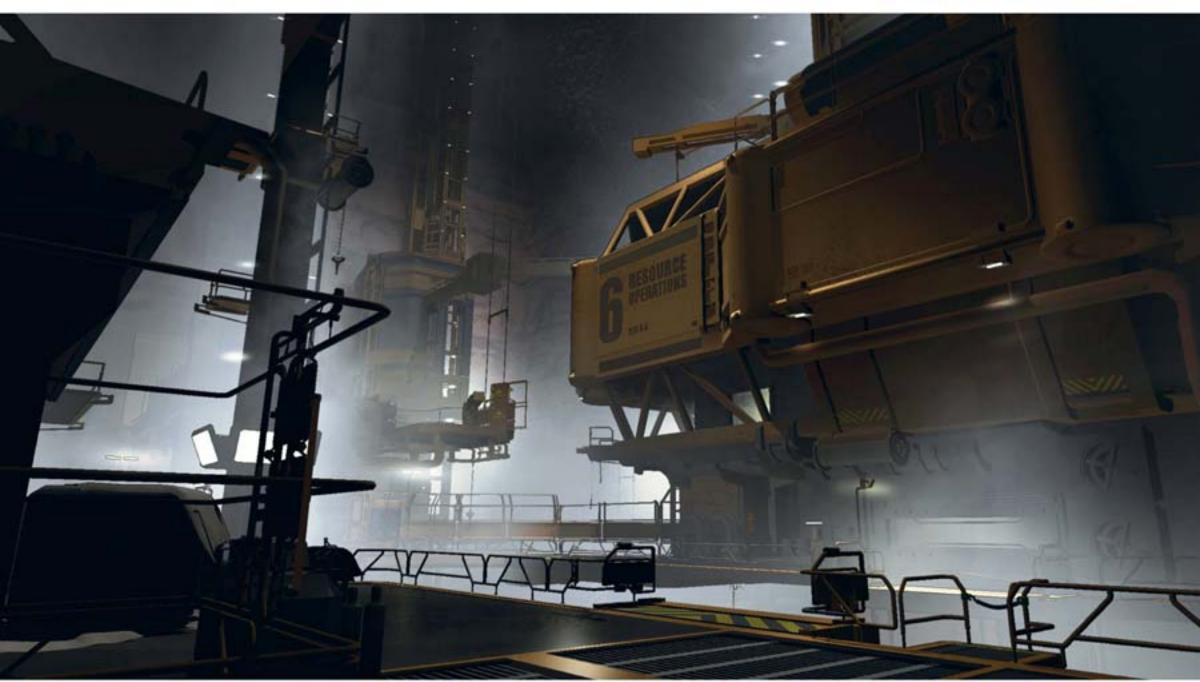


Resource Ops vista - Jon Lane





Resource Ops repair bay - Jon Lane



Resource Ops mining platform - Jon Lane



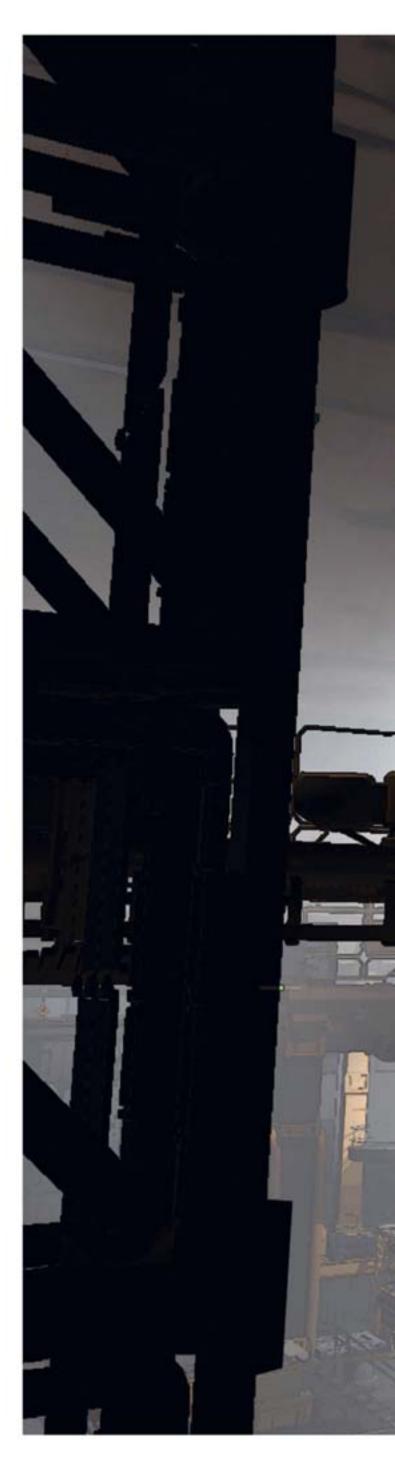
Resource Ops entrance - Jon Lane



Resource Ops main generator - Jon Lane



Resource Ops control room access - Jon Lane







Resource Ops - Jon Lane



Resource Ops control room - Jon Lane



Resource Ops armory - Jon Lane



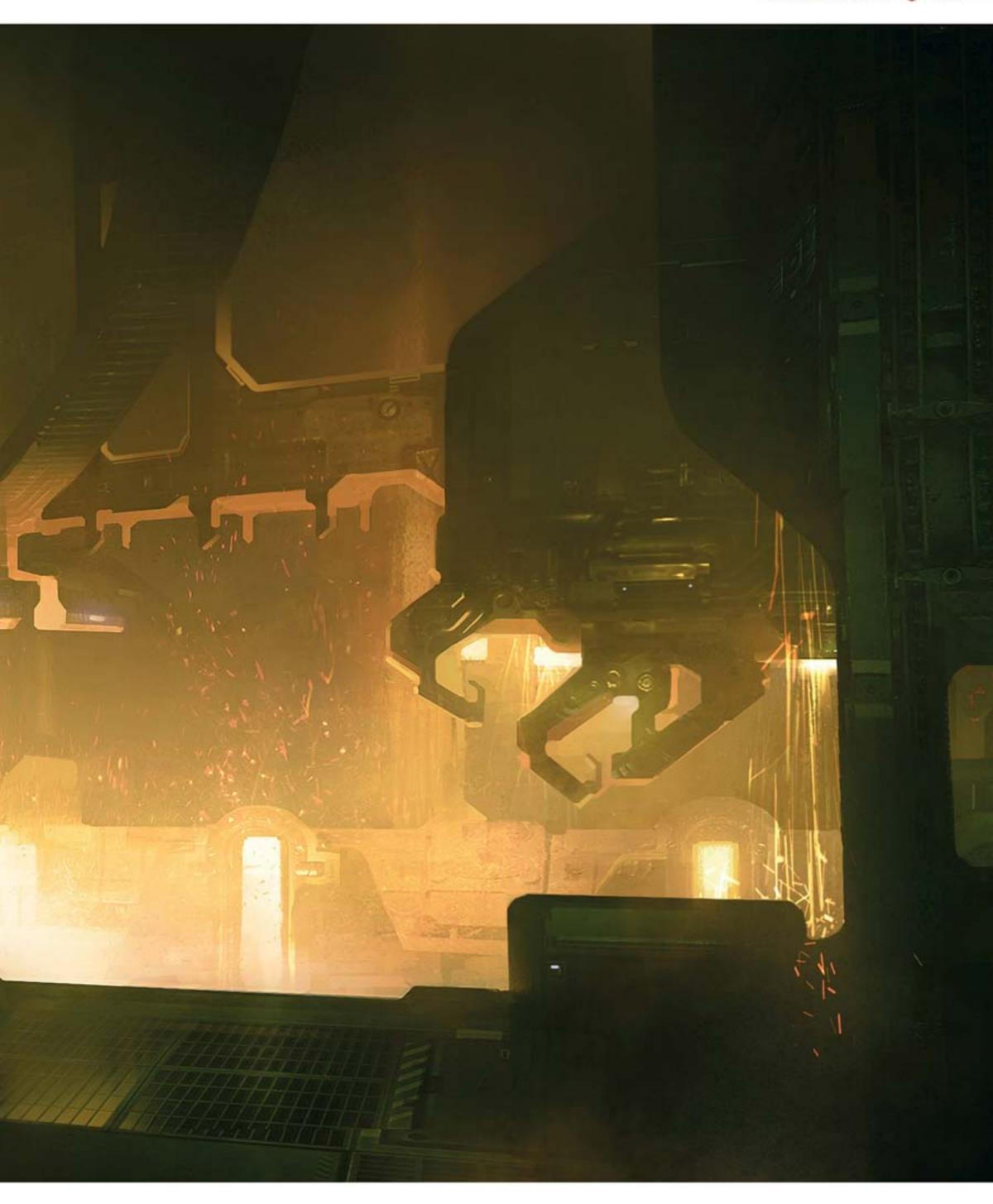
Resource Ops hub - Jon Lane



Resource Ops locker room - Jon Lane



Foundry - Jon Lane





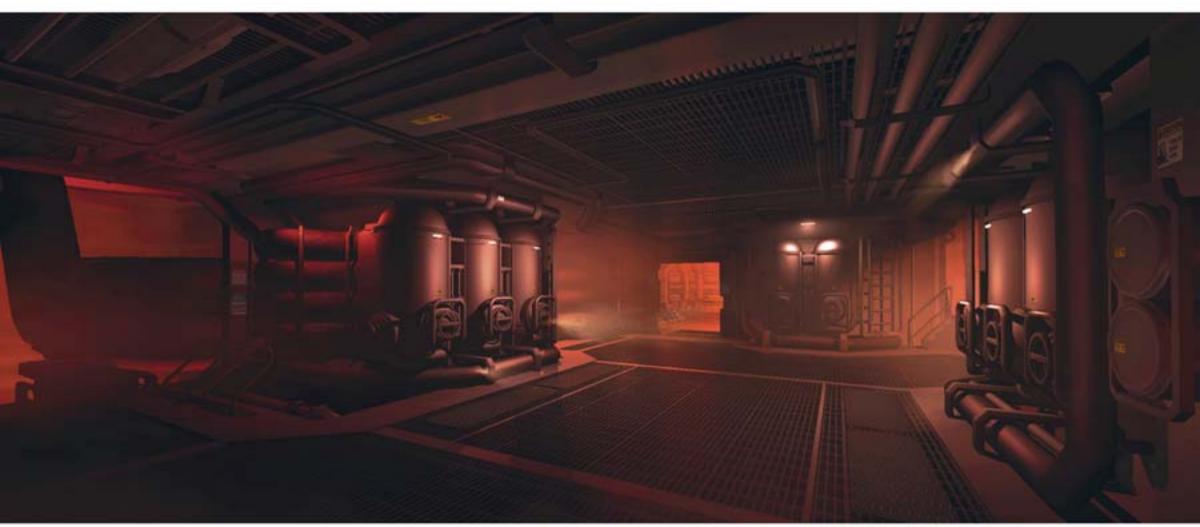
Foundry control room - Jon Lane



Foundry interior - Jon Lane



Foundry turbine room - Jon Lane



[above/below] Foundry interiors - Jon Lane





Surface - Jon Lane

MARS SURFACE

DESPITE THE DISCOVERY of liquid water on Mars in the early twenty-first century, the colonization of Mars remained infeasible for the following century. When the Well was discovered in 2115, its endless supply of unrefined Argent plasma provided the needed incentive. The vast energy demands of Earth required settling and mining on Mars.

The surface of Mars is an inhospitable environment. Sandstorms regularly make working outside impractical, and constant maintenance and repair are necessary to keep the facility fully operational. During adverse

weather conditions, exterior work is limited to essential activities, such as Argent Tower feed control, interdepartmental transport, cargo handling, emergency access, and level 2 hazard events (such as nuclear meltdown or bioepidemics).

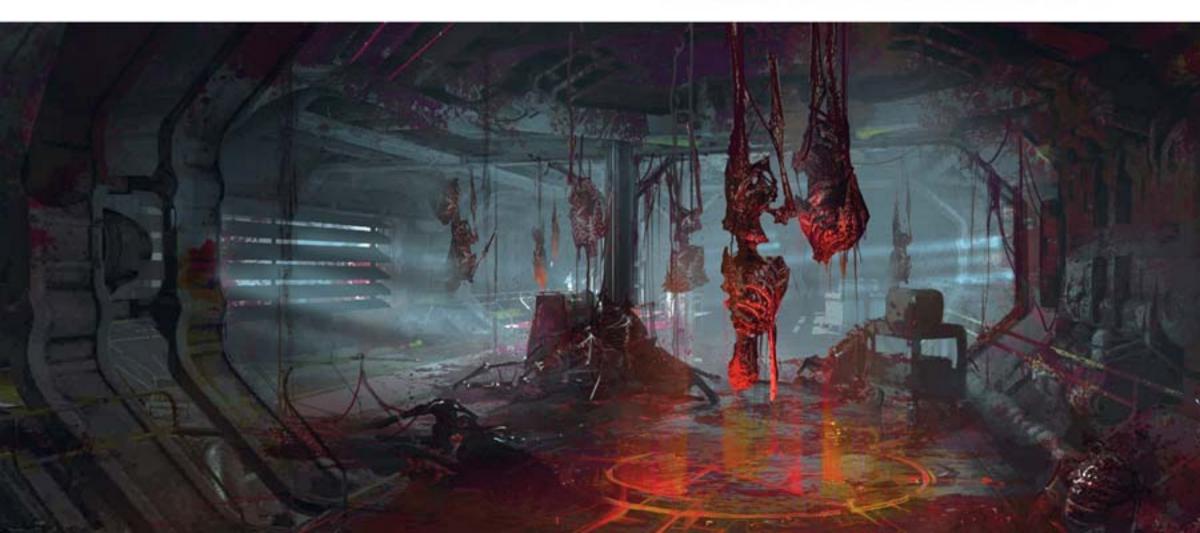
Unauthorized exploration of the exclusion zones outside the base is prohibited. Highly volatile experiments and artifacts are currently being researched at a safe distance from the base. Your safety in these areas cannot be guaranteed.

