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THE ART OF NEW EDEN


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DARK HORSE BOOKS

CCP

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INTRODUCTION

In a distant galaxy, over twenty thousand years in the future, the descendants of man are locked in a perpetual struggle for resources, wealth, influence, and achievement. A tiny fraction of humanity have conquered death by means of cloning and mind transfer. They are the immortals of New Eden, the capsuleers, the mercenaries, and the Valkyrie. *EVE Online*, *DUST 514*, and *EVE: Valkyrie* are games set in a single universe, where mortal humans like us can realize our fantasies as transhuman demigods. With accolades ranging from game-magazine awards to acquisition by the permanent collection of the Museum of Modern Art, *EVE Online* has been recognized as a groundbreaking massively multiplayer game known for its player-driven narrative and unique art style.

The Art of New Eden is a compendium of concept art, sketches, and renderings illustrating the creative process behind the visual signature of the *EVE* universe. This book encompasses fifteen years of development, from early pencil sketches of embryonic starships, to hostile planetary surfaces, to intricately detailed illustrations of fighter-craft cockpits. Over the years, a large number of artists and art directors have contributed to this sci-fi universe, which has in turn taken on a life of its own. Due to the extended period this book covers, art styles and level of craftsmanship vary dramatically, but we decided to put it all out there, sharing illustrations from early in our artists' careers, so you can see how their styles and skills have matured. For those who have been with us in this world for a long time, they may evoke nostalgic, happy memories, intertwined with recollections of cruel acts of rage in the soulless vacuum of space. For others, who may be seeing them for the first time, we hope they provide some insight into the depth and scale of New Eden, the violent playground of immortal space pilots, in which countless capsuleers have perished and been reborn as wet, disoriented clones, only to fight another day.

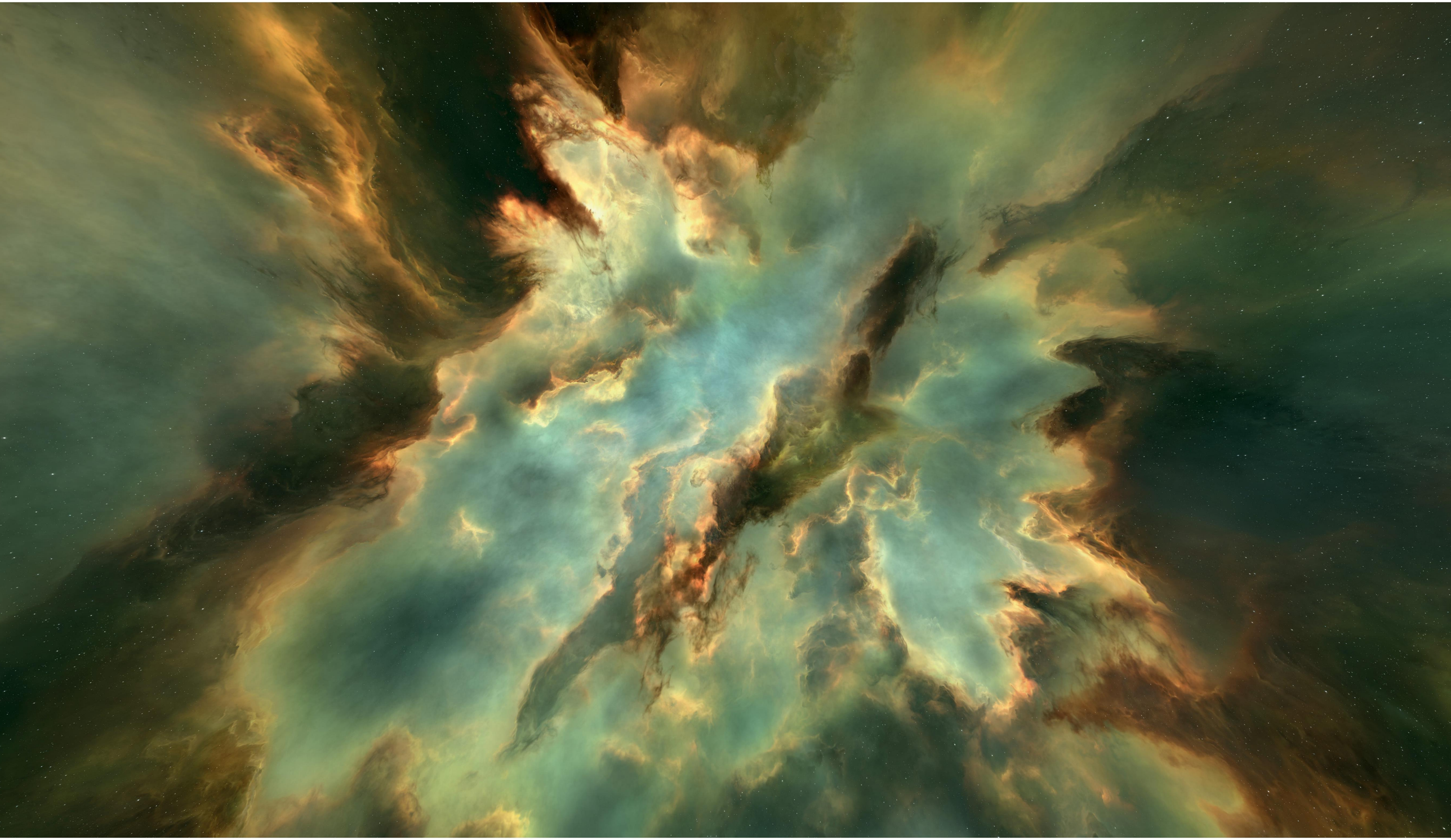
One thing is for certain: the universe of *EVE* is expanding rapidly. New starships, characters, and environments are constantly being designed and implemented by our game teams, providing a steady stream of fuel for your fantasy. We hope you enjoy this journey with us.

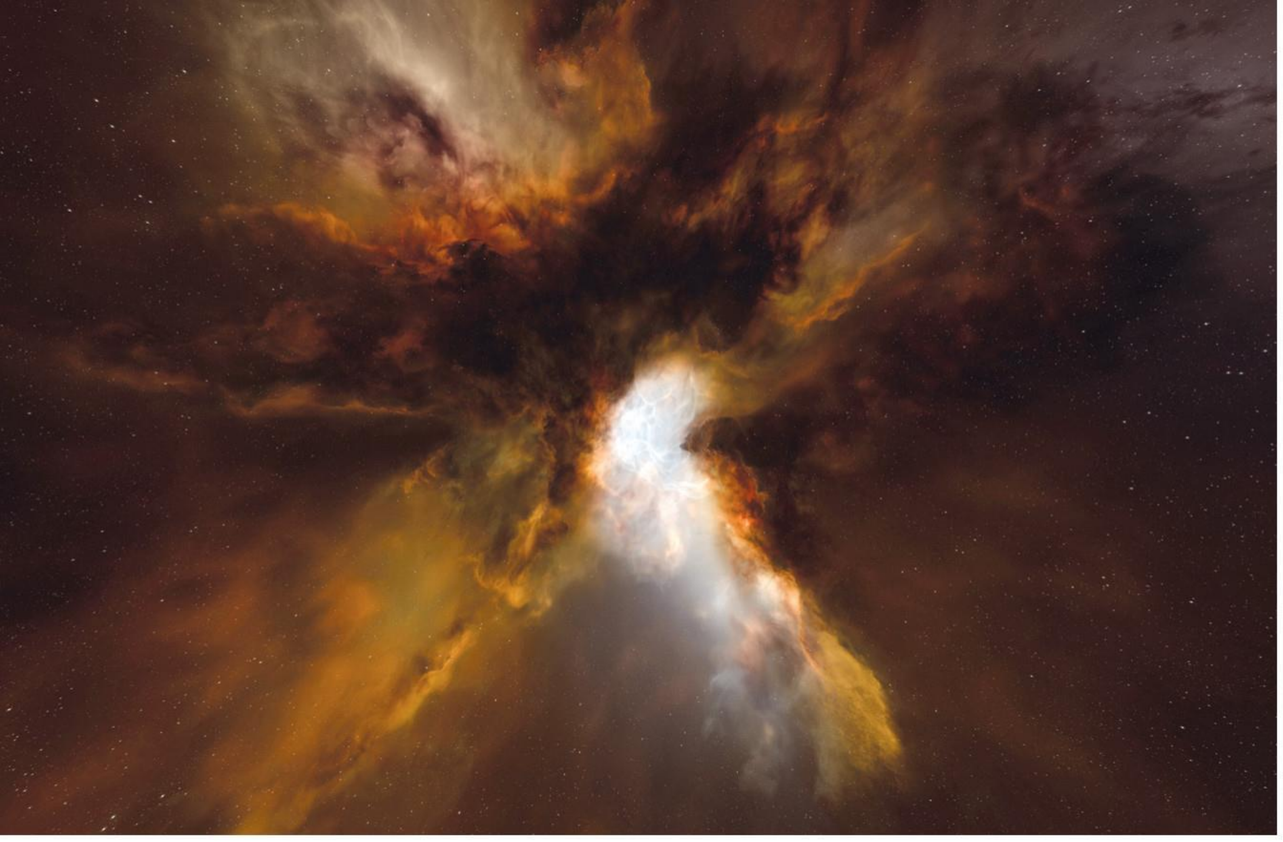
Torfi Frans Ólafsson
Creative Director, *EVE* IP

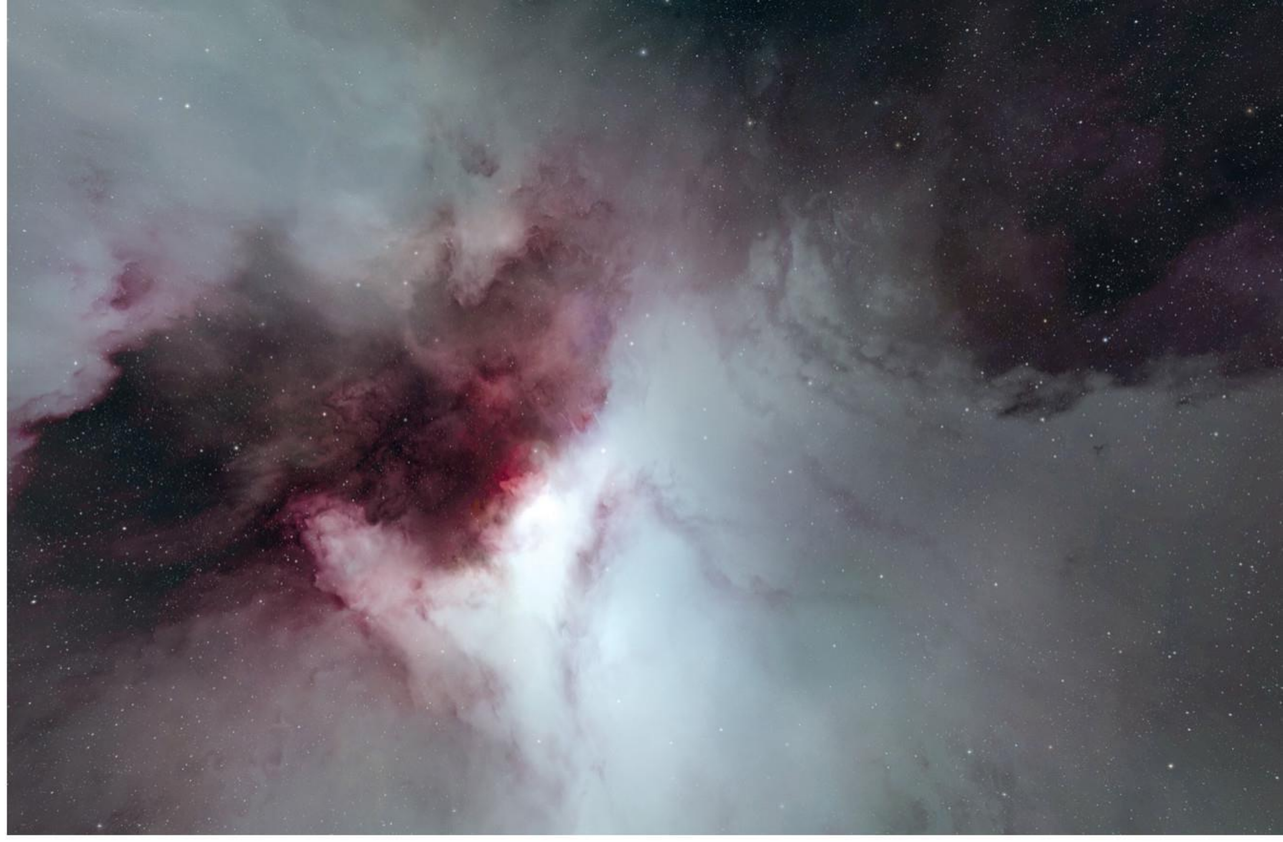
NEBULAE

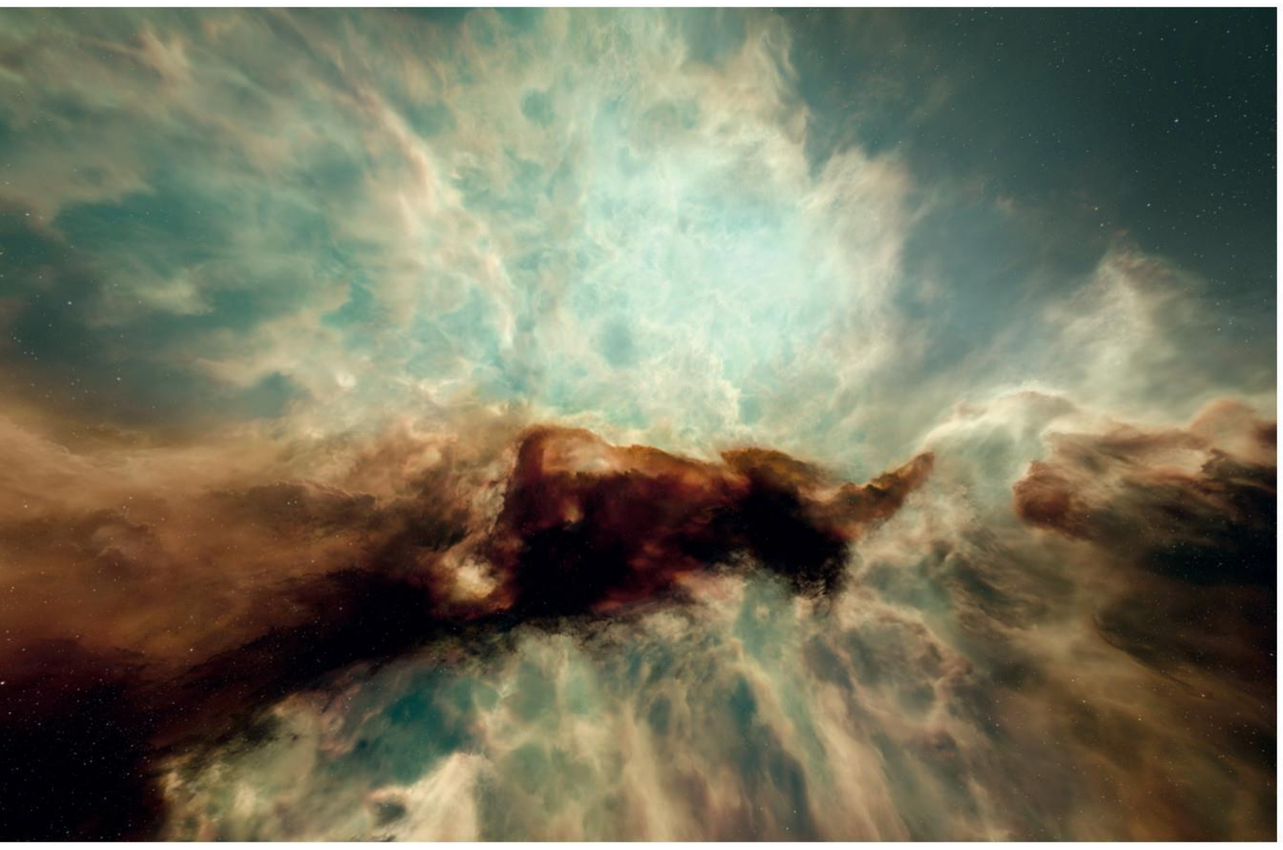
New Eden is a lush place of stark beauty. It is composed of a cluster of five thousand stars, spanning one hundred light years, in an unknown galaxy. Early in development, when defining the art style of *EVE*, we decided that the palette would be an idealized version of space. Borrowing inspiration from the best scientific imaging available, we enveloped most of New Eden in colorful nebulae. In reality, you might not even see the faint light of a nebula while you are inside it. Your eyes might not perceive the particular wavelength it emits. Also, gravity could cause such a dense concentration of nebular gases to quickly collapse the entire star cluster and form a black hole, leaving no game to play. Just a singularity of darkness.

Hard science took a back seat to aesthetics, however, and few players complain. The colors of New Eden's nebulae draw inspiration from the dominant races of the regions in which the clouds reside: red for Amarr, brown for Minmatar, cool blue for Caldari, and emerald for Gallente. The average security status of the region also plays a part, with warmer, more lush colors near the center of the cluster, and cooler, dim, and stark settings as we venture into the lawless lands of zero-security space. These tones serve to trigger the emotional state of traveling from safety to the grim, dark, chaotic regions controlled by the player alliances.

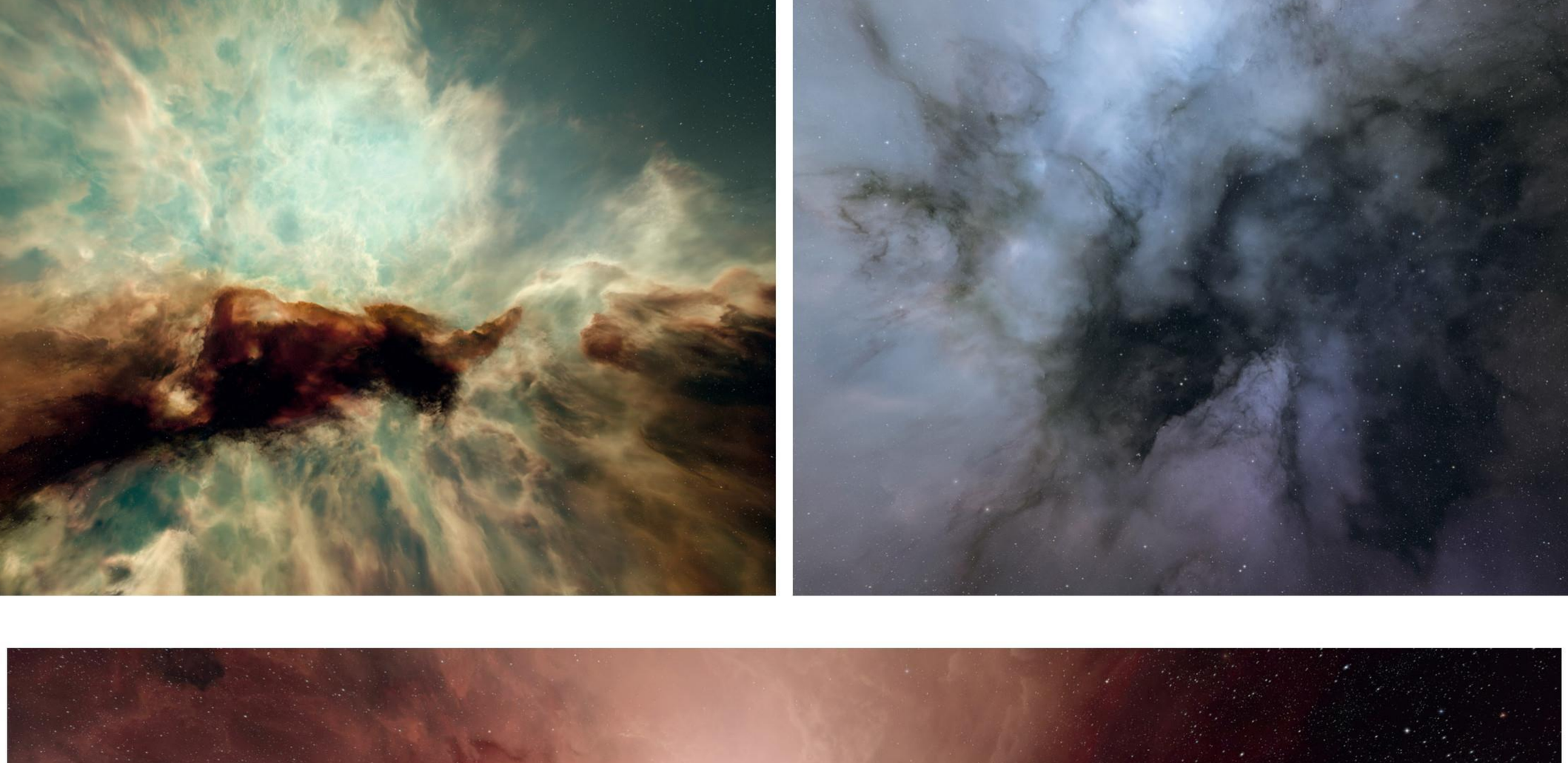












TWELVE PHENOMENA

Folded within the stars in *New Eden* are twelve phenomena: gas clouds of different colors and shapes. Each was painstakingly modeled in the Houdini software, and then sixty-seven different cube maps were prepared, one for each region of space. A cube map is a 360-degree texture tool that maintains better resolution at the top and bottom than typical panoramic or spherical maps. The final product was painted in Photoshop to eliminate rendering artifacts and add details.

The universe of the two thousand wormholes was given another set of six nebula images, based on the classification or difficulty of the wormhole.



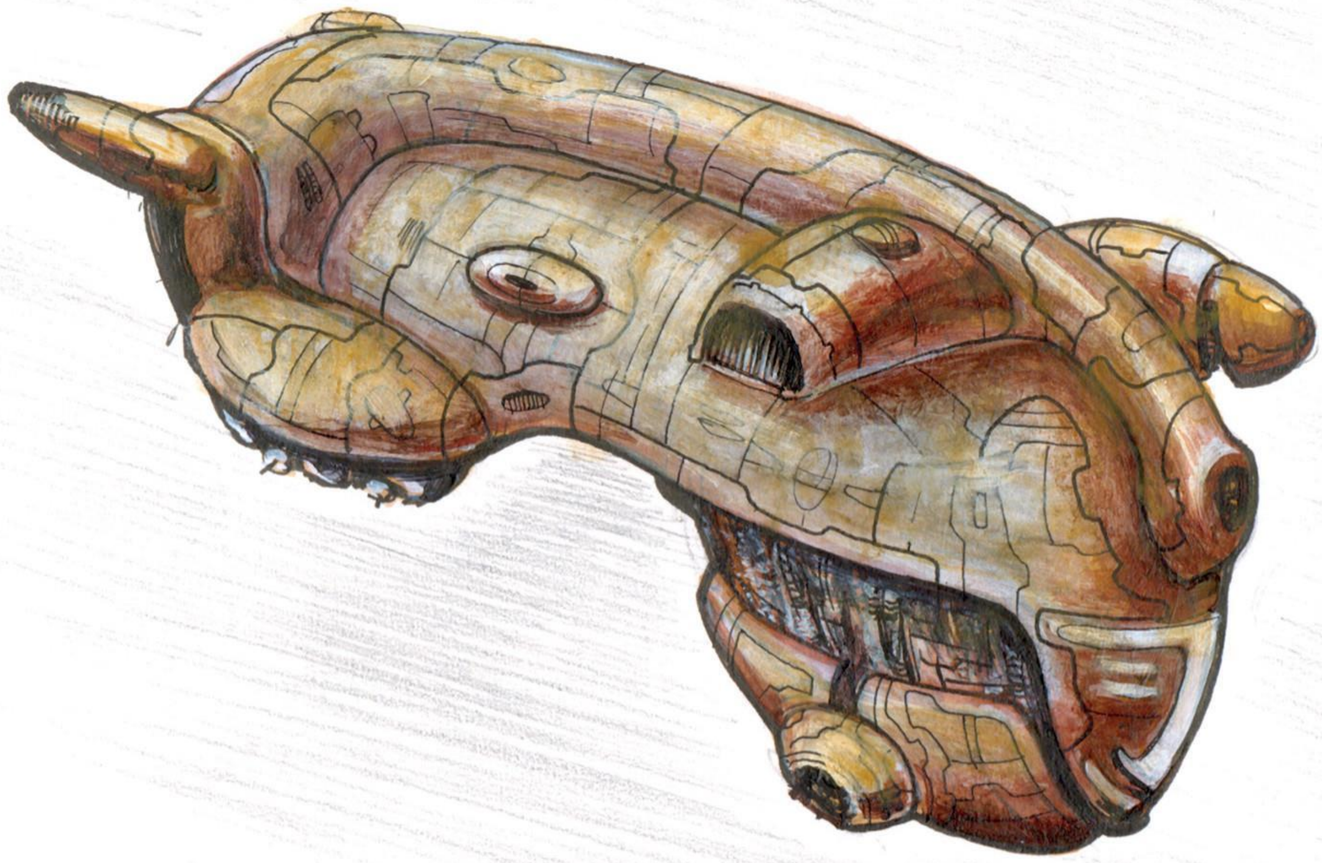
STARSHIPS

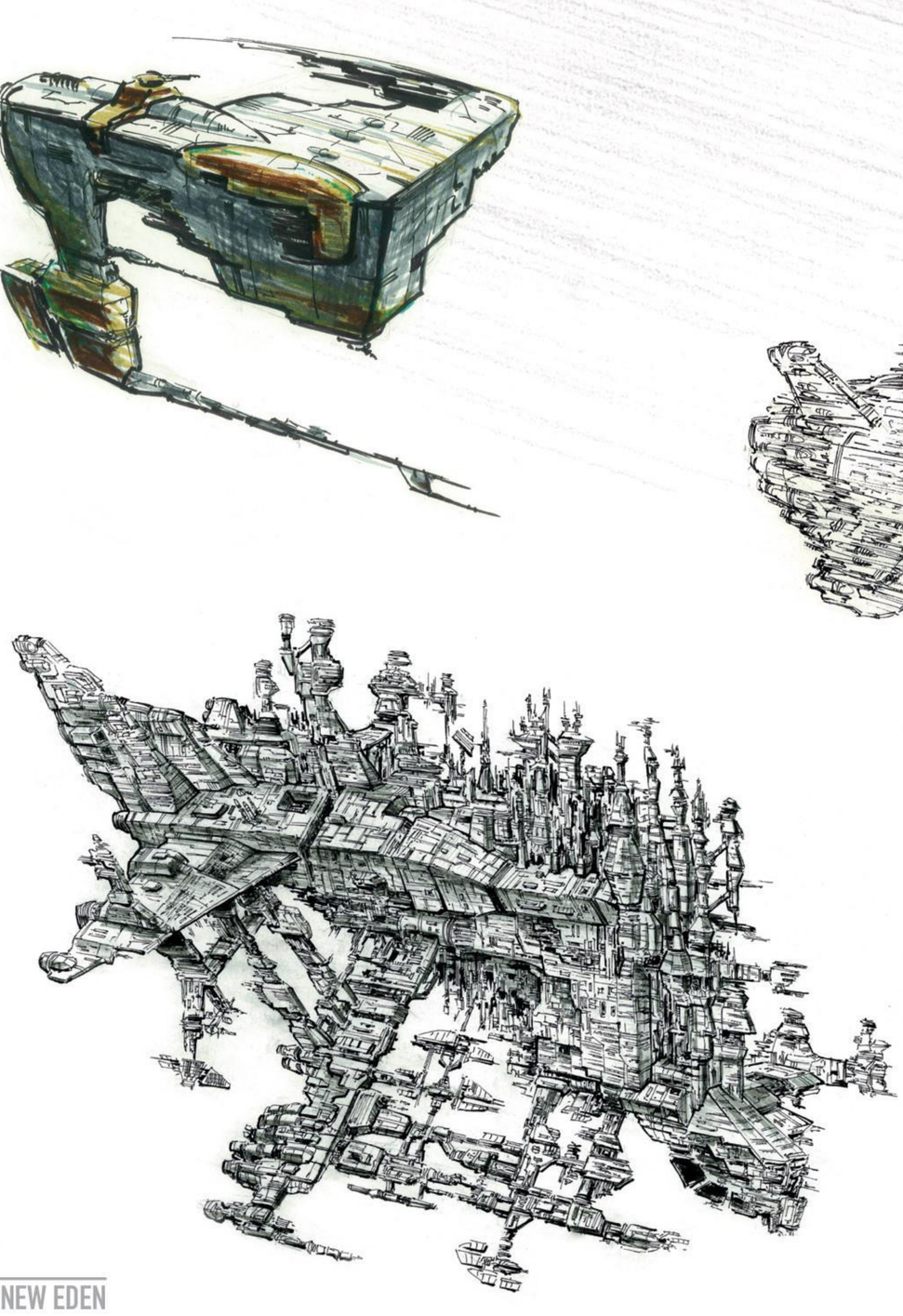
Starships express the multitude of ideas and inspirations behind the *EVE* universe. The ships embody technological advancement, design aesthetics, military might, and industrial power. The path of progression in *EVE Online* is paved with a broad selection of spacefaring vessels, each with its own unique purpose and character. Starships in New Eden have one thing in common: they are massive. Even the frigate, the starter ship in *EVE Online*, is as large as a Boeing 747-400. And they only go up from there. The art direction of *EVE* thus has a strong focus on scale. In *EVE*, big is beautiful.

NATURAL SELECTION

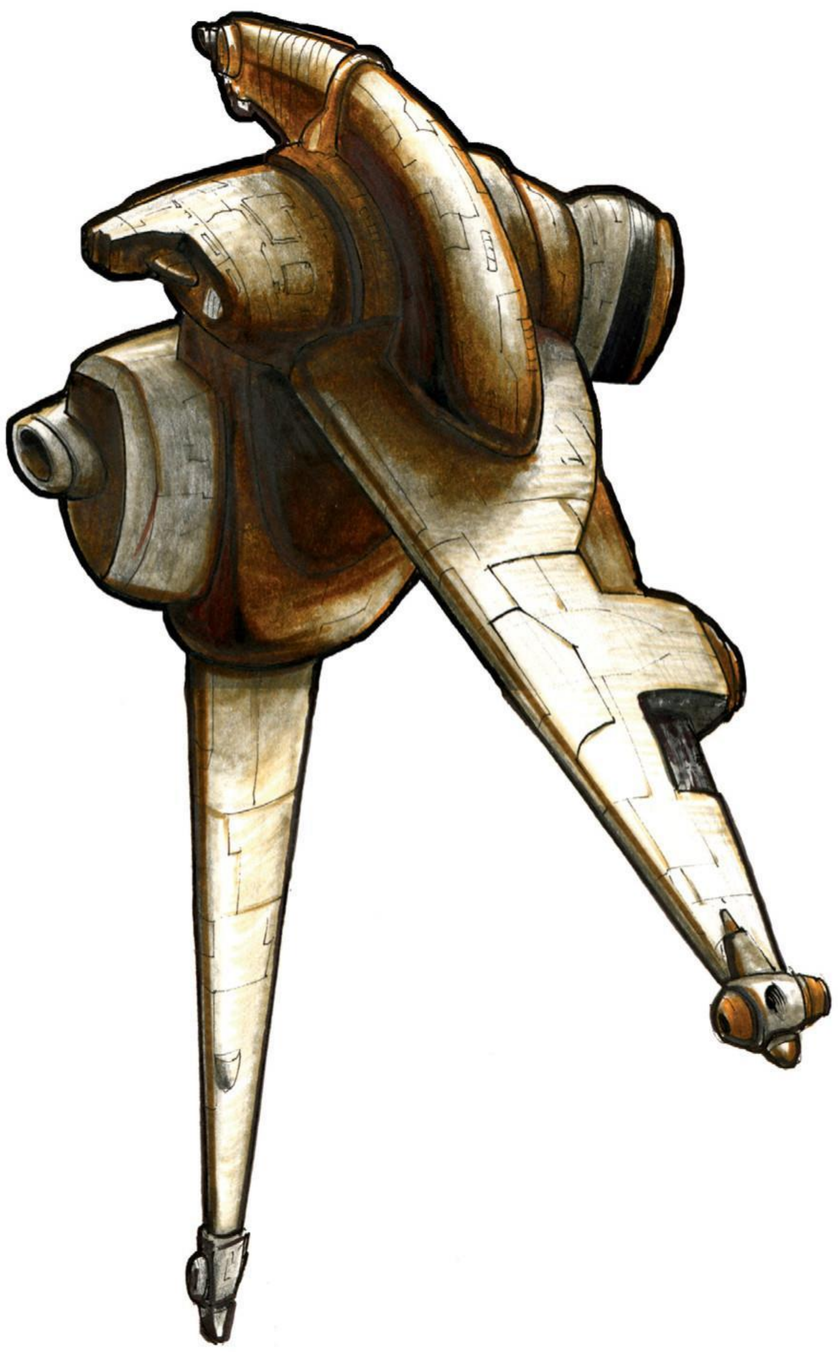
Some ideas didn't make it through the process of Darwinian design. In some instances, a design didn't fit with any particular race, whether the ancient races or one of the current ones. Others were just not fit for public consumption and were condemned to the "wall of shame," a folder on a shared network drive that was shown to novice artists, so they knew what to avoid. Failure to comply would result in the wrath of the art director. The folder also included images from other games and properties, often ones with cheerful colors and naive shapes. None of the images featured on this page are from the wall of shame, it should be noted. Those were forever condemned to darkness and obscurity.

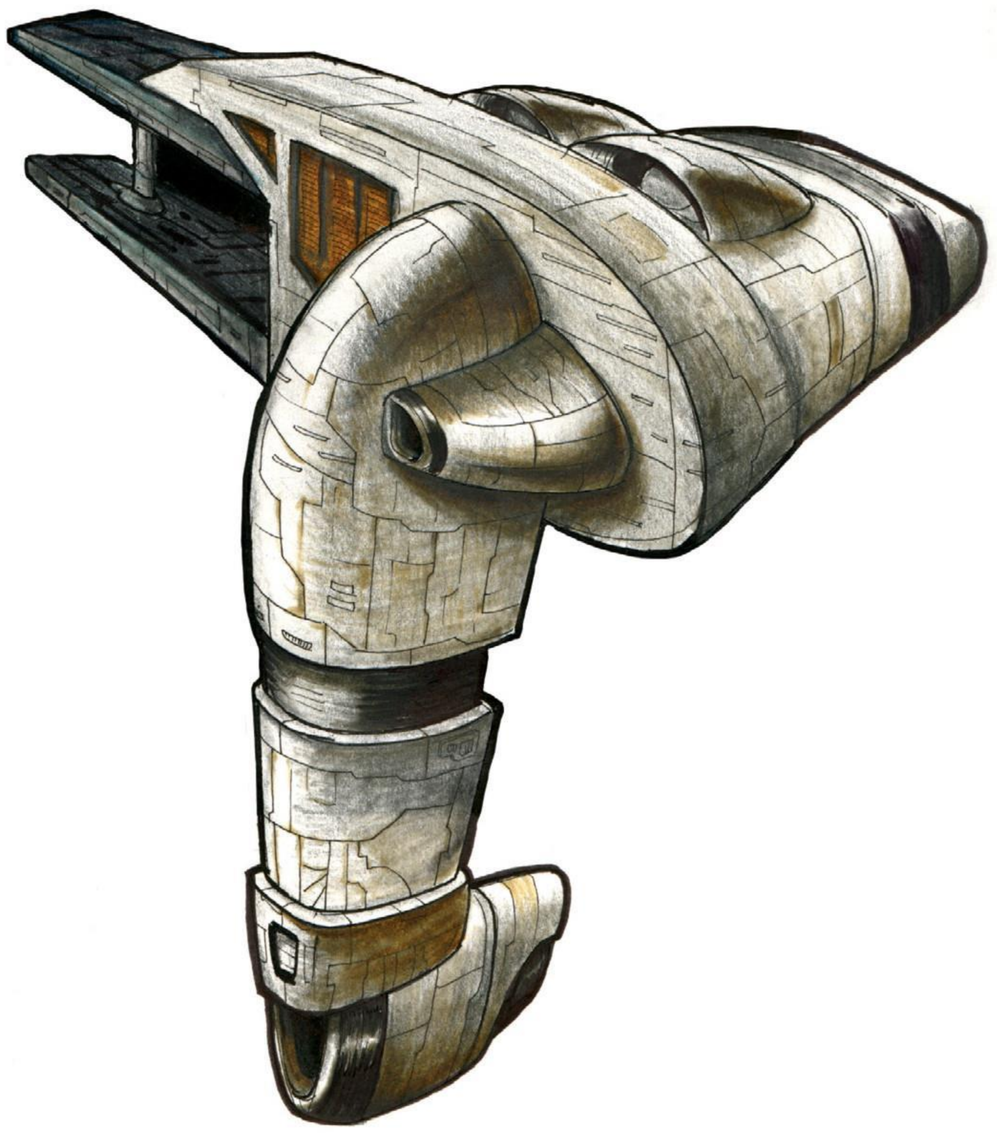






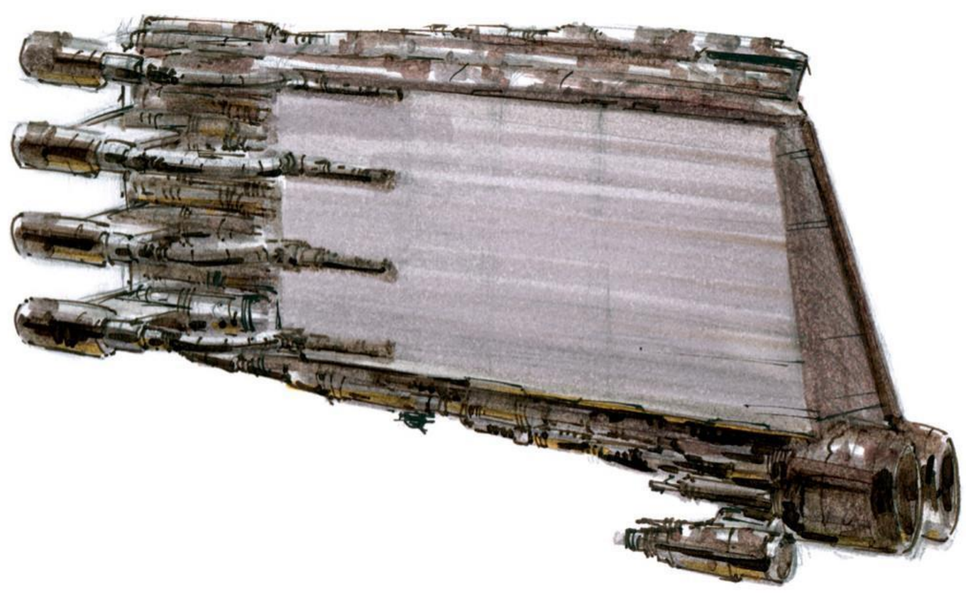


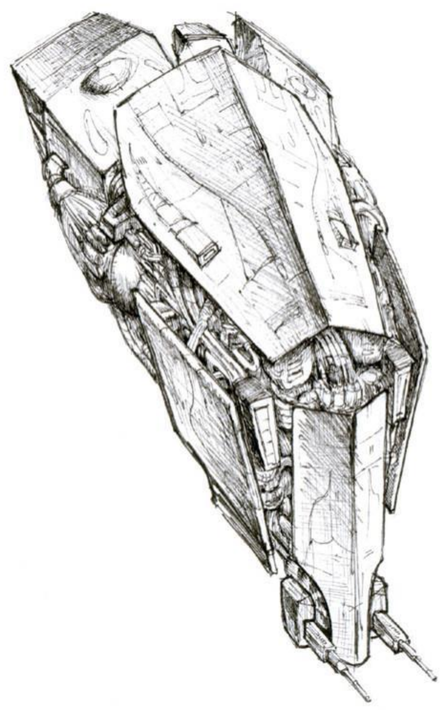


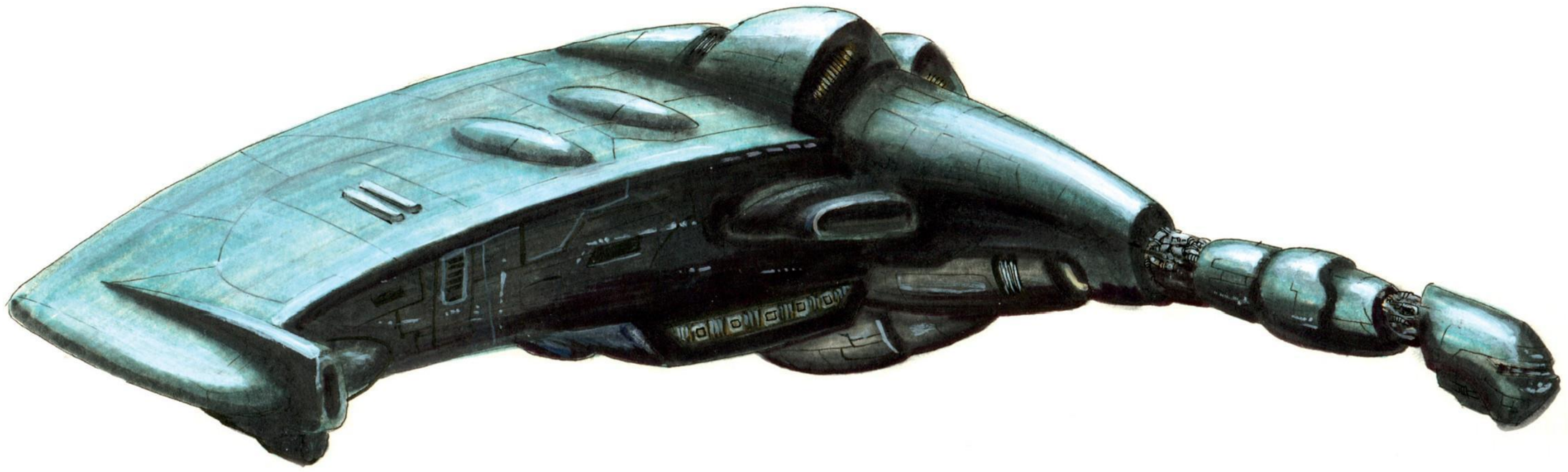


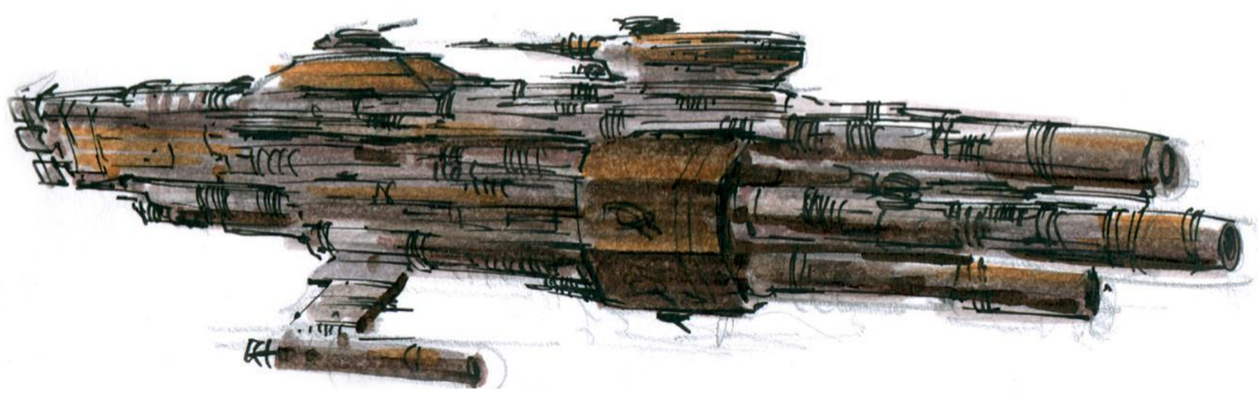
CARICATURES AND ORGANIC DESIGN

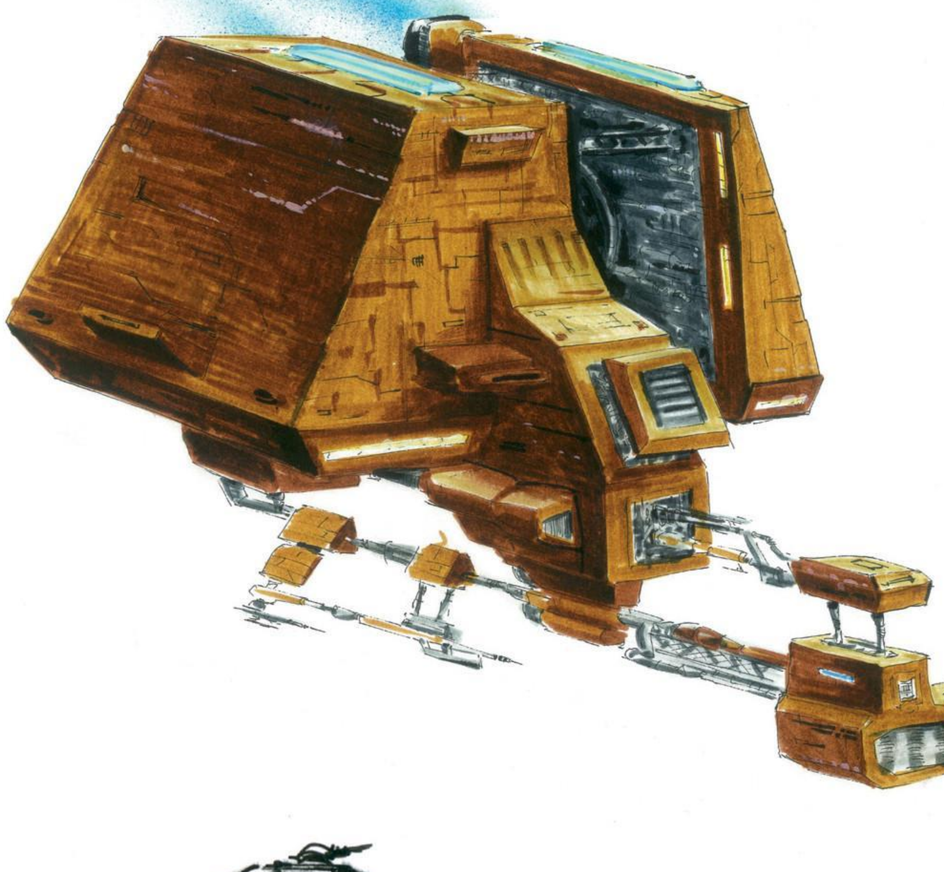
Inspired in part by prominent sci-fi artists of the seventies and eighties, such as Moebius and Syd Mead, many of the ships had an organic aesthetic. In retrospect, a few almost look like caricatures of spaceships. As the team matured, those early design elements gave way to a stronger, more serious aesthetic, but a hint of the original quirkiness still remains in some ships.

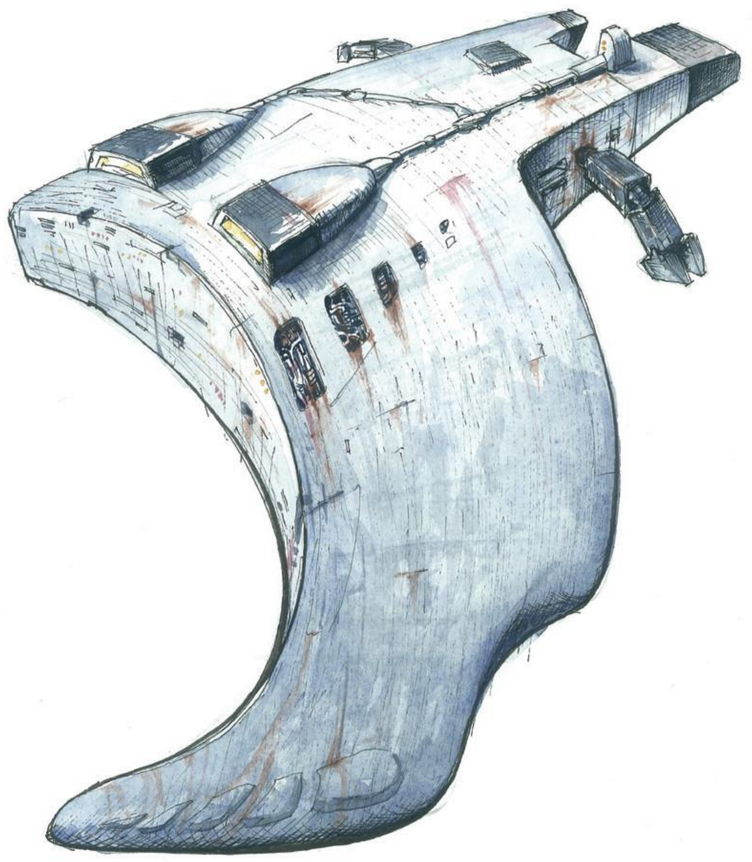


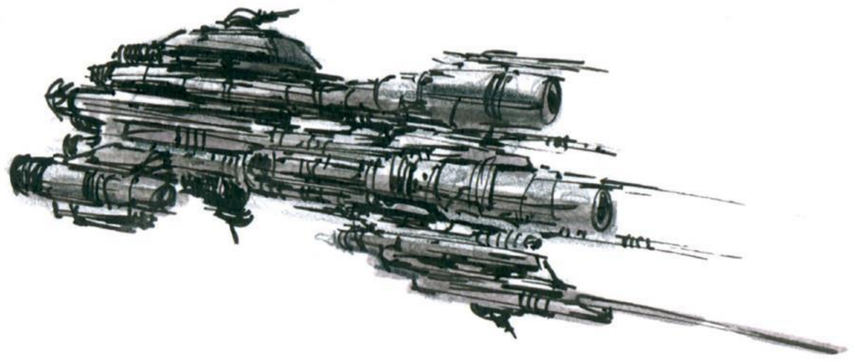










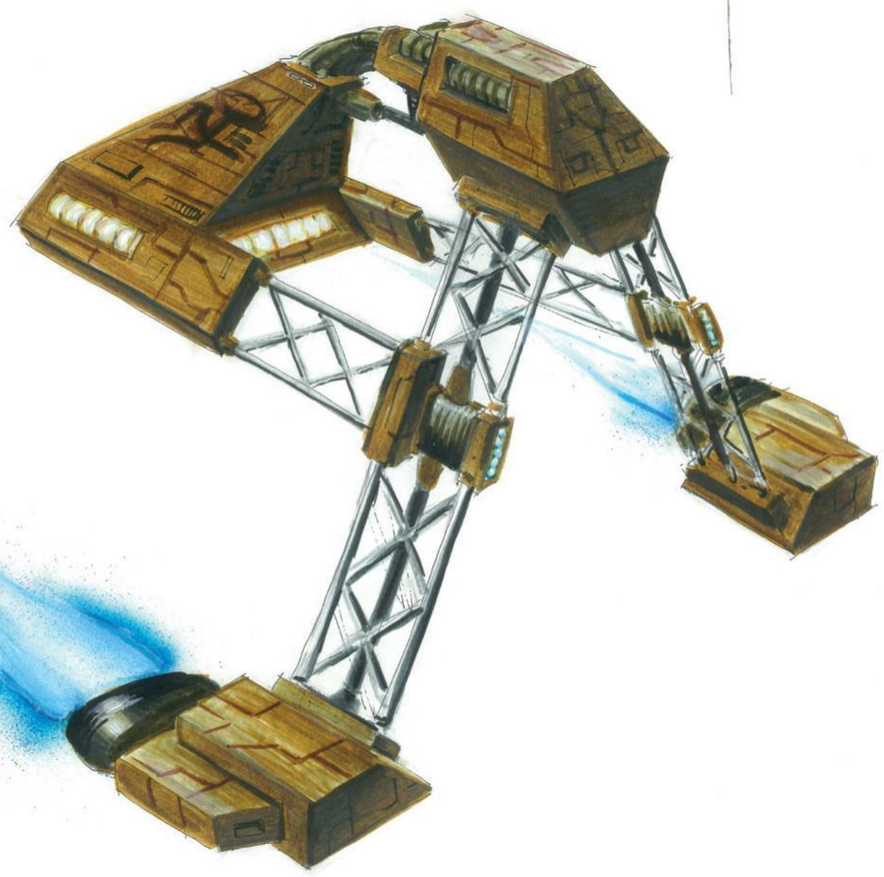


PENCIL AND INK

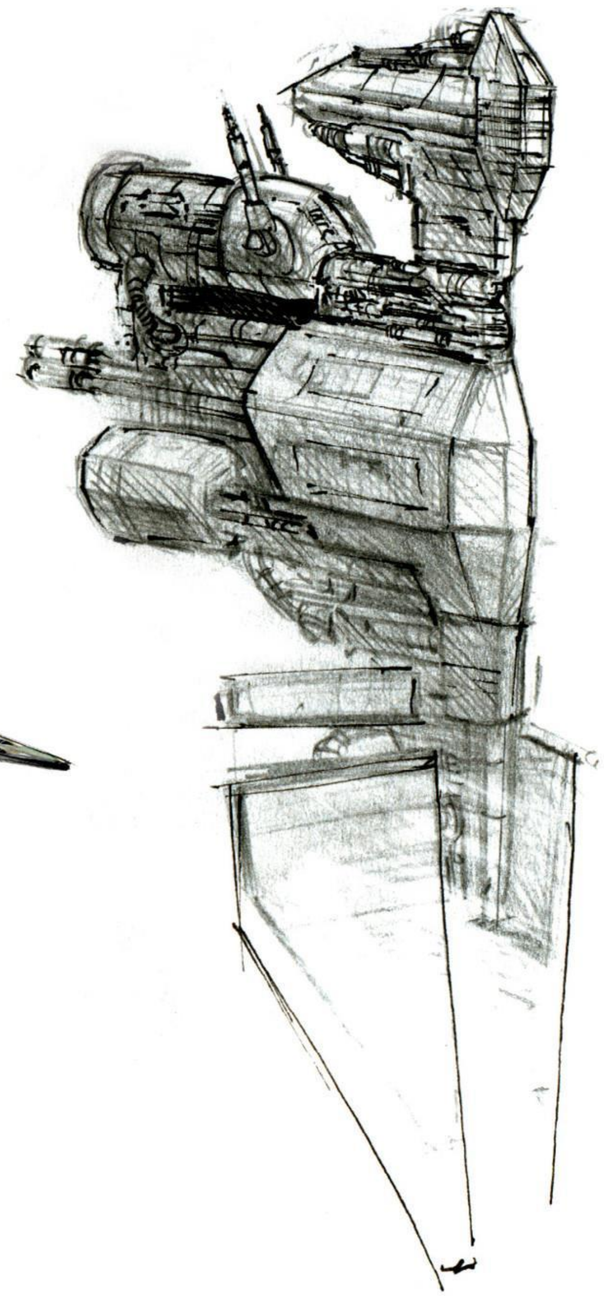
The development of *EVE*'s starships began as early as 1999. At that time, pencils, pens, and paint were the key tools used in designing the ships. Now, fifteen years later, artists draw and paint directly on tablets with pressure-sensitive pens, eliminating the need to scan, process, and archive paper illustrations. However, a certain aesthetic was lost; these old illustrations have a romantic, organic feel to them. They also can survive a direct EMP hit.





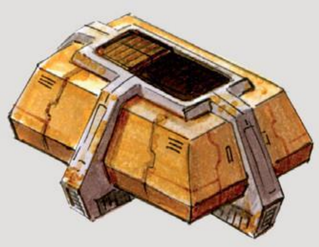






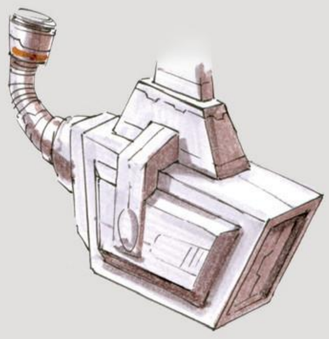
FUNCTION DICTATES FORM

Despite the decorative style of many of the ships, artists will usually not add an element unless it is technically justified. Panels, beams, and ports all serve a role. If it doesn't make any sense, it should be removed.

