

INTRODUCTION

My name is Luca and this is my Final Major Project.

Setting out on this project, I wanted to create characters and vehicles to push my thinking of design and creativity, whilst also testing the limits of my technical skills by using these to create key art pieces.

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CHARACTER DESIGN







Thrusting Attack

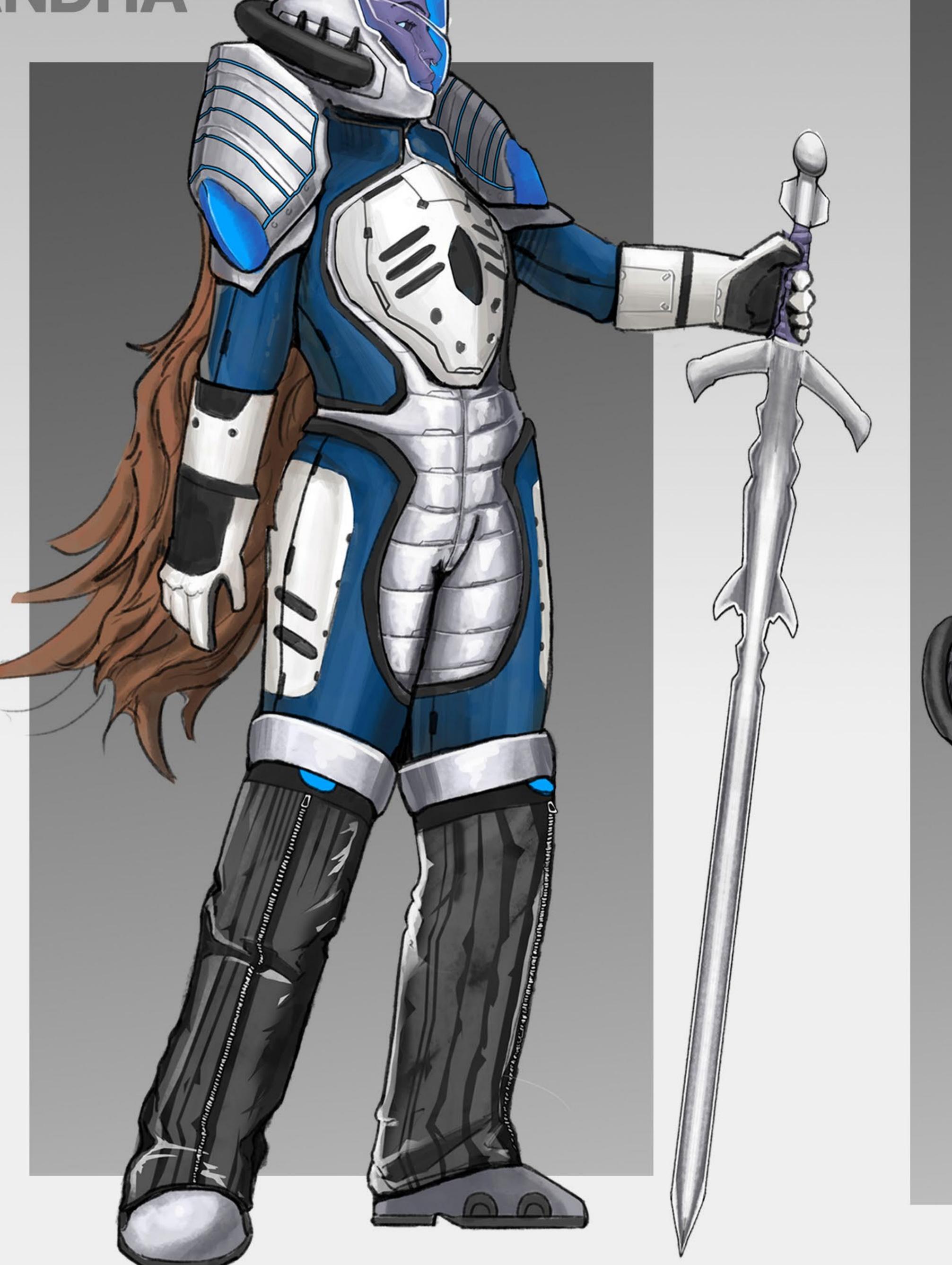