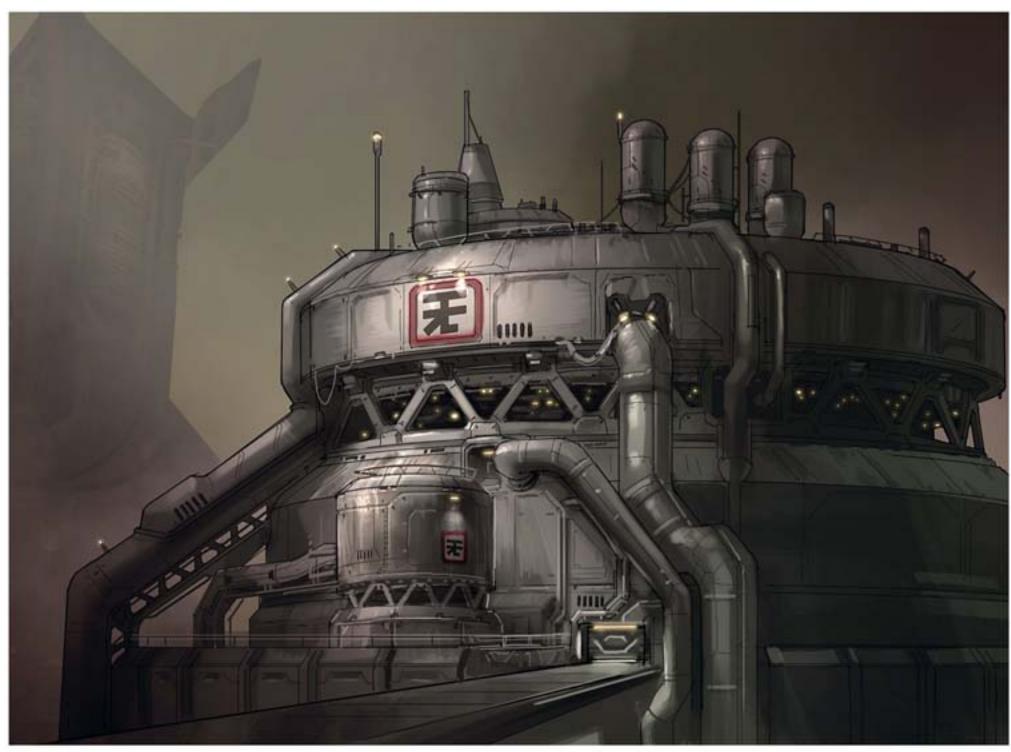


Surface vista - Jon Lane



[above] Surface - Jon Lane / [below] Surface gore room - Jon Lane



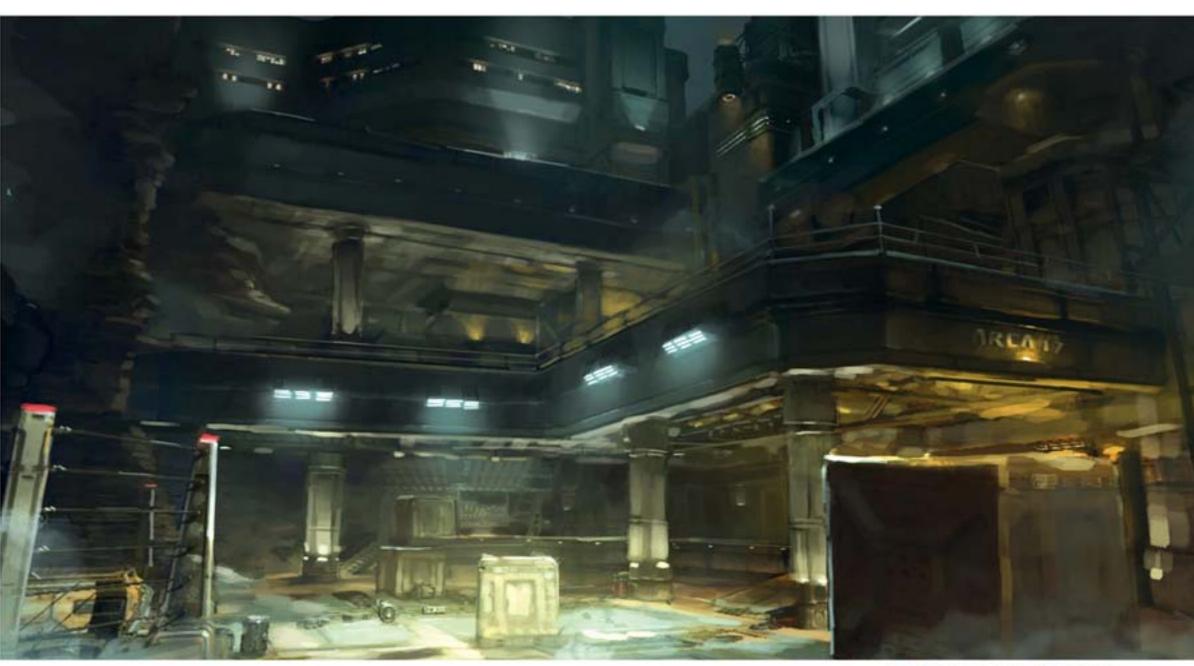


Cooling tower - Colin Geller

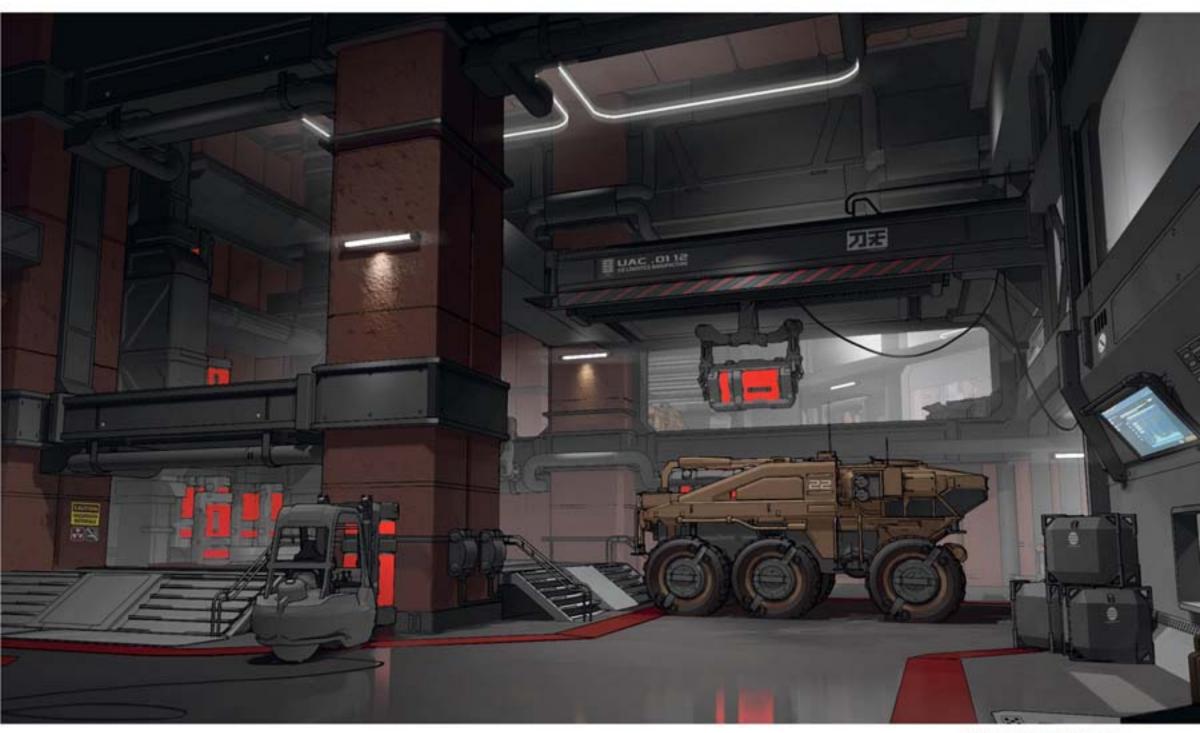


Excavation - Jon Lane

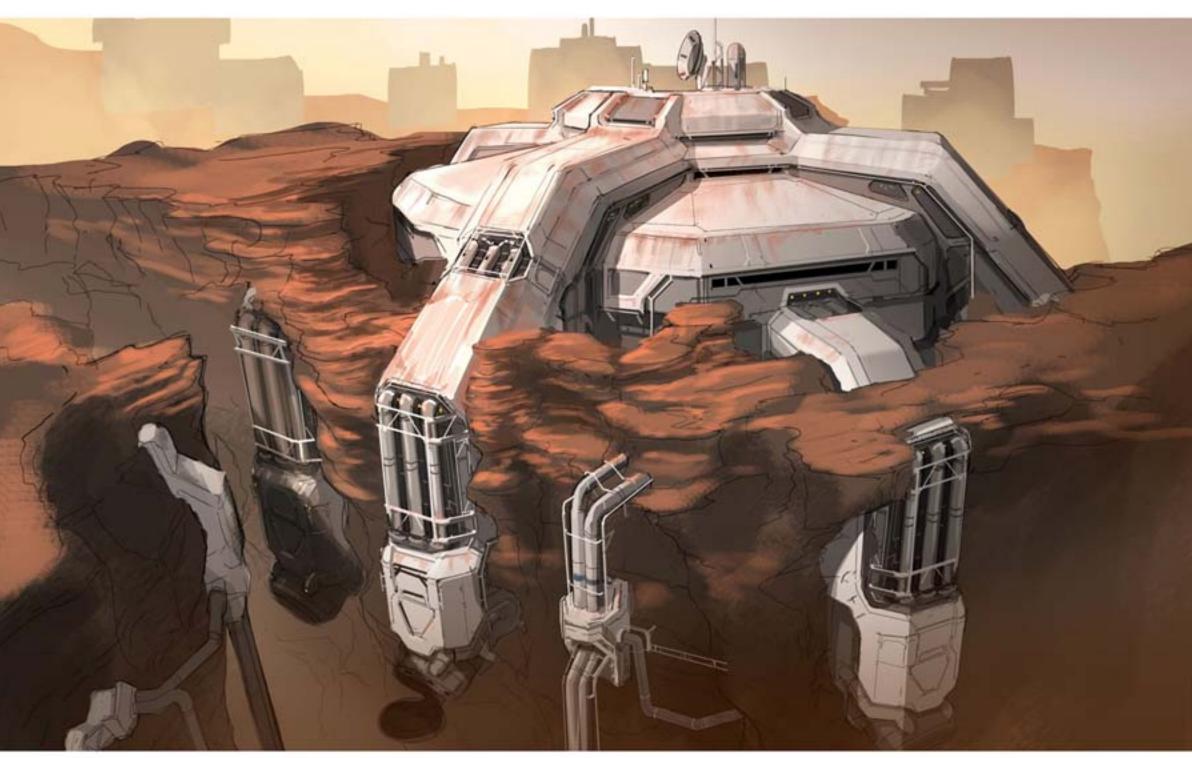




Surface paint-over - Bryan Flynn



Loading bay - Jon Lane



BFG Weapons Lab exterior - Colin Geller

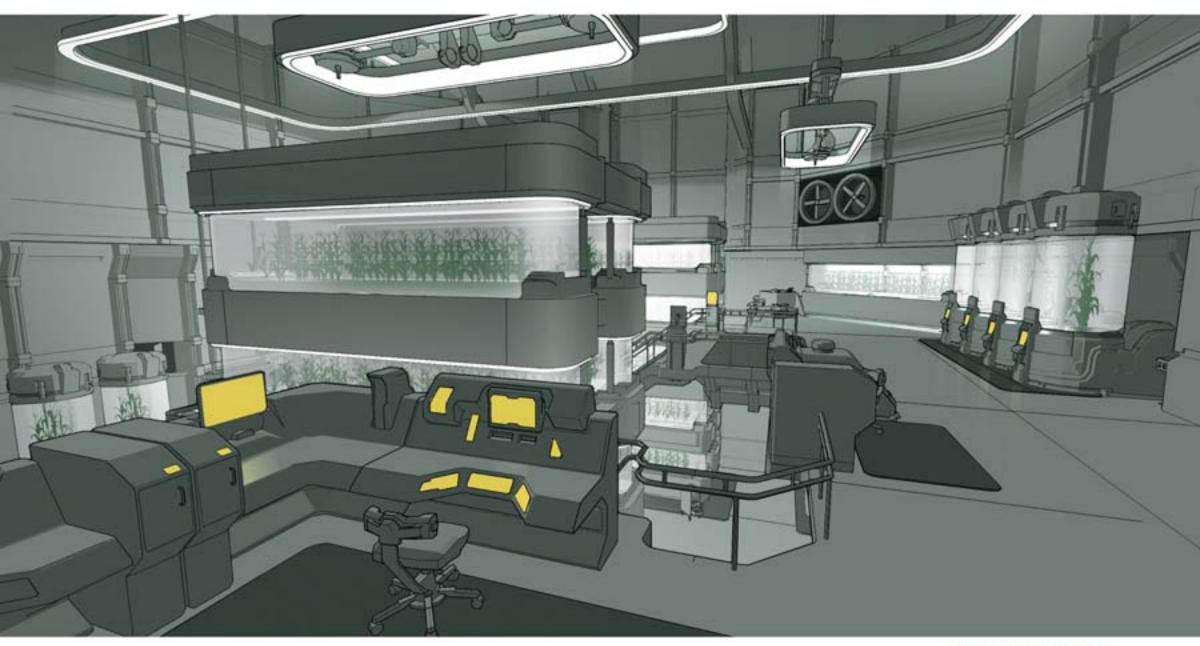


Maintenance bay - Jon Lane





BFG computer room core - Colin Geller



Hydroponics - Jon Lane

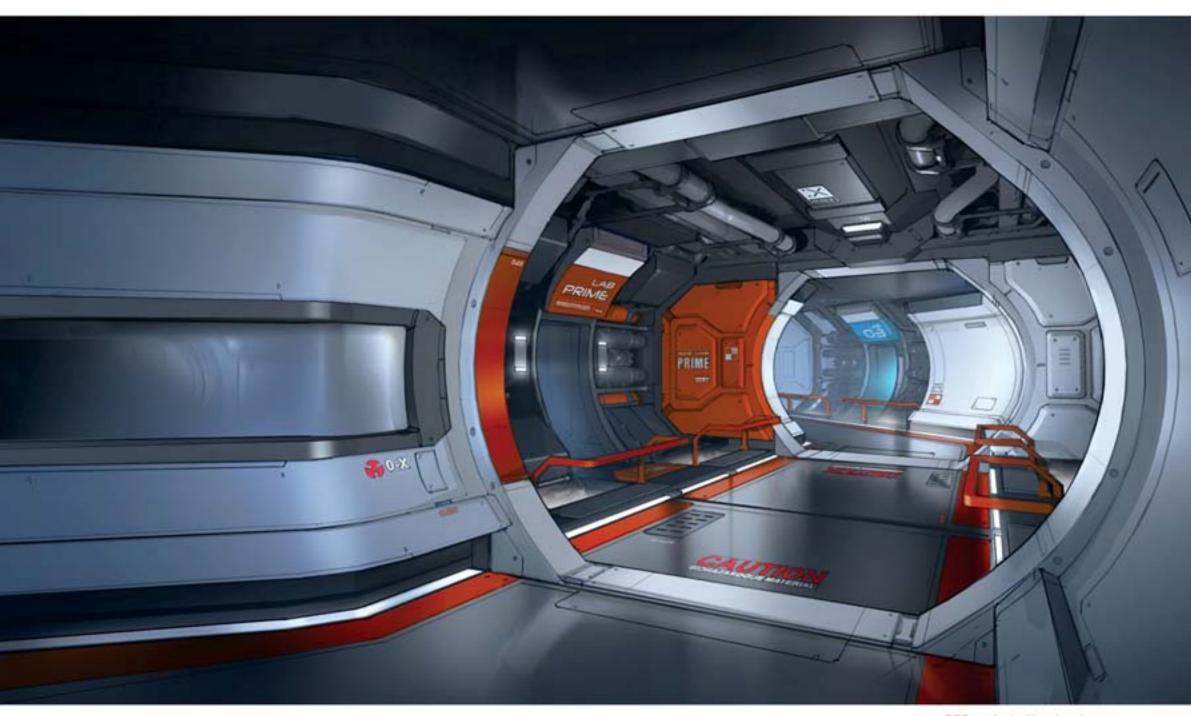


Samuel's office - Emerson Tung

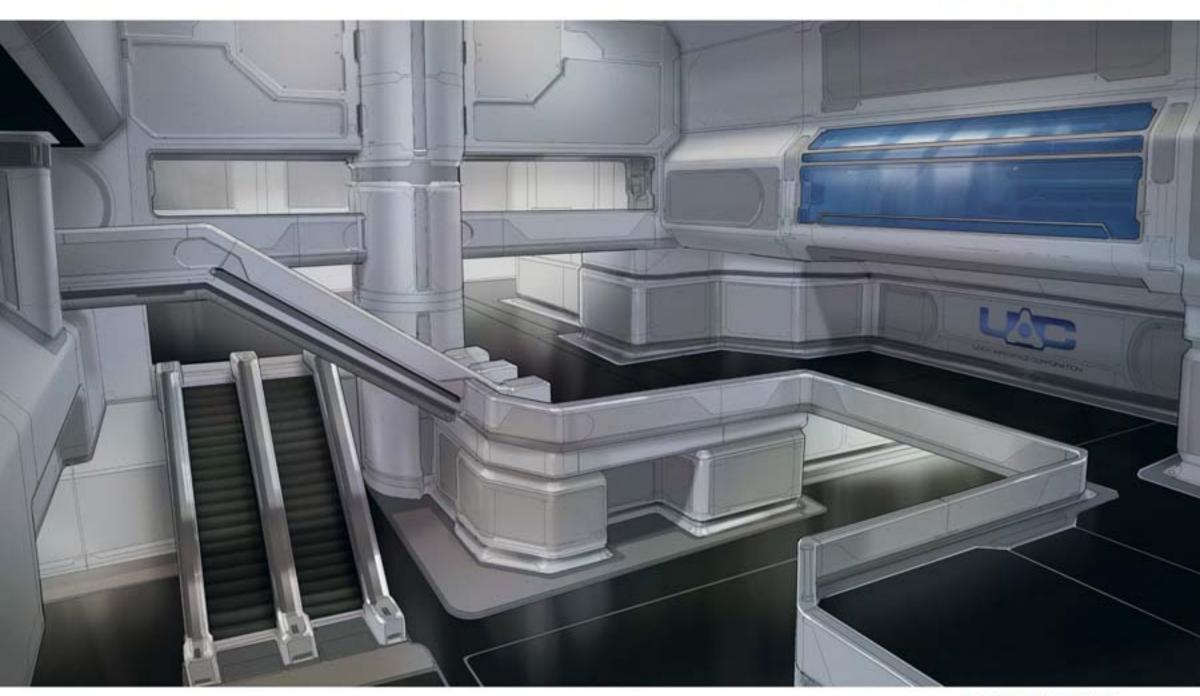


Waiting room - Emerson Tung





BFG main hall - Jon Lane

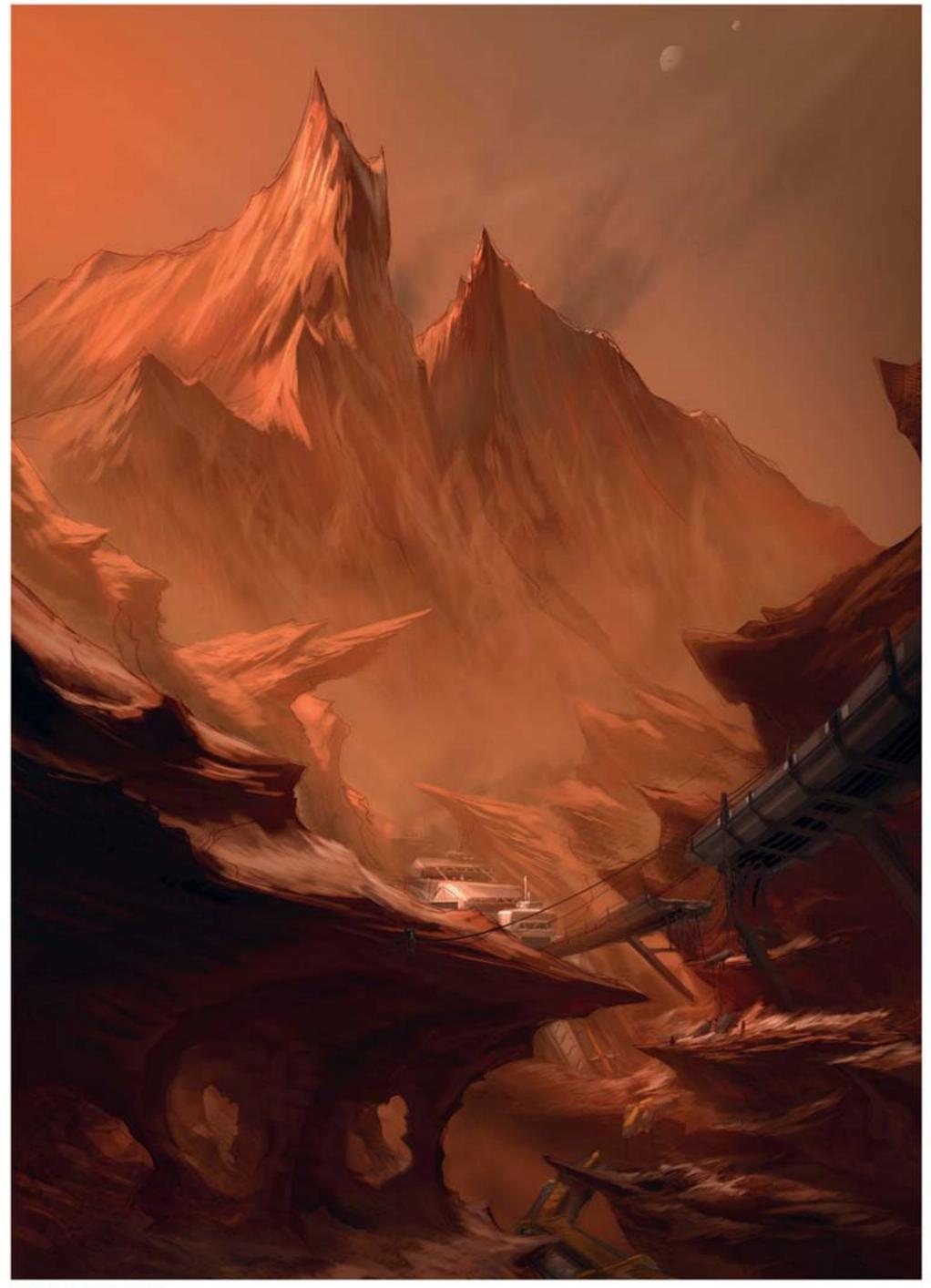


Stairwell - Colin Geller

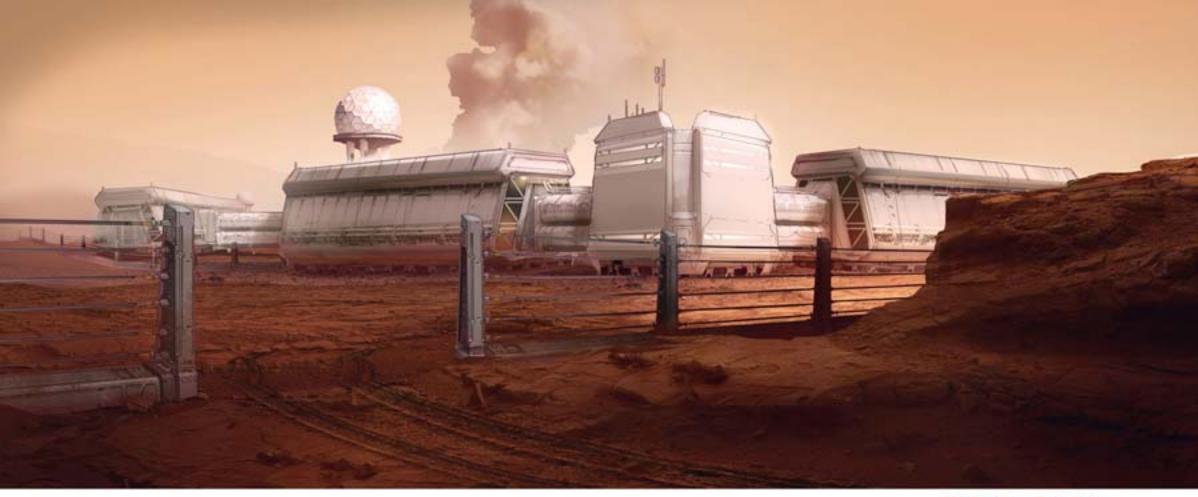


BFG vista - Ryan Watkins





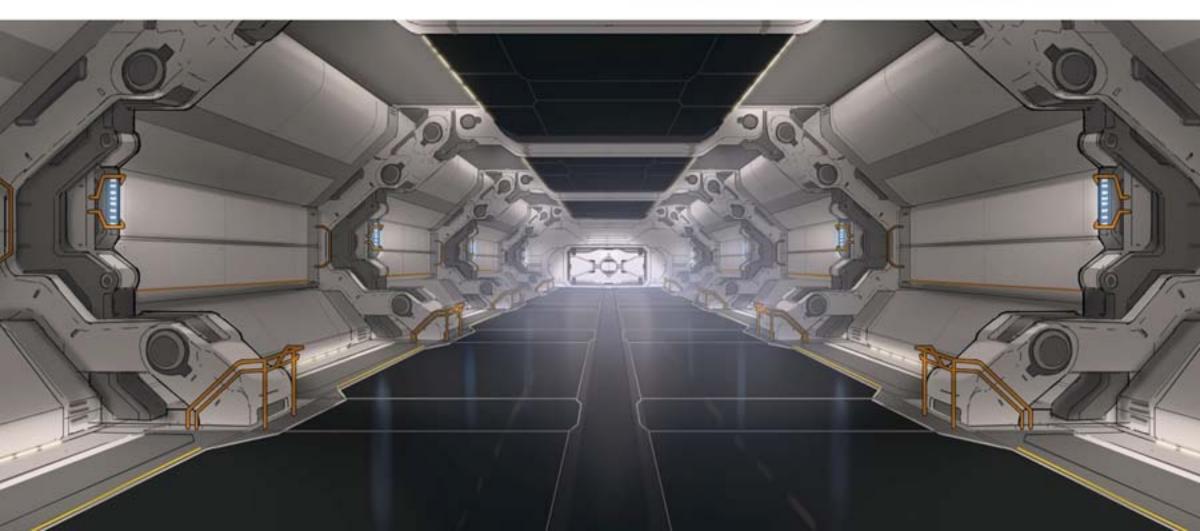
Mars vista - Colin Geller



BFG facility - Colin Geller



[above] BFG facility - Emerson Tung / [below] BFG hallway - Colin Geller





BFG DIVISION

CONSTRUCTION OF THE Advanced Weaponry Division (AWD) was completed in MTC 2136. This vast, state-of-the-art research, design, and production center uses cutting-edge technology and fabrication techniques to prototype everything from robotics to weaponry to subspace communication systems. The building security, life-support, and day-to-day operations are almost entirely managed by VEGA, the Argent facility's in-house artificial intelligence mainframe. Due to the highly sensitive nature of the research being conducted at the AWD, the walls of the entire

superstructure contain a Faraday cage to prevent any unauthorized communication.

The AWD is the birthplace of several breakthrough fields, including BFG development, teleportation research, and cybernetic augmentation. This bastion of advanced thought attracts the brightest minds in the scientific community and is considered humanity's brain trust.