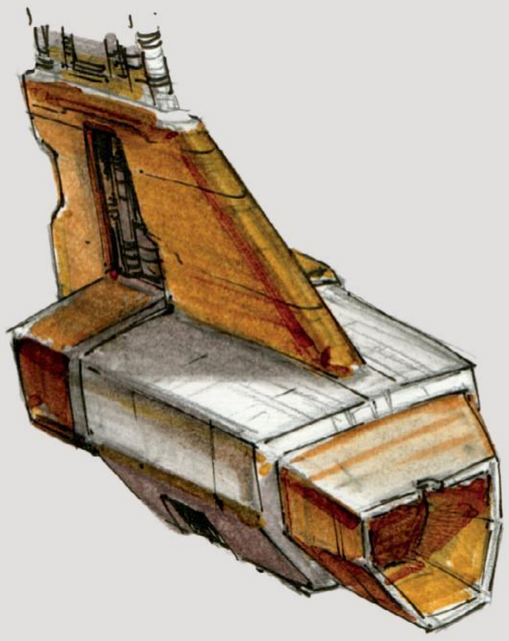


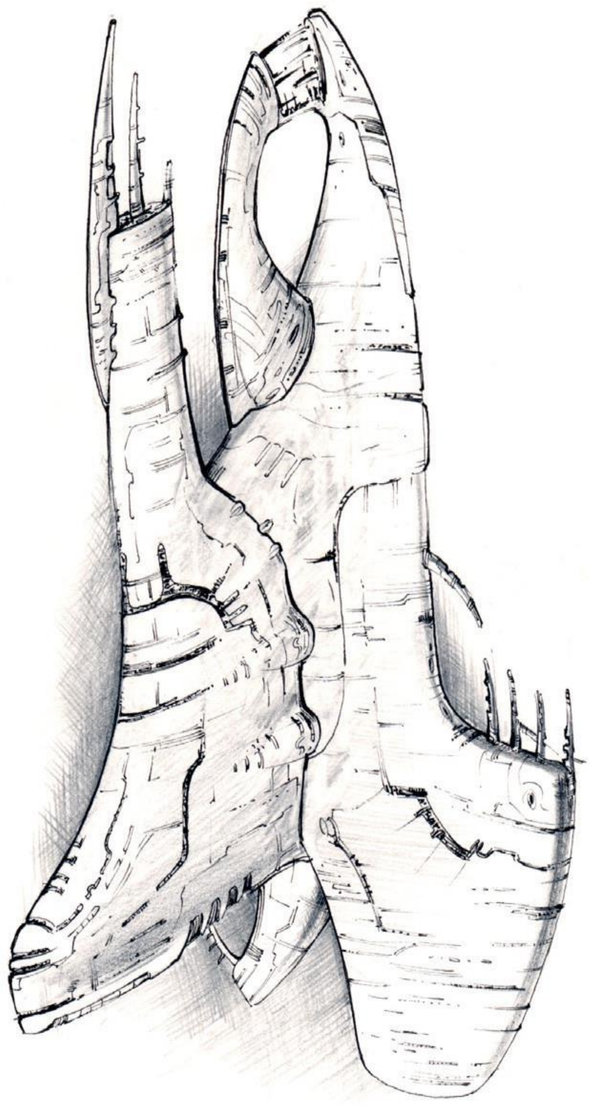


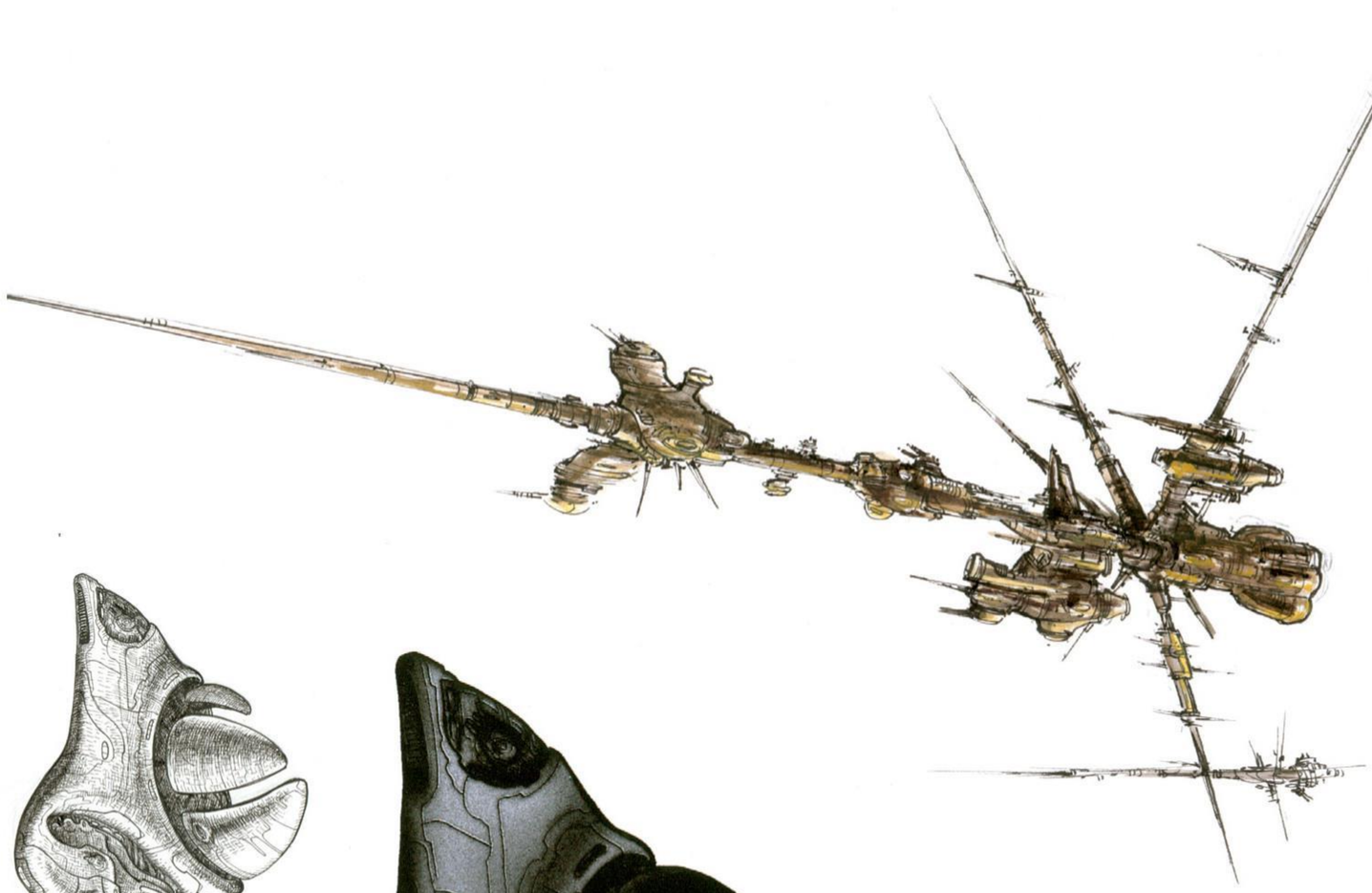


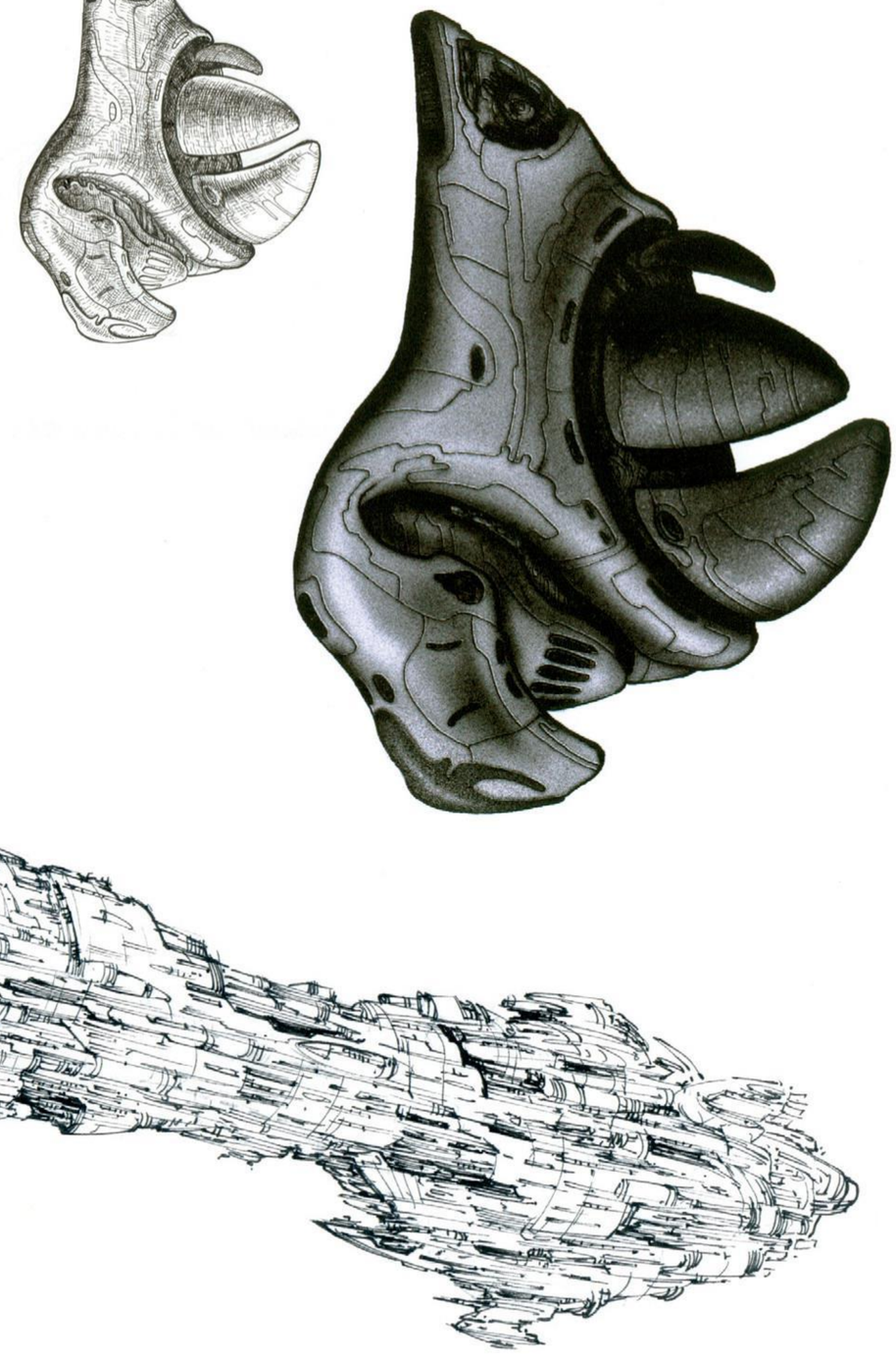


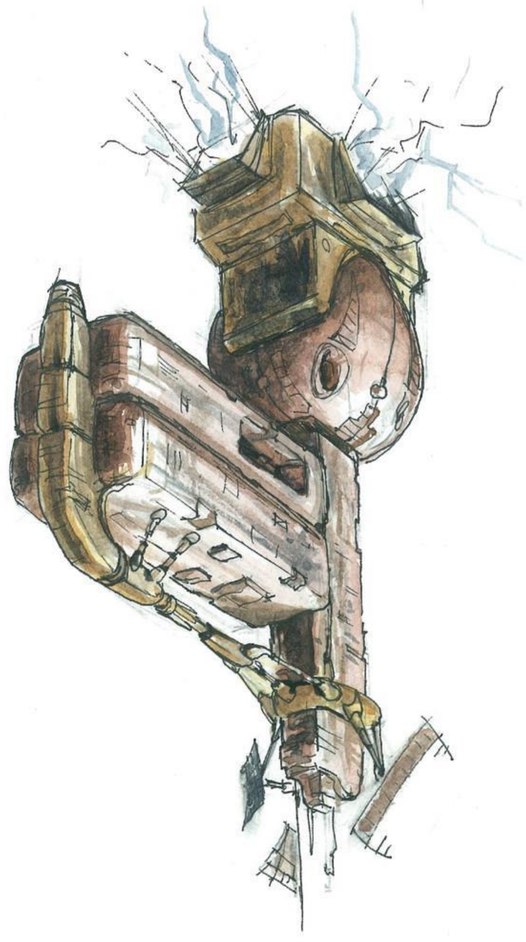




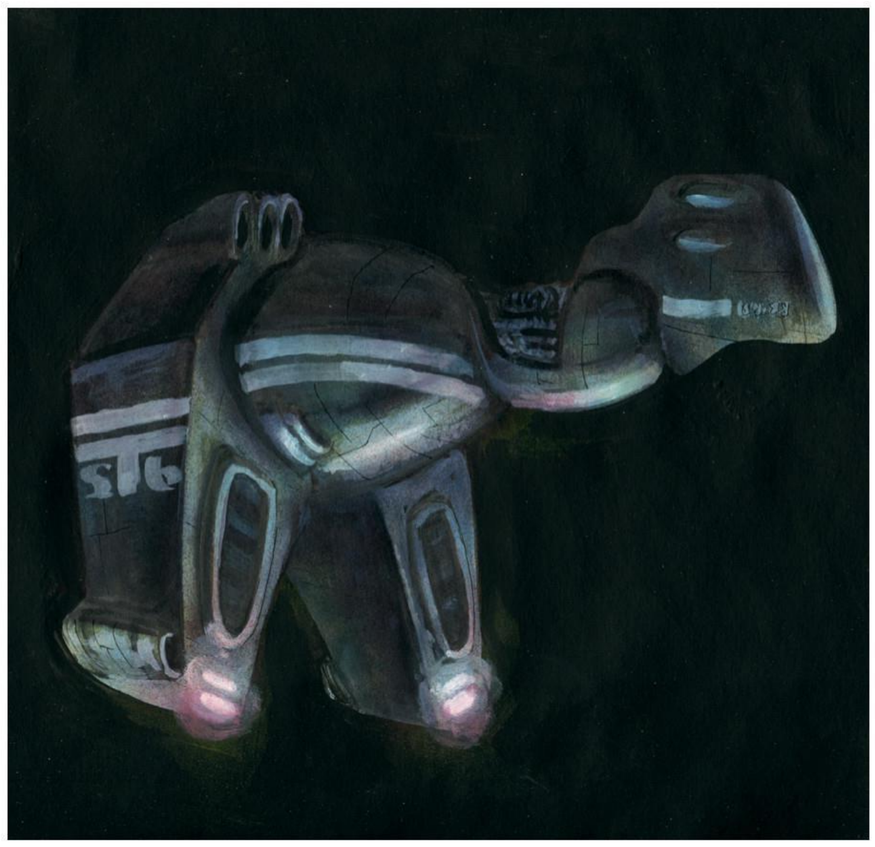


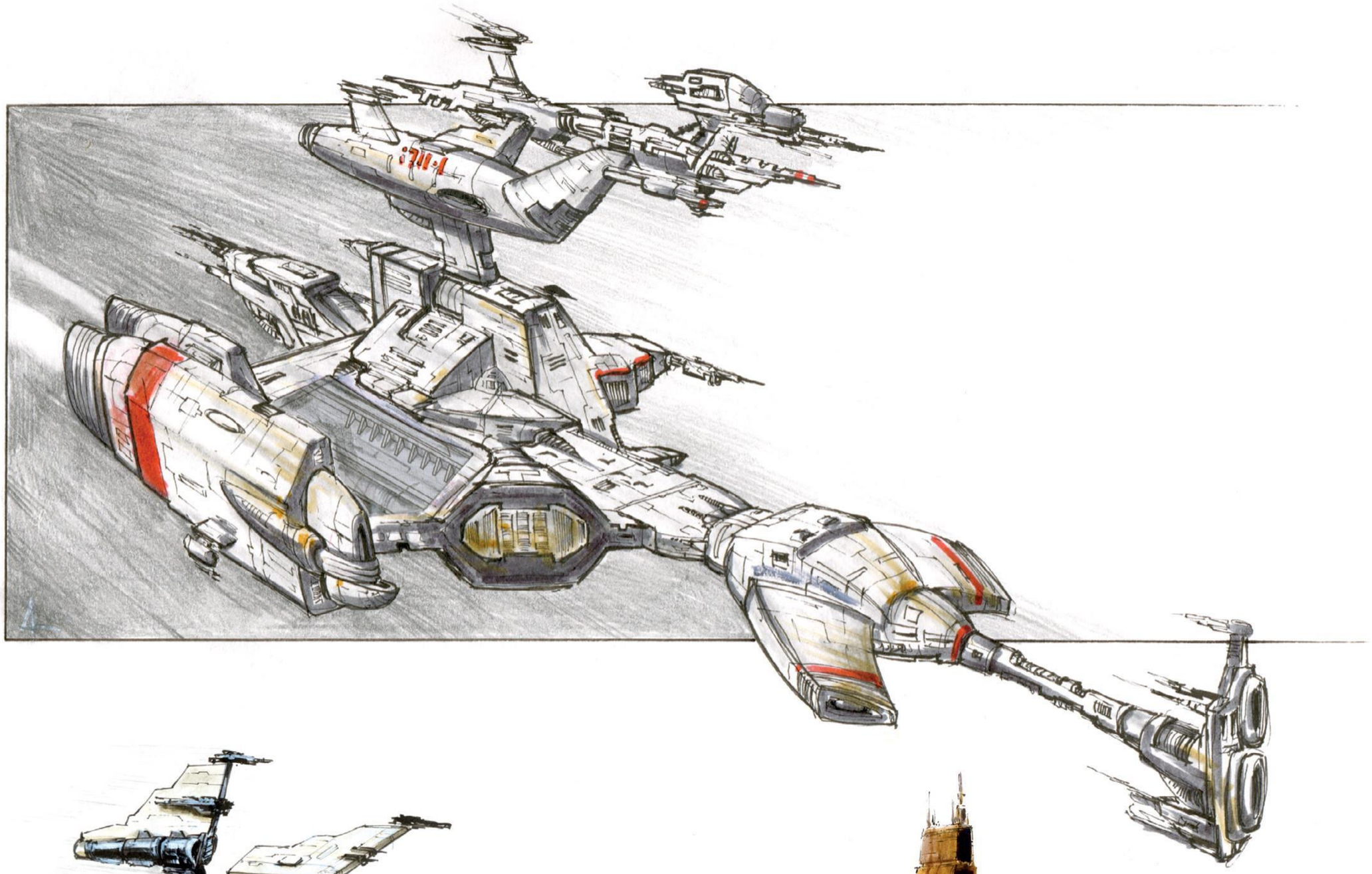


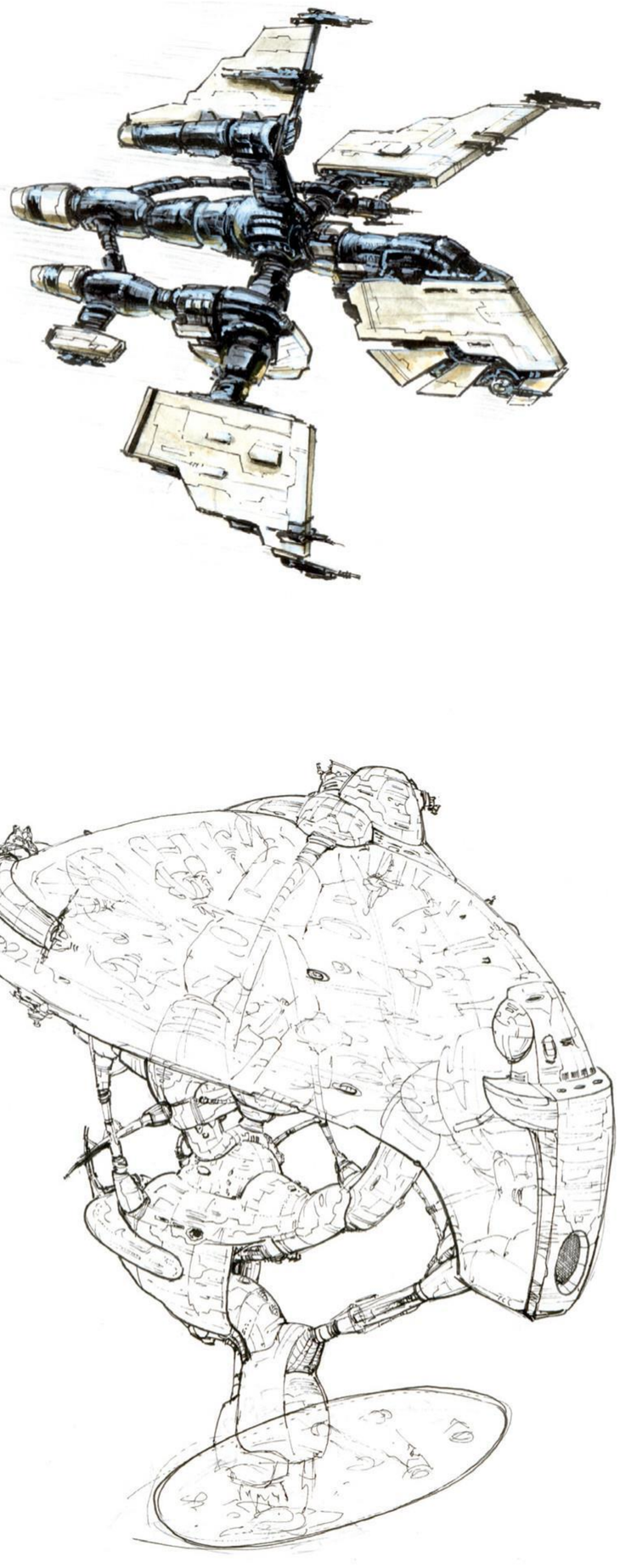


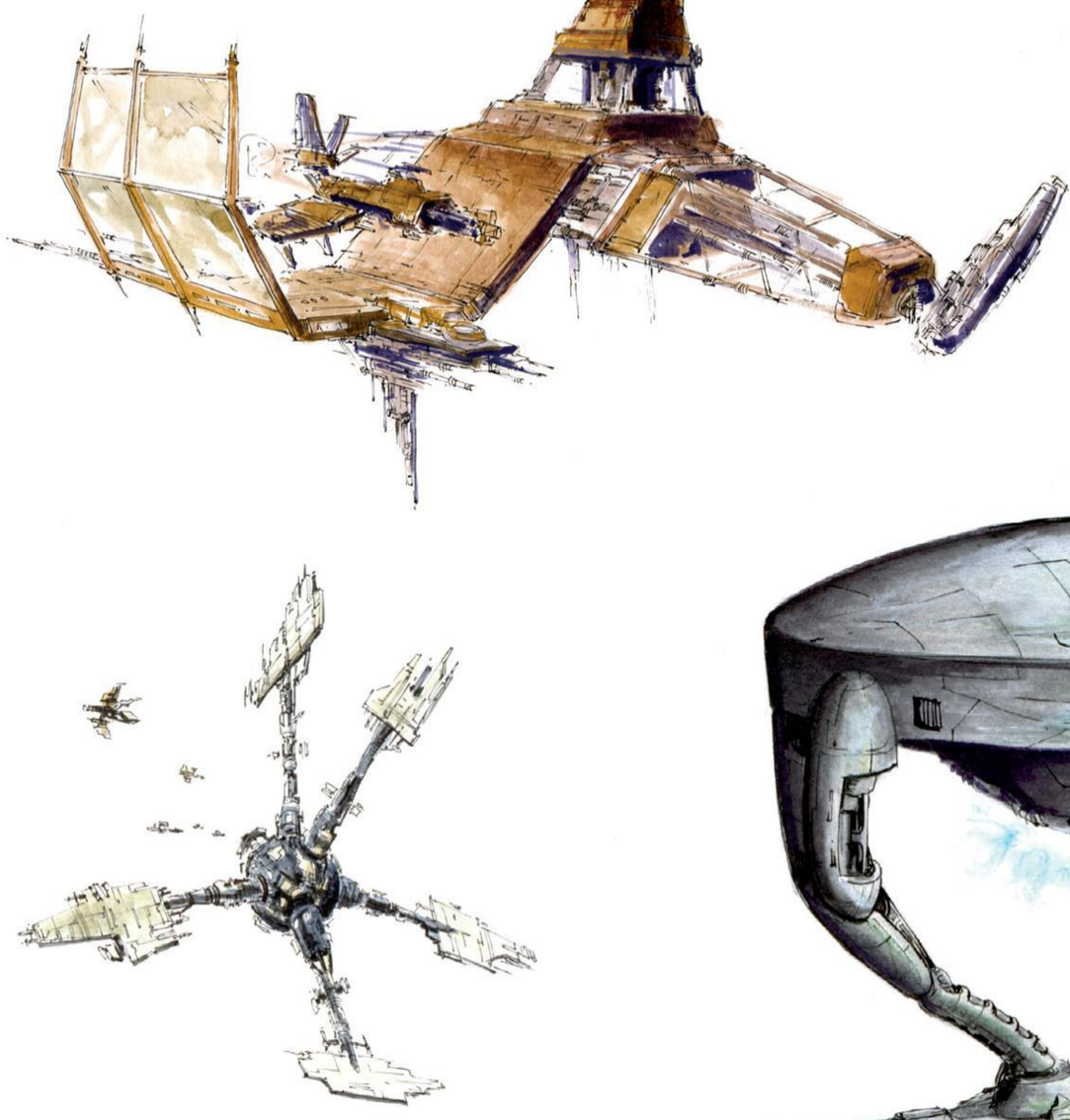










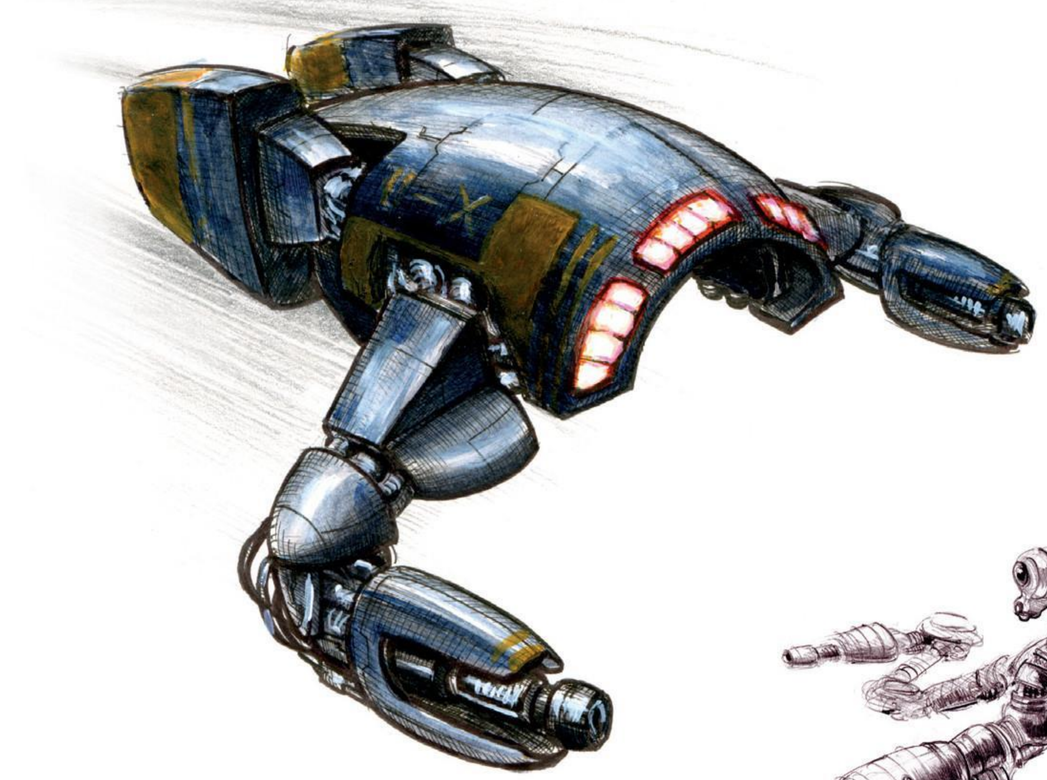
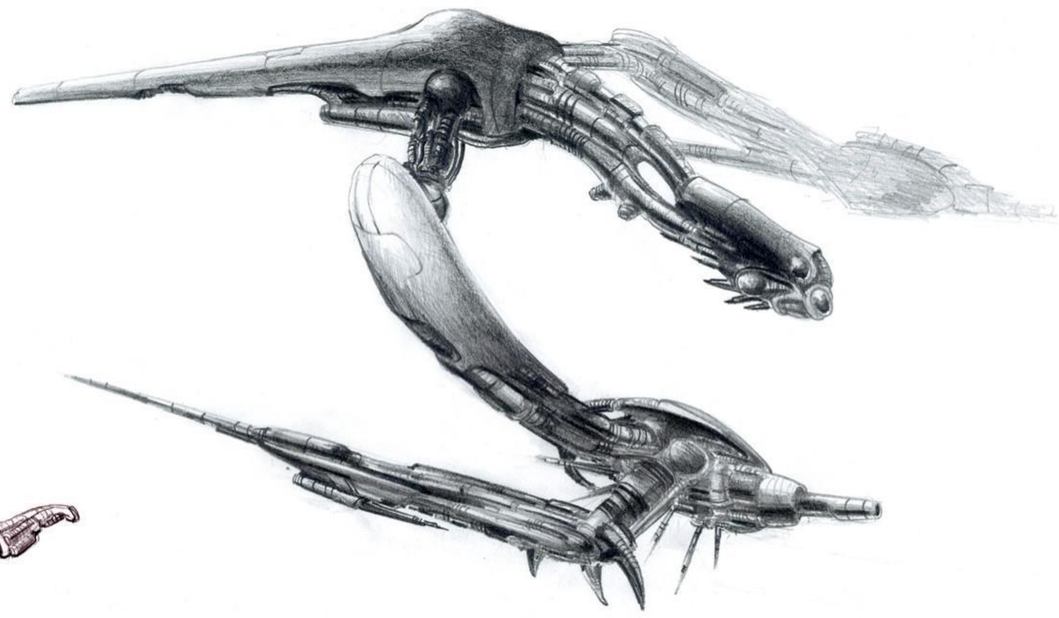
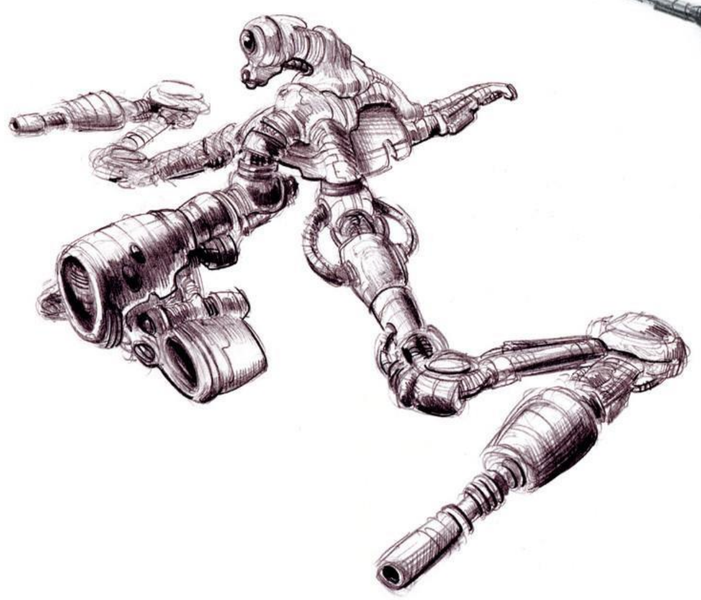
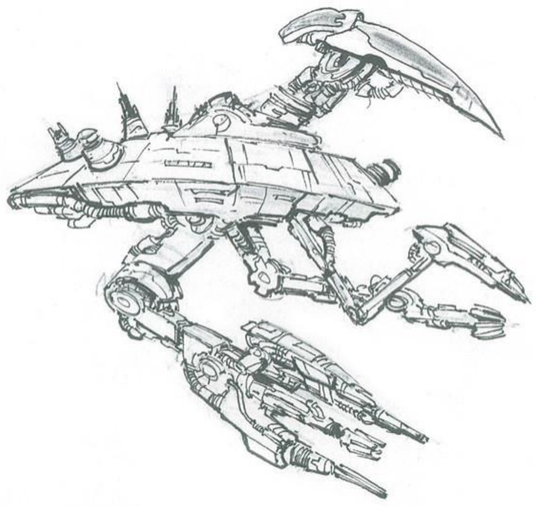
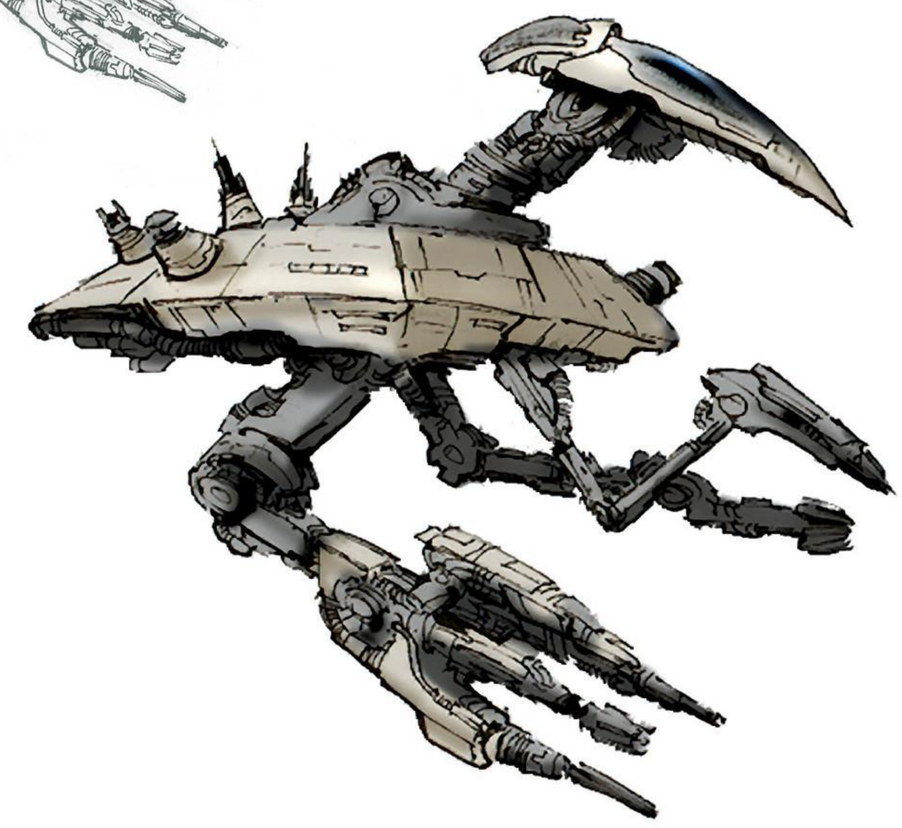
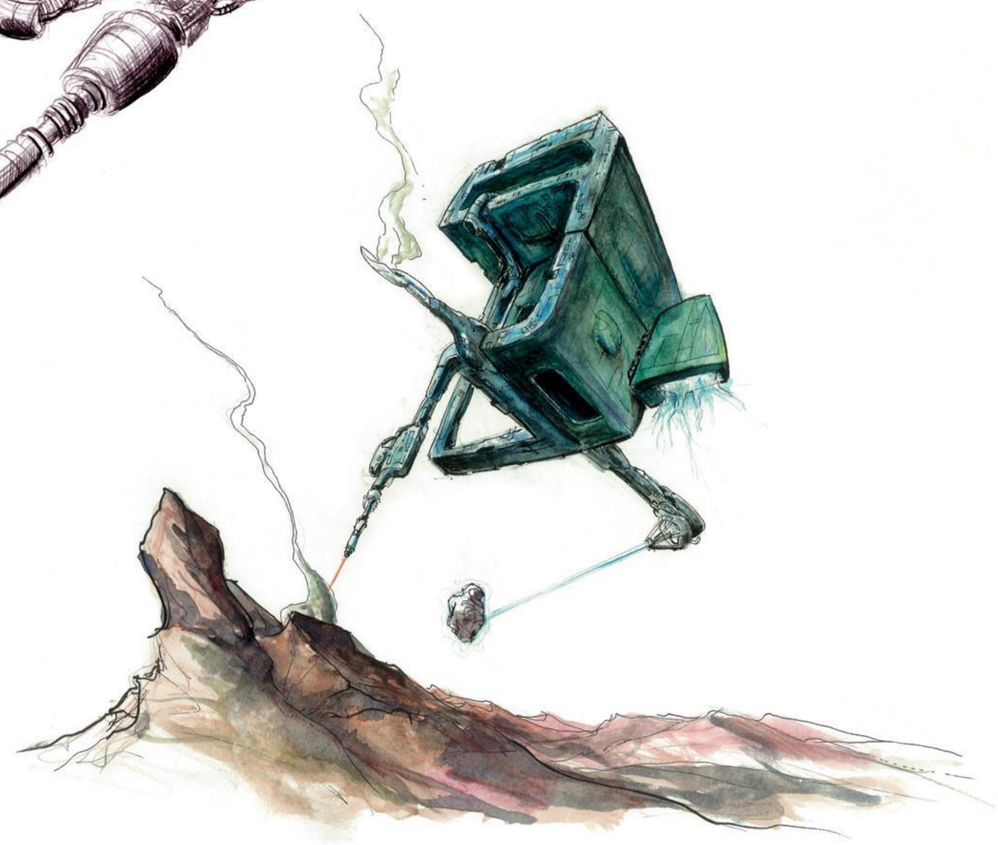
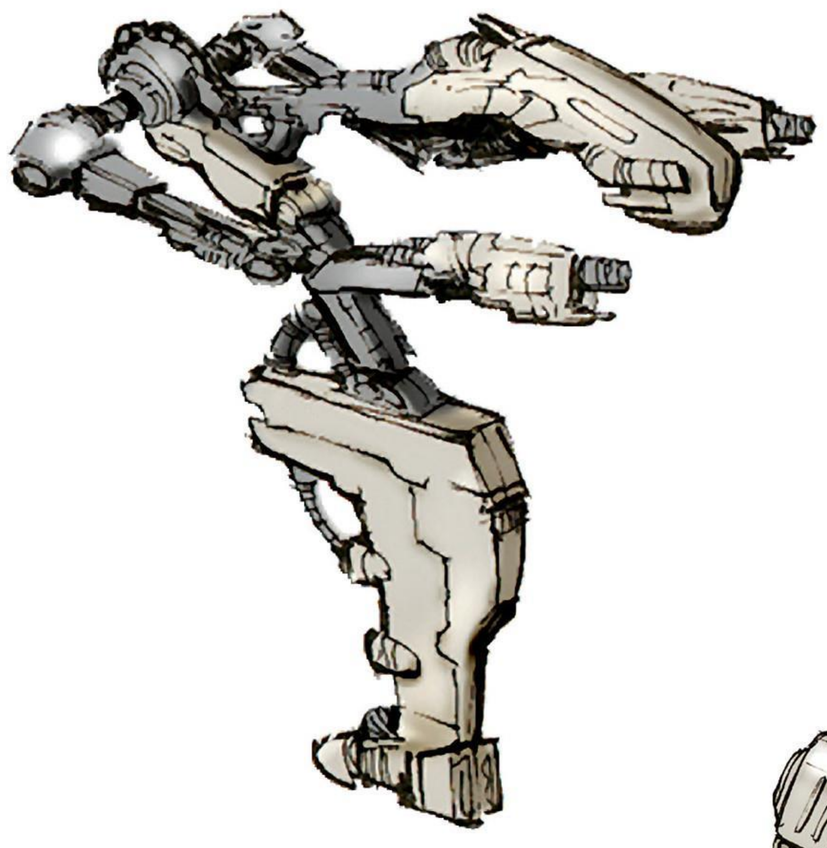
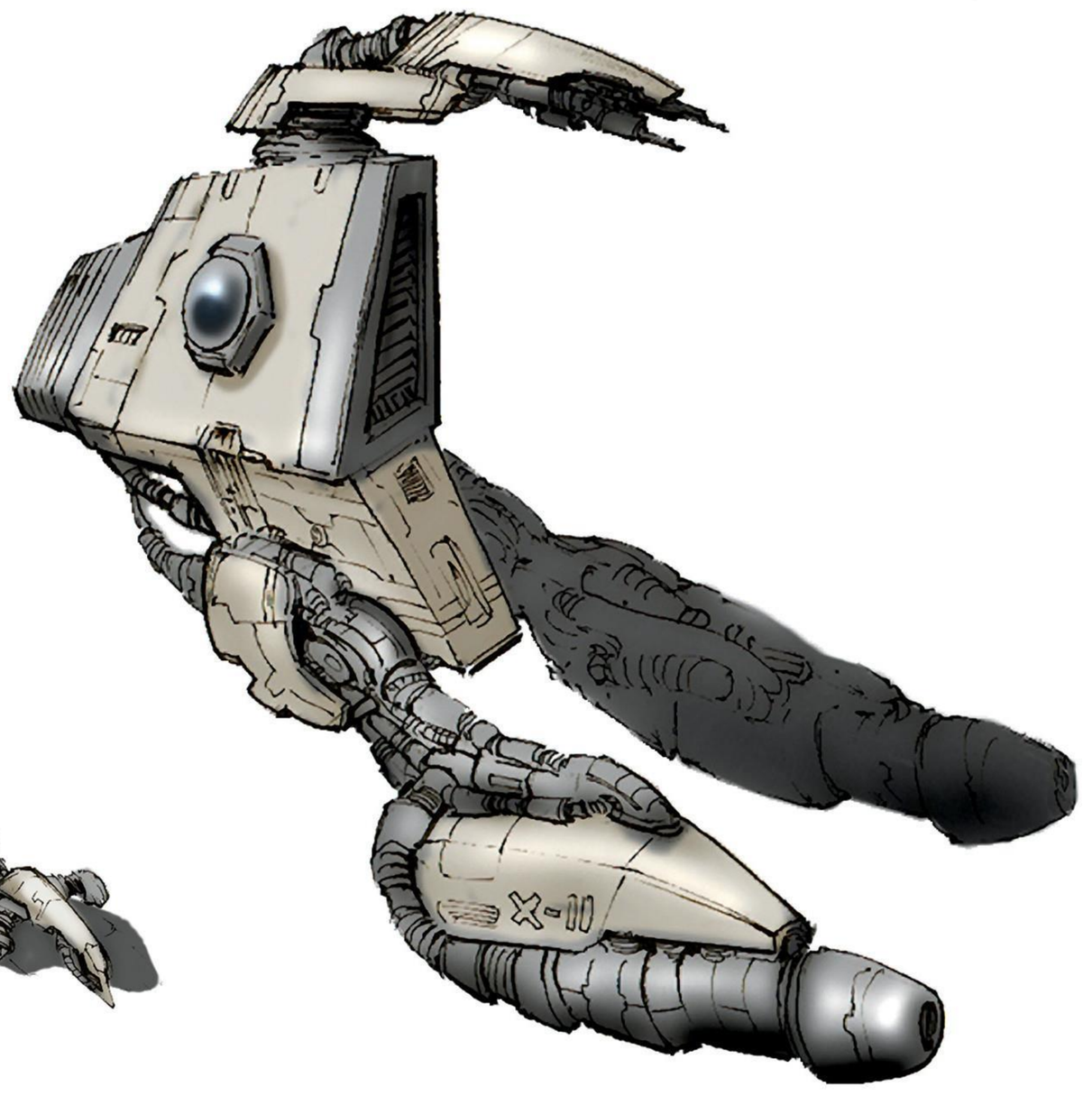
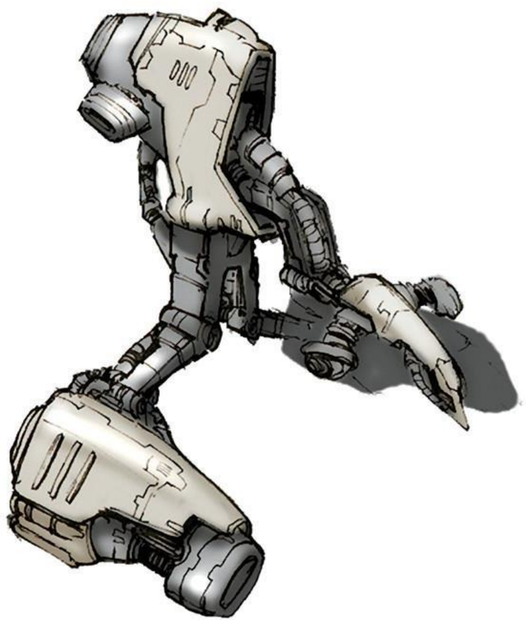


ASYMMETRY

The early designs of *EVE* starships were influenced by a strong desire to break from the classic mold of fighter jets in space, common in space-combat games and films. A starship is not bound by the aerodynamic restrictions that dominate the design of planetary vehicles. *EVE*'s ships are not meant for atmospheric flight. Computer controls and futuristic propulsion mean that the center of balance and the symmetry of a ship aren't as important as they are with modern-day aircraft.

INSECTOID DRONES

Rogue drones are mutated, self-replicating robots gone bad. They are hive-sentient, deplore organic life, and want it extinguished. Their design borrows from insects and small marine animals—except they are heavily armed.



AMARR

A sprawling theocratic monarchy, the Amarr Empire has existed for thousands of years and covers 40 percent of the inhabited core solar systems of New Eden.

Residents of an authoritarian imperial state where the ruling figure, the Amarrian emperor, holds nearly absolute power, the Amarr are known for their conservative ways, their diligence in their duty, and their devotion to God.

The first to rediscover interstellar travel, including stargate technology and the warp drive, the empire began expanding rapidly and moved to subjugate all those who stood in its way.

The might of the empire is supported by what many analysts consider to be the most robust economy in the cluster, built on the foundations of agriculture, construction, and resource acquisition. However this claim is not without its hardships, with much of this infrastructure resting squarely on the shoulders of trillions of enslaved Minmatar, subjugated into forced labor for generations.

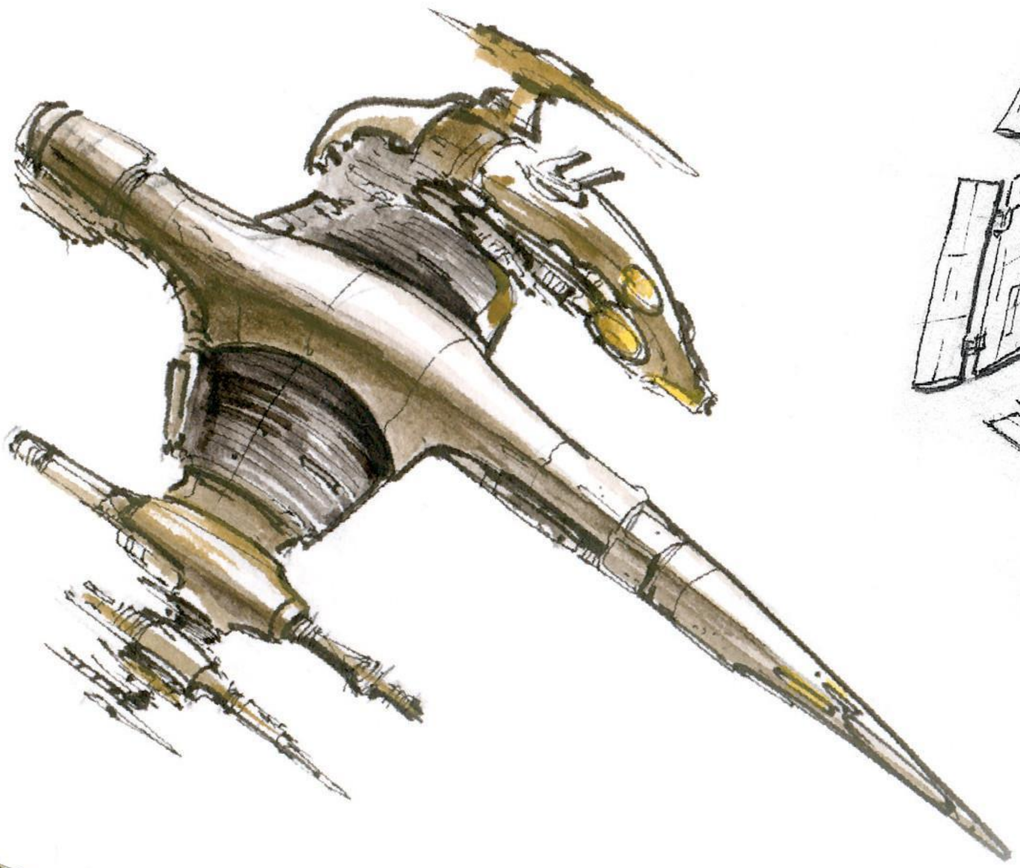
AMARRIAN STYLE

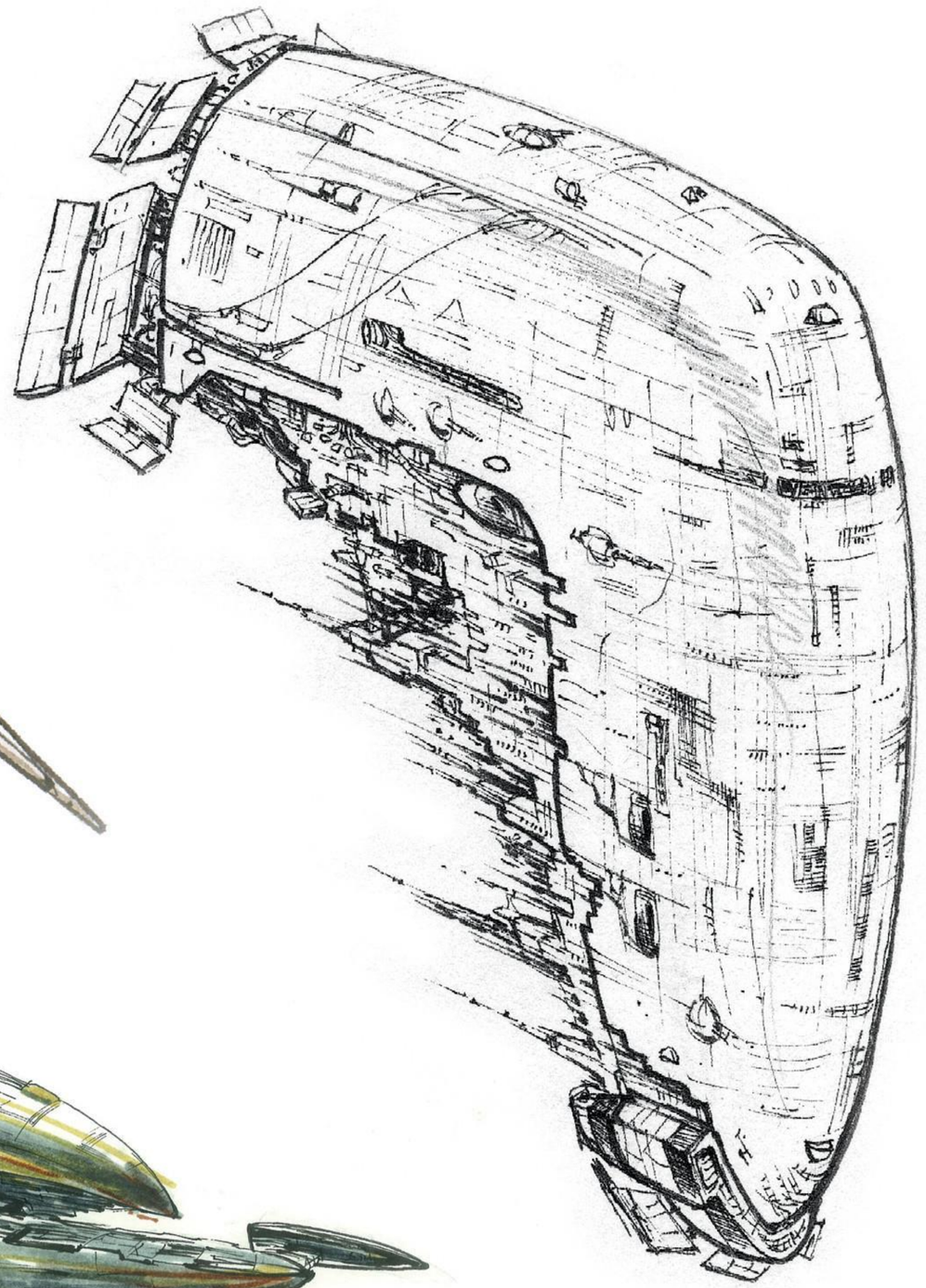
The Amarr are a theocratic culture, rooted in respect for tradition. Their majestic designs are inspired by Roman Catholicism, Byzantine art, and other ornamental religious traditions. Their claw-shaped combat ships at times resemble ceremonial artifacts intended for sacrifice and worship. Gold is the dominant color for the Amarr, evoking the sense of royalty and elitism they embody. An Amarrian design isn't only for function, but for celebration of the divine and man's humble relationship with God.

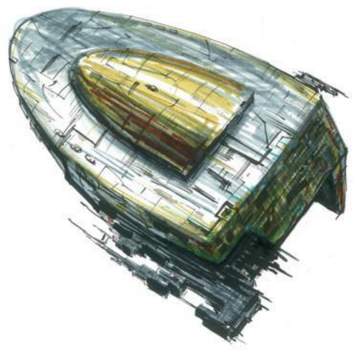


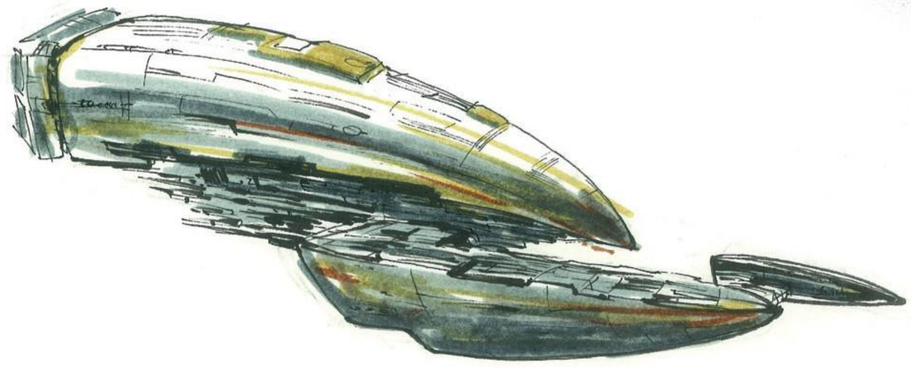
Apocalypse

Wrapped in a polished outer skin of 1,600 mm tungsten carbide armor, the Apocalypse-class battleship is regarded by many as the ultimate heavy laser platform. Affectionately known by the name "Apoc," this vessel is still renowned as the staple of the imperial fleet after over a century of service to the empire. Until recent years, the Apocalypse was reserved for pilots with sufficient combat experience and a solid track record of service; however, since its release into general service, the vessel's base hull has been seen in uses ranging from defensive mining platforms to the staple hull of nullsec capsuleer defense fleets.

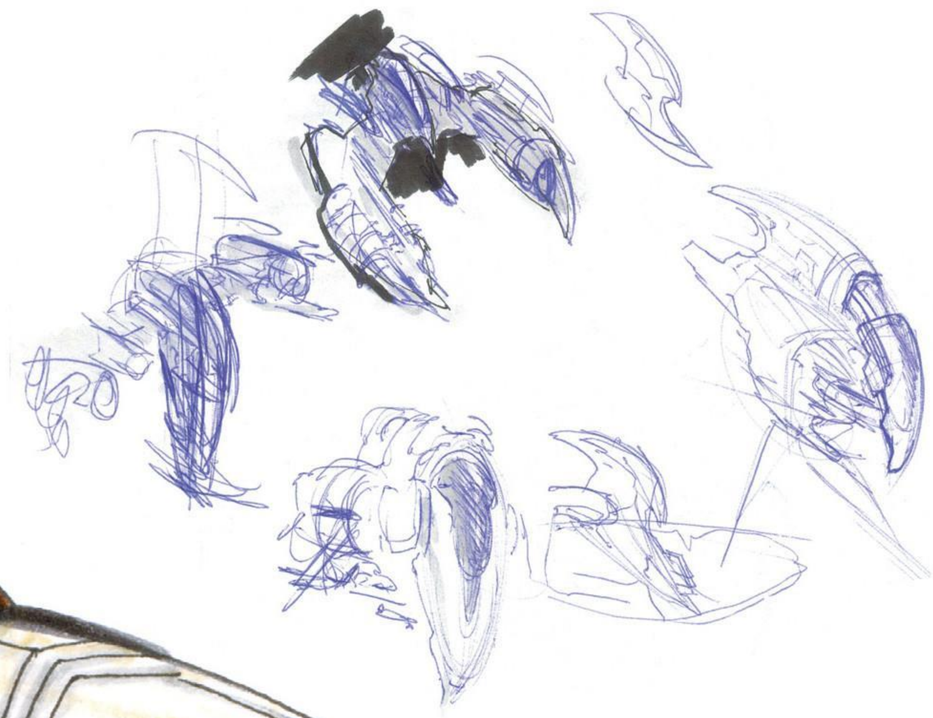


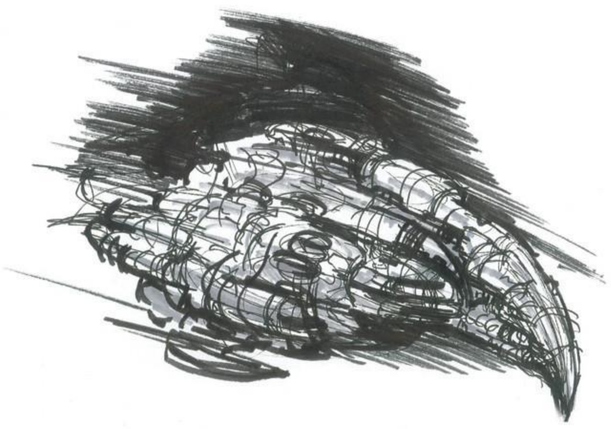


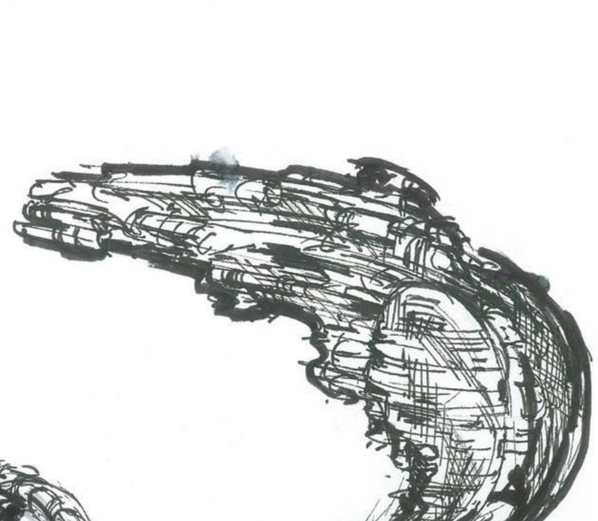


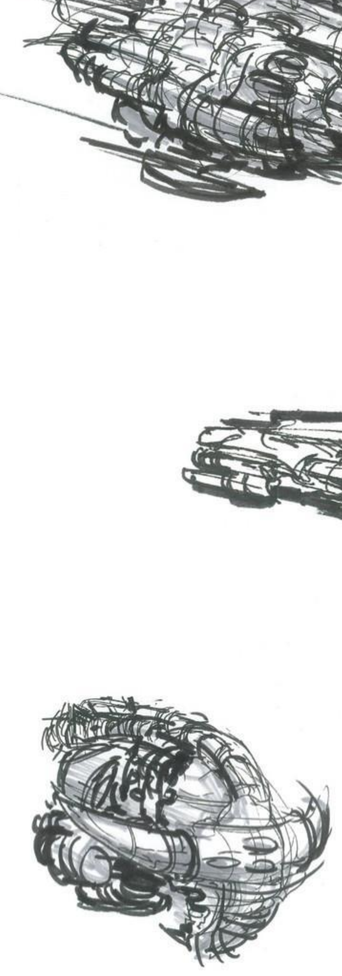


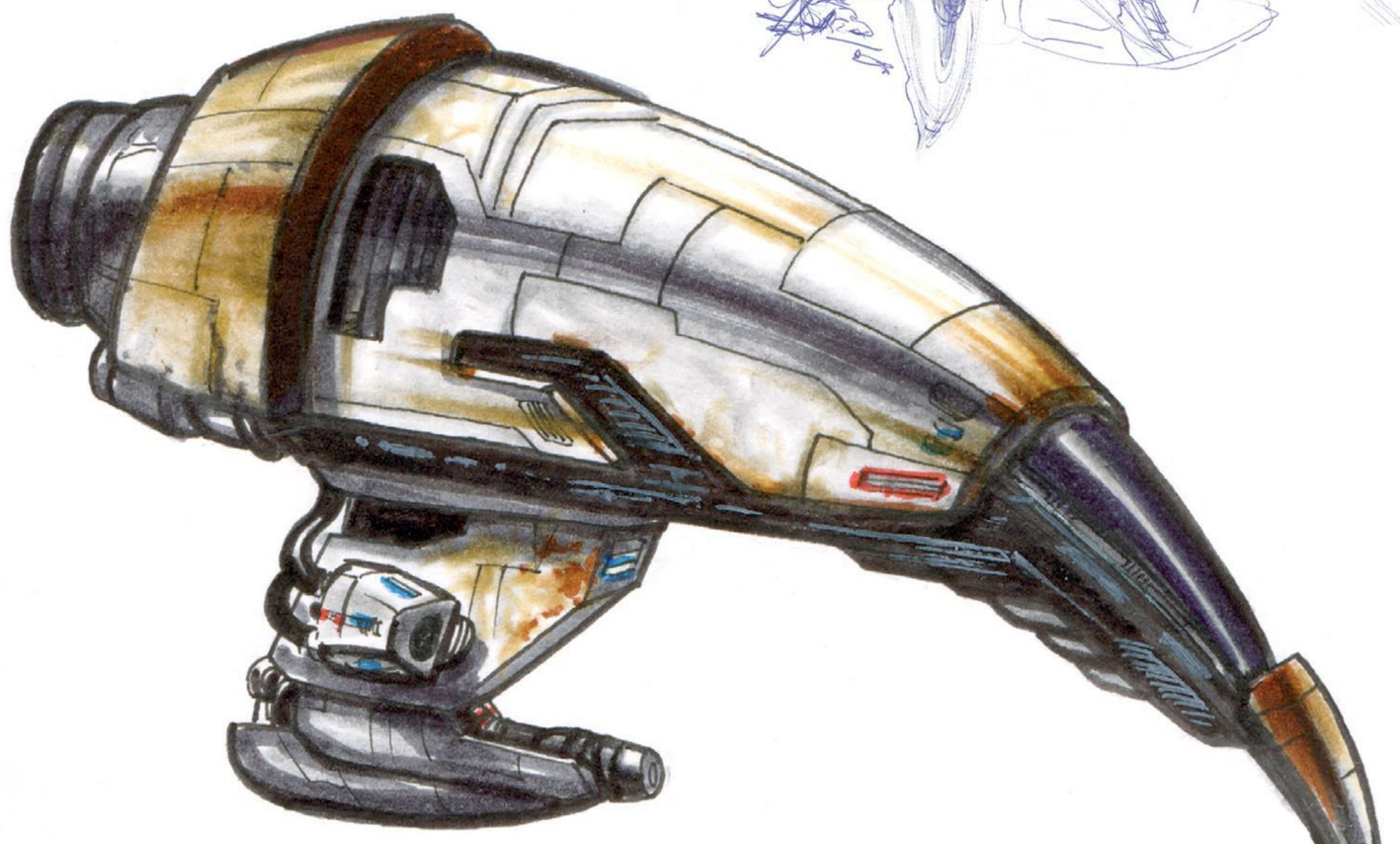






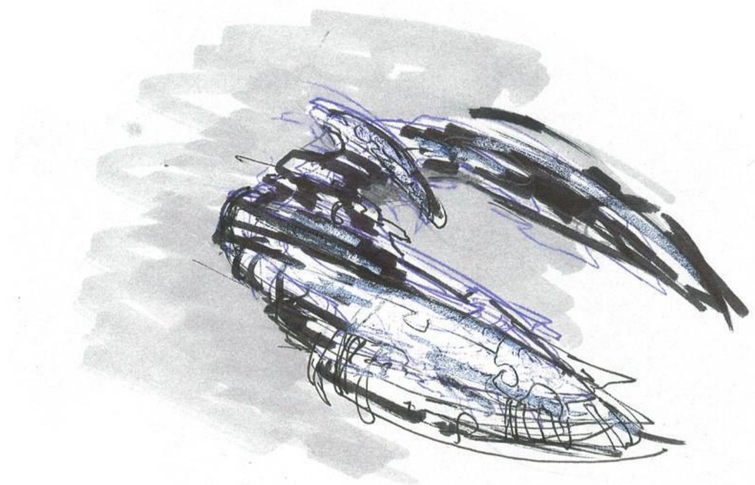


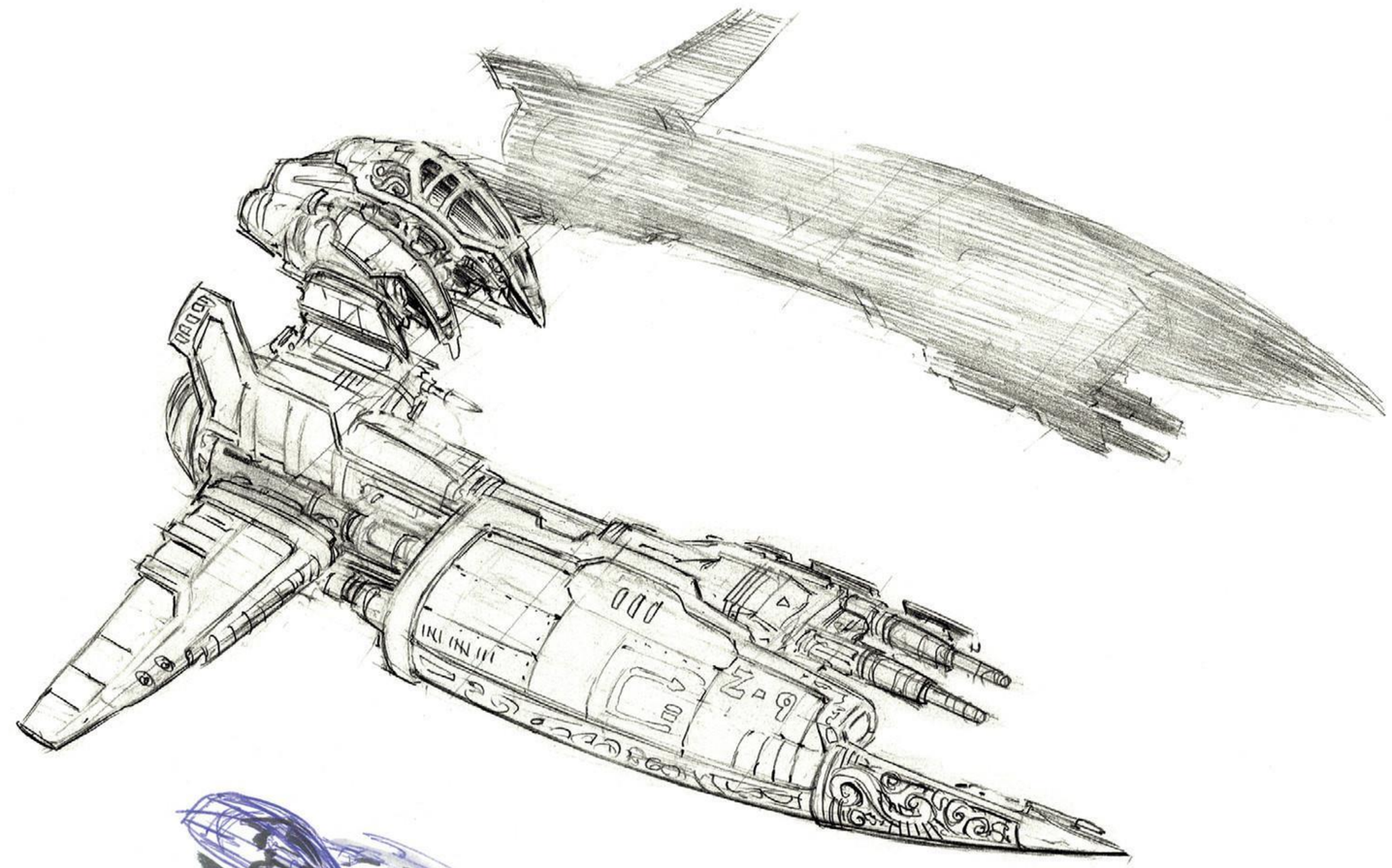


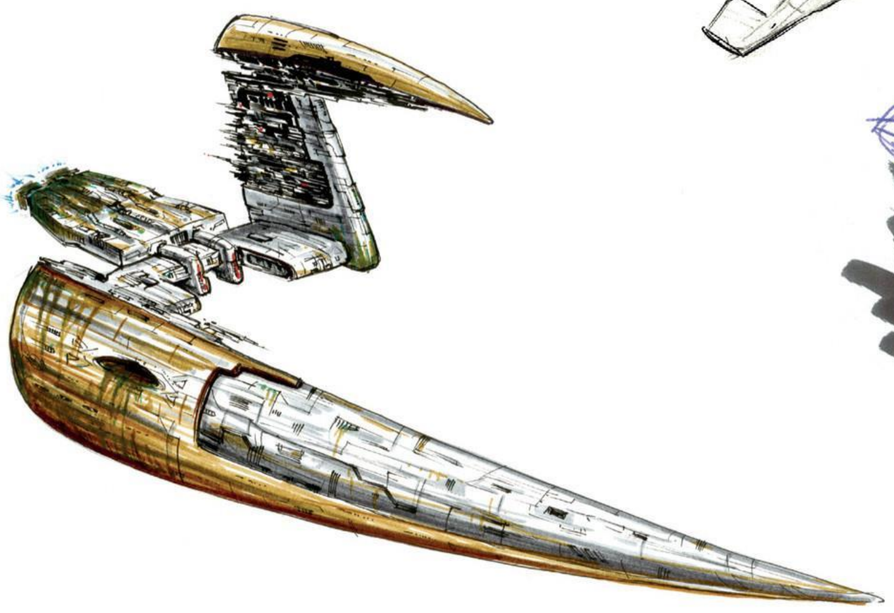


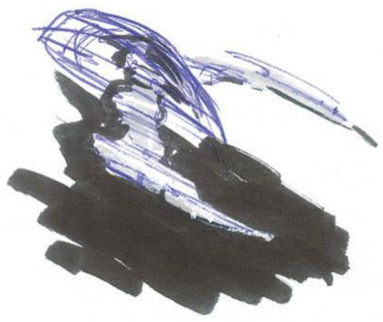
EVOLUTION

The design aesthetic of Amarr has evolved over time from purely ceremonial to something more rugged and militaristic. However, the religious core of the style has remained.

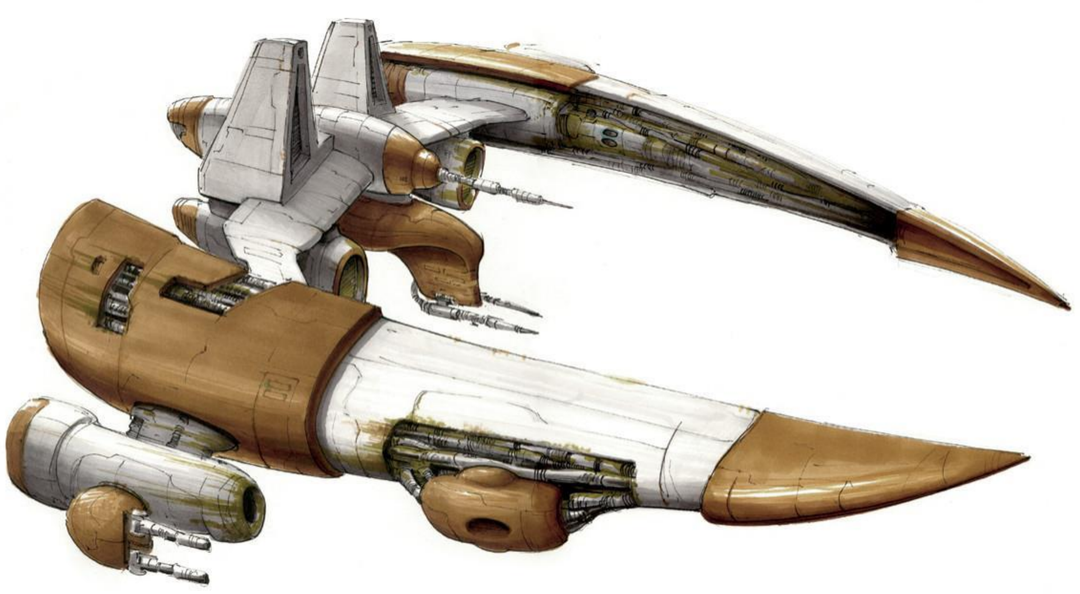


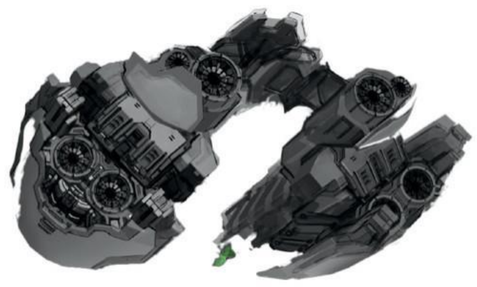












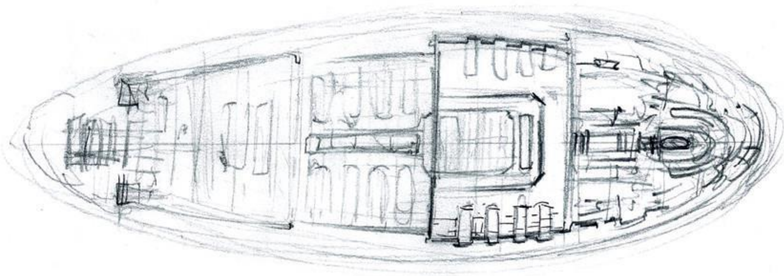
DIVINE DOODLES

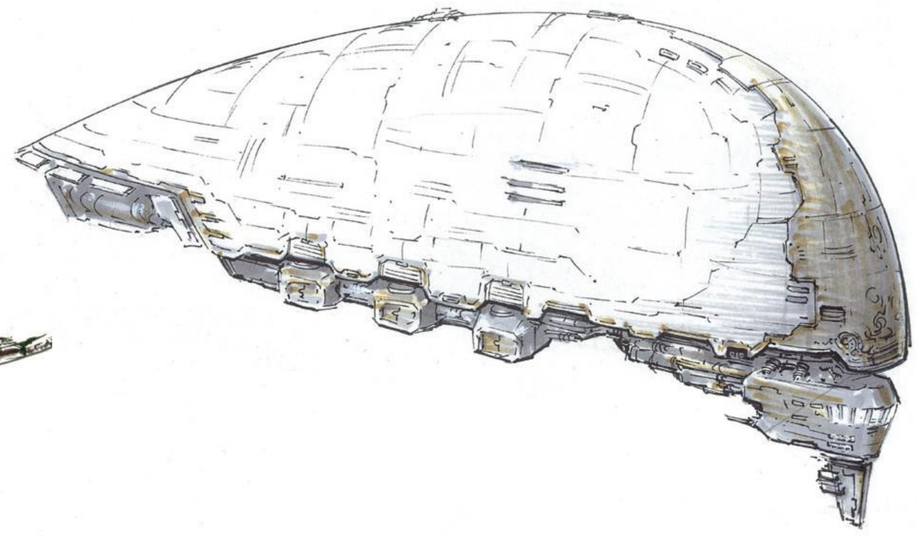
As the fidelity of 3-D models has improved, more attention has been given to the ornaments and decorations on the ships themselves. In the mind of an Amarrian, a ship is not only a killing machine; it is an extension of the will of God, of which the pilot is just an instrument, dealing death to infidels and false prophets. It deserves some flair.

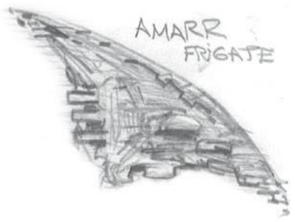
Revelation

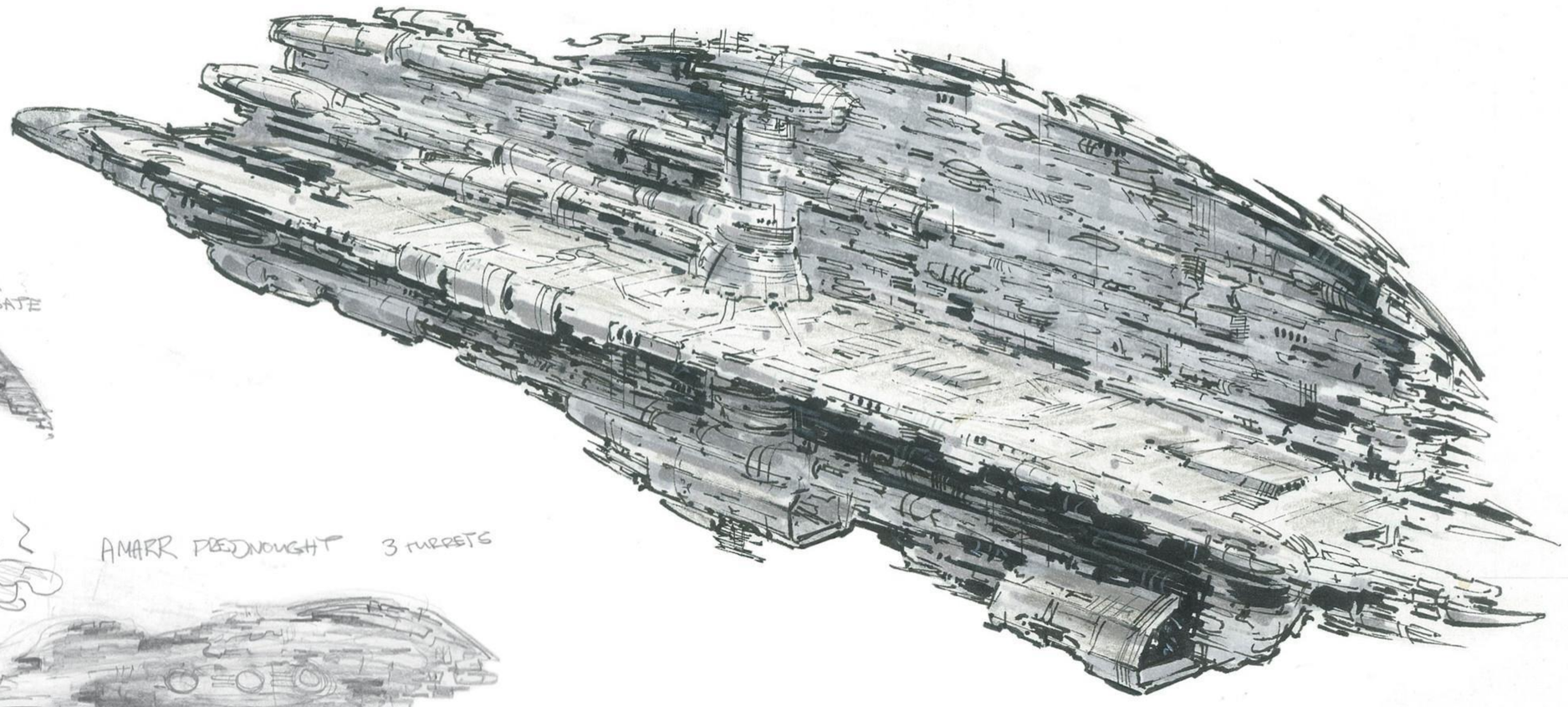
First introduced to the Imperial Navy's Golden Fleet forty years ago, the Revelation class has built a reputation as the most resilient dreadnought in existence. With a power grid able to provide almost three-quarters of a million megawatts of capacity, and a tesseract capacitor bank able to support three pairs of extra-large siege turrets, the Revelation is the dreadnought of choice for any sustained siege situation. Used in abundance by both the Imperial Navy and the Khanid Royal Navy, the Revelation has proven itself to be the backbone of any fleet looking to defend or assault a fixed position.







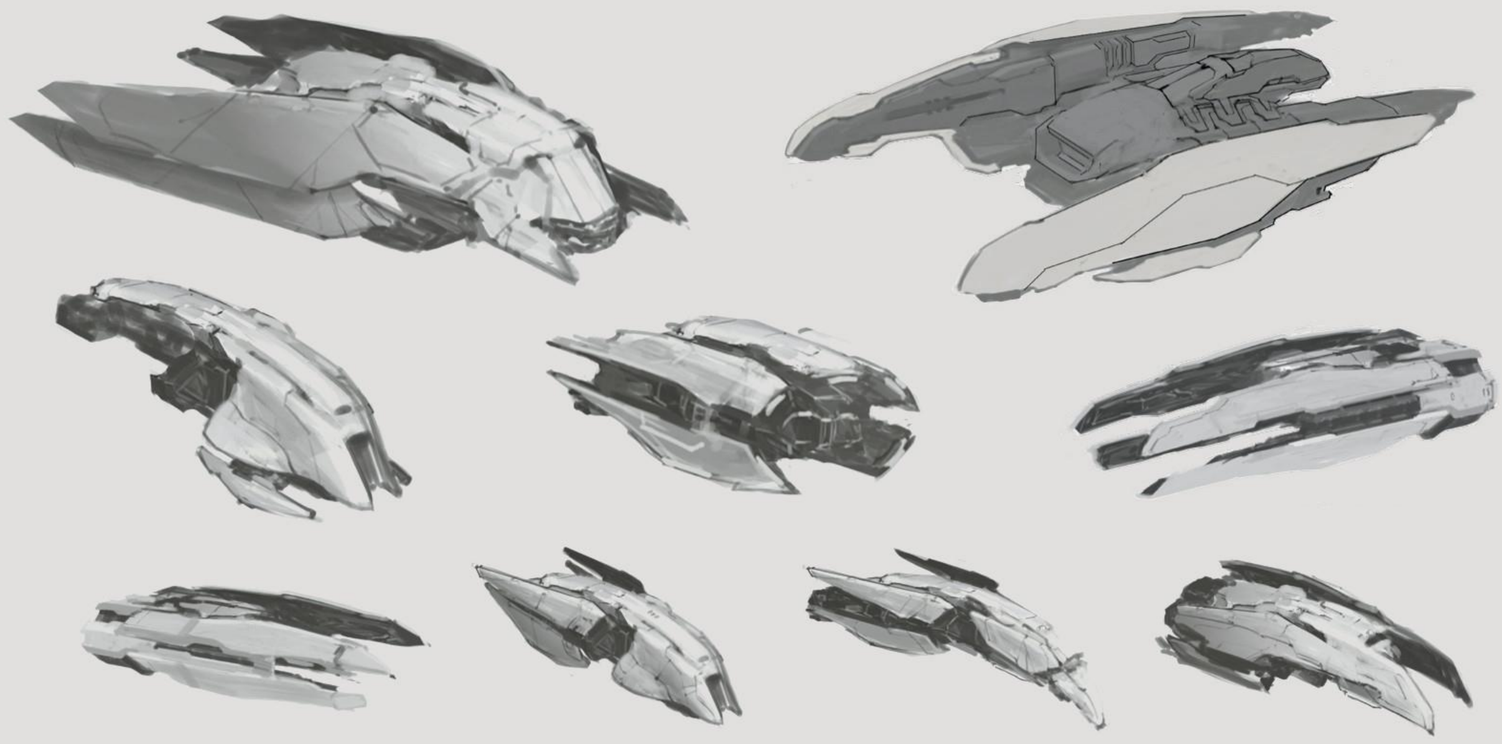






THE GREAT CULLING

Artists will often go through a large number of illustrations for a single ship. During the design phase, it's important to be able to iterate, in discussions with the art director and the game designers, to nail both the character and the role of a ship. Speed painting allows artists to rapidly generate designs without regret, even though only a fraction of those ultimately become 3-D models.



AMARRIAN TITAN: AVATAR

It comes as no surprise that the Amarr Empire possesses the capability to create a broad selection of New Eden's fiercest warships, including the gigantic and imposing Avatar-class Titan.

A true behemoth of the stars, the Avatar measures an astonishing 13.7 kilometers in length and weighs in at a colossal 2.2 million tons. In full combat readiness, it produces a power output equivalent to sixty Apocalypse-class battleships and crews a compliment of 19,400 service personnel.

With weapons systems that can obliterate Capital-class vessels with a single shot, and armor that is as thick in places as the beam of an Oracle-class attack battle cruiser, it remains a force to be reckoned with and is both feared and renowned on the battlefield for its staying power and sheer destructive force.

First introduced over half a century ago, the Avatar represents the pinnacle of Amarrian might, and although the exact number in service within the Imperial Navy remains classified, many military analysts believe this number to be in the thousands.

Casting His sight on His realm, the Lord witnessed
The cascade of evil, the torrents of war.
Burning with wrath, He stepped
down from the Heavens
To judge the unworthy,
To redeem the pure.

—The Scriptures, Revelation verses 2:12



GALLENTE

An idealistic society that champions freedom, personal liberty, and human rights, the Gallente administration exists as a regional federation of independent states, united under the banner of a rising phoenix.

Fierce guardians of the human spirit, the Gallente are often seen as self-righteous, pompous, and meddling to outsiders because of their pursuit of free will, human rights, justice, and equality for all.

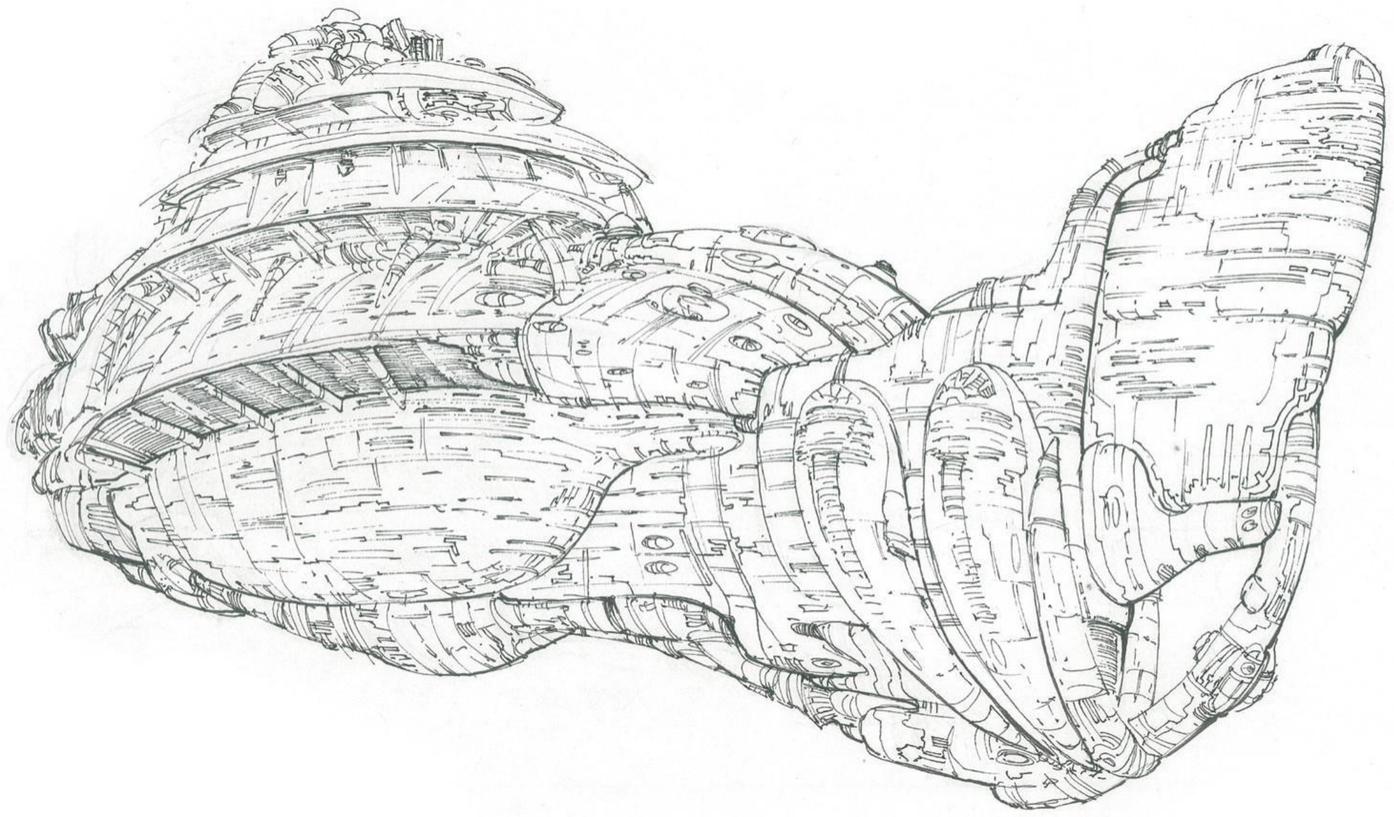
Few societies in New Eden display such stark contrasts. Many of the wealthiest people in the world are Gallente, and thus the consumer-focused economy creates a constant demand for luxury goods and services. At the same time, the ranks of the poor number in the millions, because while the liberal, market-driven economy and individual freedom may allow everybody the chance to advance to the top, they make it just as easy to plummet to the very bottom of the socioeconomic ladder.

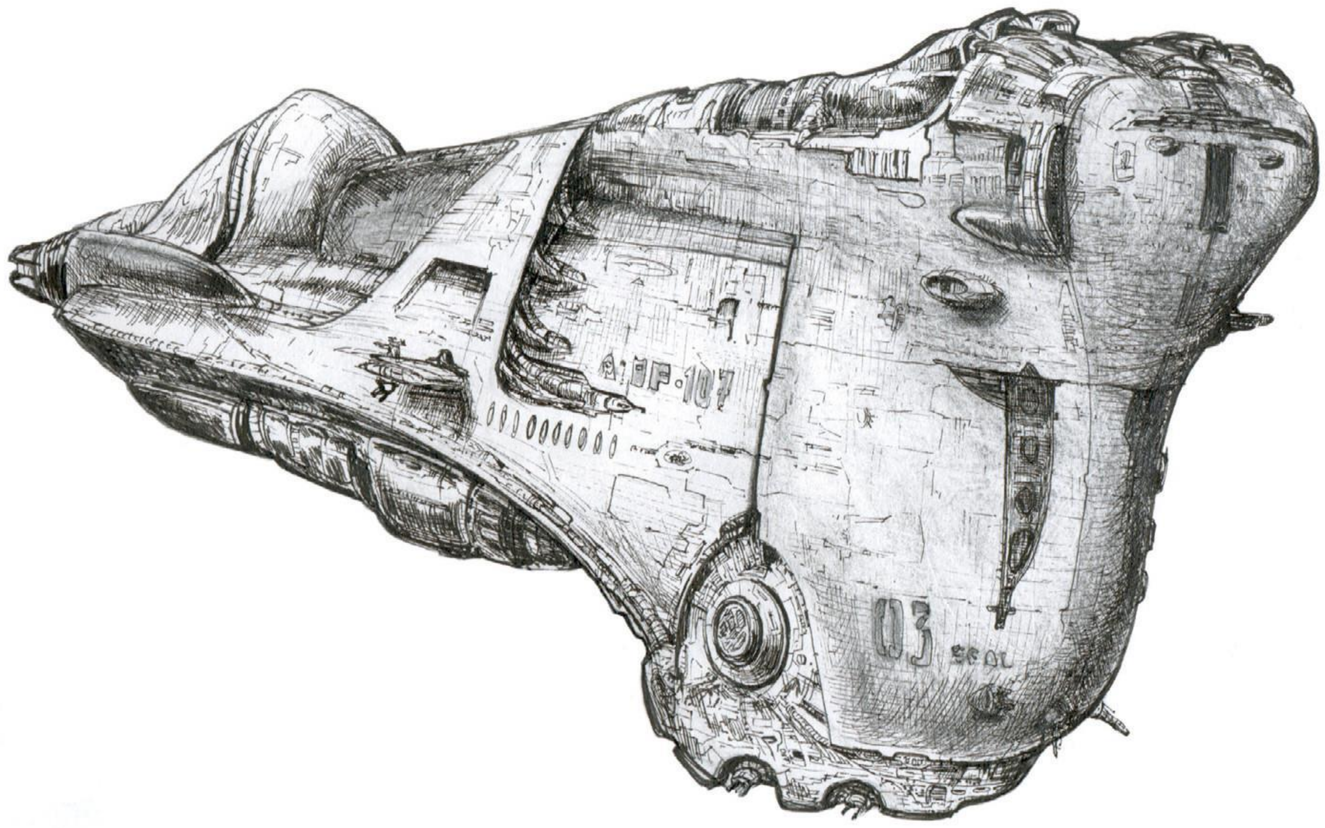
With its population of approximately twenty trillion, the federation possesses a currently underfunded but well-equipped military that strives to keep the peace and protect its borders from the constant threat of its extremely capitalistic stellar neighbor, the Caldari State.

Despite its focus on ethics and human rights, the federation remains by far the most hedonistic of any large collective in New Eden, with a consumer-focused economy that boasts the largest and most successful entertainment corporations in the cluster.

SMOOTH DESIGNS

The Gallente ships are smooth, efficient, and aerodynamic. Modern-day industrial design and art nouveau provided inspiration. The Gallente themselves are flashy and don't mind form over function. One can imagine that the crew's quarters are designed for leisure, with a broad selection of Quafe amenities and holoreel entertainment. After a long day's shift, who knows what morally deprived, hedonistic acts take place deep in the bowels of such ships?

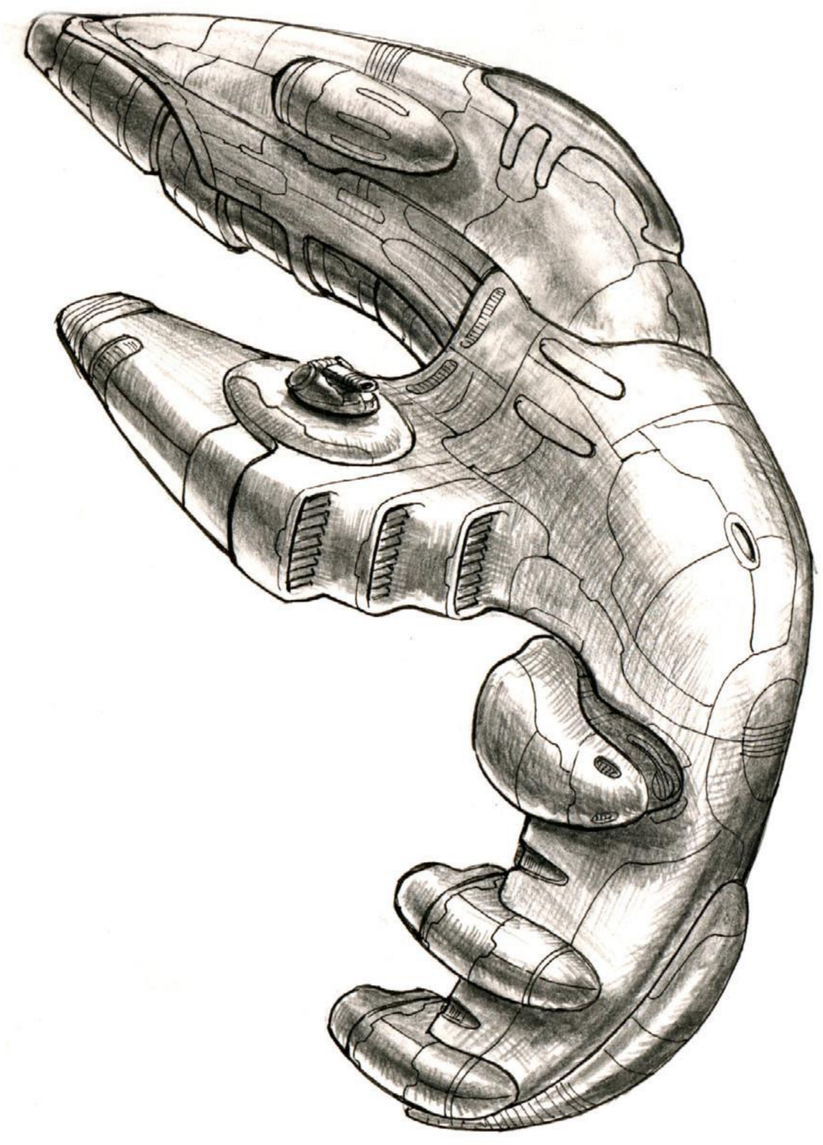


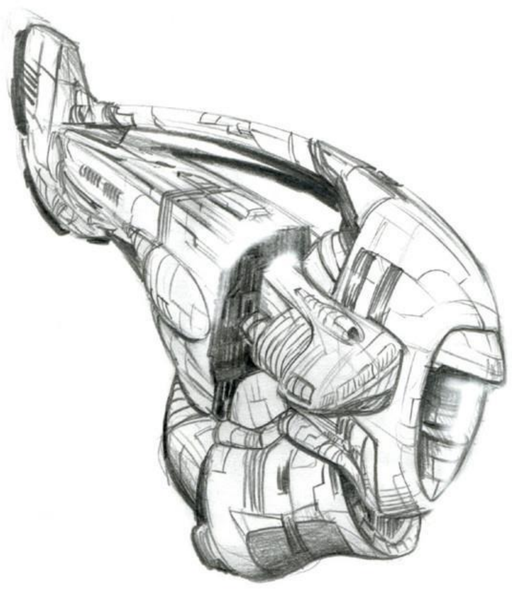


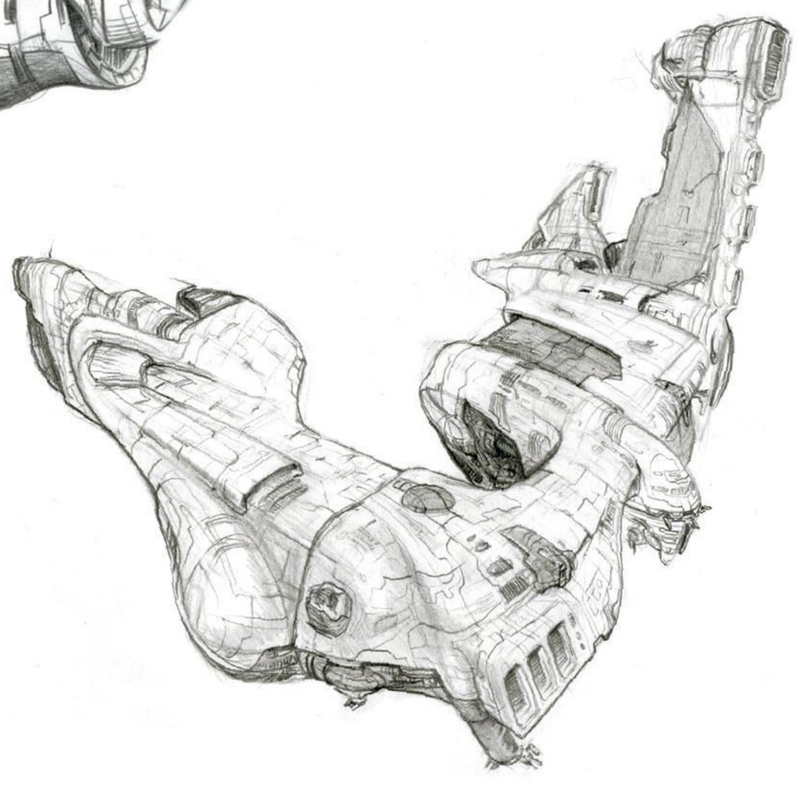


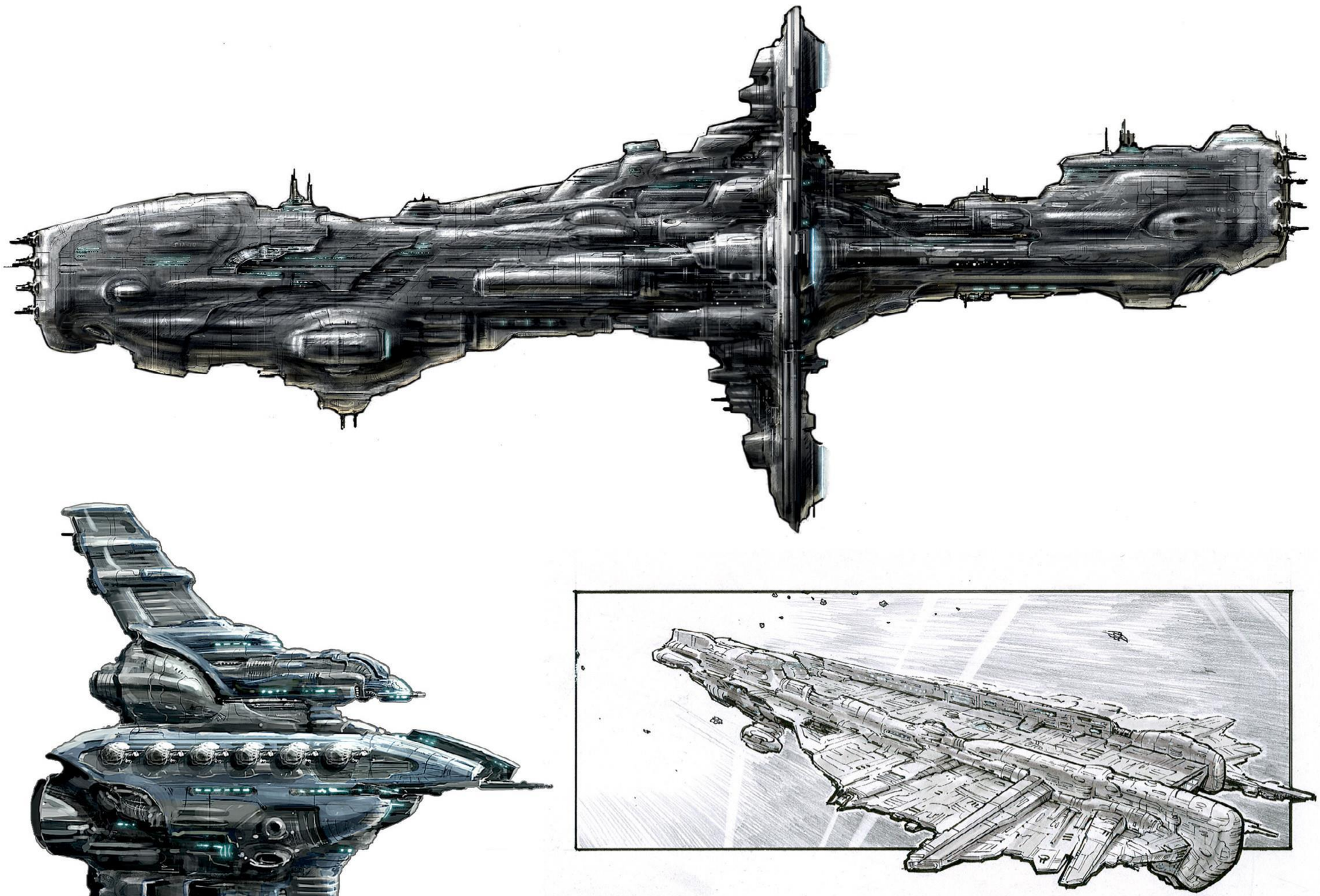
Obelisk

Manufactured in response to the release of the Ishukone-designed Charon-class freighter, the Obelisk is the juggernaut of Gallente shipping technology. Despite displaying the sweeping, organic curves that embody the typical flair for Gallente design, the Obelisk manages to maintain an enormous cargo capacity and focus a significant amount of its design on resilience and survivability. Slower than its Matari counterpart, which was designed to compete with it, the Obelisk makes up for a lack of speed with a more generous cargo hold and a smaller crew requirement.









Myrmidon

A joint project between the Federation Navy and CreoDron, the Myrmidon was designed as an incredibly durable drone-support platform that is perfectly suited to survivability in hostile space. As versatile as it is tough, this hull was conceived as a counter to the Drake class and has the reputation of being a vicious adversary to face on the field. Now in general use by the Federation Navy, the Federal Intelligence Office, and many independent capsuleers, the Myrmidon is a sought-after hull that is widely respected by law enforcement, private security, and outlaw organizations alike.

GALLENTE BATTLESHIP: MEGATHRON

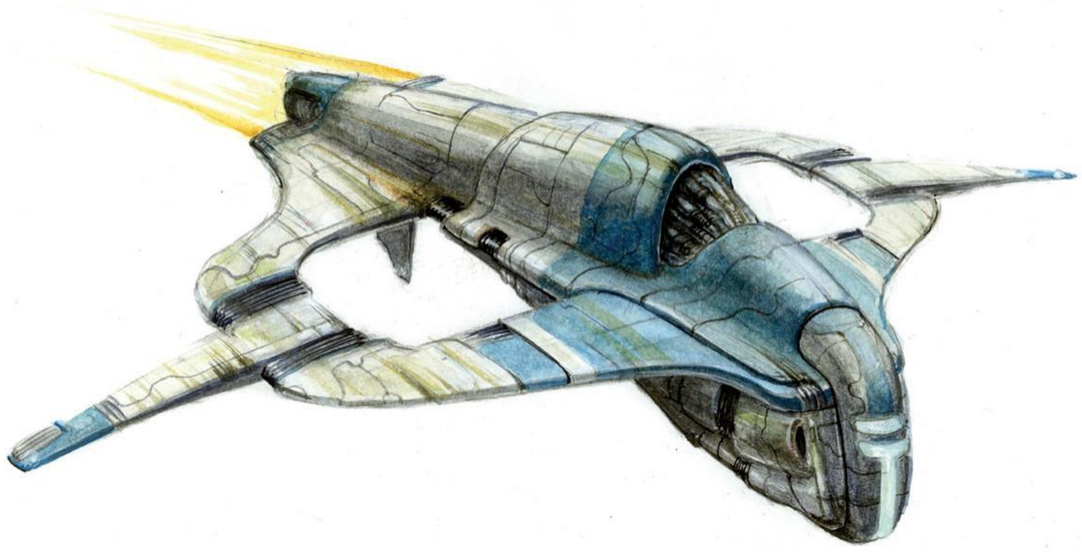
First unveiled in YC 73, the Megathron was lambasted as a propaganda-poster concept, devoid of any military application. It was regarded as a perfect example of Gallente "form before function" thinking.

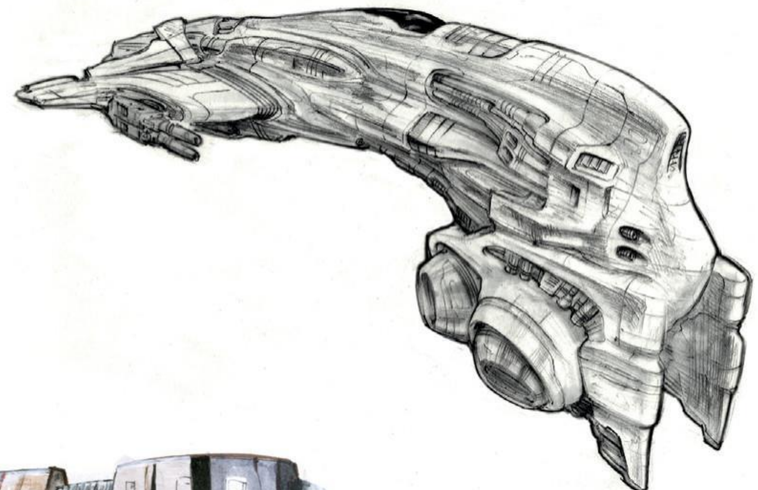
In late YC 76 when the prototype vessel was completed and commissioned for flight and performance testing, it became a media sensation after wiping the floor with its competition from across the federation, securing its place as the future staple hull of the Federation Navy. Ironically, during these trials, the Megathron bested and outgunned the concept vessel that would eventually become the Hyperion-class battleship in YC 108.

Initially designed to be a replacement for the aging Dominix-class battleship, the Megathron proved its diversity, speed, and flair for close-range, hard-hitting engagement during performance testing. After monitoring performance of the new vessel, the Federation Navy made it a forward-operating patrol vessel, securing the role of the much slower and more heavily armored Dominix as the staple vessel of the federation's defensive fleet.