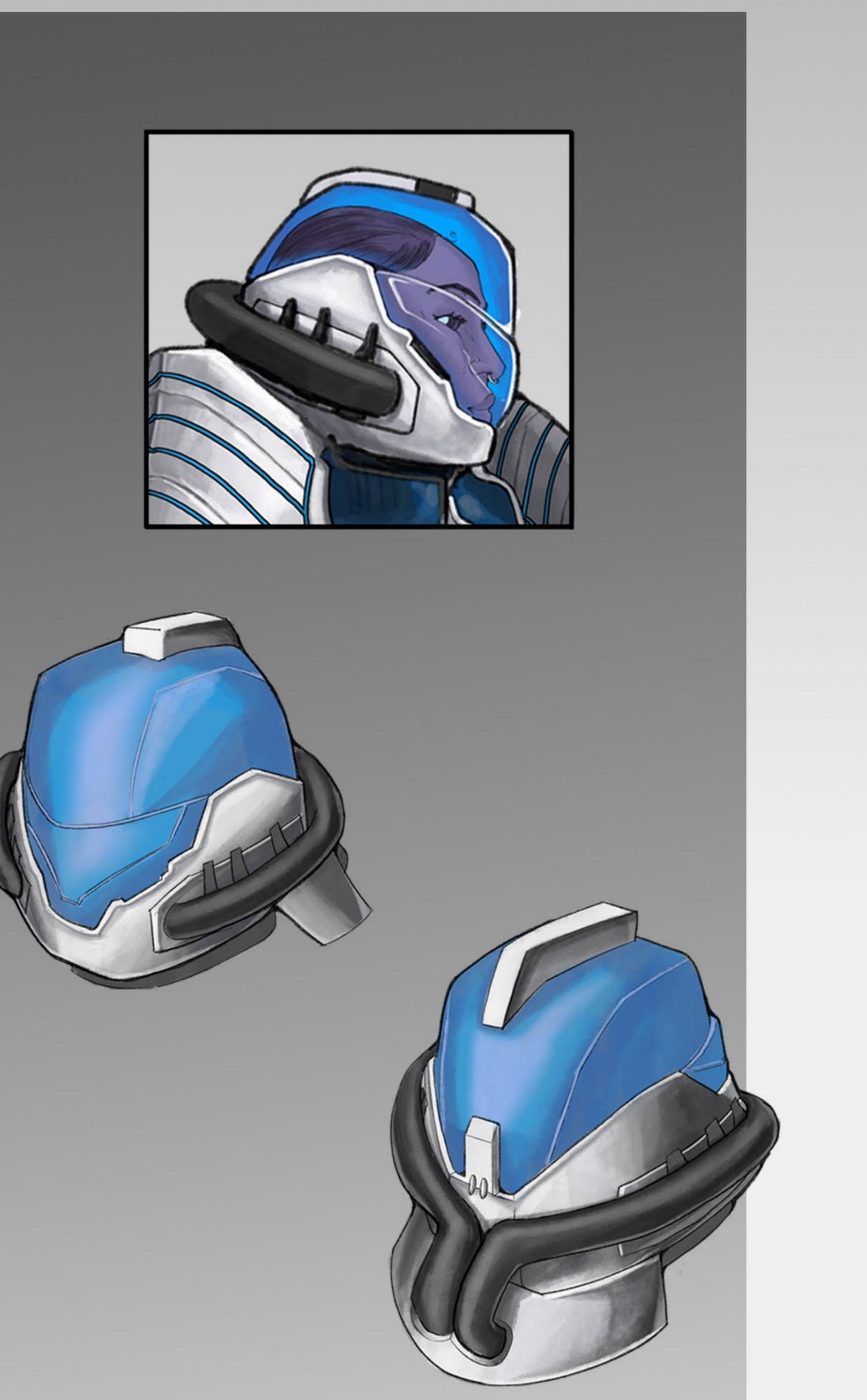
ire. Using a sword and shield, his attacks have a variety of eds,ranging from slow powerful shield thrusts to quick jabs his short sword. His imposing stature strikes fear into lesser ing soldiers and foes alike. His clothing consists of a leather jacket trousers, with armouring plating protecting his vitals. His helmet ws for him to be able to breathe normally in areas with a lack of en.