[above] BFG Facility - Colin Geller / [below] BFG vista - Ryan Watkins







Artifact lab - Emerson Tung



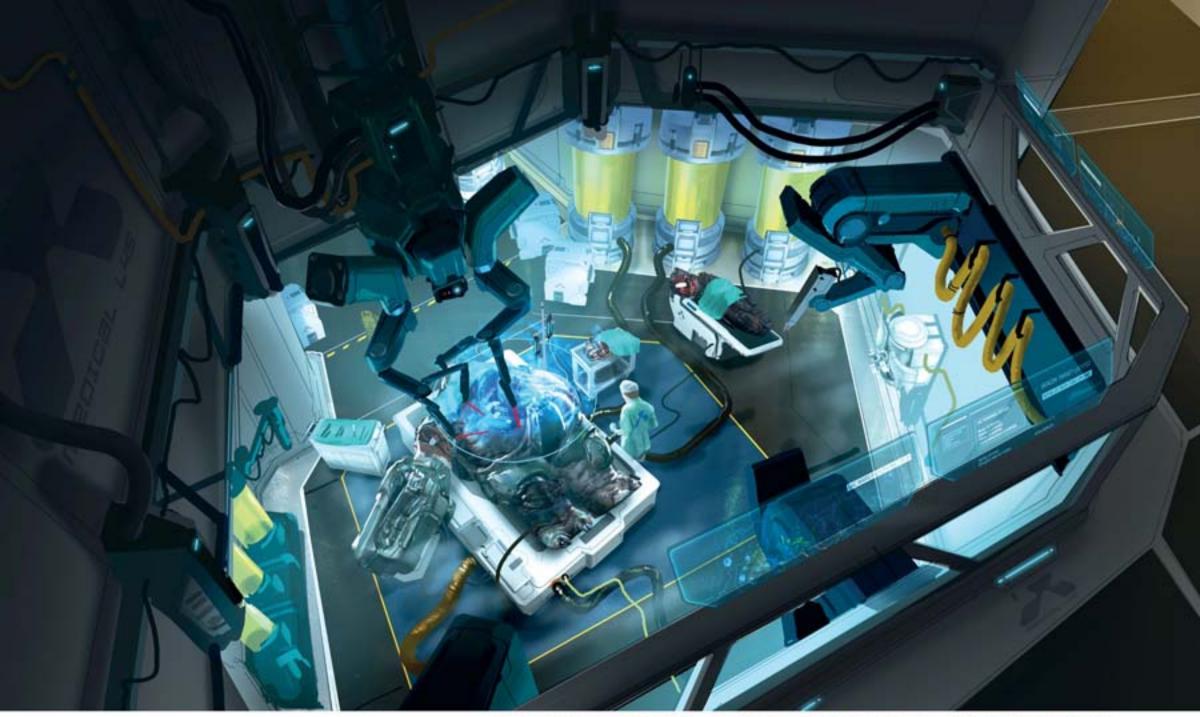
Lazarus interior - Alex Palma



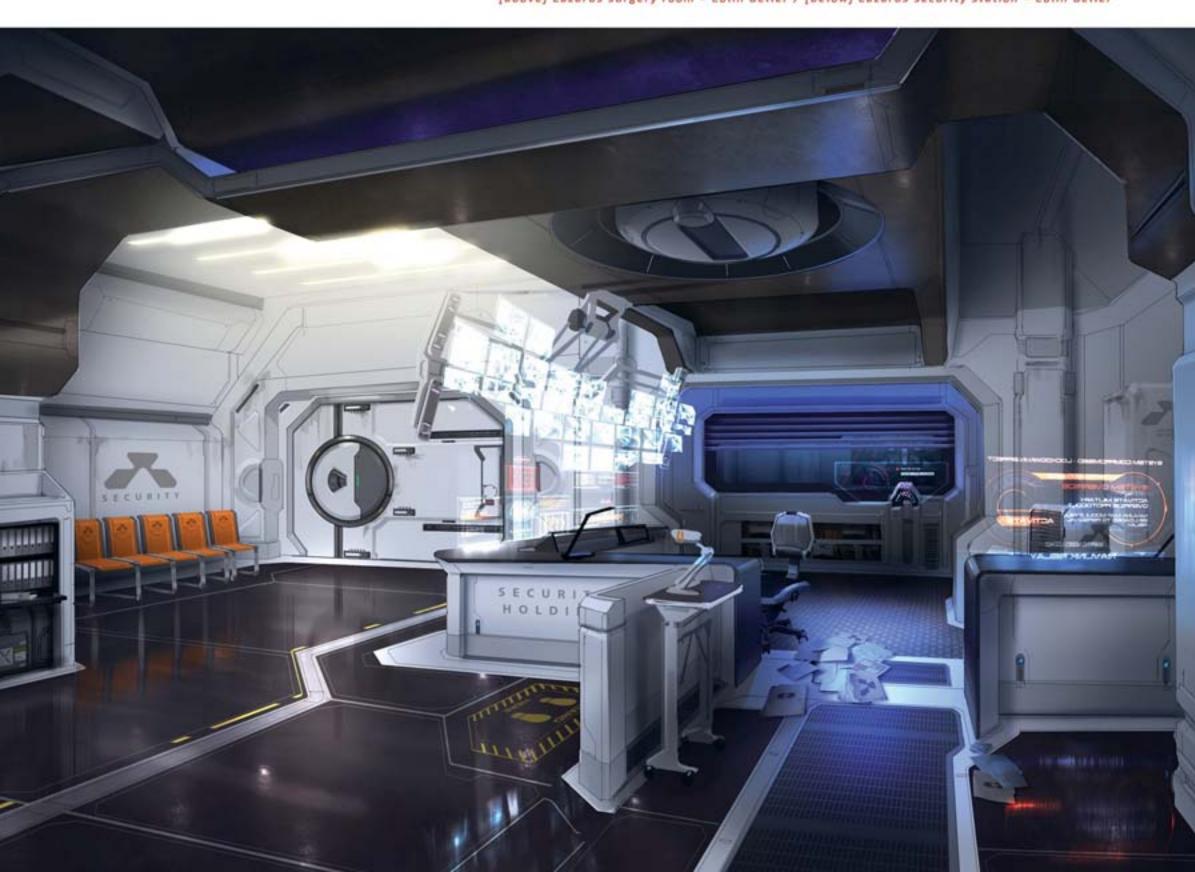
Lazarus feeding room - Colin Geller



Lazarus concept - Emerson Tung



[above] Lazarus surgery room - Colin Geller / [below] Lazarus security station - Colin Geller





Lazarus archives - Emerson Tung



Lazarus concept - Emerson Tung



Lazarus concept - Jon Lane



Lazarus concept - Jon Lane



Lazarus concept - Emerson Tung

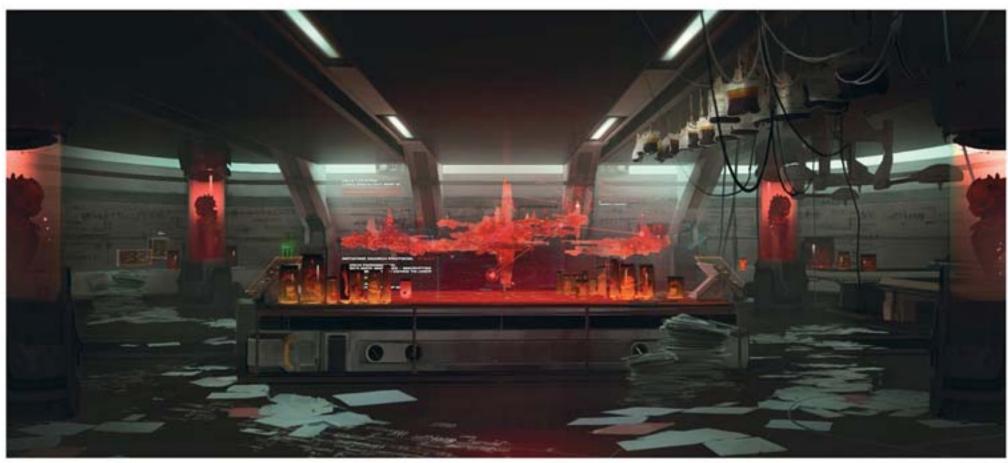




Approach to Olivia's office - Jon Lane



Olivia's office - Jon Lane



Olivia's lab - Jon Lane



Lazarus - Jon Lane





Lazarus main room - Jon Lane

LAZARUS

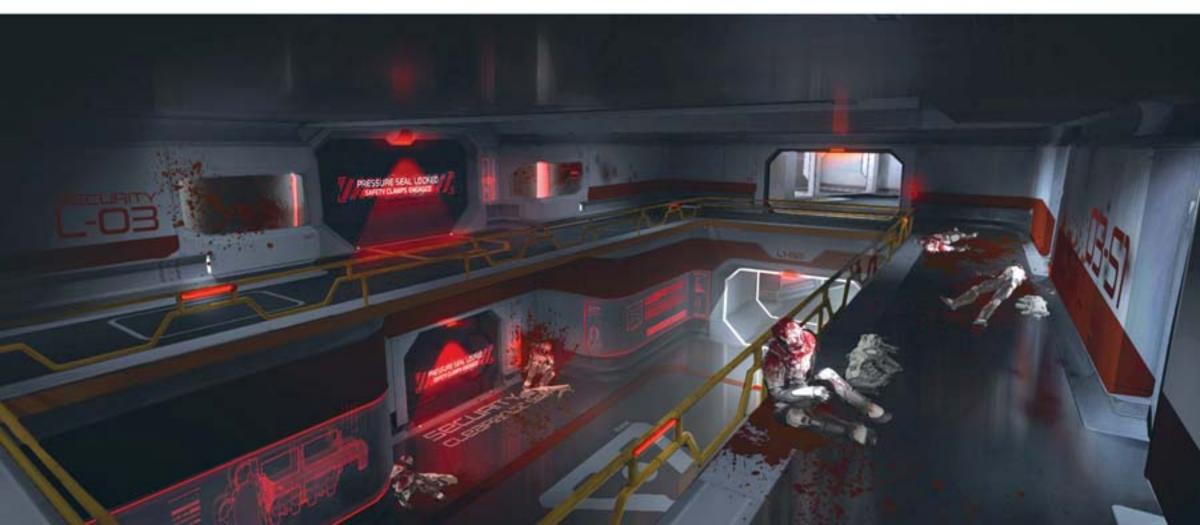
LAZARUS LABS IS A SUBDIVISION of the Advanced Weaponry Division. only accessible by those with the highest clearance levels. Located deep underground to prevent infiltration (and exfiltration), Lazarus Labs is home to the longest serving and most dedicated UAC staff. Information regarding the Lazarus Project is hard to find, as team members are highly secretive and well disciplined. What is known is that any crossdimensional anomalies, entities, or artifacts are immediately sent to Lazarus Labs for research, never to be seen again. Promotion to the Lazarus Project is considered a badge of honor among the UAC staff despite general ignorance regarding Lazarus Labs' activities.