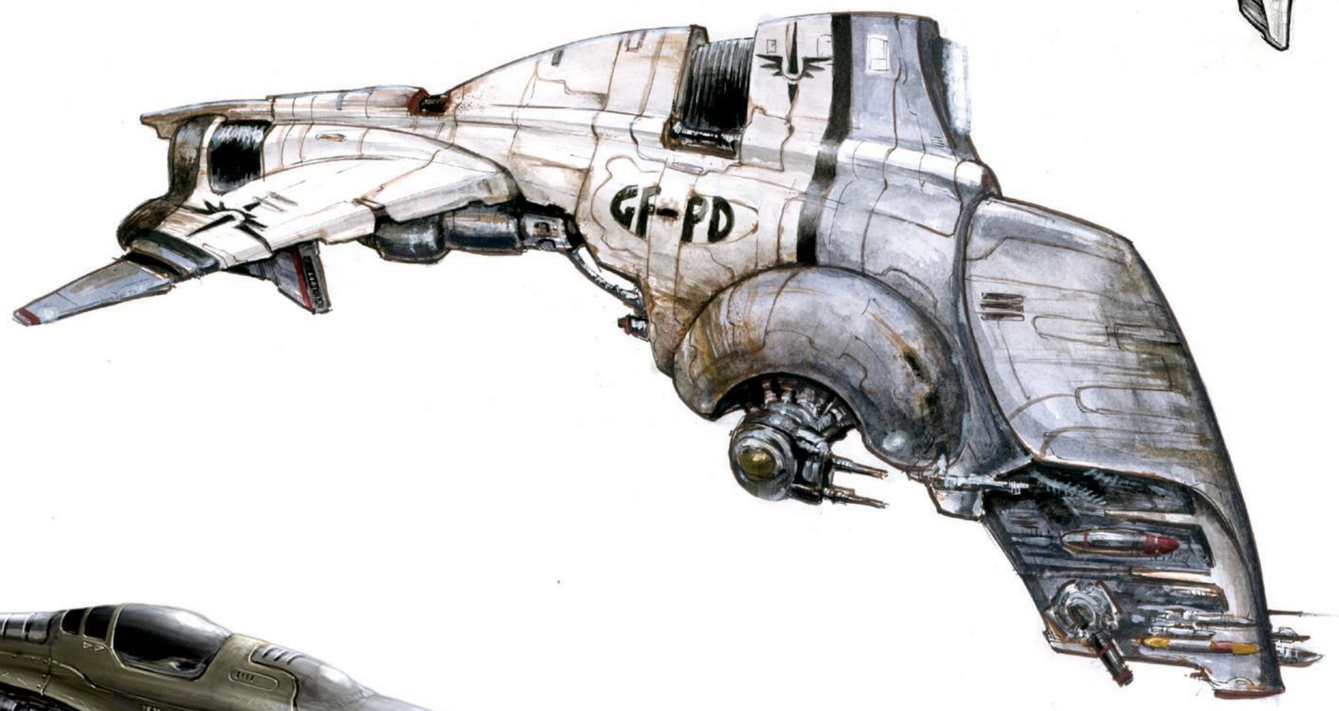
Designed by Roden Shipyards and based on the simple doctrine of staying power and sheer brute force, the Megathron is a formidable opponent in close-range contact. Unable to counter the vessel effectively, despite assistance from their allies in the Angel Cartel, the Serpentis Corporation resorted to simply reverse-engineering the base design of the vessel and adding their own flavor of madness, thereby creating the Vindicator class.

Regardless of where a pilot may face off against a Megathron class, odds tend to be immediately against him in most one-on-one situations, with a pack of hulls causing most patrol leaders to think twice about committing to an engagement.








GF-PD

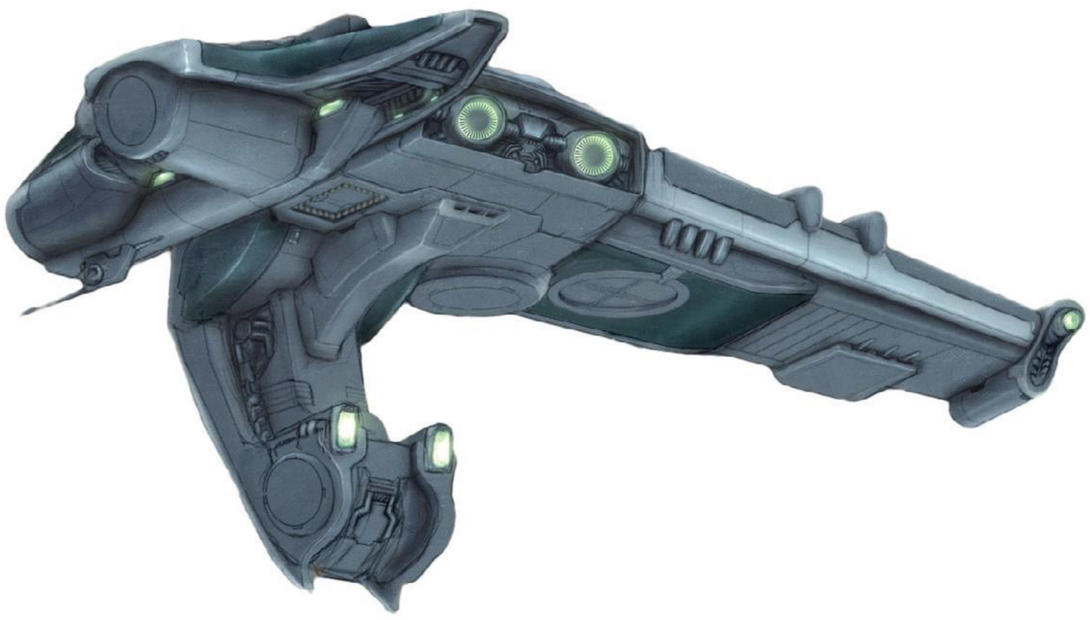


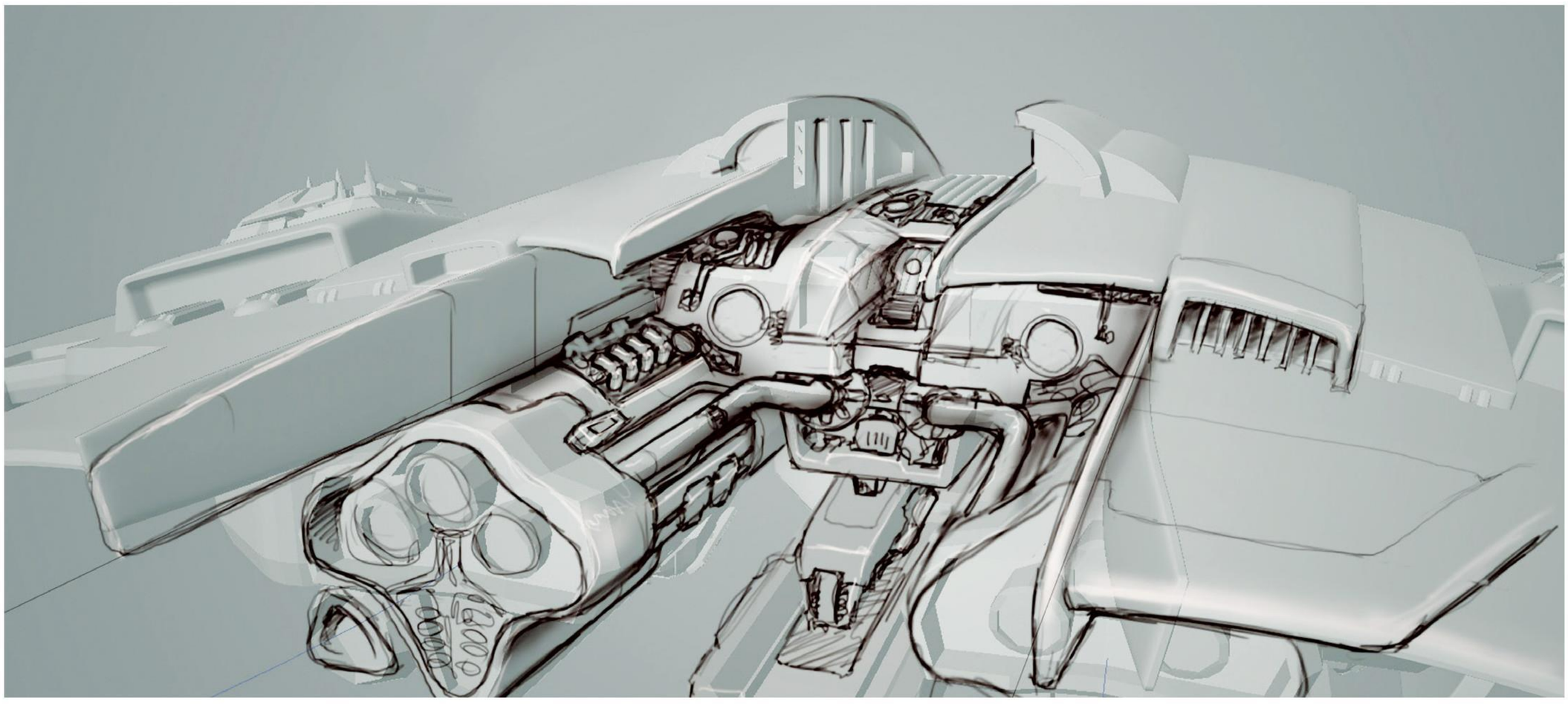


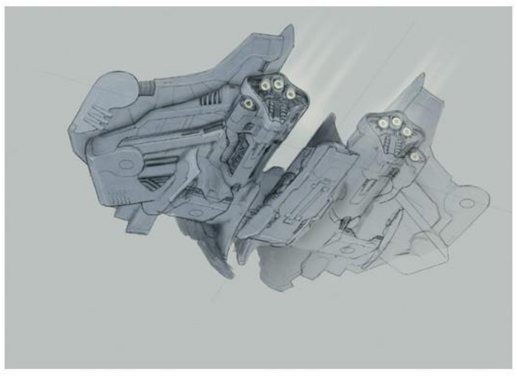


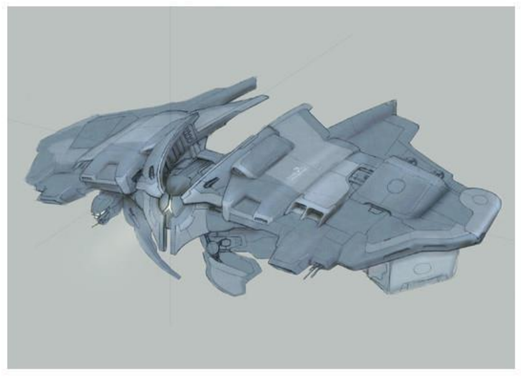


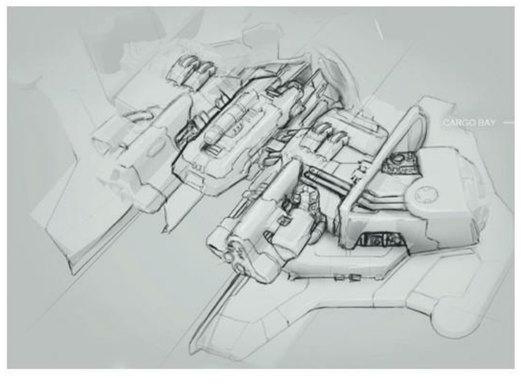


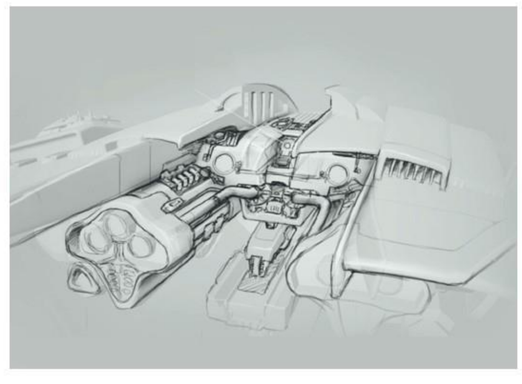






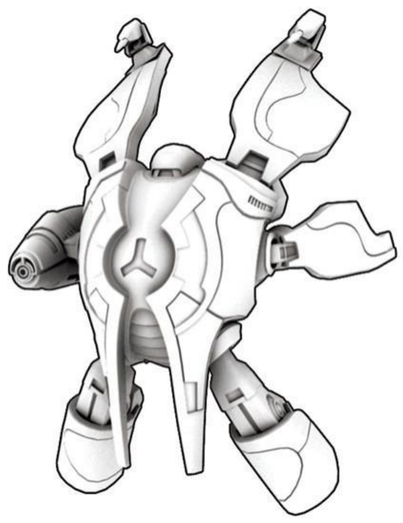








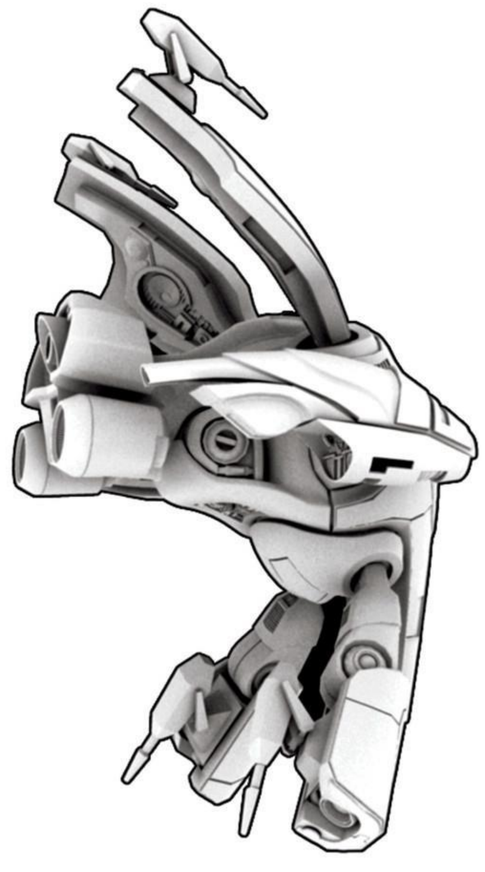


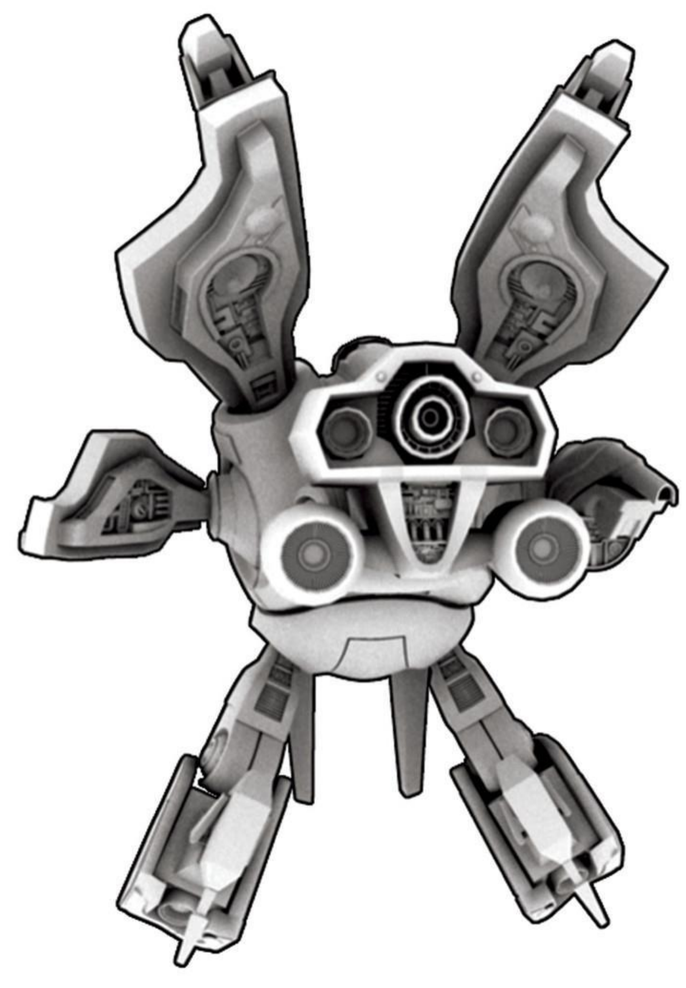


Tristan

Affectionately nicknamed "the Fat Man," the Tristan remains one of the most popular Gallente frigate hull designs in circulation today. This fast, agile frigate is a relatively expensive investment for a new pilot but more than pays for itself with its versatility, durability, and sizable cargo capacity. Armed with both turret and missile subsystems, the Tristan is one of the most capable frigates on the market today and can often be seen in a multitude of roles, including rapid cargo deliveries, private security patrols, and scouting and escort duties.









MINMATAR

A tribal society originating from the lush green world of Matar, the Minmatar are a tough, no-nonsense, and independent people for whom the most important part of life is the ability to take care of themselves and their own. As family and kin play a large role in their society, most Minmatar identify themselves by the clan or tribe to which they belong.

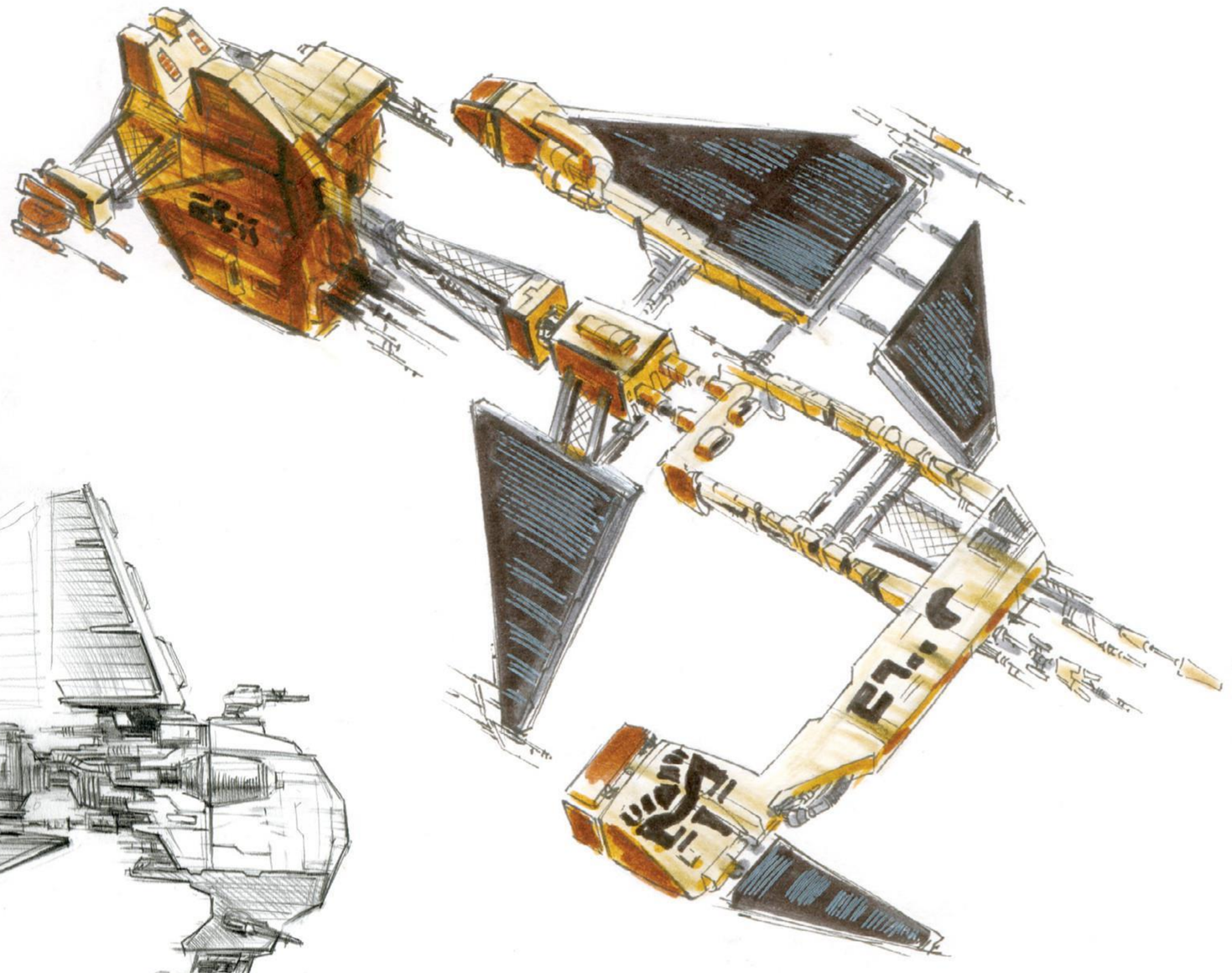
In the distant past the seven main tribes and even the clans within them warred against each other. Since then, however, the Minmatar have learned that cooperation is more important, and although the clans still try to maintain their regional and ideological identities, they act as a single unit when dealing with other races, forming what is the youngest of the four largest empires of New Eden, the Minmatar Republic.

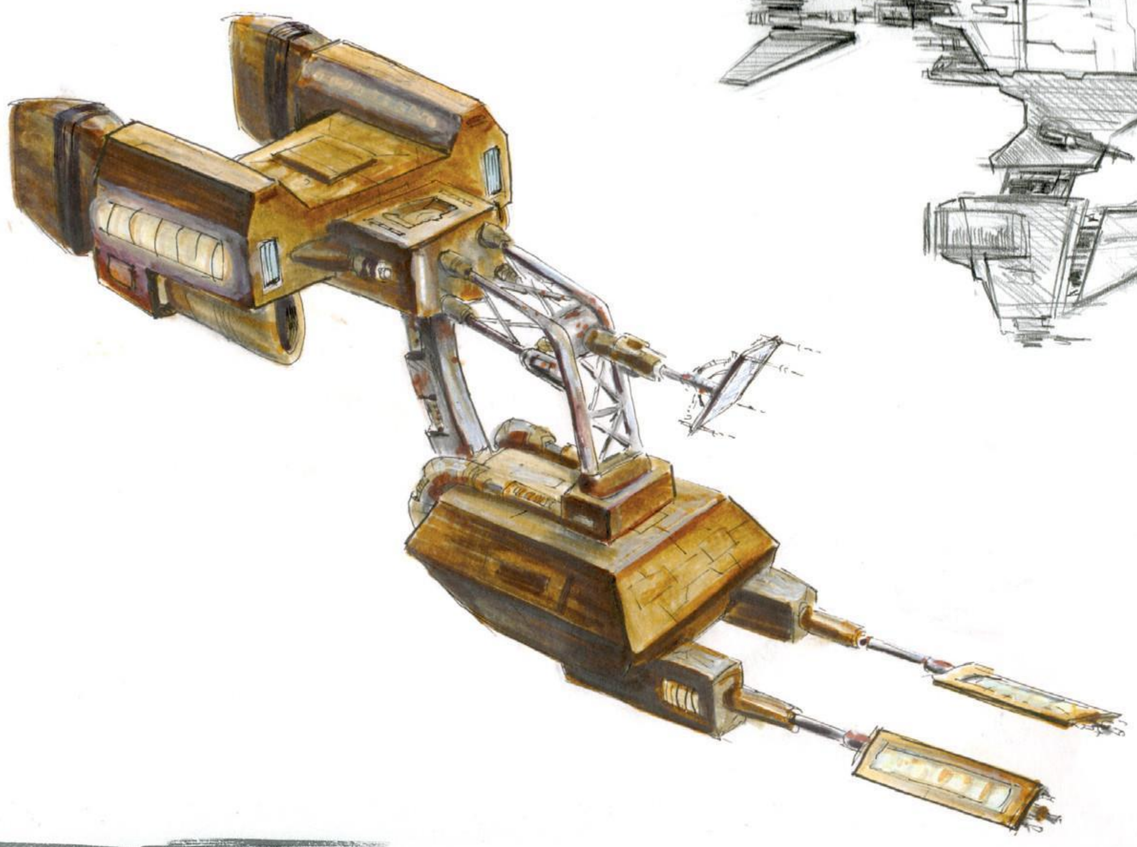
While the most numerous of all the races in the cluster, their vast numbers are divided into many factions. The Minmatar Republic is the official state; however, only a quarter of all Minmatar are part of it. The largest proportion, almost a third, are enslaved beneath the boot of the Amarr Empire, while a fifth reside within the Gallente Federation, creating a powerful political bloc which keeps relations between the Gallente and the Amarr in a constant state of tension.

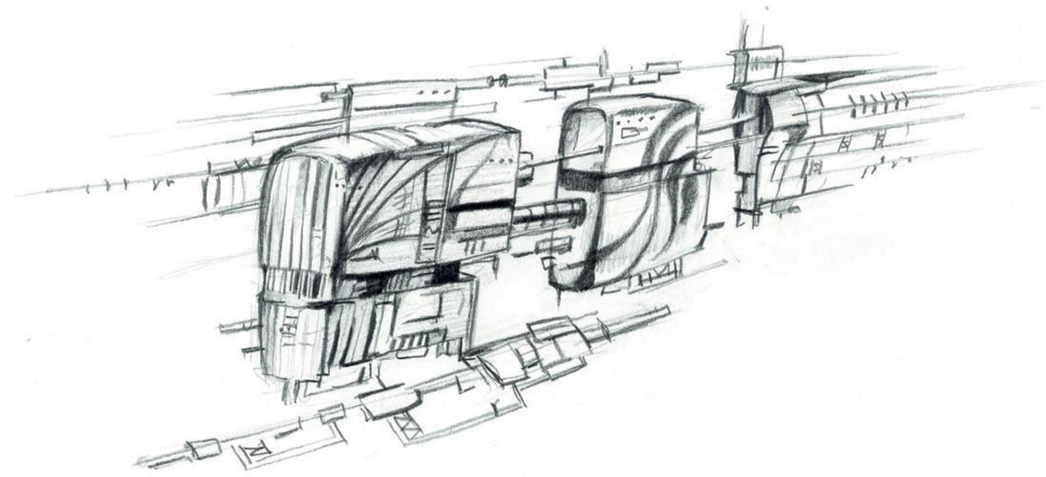
The remainder, who are not part of any formal organization, live as freemen throughout the world. Many are itinerant laborers, roaming from one system to another in search of work. A fair number make their living on the darker side of the law, acting as pirates, smugglers, and peddlers of all kinds of illegal goods, and many of the larger criminal groups in the world of New Eden are run by Minmatar.

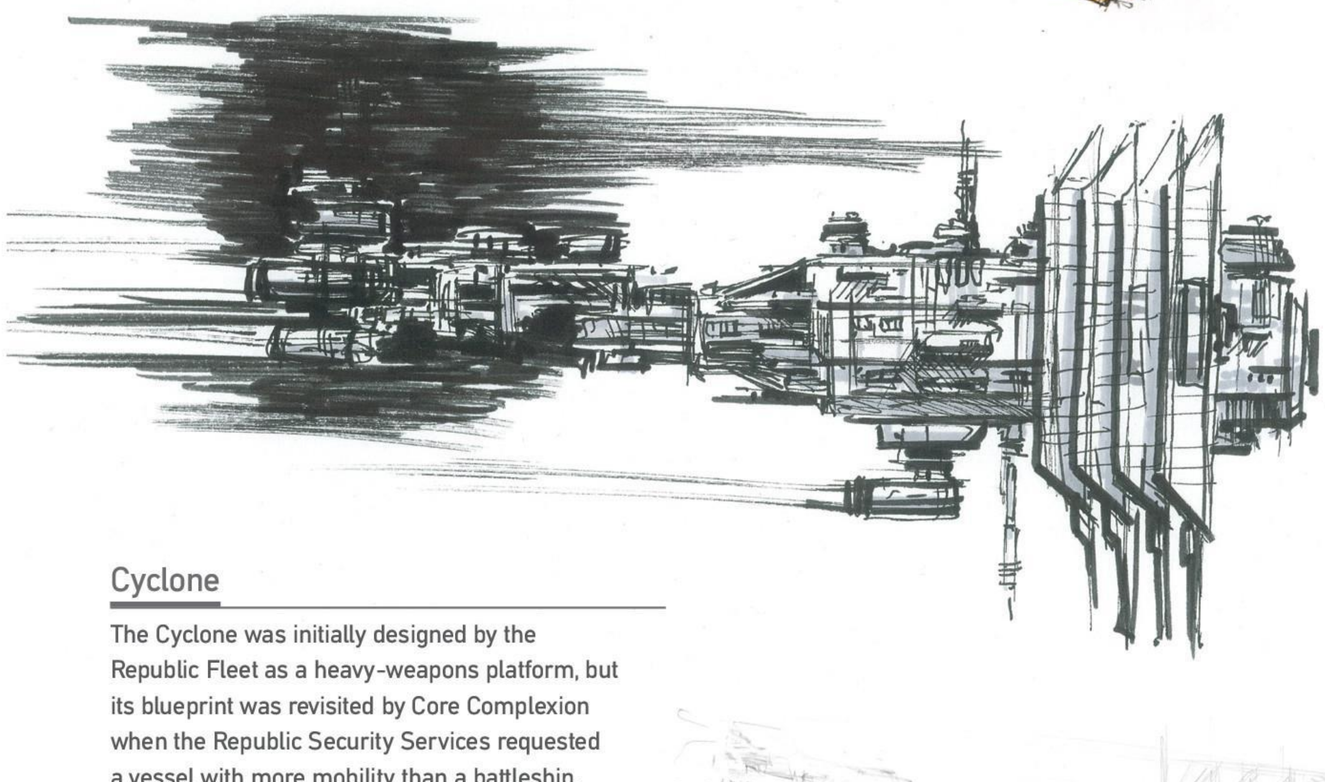
RUSTIC DESIGNS

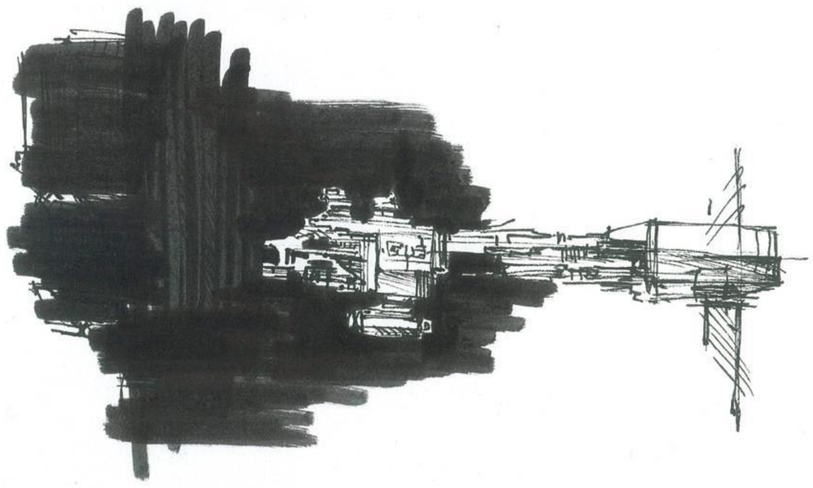
The Minmatar are brilliant engineers who often build tremendously powerful war machines from limited resources. The brown hues of rust and earth are their signature colors, although their ships are certainly no scrap heaps and can easily shred imperial Amarrian ships. Over time, the style of the Minmatar has evolved away from rough beams of steel coarsely welded together, to more slick and advanced machines of war. Films featuring people driving through postapocalyptic deserts, muscle cars, and motorbikes are some of the references artists used when fleshing out the style of the Minmatar.





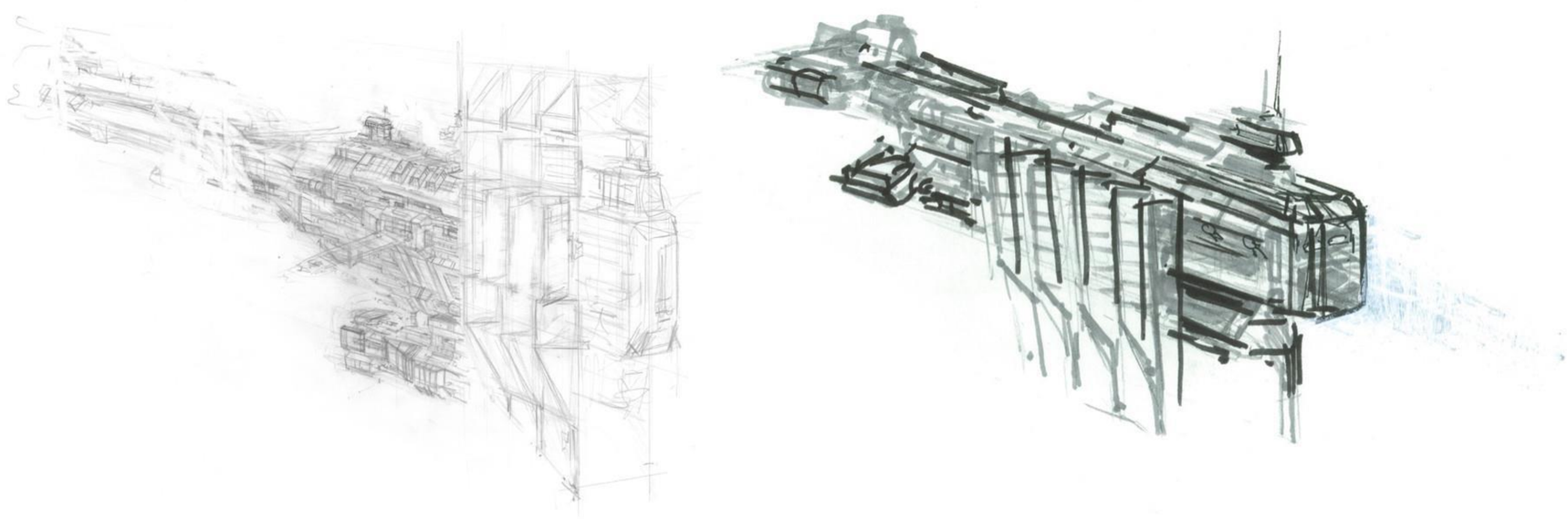


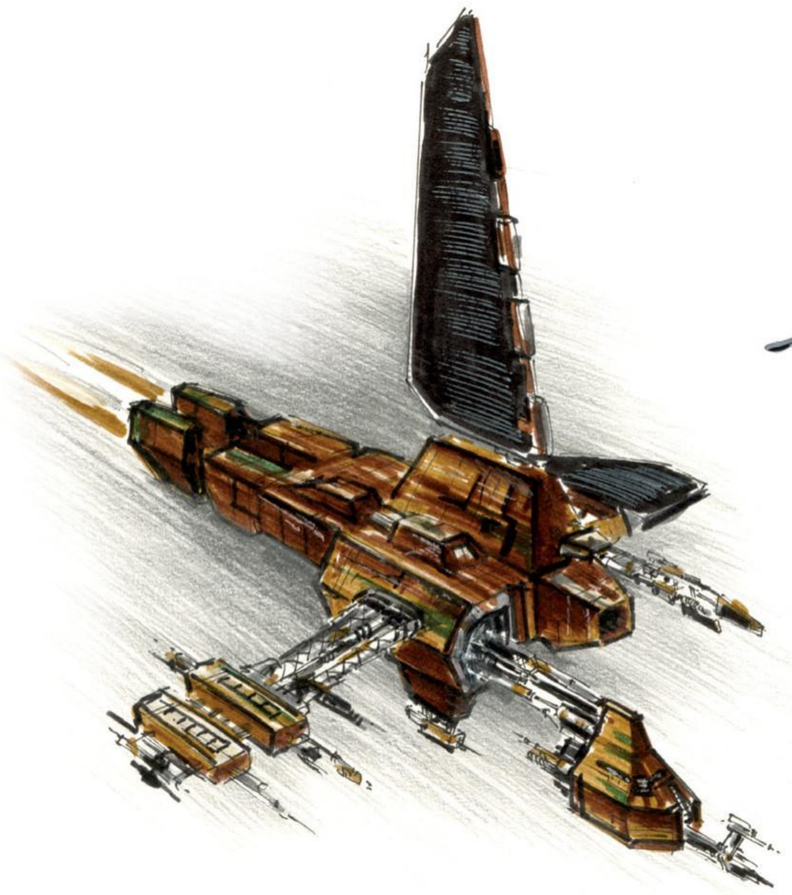




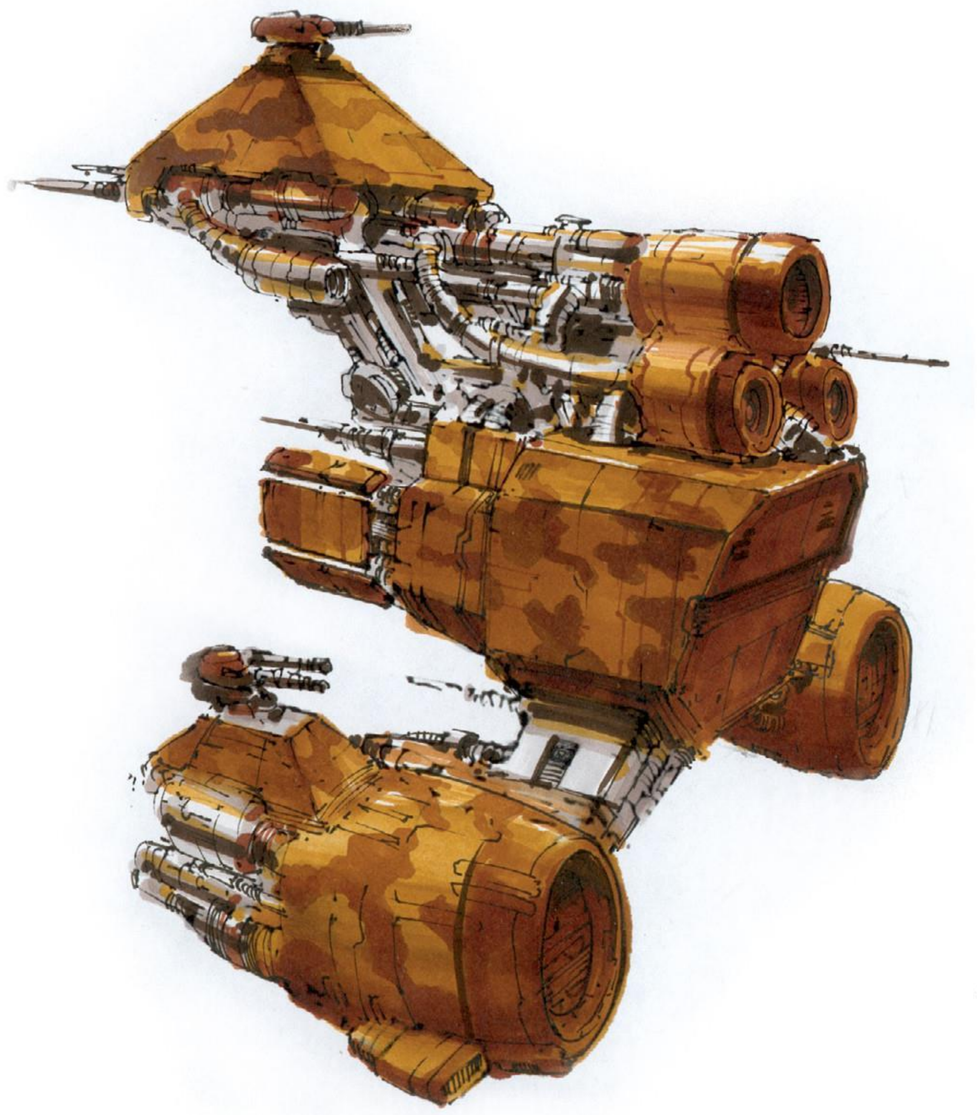
Cyclone

The Cyclone was initially designed by the Republic Fleet as a heavy-weapons platform, but its blueprint was revisited by Core Complexion when the Republic Security Services requested a vessel with more mobility than a battleship, capable of providing fire support for fast frigate patrols and scouting parties. The result was the lightweight, fernite carbide composite chassis of the Cyclone, which was further adapted into the fearsome Claymore command ship.

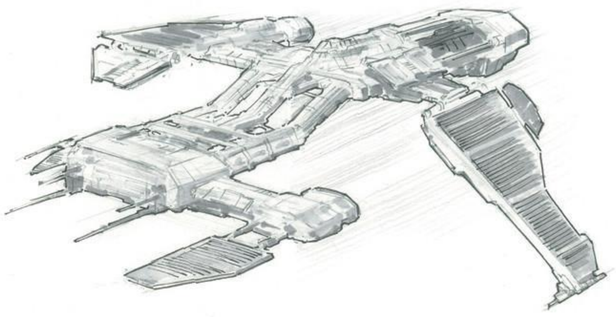




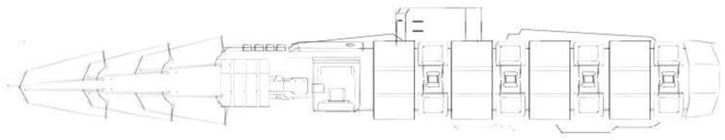


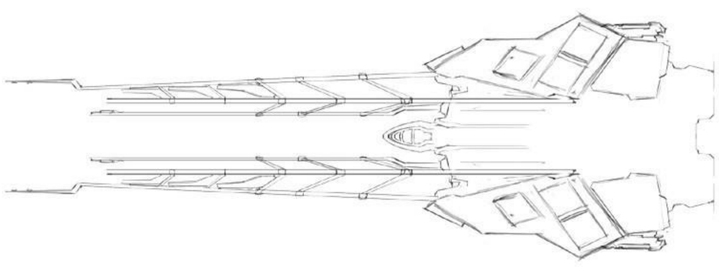


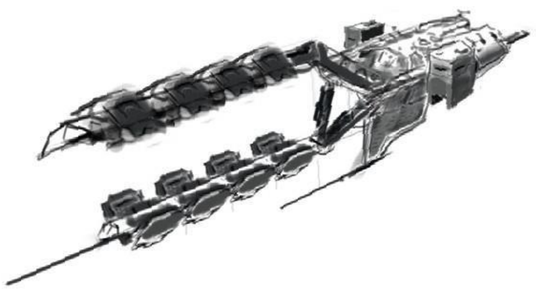


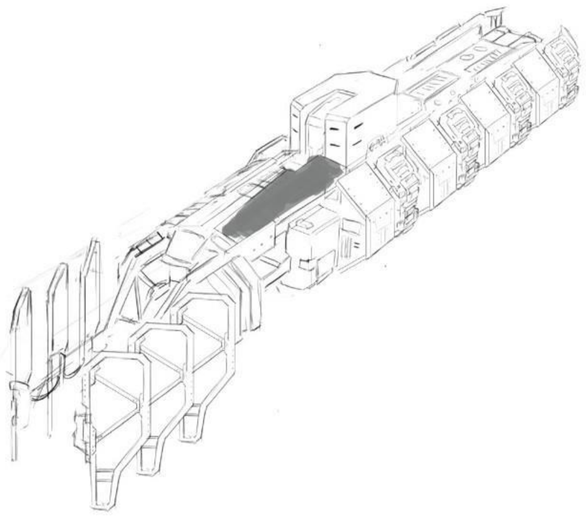


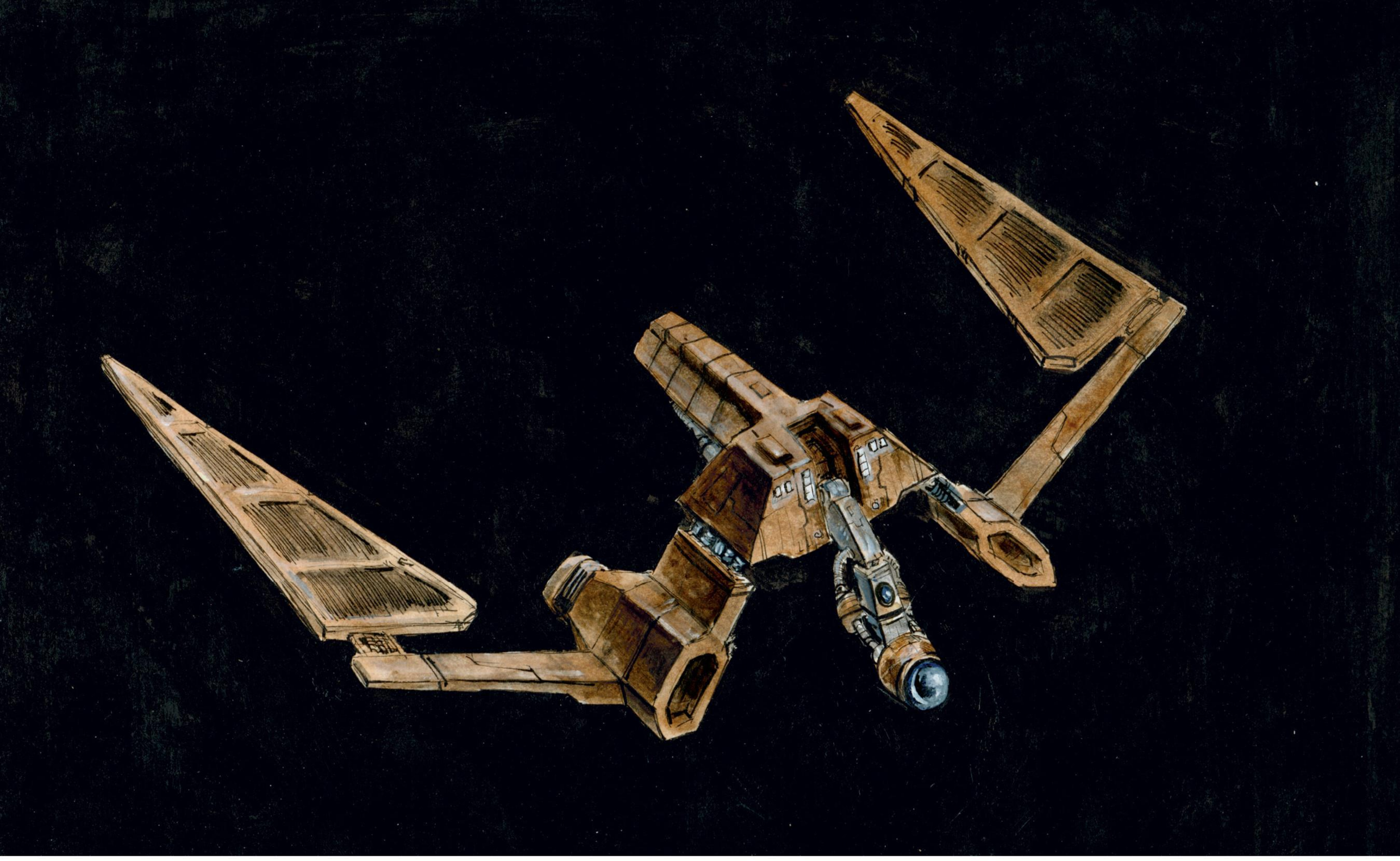












MINMATAR FIGHTER: EINHERJI

Designed by Boundless Creations as an answer to the powerful Amarrian Templar-class fighter, the Einherji was drafted, prototyped, combat tested, and approved for service in a record seven months. A fierce fighter armed with customizable weapons subsystems, this formidable ship was an immediate hit with pilots in the republic.

Piloted traditionally (rather than via the hydrostatic capsule), the Einherji outperforms any other fighter in its class in terms of top speed and maneuverability, with armaments that rival the destructive power of the Gallente Firbolg-class fighter. While not as heavily armored as the Templar, the Einherji makes up for reduced durability in combat by being able to outrun the tracking of a hostile vessel with superior agility when in the hands of a competent pilot.

Wrapped in superlight 50 mm fernite carbide composite armor, and powered by a 1 mm Thukker tribe–derived plasma propulsion system, the Einherji's fast, light subframe can be a handful for rookie pilots, with only the most seasoned of stick pilots maintaining solid control.

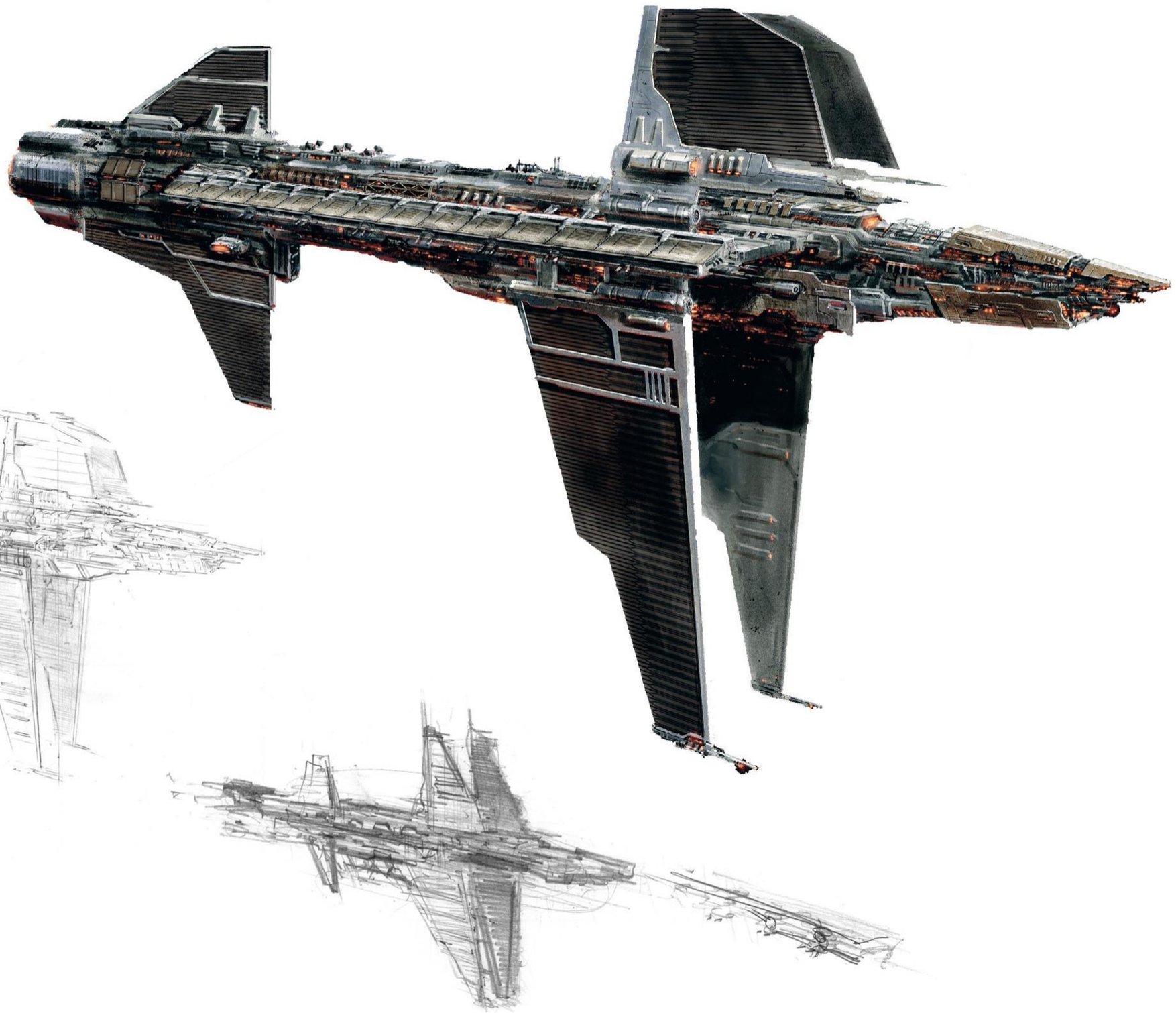
Used in a wide array of roles, from fighter support for the Minmatar Republic's armed forces to commercial racing and scouting pirate patrols for the Dominations and the Guardian Angels, the Einherji is as versatile as it is formidable, with few standard-issue fighters able to match its all-around performance.

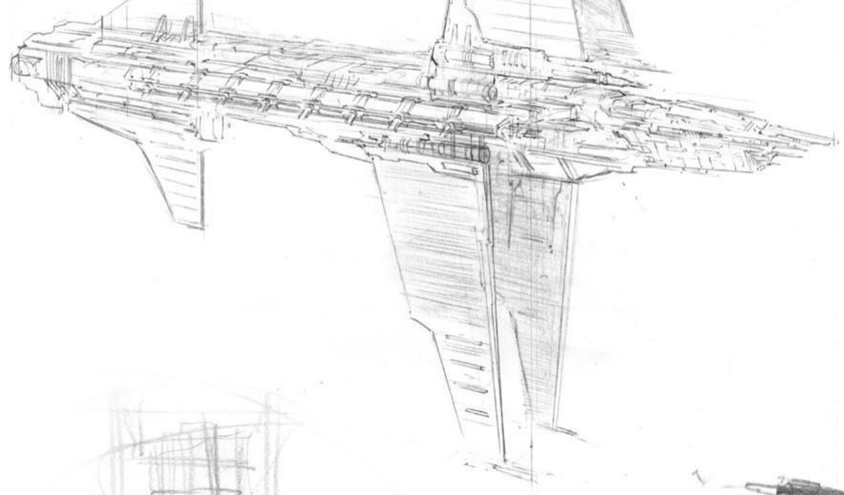
Rifter

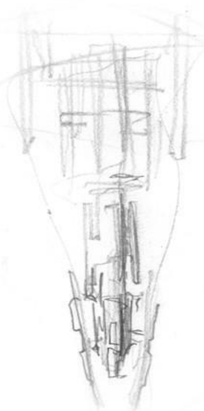
Quite possibly the most iconic vessel in New Eden, the Rifter has been a symbol of Matari independence since the Minmatar rebelled against the Amarr Empire. Fast and agile, with an oversized plasma propulsion system and a electrolytic capacitor unit to match, the Rifter is perfectly suited to fast, hard dogfighting, with many pilots admiring its sleek aesthetics, an uncommon trait on vessels of Matari design.

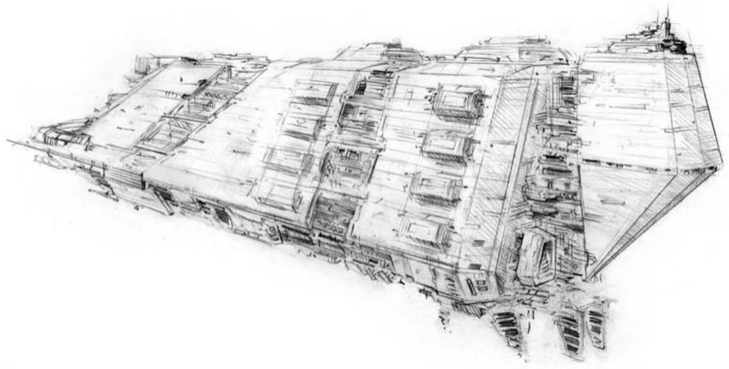
Maelstrom

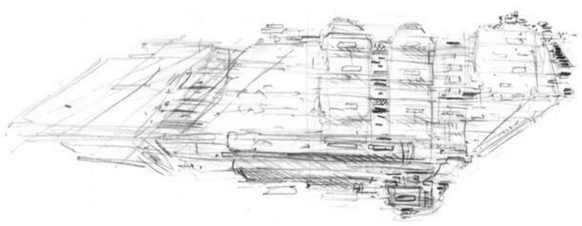
Within weeks of its first deployment with the Republic Fleet, the Maelstrom silenced the critics with an outstanding show of performance as a point defense solution for the Republic's military. With a chassis built around a set of prominent LADAR collector sails and subsystems that can support a remarkable eight pairs of battleship-grade turrets, the Maelstrom class excels as both a highly accurate long-range heavy-weapons platform and a hard-hitting close-range brawler.

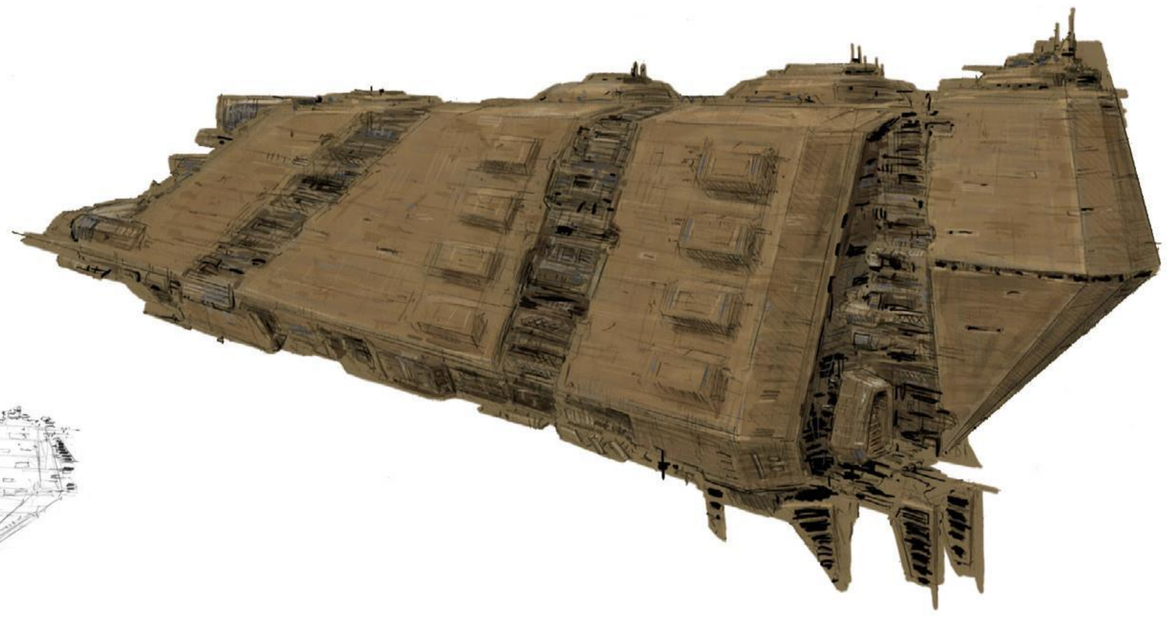


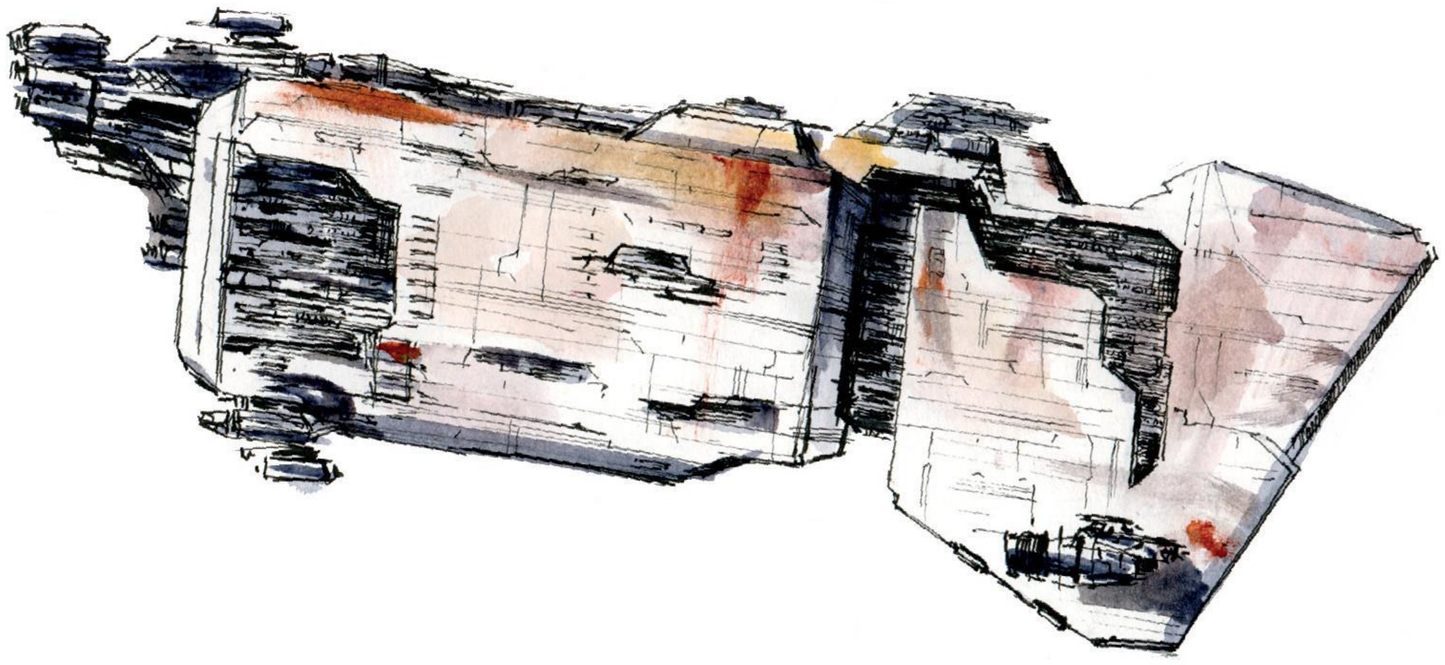












Fenrir

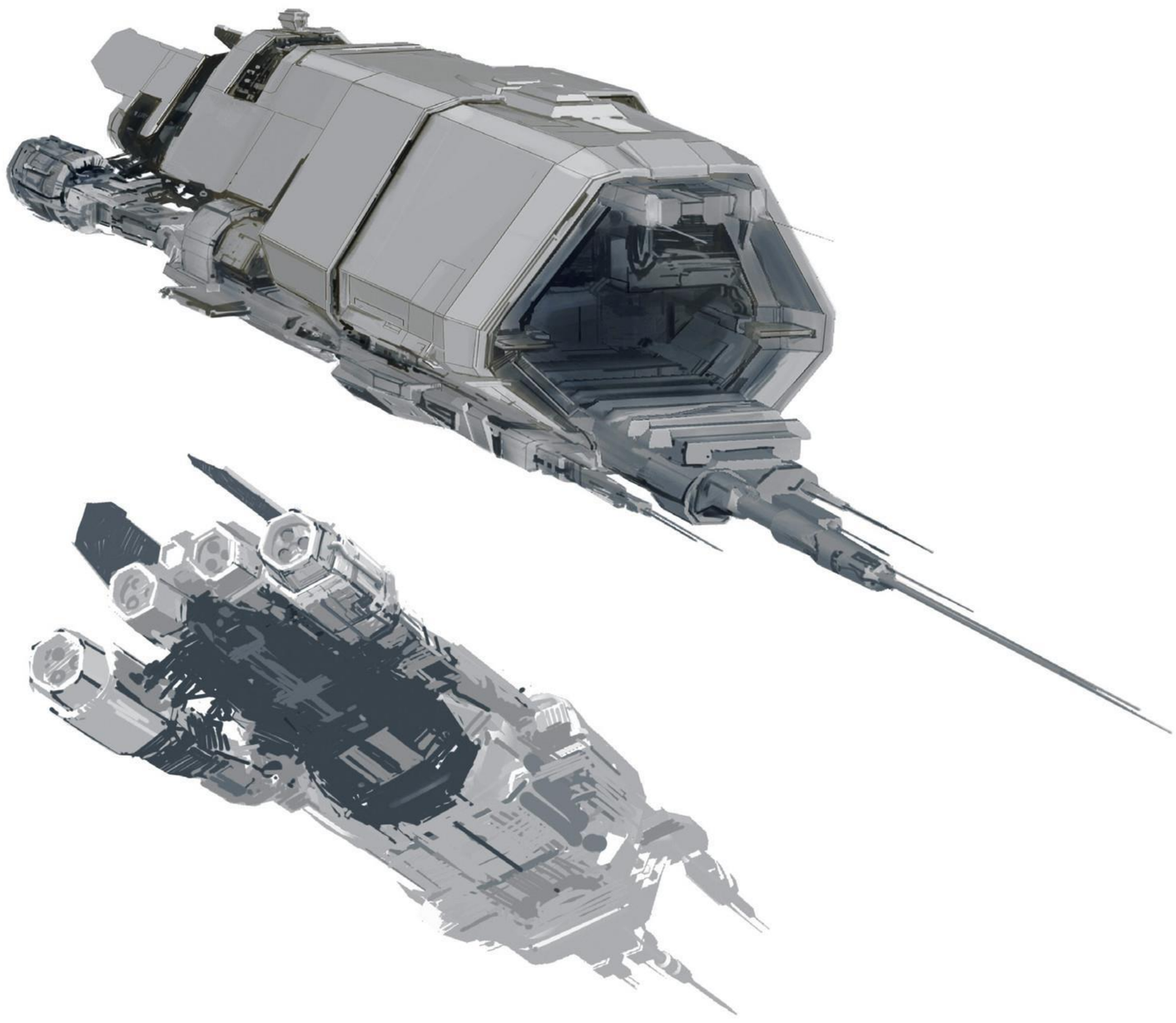
Developed by Boundless Creations, under contract from Freedom Extension, the Fenrir was designed as a rival to the Gallente-built Obelisk, which was first sold in the Republic soon after its launch. Cheaper, lighter, and faster, the Fenrir embodies Minmatar ship-design philosophy and outstrips the competition with a gargantuan plasma-propulsion system that has allowed it to shatter bulk shipping time records across the cluster. The design was expanded upon quickly by Thukker Mix, who strapped a jump drive to the Fenrir class and renamed her "the Nomad" to assist in moving their vast caravans across the border regions.



Typhoon

Upon its unveiling, the Typhoon was panned as an overly versatile hull with a confused sense of purpose. Now the oldest serving battleship-class hull in the Republic Fleet, to this day the Typhoon receives both spirited praise and harsh criticism. One of the fastest battleship-class vessels available on the open market, the Typhoon possesses split weapons systems and sizable room for defensive capability, and is suited to being deployed where fast, aggressive attack patterns are required.





Naglfar

The Republic Fleet's answer to the Revelation class, the Naglfar is focused on one objective: delivering the fastest and most devastating blow possible to any opposition it faces. Based on a Matari design that dates back thousands of years, it has a silhouette that still appears in Matari legends. Able to support two pairs of extra-large turrets, this hull was made famous in the attack on CONCORD's Yulai headquarters in YC 110, with a display of firepower that saw the destruction of one of the most iconic stations in the cluster. Used by the Republic military and outlaws alike, the Naglfar is unmatched in its ability to deliver a devastating precision strike.

Hurricane

Showing an impressively balanced mix of offense and defense, the Hurricane was an immediate hit with both Republic pilots and independent capsuleers when it debuted. With a sizable capacitor bank, a highly efficient plasma propulsion system, and a lightweight, strengthened composite chassis wrapped in fernite carbide armor, the Hurricane (or "Cane," as it is more often called) is a capable battle-cruiser platform that rapidly spawned the development of an advanced variation—the Sleipnir. Packed with state-of-the-art electronics and sensor systems that rival those of most heavy-assault cruisers, the Hurricane is perfectly balanced to deliver a savage blow to any hostile, while maintaining the ability to withdraw at a moment's notice.

CALDARI

An authoritarian, militaristic nation founded on the pillars of duty, loyalty, efficiency, and hard work, the Caldari State remains an economic and military powerhouse in New Eden. While not as large a society as that of the Gallente or the Amarr, the state is still universally respected and admired.

A nation built on corporate capitalism, it is run by a group of eight megacorporations who divide territory between themselves, controlling and overseeing nearly every aspect of society. Each corporation comprises thousands of smaller companies, ranging from industrial companies to law firms, entertainment and medical corporations, real-estate contractors, and corporate police forces.

While the state is built on corporate capitalism, which gives the corporations dictatorial powers, they are just as bound by Caldari customs and laws as individuals are, and the fierce, continual competition between the corporations ensures a healthy, consumer-based social environment, which benefits everyone.

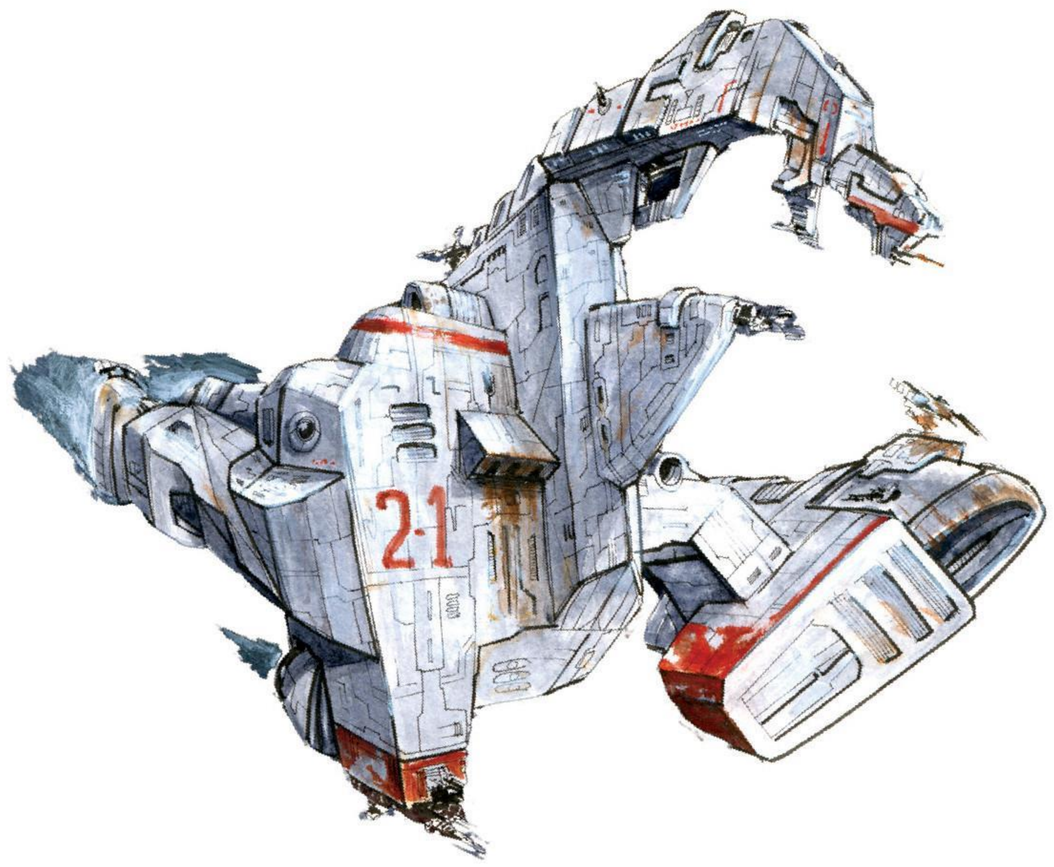
Together, the "Big Eight" (the colloquial name for the eight megacorporations who handle most domestic matters) own more than 90 percent of all property within the state. Each corporation rules its territories like its own kingdom, with its own corporate law and little interference on domestic affairs from the Chief Executive Panel.

The Chief Executive Panel is a political entity which itself is jointly owned and run by the Caldari megacorporations. The CEOs of the megacorporations sit on the board of the panel to ensure that the megacorporations are kept in line when competing with each other, smoothing over potential conflicts before they escalate out of control.

The panel also handles the foreign policy of the Caldari State and is the closest thing to a Caldari government as there ever will be. The Chief Executive Panel also holds executive authority over the Caldari Navy, with the power to dictate any offensive or defensive action that must be taken in order to preserve the security of the state.

COLD PRECISION

The Caldari are the most militaristic and spartan of all the races. With their soulless production prowess and market-driven mindset, their ships are efficient, no-nonsense war machines with no pointless decorations or fluff. Modern military hardware, stealth jets, and aircraft carriers are some of the many references used for the Caldari designs. There is no comfort aboard these beasts of war. The crew quarters' toilet seats are probably as cold as the hearts of their megacorporation CEOs.







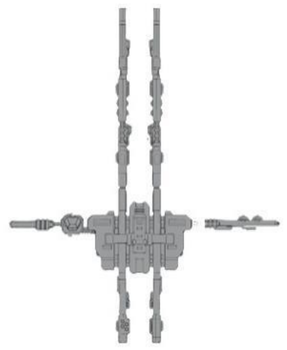


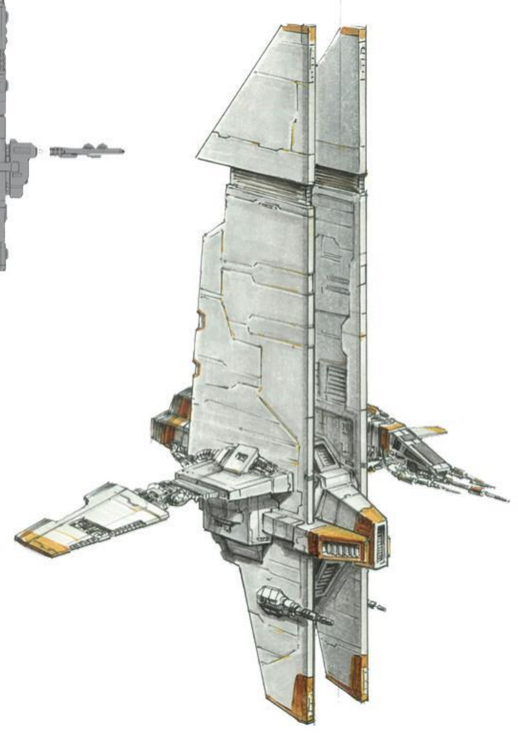






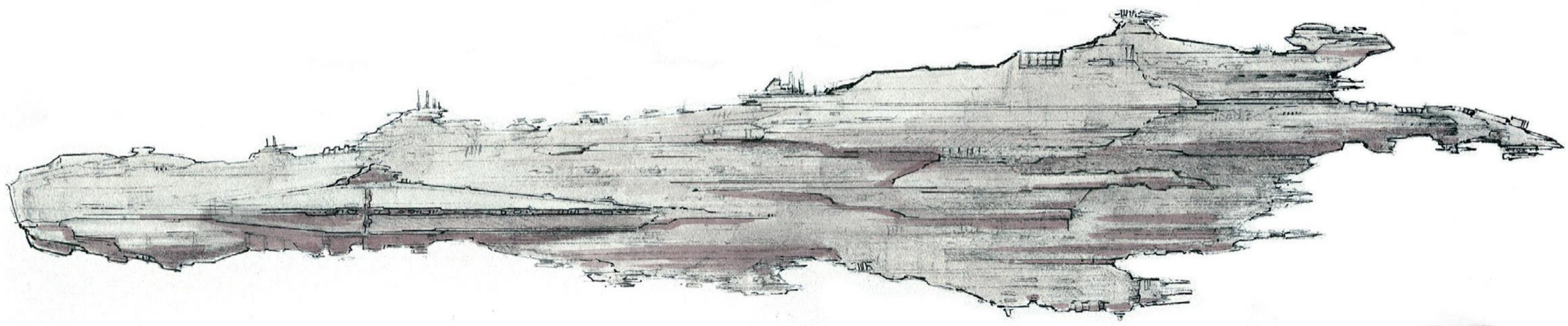




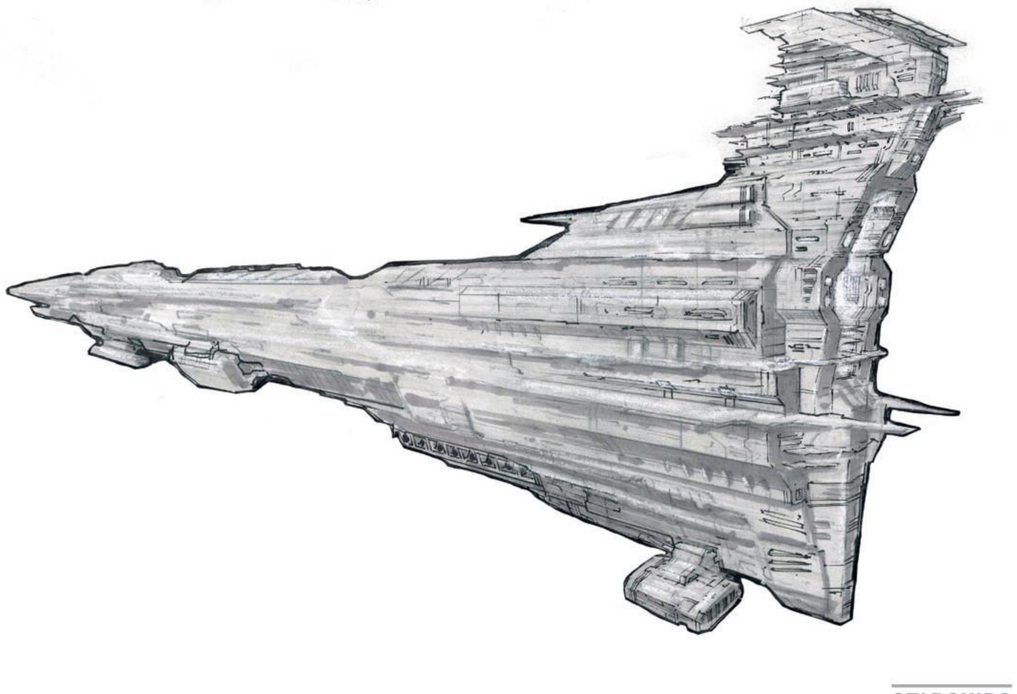












CHIMERA

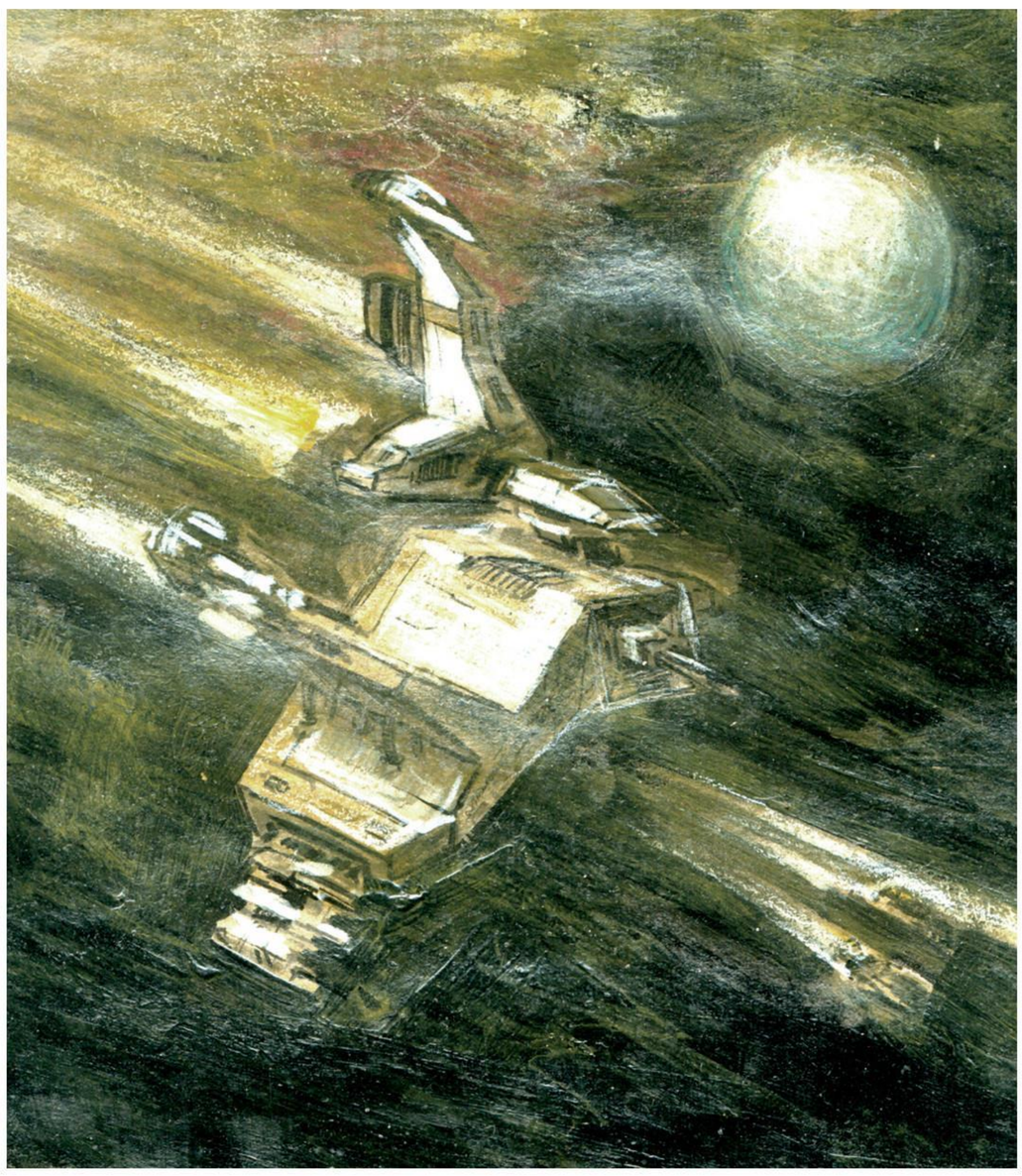

Secondary hangar bays variation
Main hangar bay
Flight control
Bridge
Shield generators
Cooling medium shoots away out of the cells as the ship heats up (could indicate taking shield damage?)
Rotating radar units, rotate continuously
Maneuvering thrusters, fire up once in a while and\or when the ship is braking out of warp
Smaller heat exhausts, produce little clouds of cooling medium when the shield is taking damage or after warp
Point-defense turrets, rotate once in a while
Landing pads for maintenance drones/shuttles, could realign once in a while
Tiny pixel size maintenance drones swarming around when you zoom in up close, interacting with the landing pads
Sensor arrays
CRN 46



DETAILS

Due to the immense scale used in *EVE*, smaller ships allow for more detail than larger ships. It's only on these that you can see the windows and doors, which get lost in the massive textures of the larger vessels. For this reason they are the favorites of some artists, who feel that they have more creative freedom in their design.







Scorpion

The Scorpion's design may be packed from the keel to the bridge with the most state-of-the-art electronics in the cluster, but its origins have remained in dispute for the entire two decades that it has seen service with the Caldari Navy. It bears a striking resemblance to the Guristas-built Rattlesnake class, and indeed the two emerged onto the battlefield at nearly the same time, muddying the waters as to exactly where the design was conceived. Guristas leader Korako Kosakami, also known by the moniker "the Rabbit," claims responsibility for the conception of this remarkably effective electronic-warfare platform, while the Caldari Navy insists that the vessel was conceived in the Caldari State with the assistance of the Ishukone Corporation. Regardless of its cloudy origins, the Scorpion is a fierce addition to any fleet, with its ability to disable multiple vessels in a storm of electronic interference.



CALDARI BATTLESHIP: RAVEN

The pinnacle of frontline-combat engineering in the Caldari State, the Ishukone-designed Raven-class battleship remains the powerhouse of the Caldari Navy more than three decades after its introduction to the fleet. Packed with regularly updated, state-of-the-art fire-control systems, the Raven has some of the most sophisticated missile hardware to ever be mounted on a battleship chassis.