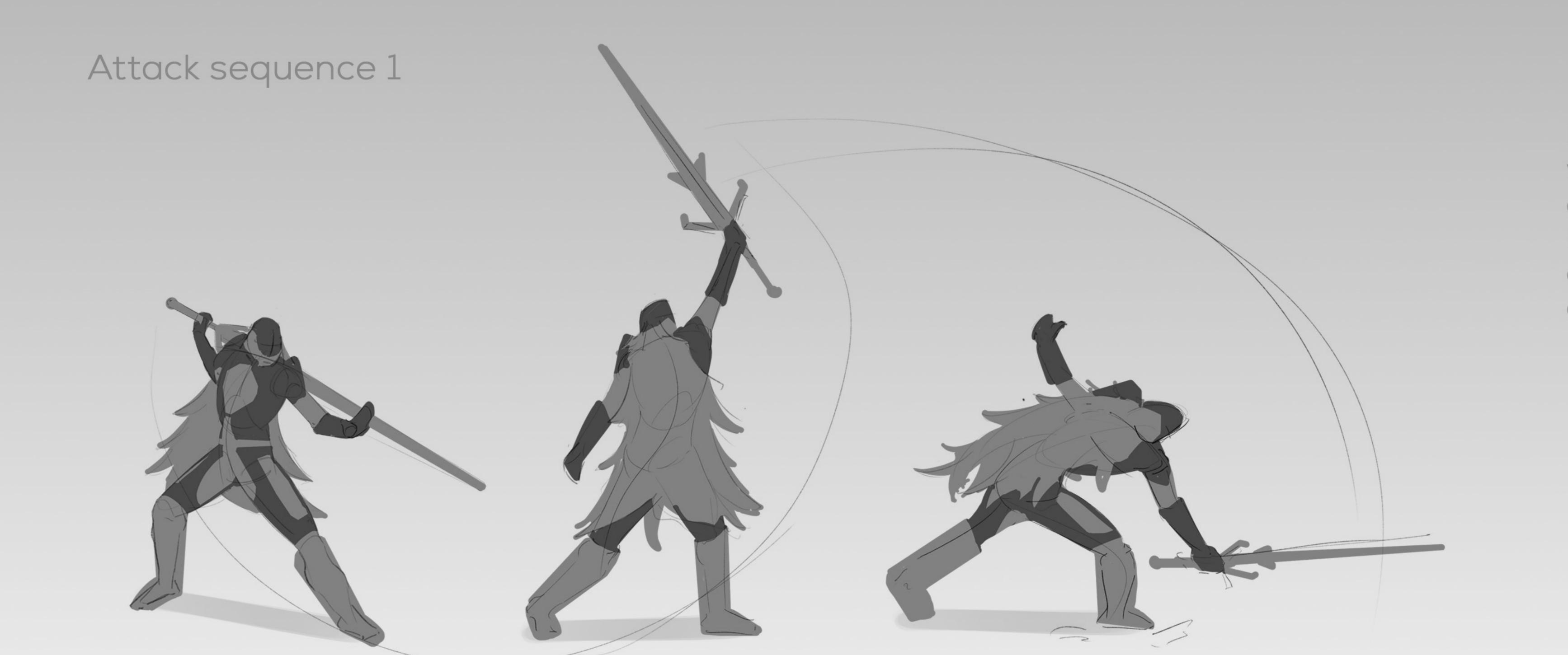
ABOVE: Character actions for Ajax

LIEUTENANT GENERAL ALEXANDRA









Lieutenant General Alexandra is one of the highest ranking officials within the Zephiran empire. She has a stern personality, developed within her 15 years of service and brutal experiences. Her attack style is swift, meant to overwhelm her enemies with a barrage of attacks. Her attire is a modified jumpsuit that with armour, allowing her to move with ease whilst still being protected.







ABOVE: Character actions for Alexandra

Parry into attack sequence 2

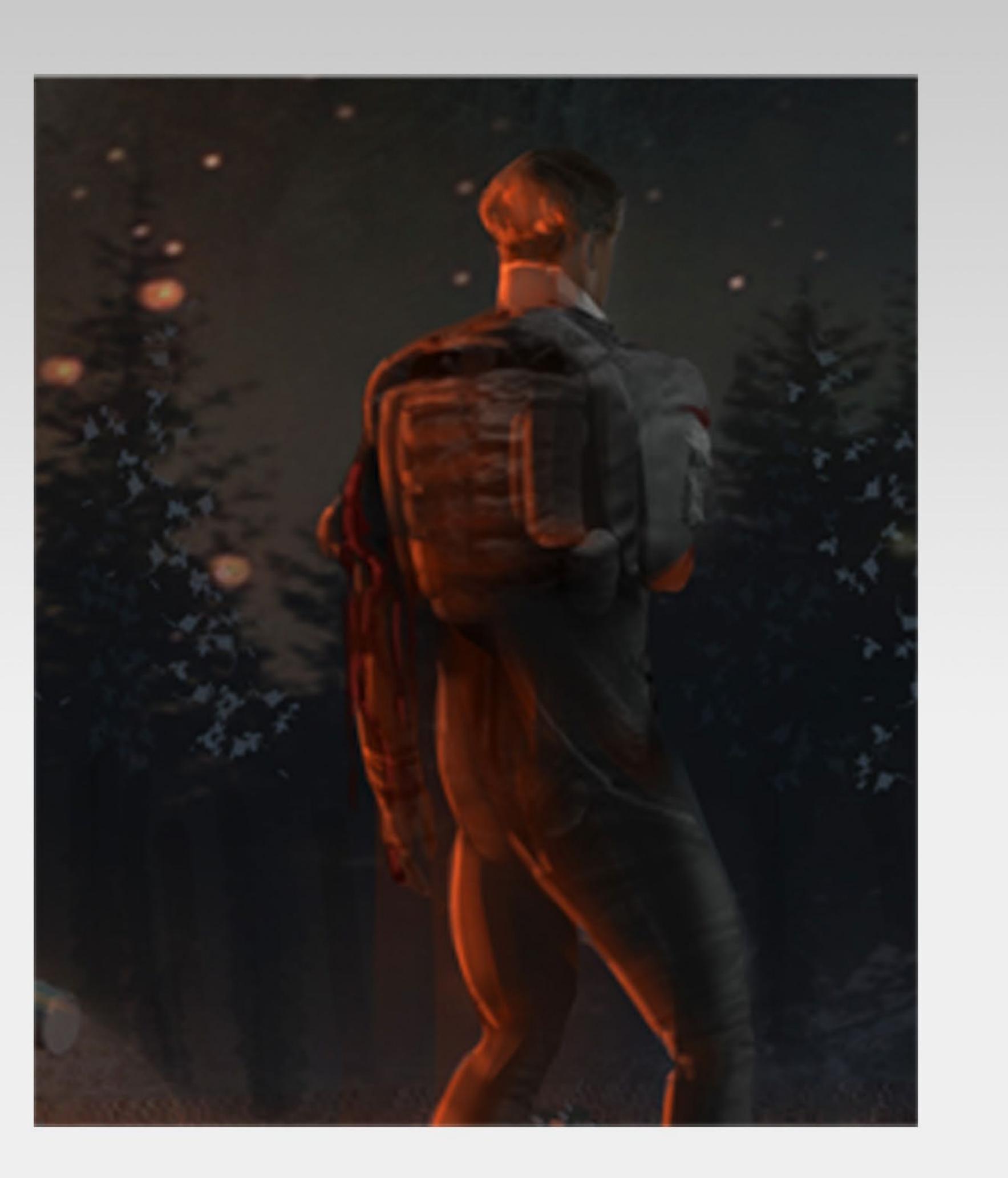
ABOVE: Character, weapon and helmet design of Lieutenant General Alexandra