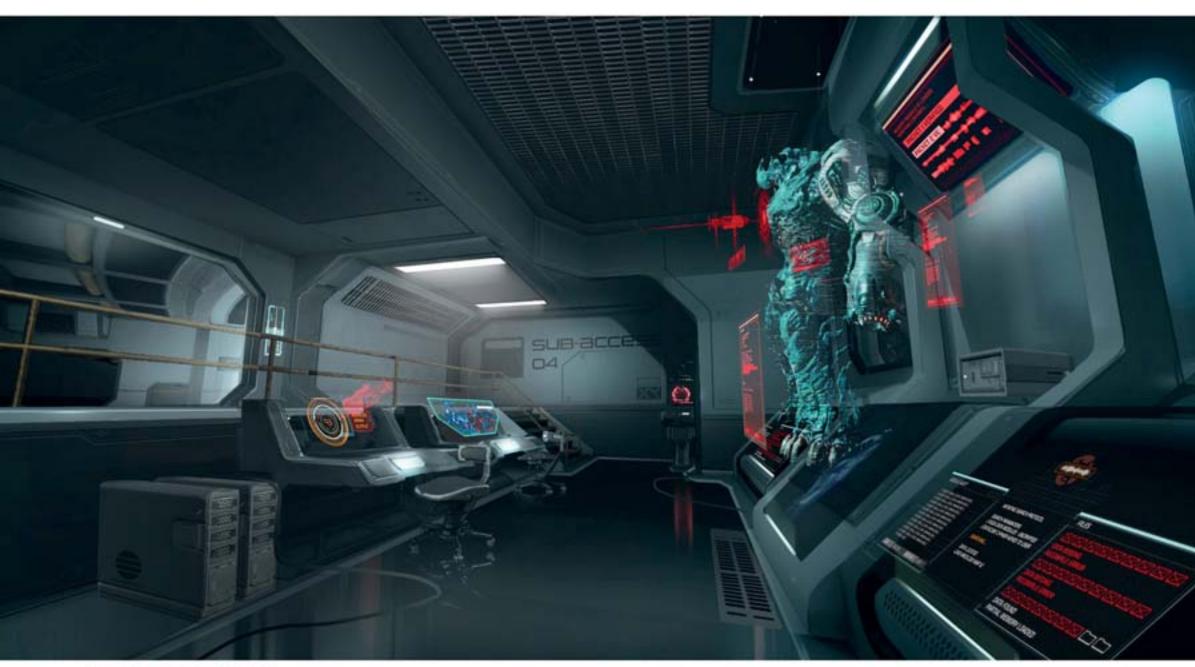


Lazarus portal observatory - Jon Lane



[above] Lazarus portal room - Jon Lane / [below] Lazarus security - Jon Lane



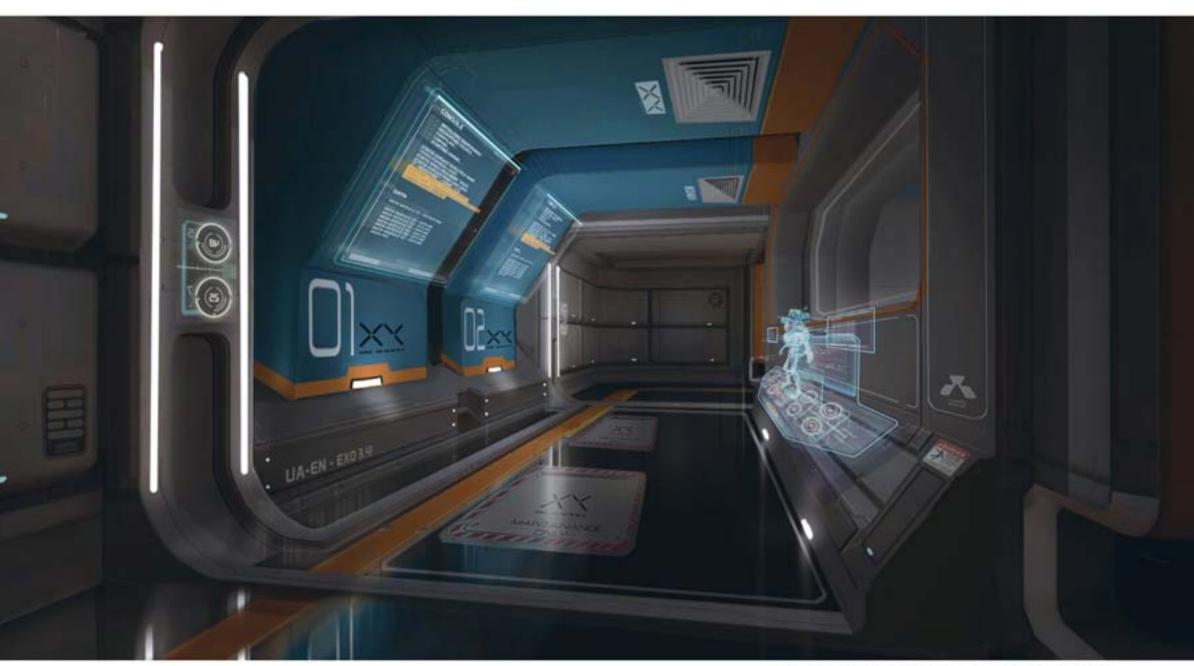


Lazarus sublevel - Jon Lane

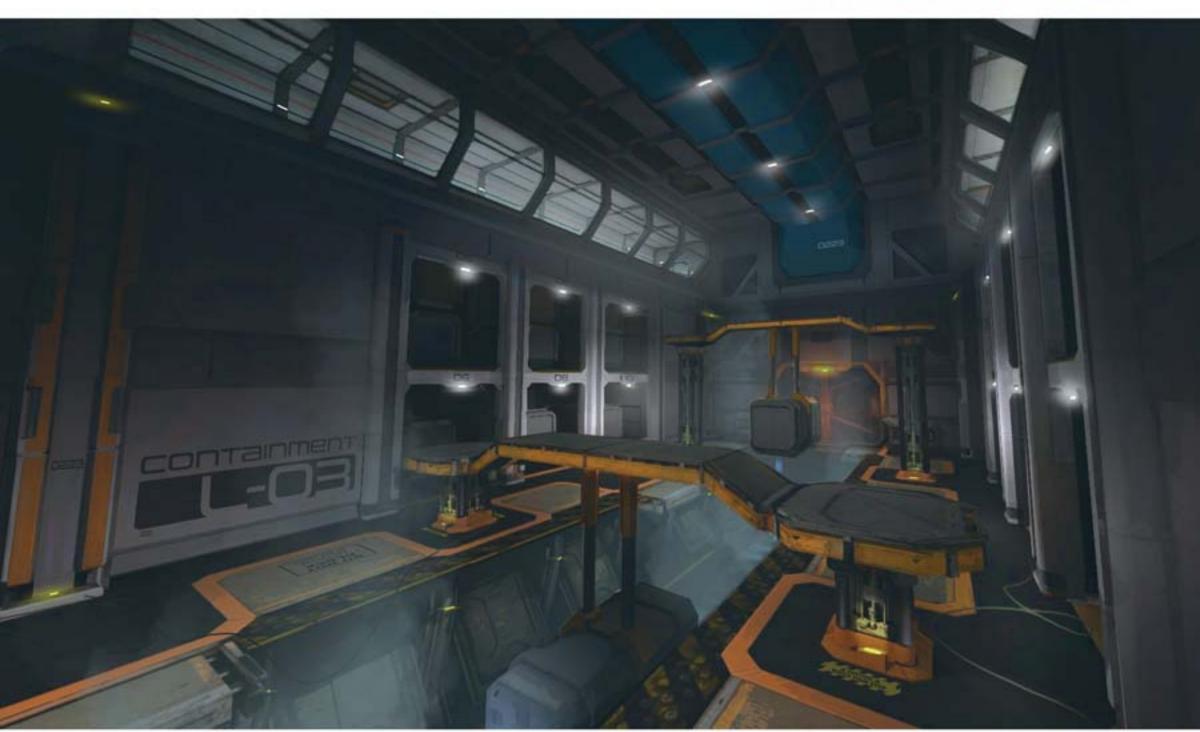


Lazarus maintenance - Jon Lane





Lazarus containment access panel - Emerson Tung



Lazarus containment room - Jon Lane



Polar core elevator



Polar core interior walkway





Polar core - Jon Lane



Polar core - Jon Lane



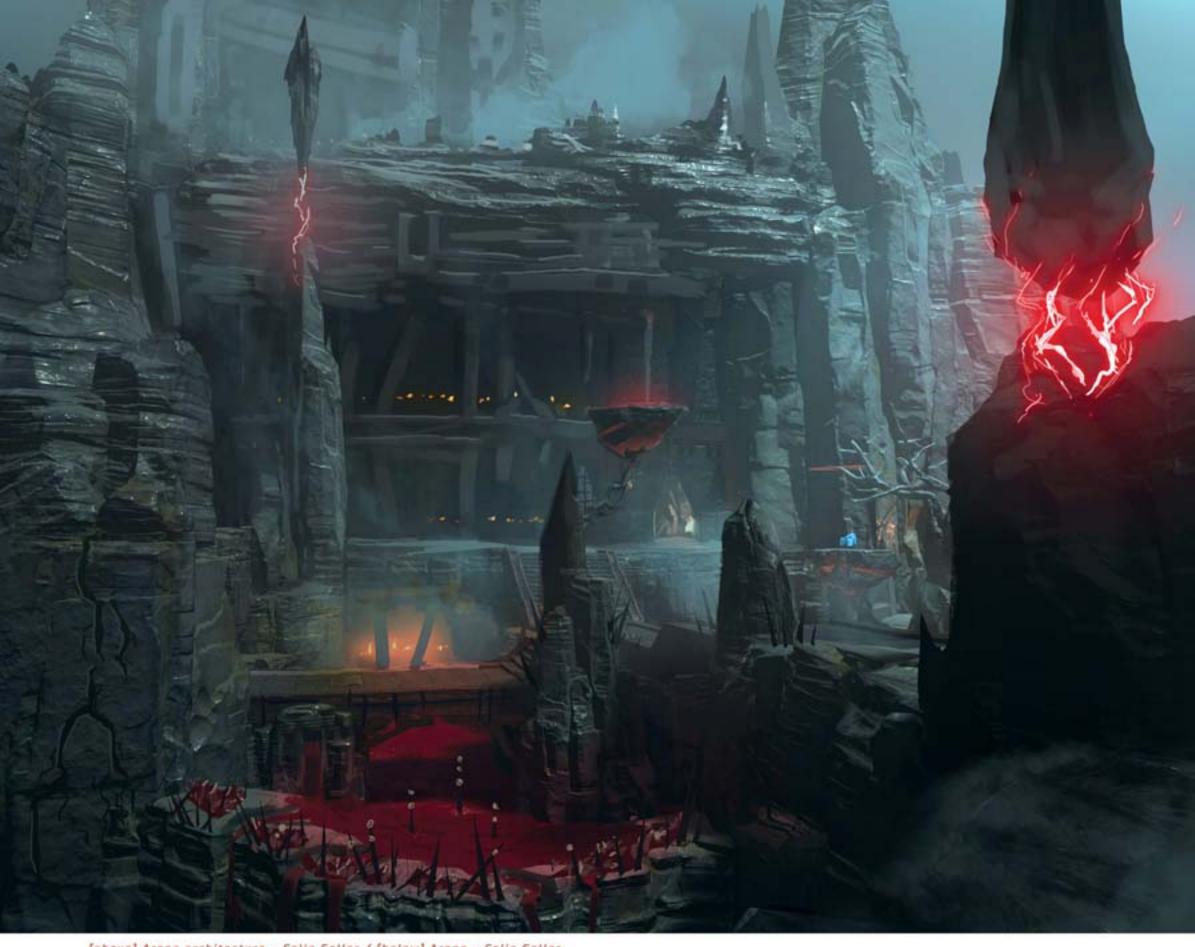
Hell - Colin Geller



Hell terrain - Jon Lane



Rock canyon - Colin Geller

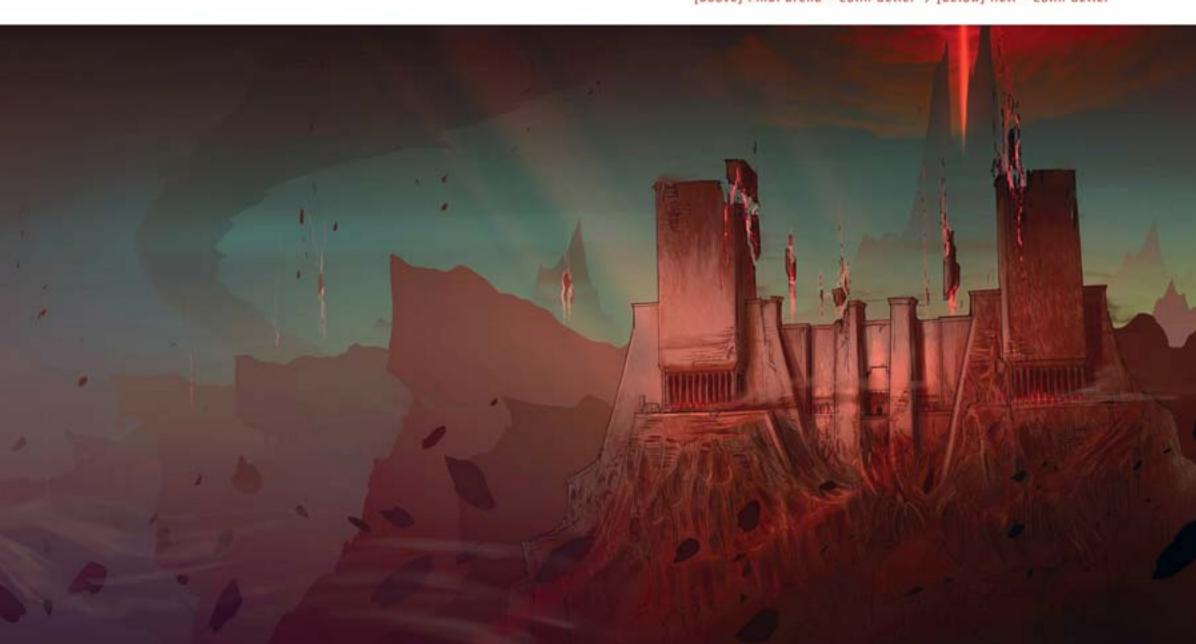


[above] Arena architecture - Colin Geller / [below] Arena - Colin Geller





[above] Final arena - Colin Geller / [below] Hell - Colin Geller





Hell Keep - Colin Geller



Windswept plateau - Colin Geller





Hell Keep - Colin Geller



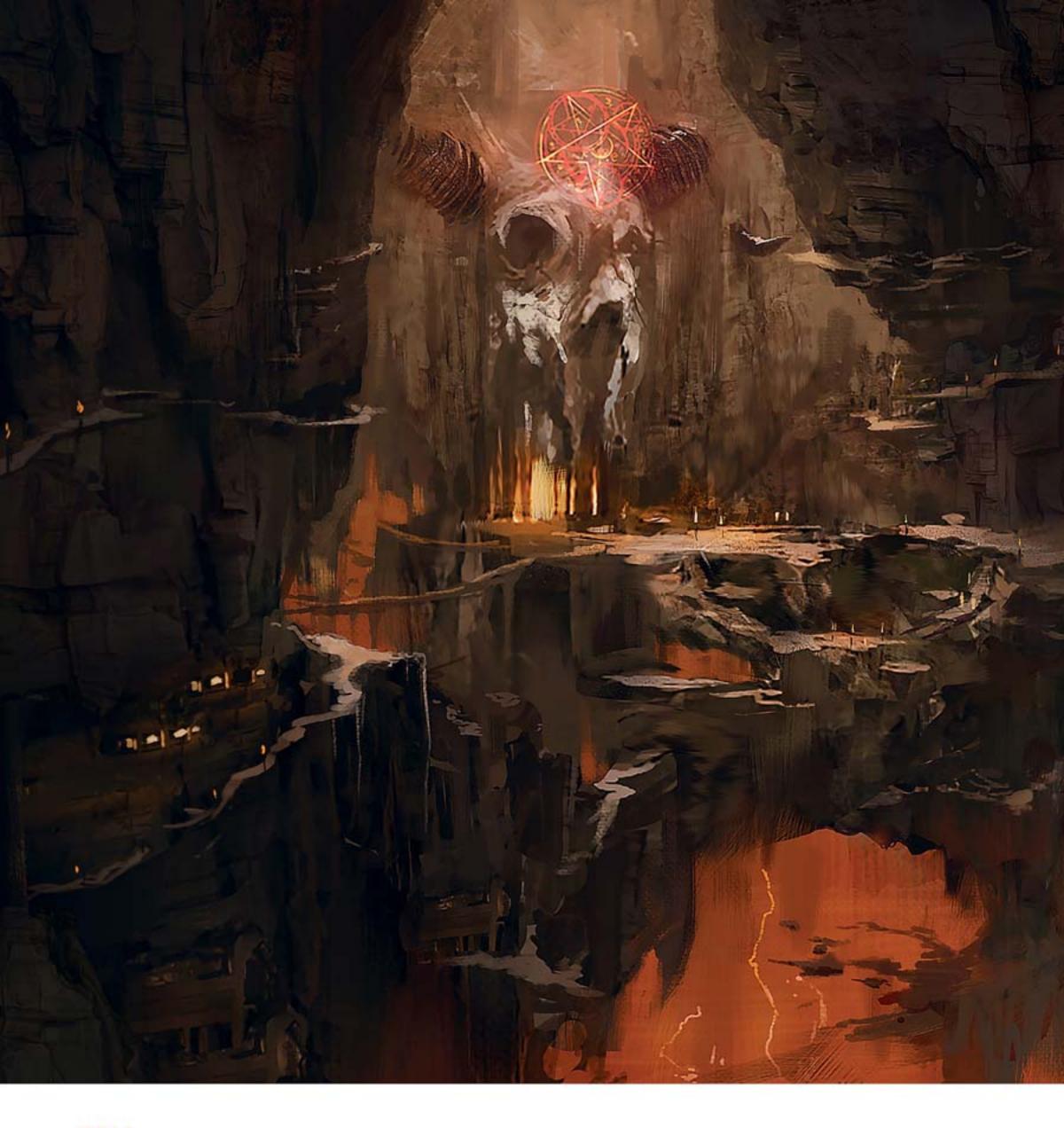
Chasm - Colin Geller



Hell vista - Colin Geller







HELL

WHEN THE MANNED EXPEDITION of 2145 reached the Great Steppes, massive structures were found—unlike any other edifices yet seen in Hell. It has been suggested that these structures were taken from ancient conquests as trophies. Their construction bears resemblance to many known earthly architectural movements and several unknown (potentially extraterrestrial) designs. Most of the structures appear to be religious or spiritual in design and have been corrupted to pay homage to the dark magic of Hell.

The area is inhabited by all manner of demons, including the Unwilling, sacrificial slaves, Lost Souls, Hell knights, and other, nonclassified creatures. The only manned expedition into Hell, the UAC Expedition of 2144, uncovered one particularly interesting tomb adorned with powerful holding runes and unique relics. The relics were successfully returned to Lazarus Labs for processing and study, despite the expedition's loss of all human life.