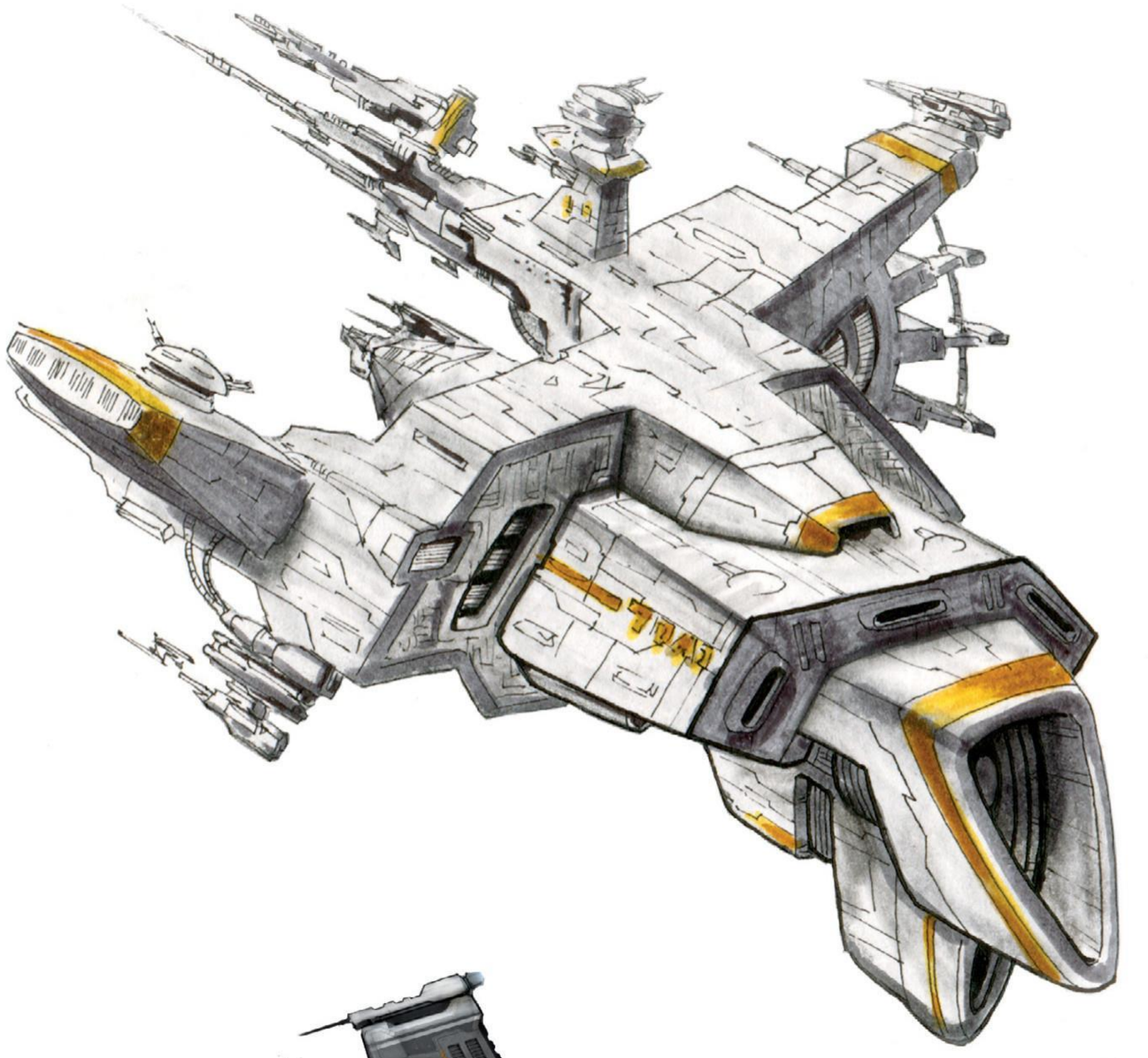
Designed under contract from the Caldari Navy more than thirty years ago by a task force consisting of seasoned navy veterans, Ishukone's finest starship engineers, and a number of employees who defected to Ishukone from Propel Dynamics after hearing of the ambitious nature of the project, the Raven packs a vicious punch into a relatively lightweight 99,000-ton chassis.

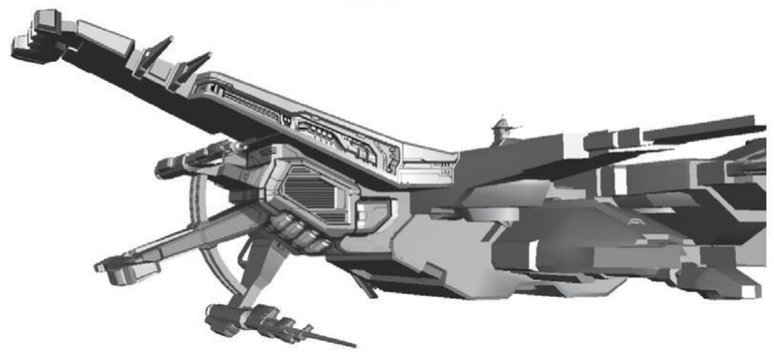
Geared toward delivering a fast, brutal, and direct punch via missile-guidance systems complex enough to cope with both torpedo and cruise-missile launchers, the Raven class is well known on any battlefield as a devastating opponent, with most believing that it was unveiled as a counter to the Gallente Federation's Megathron class.

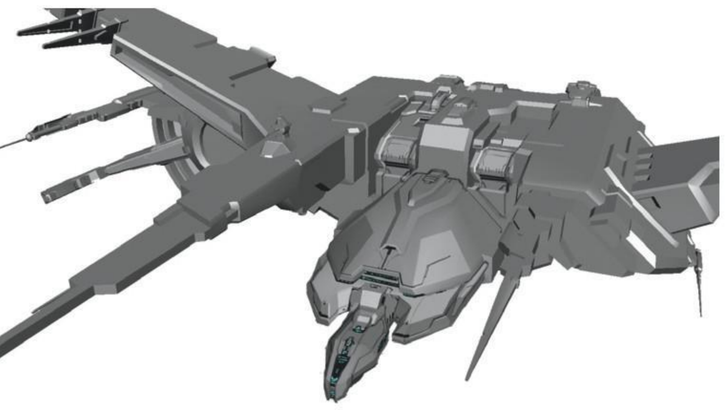
Wrapped in a healthy layer of 1600 mm titanium diborite armor plates and packing Lai Dai–derived sustained shield-emitter systems, when configured correctly, the Raven class can perform just as reliably as a defensive platform, and with immense staying power.

While traditionally Lai Dai and Ishukone are market competitors, as part of its agreement with Ishukone for supplying state-of-the-art shield technology, Lai Dai was given access to the Raven's full technical specifications and recently released its own take on the popular chassis, the Golem-class marauder. Ishukone did of course negotiate a sizable cut of any technologies derived from its blueprints as part of the agreement.

With an even higher-capacity shield-emitter array and bastion siege subsystems, the Golem class takes the Raven one step further in providing an even more savage punch and greater durability.



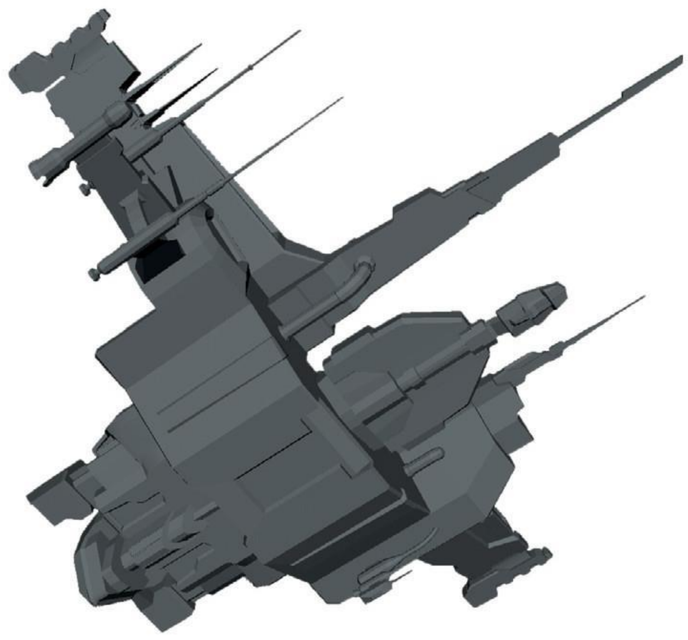


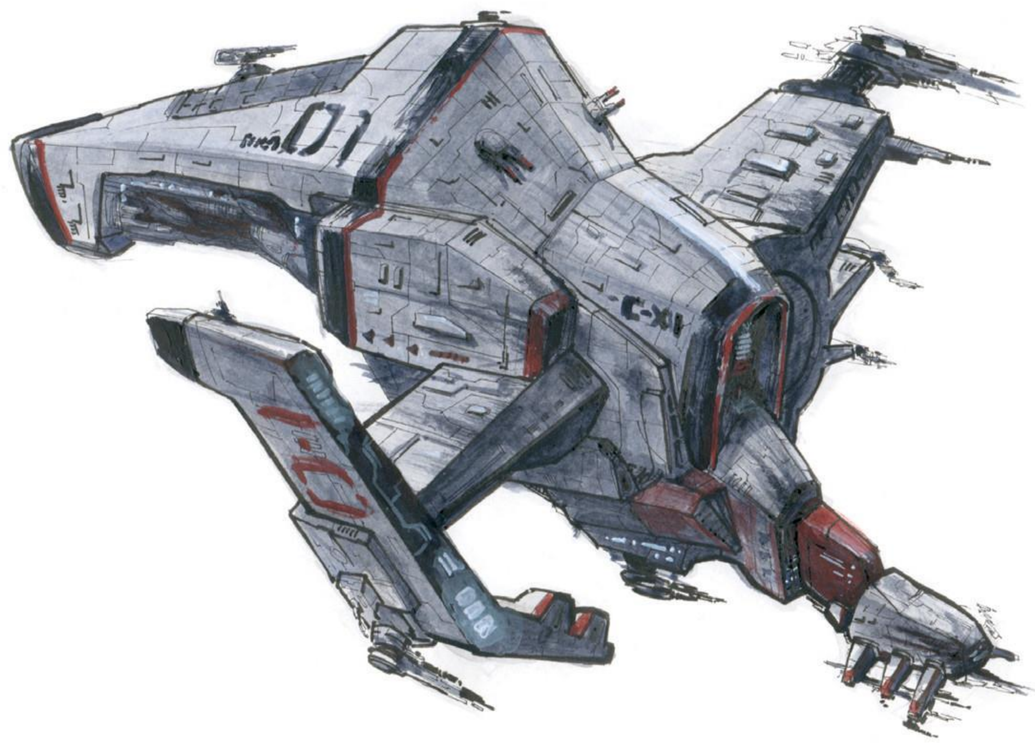


Raven

Wrapped in a heavy layer of titanium diborite armor plates, the Raven remains the standard to which all other Caldari-designed battleships are compared. Designed to deliver a vicious flurry of missile attacks, the Raven's guidance and target-acquisition systems rival those of most Dreadnought-class vessels. Cutting a swath of destruction through an enemy force is what this battleship excels at, and when paired with the Scorpion class as support, it delivers a rock-solid blow to any opposing force. Rumor has it that, with good reason, the Federation Navy's standard response to the Raven is to observe from a distance and request support.



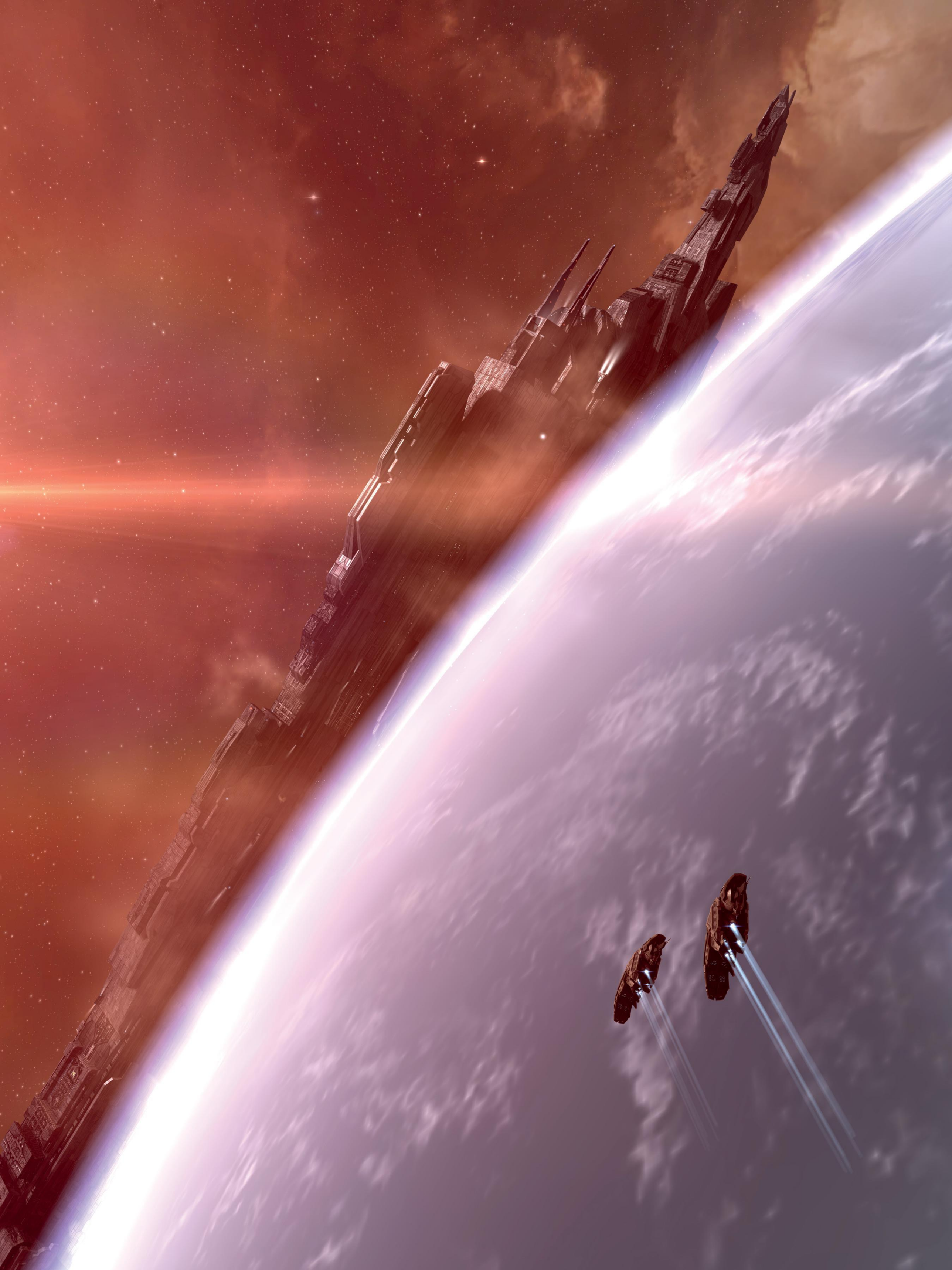




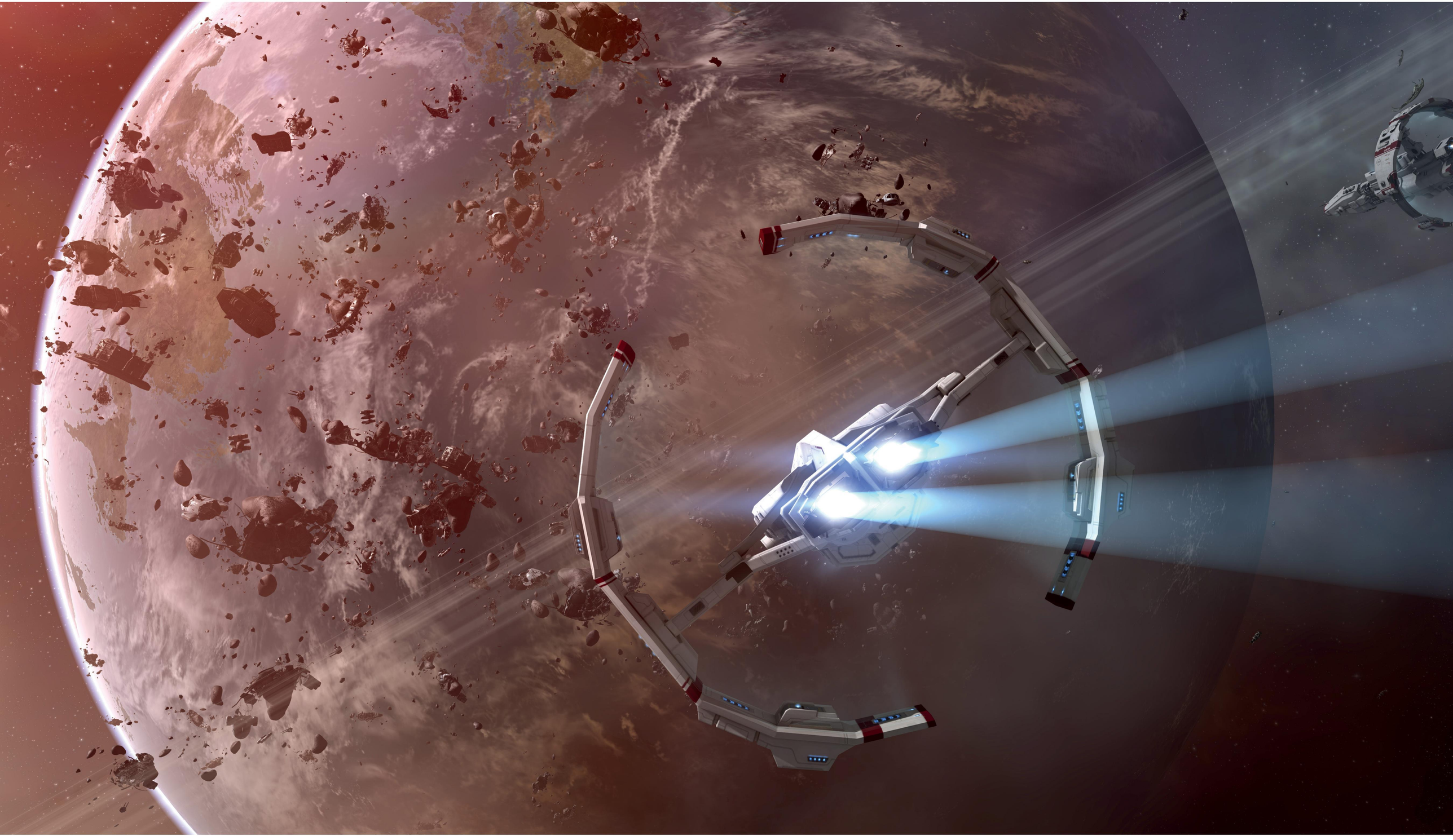


IBIS

The Ibis is a good example of a redesign that shows the evolution of the Caldari style. While the Ibis used to have sharper corners and plates, the Caldari now take inspiration from tanks and modern military hardware, which have more beveling and smoother corners, with reinforced explosive armor and modern manufacturing techniques, while still retaining the core utilitarian design aesthetic.

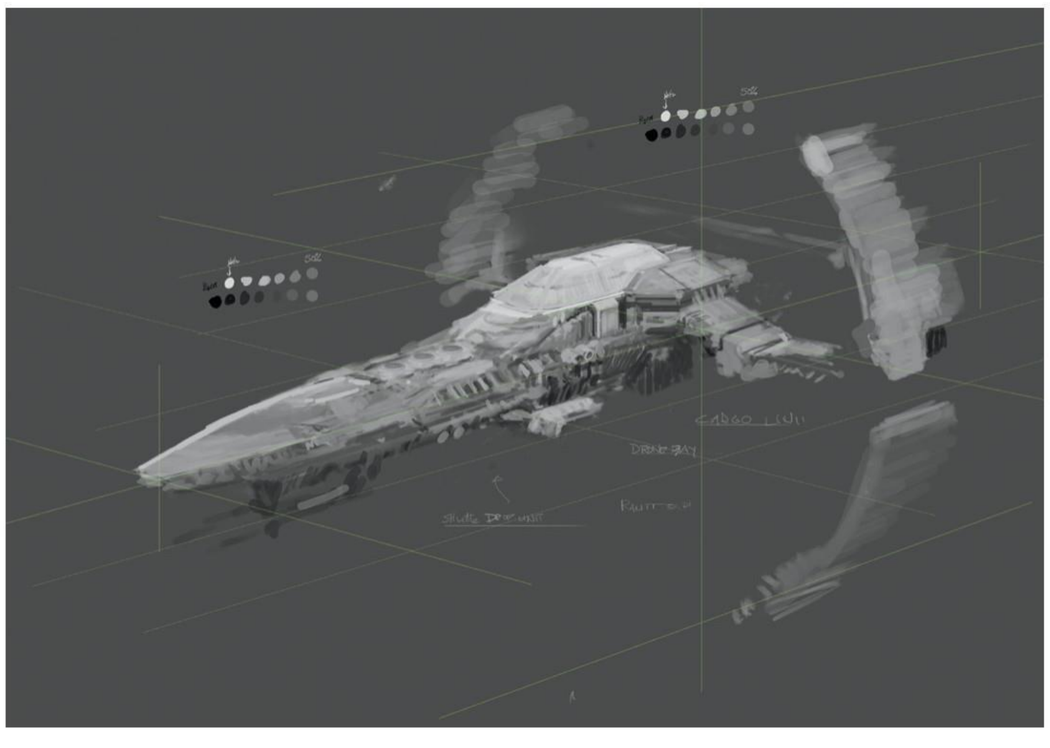


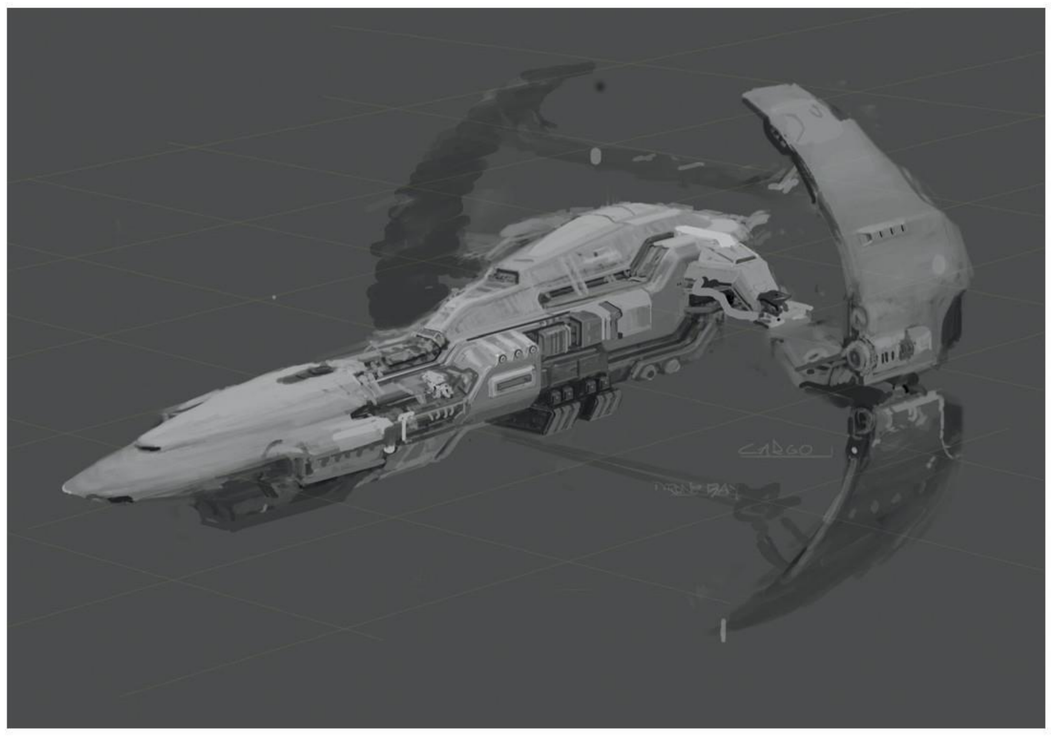




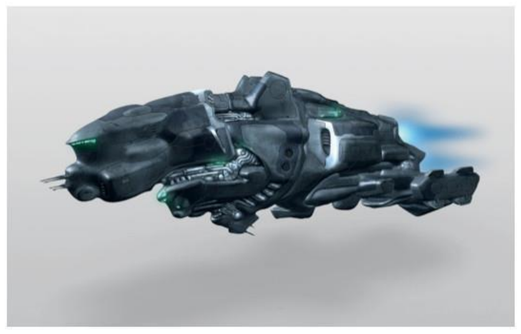


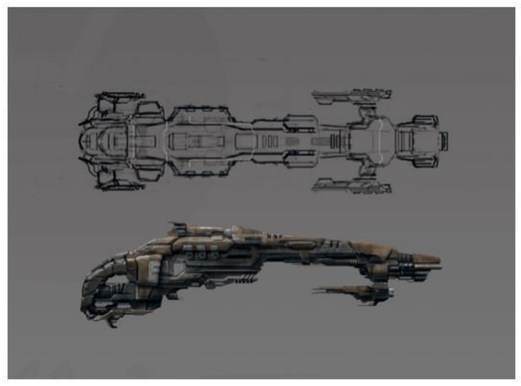




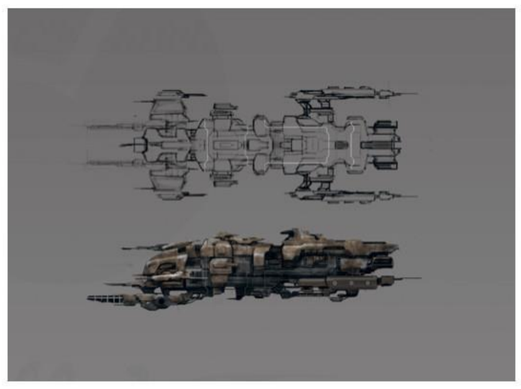




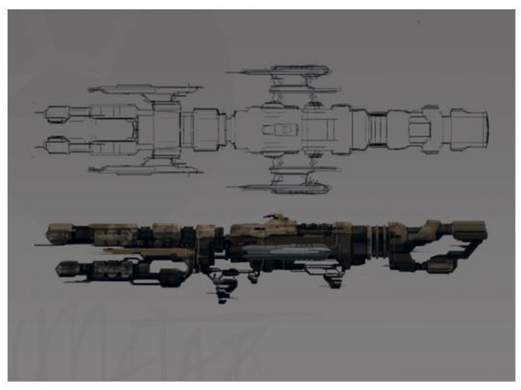




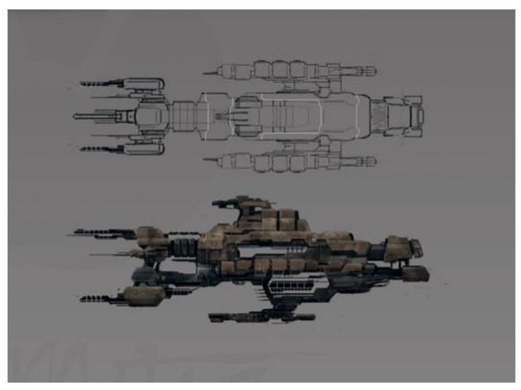


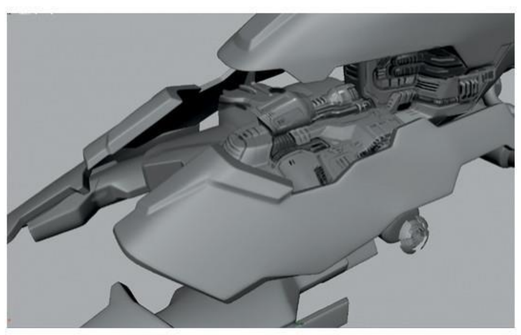






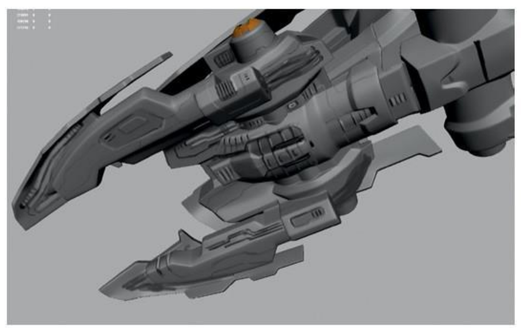


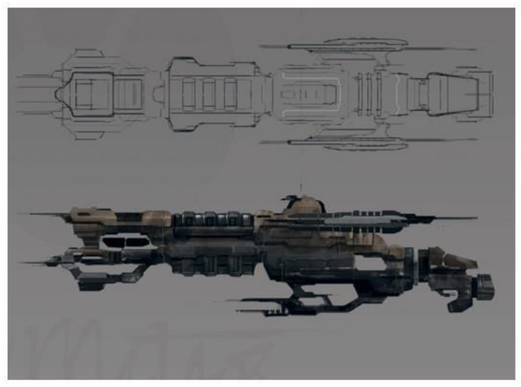


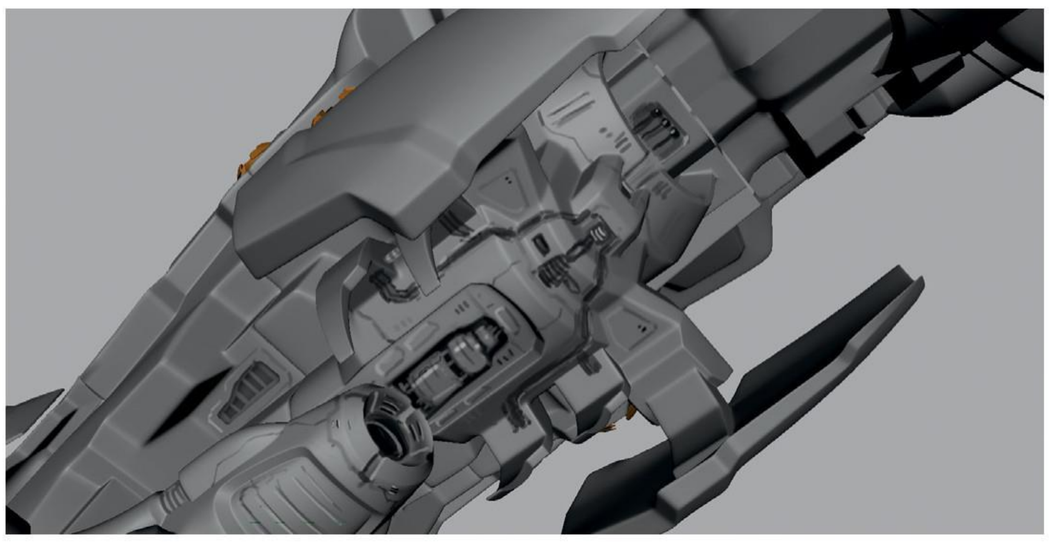








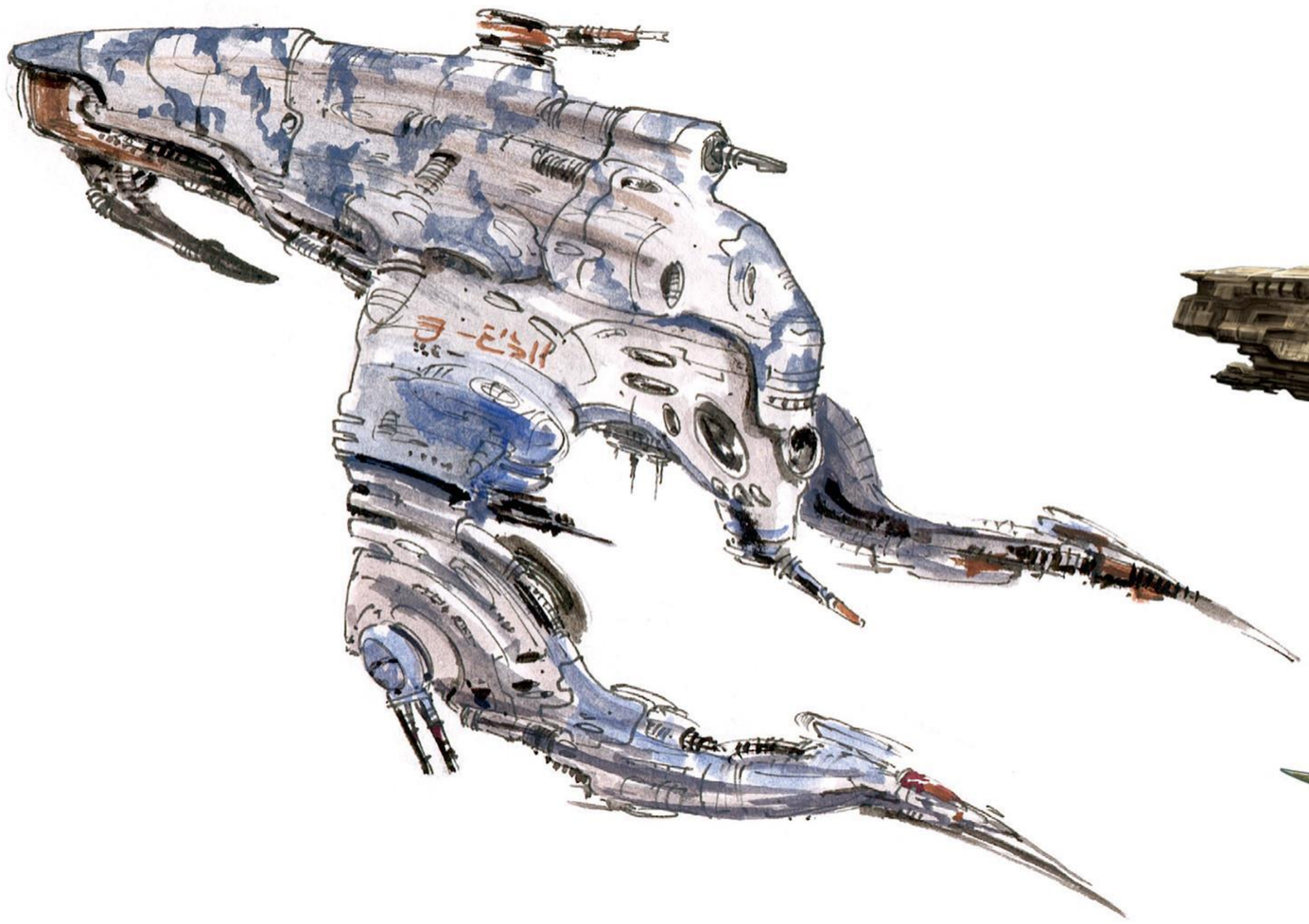


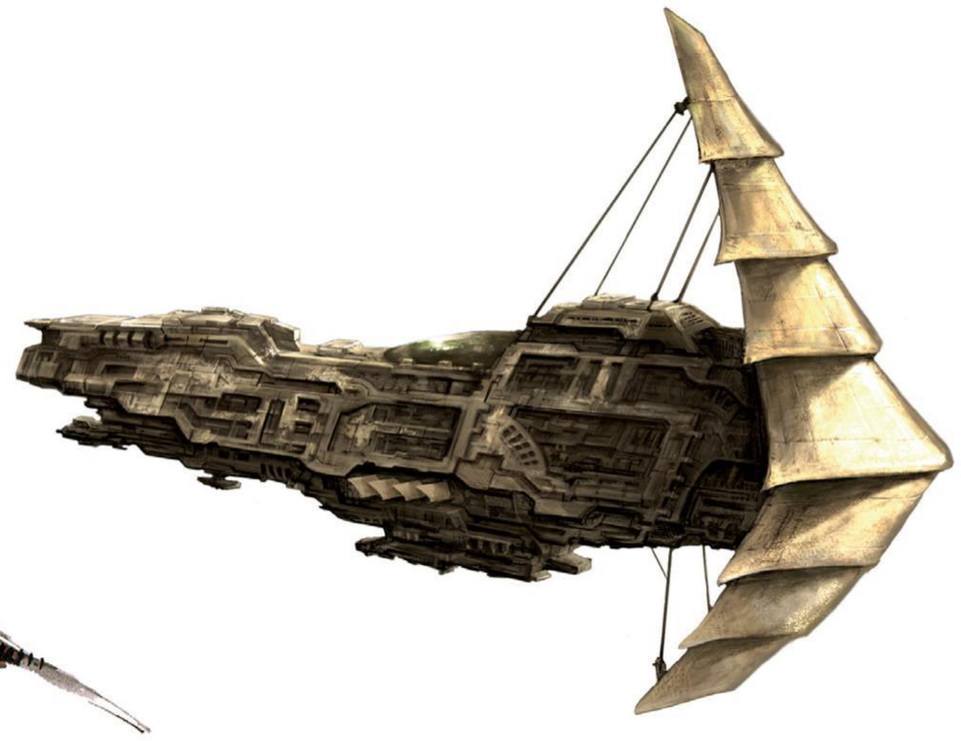




LOOK BUT DON'T TOUCH

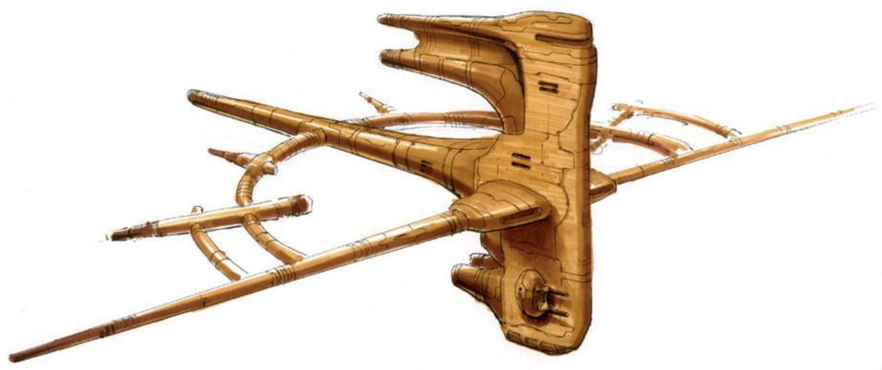
New Eden is host to a variety of small races and factions, each with a unique art style. Most are hostile to spacefaring captains, and thus their designs communicate danger, mystery, and the threat of destruction. The Sansha, for example, are a mindless horde of cyberzombies led by the frustrated Sansha Kuvakei, who likes to abduct people by the thousands and assimilate them into his army. Their design borrows from the spikes, shells, and organic pods of sea creatures and urchins.

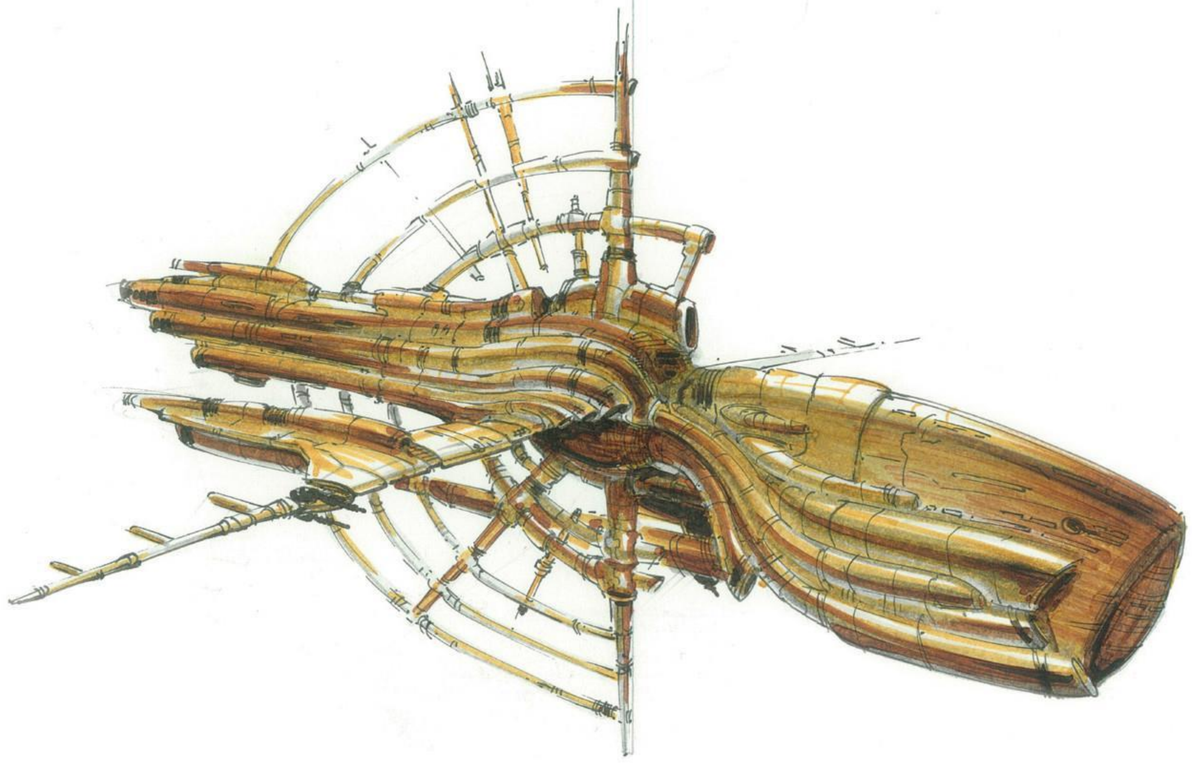




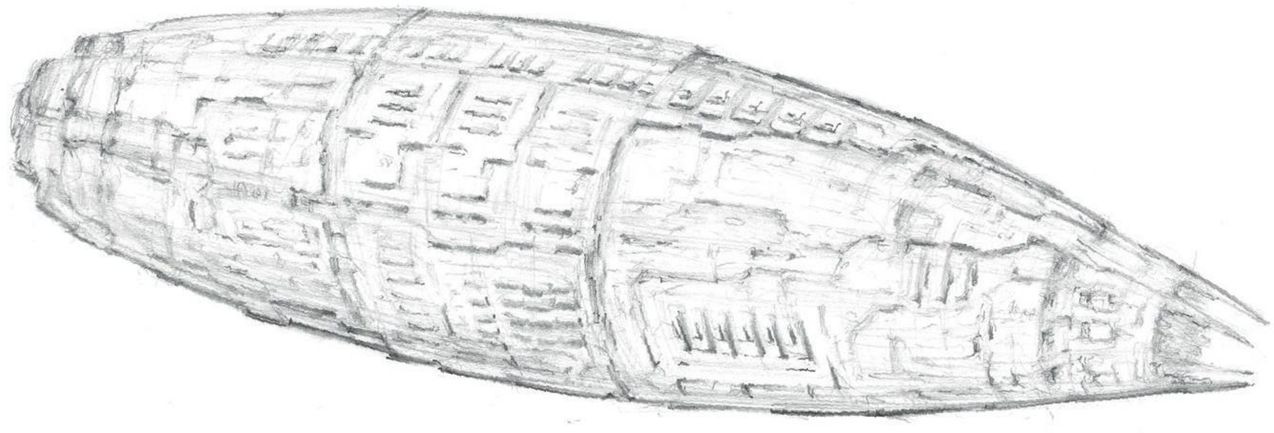










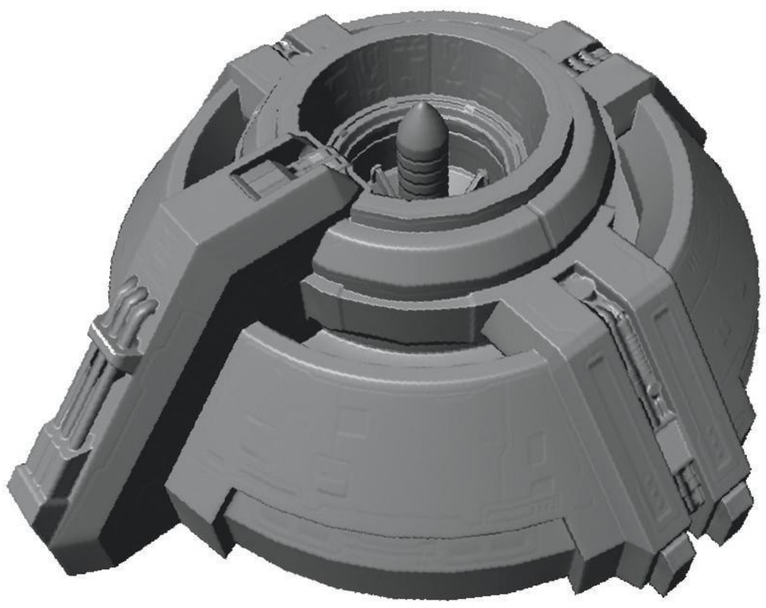


THE GUN IS GOOD

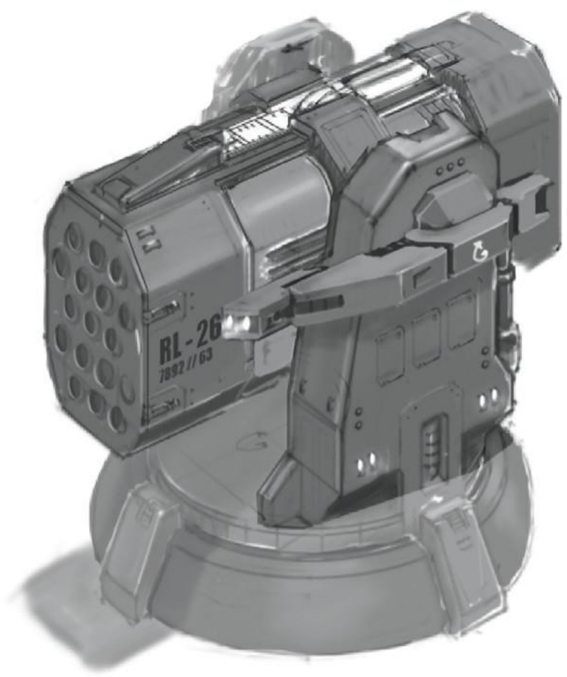
Despite their relatively diminutive size, turrets and missile launchers receive considerable care in their design and construction. There exists a certain obsession with these ultimate tools of destruction, and the art team has bent over backward trying to serve it as best they can. Detailed close-ups of the weapons are available, as well as intricate unfolding animations and explosion effects. Because a ship in *EVE Online* can be configured in so many ways, depending on which turrets and modules have been added to it, it is important to represent the design clearly on the 3-D model.

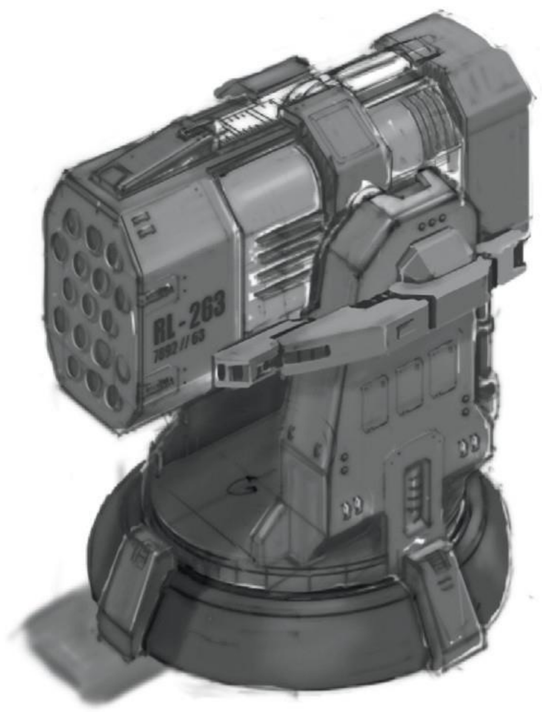
CITADEL LAUNCHER

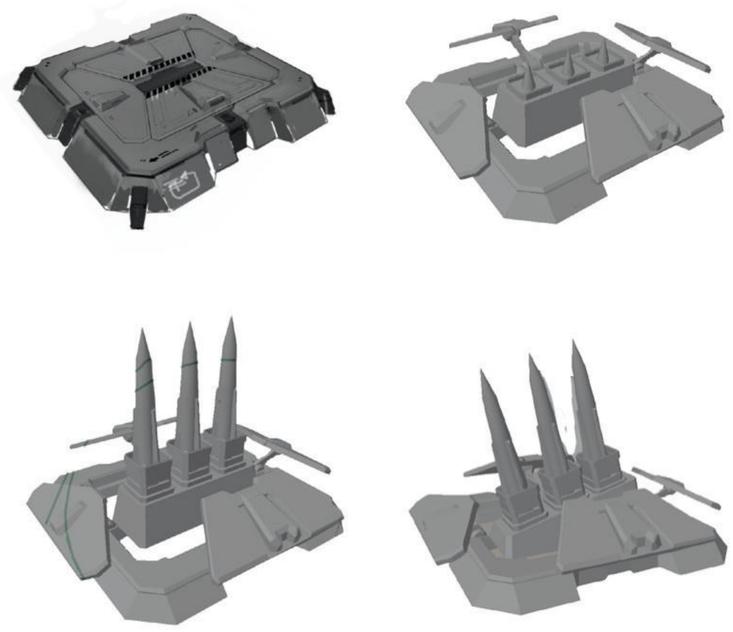
The Citadel cruise missiles, the biggest in *EVE Online*, are massive—larger than an LGM-30 Minuteman intercontinental ballistic missile. They only fit on larger vessels, such as dreadnoughts and titans, and don't work well against smaller targets because of their bulk.











TURRETS

Whether in use on a frigate or a dreadnought, the principle of operation for any turret system is the same: hurl the largest possible payload at a target in the shortest possible time, to inflict as much damage as possible. The most simple philosophy is that of Minmatar turret design, where the payload is often in the form of a solid metallic projectile, which in some instances is capped with a thermonuclear warhead.

Whether a pilot chooses slow-firing artillery for a more brutal strike, or chain-fed autocannons for a sustained assault over time, the principle is the same: deliver a hail of shrapnel on a target with as much accuracy as possible.

Given their similar roots, the Caldari and the Gallente share a common offensive platform, the hybrid turret. At close range, there are few things as devastating as a volley of neutron-blaster cannons. A number of vessels from both the federation and the state are also optimized as rail-gun platforms.

The main difference between blaster- and rail-based weapons is their effective range. While utilizing the same ammunition, a blaster turret heats the jacket of a hybrid round enough for it to break down during firing, which results in a superheated blast of plasma being fired at the target. This limits the range of the ammunition due to sprawl as the jacket disintegrates in flight; however, at short range, this method delivers a devastating spread of damage.

A rail gun retains the jacket, keeping the round in one piece, and firing it with extreme accuracy as a hypersonic payload, resulting in reduced damage at up to fifty times the range, with far more accuracy.

Aside from projectile-based weaponry, in the last thousand years the Amarr have harnessed the power of energy weapons and the technology to modulate the spectrum of light to produce varying degrees of damage at carefully controlled ranges. While the sheer amount of power generation required for this type of weapons system is colossal, most Amarrian vessels are designed from the keel upward to accommodate the required hardware.

For most privateers, and explorers who intend to spend lengthy tours away from dock, energy weapons tend to be the choice for both defense and offense, given their relatively small cargo footprint. Simply stock a range of frequency crystals, which focus the beam of the weapon to the correct range, and there is no need for collection, cleaning, and rearming of depleted hybrid or projectile casings, resulting in a theoretically endless supply of ammunition and a relatively rapid method of switching range.

LAUNCHER

The launcher and the turret base can sometimes fit onto relatively small areas of a spaceship, leading some to question where the massive missile comes from. The animation was adjusted so that it felt realistic rather than immersion-breaking.

S



Gatling Pulse

S



Amarr Utility
[Targeted]

S



Dual Beam

S



Medium Beam

S



Dual Pulse

S



Medium Pulse

S



Caldari Utility
[Targeted]

S



Ion Blaster

S



Ion Blaster

S



Neutron Blaster

S



150mm Railgun

S



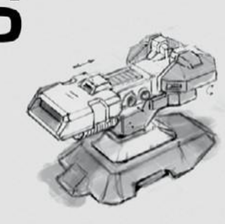
75mm Railgun

S



75mm Railgun

S



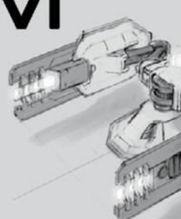
Electron Blaster

S



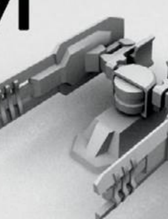
150mm Autocannon

M



Dual 150mm Railgun

M



Dual 150mm Railgun

M



720mm Artillery

M



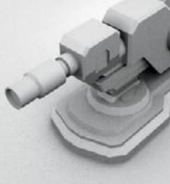
Electron Blaster

M



Neutron Blaster

M



220mm Autocannon

M



650mm Artillery

M



Focused Beam

M



Heavy Beam

M



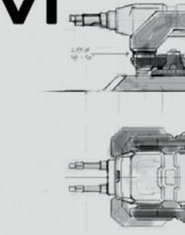
200mm Railgun

M



250mm Railgun

M



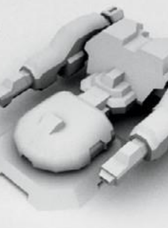
250mm Railgun

L



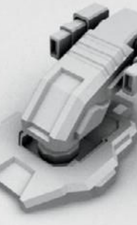
1400mm Artillery

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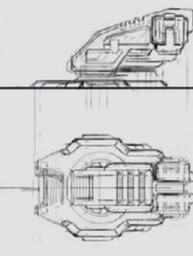
1200mm Heavy Artillery

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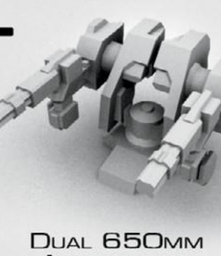
Ion Blaster

L



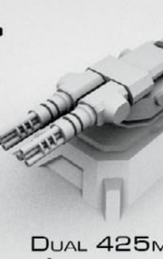
Ion Blaster

L



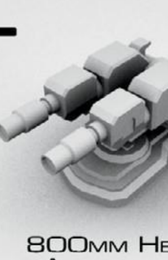
Dual 650mm Autocannon

L



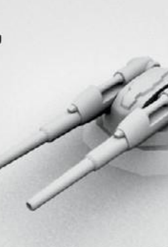
Dual 425mm Autocannon

L



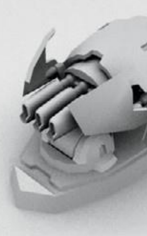
800mm Heavy Autocannon

L



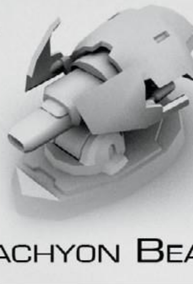
Dual Heavy Beam

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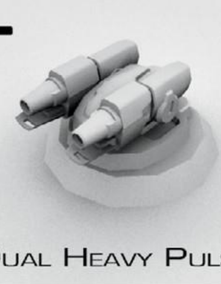
Mega Beam

L



Tachyon Beam

L



Dual Heavy Pulse

L



Mega Pulse

L



Neutron Blaster

L



425mm Railgun

L



250mm Dual Railgun

L



Electron Blaster

L



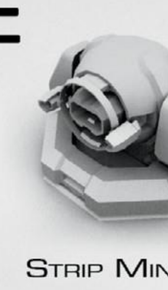
Heavy Tractor Beam

E

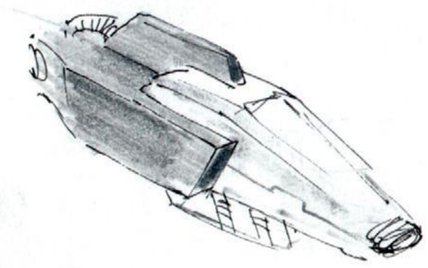


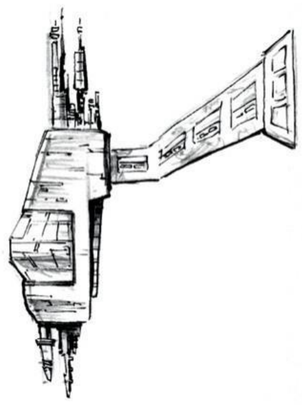
Ice Harvester

E

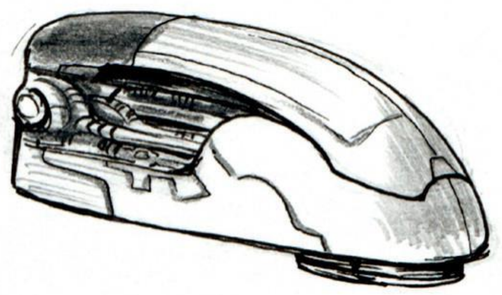


Strip Miner

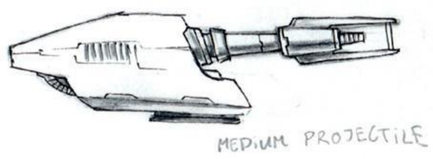




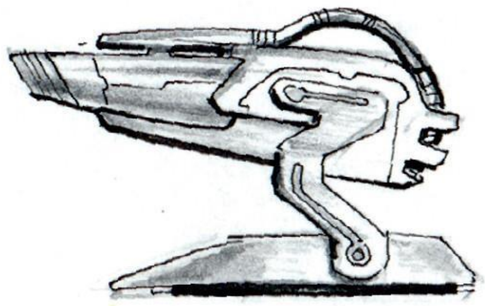


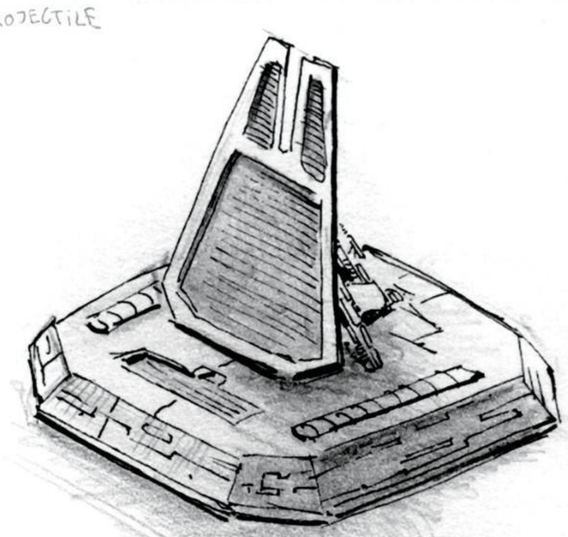


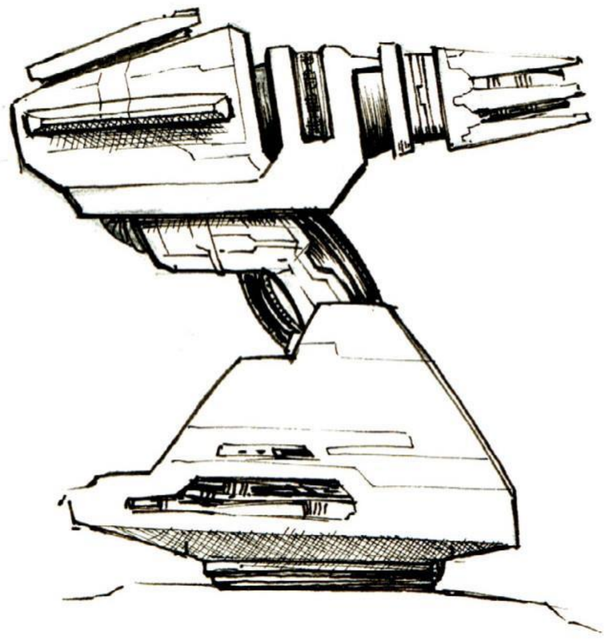


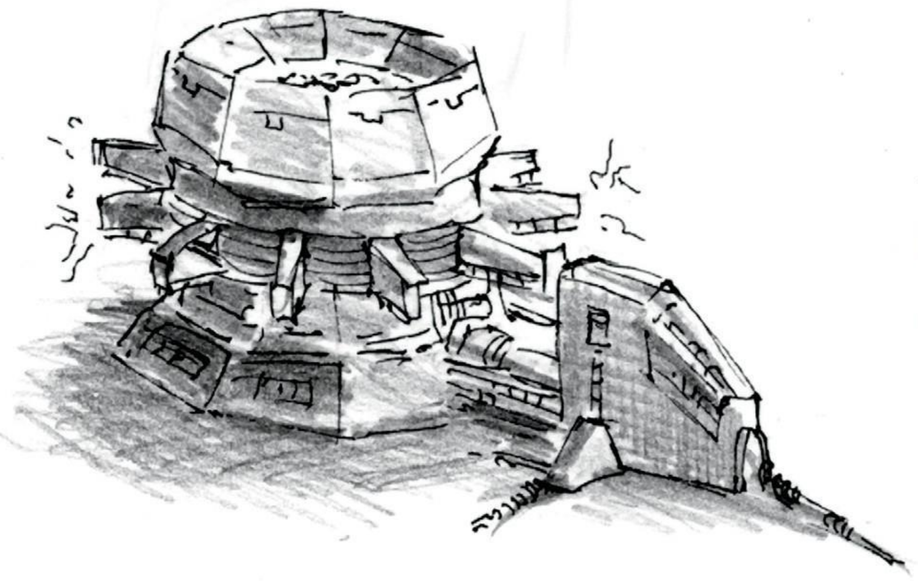


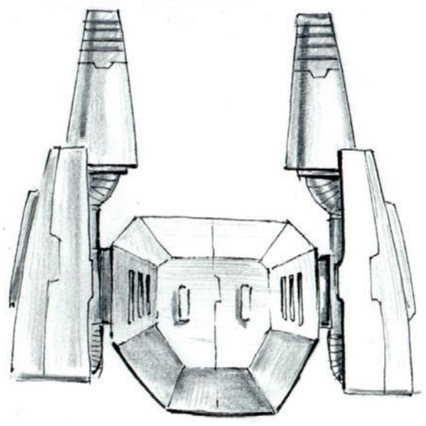
MEDIUM PROJECTILE

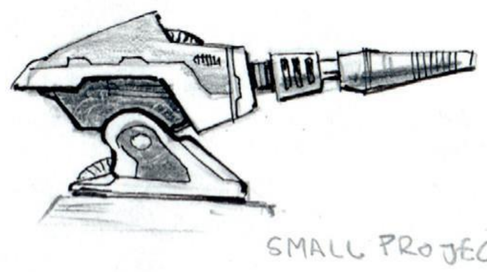










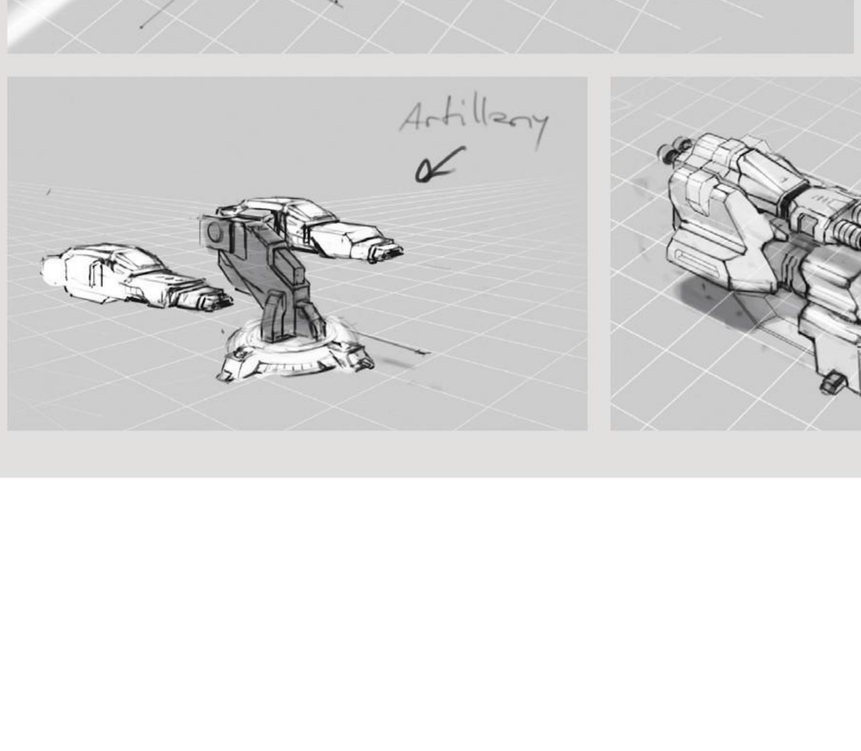


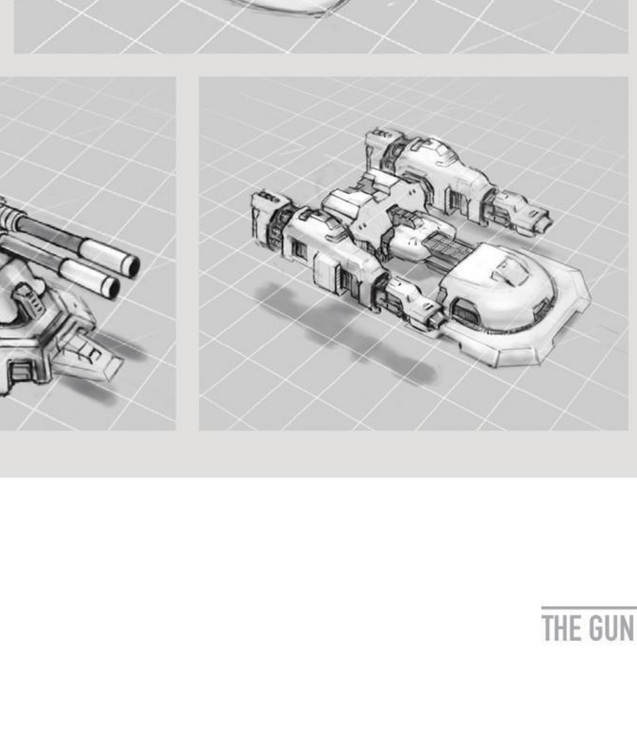
SMALL PROJECTILE

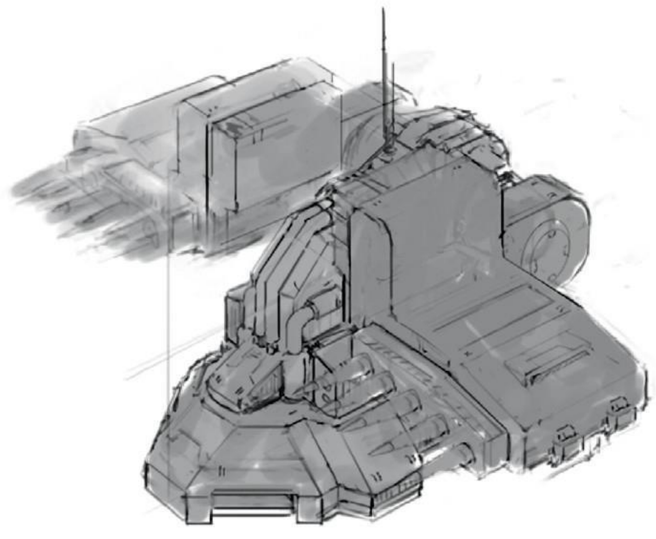
DOUBLE BARREL

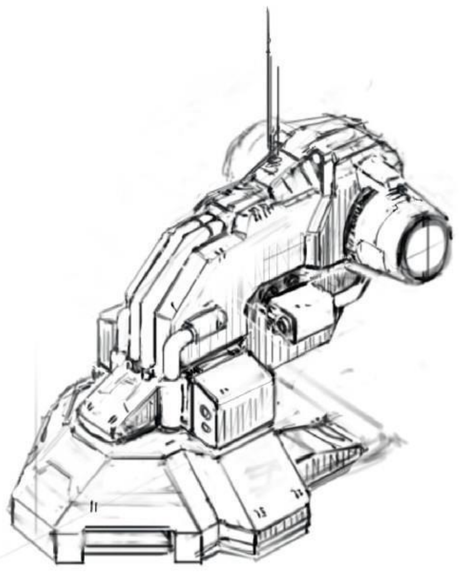
DETAILS OF DESTRUCTION

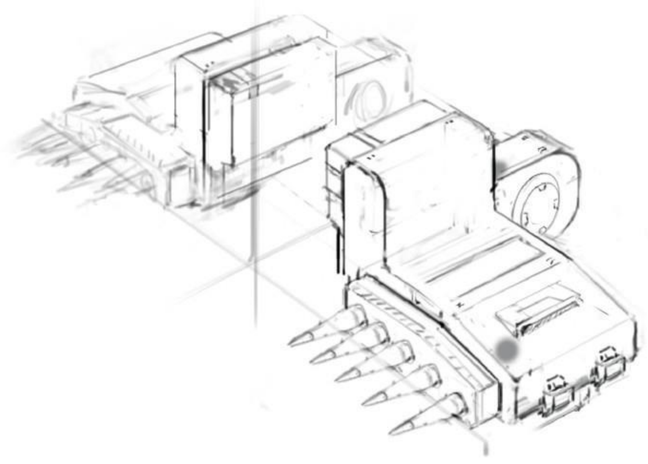
When designing a multitude of turrets, as with any set of similar designs, it's important to keep them clearly separate. The basis is the silhouette. Every turret must have a unique outline, and from there, more detail can be added. Having hundreds of different turrets is of little value if they all look the same.

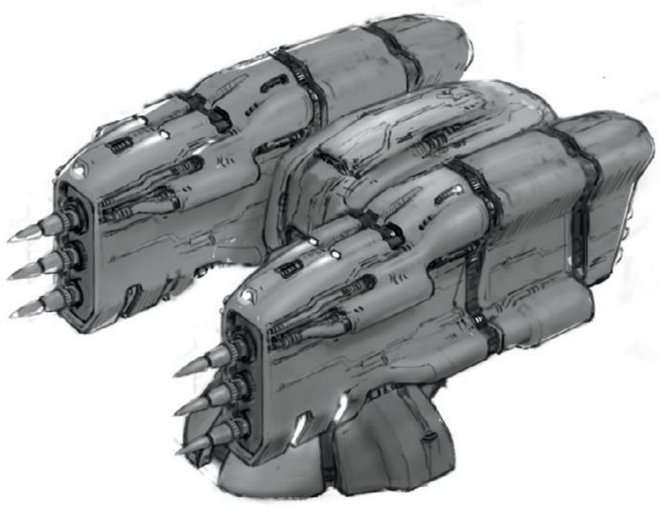




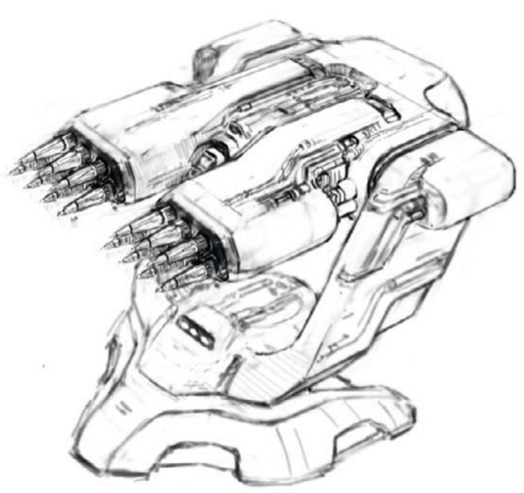




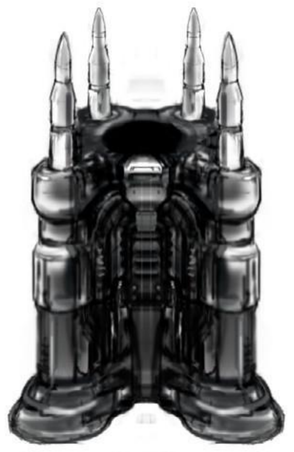




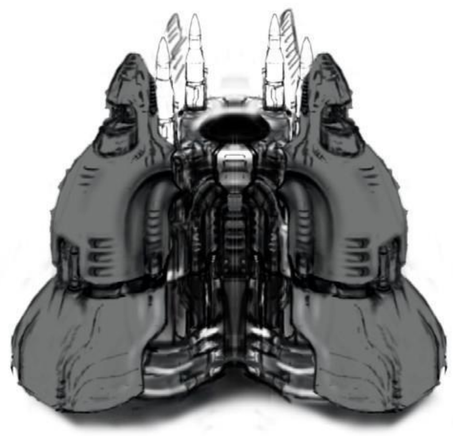










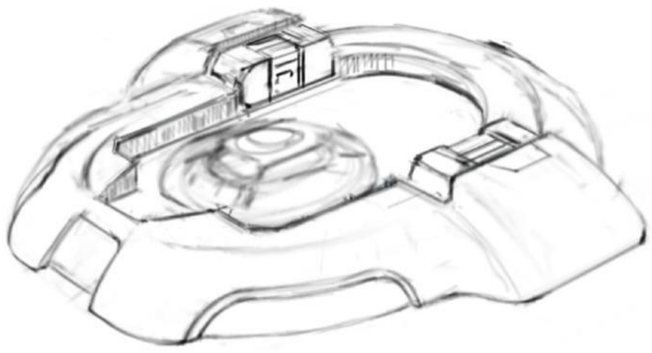
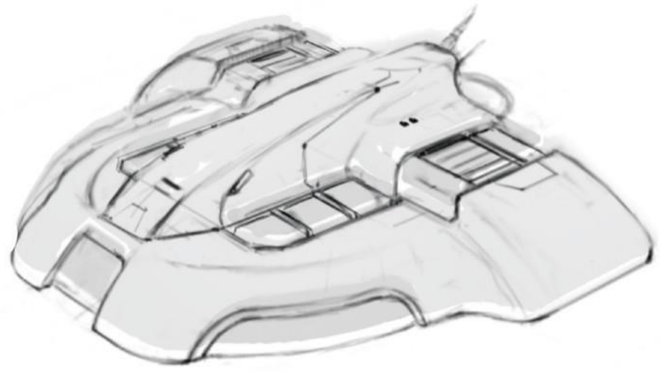




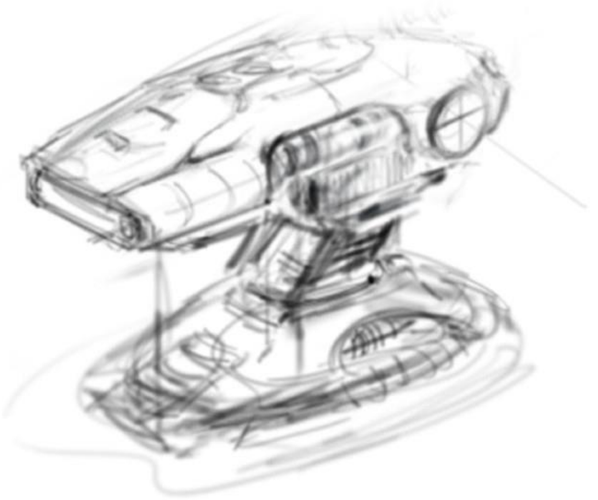






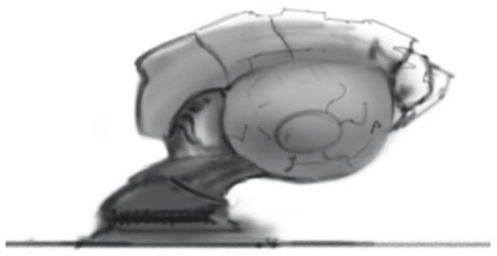












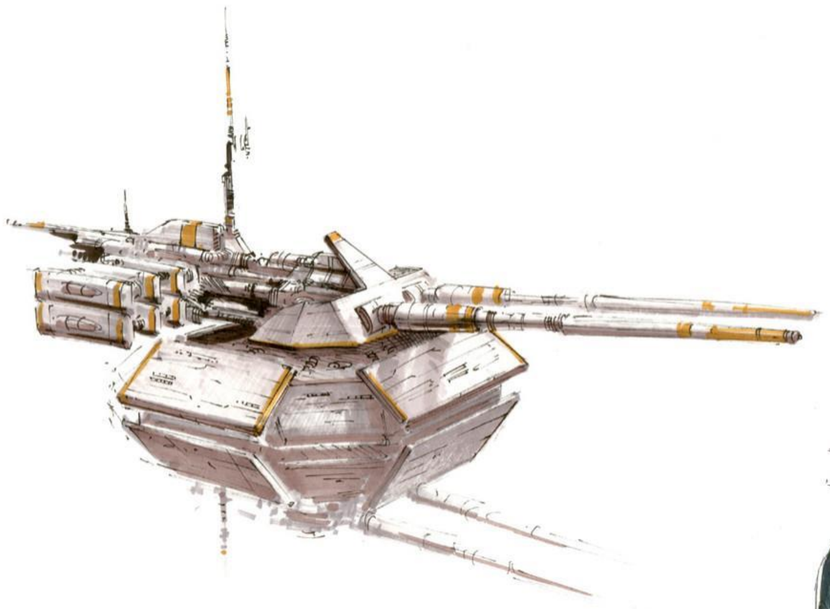


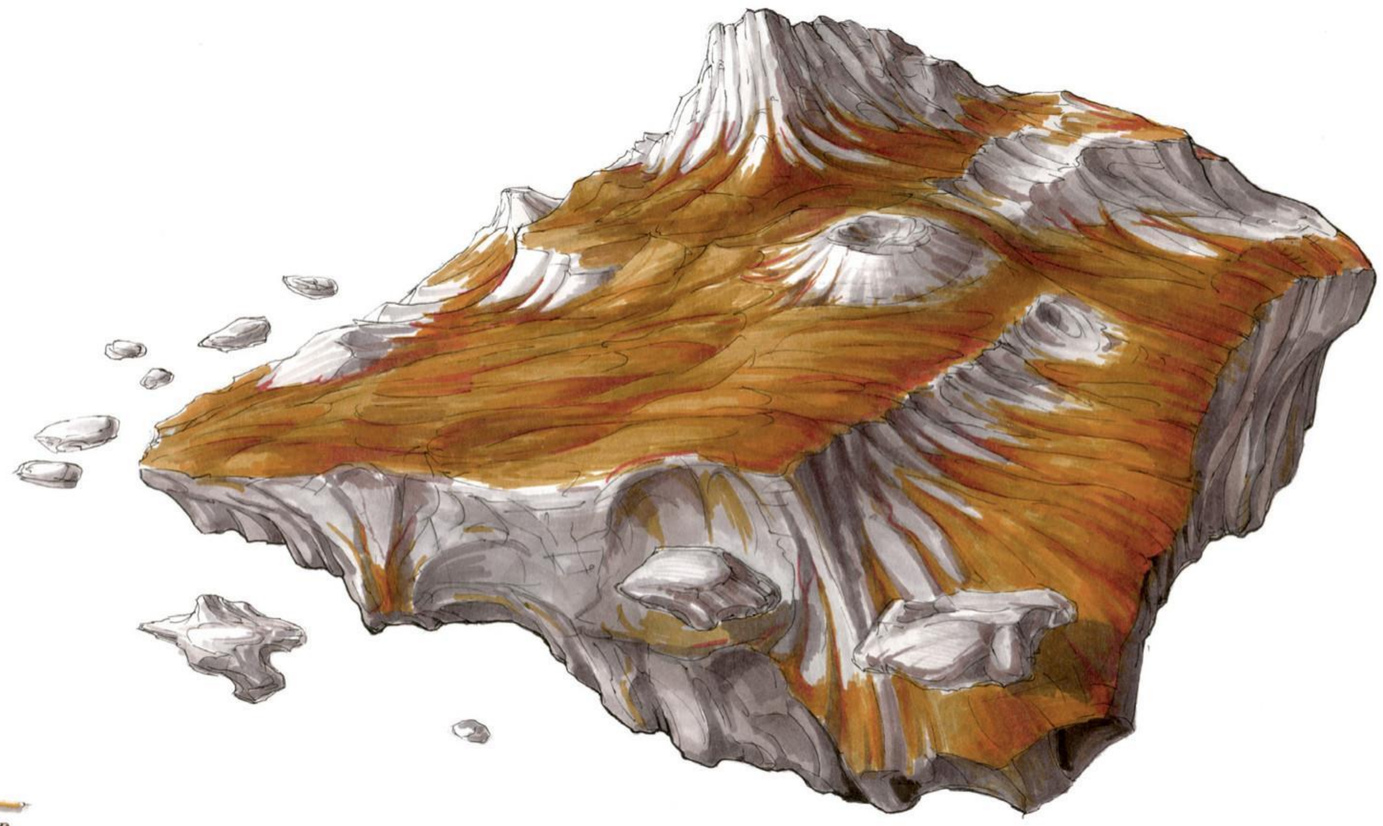

CONSTRUCTS

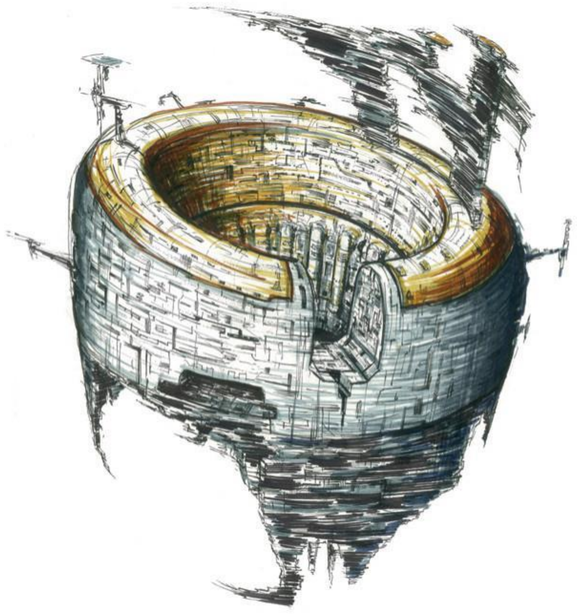
Designing the landscape of space can be challenging. While the nebulae and planets provide panoramic vistas, the objects you encounter, whether natural or manmade, have a tendency to look small and insignificant next to mammoth starships. Communicating scale, providing context and settings, and crafting a sense of mystery, all while on a budget, require a fine balance. Yet the artists start out unhindered by these constraints and try to conceive of the most fantastical, dark, or interesting places they would like to encounter when marooned in deep space, millions of kilometers from any solid ground or safe haven.

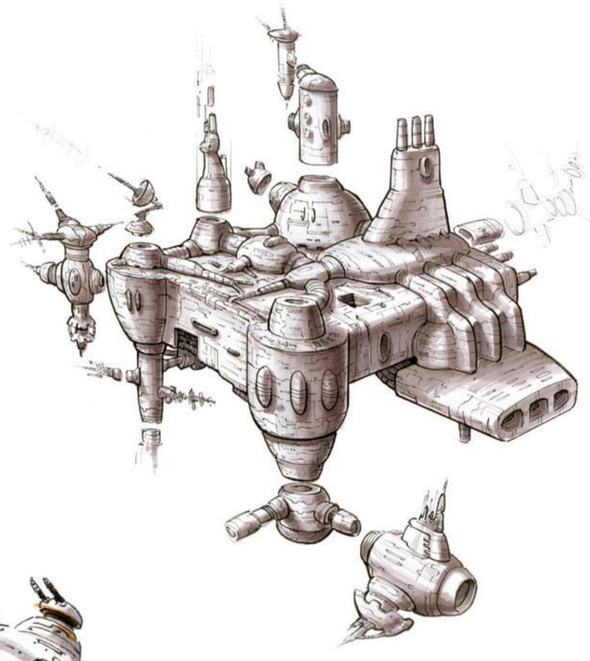
THERE *IS* "UP" IN SPACE

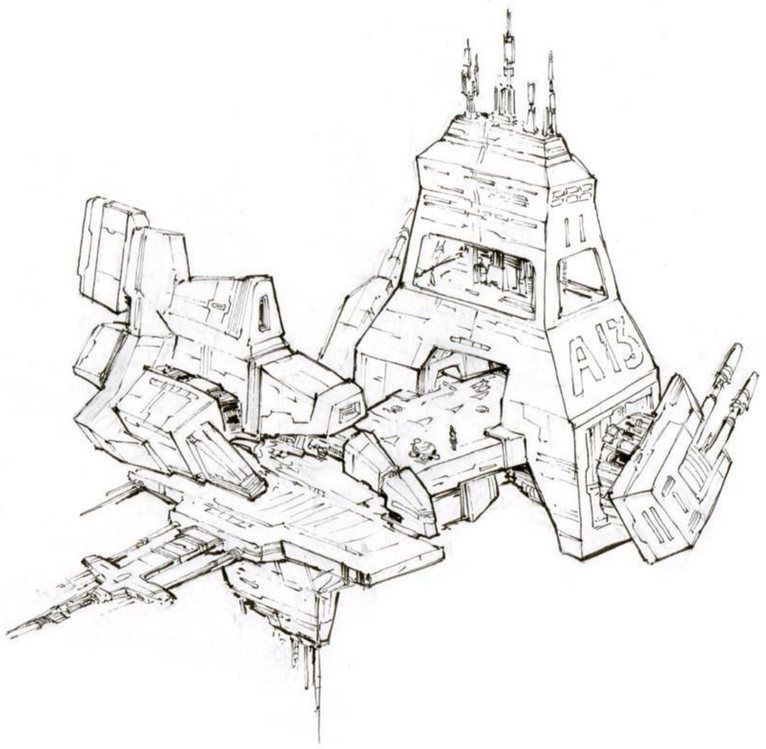
Despite the fact that there is no "up" in space, there is a strong up/down design philosophy in *EVE Online*. The game treats the line that runs perpendicular to the orbit plane of a planet as an up/down vertical axis. Your in-game camera is aligned with that vector, so other objects will align with it on your screen. It looks good. And if it looks good, it's good.