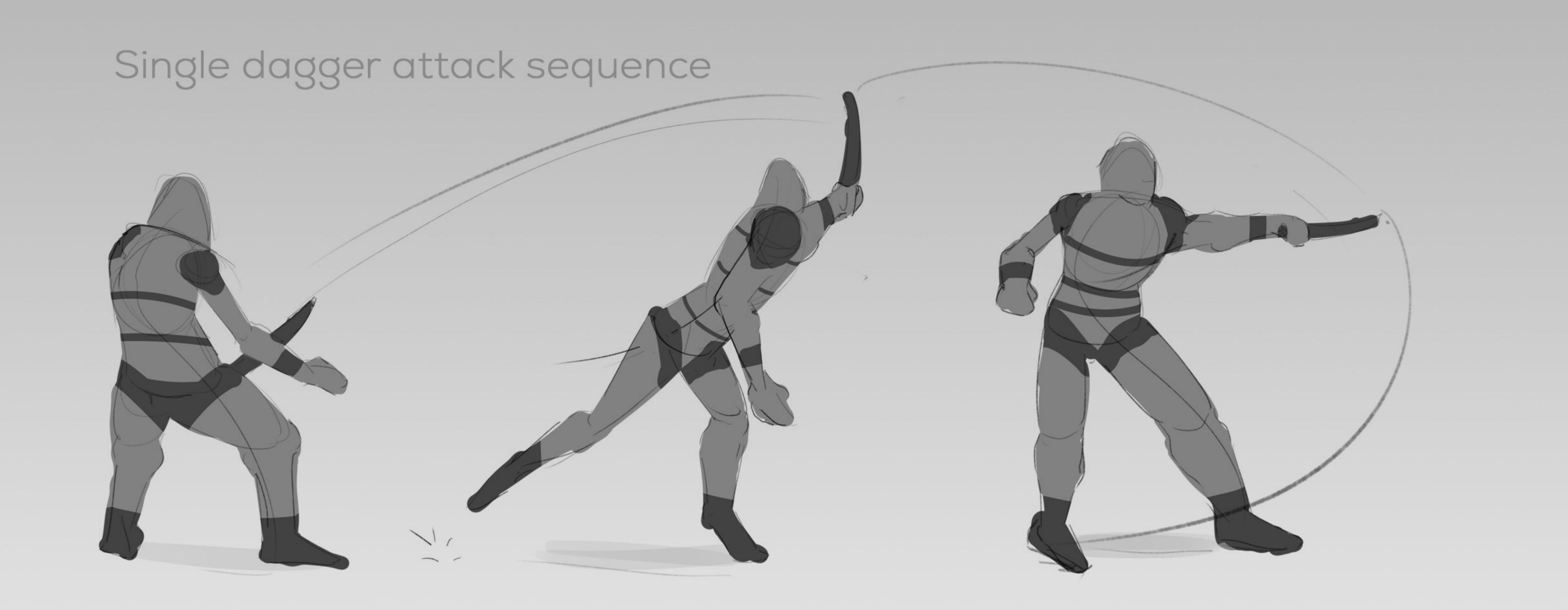
PILOT OFFICER DONOVAN











Dual dagger attack sequence



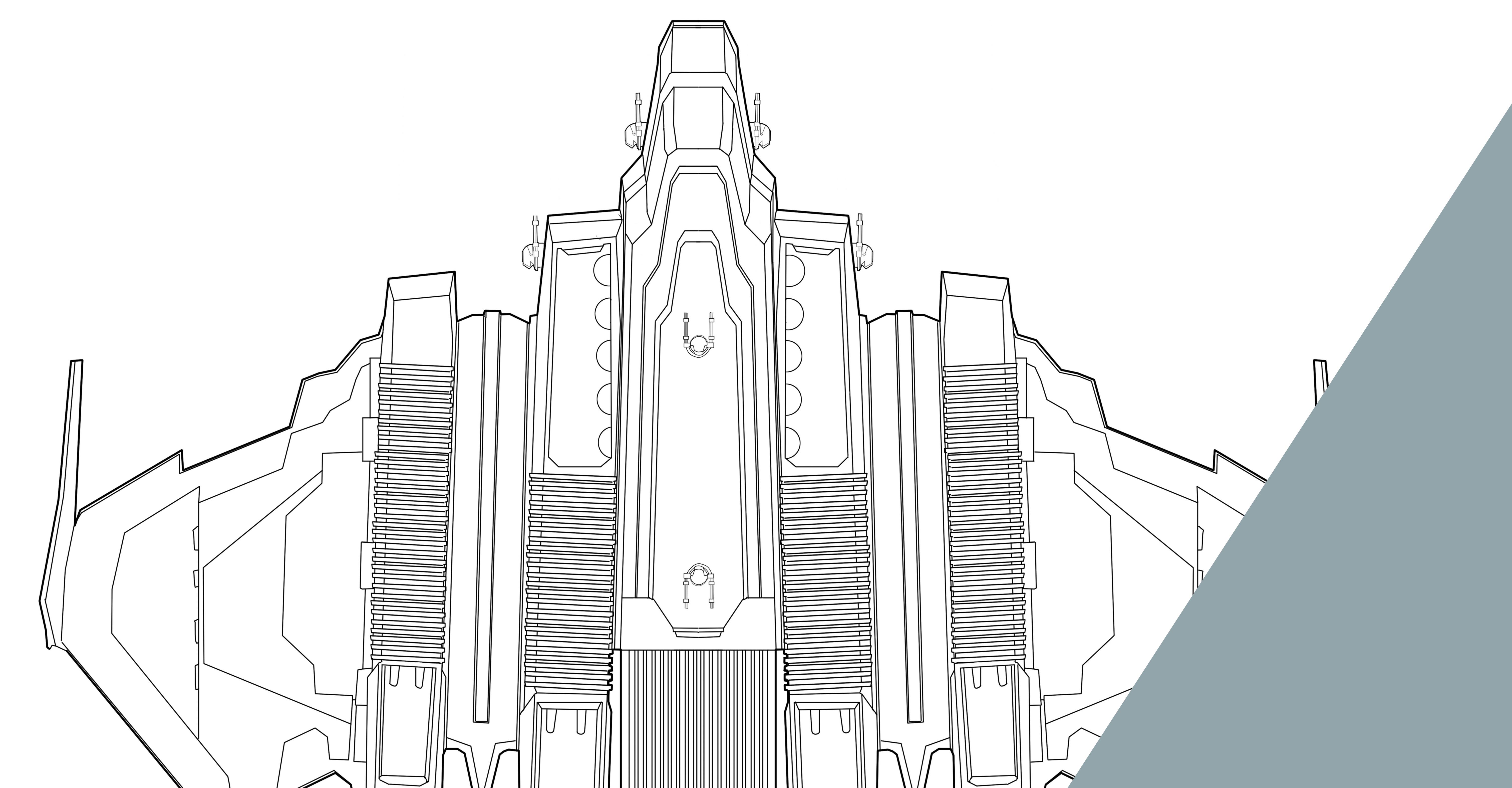
Apart of the secret rebellion formed to bring the Zephiran empire down from the inside out, Armed with a dagger, Donovan will stop at nothing to see the rebellion succeed. As a lower ranking pilot he has access to the S-35 'Cavalier', his standard issued fighter jet.