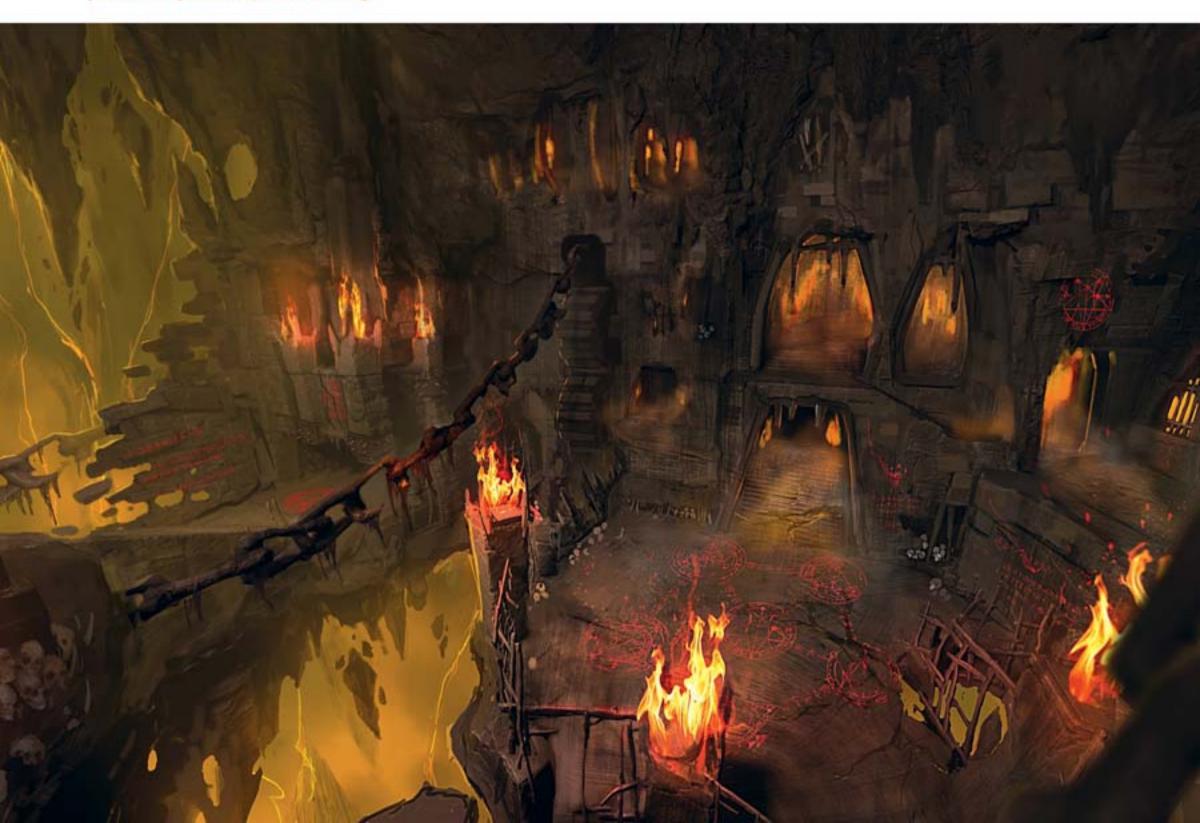


[above] Hell Keep - Emerson Tung / [below] Hell Keep vista - Ryan Watkins





[above/below] Blood Keep - Emerson Tung







Skull Entrance vista - Alex Palma



Blood Keep vista - Ryan Watkins



Hell Keep - Alex Palma



Hell Keep - Alex Palma



Hell Keep - Alex Palma





Hell swamp concept - Jon Lane



Hell labyrinth concept - Jon Lane

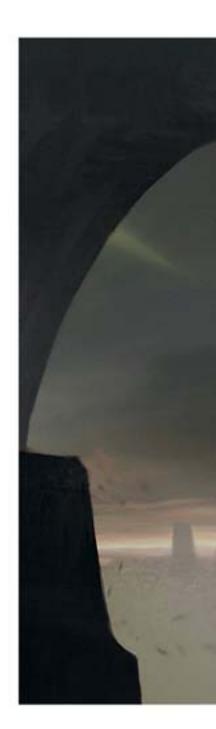


Titan altar - Jon Lane









Titan - Emerson Tung



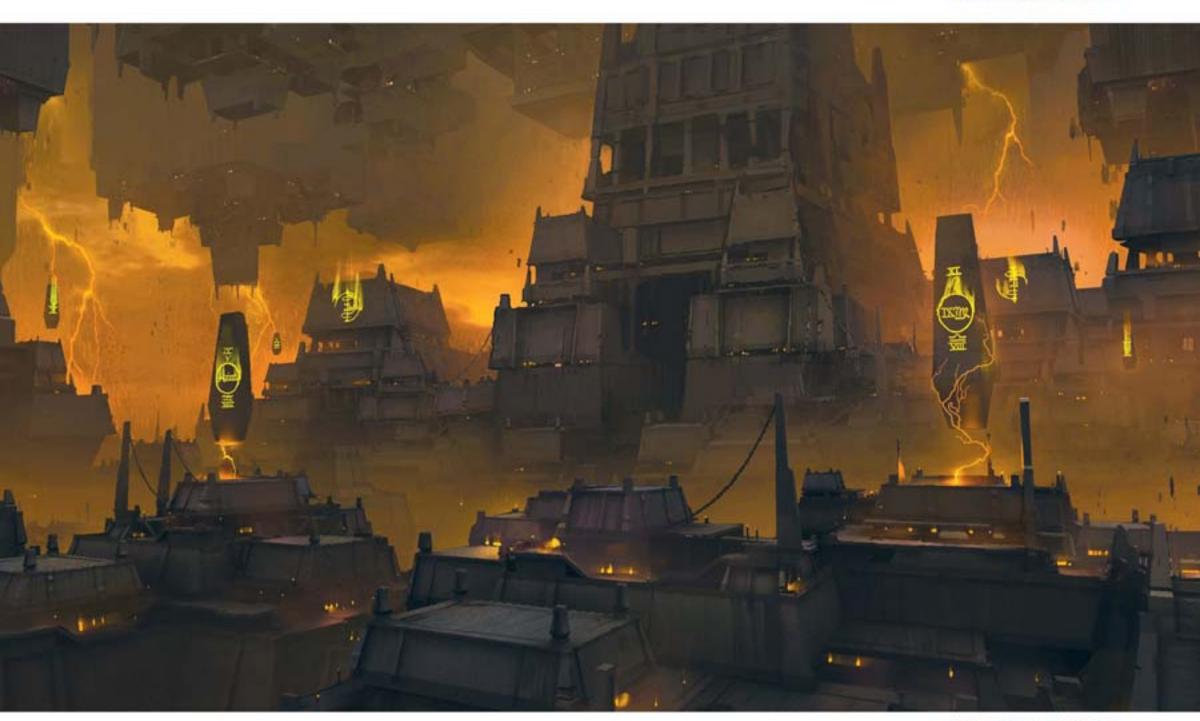
Titan - Emerson Tung







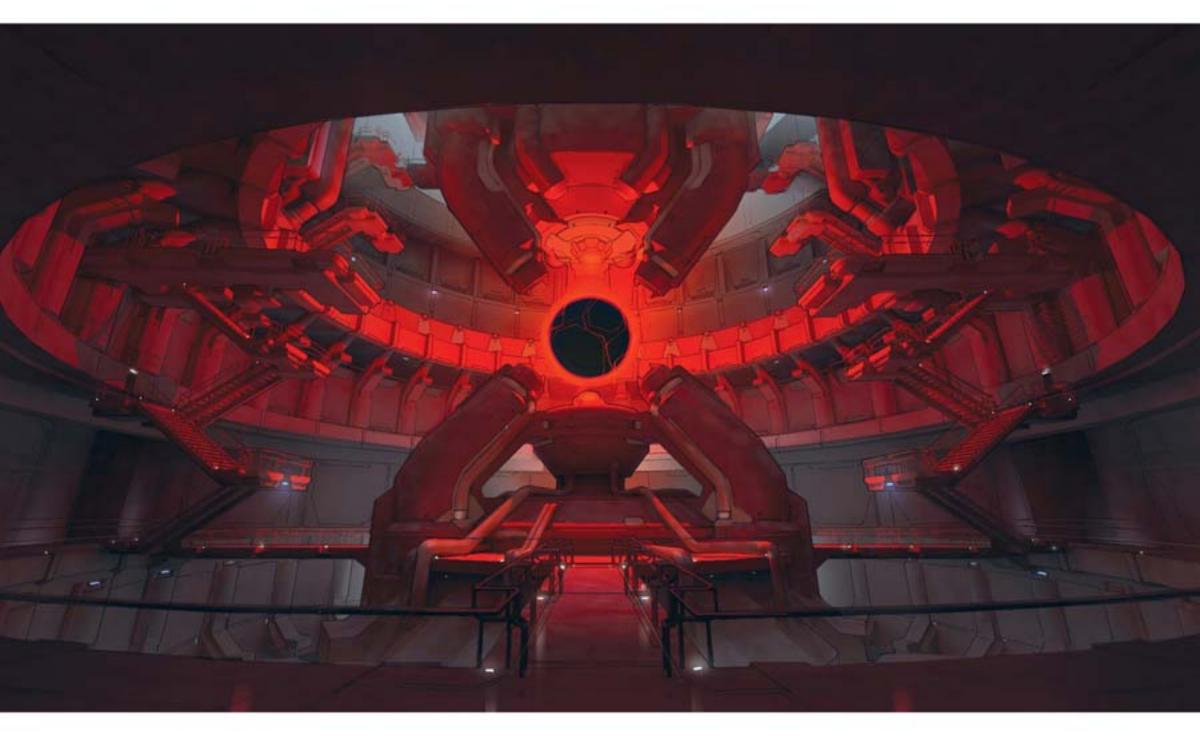
Hell concept - Jon Lane

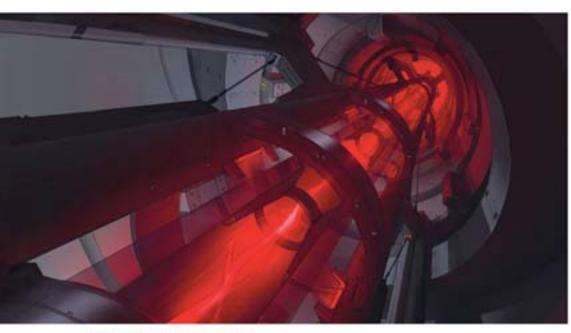


Hell concept - Jon Lane







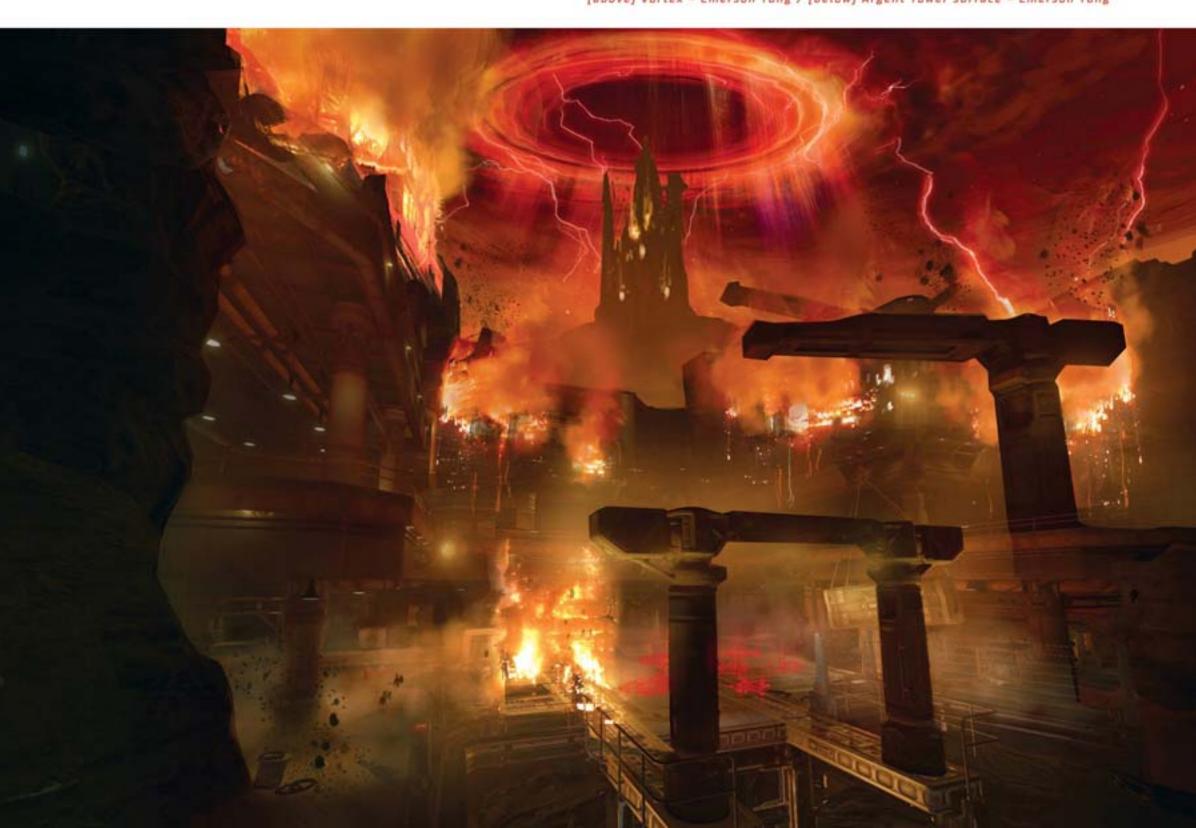




Argent Tower - Jon Lane



[above] Vortex - Emerson Tung / [below] Argent Tower surface - Emerson Tung

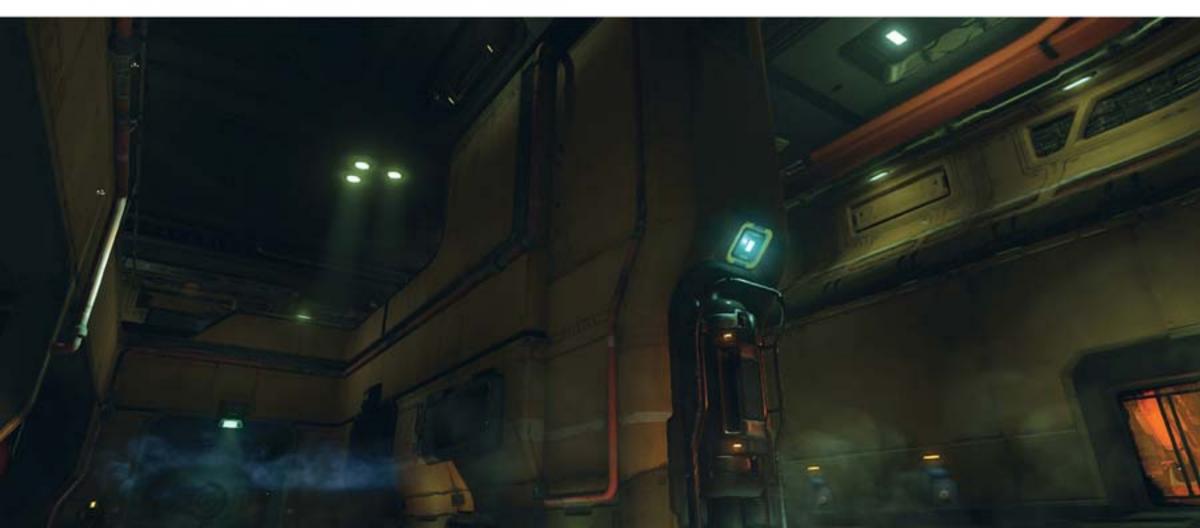


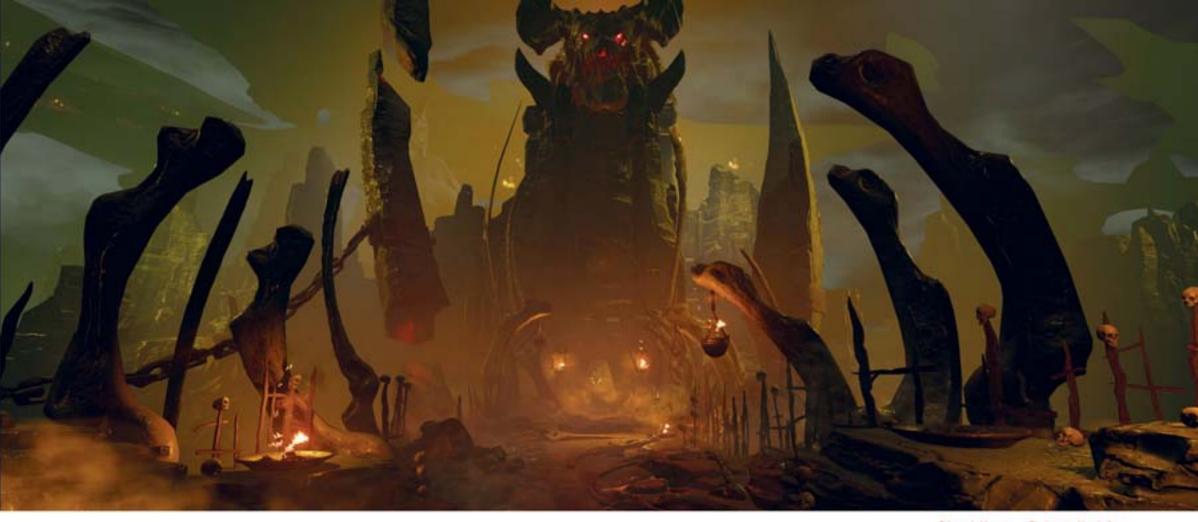


Maintenance crawlspace - Austin Cline



[above] Machine room - Luis Perez / [below] Foundry hall - Lear Darocy

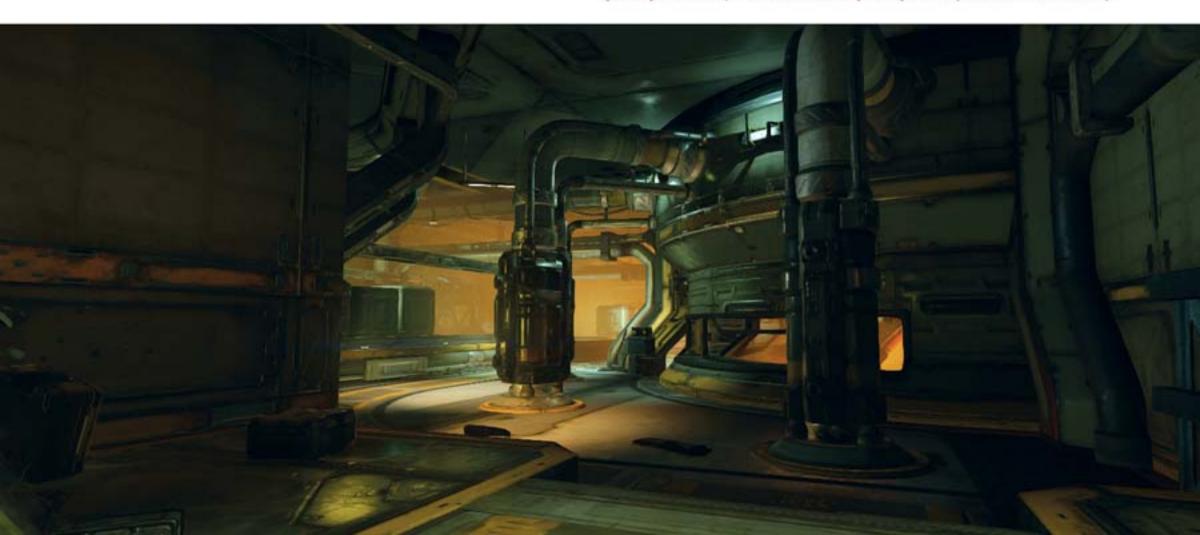




Blood Keep - Robert Hodri



[above] Blood Keep - Marc Edwards / [below] Foundry Interior - Lear Darocy







CHAPTER 3 CHARACTERS

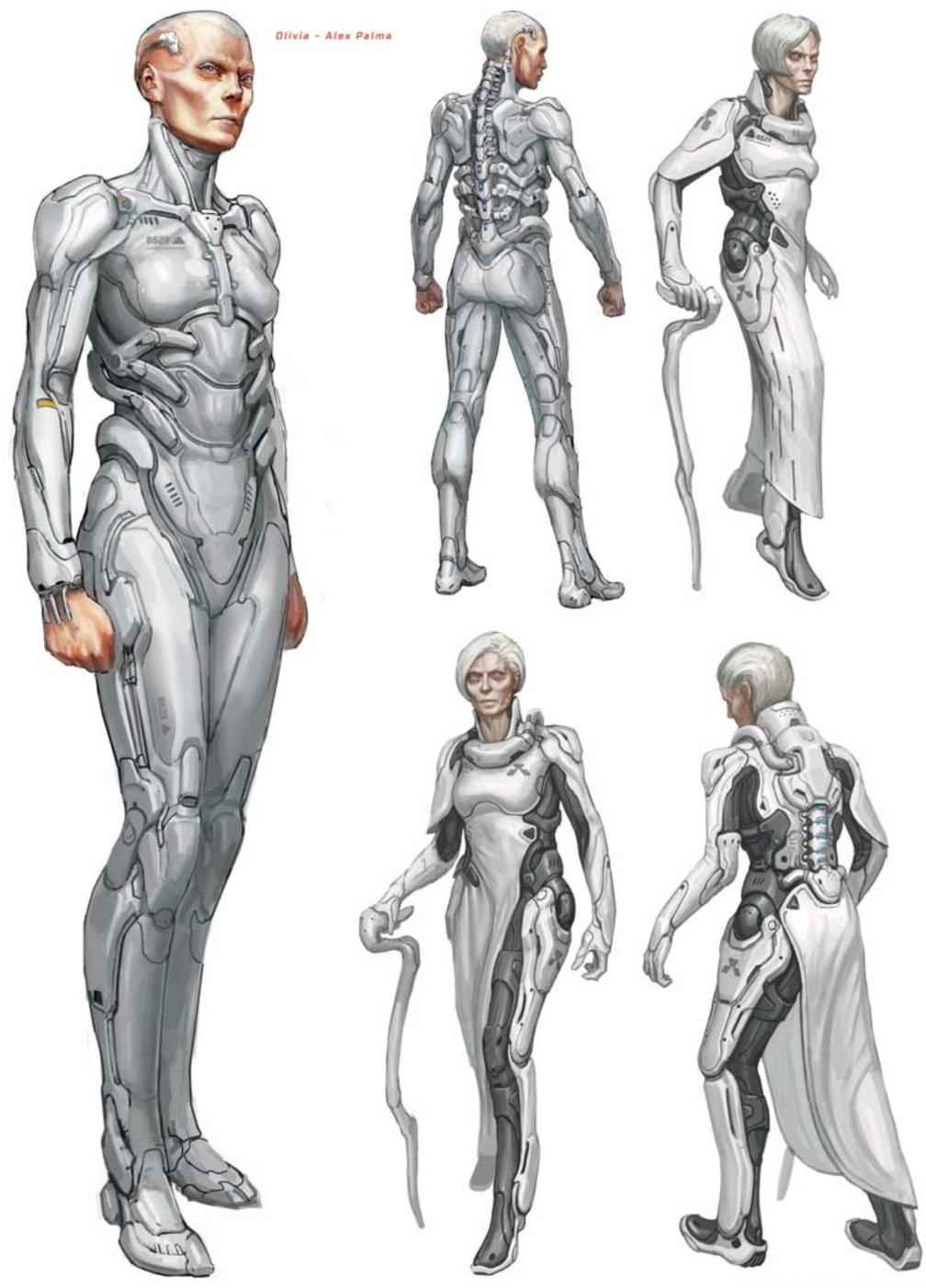
TO ACHIEVE ITS GOALS ON MARS, it would prove necessary for the UAC to acquire the very best and brightest minds capable of innovating in their specialized fields. Aggressive recruitment by the UAC was needed to obtain what would become its most valuable resource: able-bodied workers. Under the planning of Samuel Hayden, the operational composition of UAC Mars changed dramatically as resources were redirected to heavily expand its facilities in the area of experimental sciences. With the addition of Dr. Olivia Pierce as head of UAC Special Divisions Research and Development, giant strides would be made in experimental energy conversion, transforming the entire power infrastructure of Mars. By the end of 2117, the Argent facility would reach completion, becoming the largest extraterrestrial colony in human history. This would set into motion what would come to be known as the "Argent Rush"—a mass influx to Mars of academics eager to work at UAC's cutting-edge facility.



DOOM MARINE

ONE OF THE MOST puzzling discoveries made during the pandimensional surveys of Hell would be the extraction of an ancient combat suit known as the Praetor Suit. When found, it was encrusted in blood and dirt yet fully intact. The suit was cleaned, subjected to numerous tolerance tests, and found to be nearly impervious to damage. The suit appeared to have some mechanical function as well: small receptors on the gloves and chest

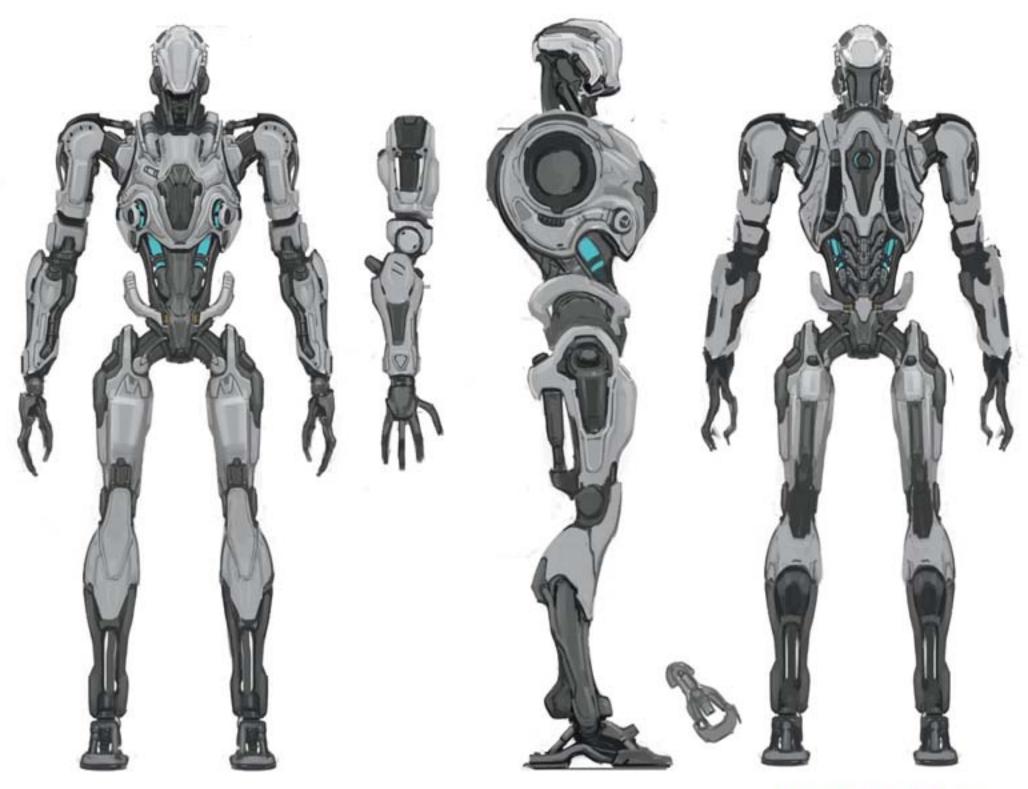
plates attracted Argent plasma and dissipated it through capillary tubes in the substructure. Markings on the armor were also consistent with images of a man (or a humanoid) seen on various tablets and stones found during earlier expeditions. Although it is clear that the suit can be activated in some way, no method to do so has yet been found.



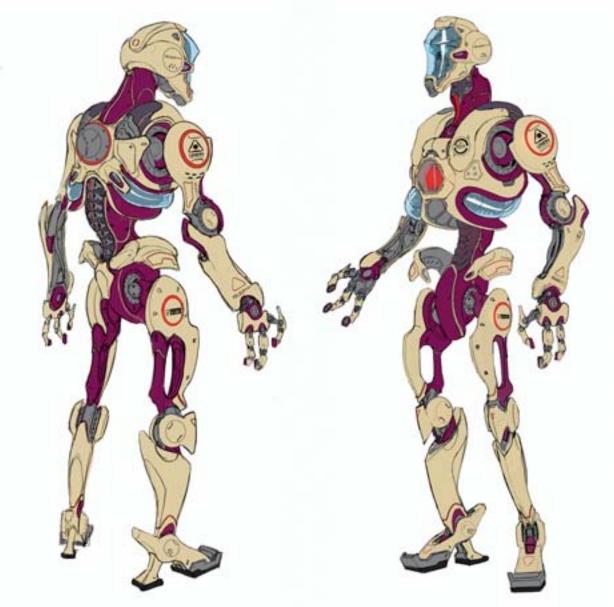
Olivia studies - Alex Palma



Samuel head orthos - Alex Palma



Samuel orthos - Alex Palma



Samuel concept - Emerson Tung

SAMUEL

SAMUEL HAYDEN was the chairman of the UAC until his death in the year 2127. Samuel completed his master's degree in theoretical physics at Oxford University, showing prodigious talent in several fields, including thermodynamics, electromagnetic theory, and nuclear sciences. After his appointment as general director of the Global Science Council, he was approached by representatives of the UAC who sought to make use of his daunting intellect. Samuel inherited the UAC's Martian colonies in a transfer of power that would coincide with the discovery of the Argent Fracture beneath the planet's surface. The working directive on Mars changed overnight as Samuel put the Argent Tower project into production, a decision that would transform the future of Mars. As completion of the Argent Tower drew near, Samuel was diagnosed with stage 4 inoperable brain cancer. Samuel was given six months to live. He dedicated those last few months to researching the radical solution to the problem of his mortality: cybernetic transference.



Male NPC concepts - Emerson Tung



Male NPC concept - Emerson Tung



Male NPC concepts - Emerson Tung



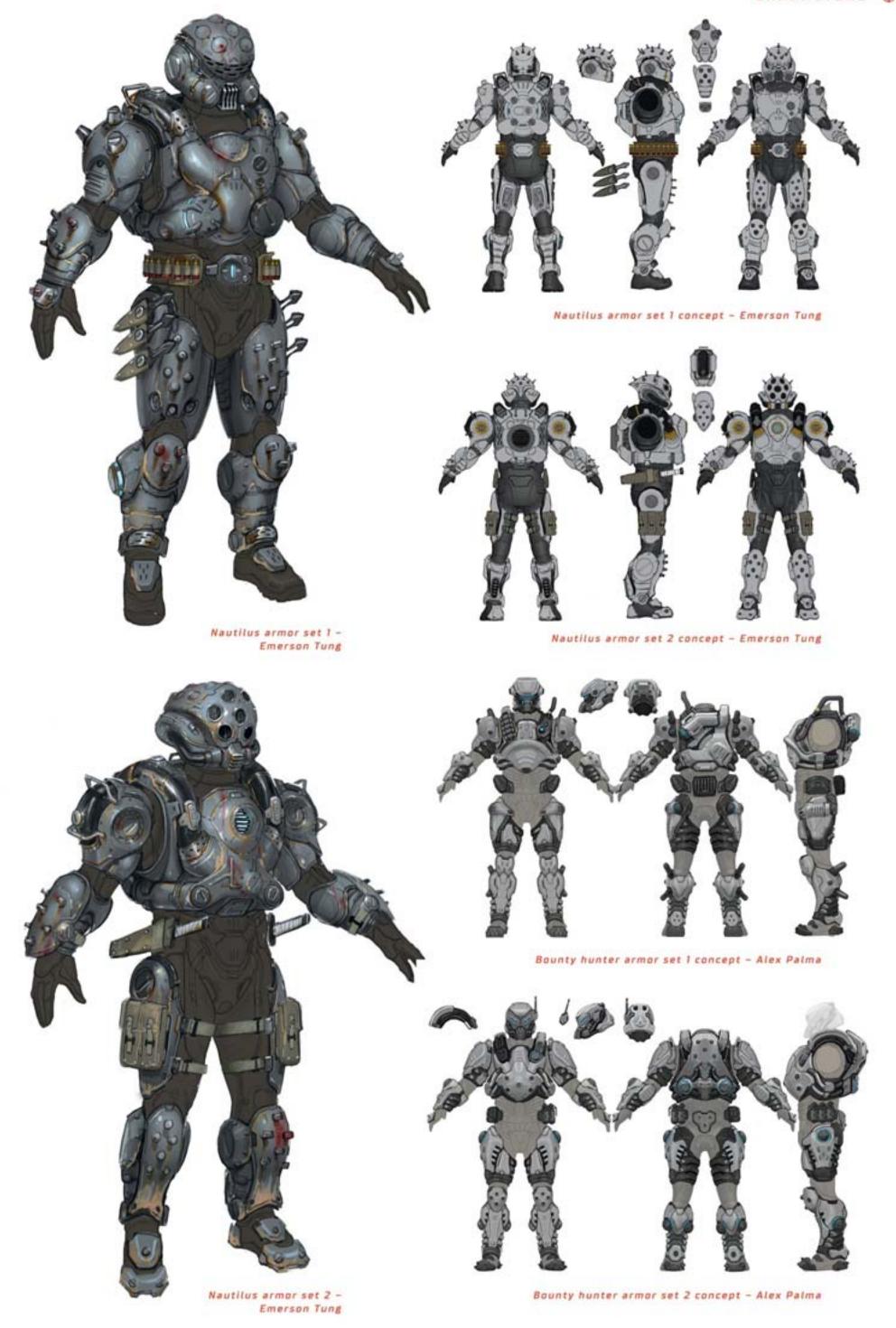


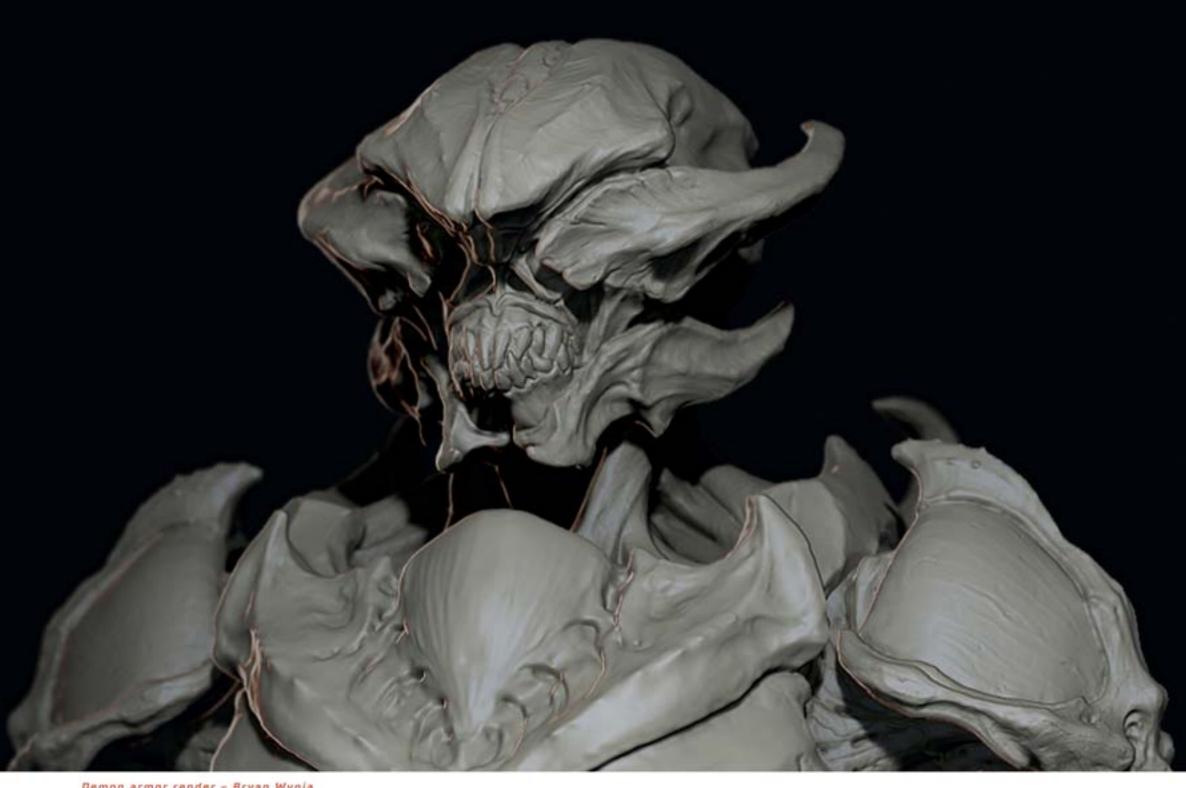
Bounty hunter multiplayer armor - Alex Palma