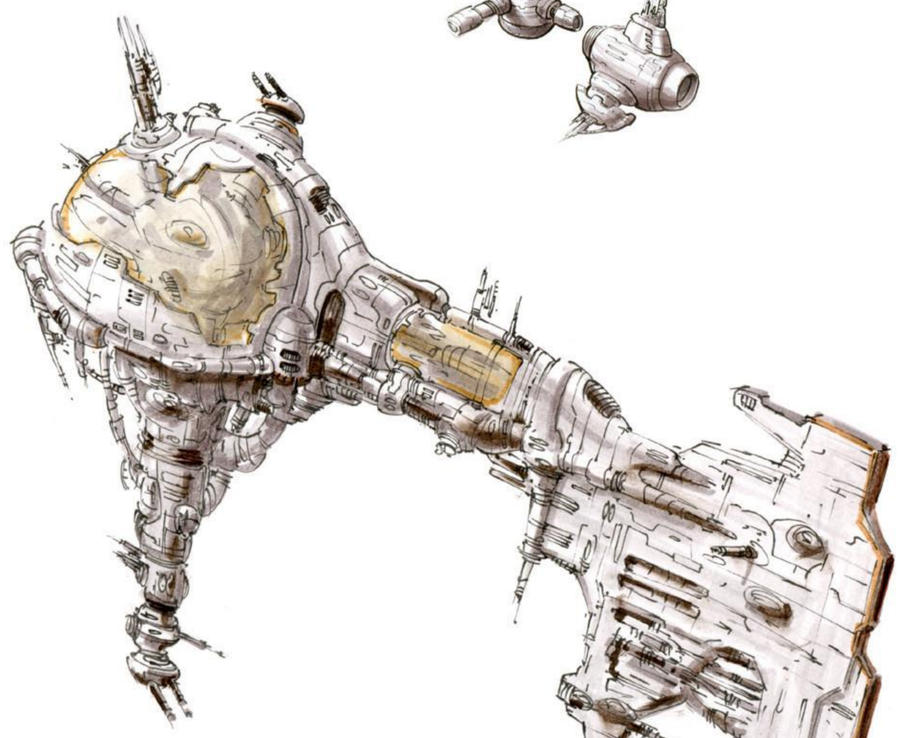


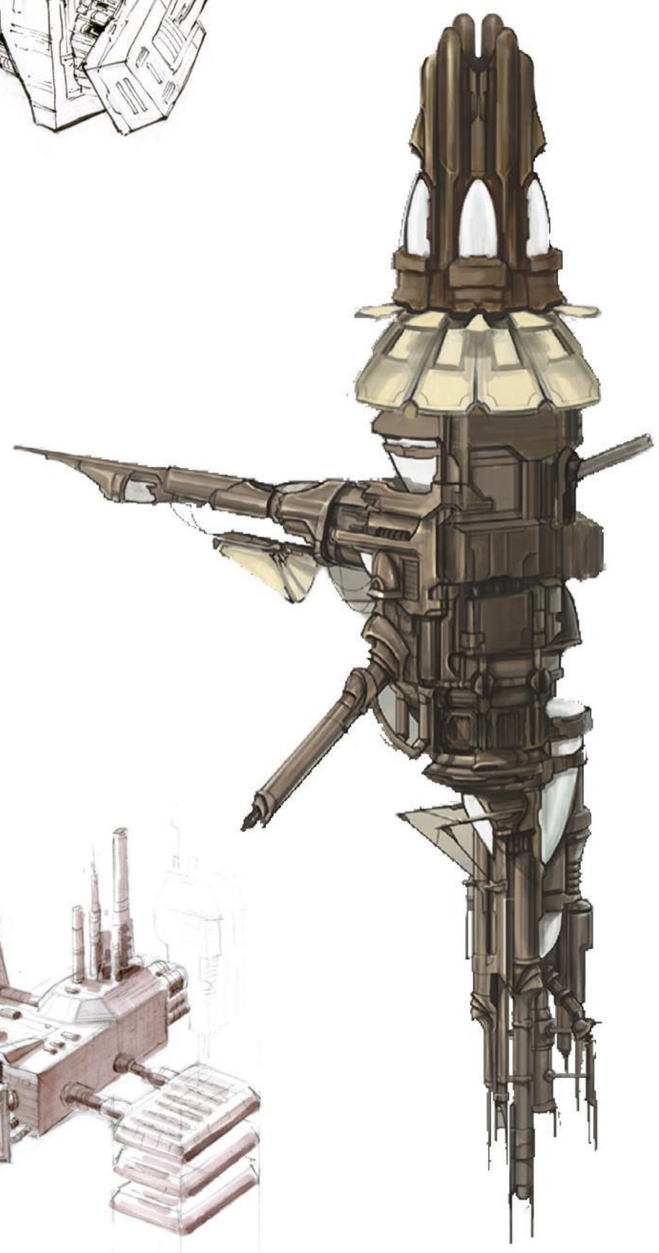


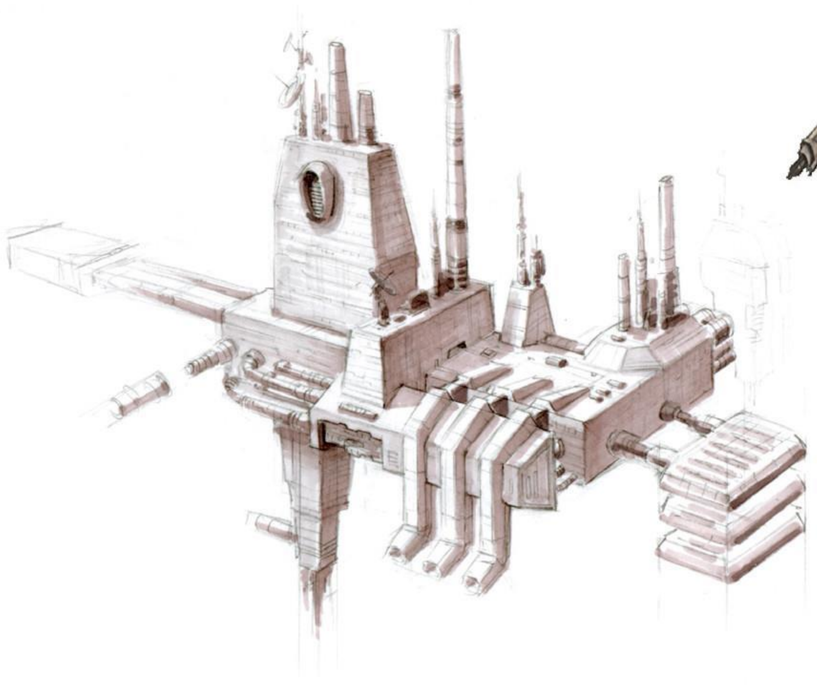


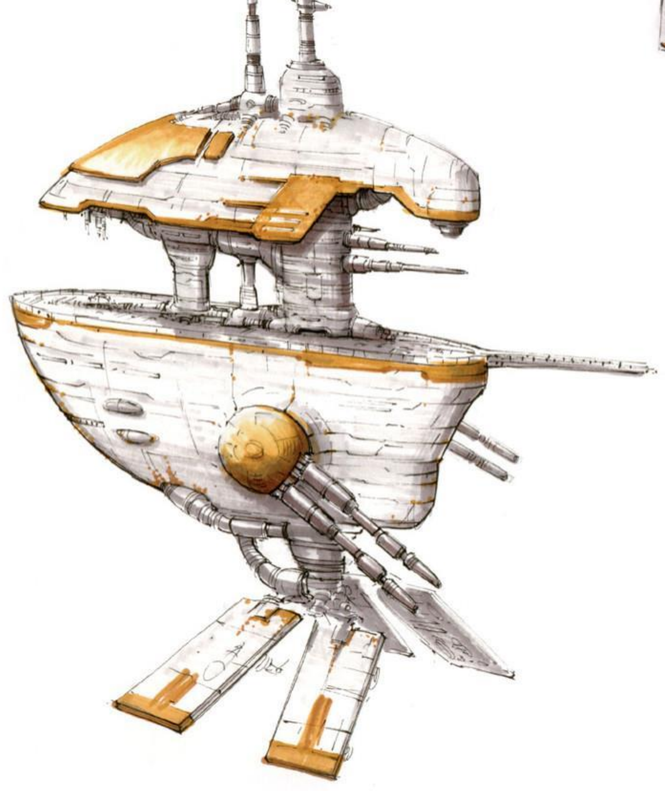


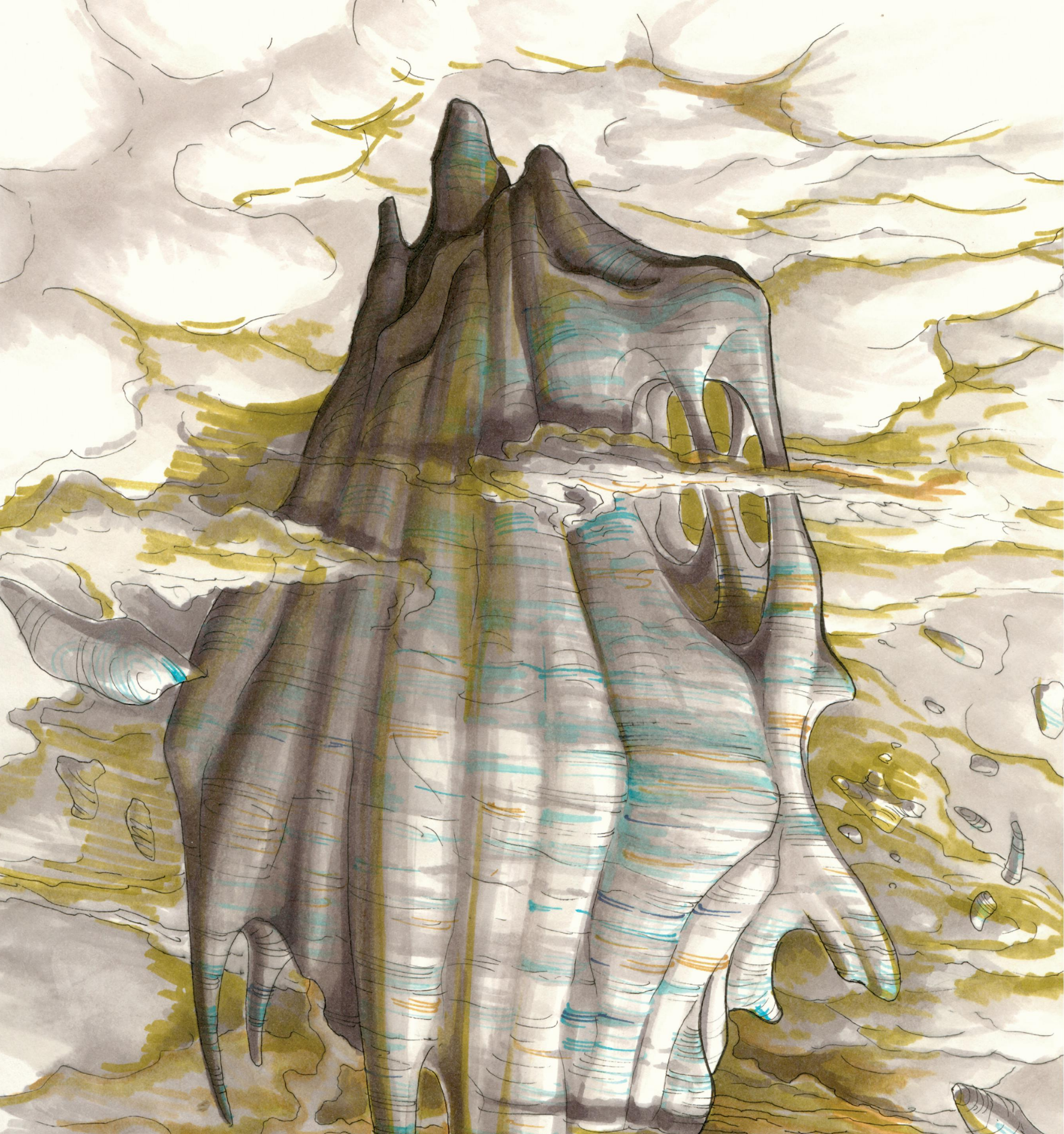










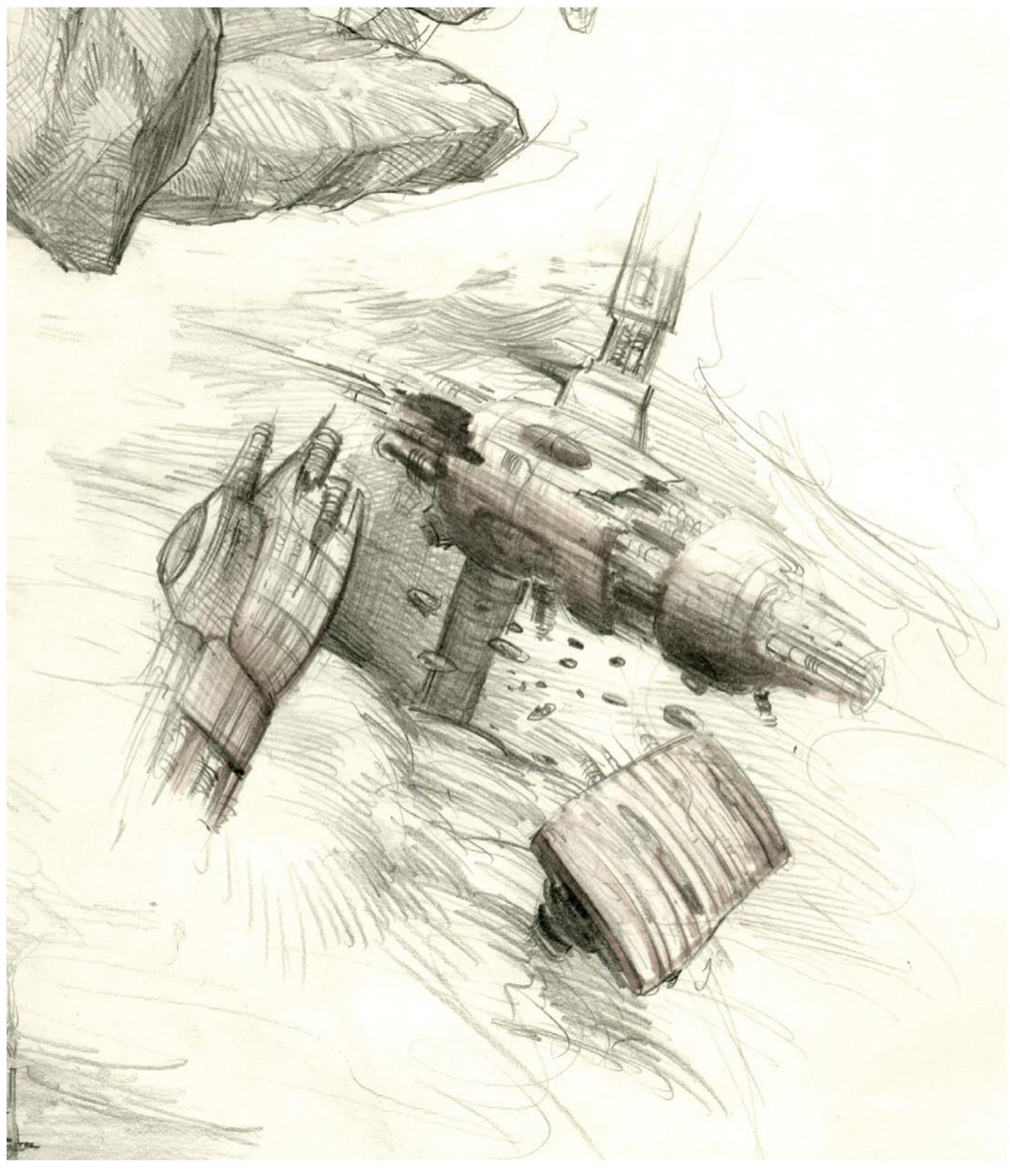


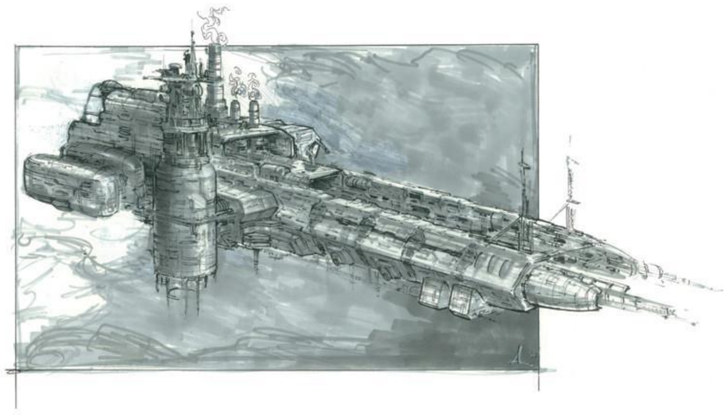
HYPERSPATIAL HYDROPONICS

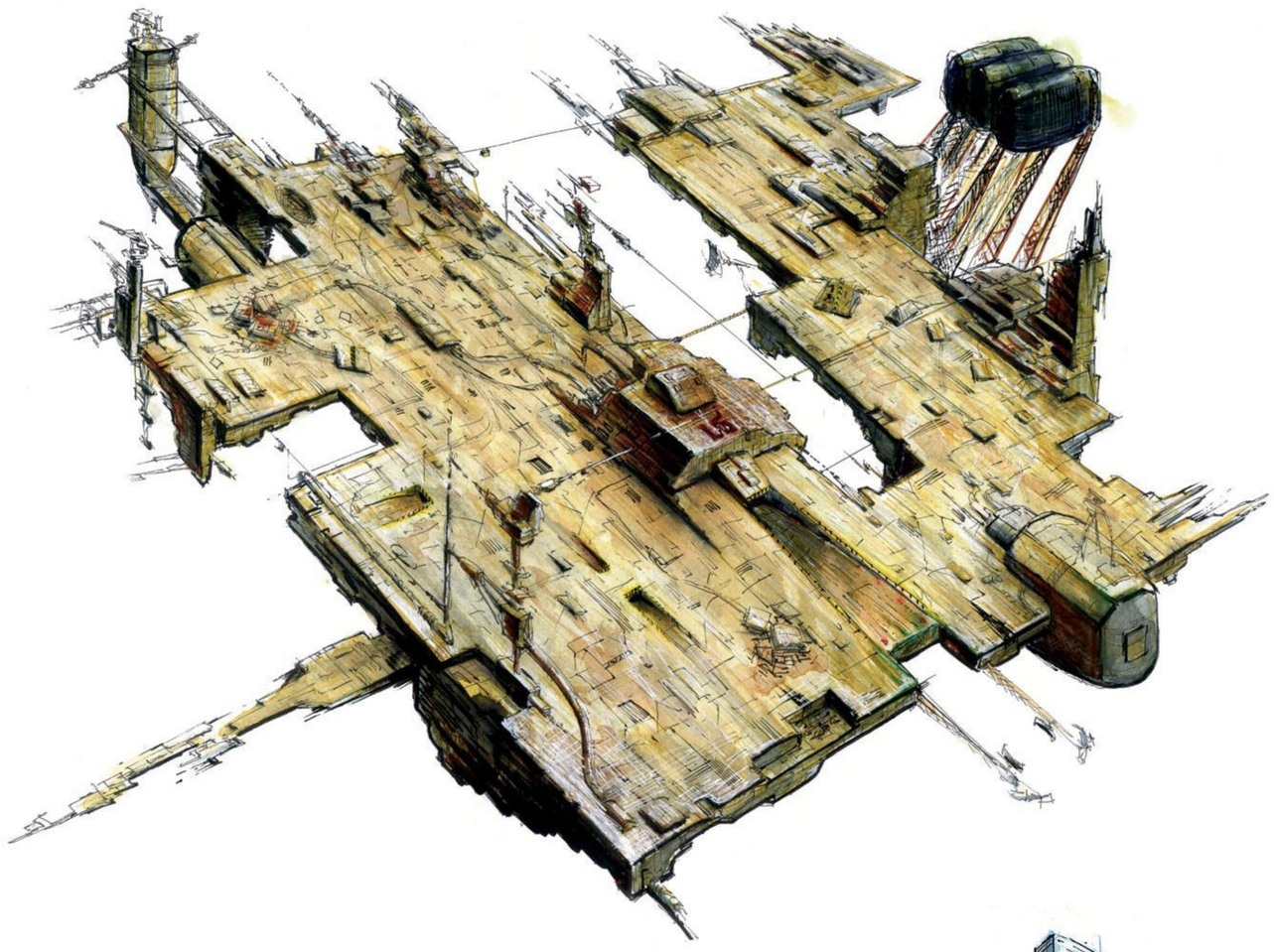
Space pilots construct all sorts of installations to help them do their business, which lie scattered throughout the star cluster. Vast agricultural arrays, manufacturing arrays, refining arrays: all the functions of a space station, modularized and optimized for today's busy capsuleers.

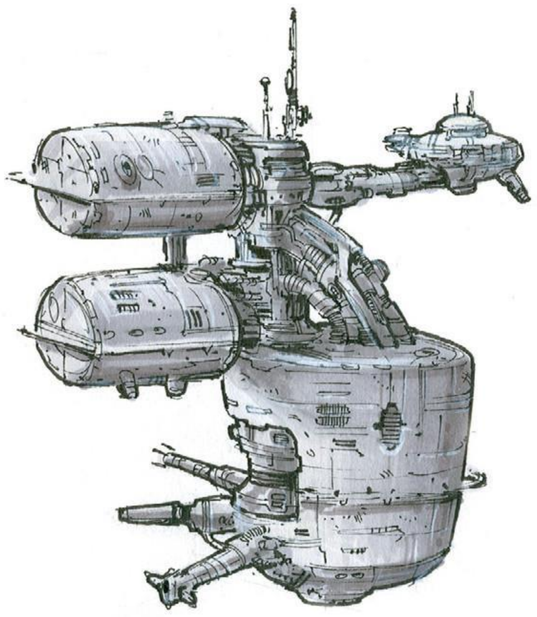


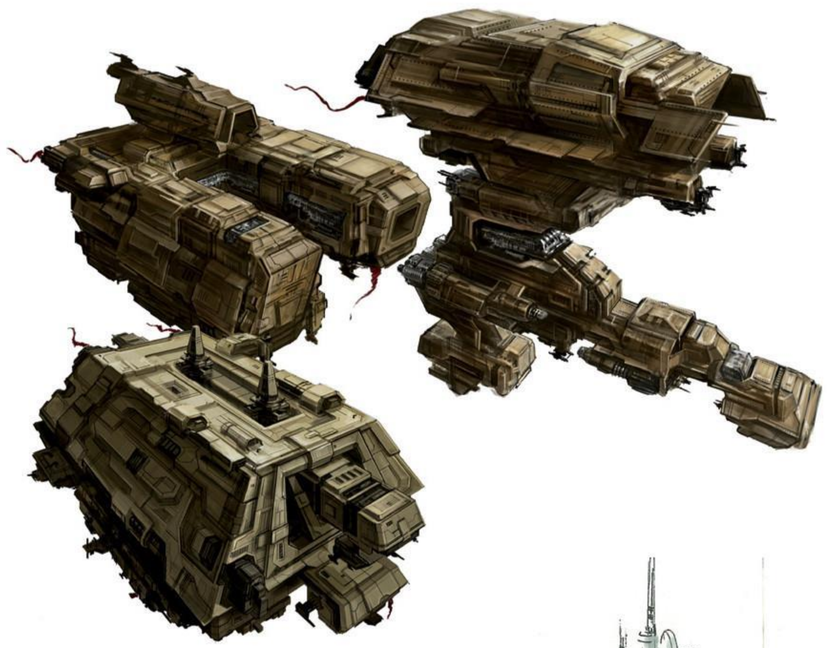




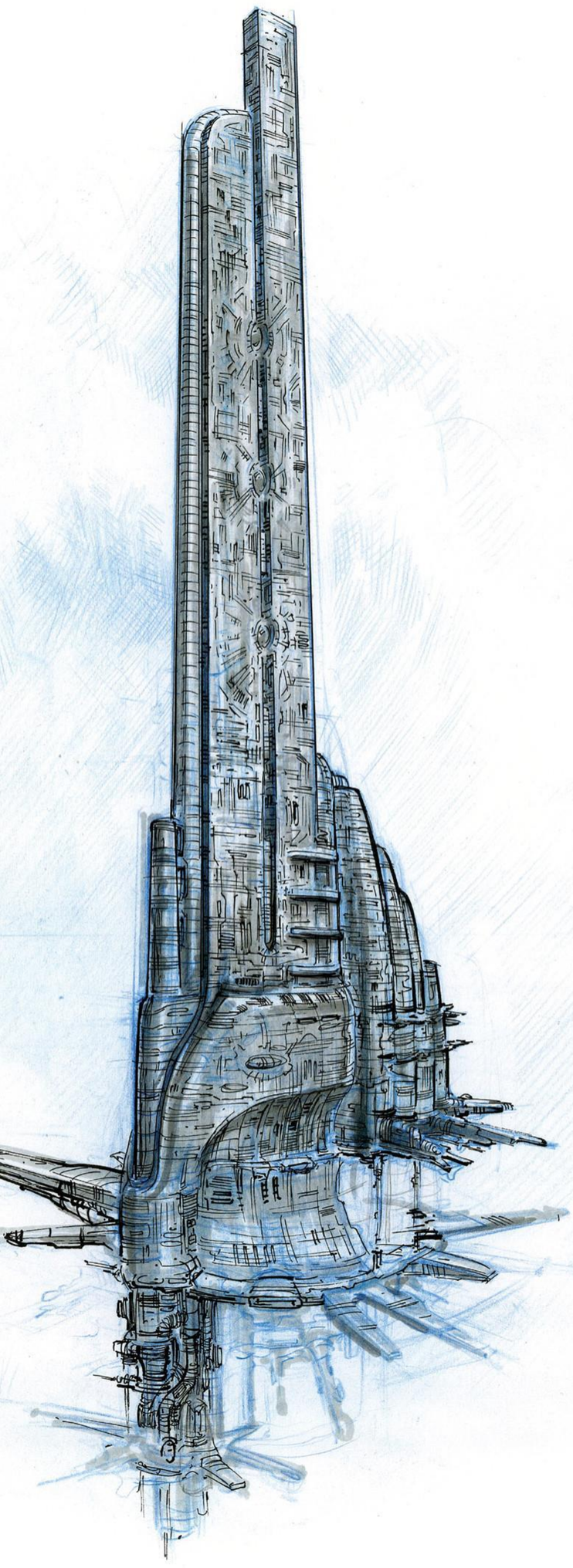


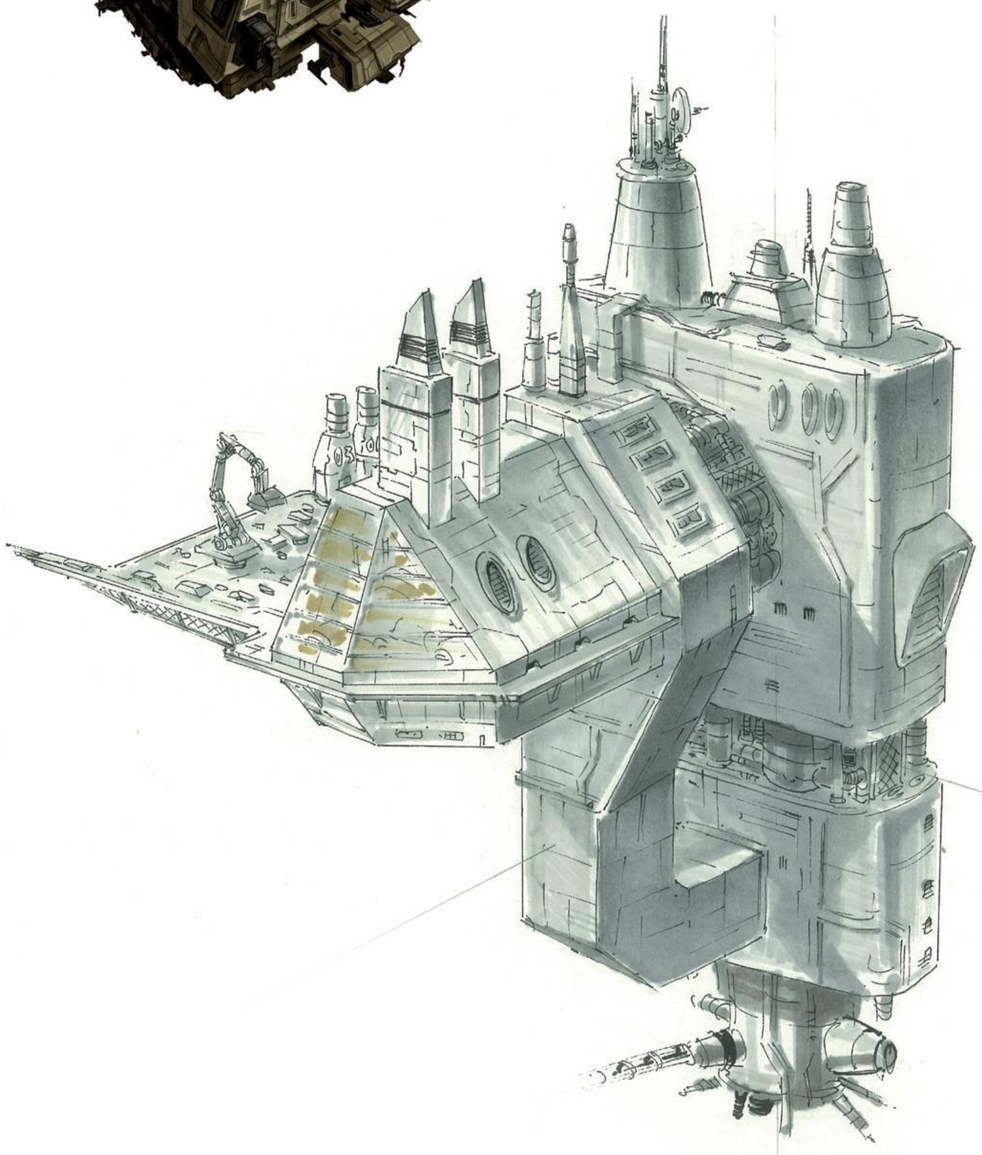


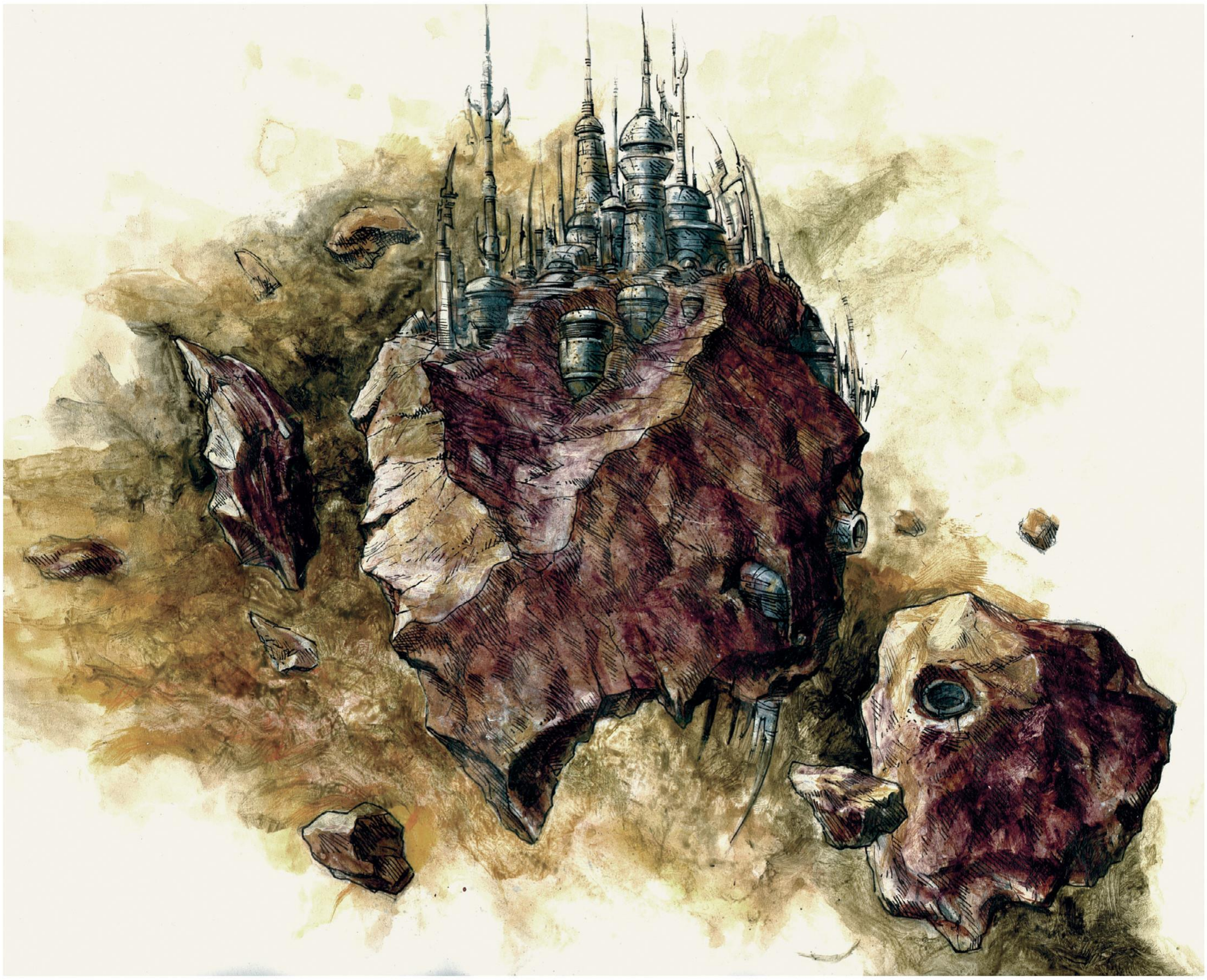


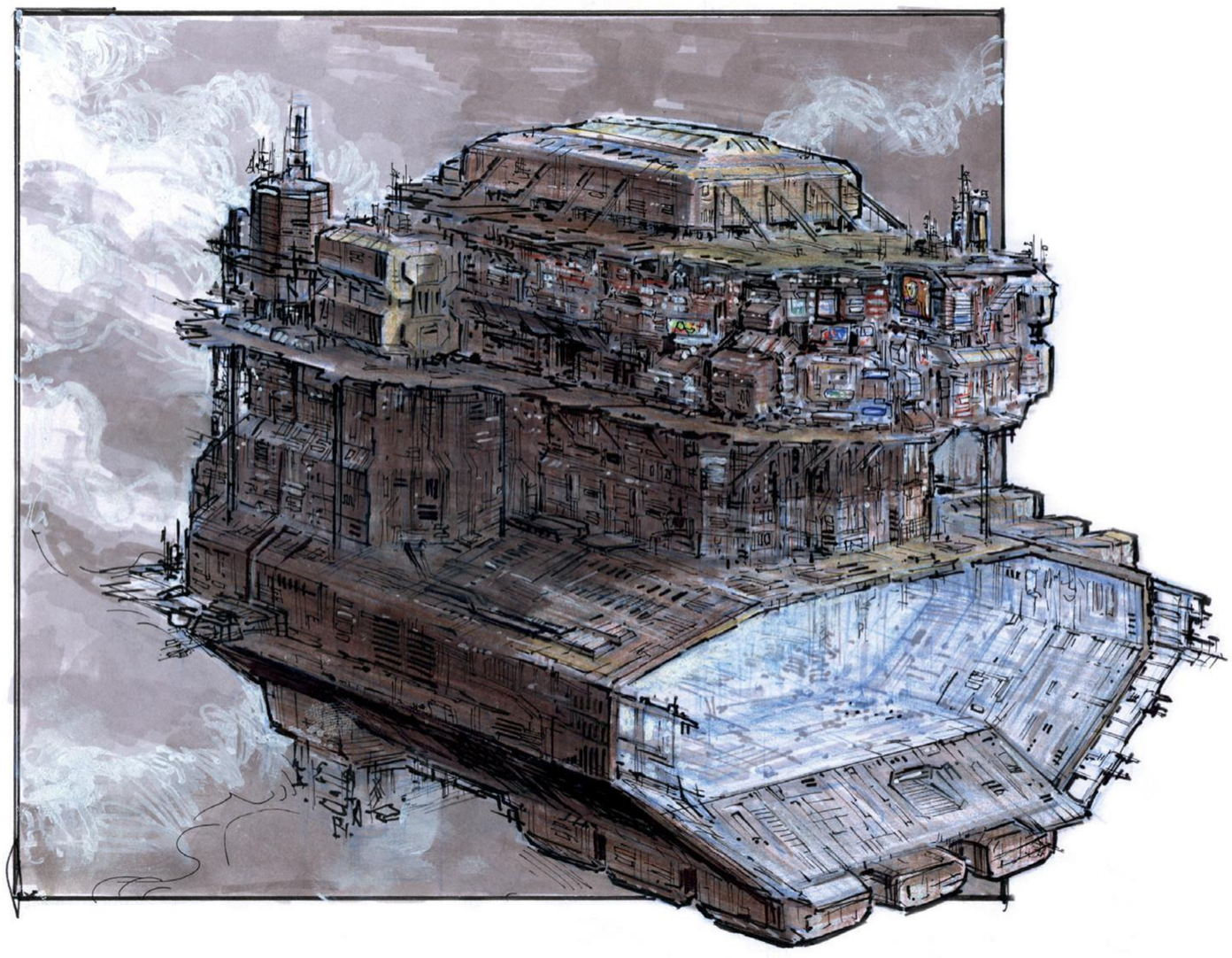


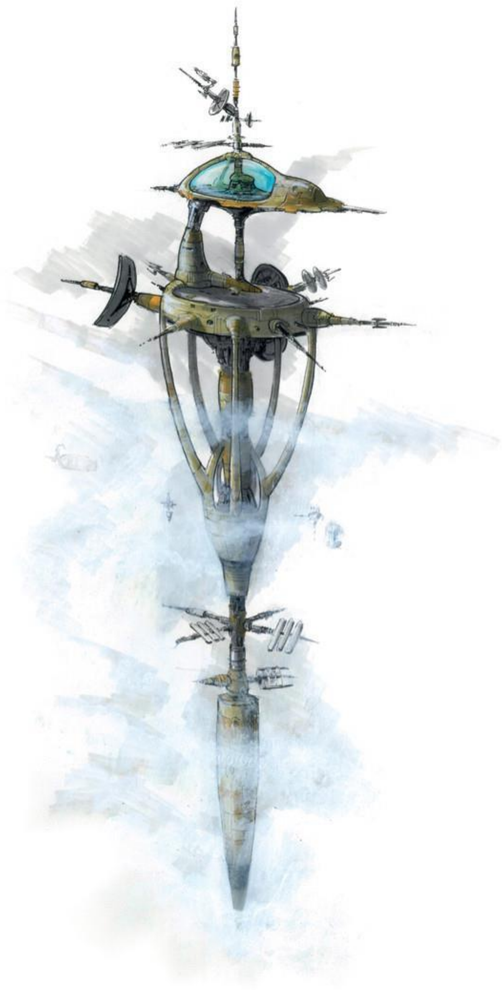








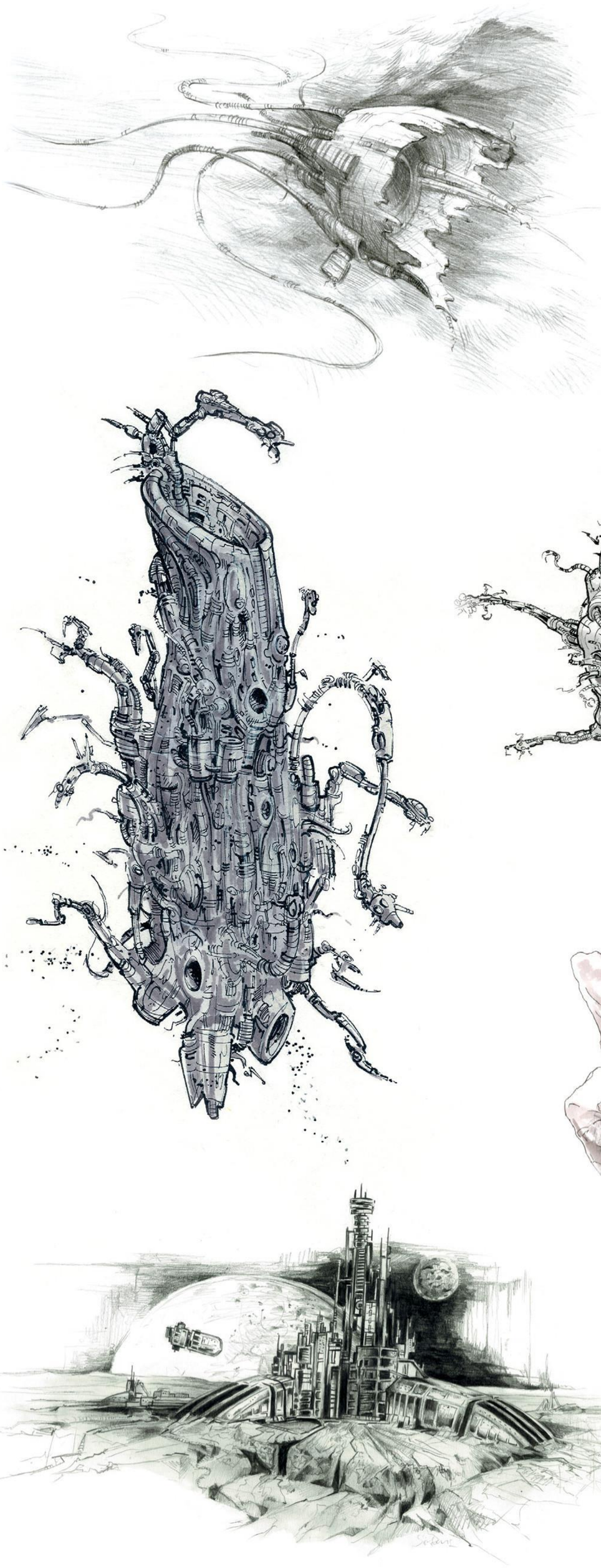


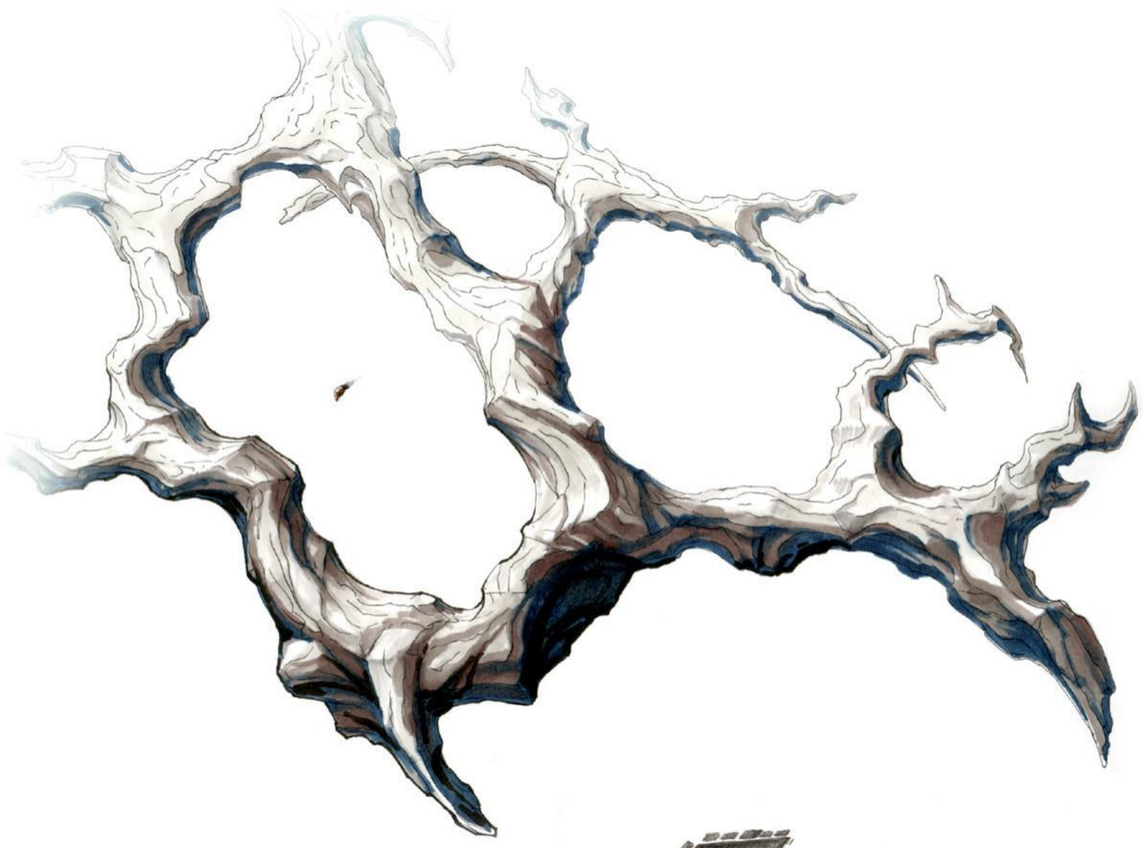


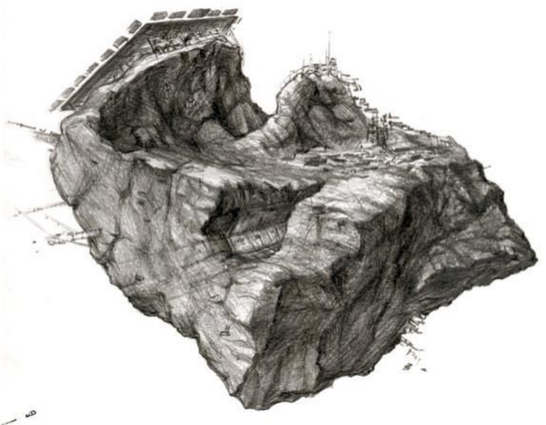


DECAY AND DETRITUS

The universe of New Eden has been inhabited for the past fifteen thousand years, and in that time, different cultures have risen and fallen. Some completely died out and were forgotten. That's an important design consideration. Not everything is new and freshly manufactured. There is history, decay, and mystery to these remote islands in the abyss of space.



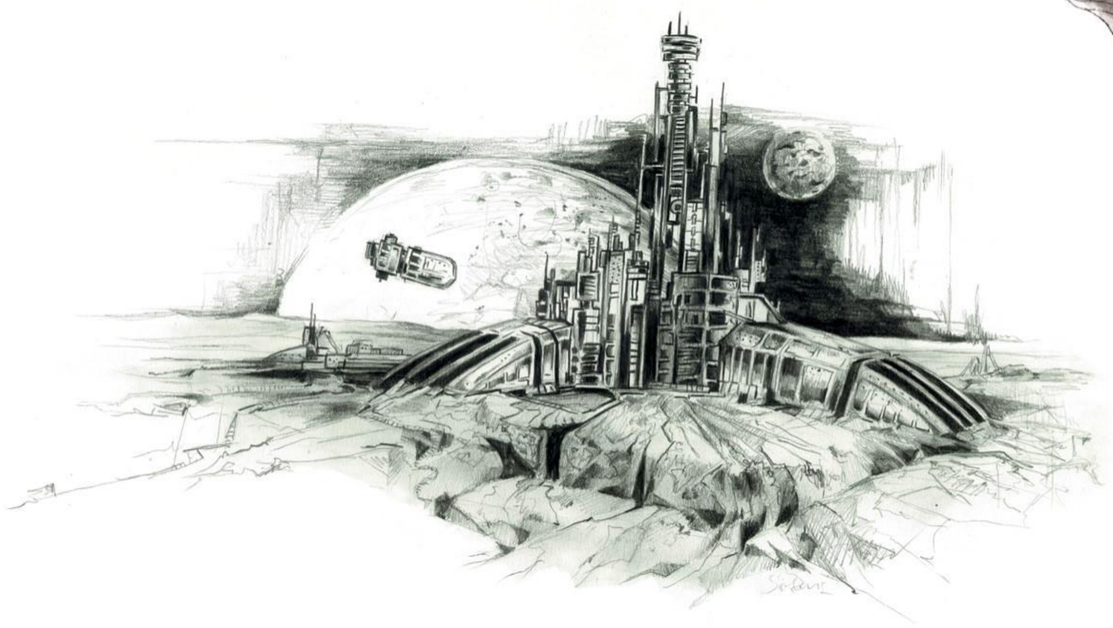


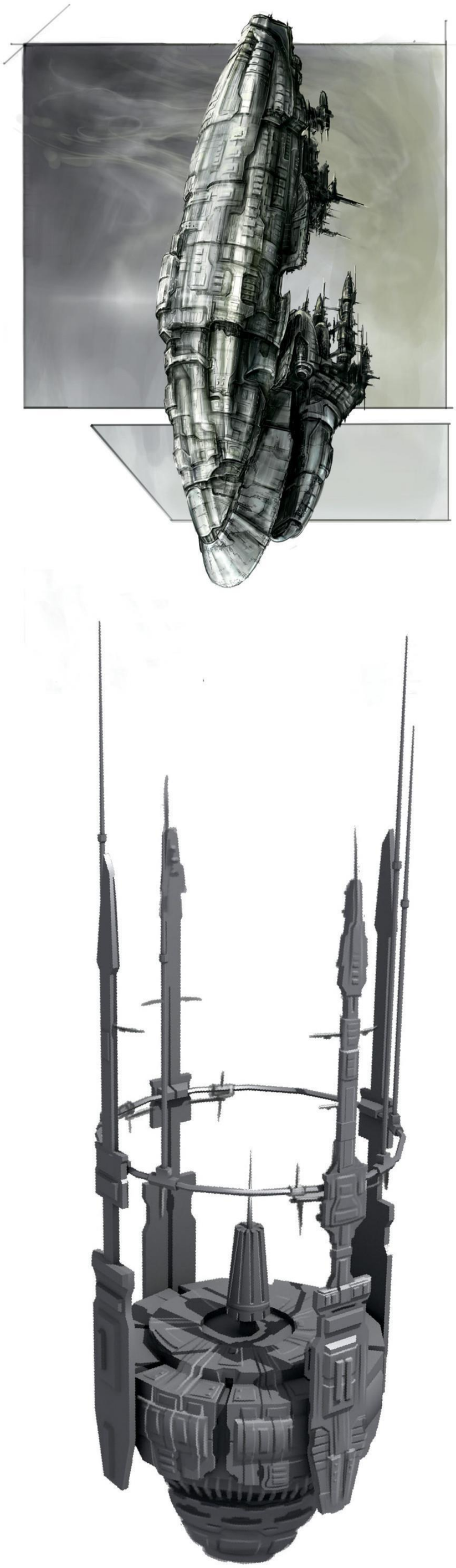




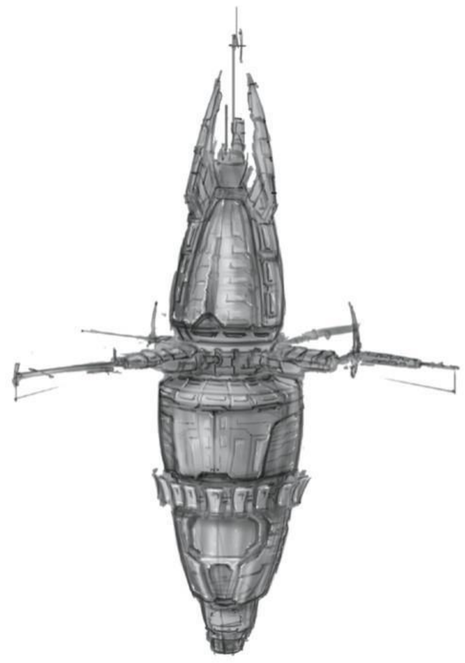












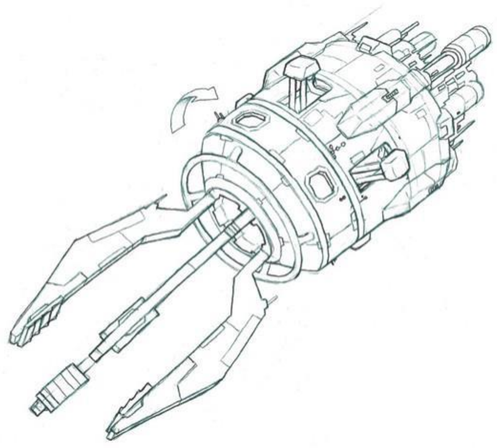


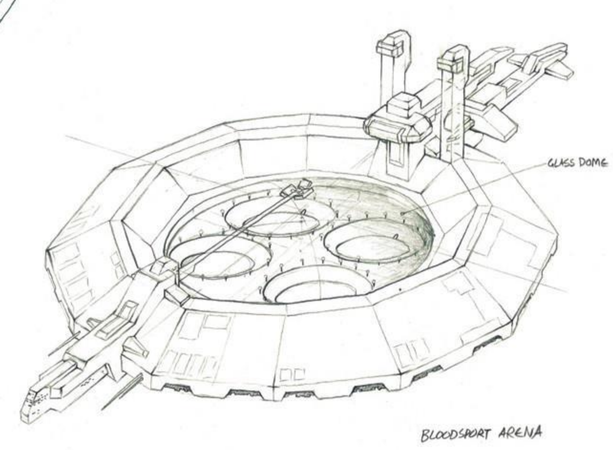






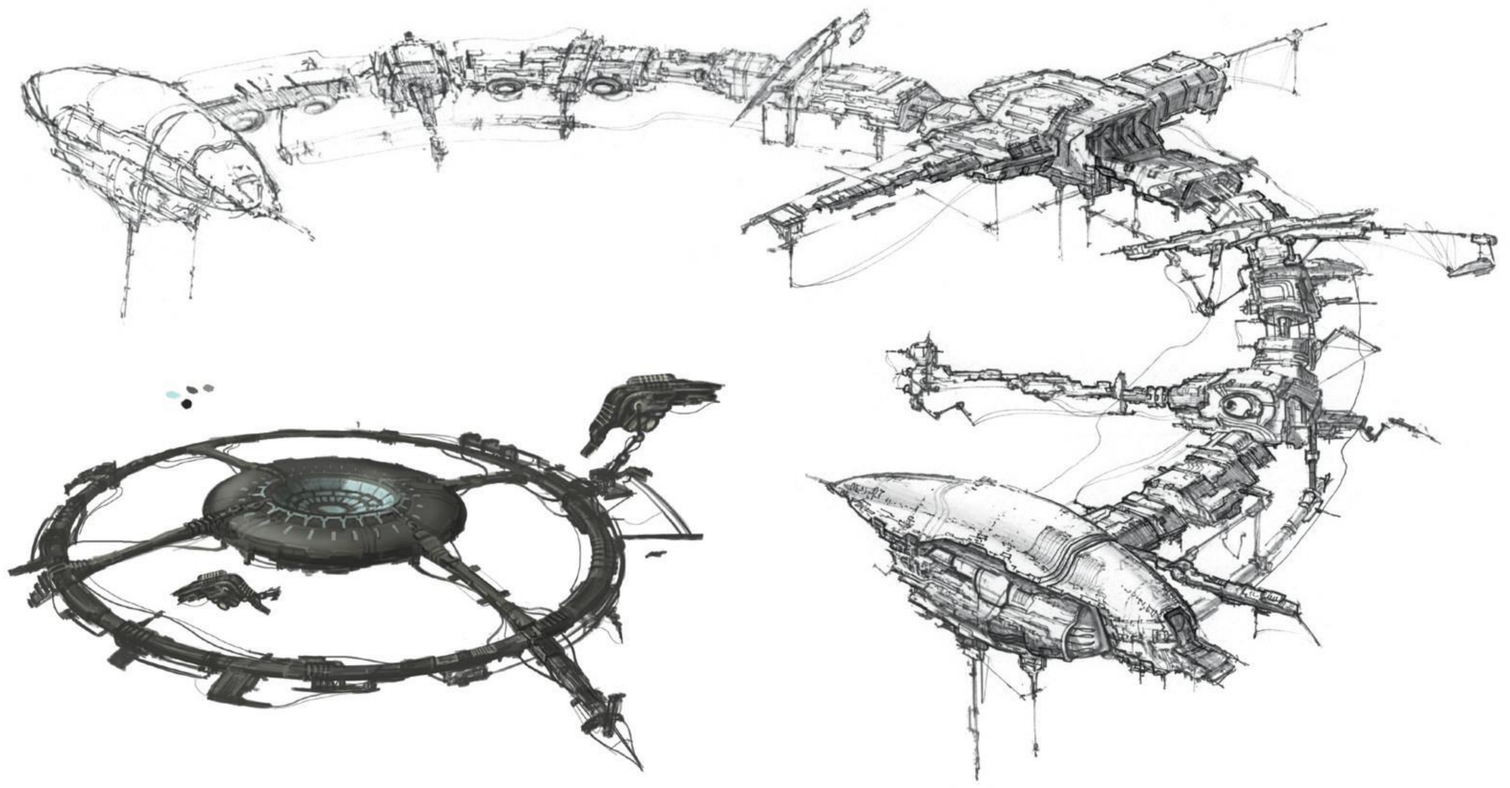






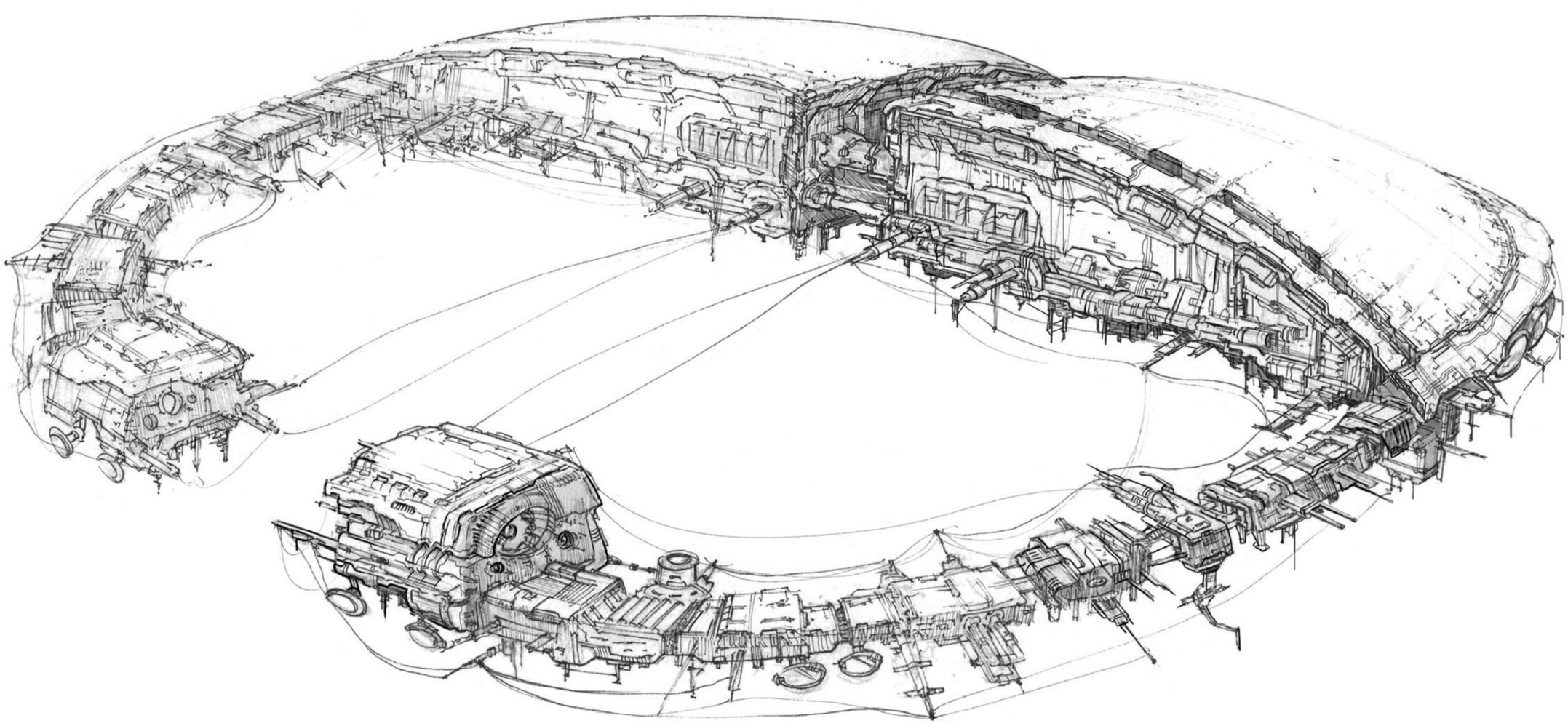
BLOODSPORT ARENA





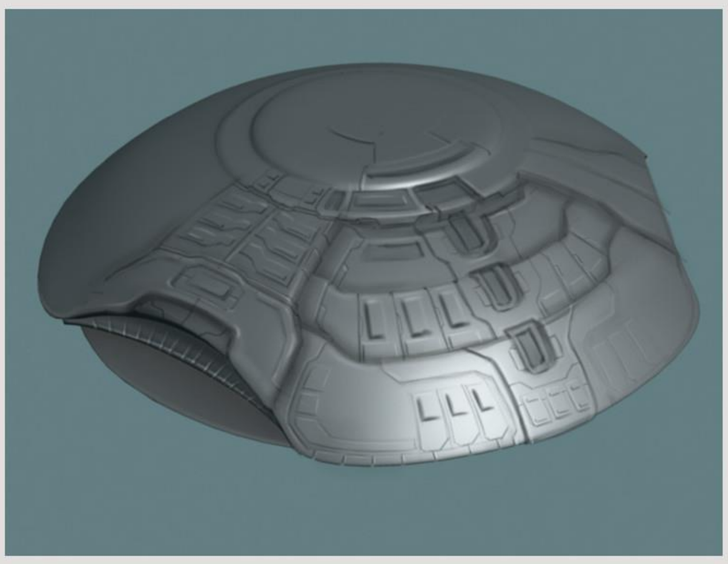
SLEEPER CONSTRUCTS

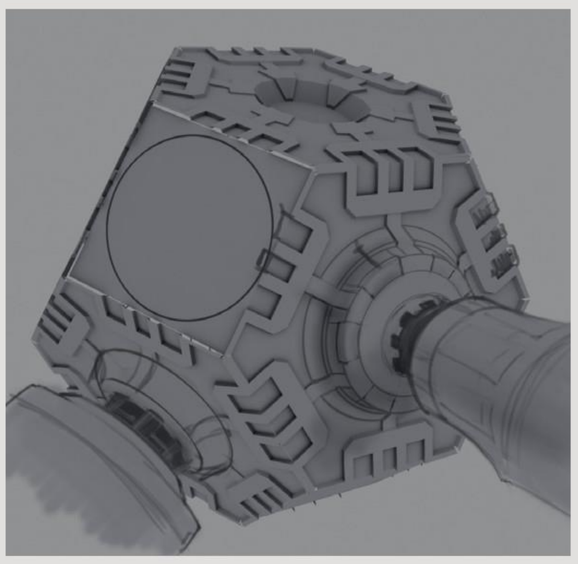
The Sleepers reside in the enigmatic stellar maze called “wormhole space”. Their technology is far superior to that of the capsuleers’. They inhabit intricate structures in permanent cybersleep, plugged into a computer simulation and living their lives in virtual reality. Capsuleers prey on these structures, destroying their robotic sentries and scavenging the Sleeper installations for Tech III parts. This results in rude awakenings—or, sometimes, permanent sleep—for the plugged-in populace. Perhaps they are not that clever after all and should stay awake and alert like the rest of us.



MODULAR UNITS







The Sleeper stations are generated out of connectors, pylons, and modules. Each unit is designed individually, and a special organic algorithm was created to allow the structures to grow for presentation in the game.

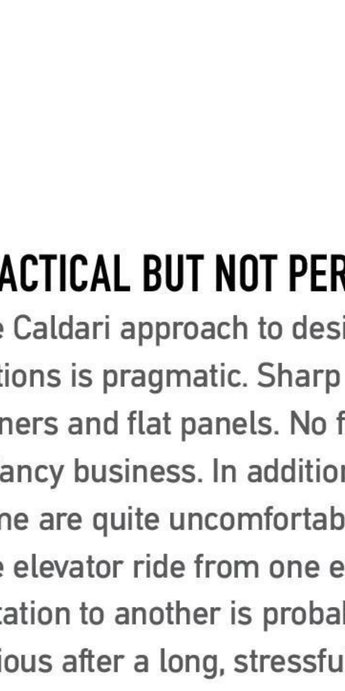
STATIONS

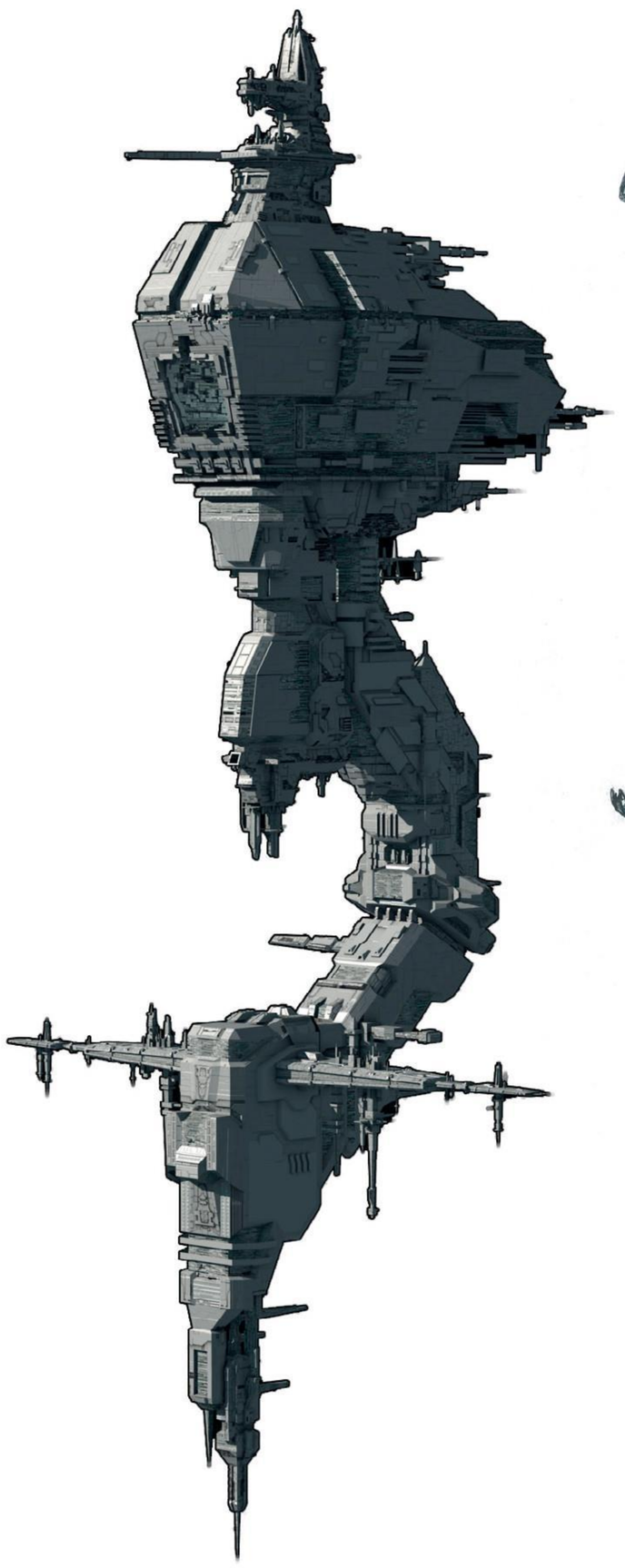
The space station is a safe haven for a capsuleer: a place to rest, refit, trade, manufacture, and mull. Large enough to house vast fleets and kilotons of cargo, they cannot be destroyed. Each station strongly embodies the design aesthetic of the race that made it. Most of the station interfaces are accessed through abstract UIs, including market, manufacture, and insurance. While it would be more immersive to actually visit the trading floor, it is more in line with the sci-fi theme of the game for these interactions to be done digitally, commanding armies or drones or workers just as you would order books online or manage your massive real-world wealth with Internet banking.

An effort was made to add detail to the interiors of the stations but was ultimately abandoned, and yet we can just imagine the hustle and bustle of tens of thousands (if not hundreds of thousands) of people operating these marvels of engineering, the ultimate symbol of man's control over his destiny and environment as he carves out a place in the most inhospitable realms, asserting his dominance over the void.

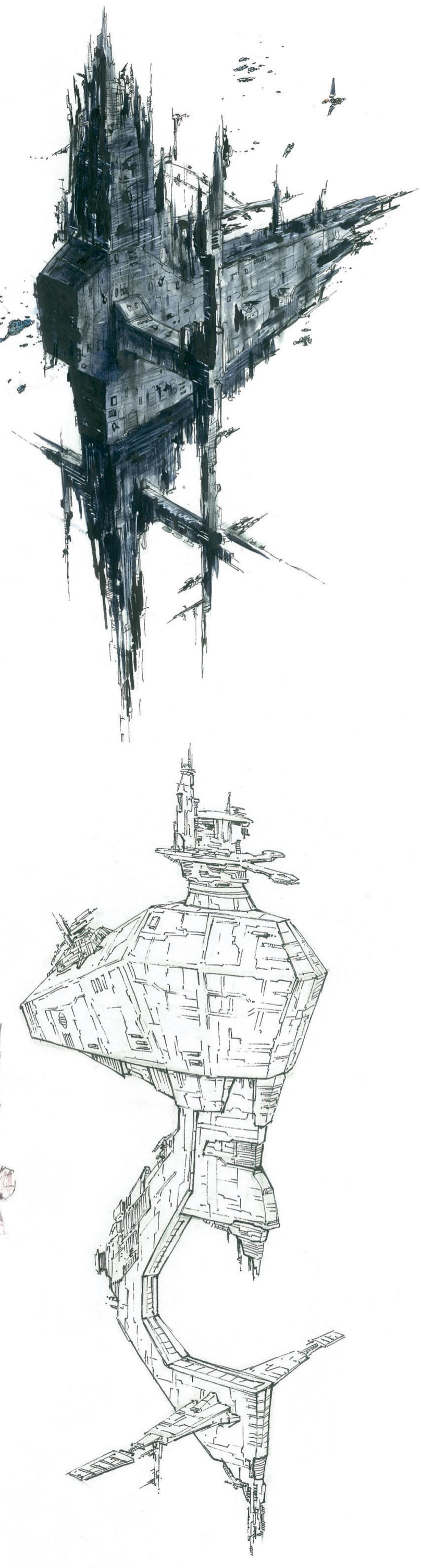
PRACTICAL BUT NOT PERFECT

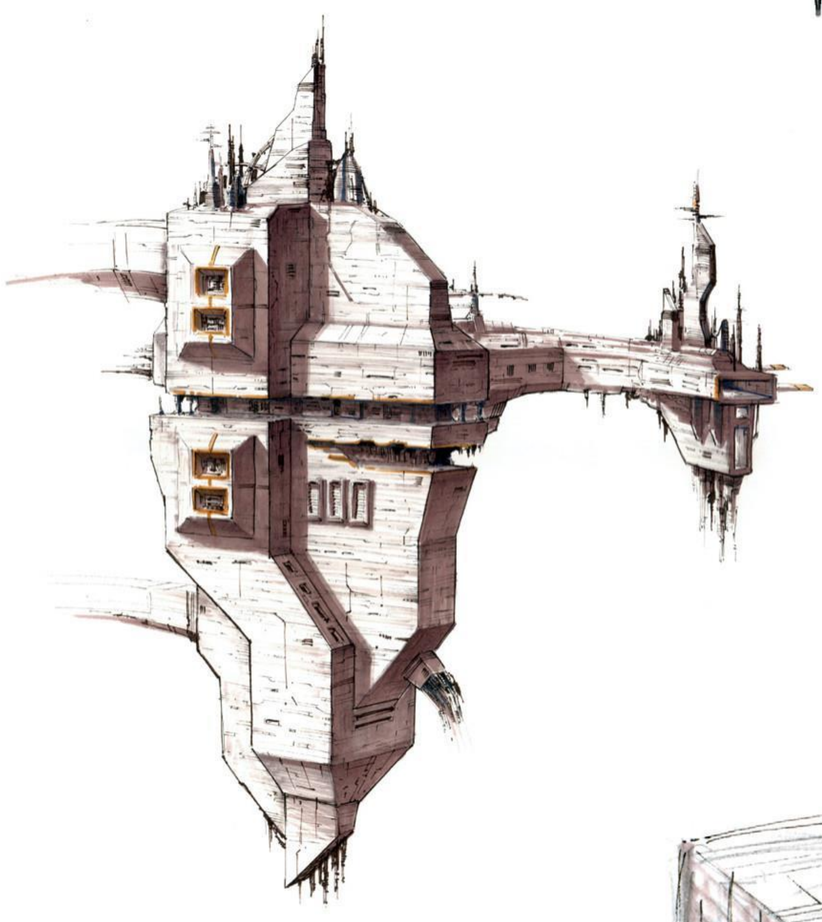
The Caldari approach to designing stations is pragmatic. Sharp corners and flat panels. No flair or fancy business. In addition, some are quite uncomfortable. The elevator ride from one end of a station to another is probably tedious after a long, stressful day in space.

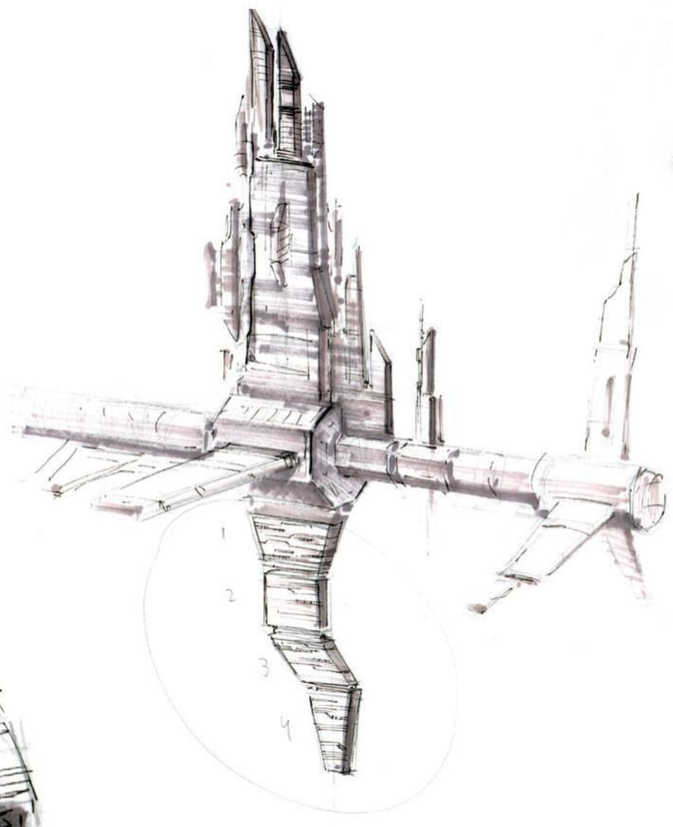


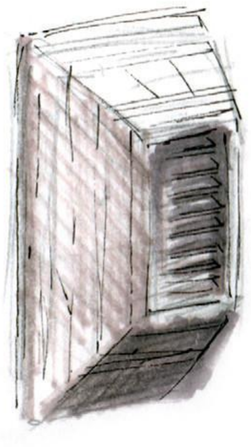


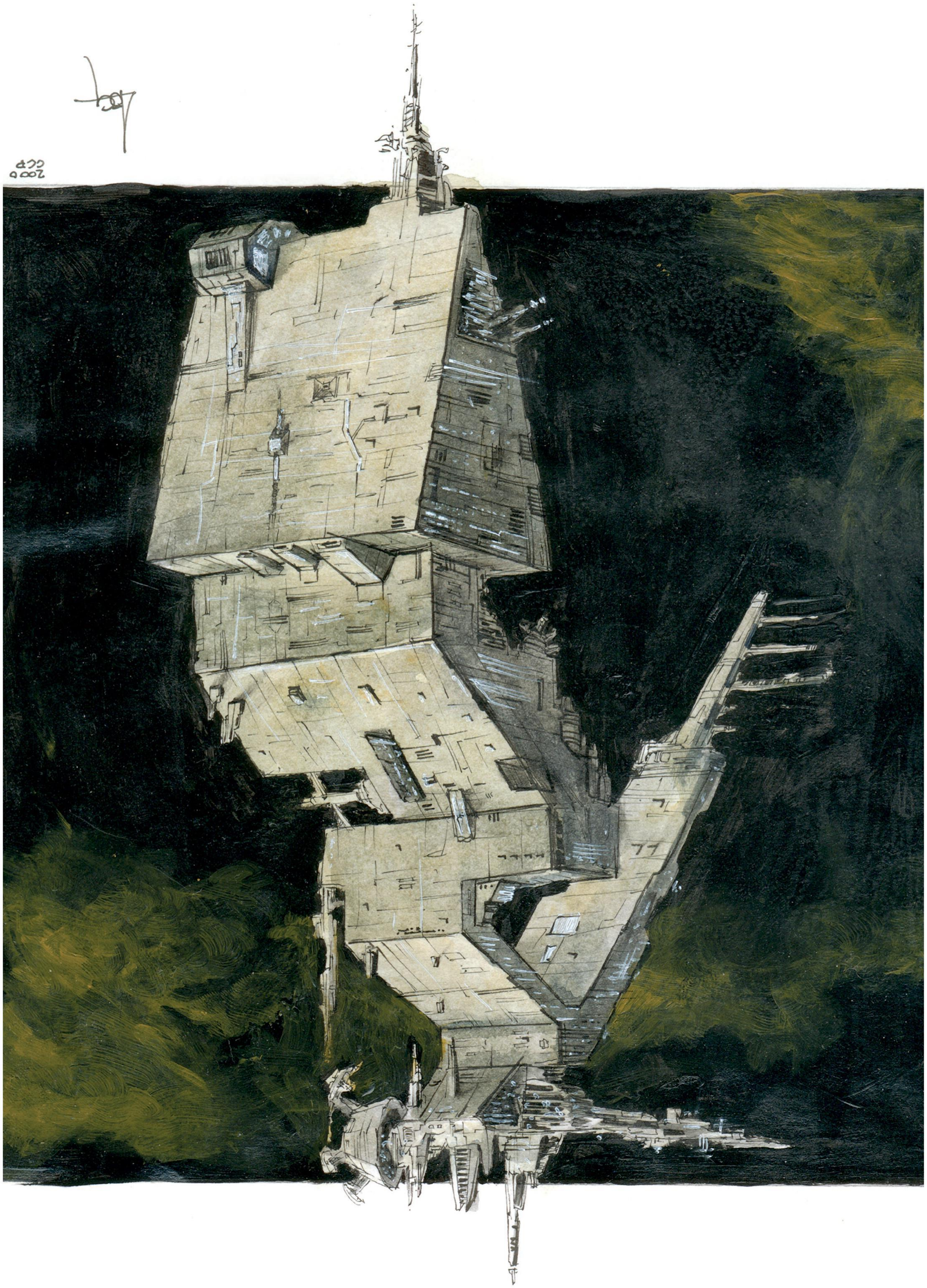






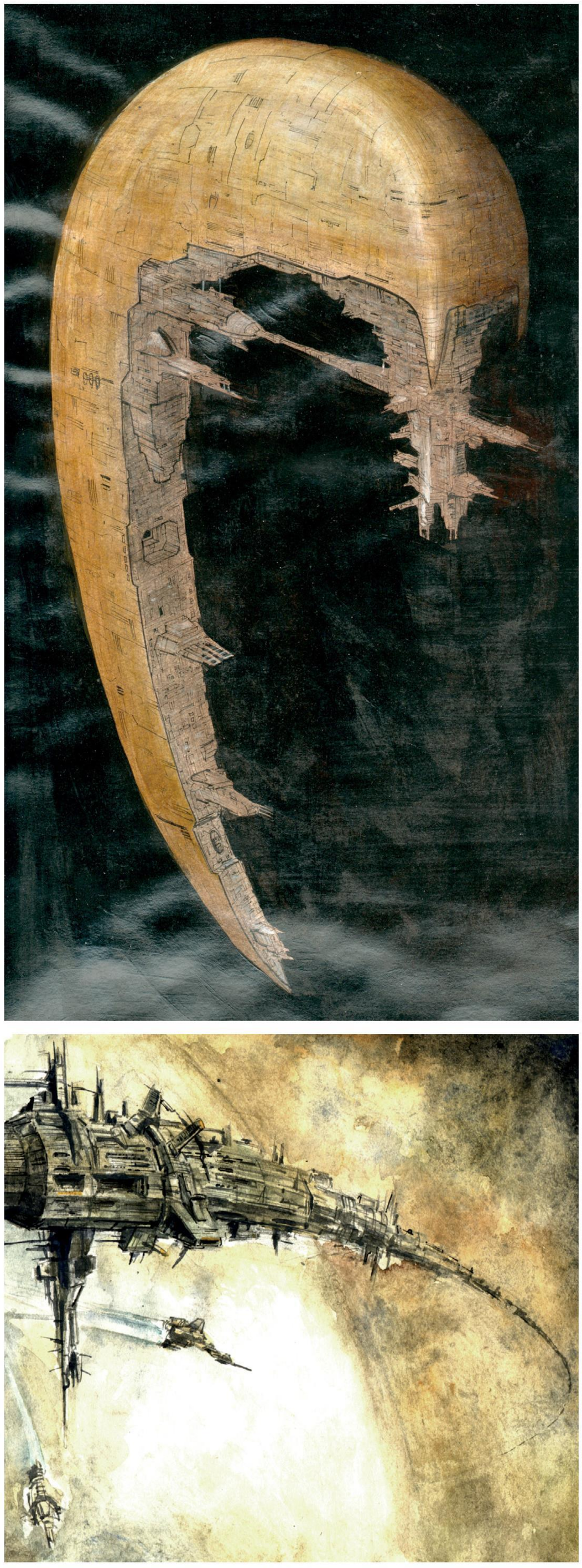






JOVIAN OVERGROWTH

As of 2014, the enigmatic fifth race of *EVE*, the Jove, had yet to be seen properly. Although their star systems were sealed off, a whole empire obscured, the Jove have had designs and assets ready for over a decade. This particular Jove station can be seen in the game, however, since this design is also used for the headquarters of the notorious Angel Cartel in the Heaven constellation, the former habitat of the Jove.