ABOVE: Character design for Donovan

RIGHT: Concept visual of Donovan after surviving his plane crash

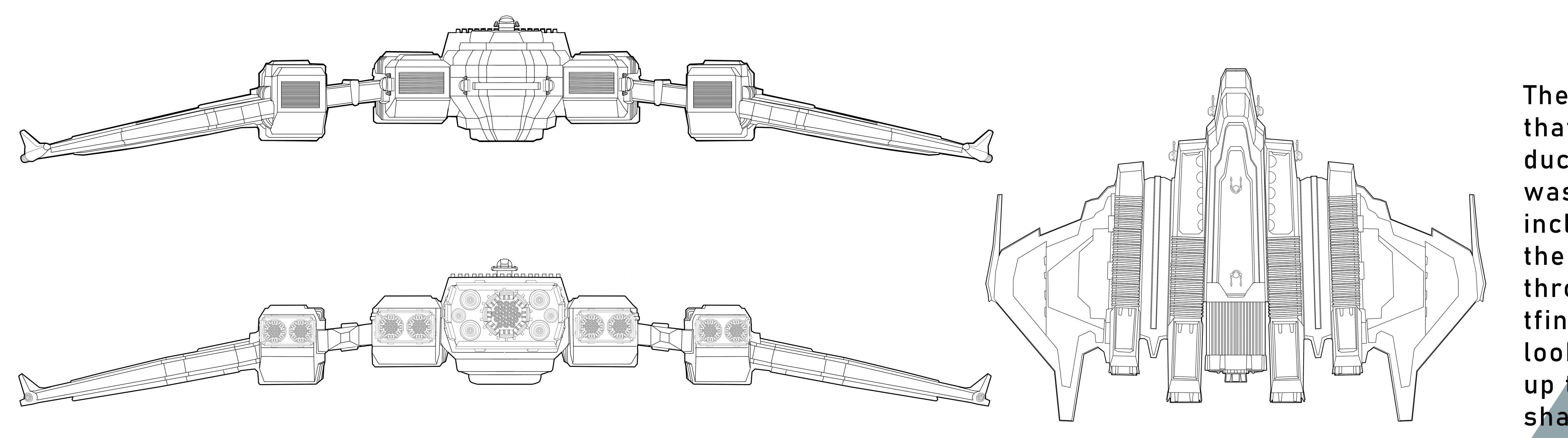


VEHICLE DESIGN

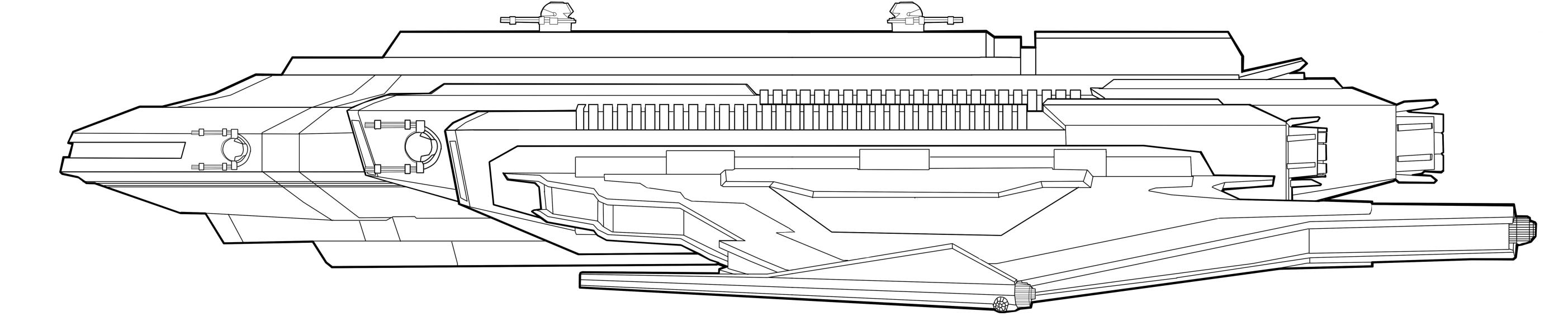


The M2 Ares is a medium-sized fighter/military transport developed by Nexus Dynamics. With a total of 9 different engines spread against the ship granting it the ability to reach speeds of 350km/hour, making it a critical part of any military fleet. The Ares has 6 pilotable turrets, allowing it to hold its own against a multitude of opponents.