MULTIPLAYER ARMOR

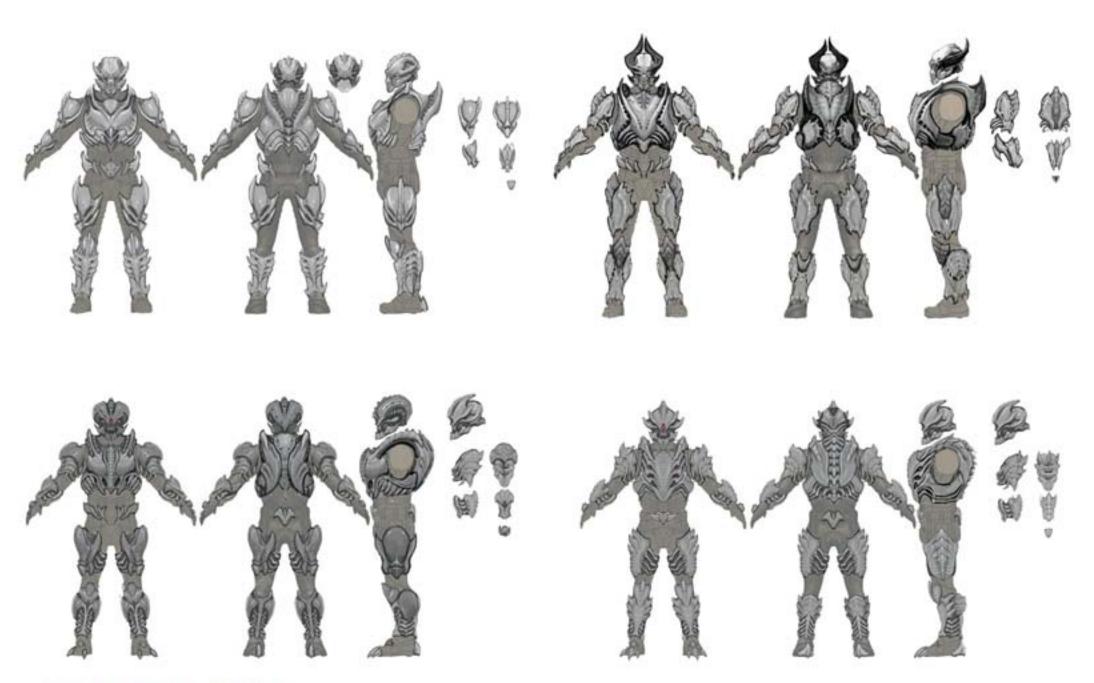
ONGOING TERRITORIAL DISPUTES over off-world resources in the twenty-second century would ultimately have an effect on interplanetary corporations and organizations seeking to compete in uncharted space. The increase of space piracy and corporate-funded mercenary subterfuge would necessitate a certain combat readiness on behalf of corporations vying for profits. Seeking to integrate itself into the ever-growing inter

planetary war industry, the UAC would seize the opportunity to supply warring factions in regions ranging from Mars to distant outposts as remote as Neptune's moons. With armaments of battle armor and experimental weaponry considerably more advanced than those of its competitors, the UAC would effortlessly define itself as a prominent arms dealer for the new frontier.

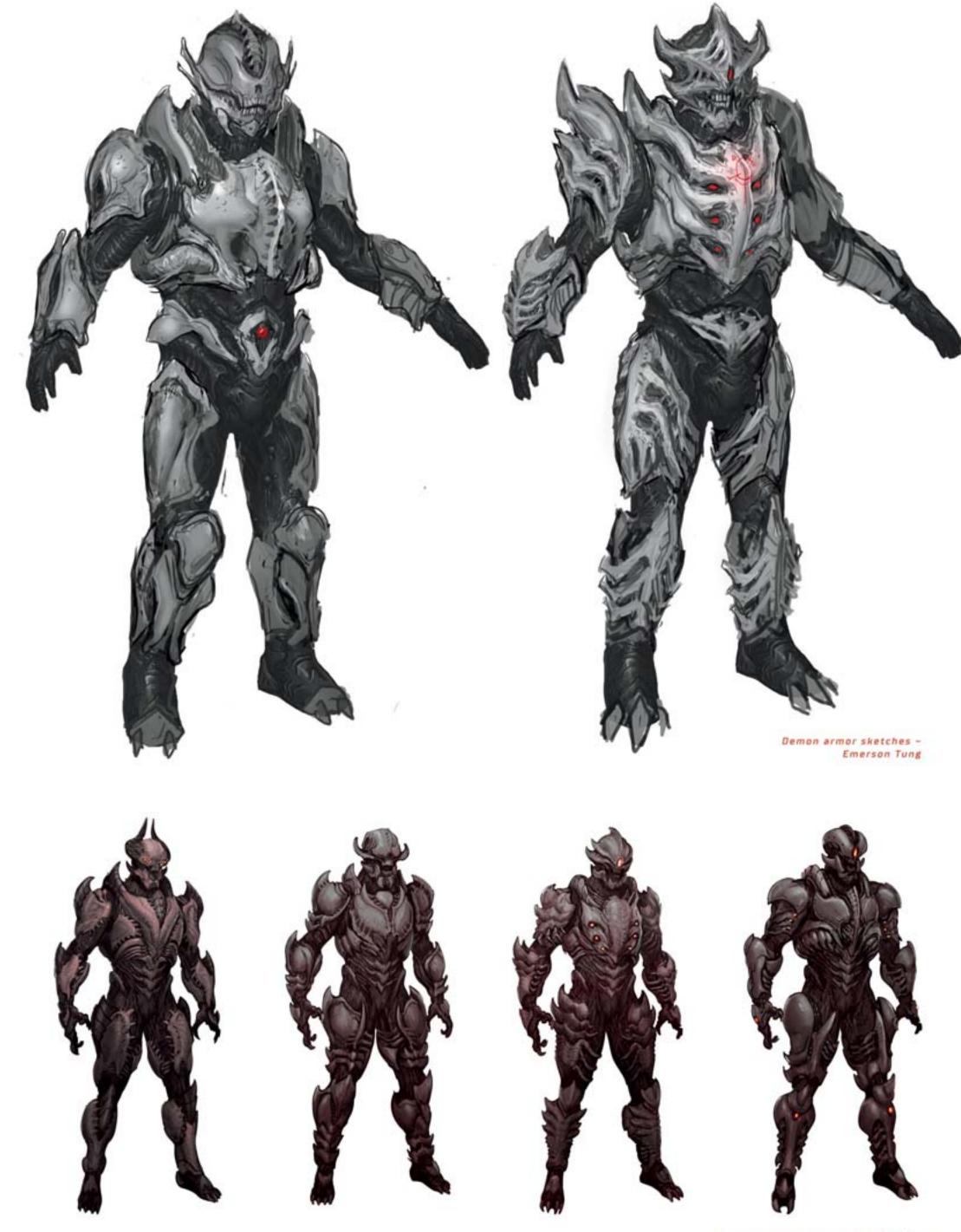




Demon armor render - Bryan Wynia



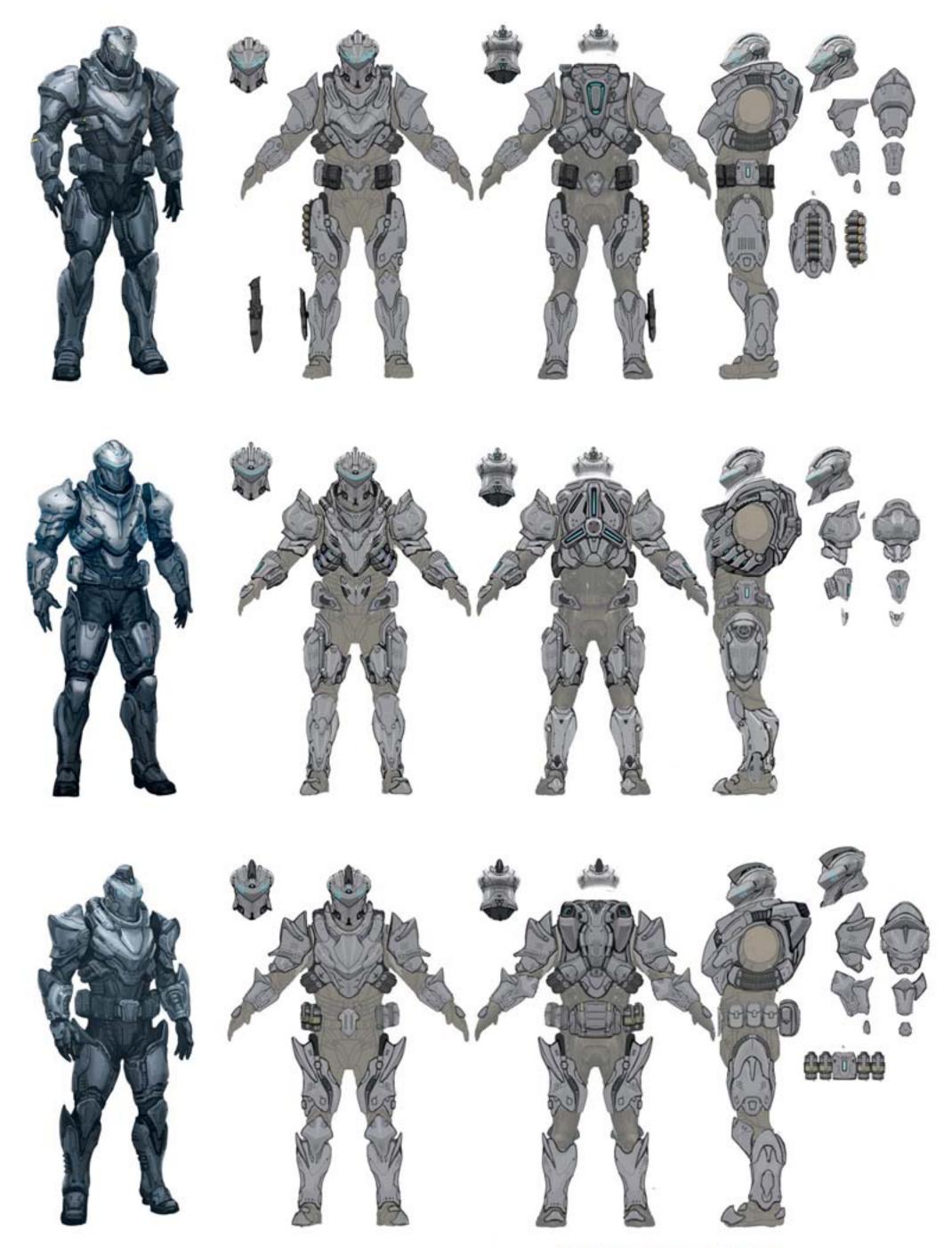
Demon armor concepts - Alex Palma



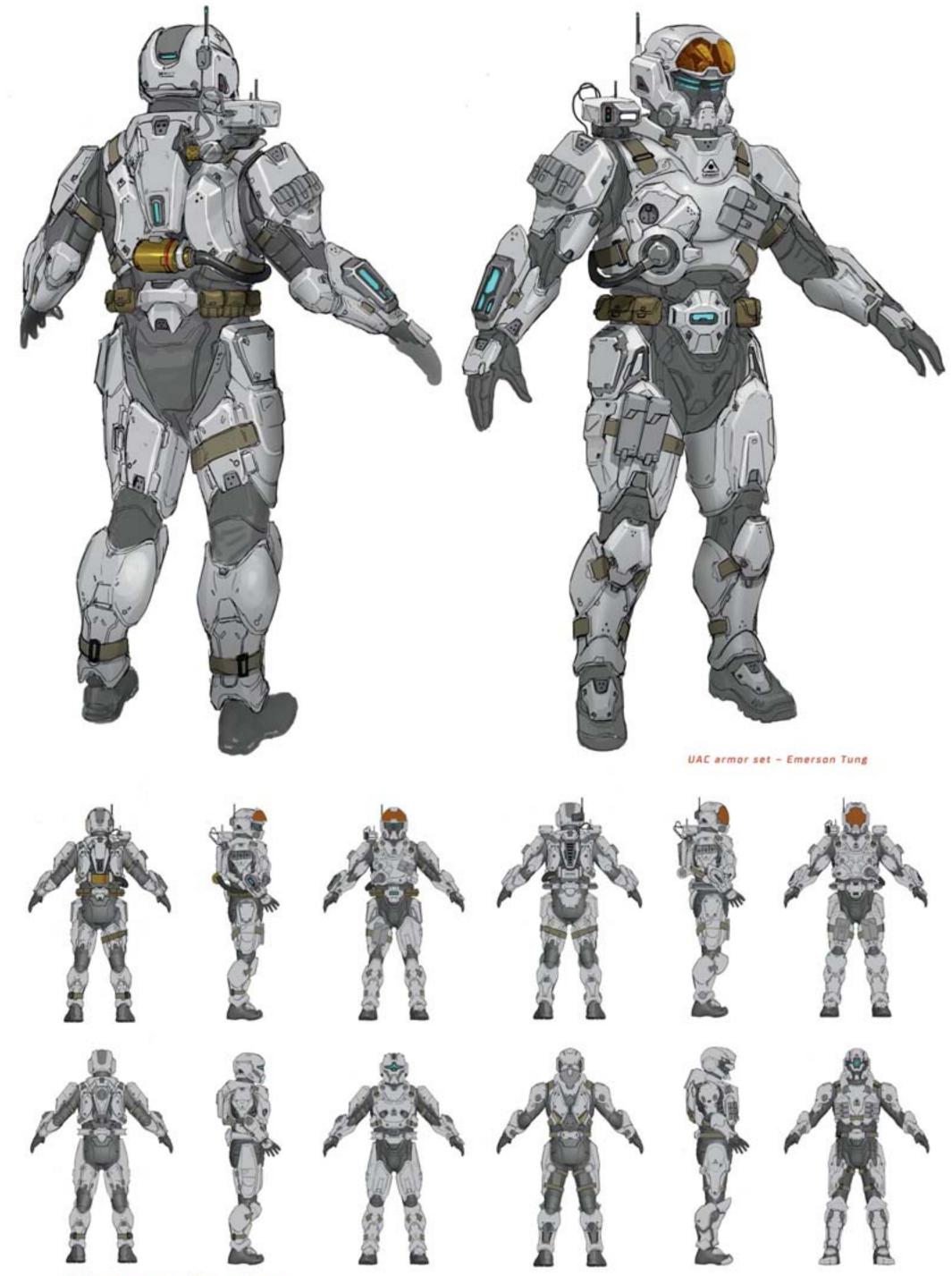
Demon armor concepts - Alex Palma







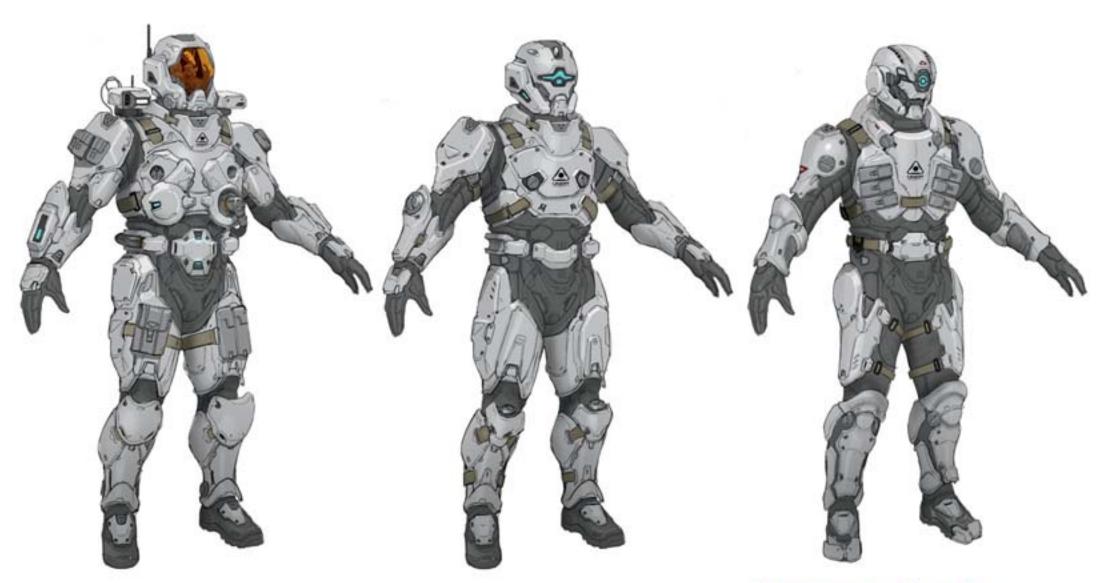
Templar armor concepts - Alex Palma



UAC armor concepts - Emerson Tung



UAC armor render - Emanuel Palatic and Denzil D'Neill



UAC armor concepts - Emerson Tung



Tanaka armor set orthos - Emerson Tung



Tanaka armor set - Emerson Tung







CHAPTER 4 WEAPONS

THE MASS PRODUCTION OF WEAPONRY on Mars initially began as a necessary means of maintaining security across UAC's various facilities. This was later accelerated with the help of Argent research at the ARC, which resulted in the development of experimental weapons utilizing newfound Argent-based technologies.

In time, conventional weaponry was phased out of common use; mass-produced plasma rifles became standard for UAC security personnel, while advanced weapons intended for off-world military use, such as the gauss rifle, became high-value exports. Although these energy-based weapons have become modern-day staples, there are still armories on Mars that insist on stocking only proven weaponry of the late twenty-first century.





Heavy assault rifle - Jon Lane



Heavy assault rifle bomb burst mod - Jon Lane



Heavy assault rifle scope mod - Jon Lane







STUN MOD NAPALM MOD VI BARB MOD













Plasma rifle mods - Bryan Flynn



Plasma rifle first-person view - Jon Lane





Shotgun - Jon Lane



Modded shotgun - Bryan Flynn











Chainsaw first-person view - Jon Lane

CHAINSAW

THERE HAVE BEEN REPORTS of this item being seen at the Argent facility, though there are no known uses for it. Security personnel have been made aware that this item has likely been smuggled onto Mars and have been directed to confiscate it immediately. As there are no practical uses for it, it must be assumed that this item should be considered a black-market enthusiast's weapon.





Pistol concepts - Bryan Flynn

Pistol - Bryan Flynn







Bolt rifle concepts - Bryan Flynn







Bott rifle first-person view - Bryan Flynn













ARC CANNON

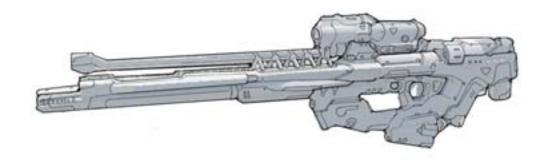
INITIALLY CONCEIVED AS A COUNTERPART to the plasma rifle, the ARC cannon began development at the UAC's Advanced Research Complex as part of its ongoing research into the properties of Argent conductivity. In designing and testing unique firing-pattern mechanisms for what would eventually become the mass-production model plasma rifle, it was discovered that modulation of an Argent plasma current could produce sustained linear streams of dense plasma, which would prove highly destructive to organic matter. Although the production-model ARC cannon has seen real-world field use in various off-world conflicts, its production remains limited because of the unorthodox nature of the weapon.