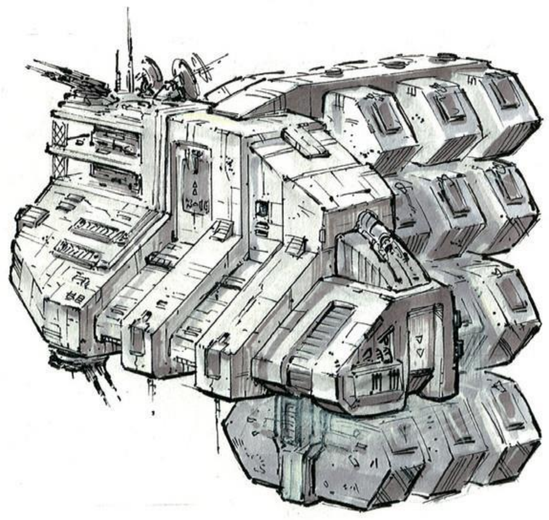


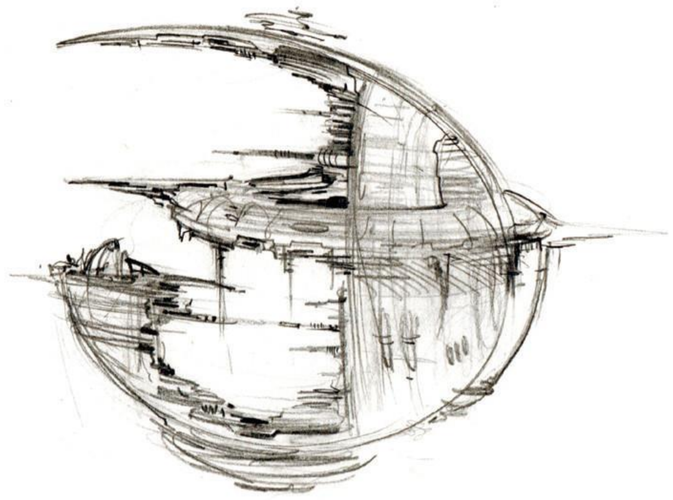


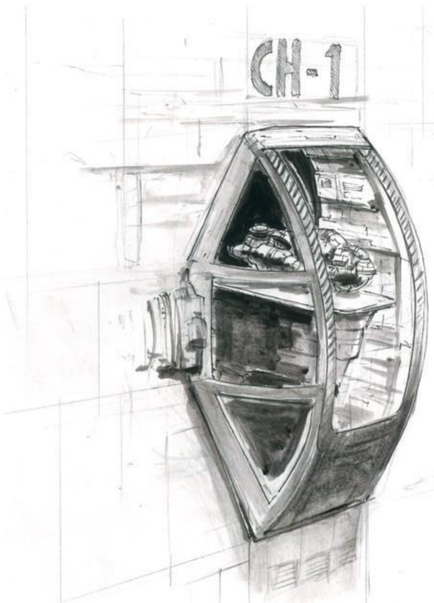










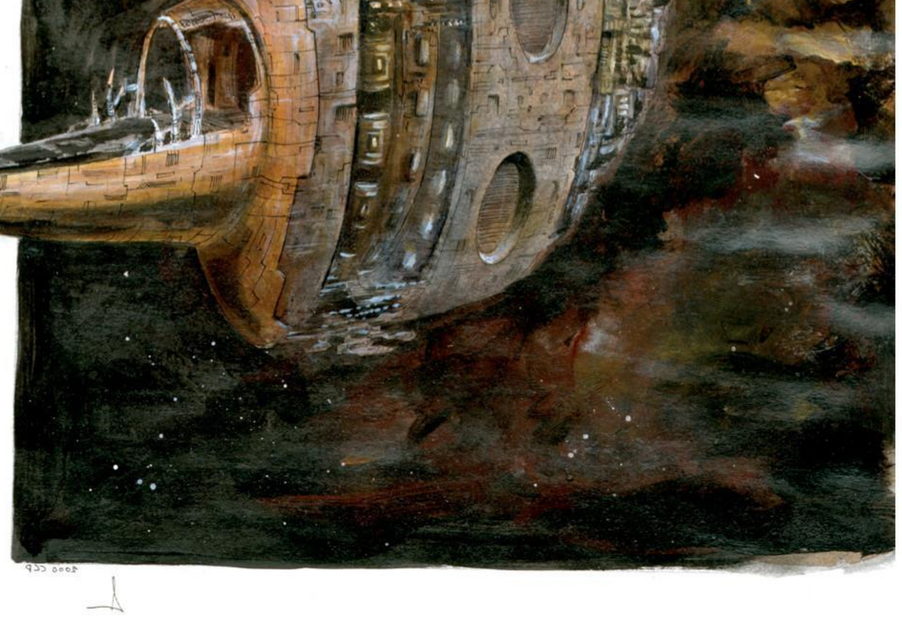

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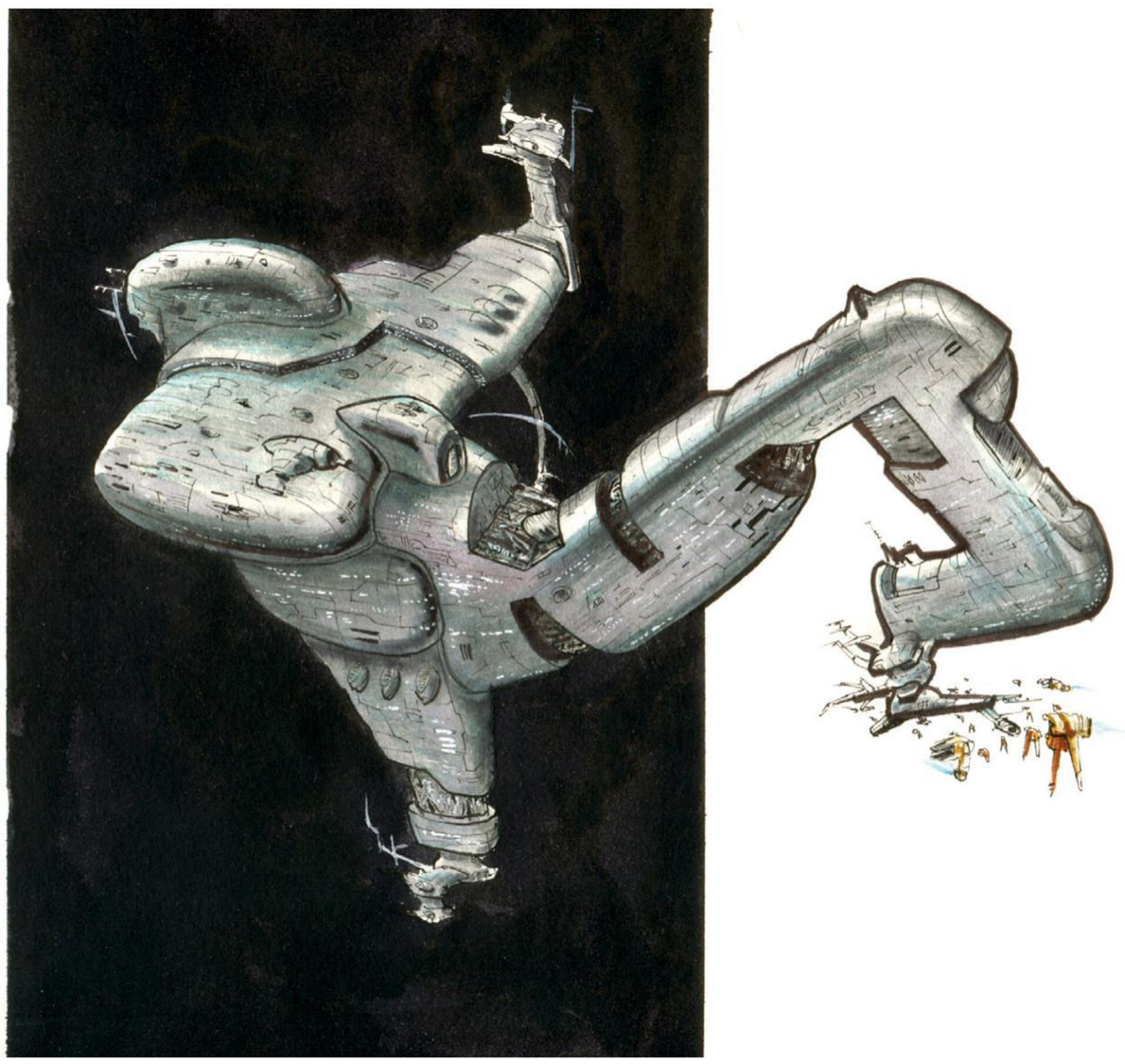


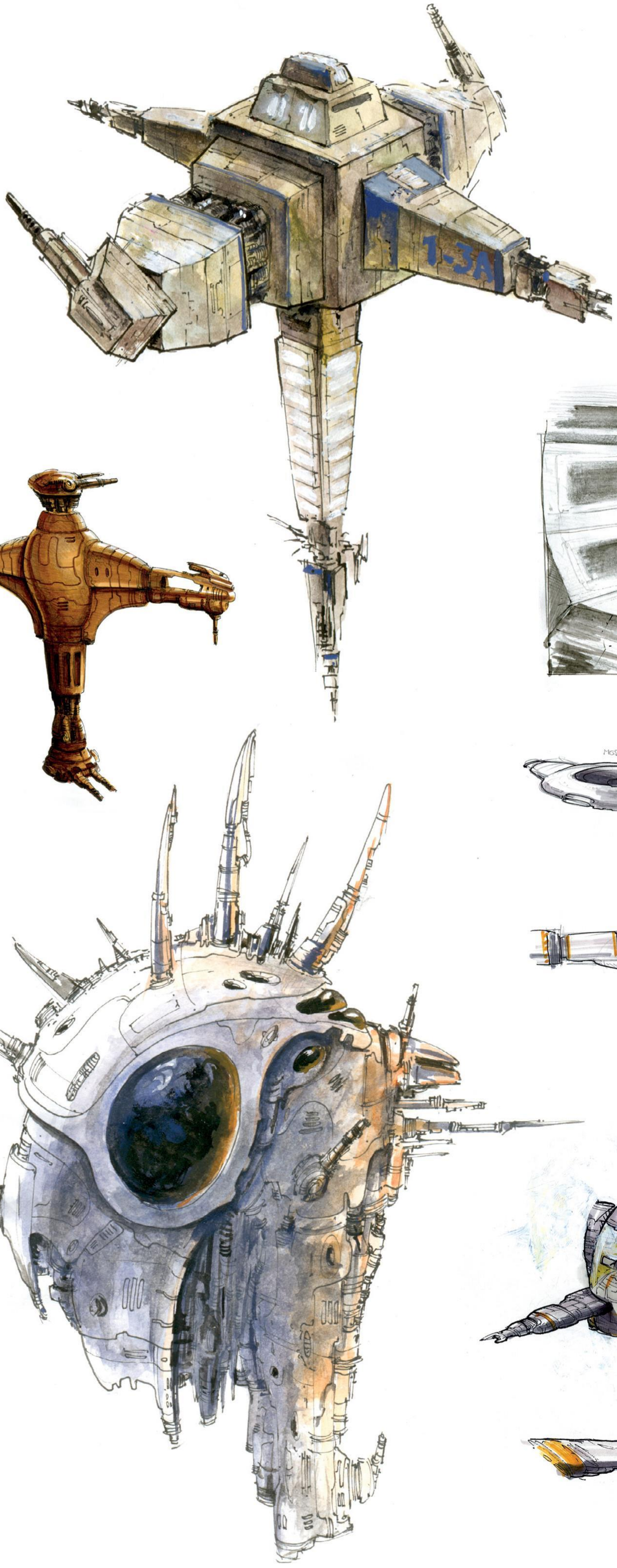






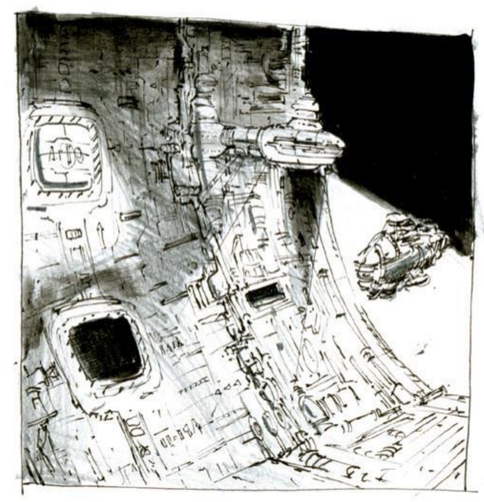


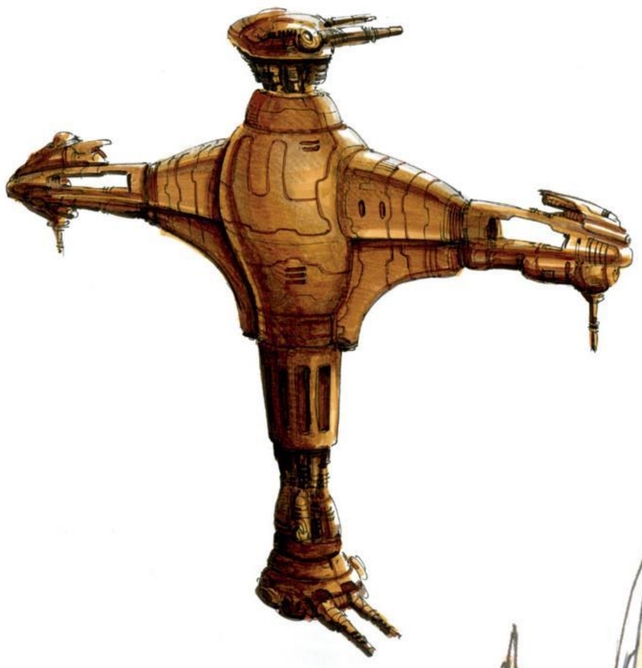



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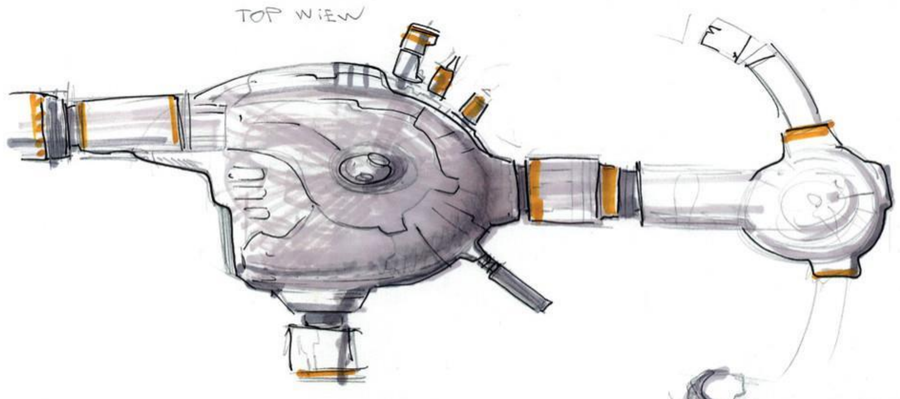

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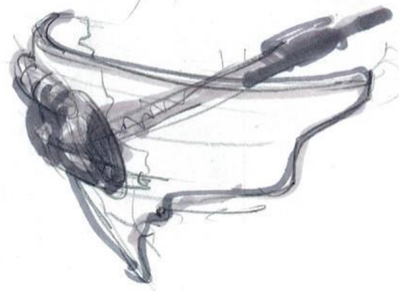


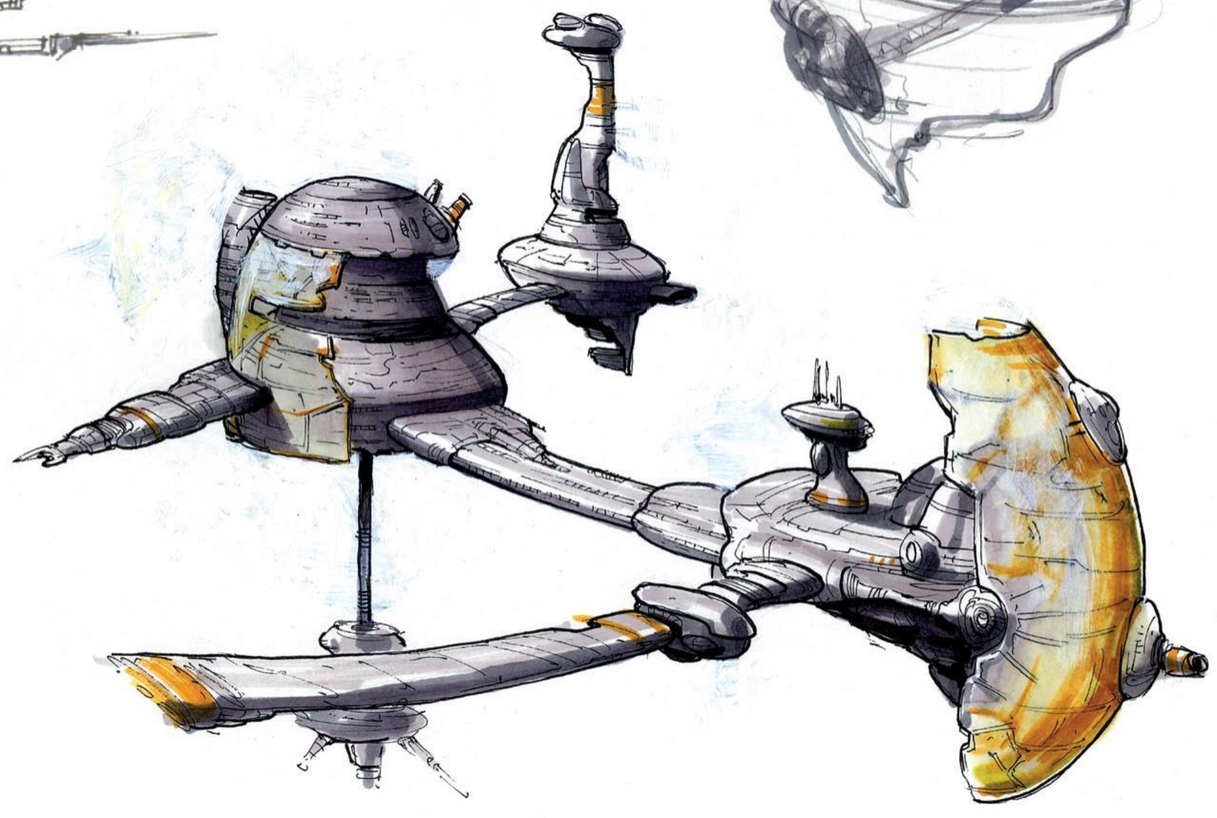




MODULE
WINDOWS

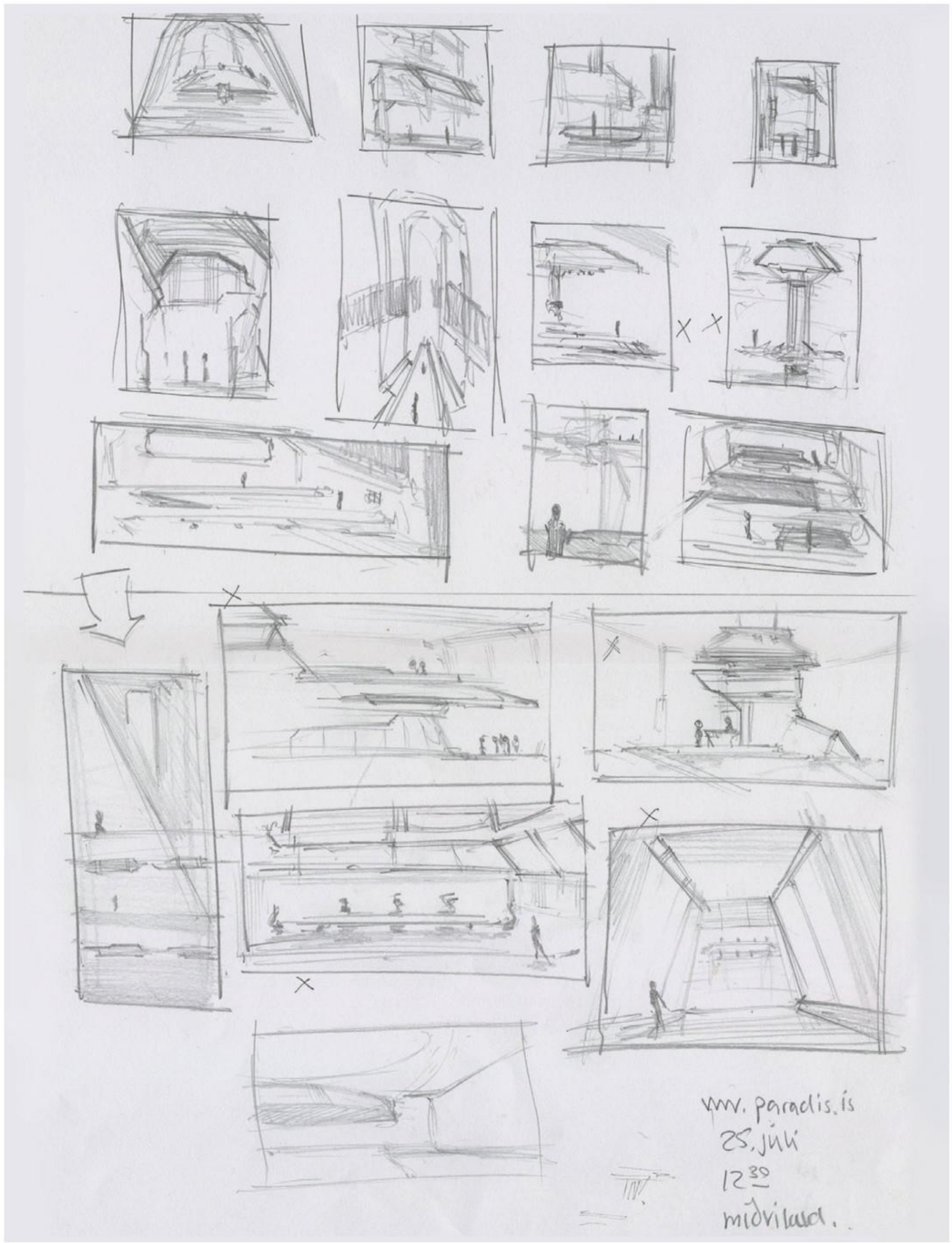

TOP VIEW



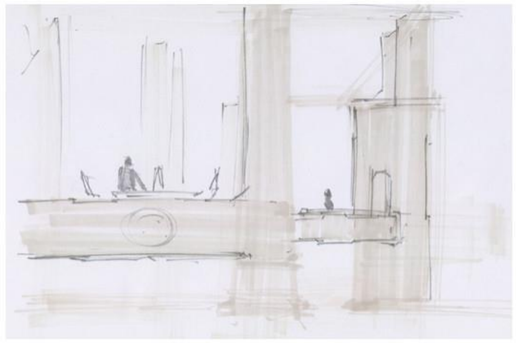


2001

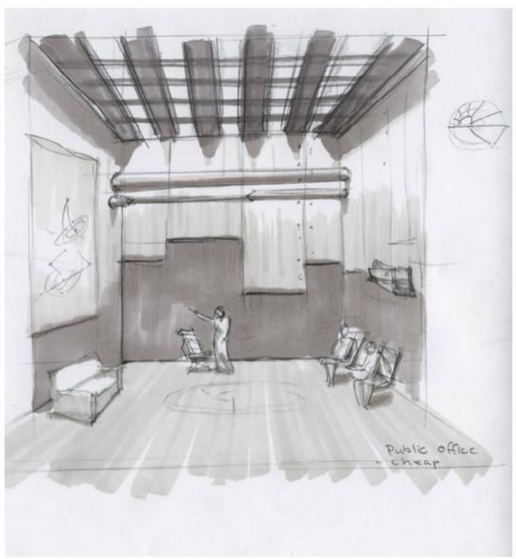
„DRAGONSNEST"



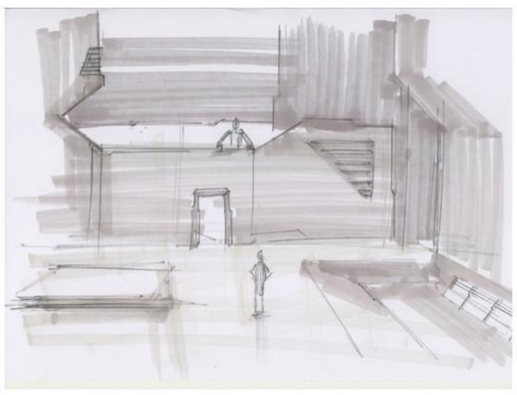




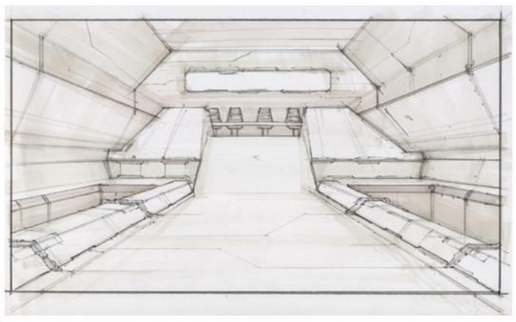


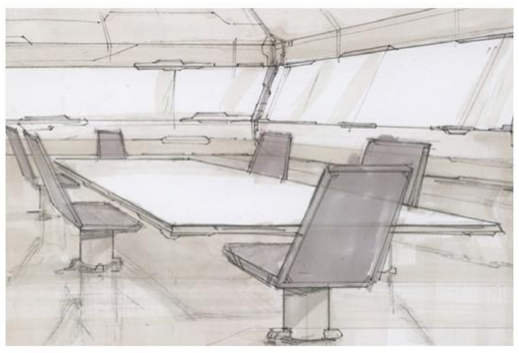


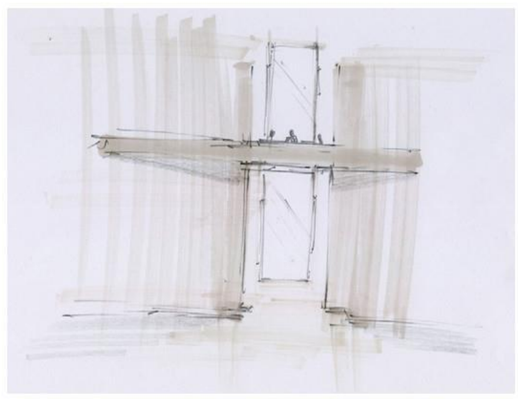






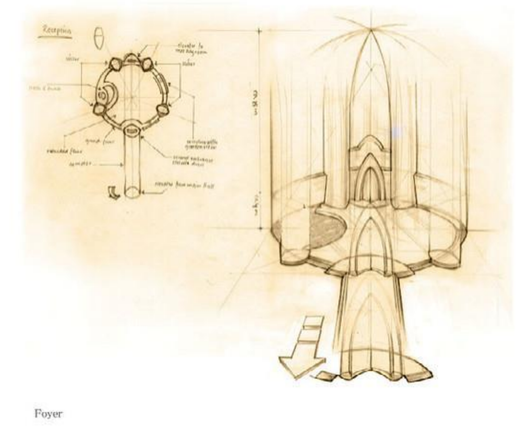




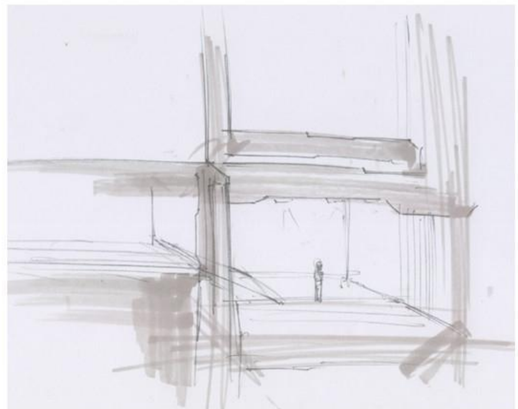


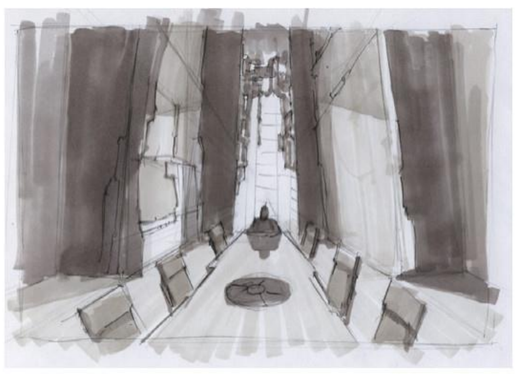


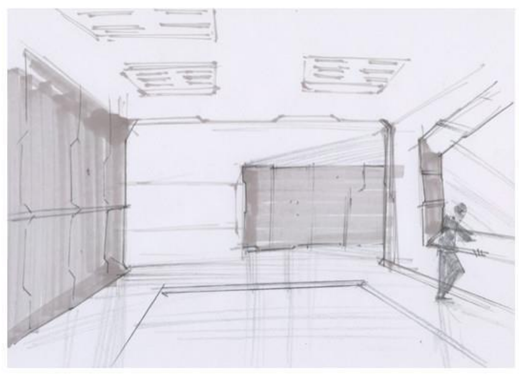


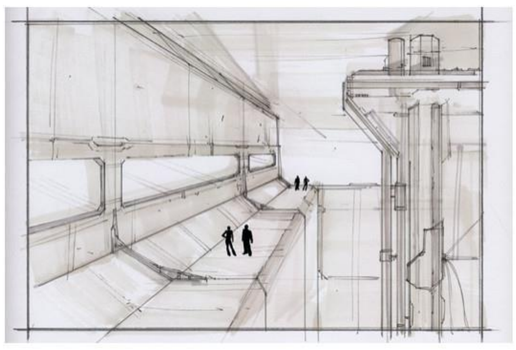


Foyer







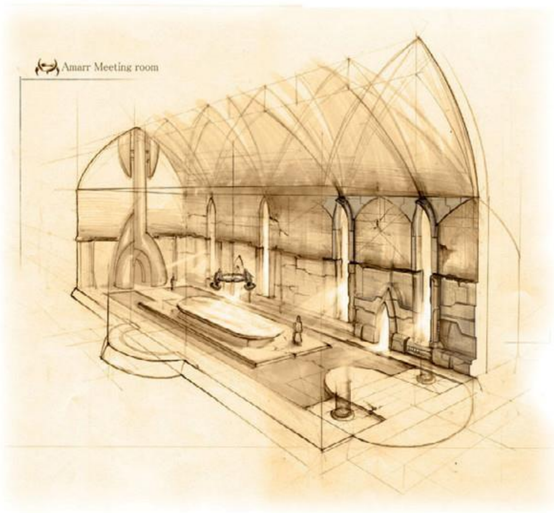


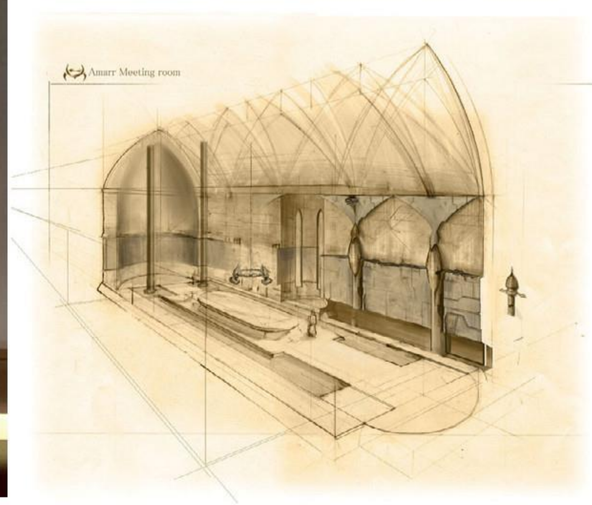


STATION INTERIORS

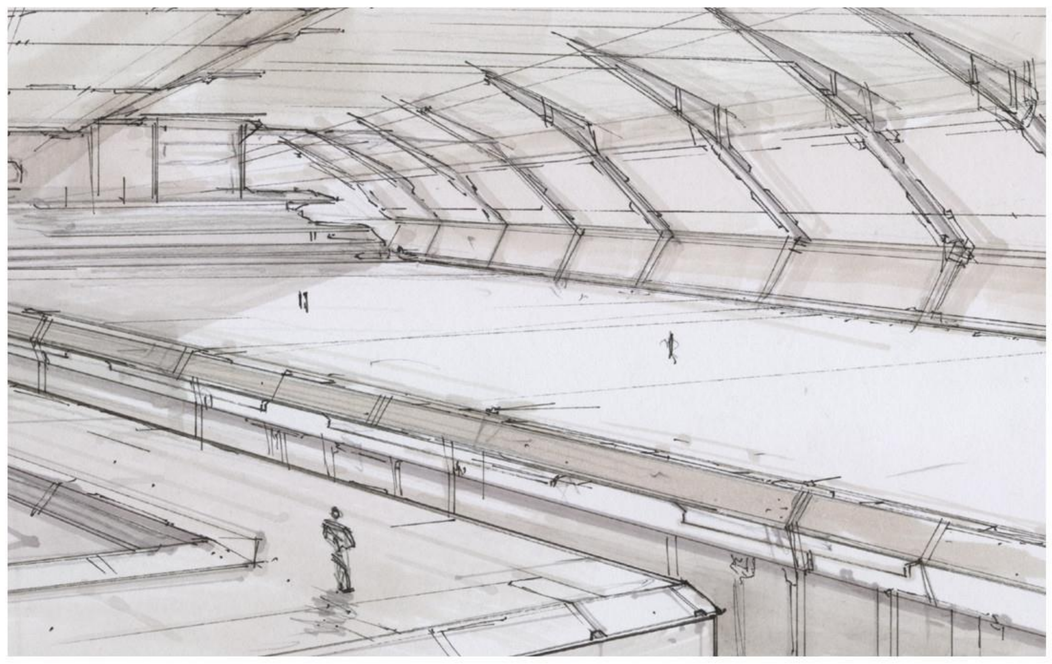
A largely unexplored part of New Eden is the space stations. On and off throughout 2006 to 2011, work was done to investigate what these would look like, but efforts were halted in 2011 after players asked that *EVE Online* focus more heavily on the core spaceship game play. What remain are designs of cavernous spaces, concepts and ideas which may someday be fleshed out in another format—perhaps a different game entirely.

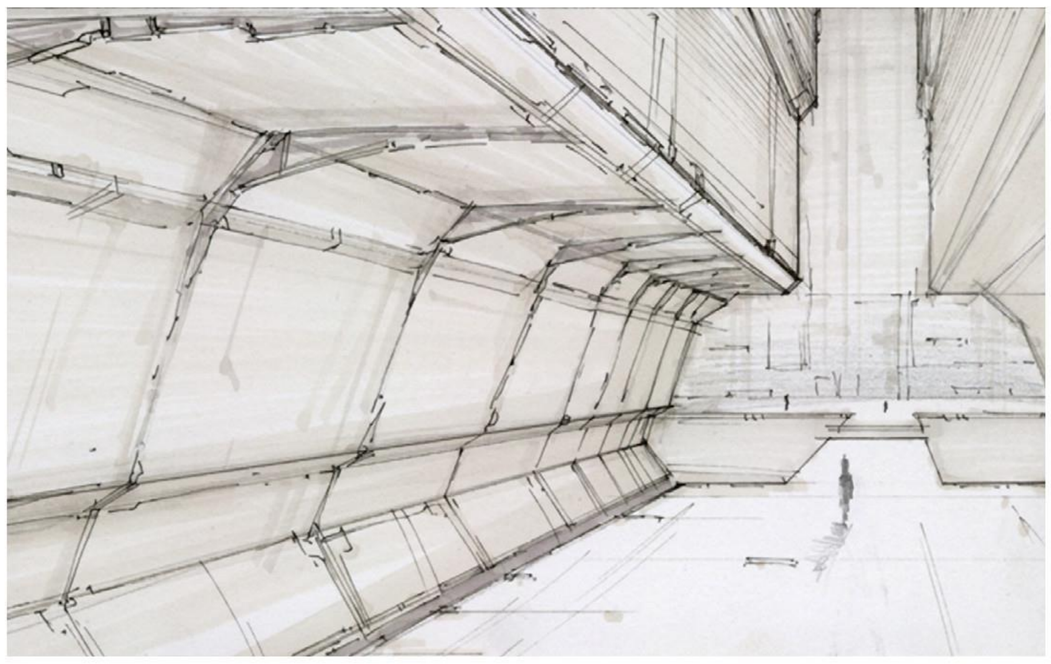


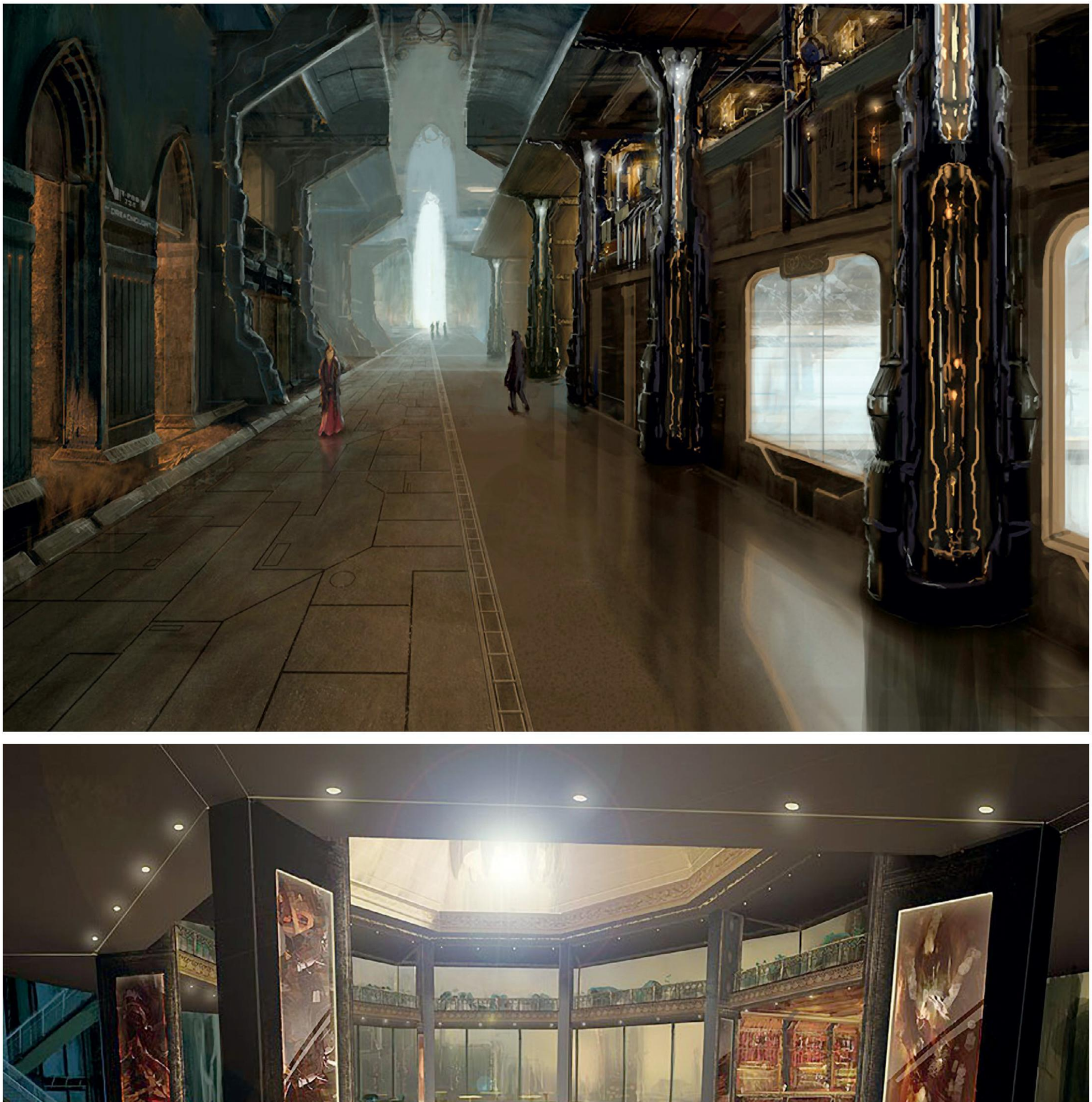

Amarr Meeting room

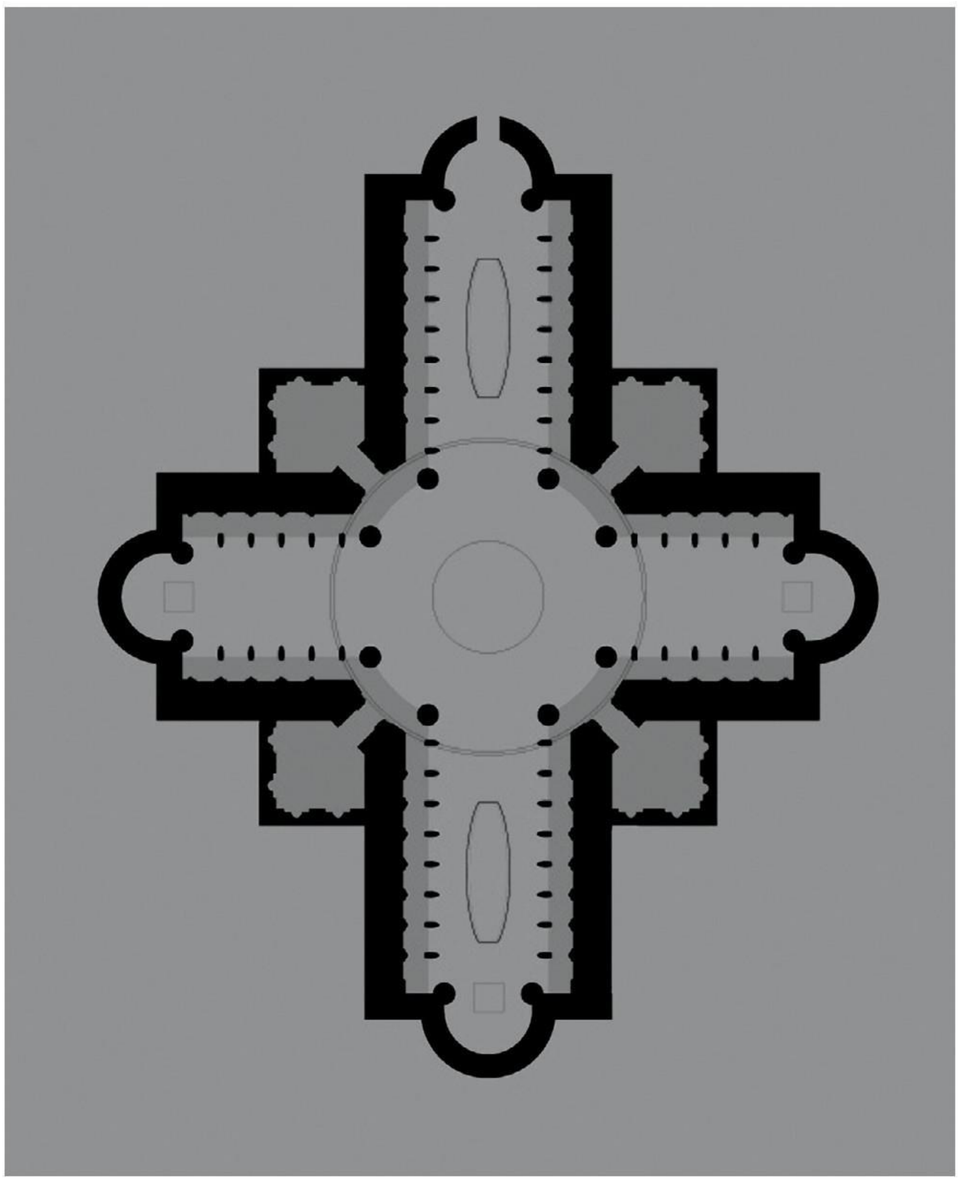

Amarr Meeting room







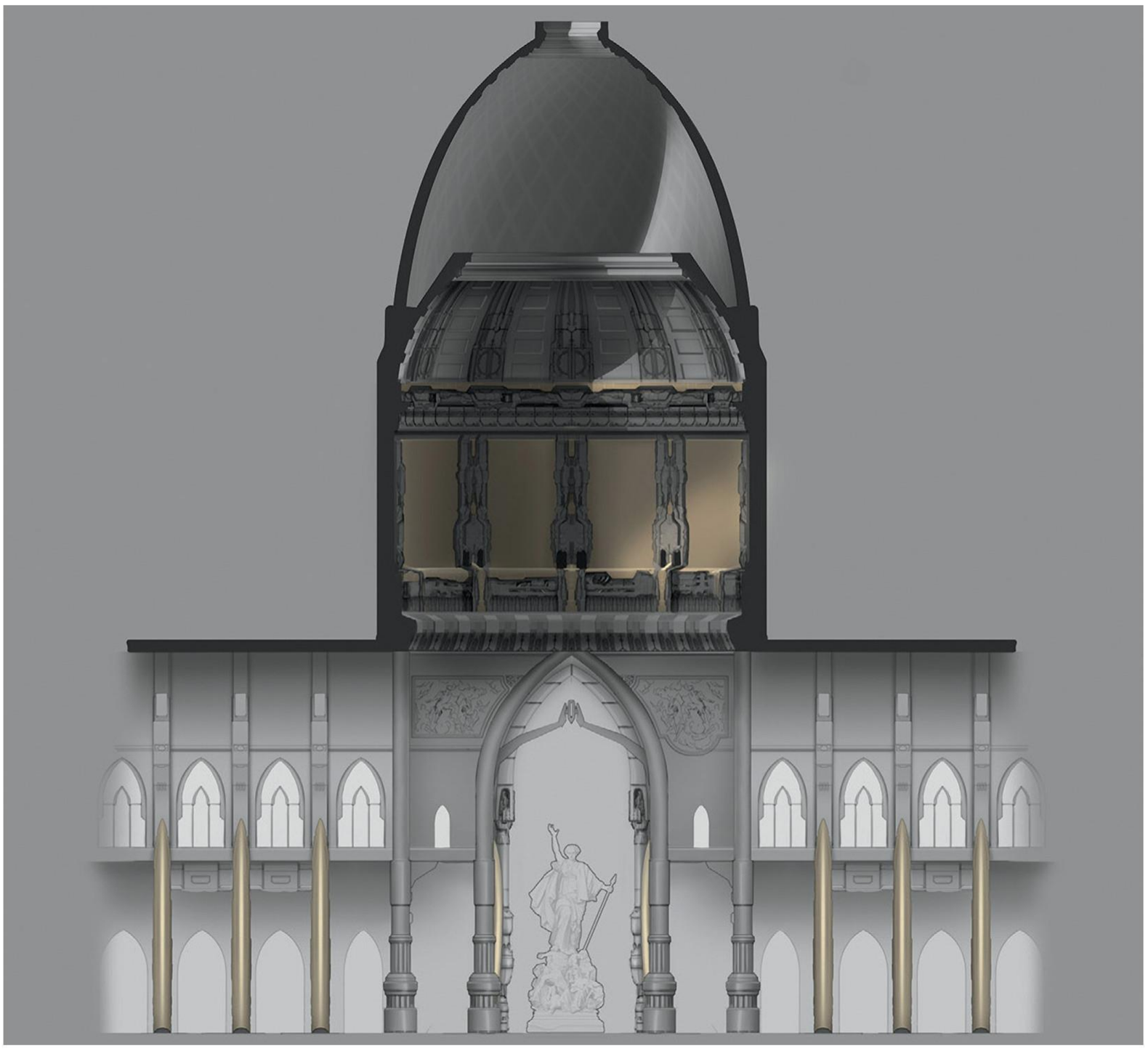








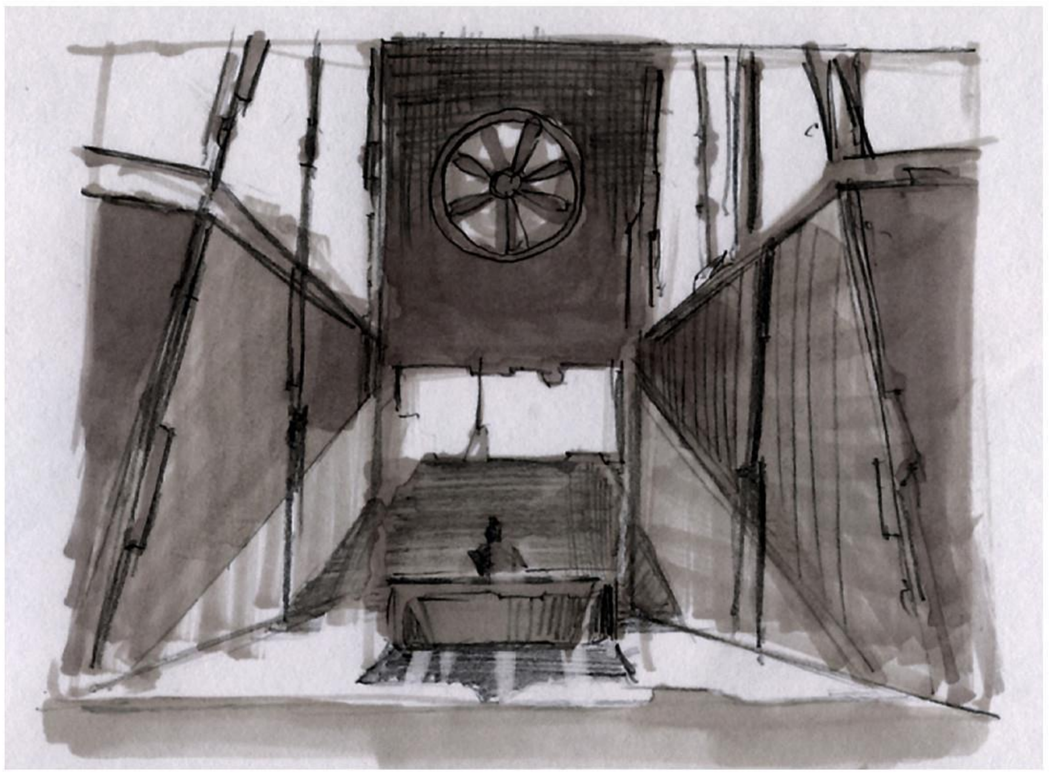


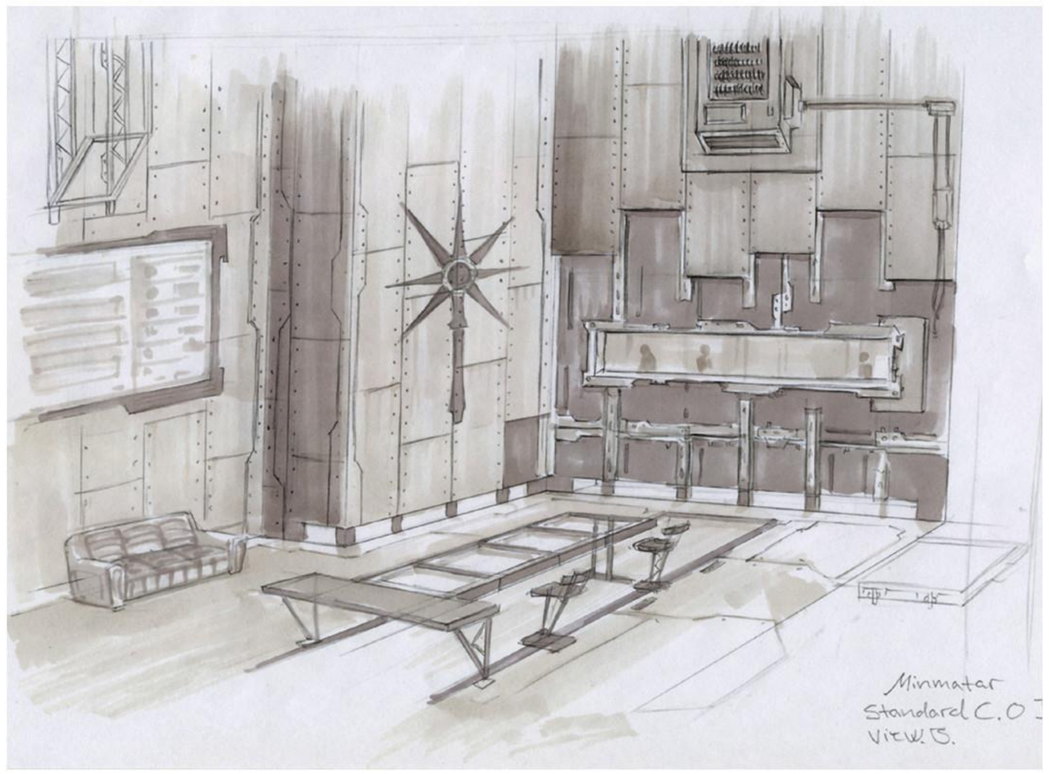


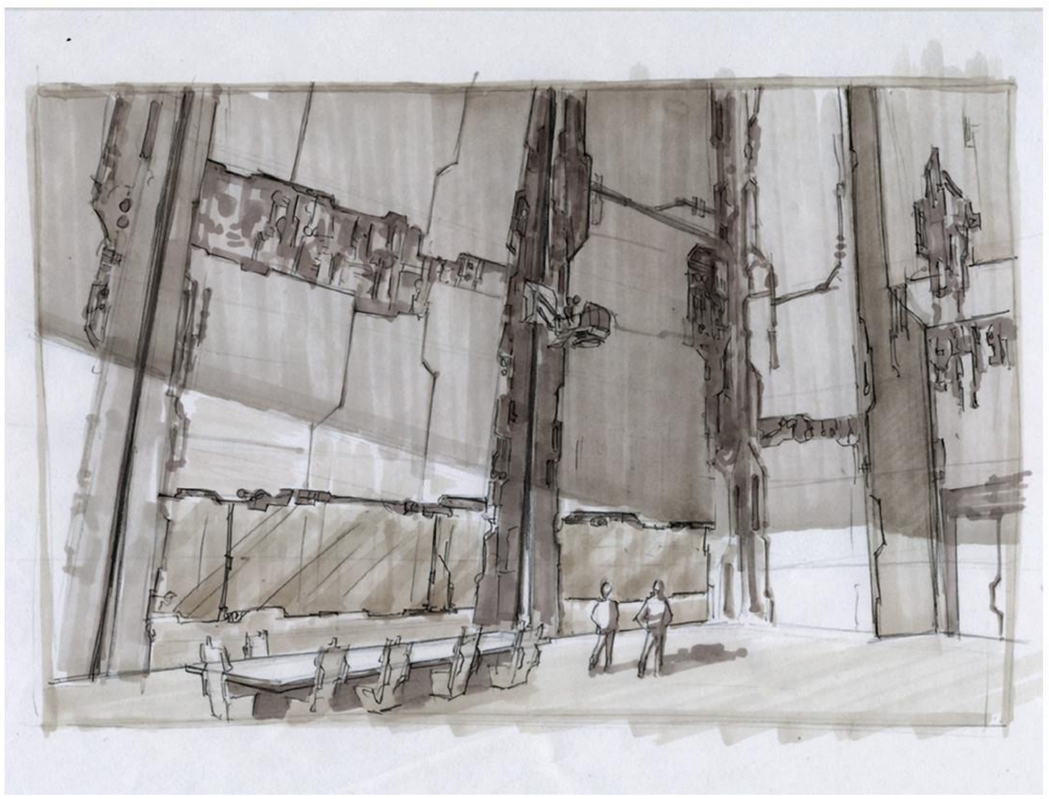


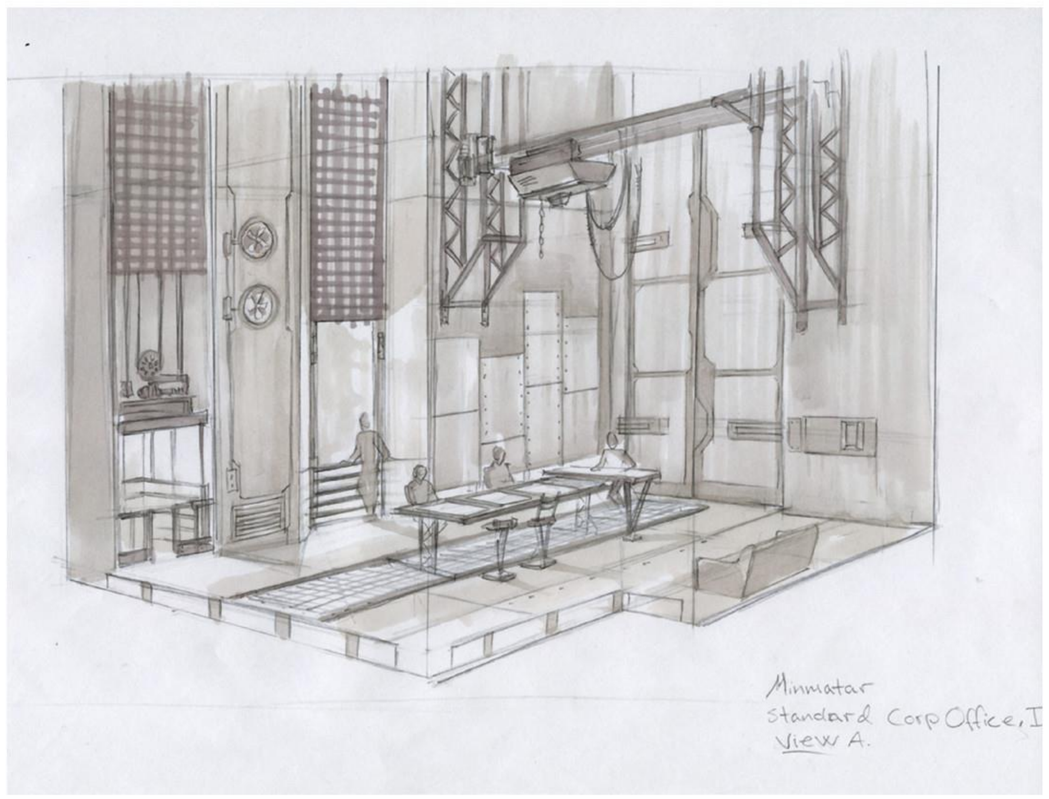
HALLOWED HALLS

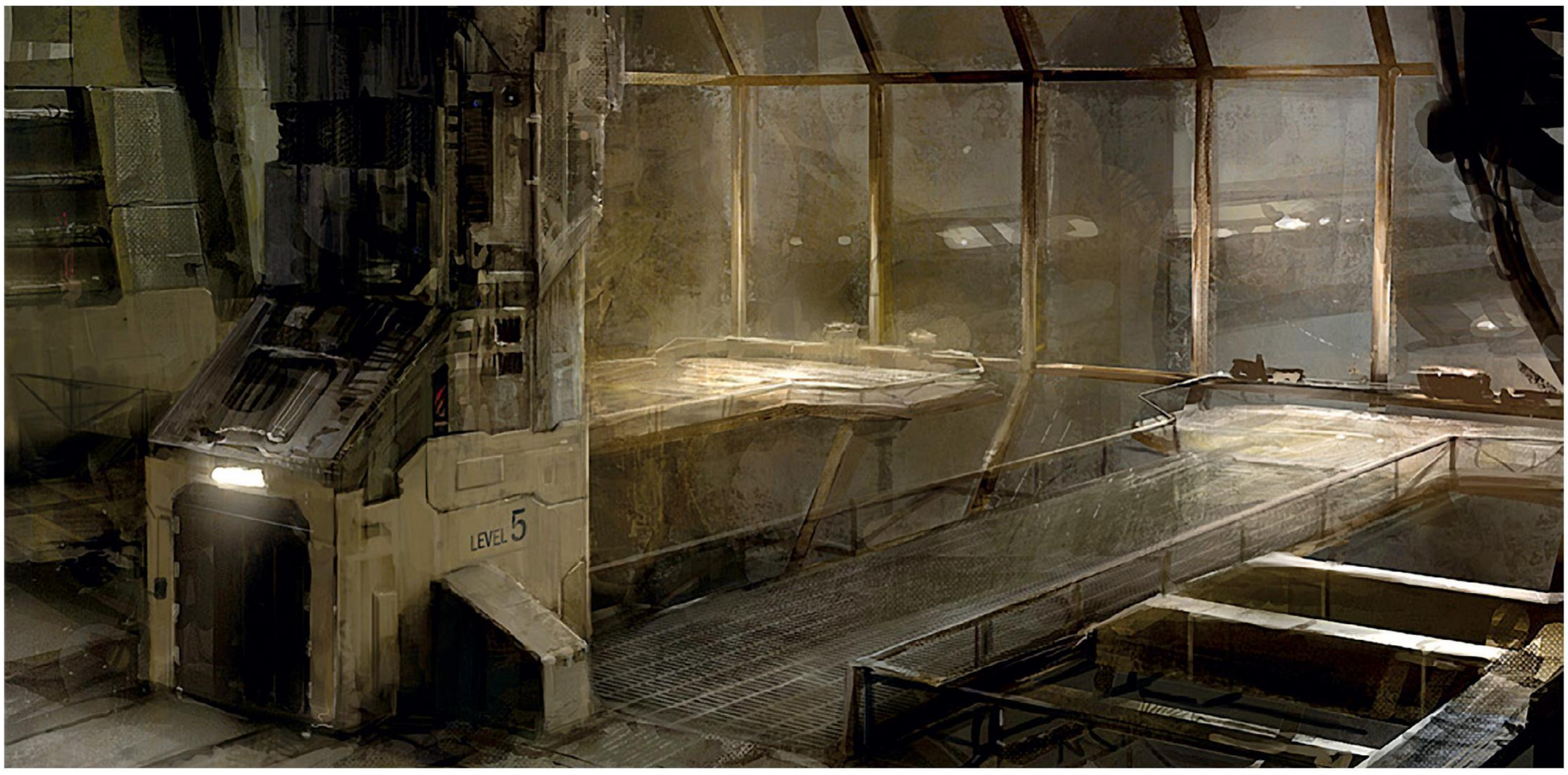
The Amarr are heavily influenced by Gothic church styles. Every major construction and design is a celebration of the divine and meant to inspire awe and obedience in those who pass through.





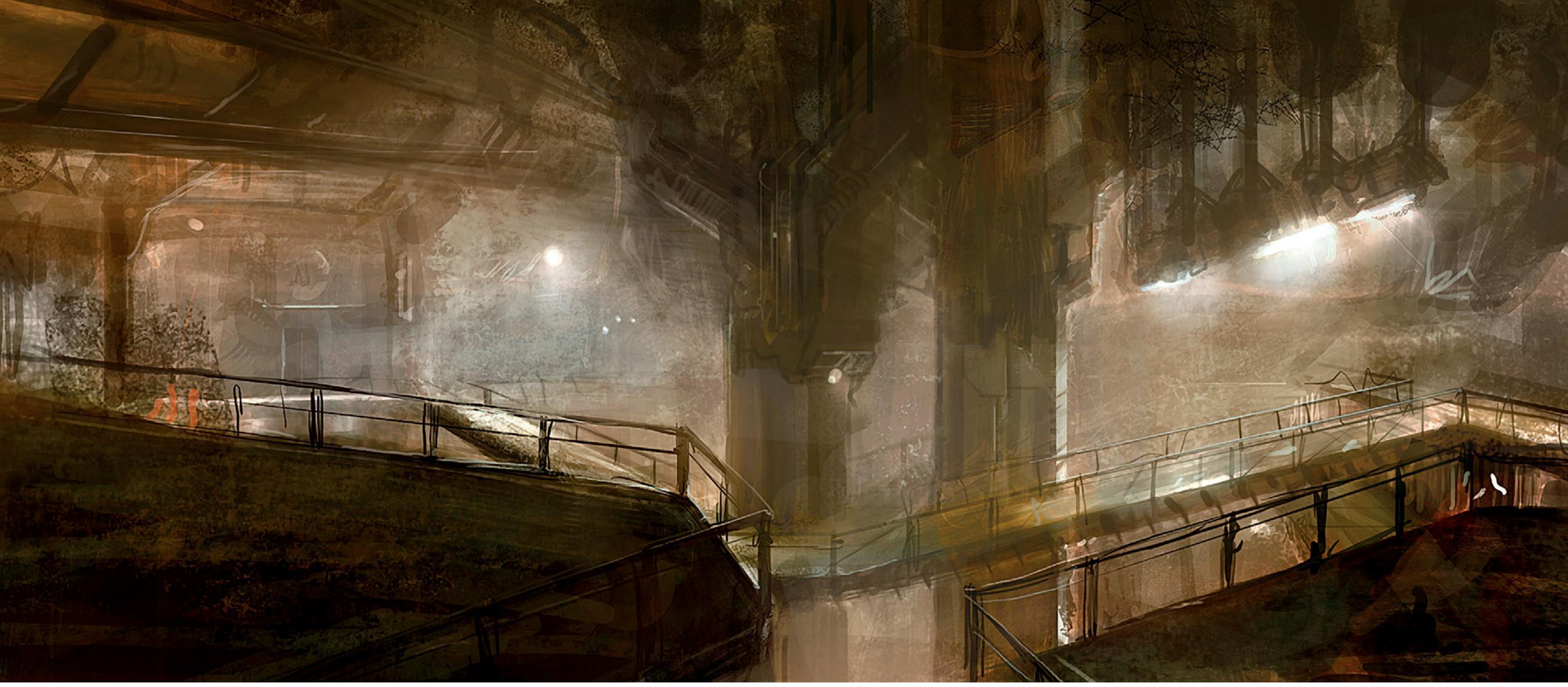


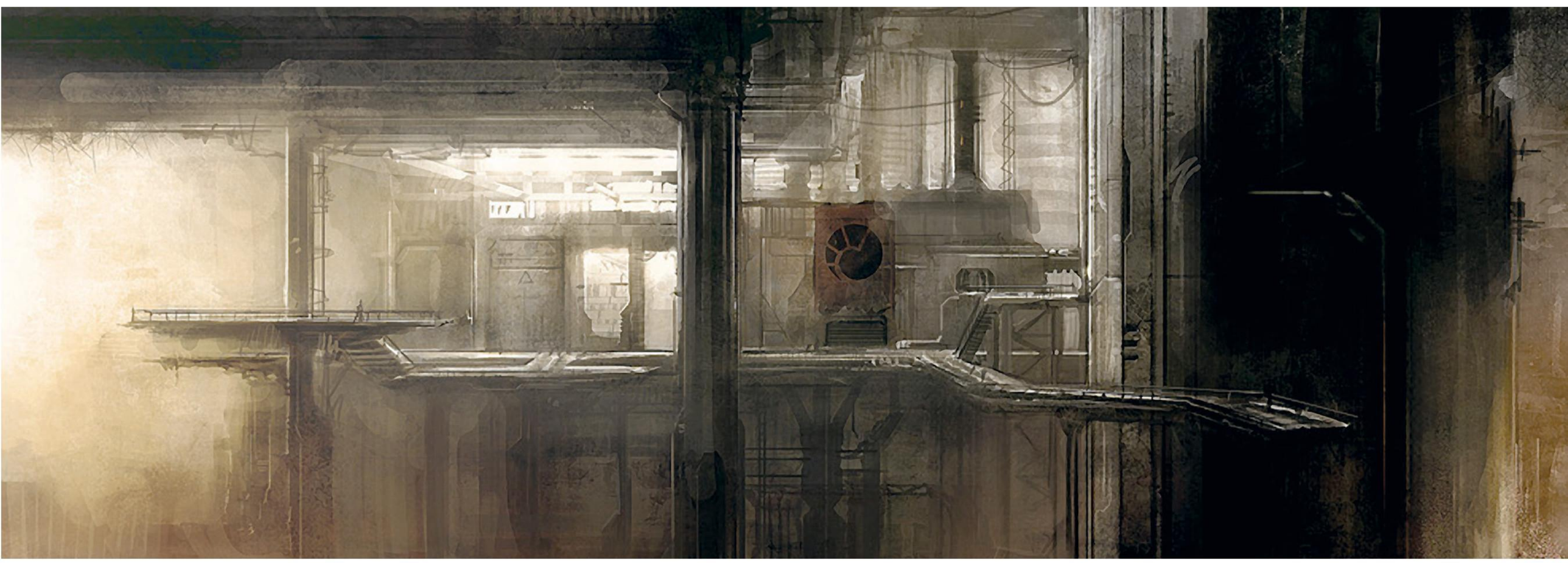




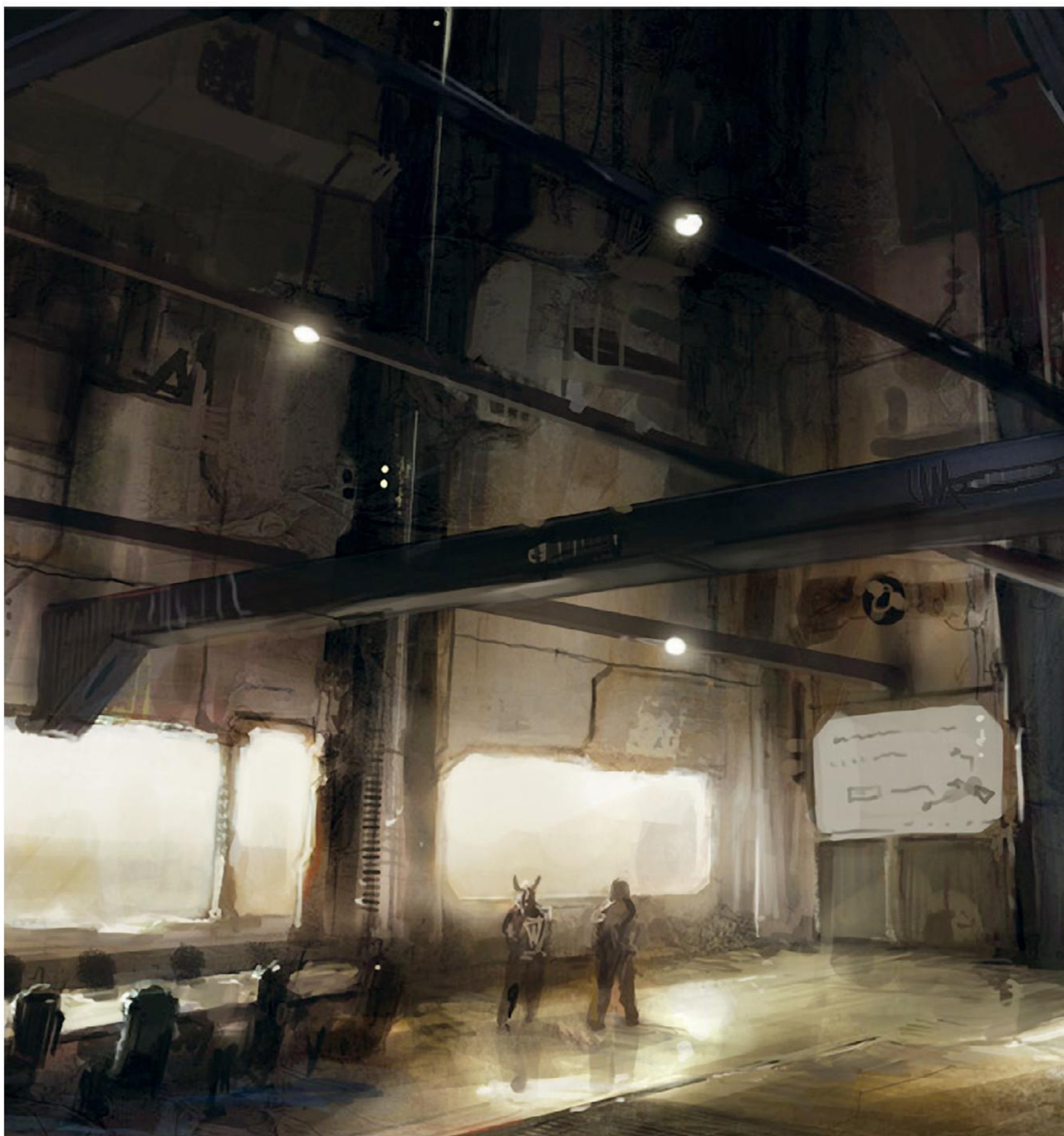
RUSTY LIVING

The interiors of Minmatar stations follow their ship designs. Brown, industrial, aged. The Minmatar choose to spend their funds elsewhere than on paint and light fixtures—that much is certain.

















VICE AND LUXURY

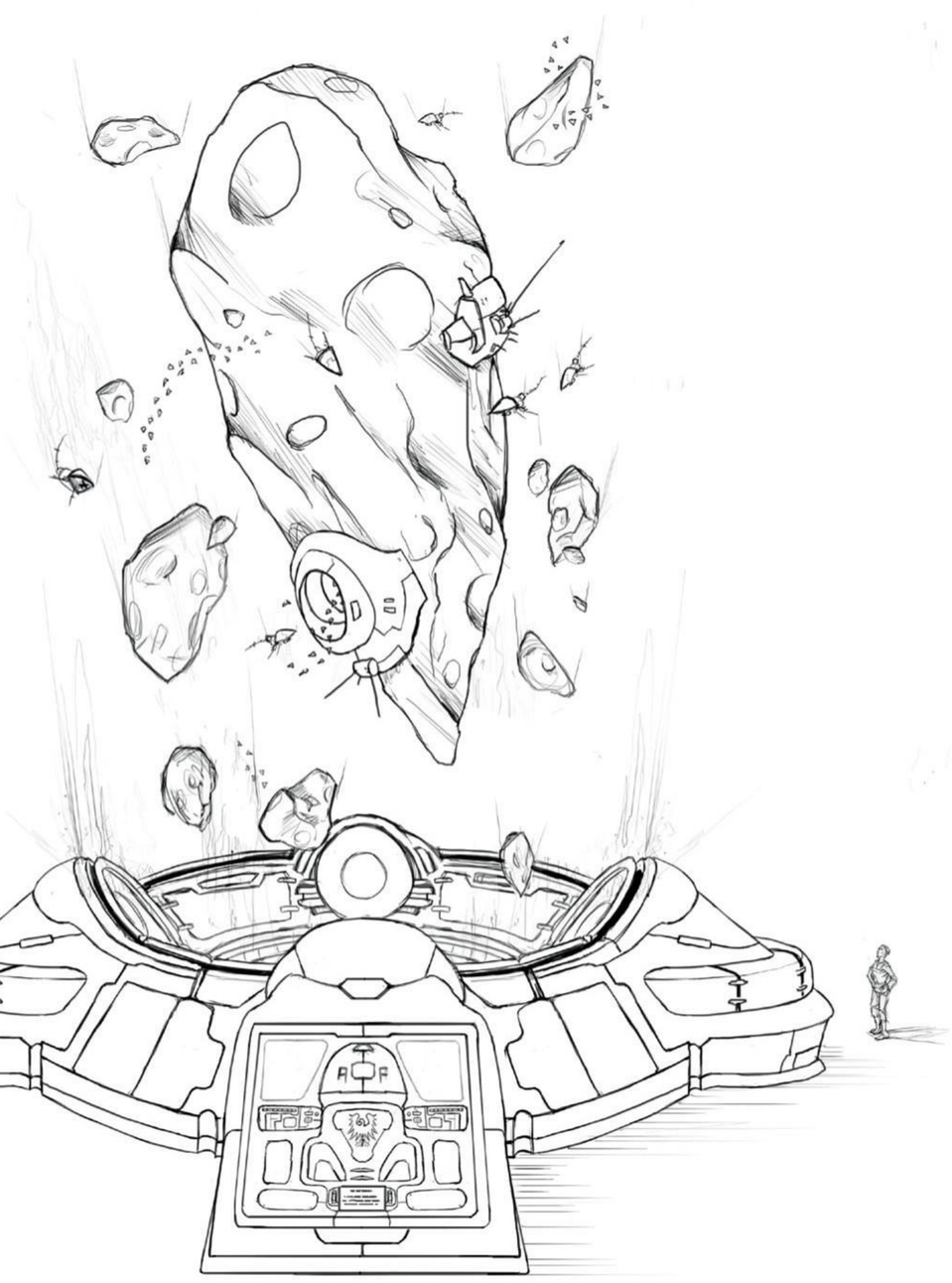
Gallente stations are places of stark contrast. Luxurious five-star hotels are juxtaposed with seedy, neon-lit caves of vice and moral decay. The perfect vacation spots.

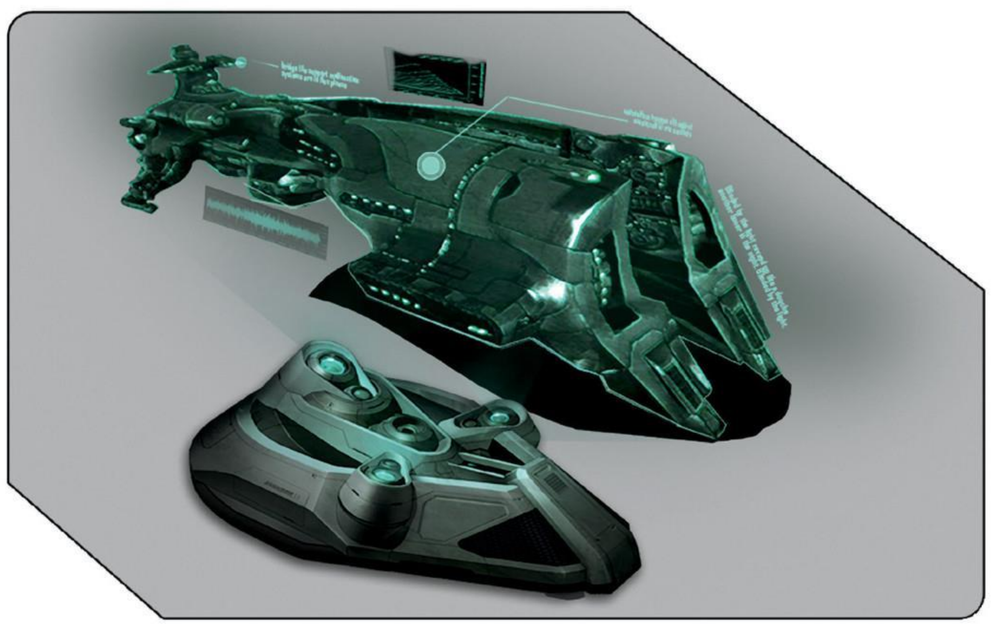


CHECK OUT MY HOLOGRAM

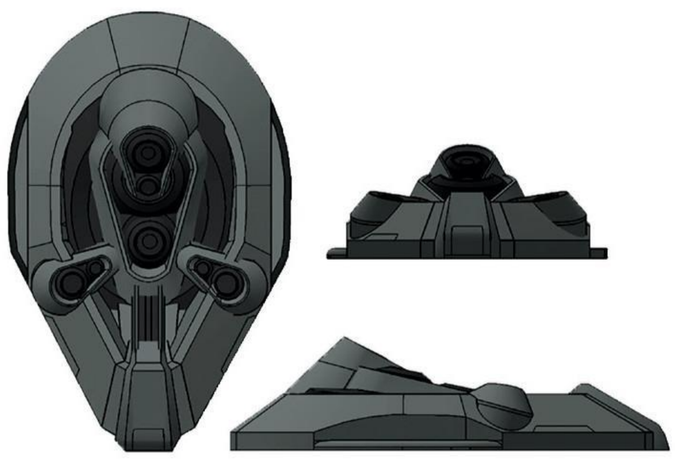
The artists envisioned starship captains adorning their quarters and offices with priceless artifacts and trophy items. Often referred to as “conversation pieces” in the corporate world, they impress visitors and give the host an opportunity to recite a carefully constructed anecdote, laced with false modesty and wit, that will underscore the social hierarchy in the room under the pretense of making the guest feel comfortable and amused.