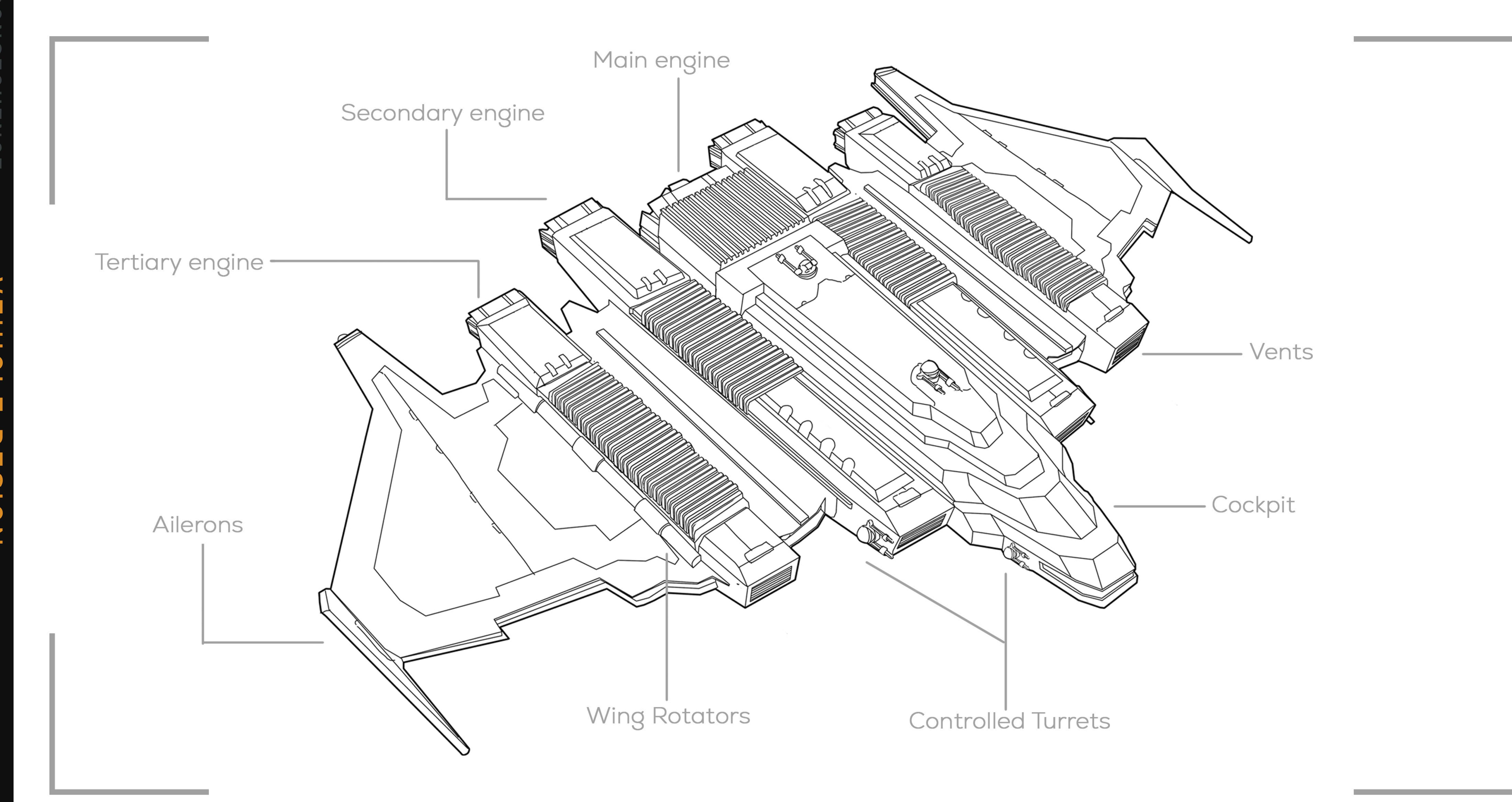


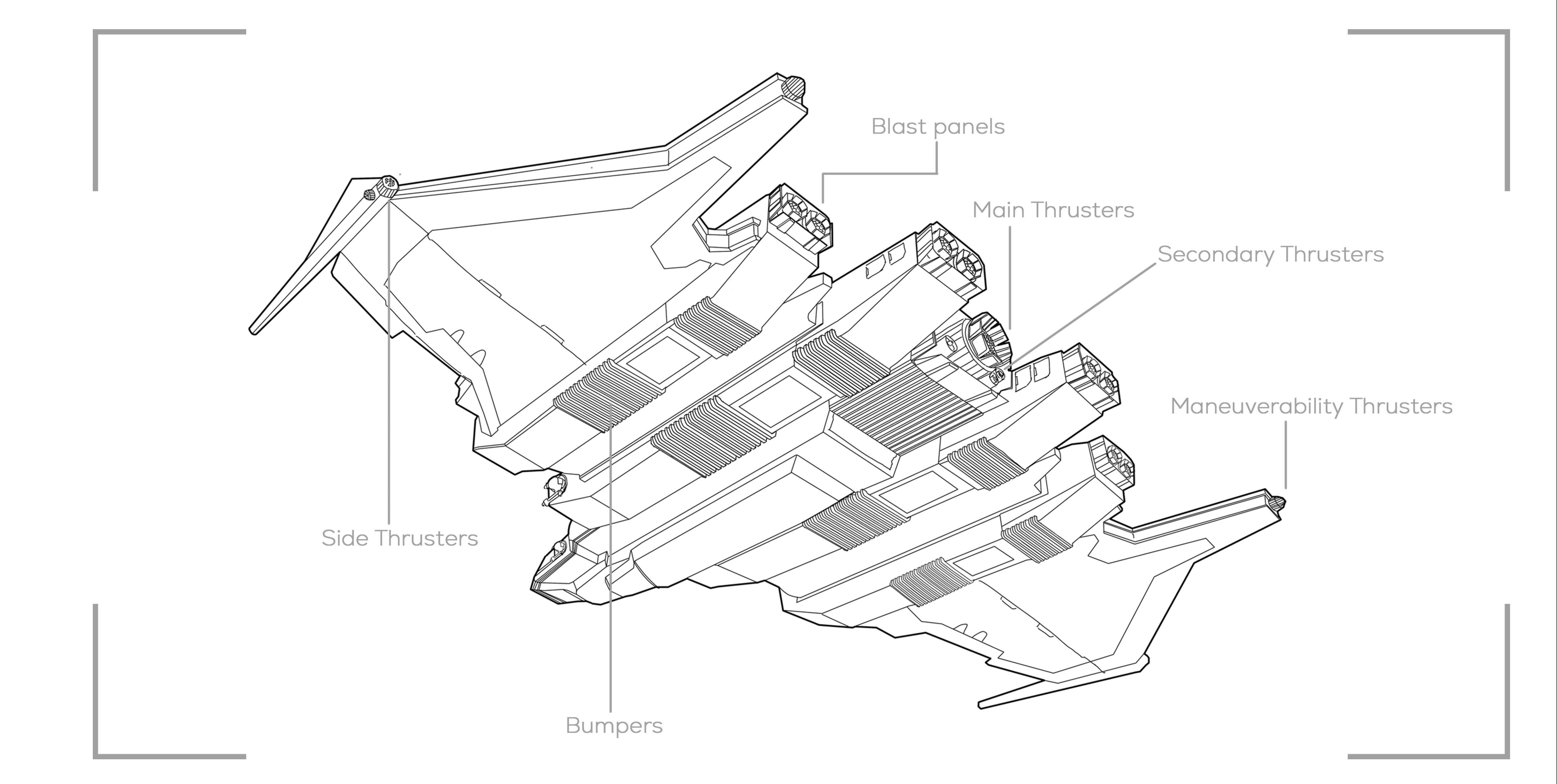
The M2 'Ares' was the first ship that I had designed for the production of this project. There was a focus on finding a way to include multiple engines along the design. This design went through multiple iterations to tfind the the shape of the wings, looking for a shape to break up the continuous rectangular shapes.