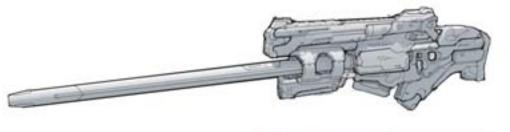


ARC cannon first-person view - Jon Lane

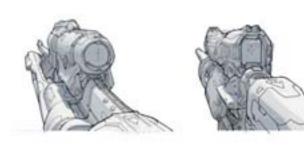








Vortex rifle concepts - Bryan Flynn











Vortex rifle first-person view - Bryan Flynn







Chaingun Gatling mod - Bryan Flynn

Chaingun turret mod - Bryan Flynn



CHAINGUN

THE DELTA-12 CHAINGUN is a high-velocity heavy weapon capable of suppressing multiple targets at once. Recent changes to the firing mechanism have pushed the Delta-12 to the physical limits of a ballistic weapon. An Argent-infused piston compresses gas within the firing crucible to over 220,000 PSI. When released, this launches a 15 mm tungsten slug with a muzzle velocity of nearly 5,000 feet per second. The heat generated by this action is siphoned into a thermal gel compound that automatically recharges the 96-volt battery pack. This allows the weapon to sustain an almost endless firing cycle as long as ammunition is present. The Delta-5 chaingun weighs 45 kg, making it a lethal but cumbersome armament.



Chaingun first-person view











Rocket launcher lock-on mod -Bryan Flynn



Rocket launcher detonation mod first-person view -Bryan Flynn



Static rifle - Bryan Flynn

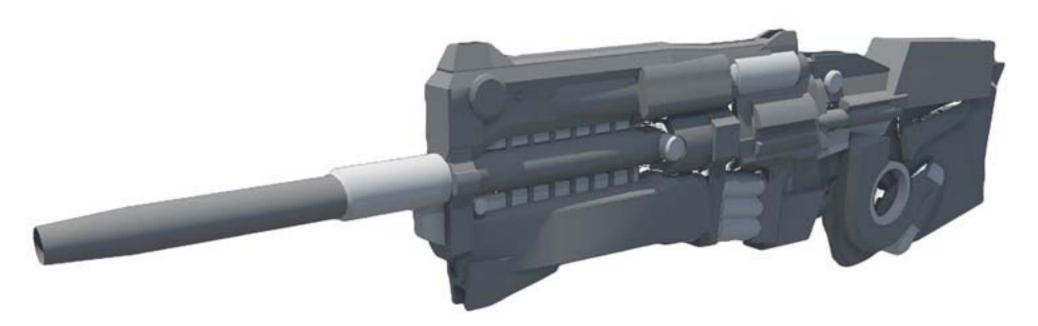




Static rifle first-person view - Bryan Flynn









Gauss rifle first-person view - Bryan Flynn











Hellshot concepts - Gregor Kopka





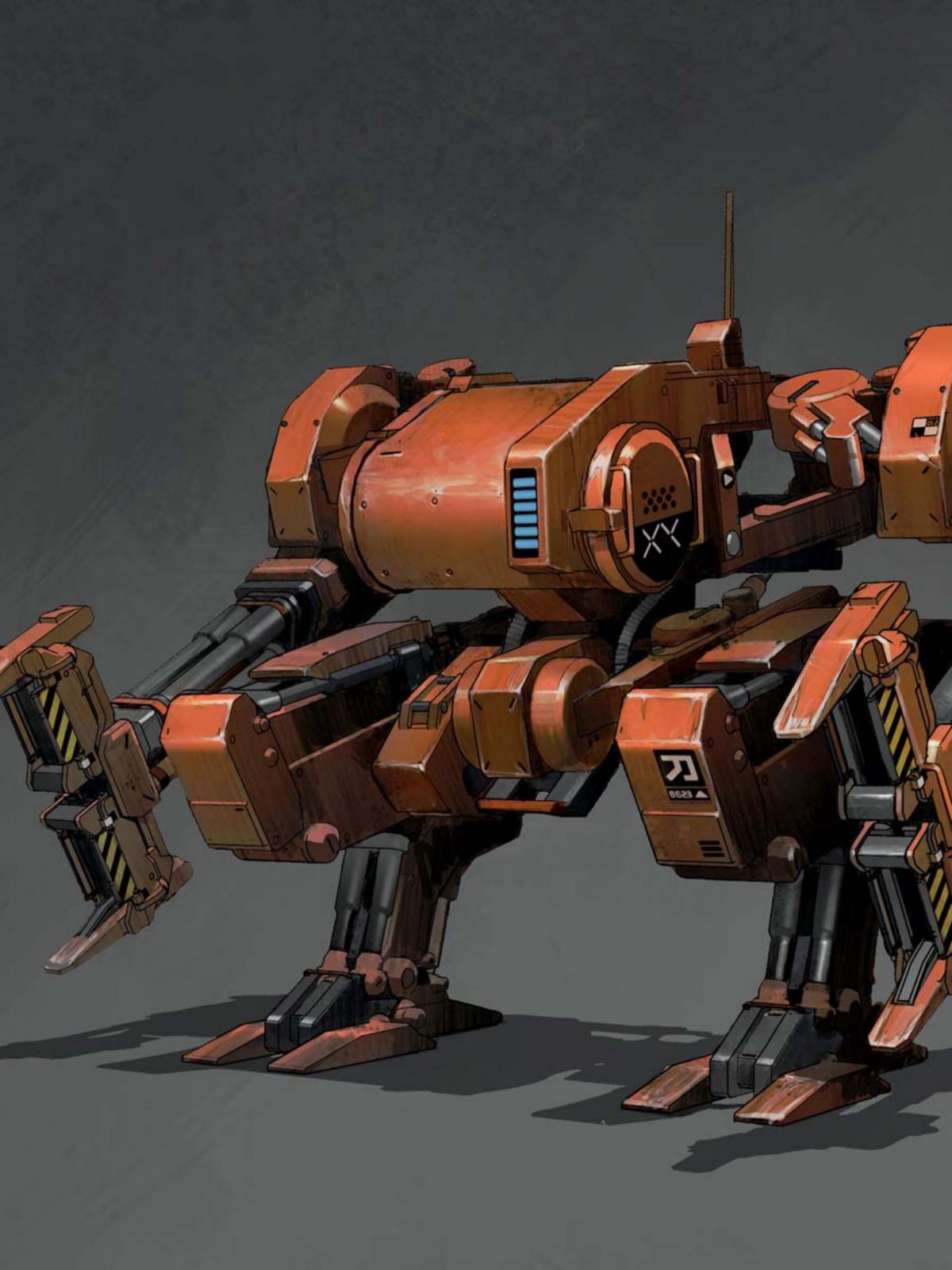


Hellshot first-person view - Gregor Kopka



BFG

THE WEAPONIZATION OF ARGENT PLASMA led to the development and mass production of the Plasma Rifle, but the UAC realized they were capable of much more. The BFG-9000 would prove to be the culmination of the UAC's efforts, allowing an individual operator to use unprecedented mobile firepower. This weapon delivers streams of supercharged Argent plasma to multiple targets, utilizing Argent conduction capable of guiding projectiles. The result is immediate vaporization of all organic matter opposite to the weapon's firing end. The BFG's most current prototype maximizes its crowd-control effectiveness, making it essentially capable of destroying every living thing in the area that is not the user. Unfortunately, the risk of potential friendly fire makes it too dangerous for mass production. Further design iteration is ongoing at the experimental labs of the Advanced Researched Complex.

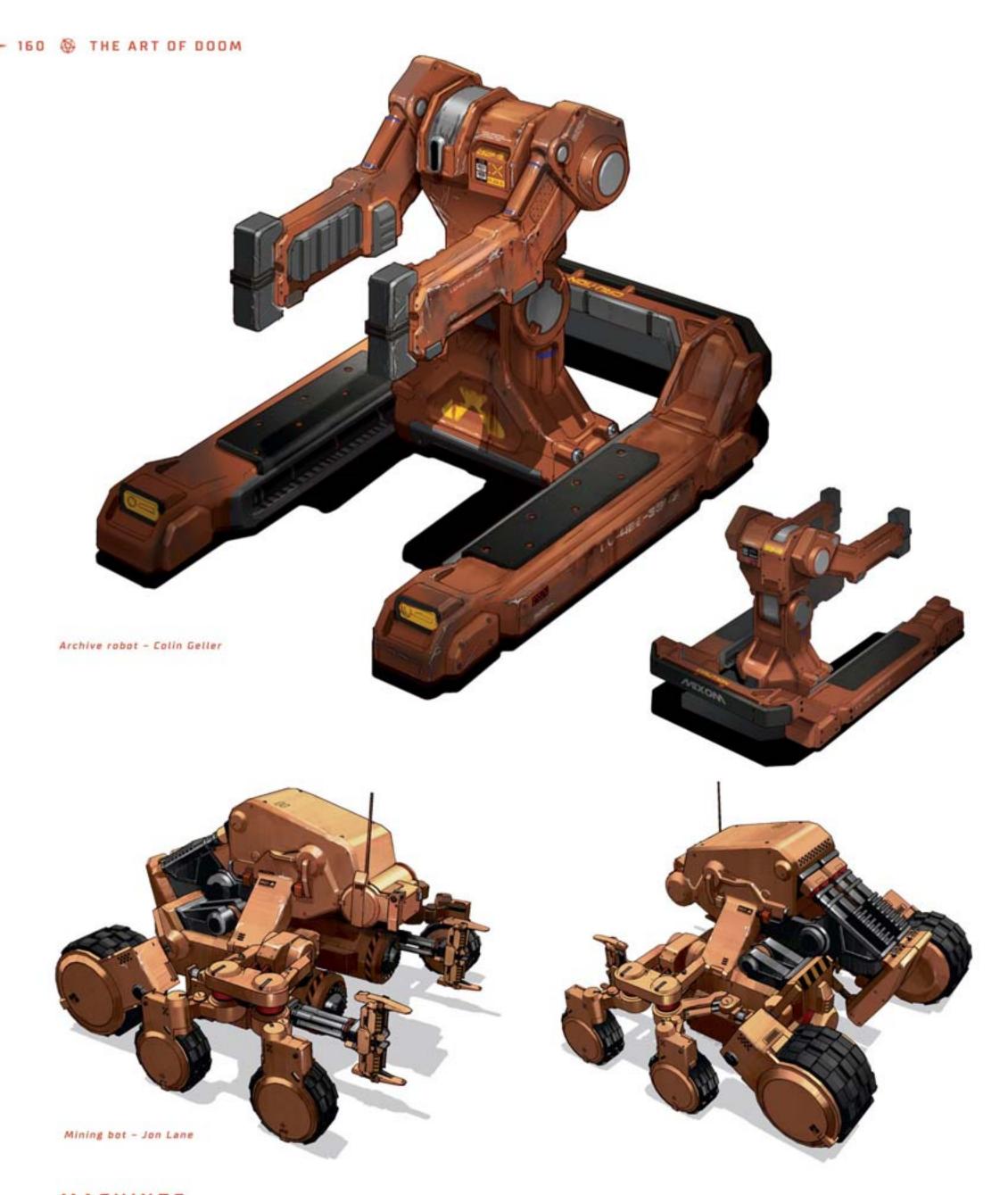




PROPS AND GRAPICS

THE EARLIEST PLANS FOR the formation of the Martian colonies began over a century ago. It wasn't until the UAC involved itself in the late twenty-first century, acquiring key personnel and territorial rights to the majority of the planet's surface, that the plan would finally evolve into an achievable enterprise. Partnering with MIXOM (which would over time build its reputation as the world's most trusted interplanetary supplier), the UAC developed the first-ever trade route between planets.

For nearly a century, UAC and MIXOM (with the help of third-party contract organizations, such as I/O Logistics) would lay the foundation, piece by piece, for a new civilization on the barren planet. The endeavors of countless contributors have assisted in the construction of the Argent facility and all of UAC's operations on Mars.



MACHINES

HUMAN LIFE ON MARS is entirely dependent on technology for survival. And ultimately, the advancement of technology would be at the core of UAC's interest in the planet.

During the first century on Mars, the UAC-coined slogan "Foundation for the Future" would come to define that formative era. In a planetary environment that is altogether inhospitable to human life, the collective ingenuity of architects and habitat engineers would be required to solve the logistical problems of expansion on the planet. Within a century, the UAC had conquered the fundamentals of successfully laying the groundwork for a sustainable human ecosystem.





Freighter - Jon Lane



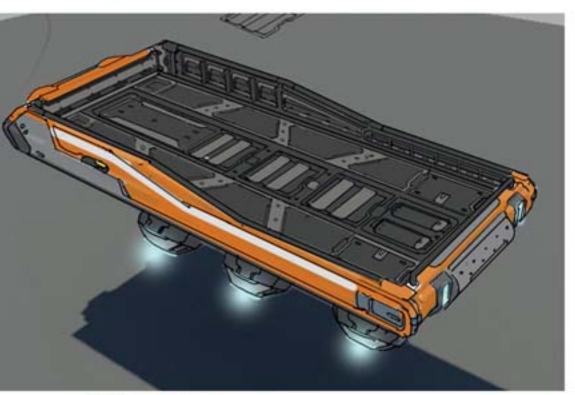
Mod bot - Jon Lane







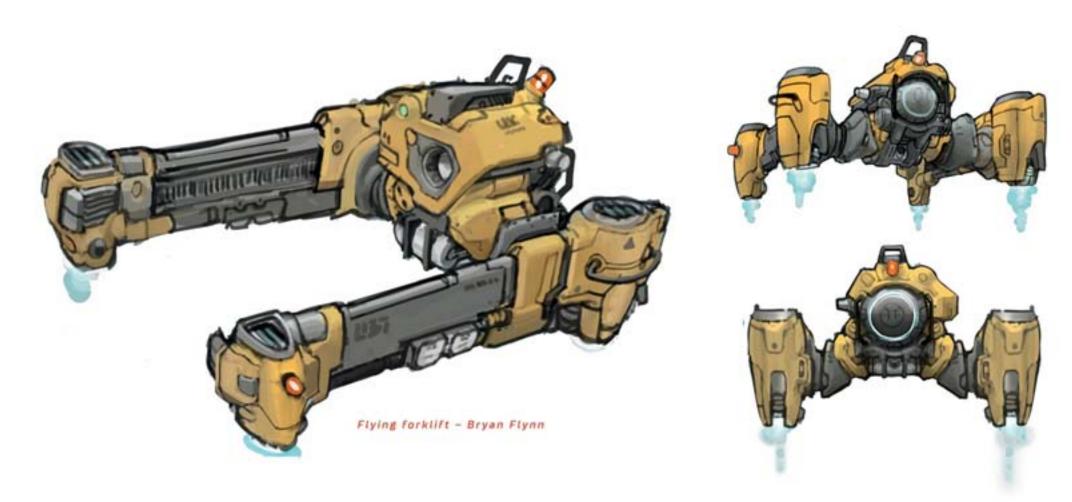
Barge - Bryan Flynn





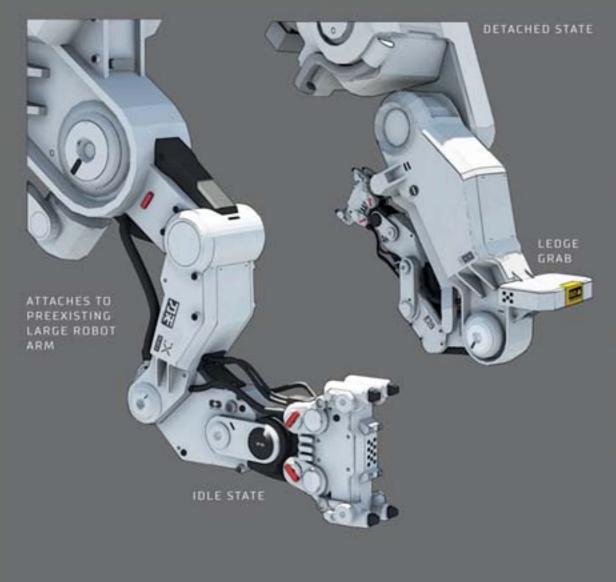


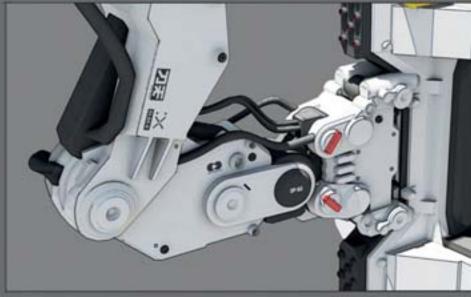
Barge - Bryan Flynn

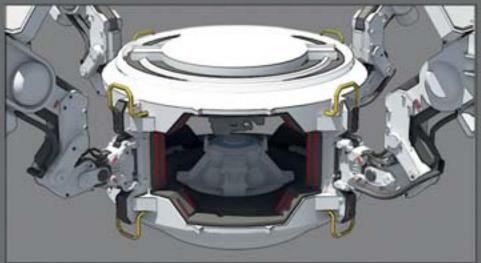




Loader bot - Jon Lane







IDLE STATE - CONNECTED TO POL

BFG pod arm - Jon Lane





BFG pod - Jon Lane

BFG POD

AT THE HEART OF the UAC Advanced Research Complex is the prototype sublevel, formed specifically for the research and development of experimental military weaponry. Encircled by prototype labs dedicated to ongoing iteration of the BFG-9000, the BFG itself is at the core of this research facility. Because of the volatile and sensitive nature of the ARC's research, the facility was built with an elaborate security system to prevent the unwanted entry or unauthorized removal of assets from the facility.

Locked inside a vaulted laser-grid defense system, the BFG is kept in a suspension particle field, which is itself locked inside a plasma-shield-protected enclosure. Any attempt to breach this system will trigger automated biosensors, initiating the lab's intruder-removal protocol. There has never been a recorded breach in the facility's history, and it is believed that the likeliness of an intruder surviving these protective measures is less than 0.33 percent.