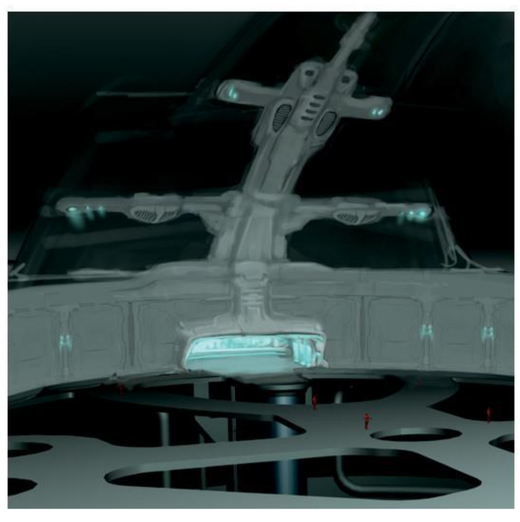


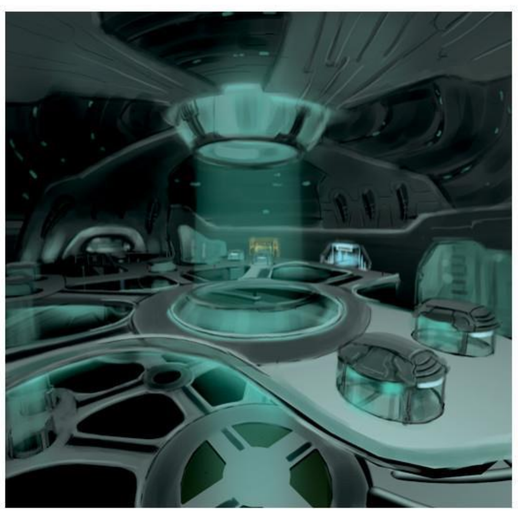


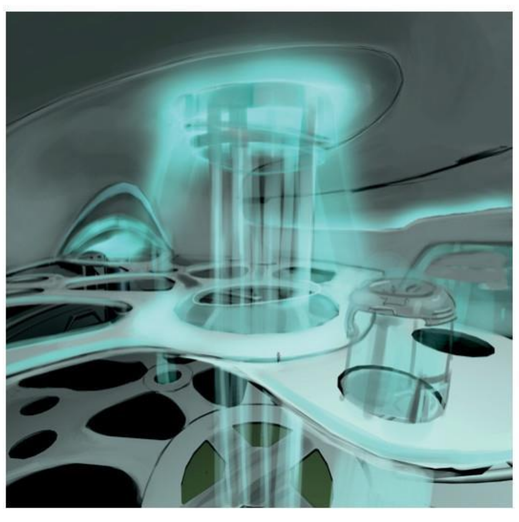


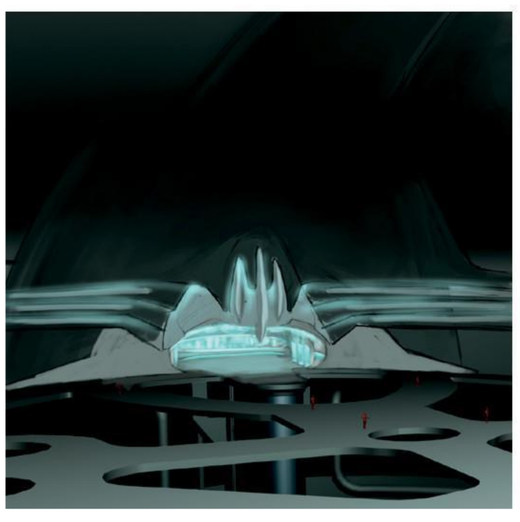


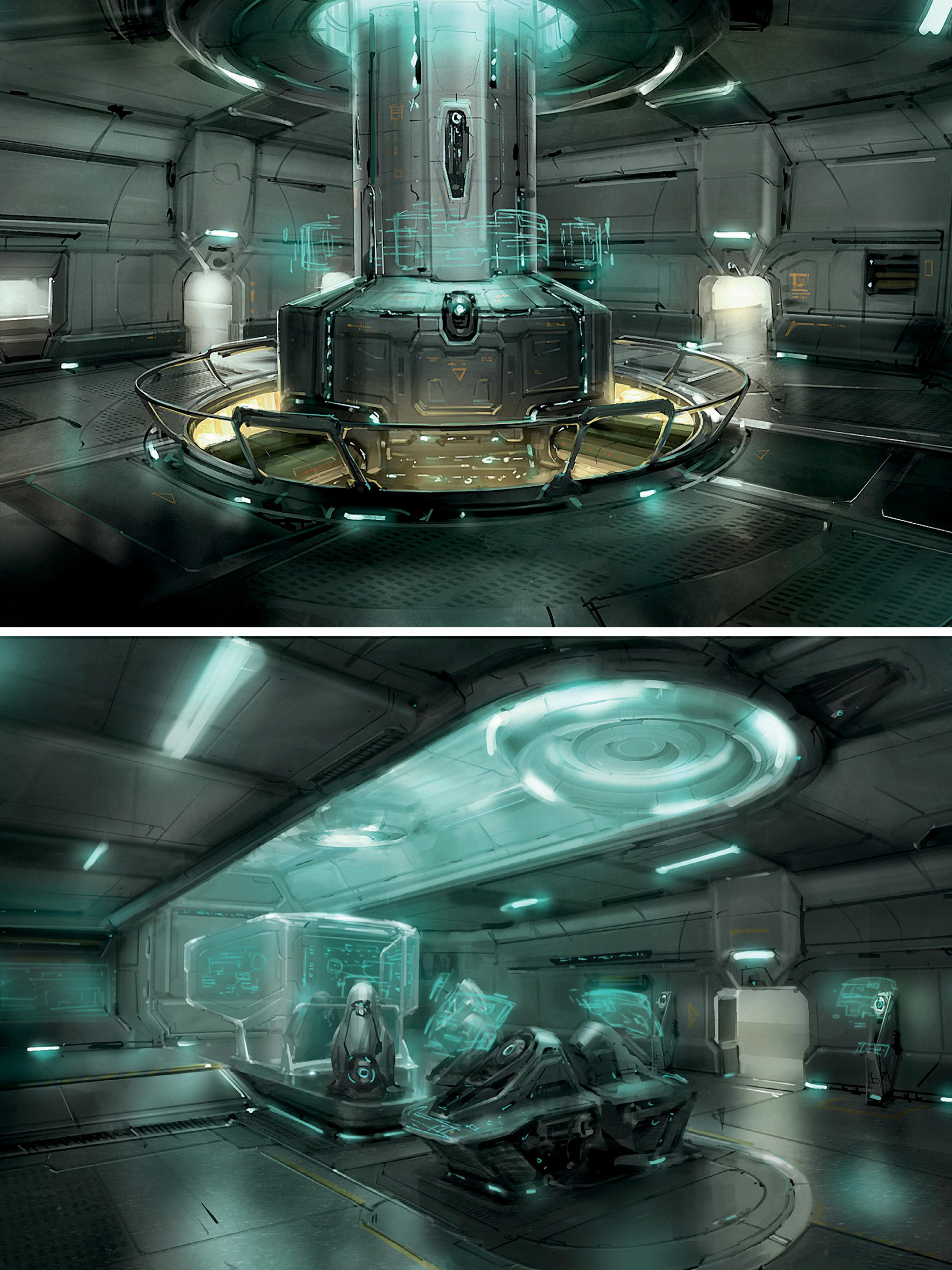






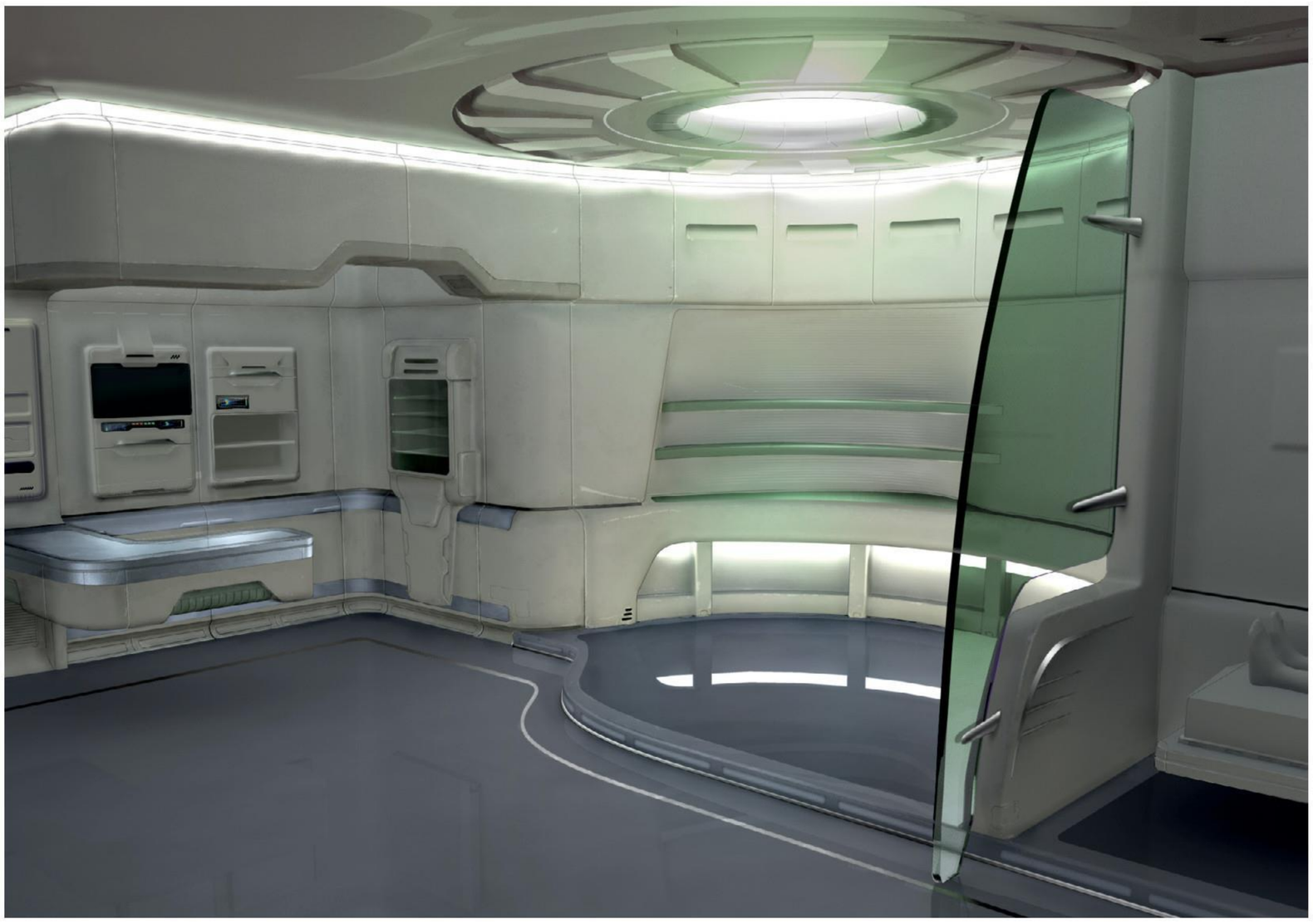


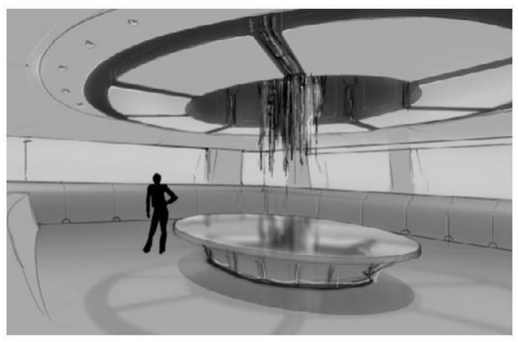




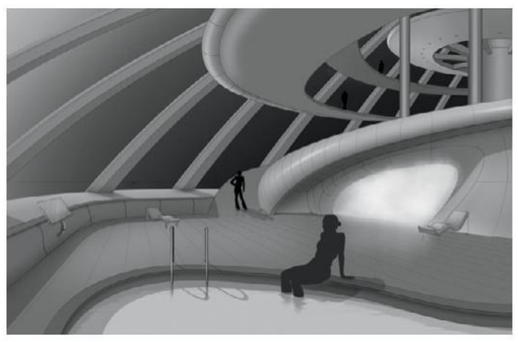
SPACE TEMPLATES

The space stations of *EVE Online* are mass manufactured, just like the ships. It makes sense that there would be few components, so the design of the interiors was focused on those recurrent units and templates, which then were assembled to create interiors. Players of *EVE Online* see only a fraction of the possible configurations of the captains' quarters which now are featured in the game.



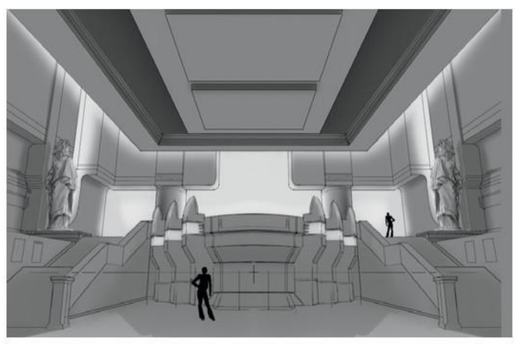


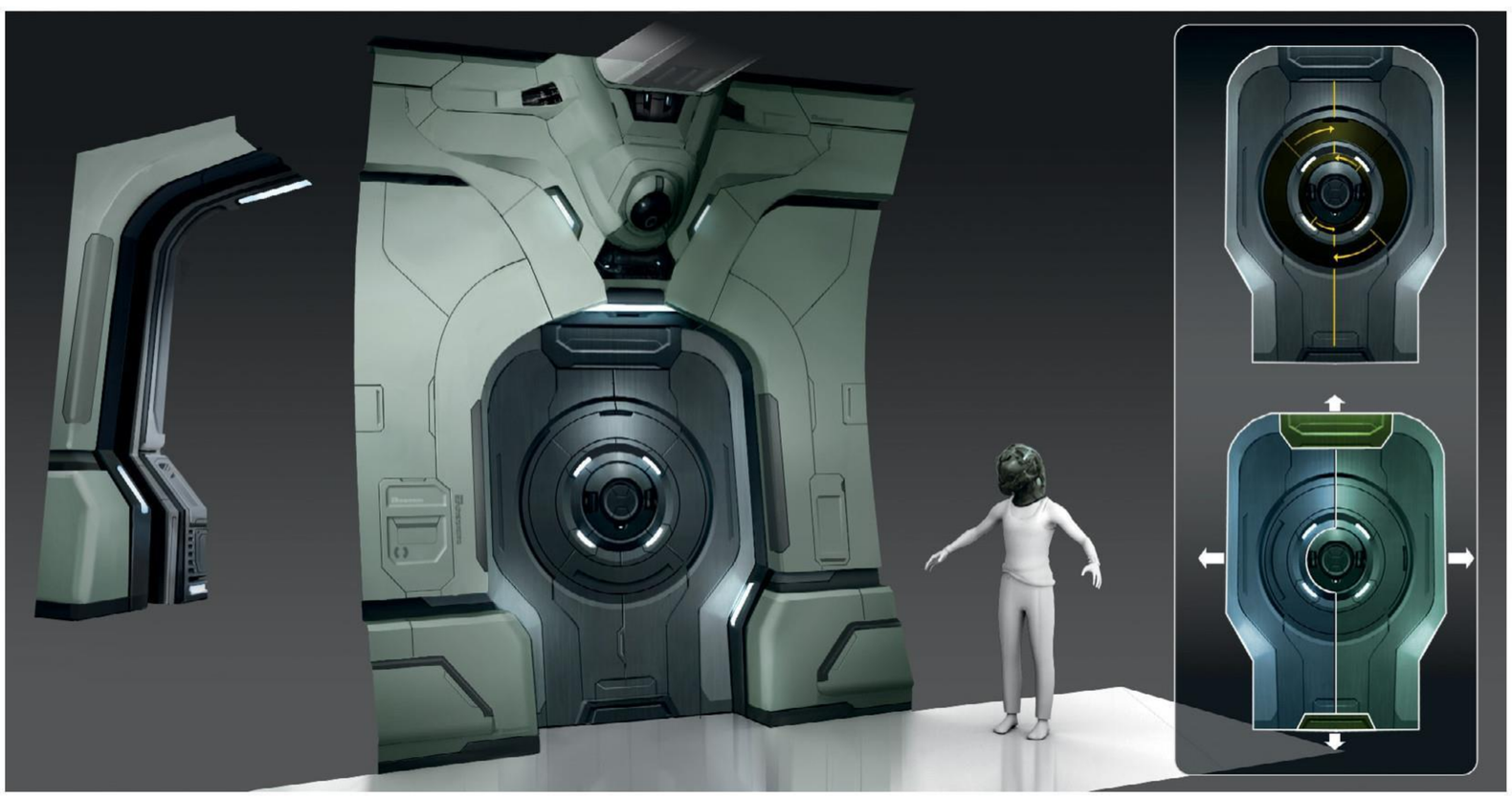


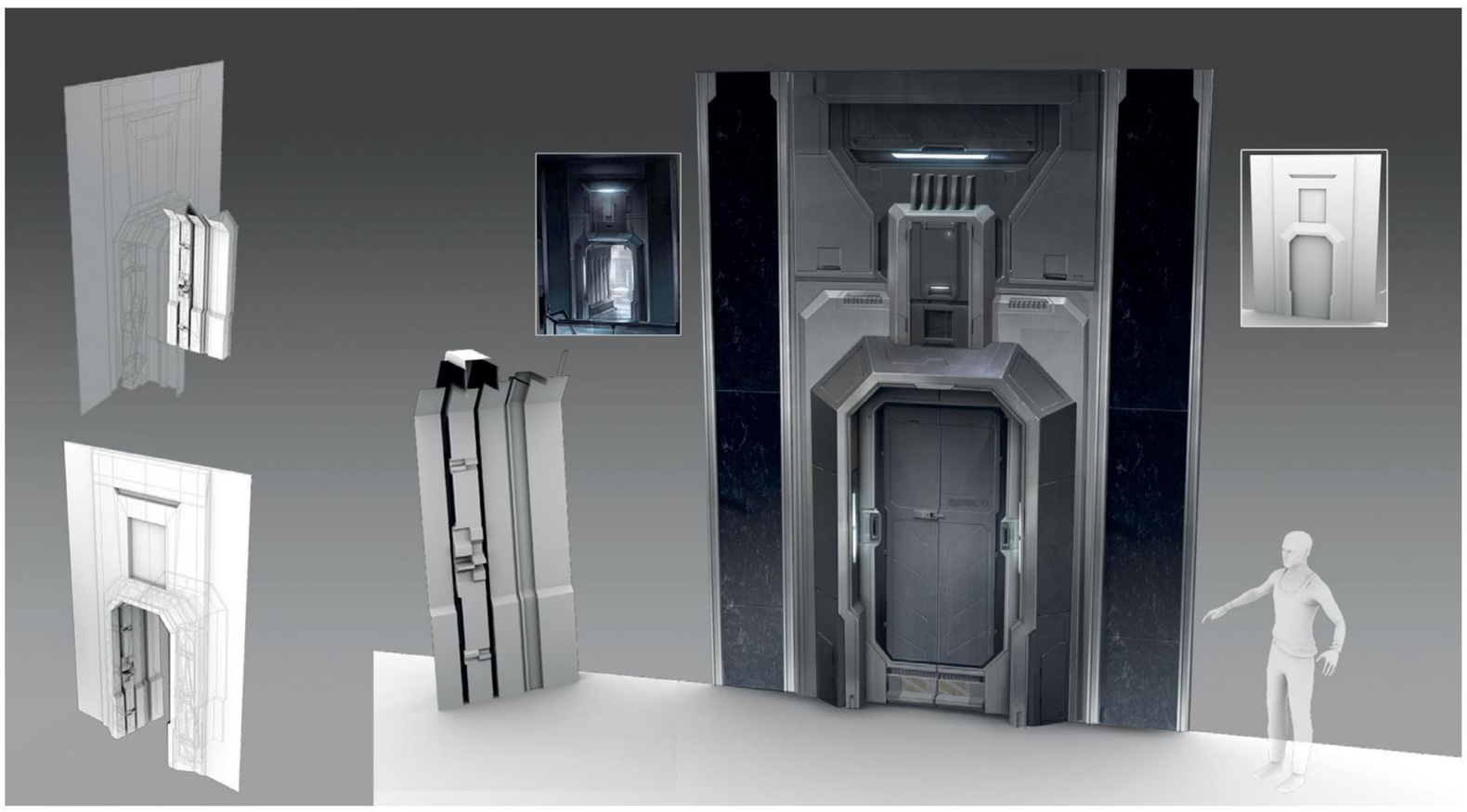


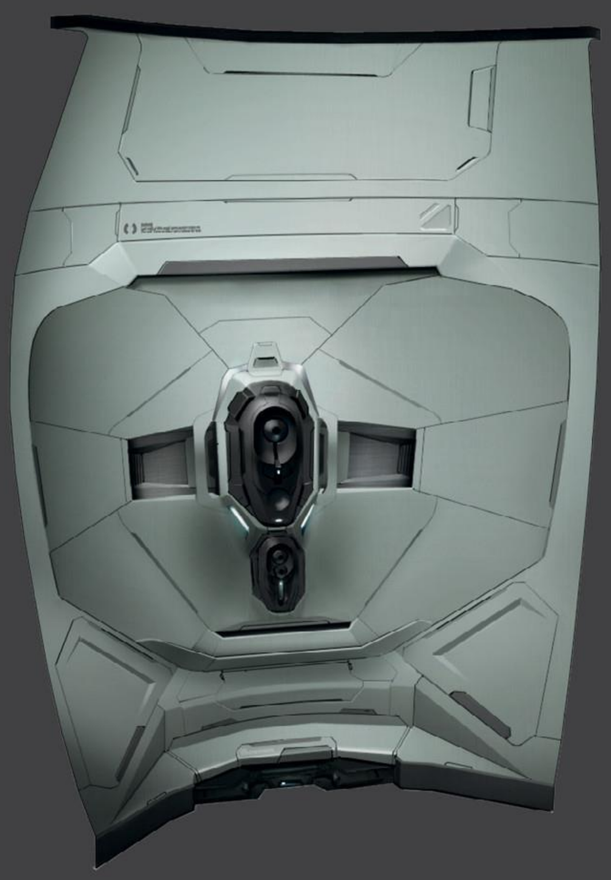




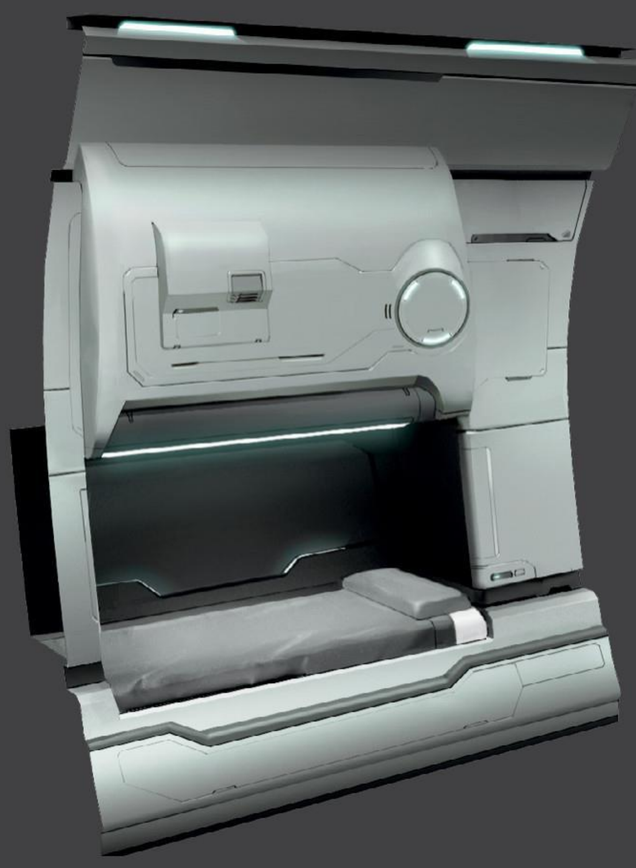






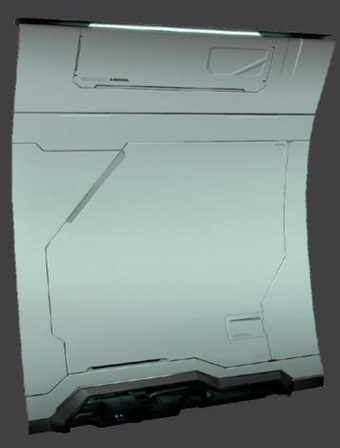


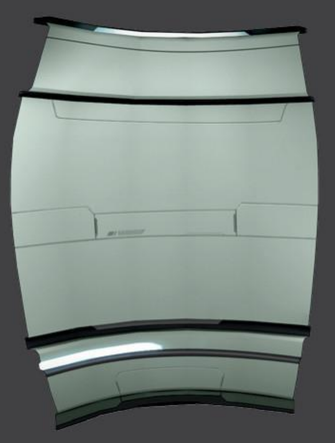






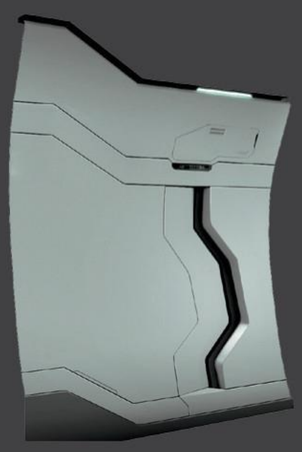


















PLANETS

Central to the landscape of the *EVE* universe are the planets. The same ones are used across games. You can have a firefight on the surface of a planet in *DUST 514* and then carry out an airstrike against it in *EVE*, with both games showing the same coastlines and oceans.

An intricate system provides endless textural variations and dynamic lighting and weather. There are eight basic planet types: gas, ice, storm, barren, temperate, oceanic, lava, and the physics-defying plasma planet. The blue, glowing plasma planets have no basis in reality but look very cool, so it was quickly decided to keep them.







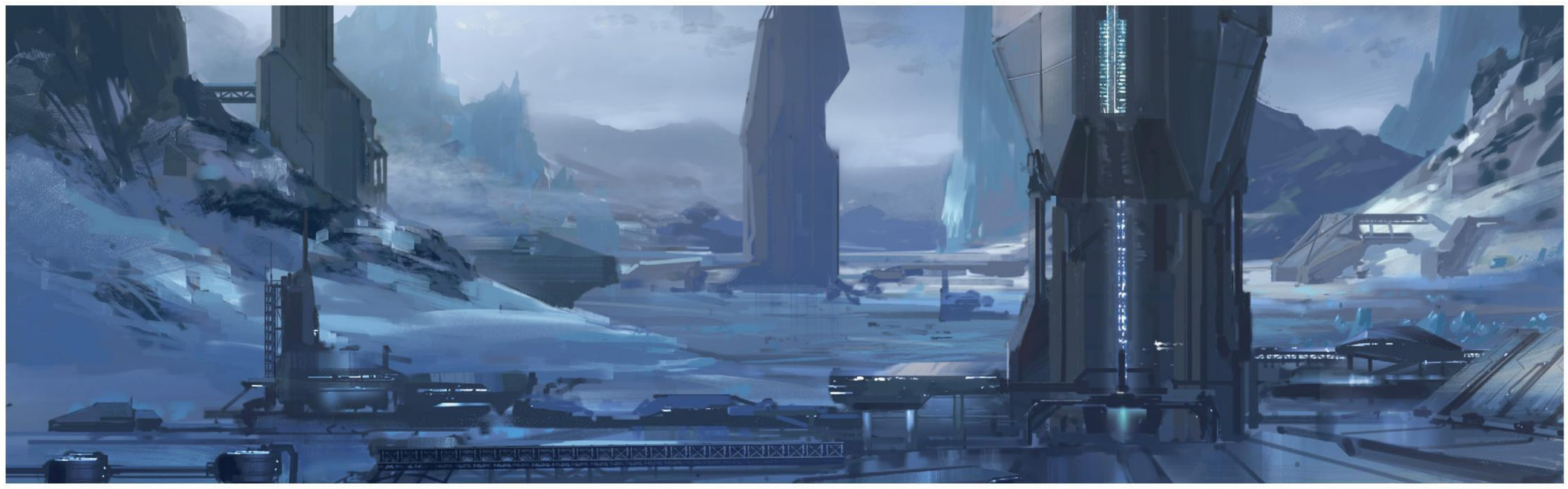






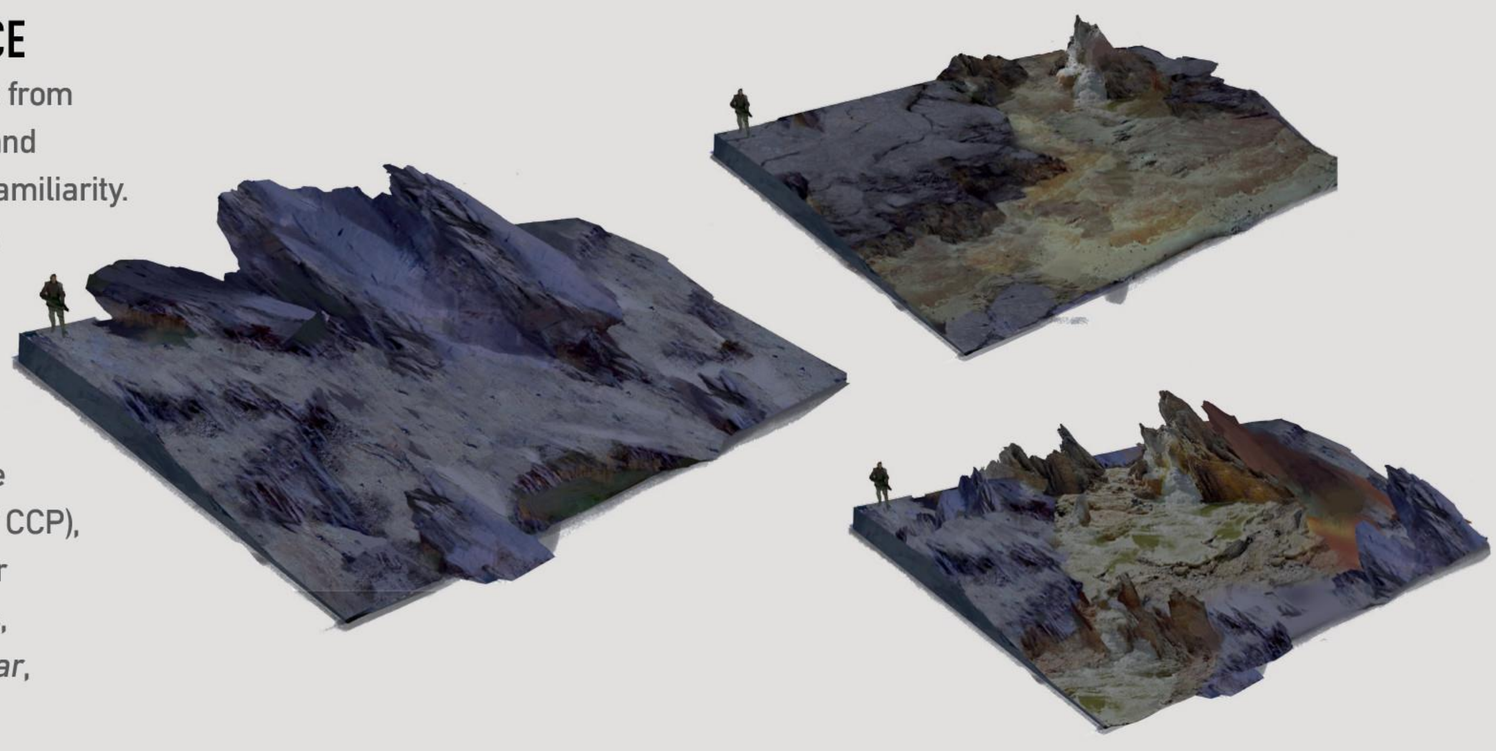






FROM ICELAND TO OUTER SPACE

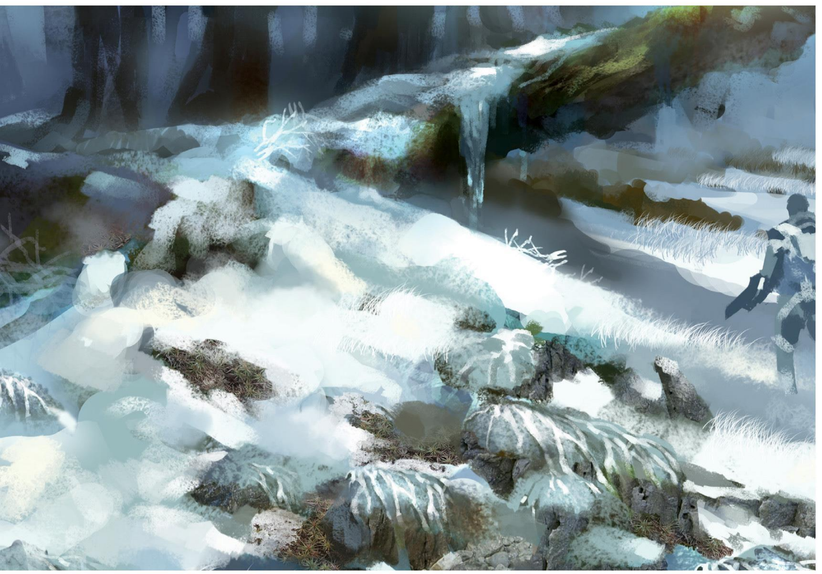
When you examine surface pictures from Mars and Venus, and even comets and asteroids, there is an odd sense of familiarity. One might mistake them for remote places on Earth, save for the red sky and metal-melting temperatures. The settings for *DUST 514* were heavily inspired by the Chinese art team's visit to the stark landscape of Iceland (home of CCP), which has provided the backdrop for a number of high-profile sci-fi films, like *Prometheus*, *Oblivion*, *Interstellar*, and more.











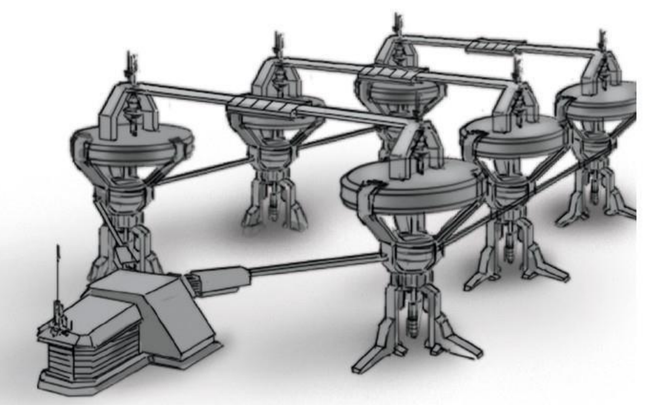


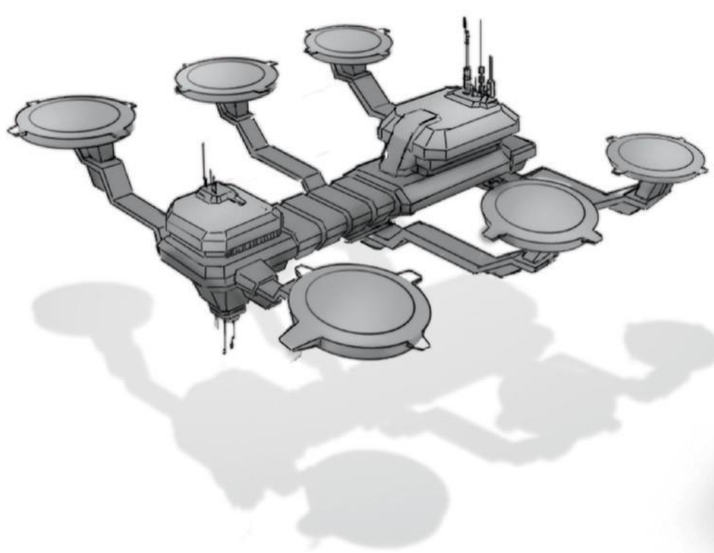


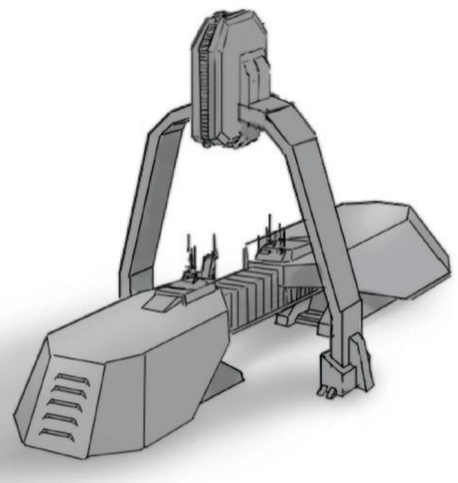


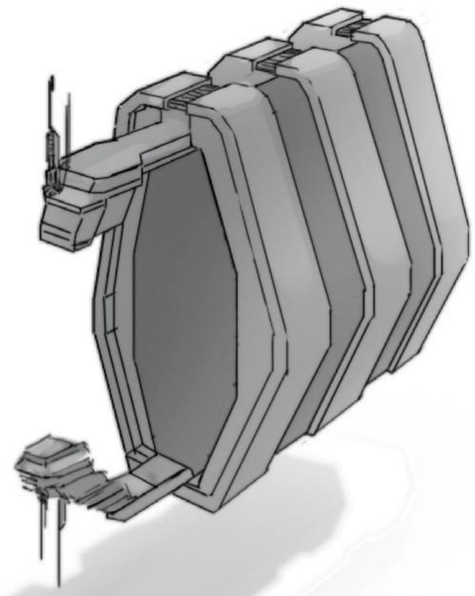
PLANETARY STRUCTURES

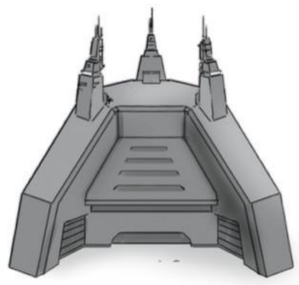
DUST 514's environments are the setting for conflict on sparsely populated planets. While the player is hacking, destroying, or controlling various outposts and installations, it is not enough that they simply look cool. It has to be fun to fly above them with a sniper rifle or spend the day spawn camping while cloaked. Often, level designs begin with gray-boxed environments that are later fleshed out with paint-overs and a more aesthetic approach. Each environment has different weather and lighting conditions that add more variety to the design.

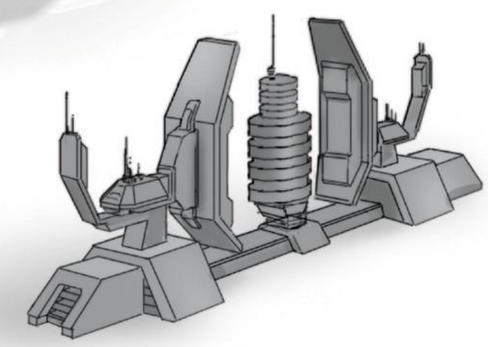


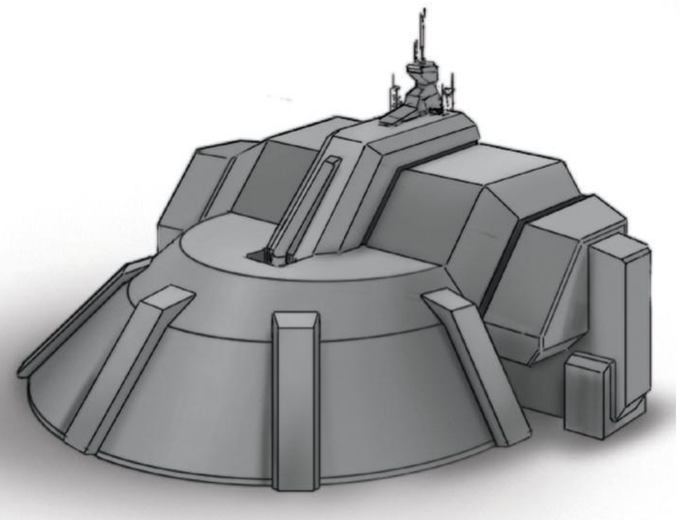


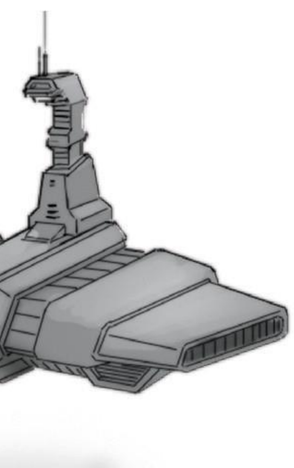


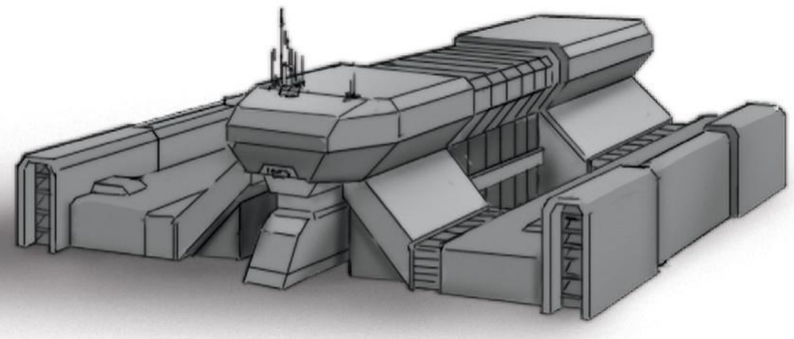


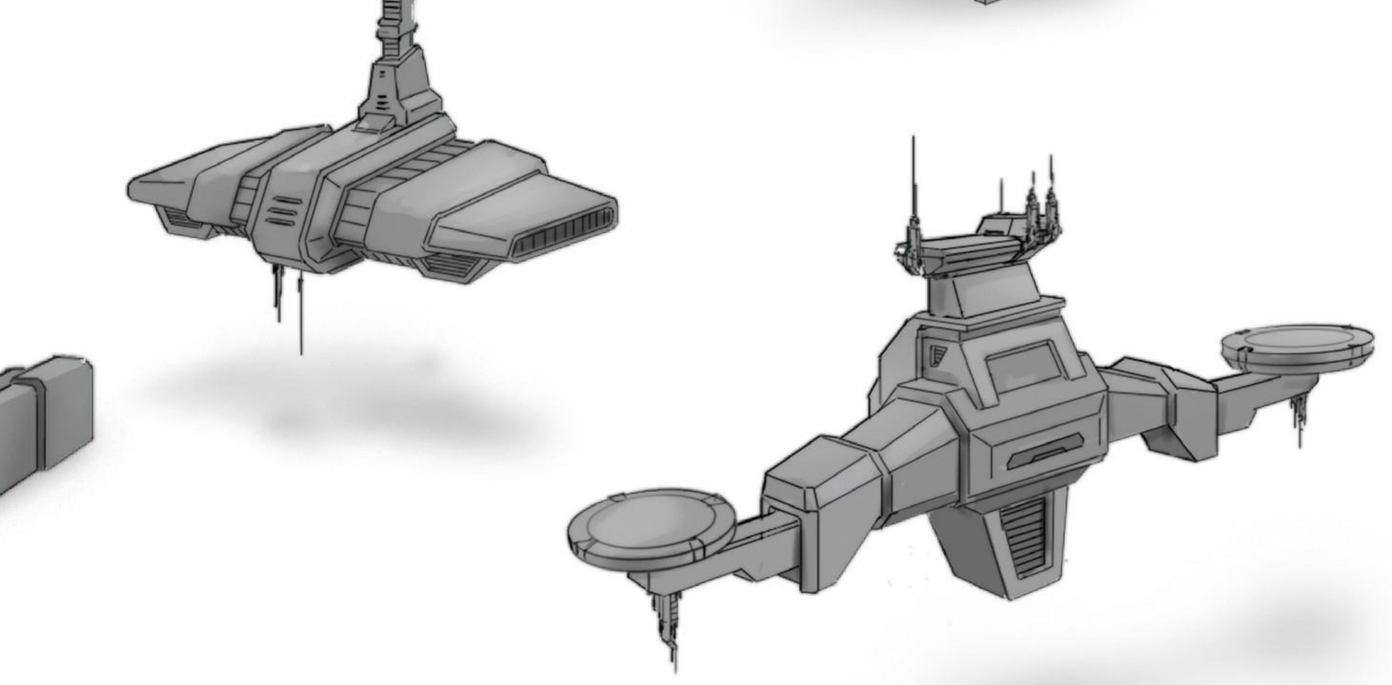










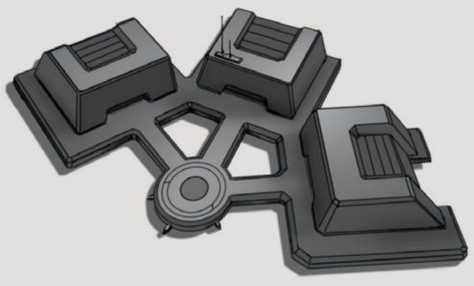


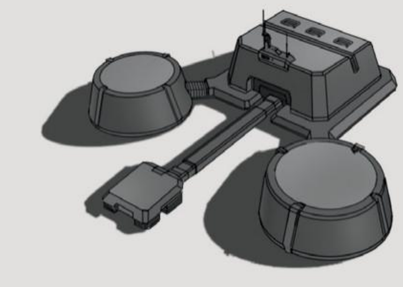
DUST FROM SAND

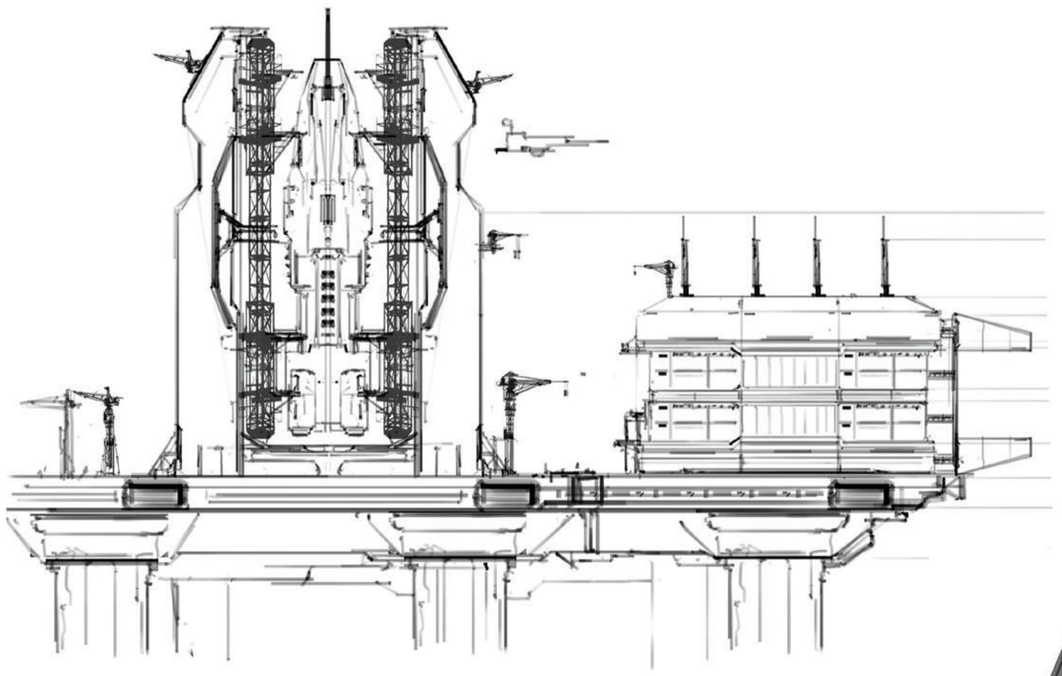
Designers will sometimes use whatever is handy to generate a quick design. In this case, to rapidly prototype what the full 3-D volume of these terrestrial structures would look like, buckets and shovels were commandeered from a child (who wasn't really using them anyway) to craft in sand detailed variations of refineries, security installations, and space prisons.















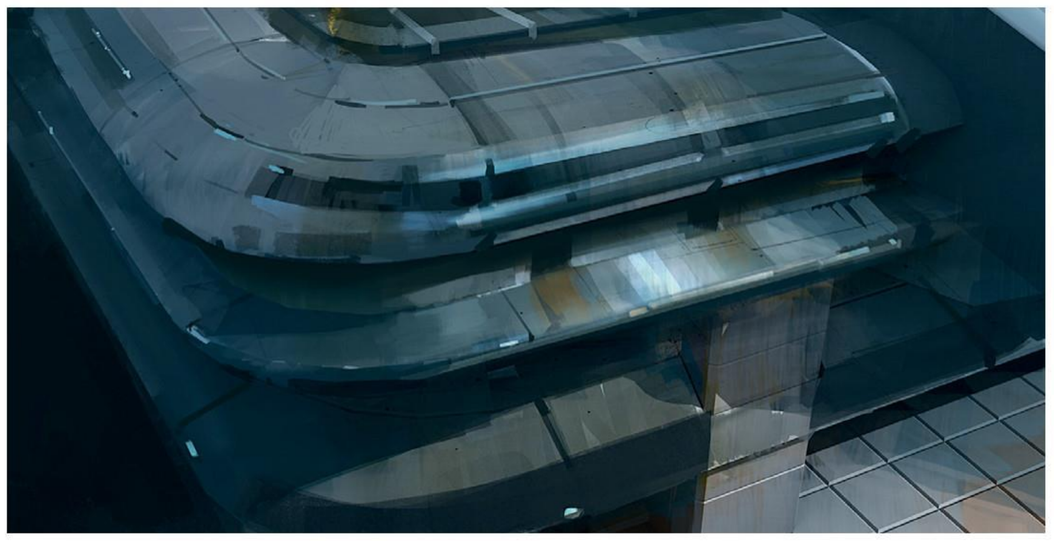


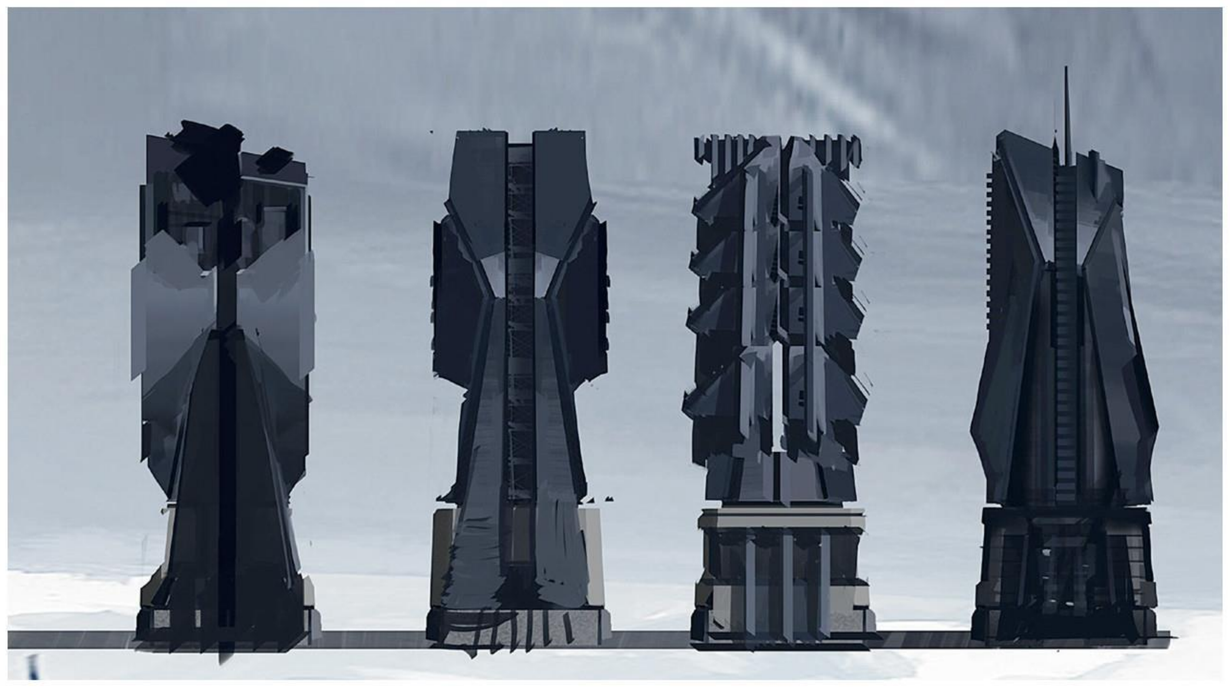
TERRIBLE AT TERRAFORMING

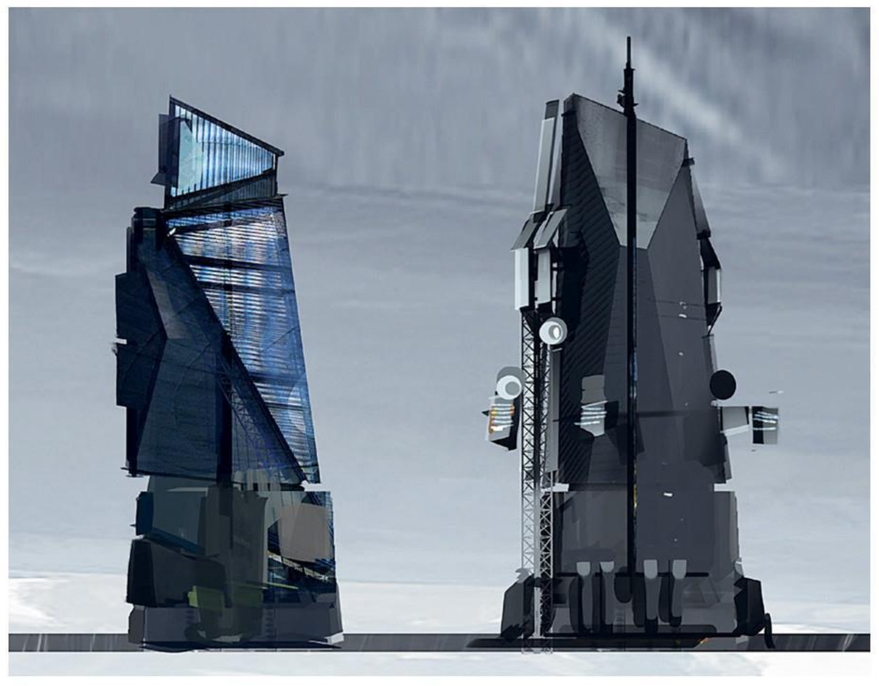
Terraforming is the key to extracting extra value from the lifeless rocks that many planets are. It is an expensive and time-consuming process, further complicated by the endless hordes of *DUST* mercenaries who capture and lose the installations again and again, in a seemingly endless cycle of violence.











ATMOSPHERE SCRAPING

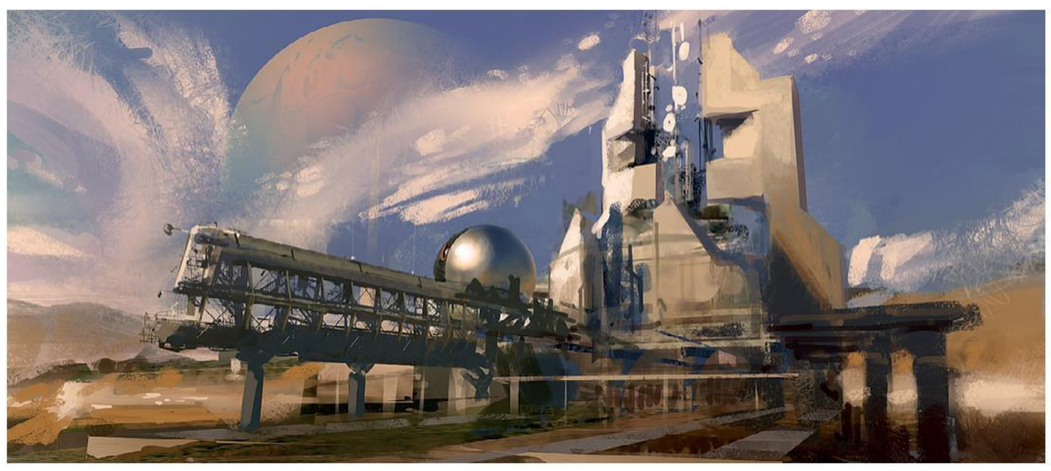
These sky-scraping constructs are actually atmosphere scrubbers, filtering and processing the thin atmosphere of prototerrestrial planets to make them able to sustain life. The varied chemical composition of each planet's gas layers requires alternate designs from planet to planet, each finely tuned to efficiently transform poisonous fumes to fresh and invigorating, breathable air.















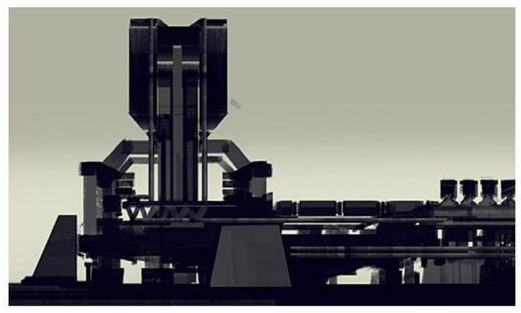


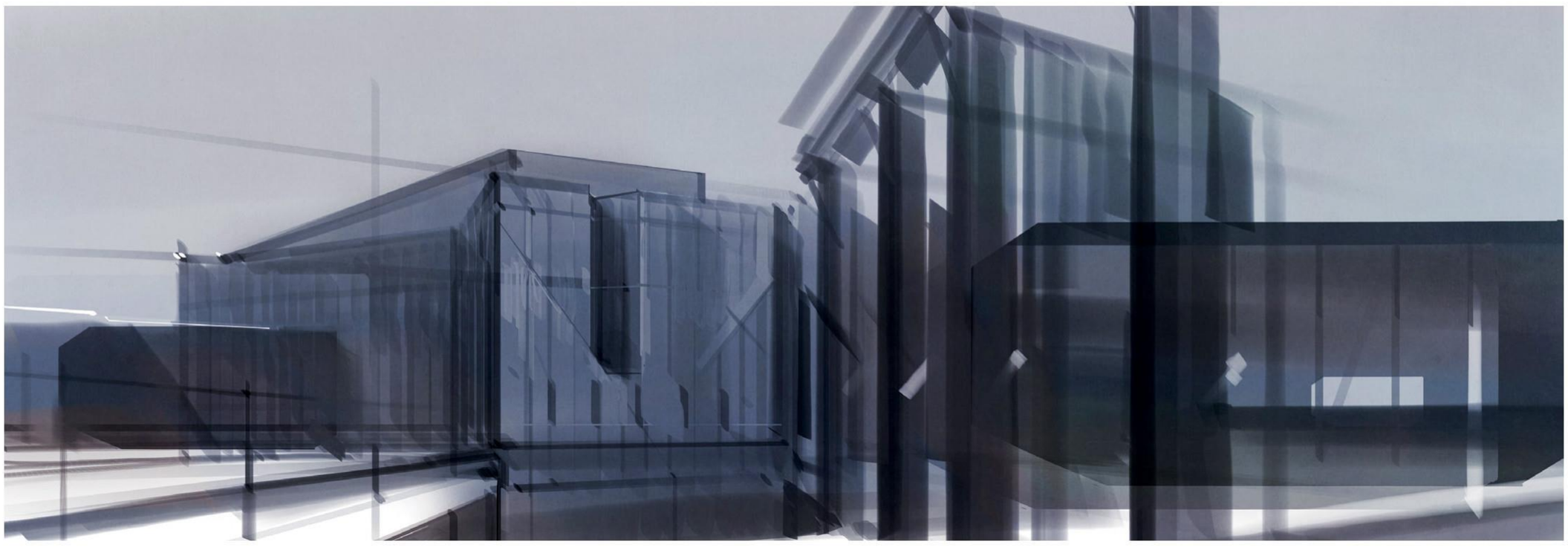




















SYMBIOTIC BUT NOT THE SAME

Some wonder at the nature of clone mercenaries, and many make the assumption that they are much like the capsuleers. Whereas the capsuleers use a form of cloning and personality transfer that approaches perfection in its suitability for the vast expanses of space, the immortal soldiers use a technology that we might describe as almost parochial were it not so clearly advanced and carrying obvious situational advantages. A capsuleer killed out of her capsule might die permanently, and if not, she will lose much time in the gap between her backup's creation and her new cloning. A mercenary clone fears no such hiatus or loss, as long as he is within transmission range of a clone reanimation unit (CRU) or a mobile command center (MCC). On the other hand, the mercenary clone is limited by considerations of transmission range.

It is important to realize that the immortal soldiers and the capsuleers are very different beings indeed. They may both be infomorphs of a kind, but those kinds are distinct. The capsuleers re-create themselves in full, or at least as closely as possible, every time they clone.

Every scrap of neural data, every linkage in the structure of their brains, is transferred and reproduced anew. They crave the authenticity of the experience; any fleeting breaks in their consciousnesses are generally dismissed as unimportant.

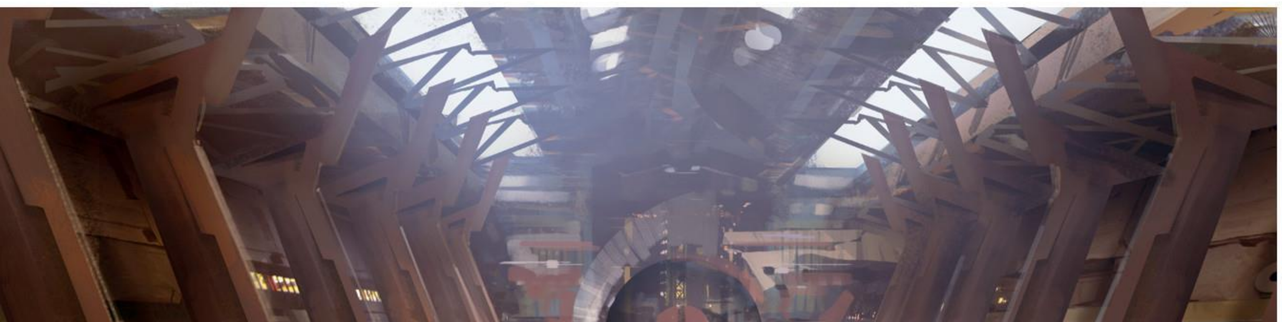
The mercenary is different entirely. His brain structure has been altered to serve the needs of the cloning technology. His entire personality and essential being are shifted out of that brain—which has been rearranged heavily to act as a hybrid of primal being and highly efficient control system—and into an entirely digital existence within the neuro-interface socket (NIS) at the back of the neck. The information stored in this personality stack is everything that makes him who he is as a clone trooper. Everything else has long since been abandoned.

The differences between capsuleer and mercenary do not stop them from working together in war, industry, and even science. In this latter connection, the combination of these two classes of immortal may eventually prove the most dangerous. It is certain that each group wishes to expand its respective power and that each understands the essential connection between its power and its nascent immortality. If that immortality can be made ever more concrete, then that power will increase immeasurably. We should be wary of this, those of us who count ourselves mortal, those of us who love other mortals. The future for all of us who live in New Eden is more uncertain than it has ever been, as today mortals and immortals dance around one another in mutual distrust.

—Auhnton Degalerye, biotech correspondent, *The Scope*, September YC 115

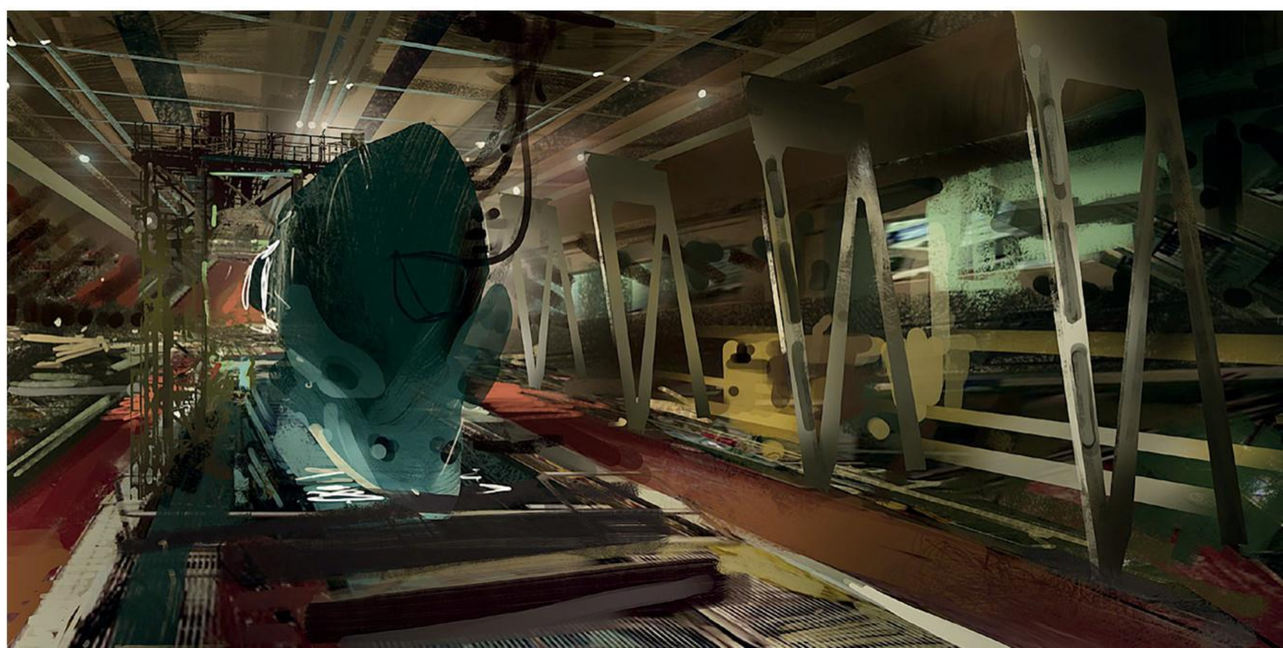




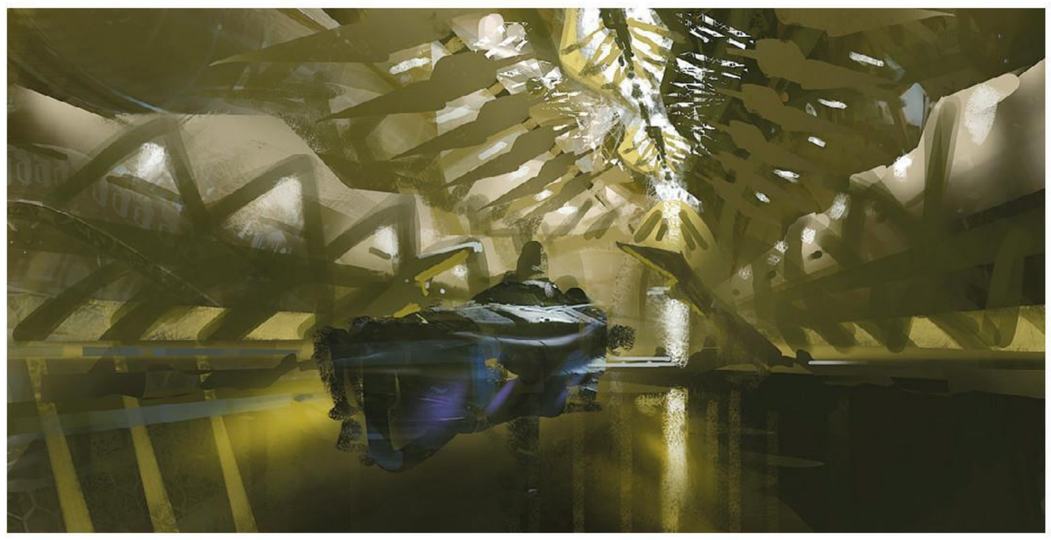










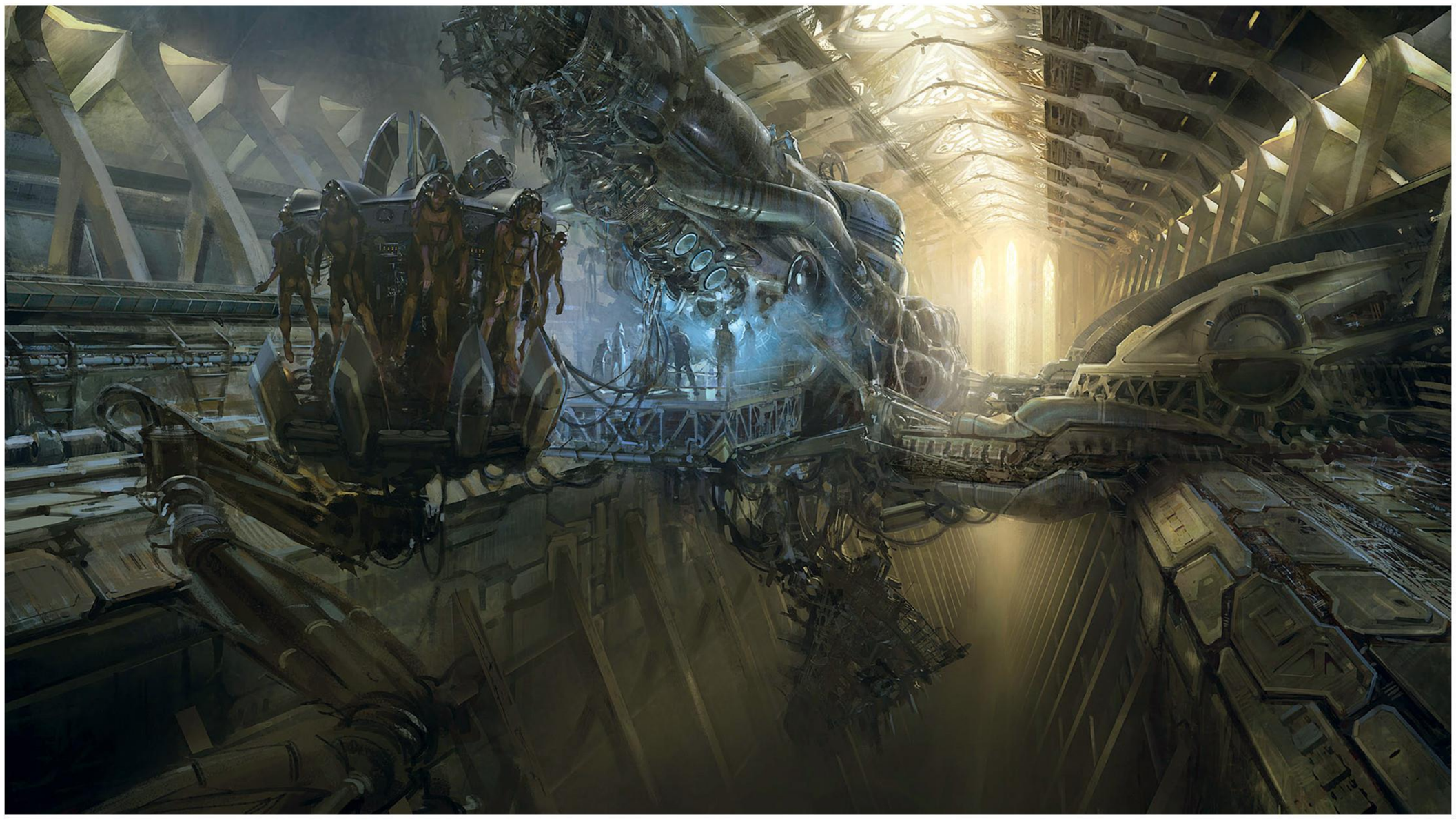












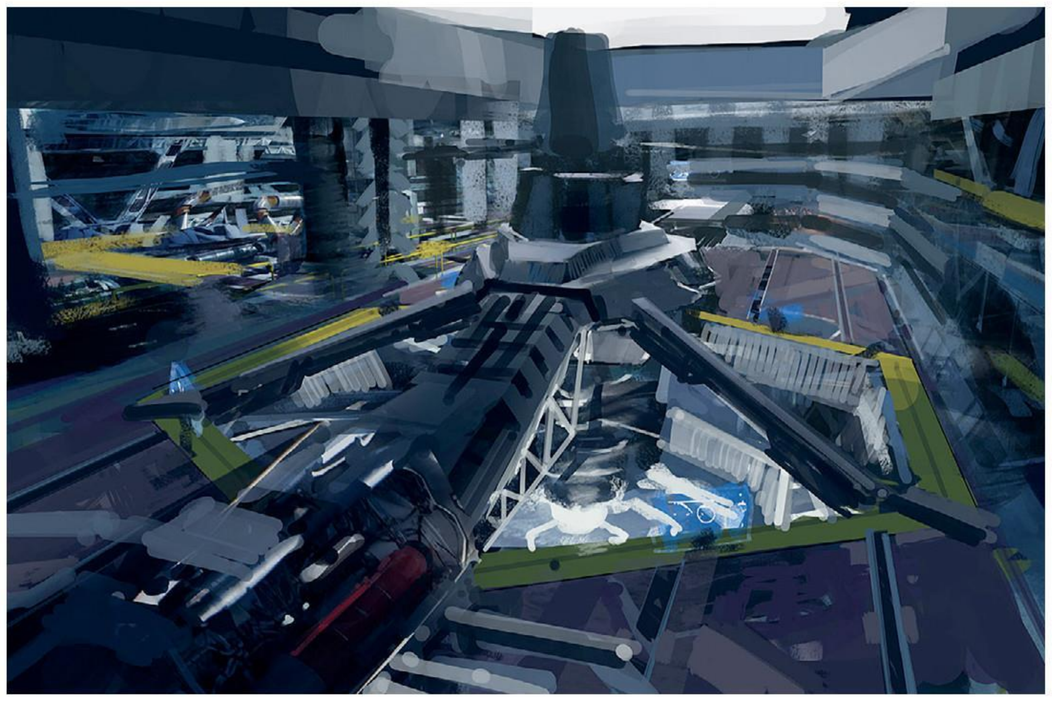




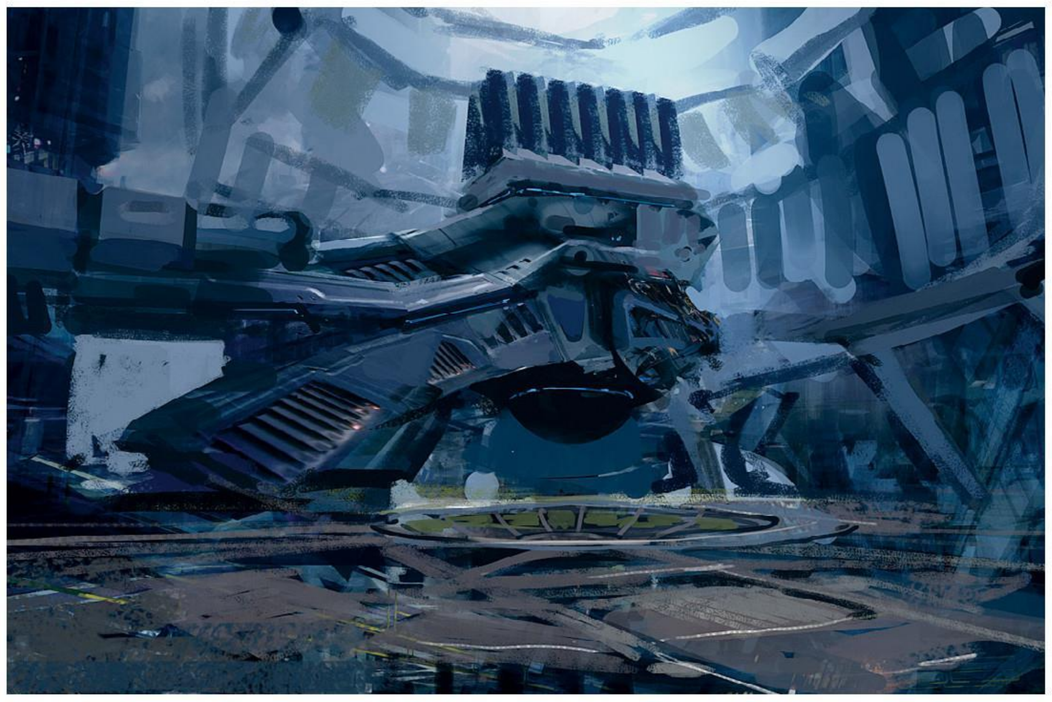


















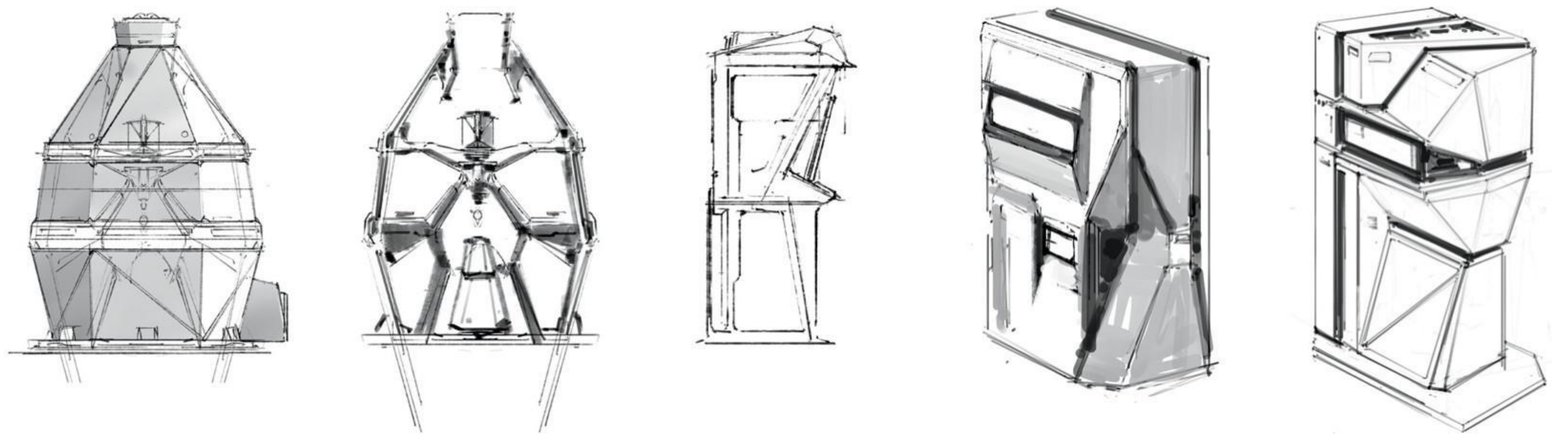


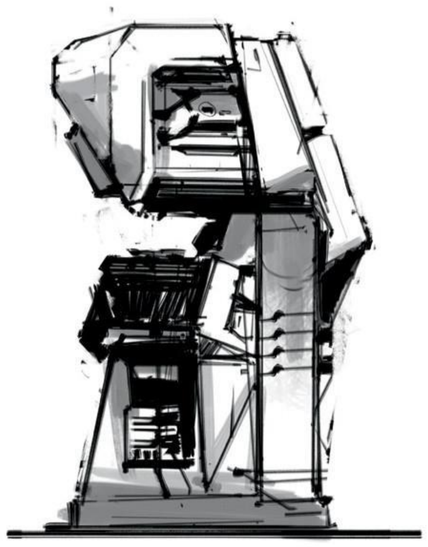


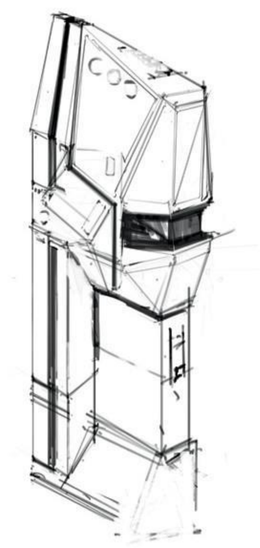


HACKING THE MAINFRAME

DUST mercenaries are not only fierce warriors, but they also have excellent hacking skills. During a busy firefight, they can swoop in, disable, and take control of enemy computers and turrets, essentially turning enemy weapons on their owners. Each of these immensely powerful weapons has a conveniently placed terminal on its outside for easy access, which comes in handy for the hurried mercenary.