Surgery bot - Colin Geller



Surgery bot - Colin Geller



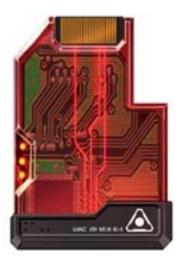




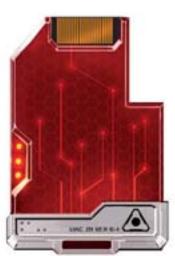




















Keycard studies - Emerson Tung

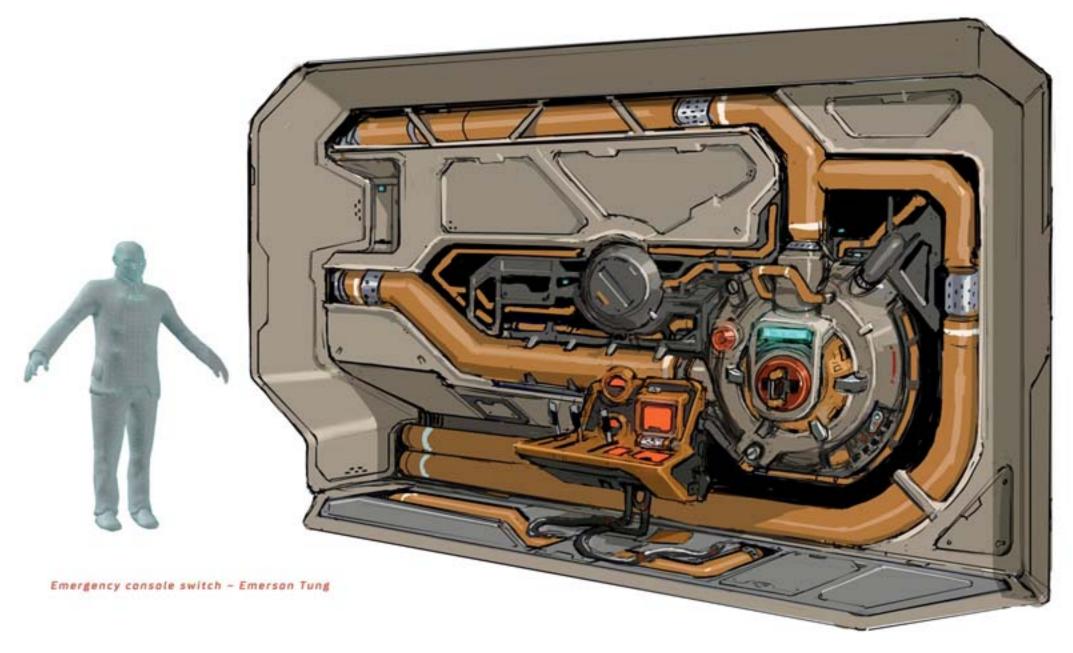
Keycard - Colin Geller



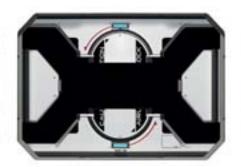
Exterior prop - Colin Geller







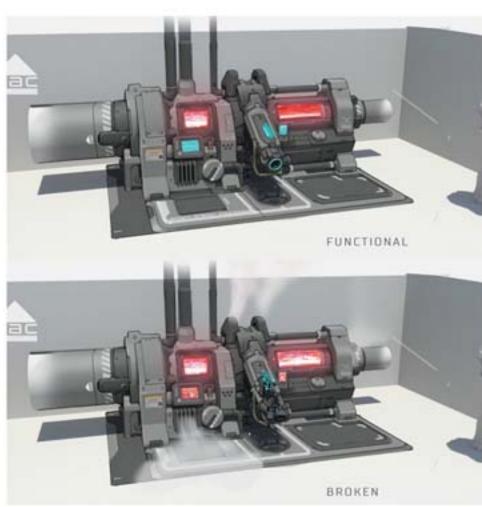




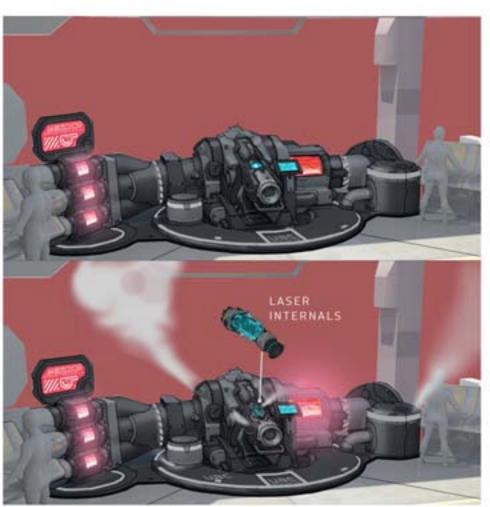




Airtocks - Jon Lane



Small Argent laser filter - Bryan Flynn

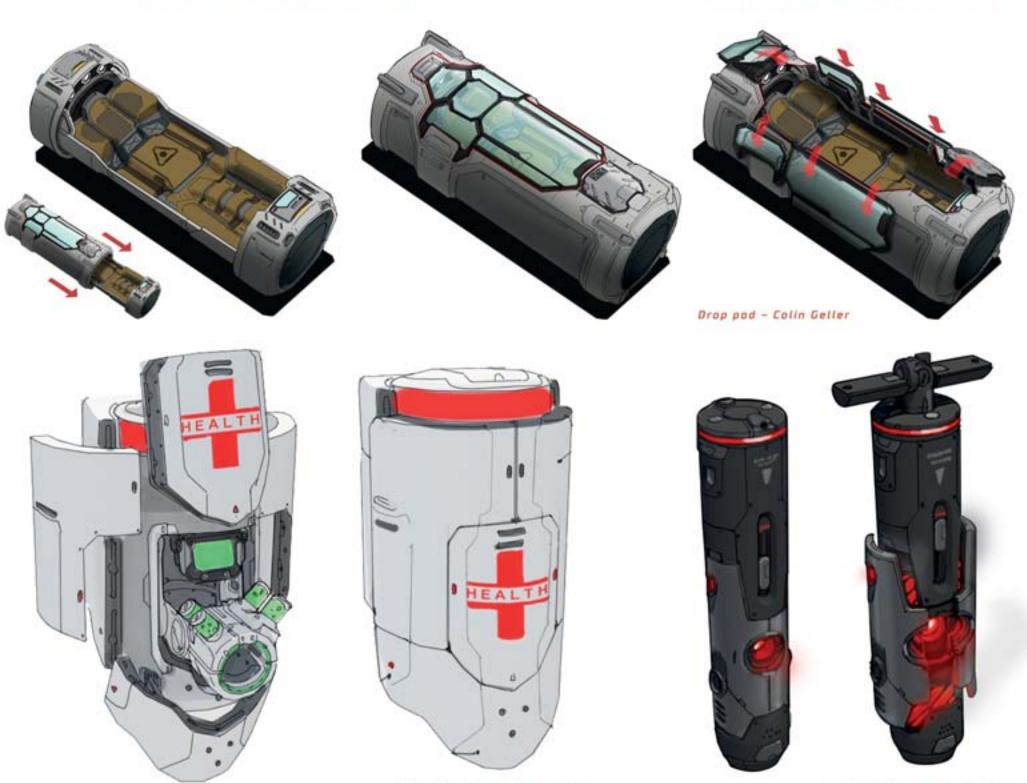


Large Argent laser filter - Bryan Flynn



Lazarus archives slab crate - Colin Geller

Lazarus archives specimen crate - Colin Geller



Health station - Bryan Flynn

Accumulator - Bryan Flynn



HELL

MUCH OF WHAT IS KNOWN ABOUT HELL has been gathered from recorded empirical data collected during pandimensional expeditions. Study of this data overwhelmingly suggests the existence of a once-great former civilization. All evidence indicates the presence of engineered structures, with further analysis suggesting a social order composed of distinct hierarchical layers. Owing to the ruinous state of these structures and the difficulty implicit in obtaining authentic artifacts, the identity of those

responsible for these remnants remains unclear. It is unknown whether the demons that now inhabit that space are the descendants of this former civilization or those responsible for its destruction. To further confound the data, there are reports detailing the existence of giant sculpted structures apparently built in honor or worship of demonic figures. However, it does appear that any shred of the civilized social order that was once capable of creating these statues has now long since disappeared.



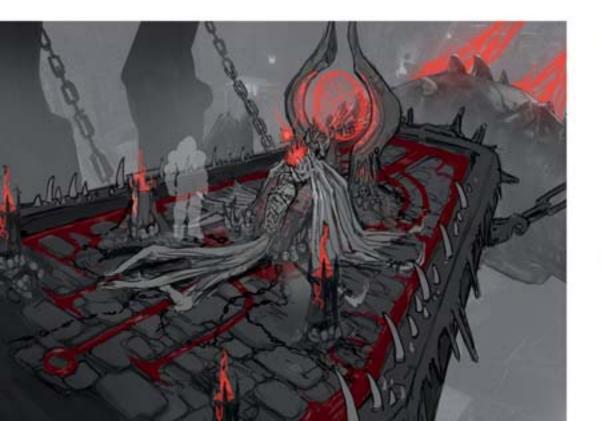
Skulls - Emerson Tung

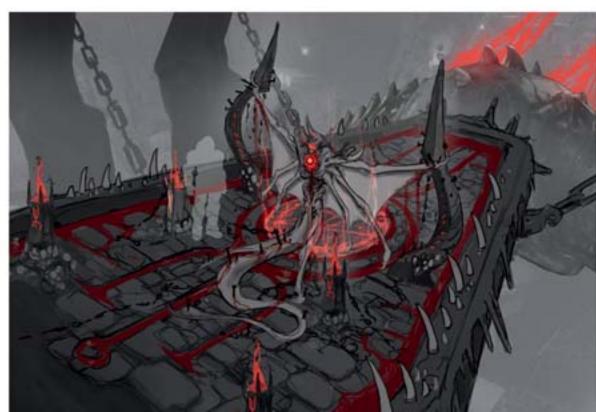


Altar - Emerson Tung



Altar sketches - Emerson Tung





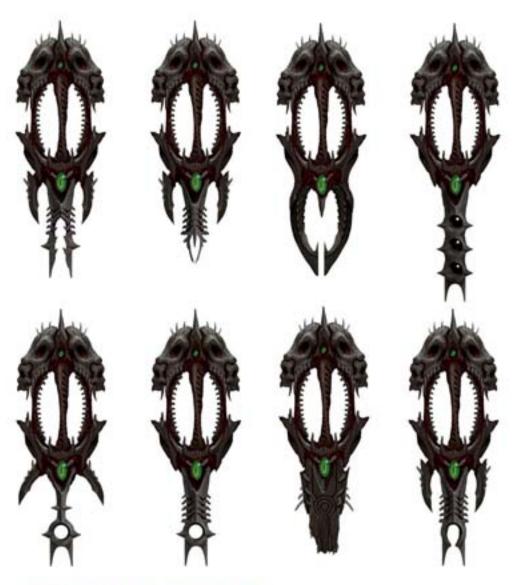




[above] Icon of sin - Emerson Tung / [below] Hell trees - Emerson Tung







Talisman revisions - Emerson Tung



CRUCIBLE

THE EXISTENCE OF THIS ANCIENT ARTIFACT is mentioned in inscriptions in various texts and depicted in tablets as an object of some great power. The purpose of the artifact is unknown, although it is believed that the object may serve as a ceremonial blade of some kind. Unconfirmed speculation states that the Crucible relates to an ancient and prophesied ritual—an event that may coincide with the transference of power to the one who wields the blade.



Freighter - Gregg Stangl





Argent Filters - Gregg Stangl









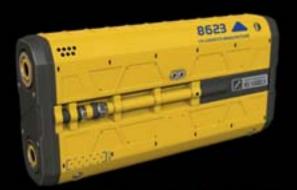








Eyberdemon statue - Jeremy Thurman



Conduit box - Jake Hernandez



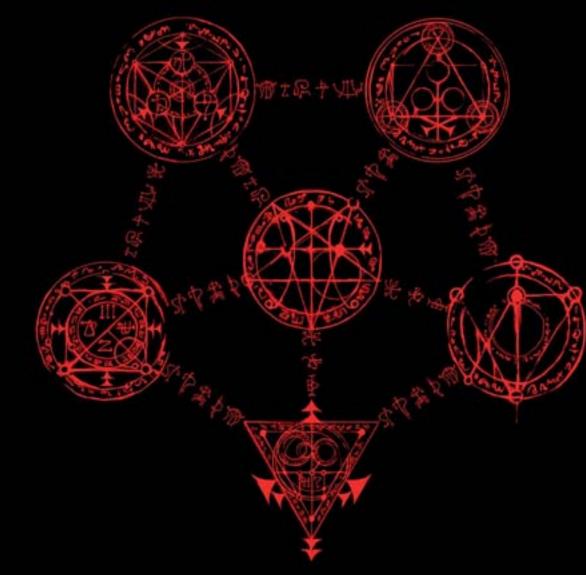
Tri-tank - Hammed Al-Tamimi



Lantern - Pontus Wählin

































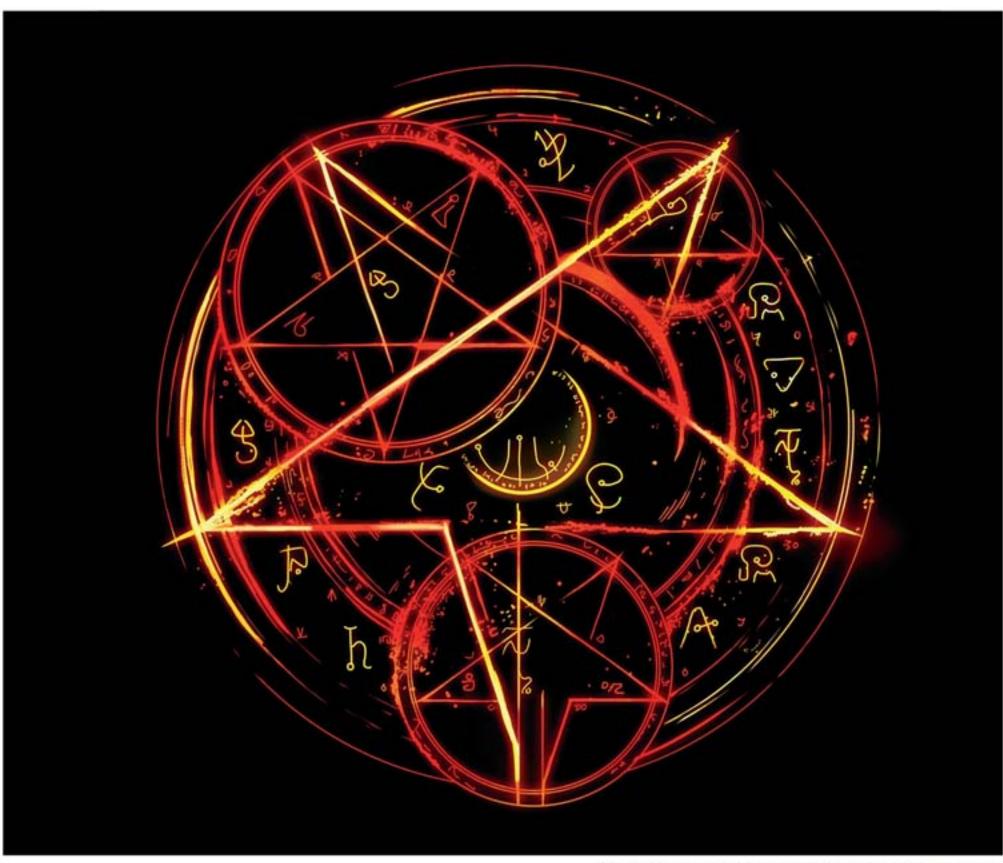








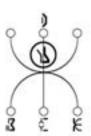




[above] Pentagram - Colin Geller / [below] Runes - Jon Lane





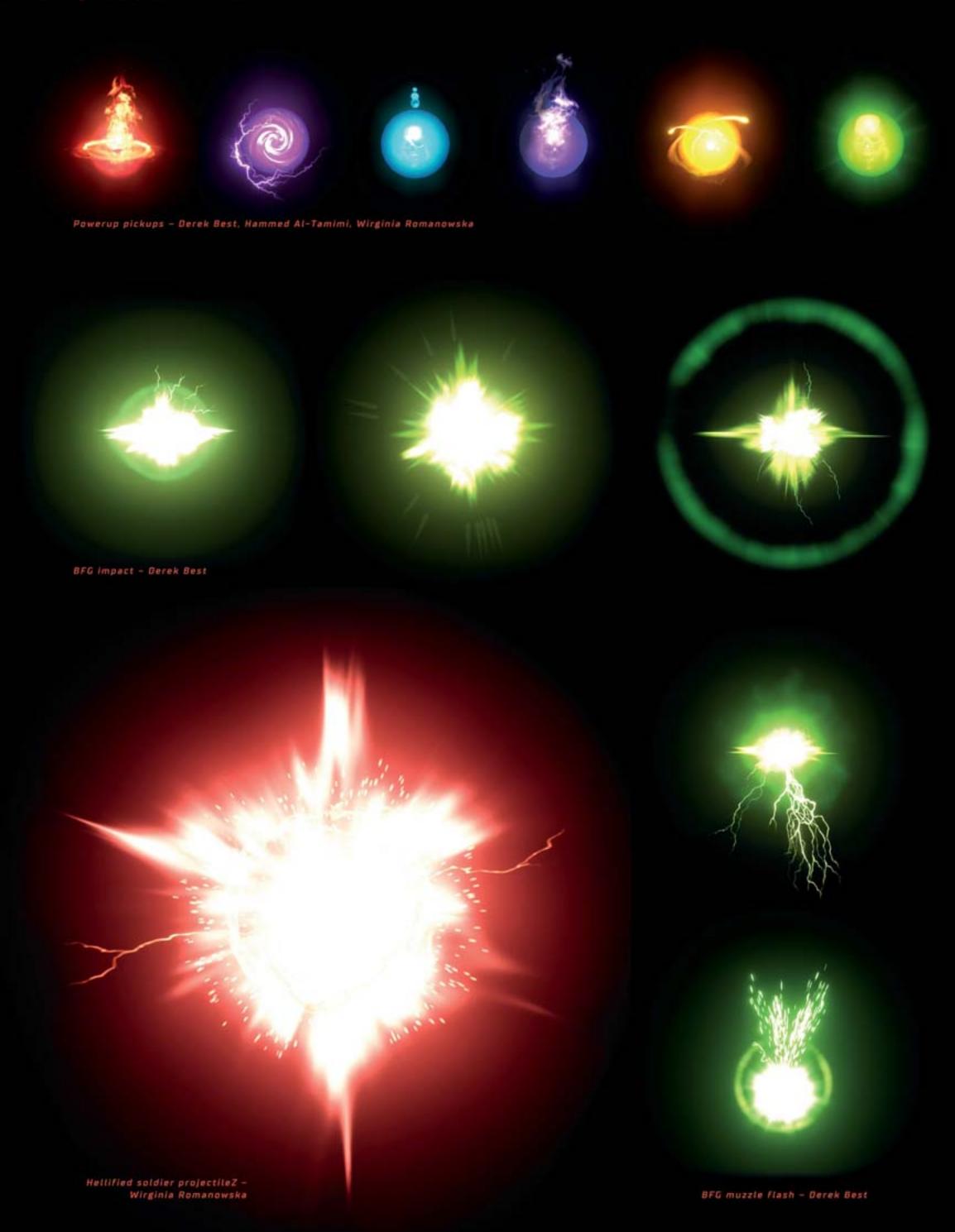


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RUNES

THE PROLONGED STUDY OF SURFACES in Hell etched with what appeared to be primitive marks and scrawls baffled UAC scientists for months. The continued extraction of specimens eventually led to confirmation that they had, in fact, discovered the existence of a primitive language deriving from Hell.

All efforts to translate the language have thus far failed, and UAC research teams continue in their search to crack the cipher. In spite of this inability to understand the language itself, teams at the Lazarus research facility have conducted experiments into the conversion and manipulation of the text in an effort to study its potential effect on subpsionic regions of the mind. Early reports suggest anomalous behavior may be induced by the use of these symbols. Continual exposure to the symbols has been shown to provoke unpredictable reactions in test subjects; further results are pending.







Hell guard boulder impact -Wirginia Romanowska



Static cannon muzzle flash -Wirginia Romanowska



Lightning gun muzzle flash – Wirginia Romanowska



Hell guard boulder spawn -Wirginia Romanowska



Hell guard slam impact shock wave -





















































































































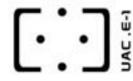


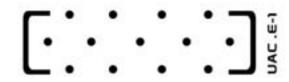




















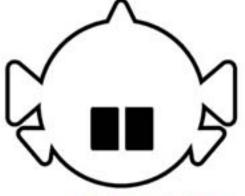


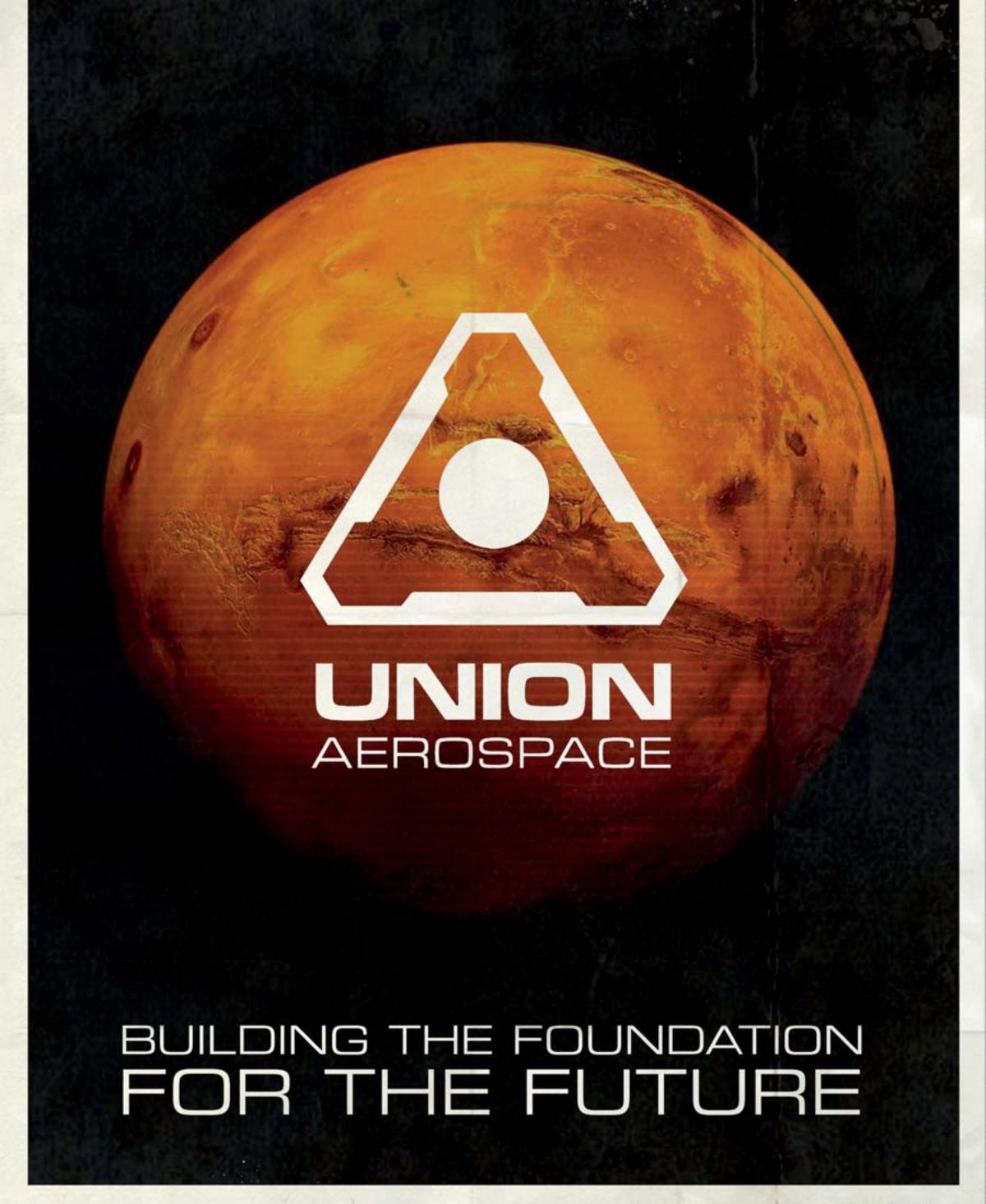












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From the massive UAC facilities on Mars to the horrific depths of Hell, uncover never-before-seen sketches and concept art from DOOM. Featuring an exclusive look at the development of the relentless demons, the devastatingly over-the-top weapons, and the iconic DOOM Marine—all accompanied by commentary from the developers themselves—The Art of DOOM is indispensable for fans of video games, visceral first-person-shooter combat, and pulse-pounding action!