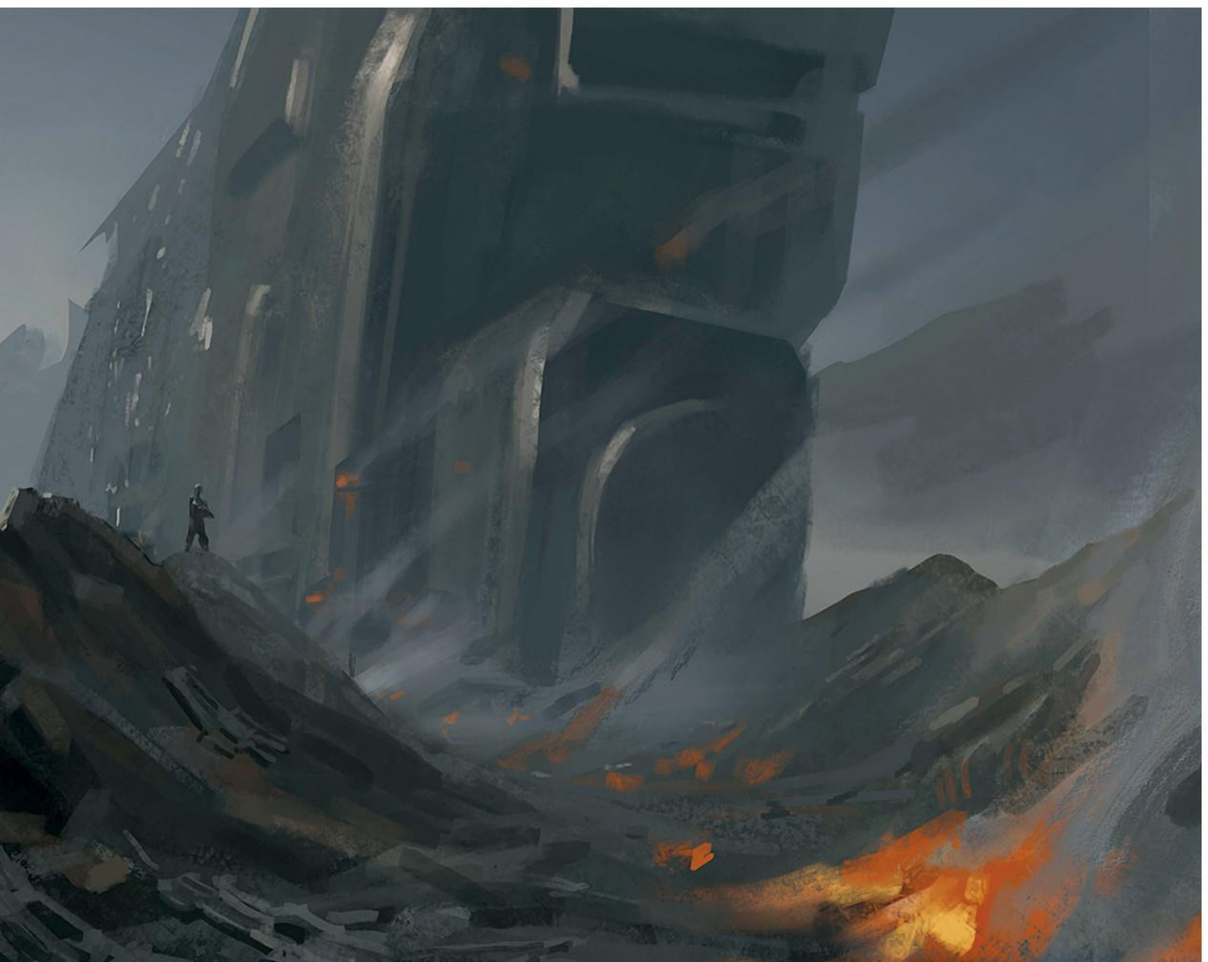




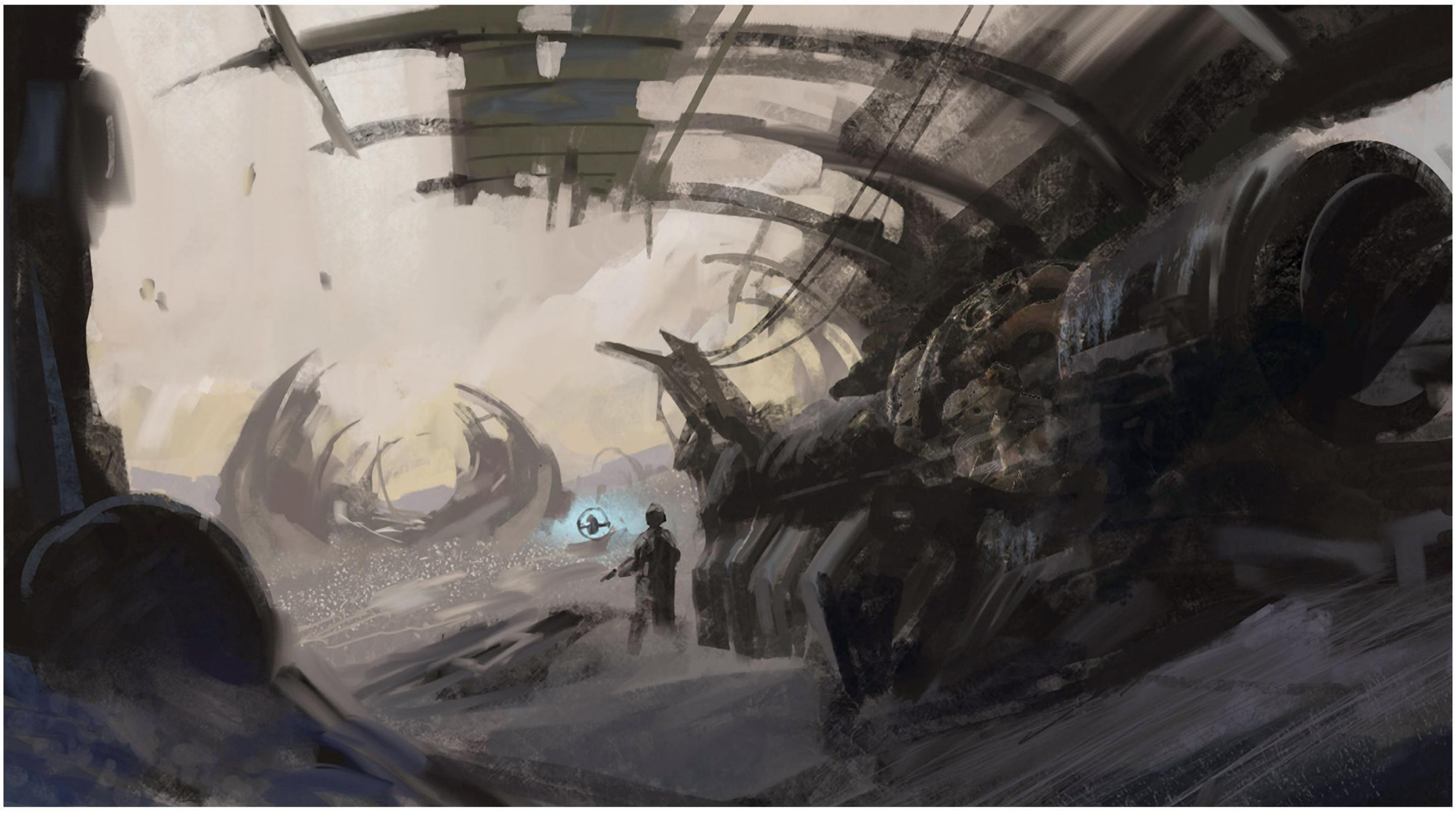






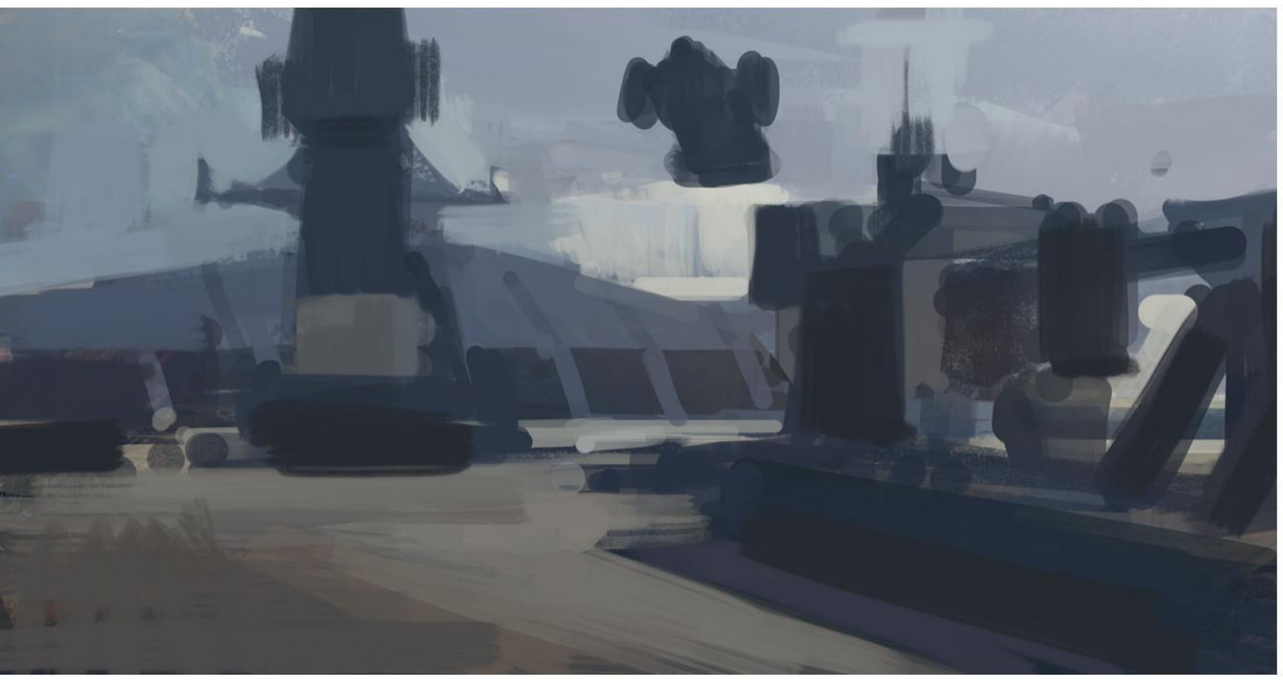


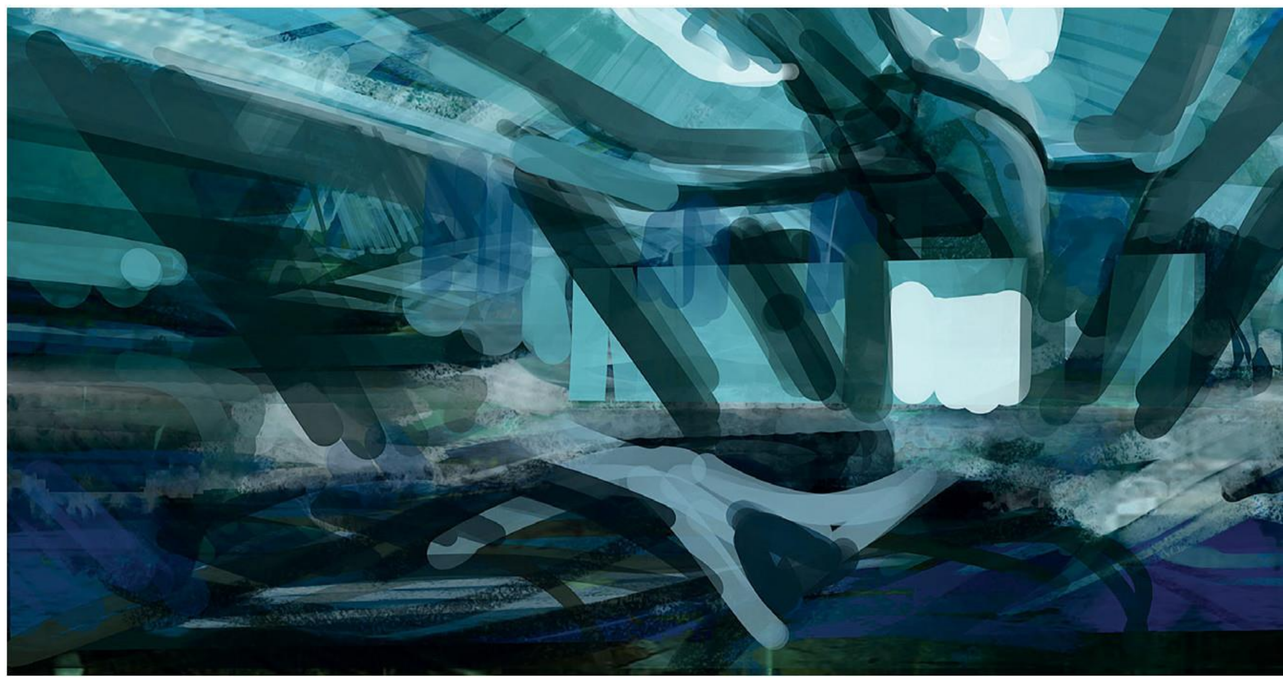




CORRODING CARCASSES

These are some exploratory illustrations for game play within the wreckage of fallen starships. Some are recently fallen craft; others are the wreckage of ill-fated colonists, long forgotten and extinct, who came here to build a better world but, instead, found darkness and certain death.

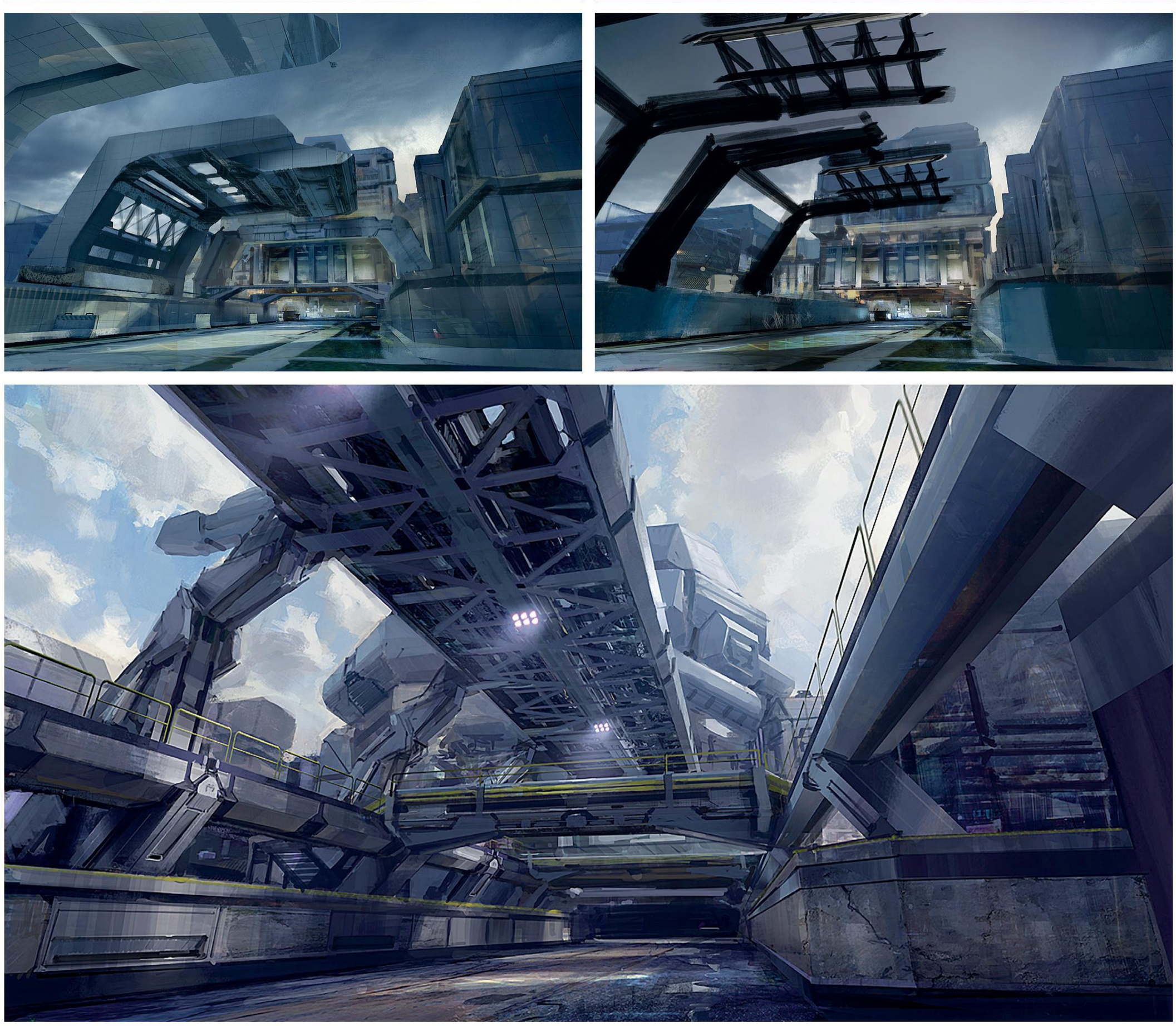








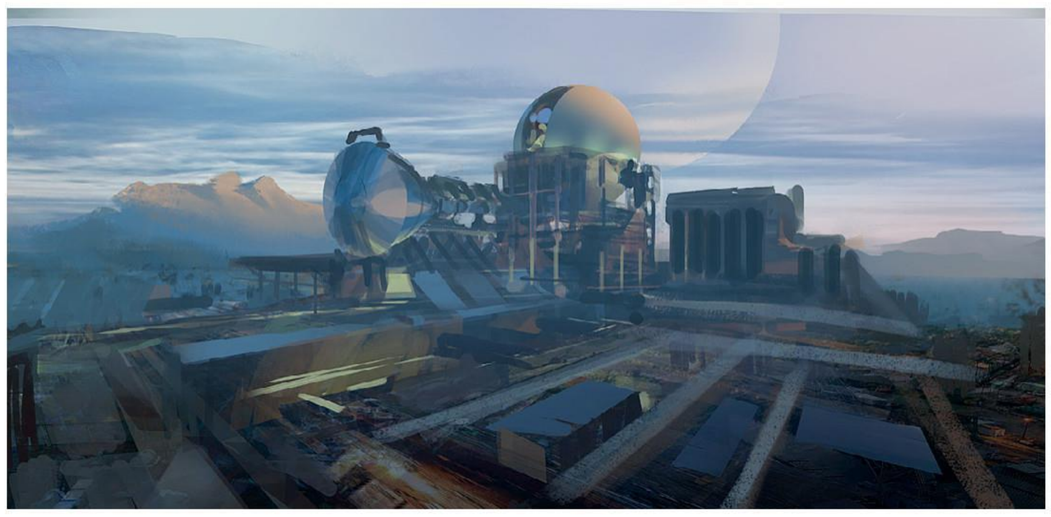




EXTREMOPHILIC ABODE

Rugged, basic, and versatile, most planetary service units are designed for a simple role: the long-term provision of shelter and life support for surface-based personnel. To save costs, they are often constructed from decommissioned starship hardware, including armor plating and life-support subsystems, which are used by construction subcontractors because they know that this hardware has usually been well maintained. Designed to operate within temperature ranges that would normally be regarded as hostile to life, the vast majority of service units and planetary habitats are versatile enough to survive in the sulfur-rich atmosphere of volcanically active worlds, as well as the harsh, cold void of space.











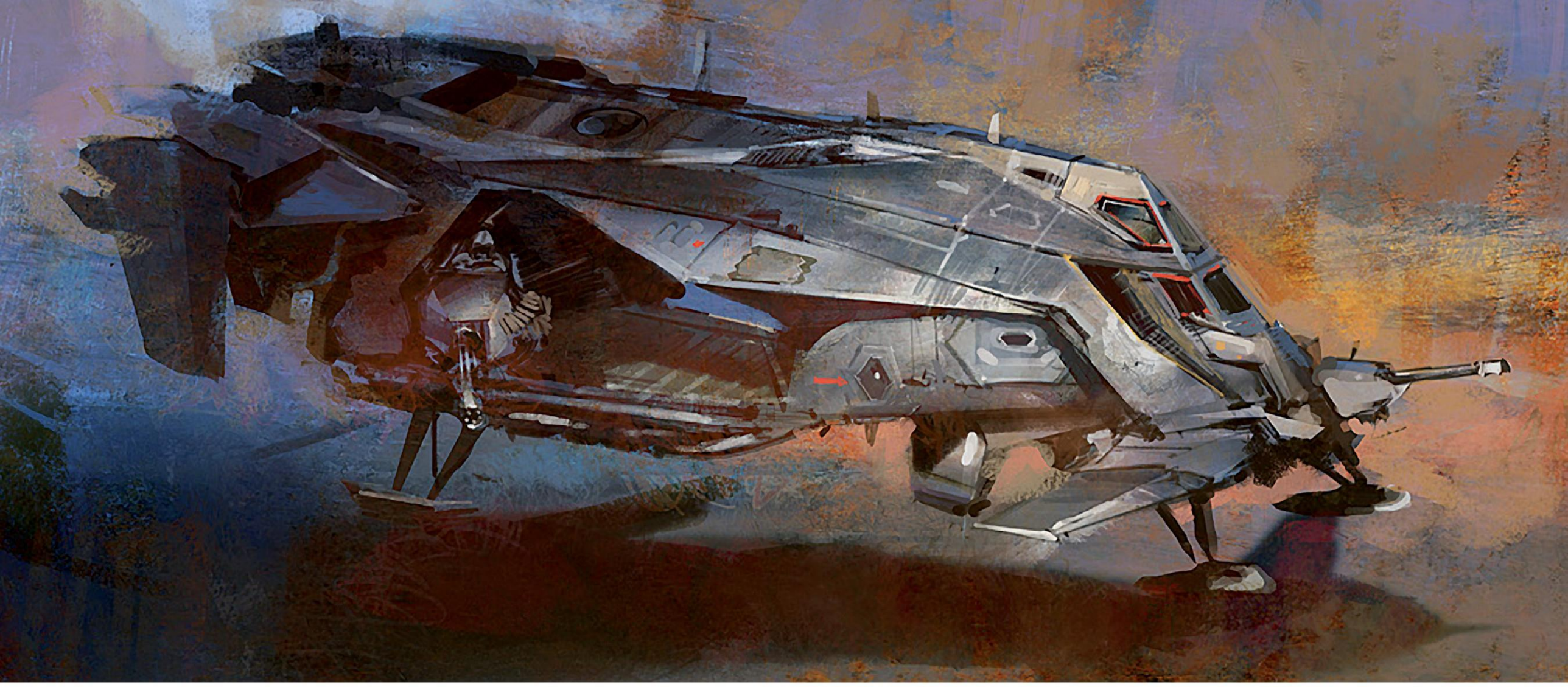
BUILT TO LAST

Whether designed for planetary housing, communication relay, resource harvesting, or military occupation, these structures are hardy, solid, and designed to last decades in adverse conditions with little to no maintenance. Usually based on subframes constructed from recycled titanium diborite armor plates commonly found on Caldari starships, the vast majority of planetary installations can survive winds upward of 150 meters per second and temperatures anywhere from zero to thousands of degrees Kelvin.

SPACE ELEVATOR

Bridging the chasm between a planet's surface and the stark void of outer space, the space elevator allows for reliable and affordable transport of cargo and personnel into space. Envisioned as a bridge between *EVE Online* and *Dust 514*, the visual signature of the space elevator was the subject of much research and the headline slide of many aspirational PowerPoint presentations. The base of the space elevator can be seen in *Dust 514* levels, while the top of the elevator has yet to be seen in *EVE Online*. It was originally intended to be the ultimate installation for Planetary Interaction, as a high-level replacement for launch pads.









DROP SHIPS

Whether used simply for deployment of troops to the battlefield, or for continued support and logistics during sustained contact, the role of a drop ship in combat has become paramount, more so since the advent of cloned mercenaries.

From the standard infantry delivery drop ships such as the Amarrian Apostle class and the Caldari Sparrow class, to the heavily armored Python and Incubus assault drop ships, the tactical advantage of airborne insertion and extraction has become a key part of strategic planning for any ground assault made in today's sphere of warfare.

While standard drop ships have been in use for centuries to deliver troops and supplies to areas that are key to military strategy, the idea of the Assault drop ship was originally pioneered by the Serpentis Corporation using stolen Kaalakiota designs that were at the time unfinished and had been sold to them by the Guristas Pirates.

The first large-scale usage of assault drop ships was seen during the bombardment and subsequent destruction of the city of Rilnais on Evaulon VII, when a task force of newly finished Serpentis Corporation Python-class drop ships extracted over fifty thousand troops in less than thirty minutes before the city was leveled in a firestorm of rail-gun fire from orbit in late YC 114.

At present, drop ships are widely constructed and available for a multitude of applications and environments, with the capacity to handle hundreds of troops if necessary. Often based on very similar subsystems and chassis, the configuration options for most models are endless, with varying composites and thicknesses of armor available, as well as interchangeable propulsion systems and countermeasures.

More often than not, after each deployment these incredibly versatile ships will be stripped to their bare chassis, before being inspected, repaired, and reconfigured for another role.







Rapid Insertion

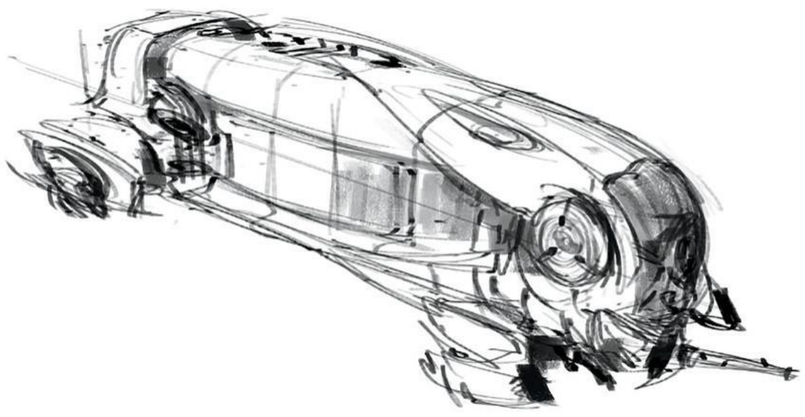
Designed with fast extraction and insertion in mind, most drop ships are constructed with open sides and offer optional ballistic deflection and atmosphere-containment fields to protect troops from antiaircraft fire and other shrapnel during transport. To save on weight and maintenance costs, the vast majority of designs possess no physical landing gear, instead relying on the downdraft of their VTOL flight systems to provide a cushioned drop-off for personnel and resting on their keels when not in flight.

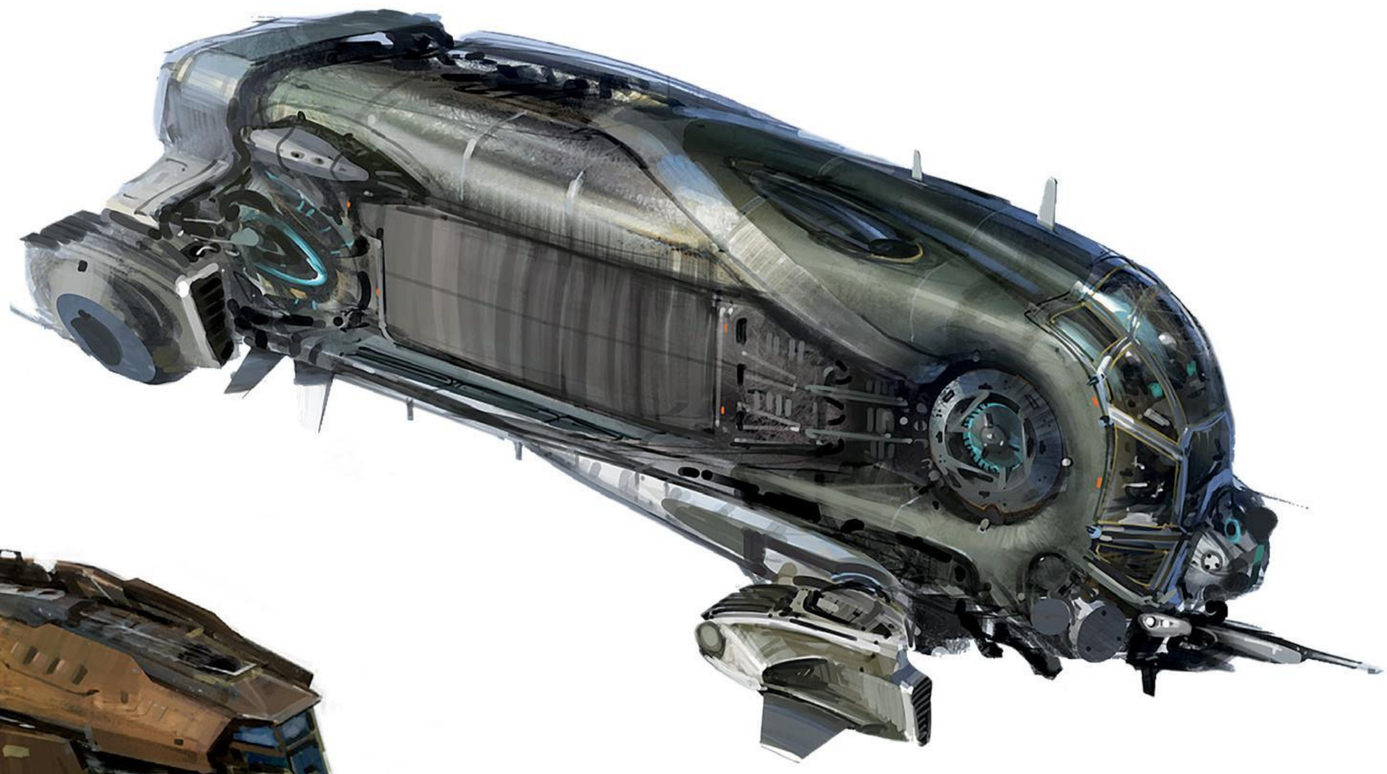


Gone Before They Catch You

Supplied by a number of military subcontractors including CreoDron, Ishukone, Kaalakiota, Viziam, and Boundless Creations, drop ships are available in many forms, often tailored to the specific environment in which they will operate. It is not uncommon to find drop ships that offer standard countermeasure and ECM equipment, while possessing no offensive weaponry whatsoever, with the entire design philosophy revolving around the fastest drop-off insertion and extraction scenarios possible.














GREEN + DELUXECOR MUDMOVERS 2000
20/10 ULTRA COMFORT CUT SLEEK




20/10 ULTRA COMFORT CUT SLEEK





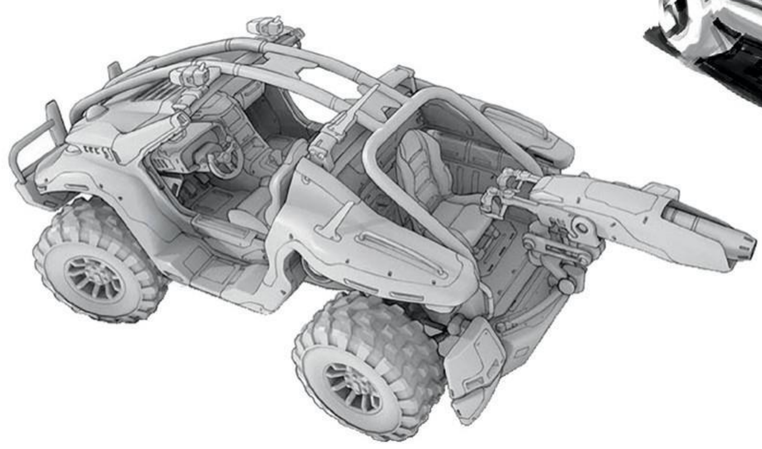






















Rapid Response

The light attack vehicle (LAV) represents a new generation of mobile support for clone mercenaries. Agile and fast, they are adept at assisting both infantry and other heavier vehicles on the battlefield with their cadre of electronic-warfare subsystems and all-terrain drivetrains. Whether employed as a scout vehicle or an anti-infantry unit, the LAV is an essential part of the modern battlefield of New Eden.

Produced by corporations ranging from CreoDron to the Blood Raider Covenant, these vehicles often serve as scout patrols, resupply vehicles, and light mobile-weapons platforms that can be used to rapidly reposition and give covering fire to ground forces. Typically modular in design and lightly armored, they are assembled with quick field maintenance in mind.



HAV

The heavy attack vehicle (HAV) serves as a support unit for many planetary engagements, fulfilling its role as a long-range and heavily armored unit. Equipped with thick and resilient armor plating and high-capacity shielding systems, it is a tenacious defensive vehicle, able to withstand persistent onslaughts from entrenched enemies.

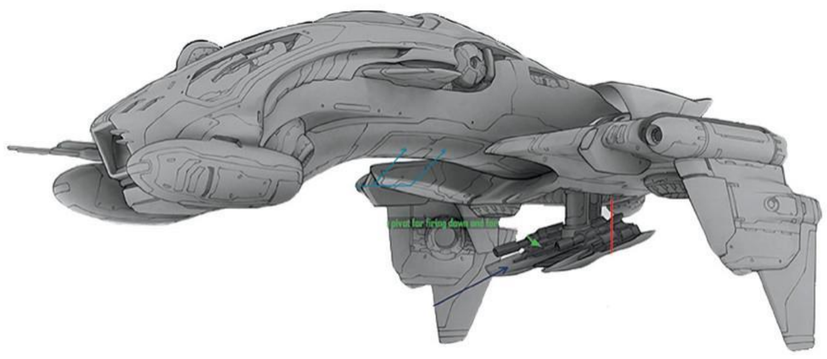
The HAV has many core uses, including providing cover for advancing troops, carrying engineering and construction equipment, mine clearing, and penetration of heavy defenses. In a number of instances, it has been known to be retrofitted for light anti-aircraft duties, and as a battering ram to breach perimeter and retaining walls in order to launch assaults on fixed positions.



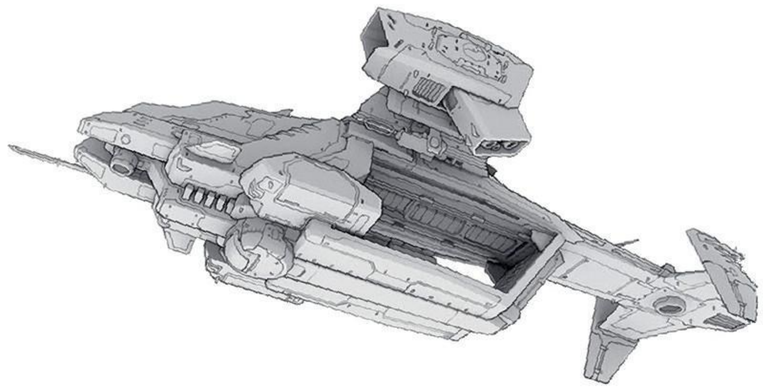




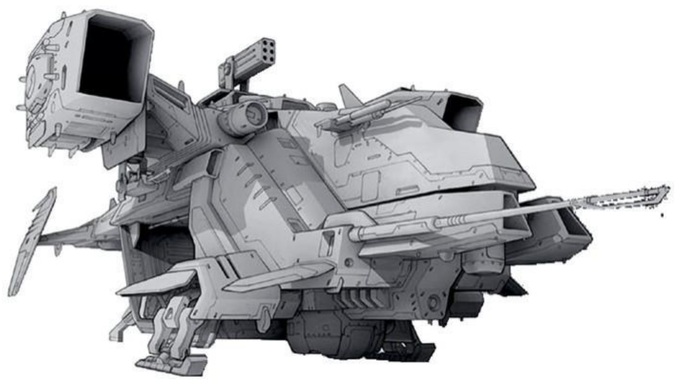





D-514
D-514



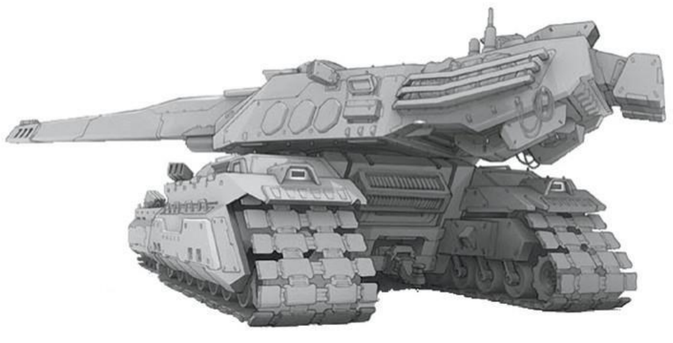

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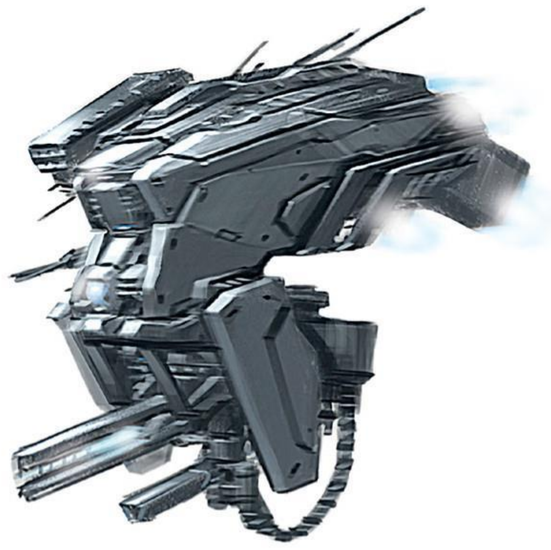

GX



MTACS

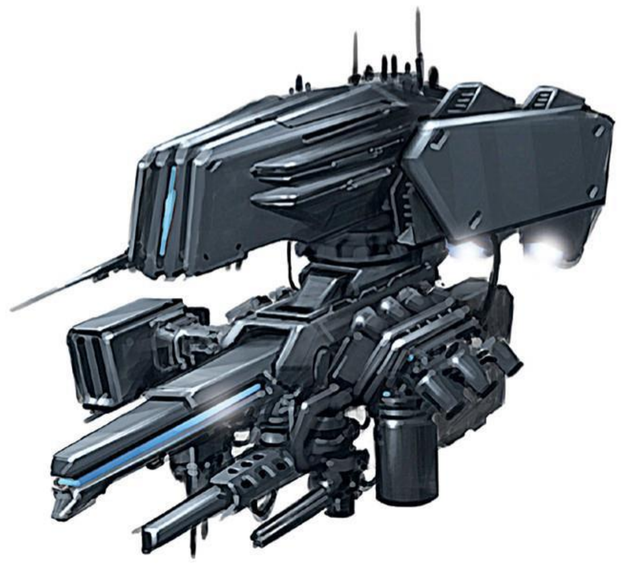
These are early concepts for mechanized torso-actuated chassis (MTACs), which are handy for the dull, dirty, or dangerous situations which humans don't dare venture into. Described in the *EVE* novel *The Empyrean Age* by Tony Gonzales, MTACs have yet to find their way into an *EVE* game, but the developers eagerly await the chance to make that happen.































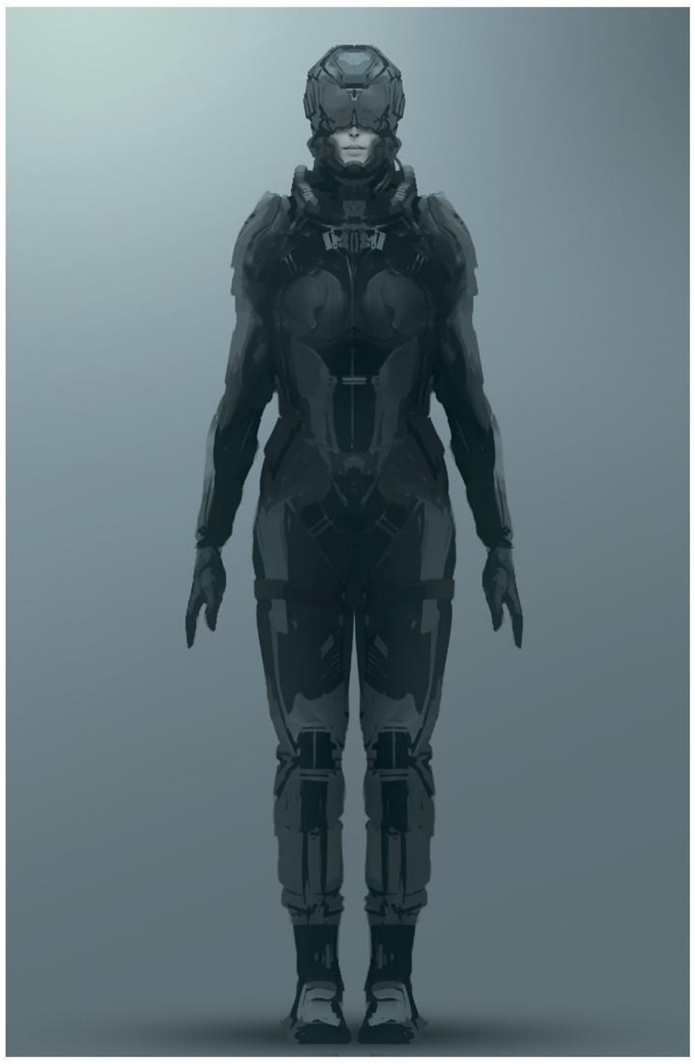
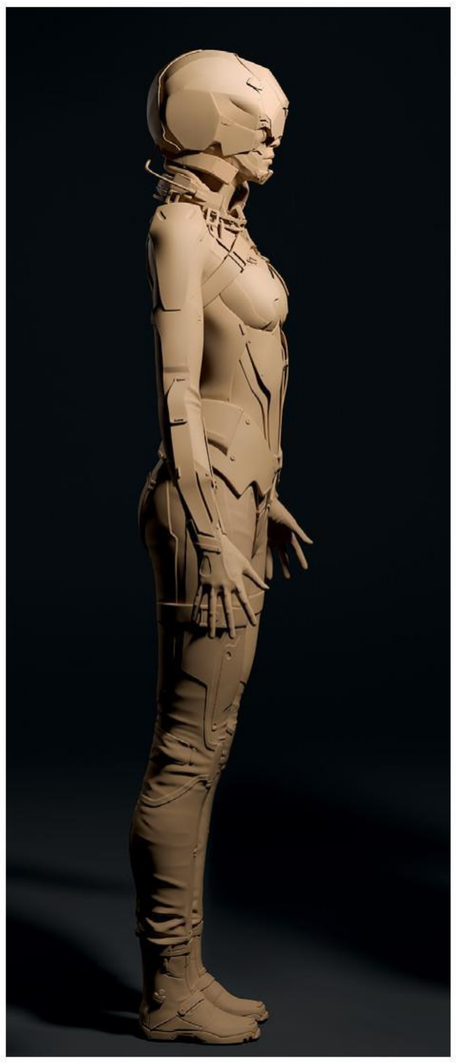
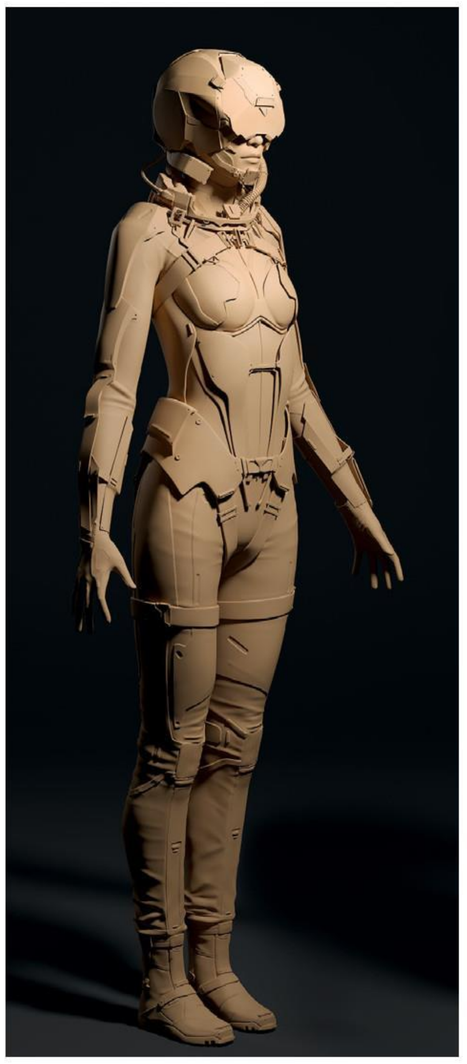




VALKYRIE

EVE: Valkyrie is a vision of *EVE Online* designed and built from the ground up for virtual reality. Players can now enjoy every visceral detail of space combat from inside the cockpit.

The narrative places the player as the smallest element in an enormous, dynamic battlefield. Traveling past large carriers, dodging asteroids, and examining ruined stations reinforces a sense of weight and scale. In contrast, the design attempts to humanize the ships and draw them inward. Interiors are detailed, with visible wires, screws, and screens that bring realism to the surroundings. In combination these effects engage the pilot, absorbing them into a living virtual world.



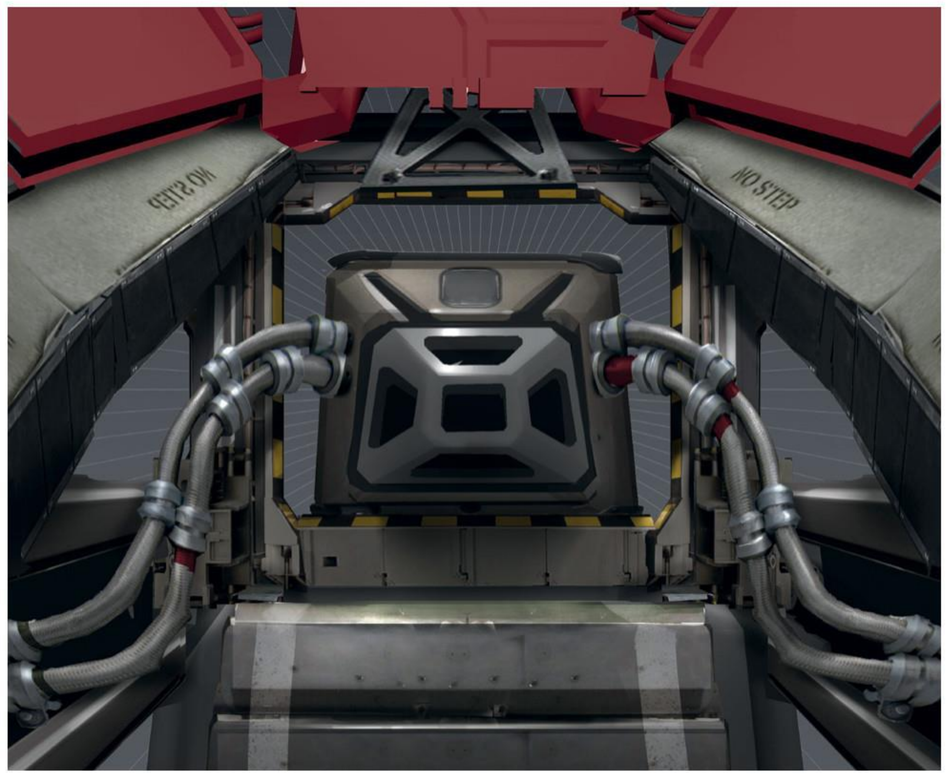


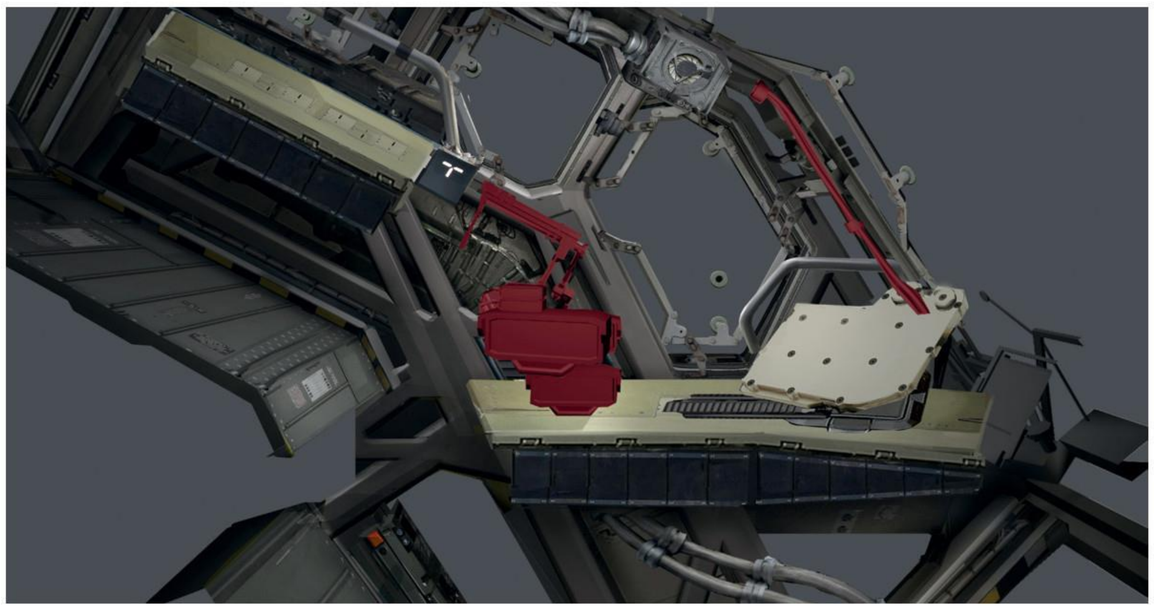




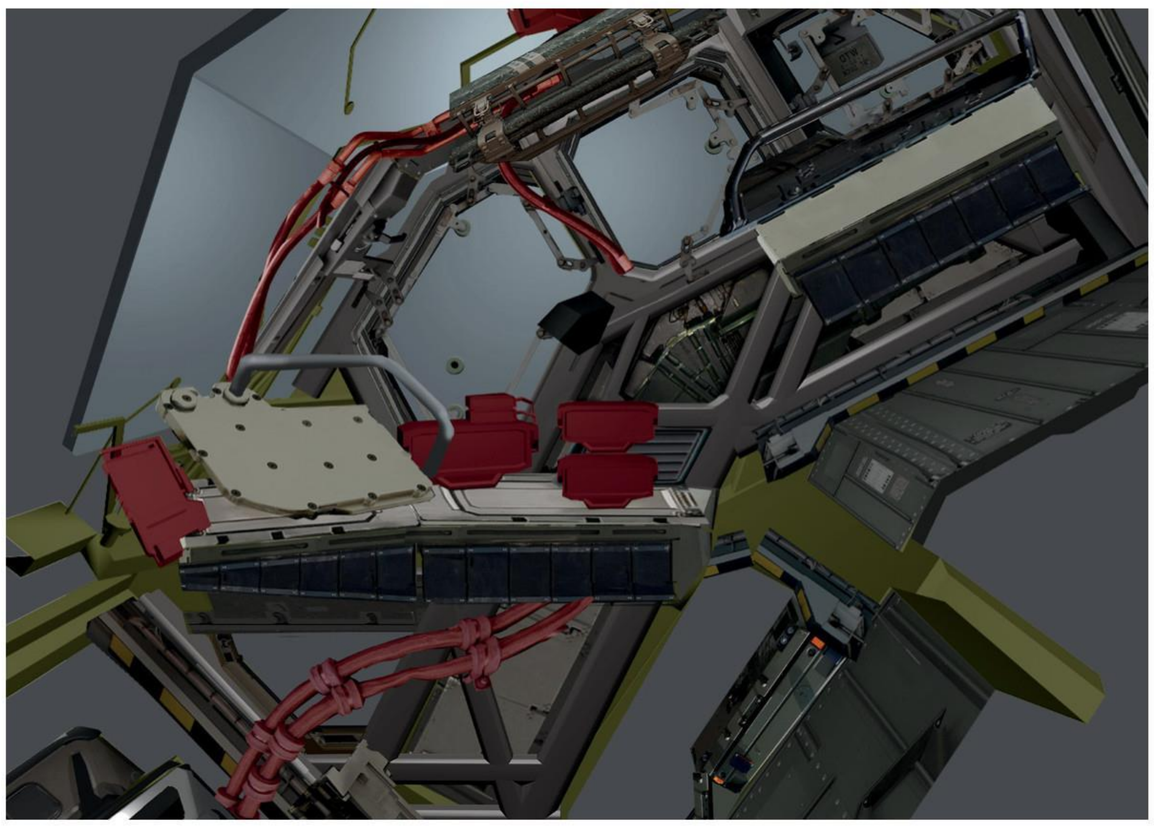


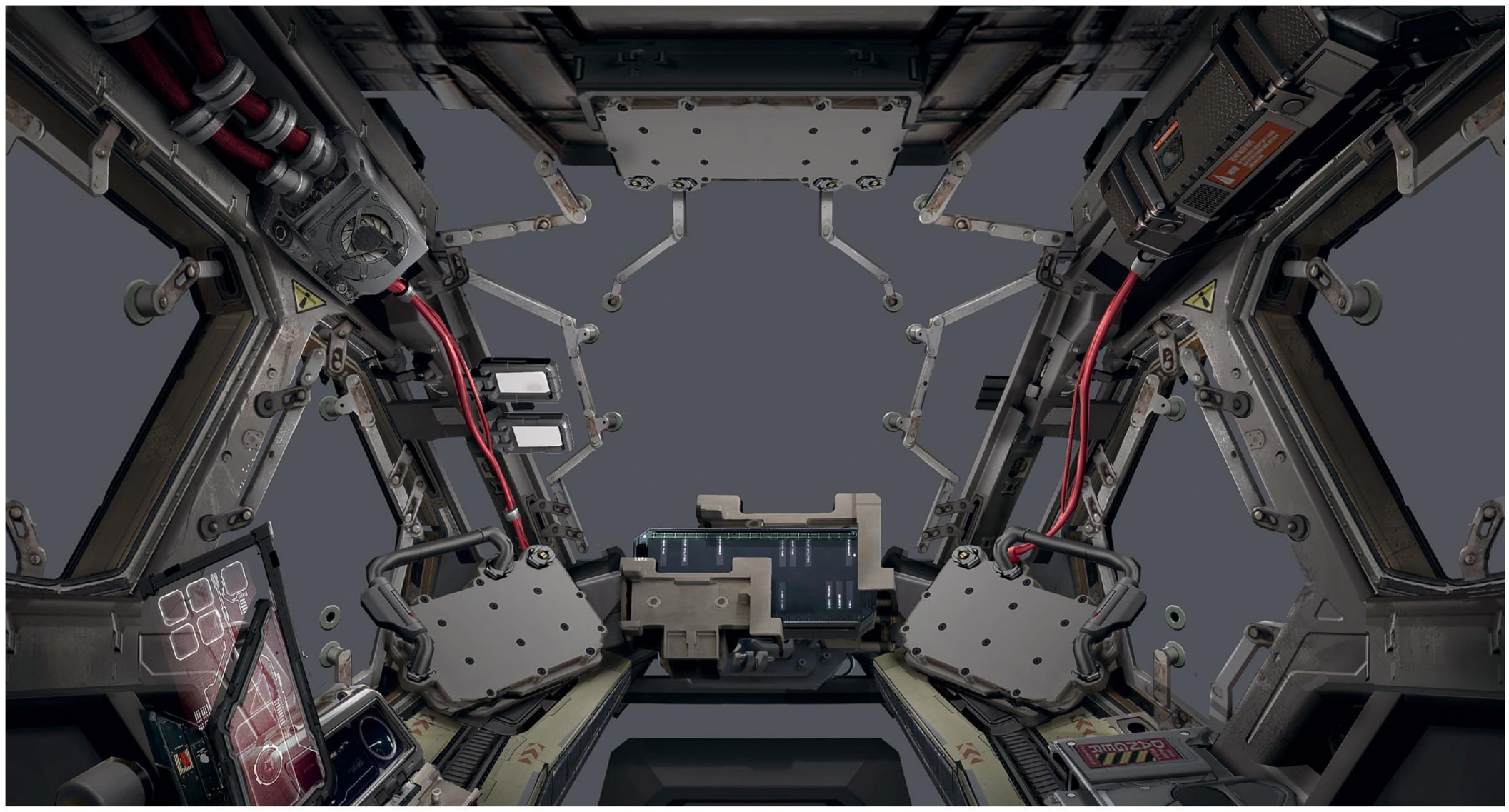
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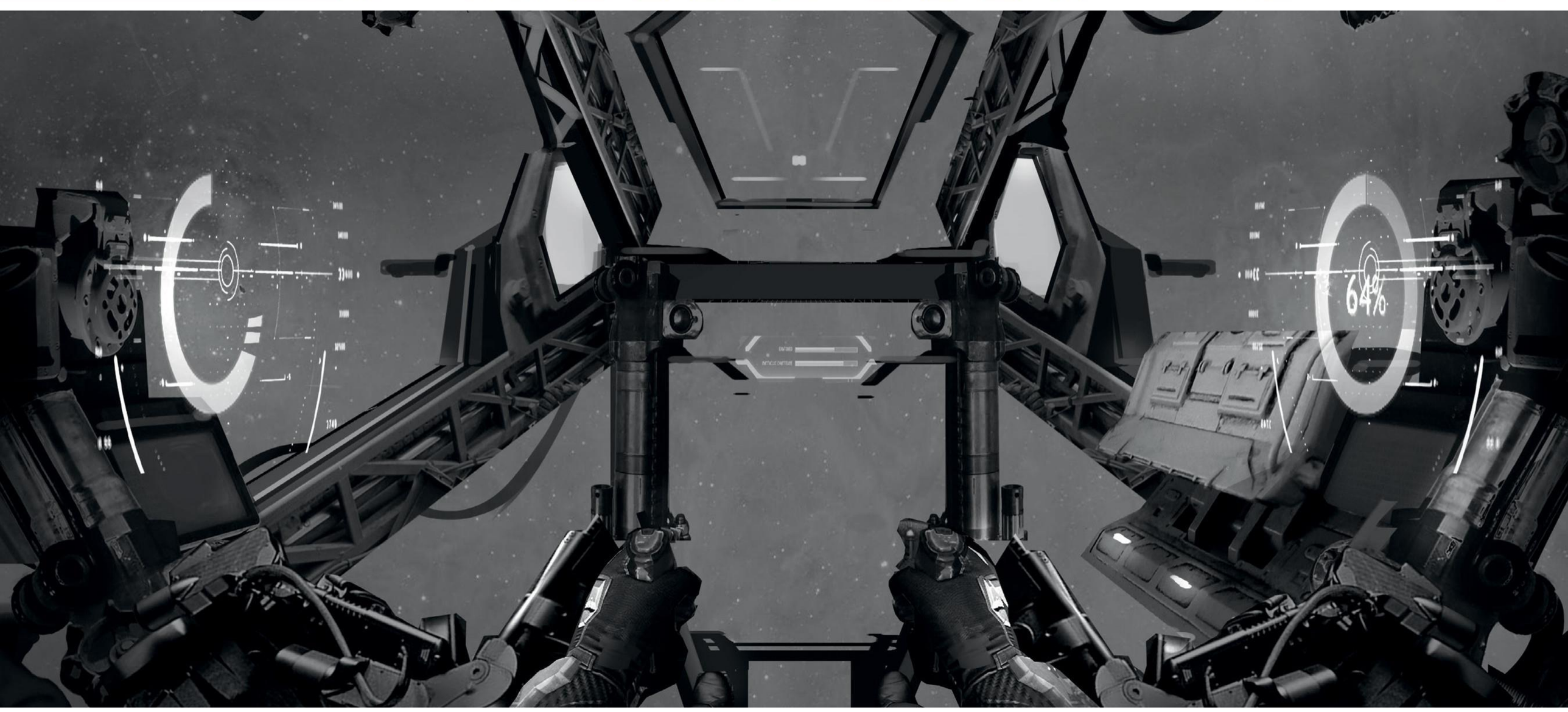




A SENSE OF SELF

In *Valkyrie* the cockpit is the protagonist. Each cockpit has been designed to emphasize the attributes of its ship class and give players a unique and identifiable experience. Laden with contextual holographic interfaces and aftermarket modifications, they represent the tactile environment that each pilot has constructed and refined into a perfect combat machine.








DANGER
GEVAAR
INGOZI

PIRATE FUSION

The philosophy behind the ships of *Valkyrie* is heavily inspired by an exploration of the subculture of the pirate classes. Structurally they represent a stripped-down and focused blend of salvaged technology, decorated with tribal insignia. These amalgamations of racial elements from the *EVE* universe take established industrial hallmarks and repurpose them with an anarchic twist.











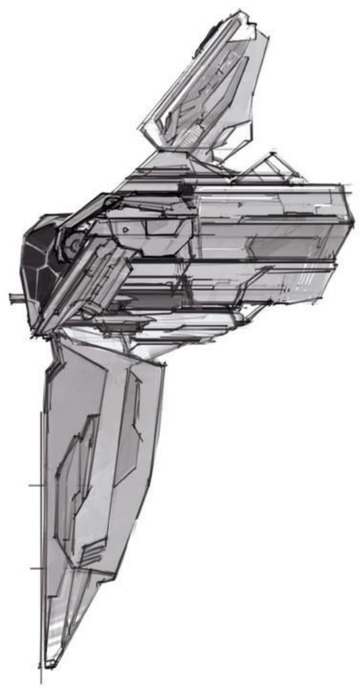


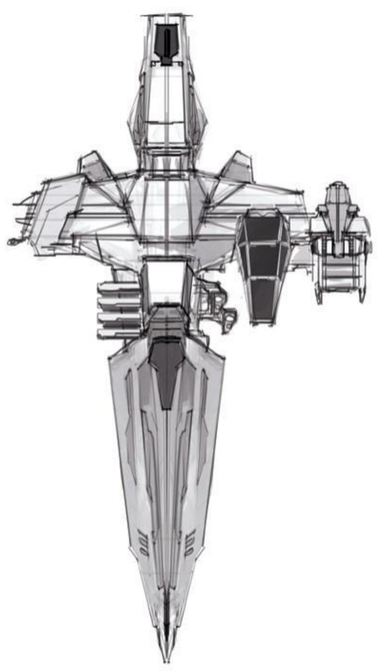


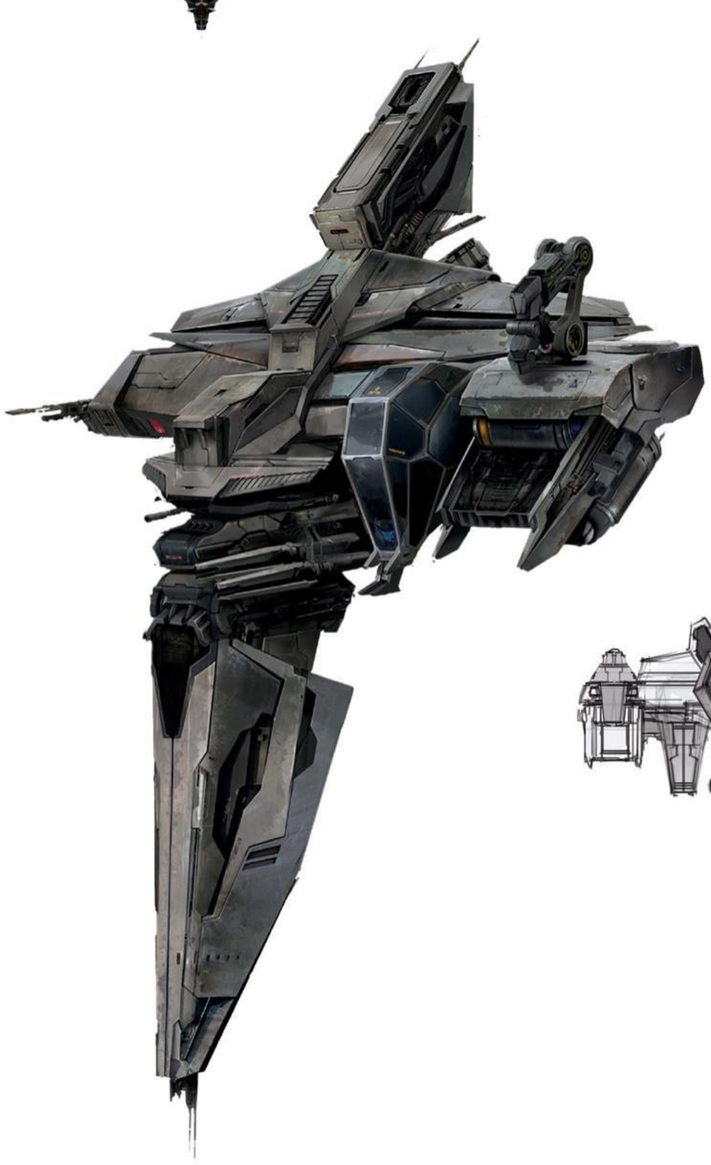


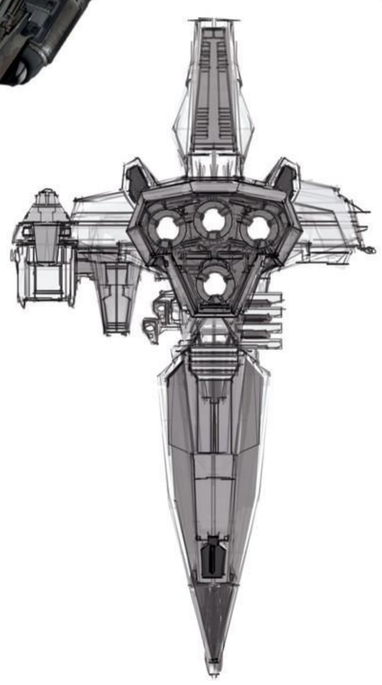














DISTINGUISHING FEATURES

While creating these concepts, we pushed the characteristics and proportions to give each ship a strong silhouette and reinforce its game-play fundamentals.

A PAINFUL REBIRTH

Built upon stolen technology, the pirates' cloning procedure is not quite as refined as that of their military counterparts. Imprinted pilots are housed in vat rooms retrofitted into carriers. Reconstructed from data files, they are subjected to a painful rebirth, an imperfect process that often leaves lapses in memory or character.

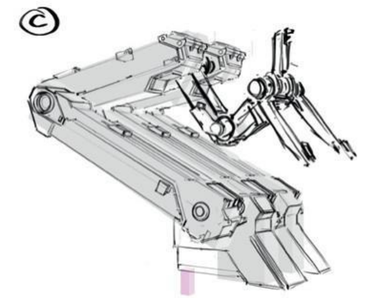


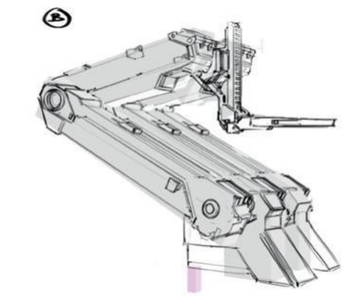
READY FOR DUST-OFF

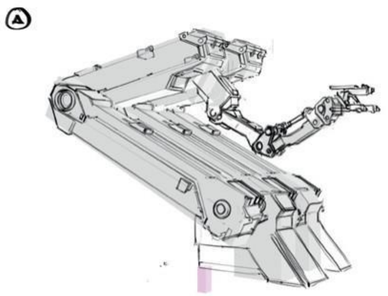
From its very first iteration, the launch tube has been an environment filled with anticipation. Cramped and tight, it allows pilots to get up close and personal with their chosen fighter before being thrust out into the intense aerial dogfights beyond its blast doors. Emerging in virtual reality from such a confined space into the vast, sweeping nebulae of New Eden intensifies the sense of scale and speed, creating a very unique and exhilarating experience.





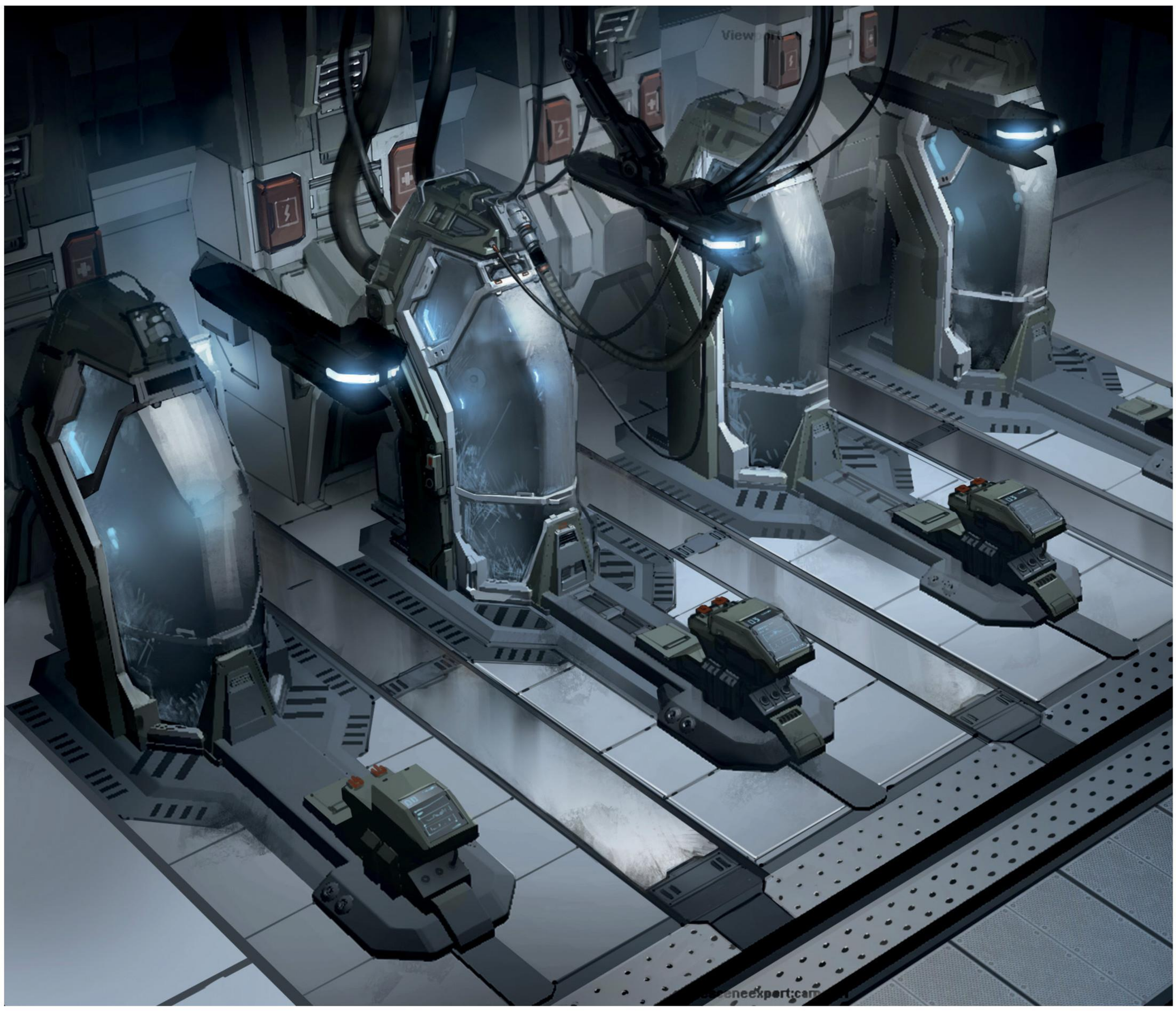











View

DISCOVERING INTERIORS

Along with the launch tube, the *Valkyrie* team created concepts for a number of interiors where the player could further explore our engines of war. Pilots will find themselves surveying grand mechanical vistas overlooking the fleet. This is a place to call home and make preparations for the battles ahead.

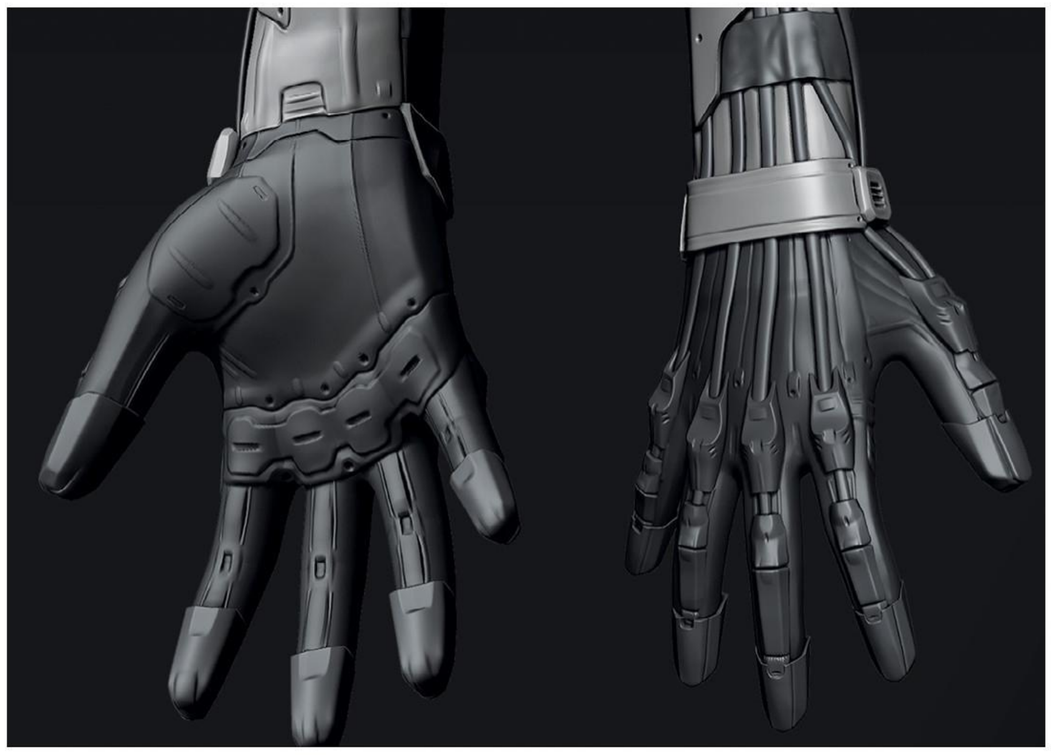
CHARACTERS

Each *EVE* player has a unique face, sculpted, posed, and meticulously customized into their own desired self-image. That does not mean players try to create copies of themselves. For instance, while 98 percent of *EVE* players are male, only 60 percent of the characters created in *EVE* are male. Because *EVE* originated in Iceland with a fairly homogenous development team, the characters originally looked mostly Nordic or Slavic. As the game evolved, characters began to gain genetic diversity, culminating in the genetically altered Jove featured here: transhuman, beyond the races we know today.









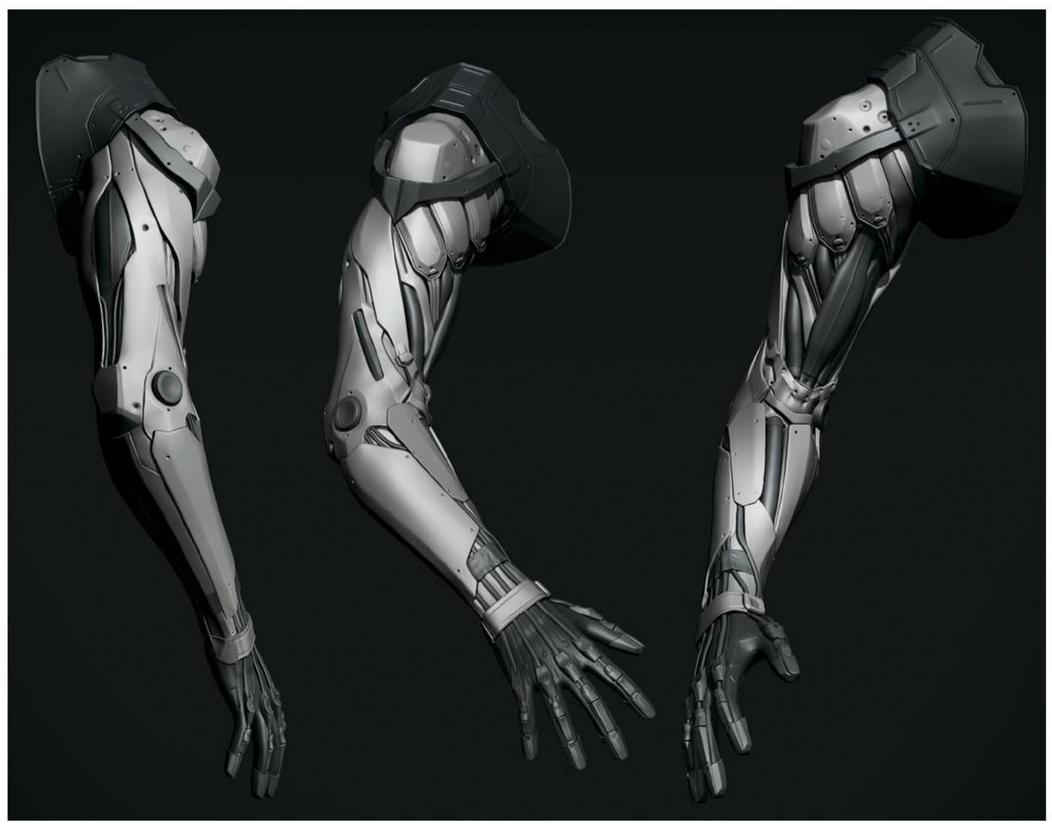


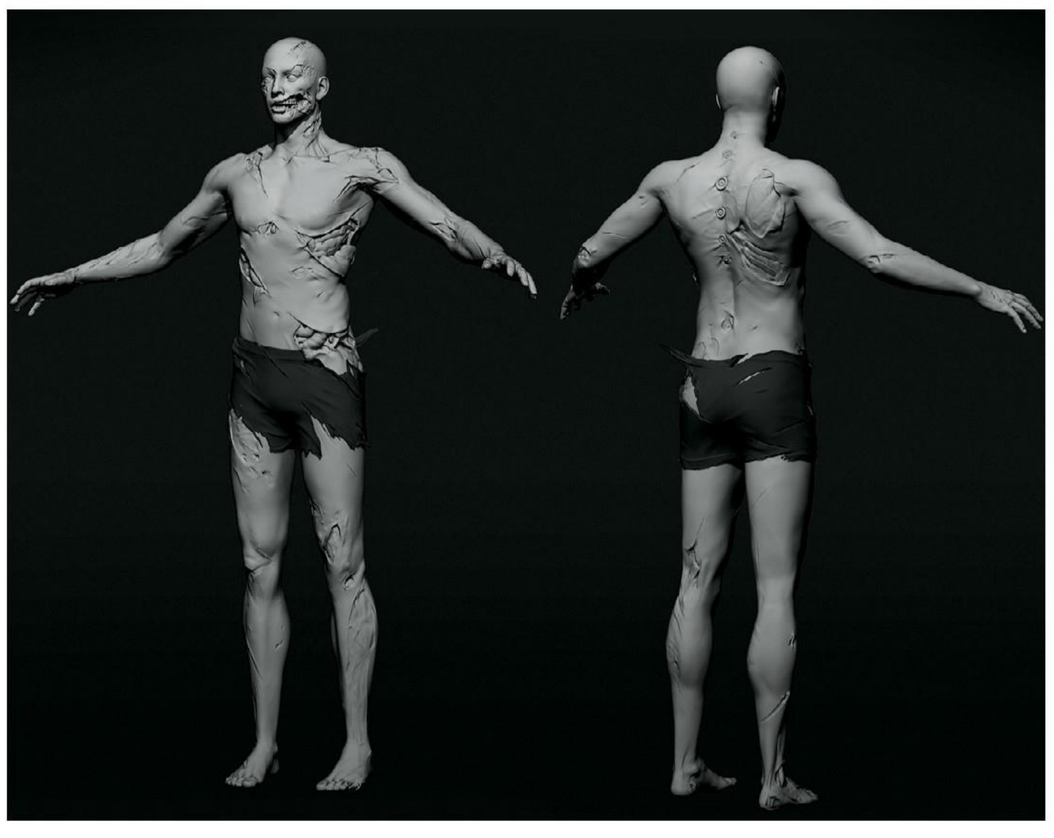




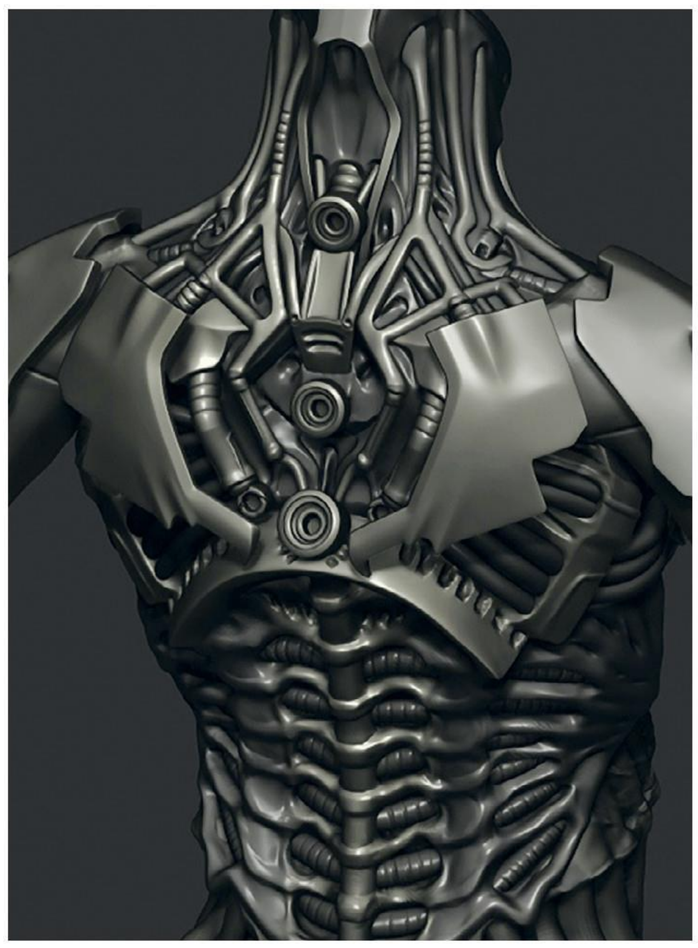
















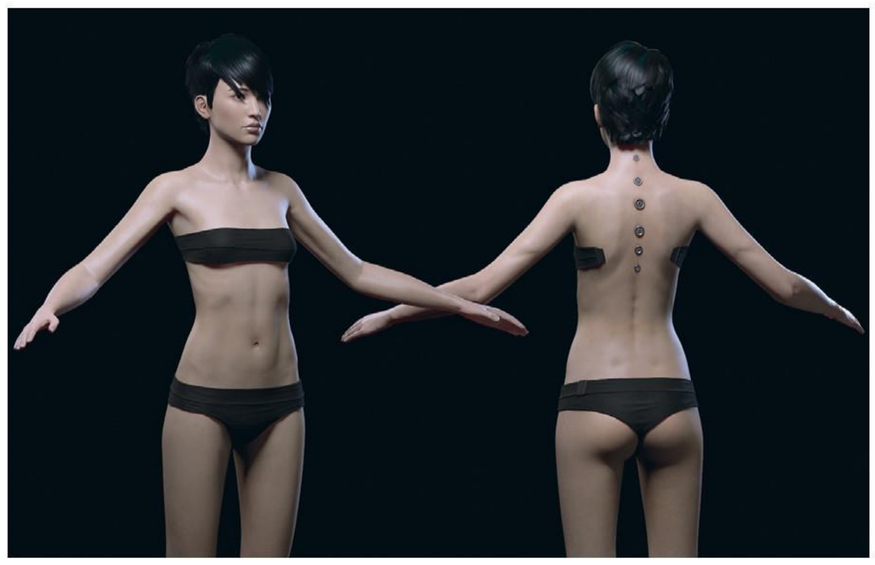


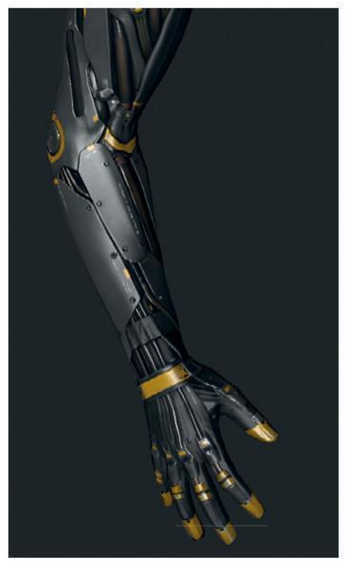




MORE HUMAN THAN HUMAN

EVE players are able to sculpt and pose their characters to create unique portraits of themselves. When striking a balance between flexibility and fidelity, the design team chose to err on the side of fidelity. The Jove characters provided an interesting design challenge. The literature mentions their thin skin and black eyes, but they were not to look extraterrestrial. They are simply evolved humans who have tampered with their own DNA, accelerating evolution and possibly taking it down the wrong path.

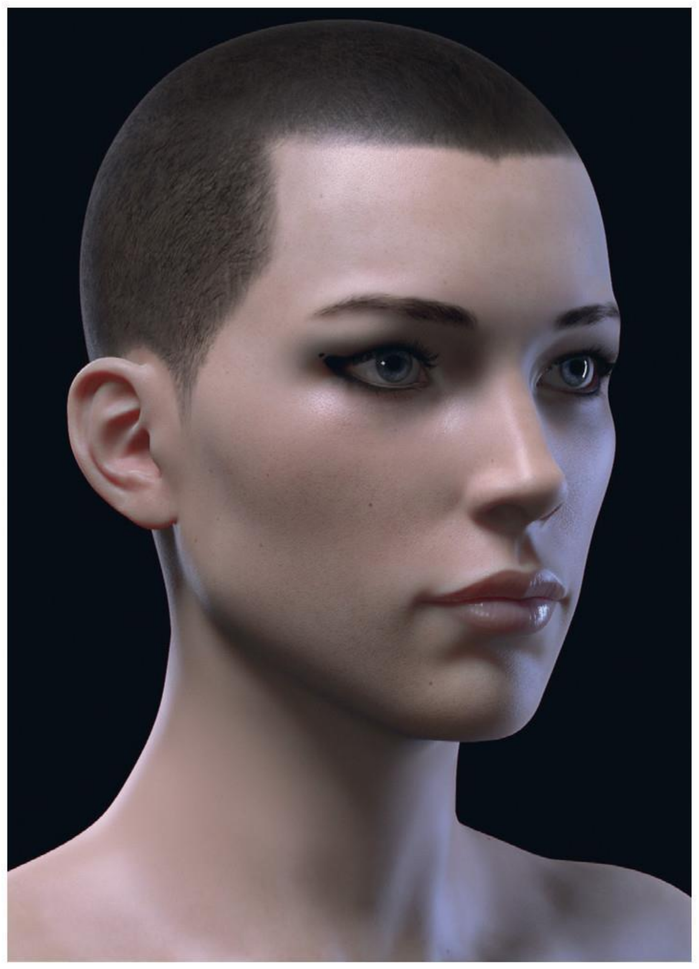


















Today we stand together, and in our unity we send
those who would seek to subjugate us a clear message.

No longer will we tolerate the hardships forced upon us
by those who deem us lesser men.
No longer will the voices of our shackled brothers
and sisters remain silent.

For too long, we have attempted to negotiate.
For too long, our people have remained under the heel of the empire.
For too long, they have ignored our plight.

Today we will force them to hear our call.

We are Matari; we come for our people!

—Maleatu Shakor

Address to the Sarum Prime invasion armada,
June 10, YC 110

"THE ART IS OF THE GLOSSY, FULL-PAGE, GASP-INDUCING VARIETY."

—RevolutionSF



Revealing more than a decade of images created during the development of *EVE Online*, *DUST 514*, and *EVE: Valkyrie*, *The Art of New Eden* takes you behind the scenes of this unique, award-winning game universe.

Immerse yourself in the world of New Eden through hundreds of never-before-seen pieces of art. Explore everything from early napkin sketches to modern, intricate designs and illustrations. In-depth commentary from the developers reveals the secrets behind this limitless world, giving you access to a deep and immersive sci-fi experience unlike anything else in the universe.

". . . vast, mysterious worlds and detailed artwork that's made for dreamers."

—New York Videogame Critics Circle

". . . beautiful sci-fi art . . . spaceships, worlds, glamour shots of the factions, very detailed and high quality artwork. Recommended to all EVE *players."*

—Parka Blogs

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