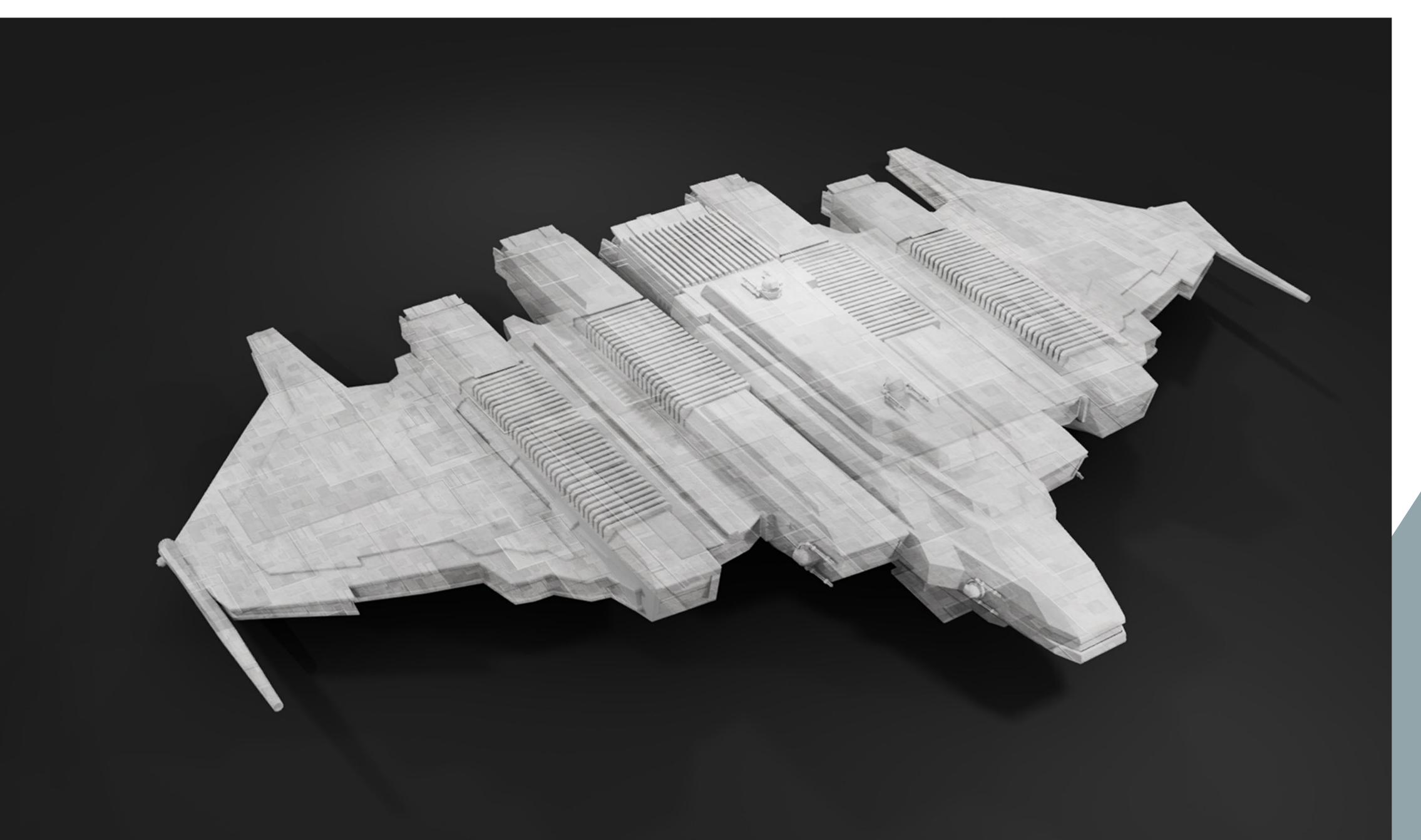


VE: Orthographic views and concept art for the 'A



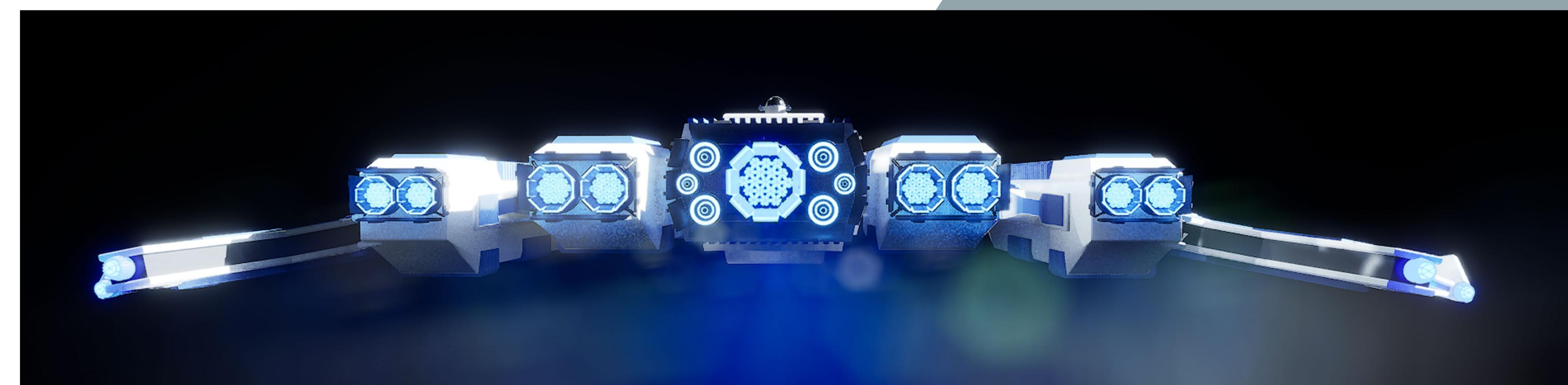






The wings have a function that allows them to rotate. Connected at the tertiary engine, the hinge allows the wing to rotate upwards, allowing it to be more compactly stored in hangars, or ships like the Cerberus. This feature also helps with turning maneuvers, such as sharp turns needed in tight spaces.

A key component of the Ares is its high speeds, reaching up to 350km/hour, thanks to the 9 Nexus T1 & 6 Nexus T4 Thrusters spread across the rear. Each section has its own power bays that generate and energy to fuel the engines, allowing for a constant flow of energy at all times. This also means, other engines will remain unaffected if one so happens to malfunction or become damaged.



The cockpit has the capacity of up to six crew members, whilst only needing 3 to be functional.

The Cockpit features a Pilot and Copilot seat, that rotate to face forwards once a person has sat down. The pilots have access to the maneuverability controls of the ship, communications and fuel stores.

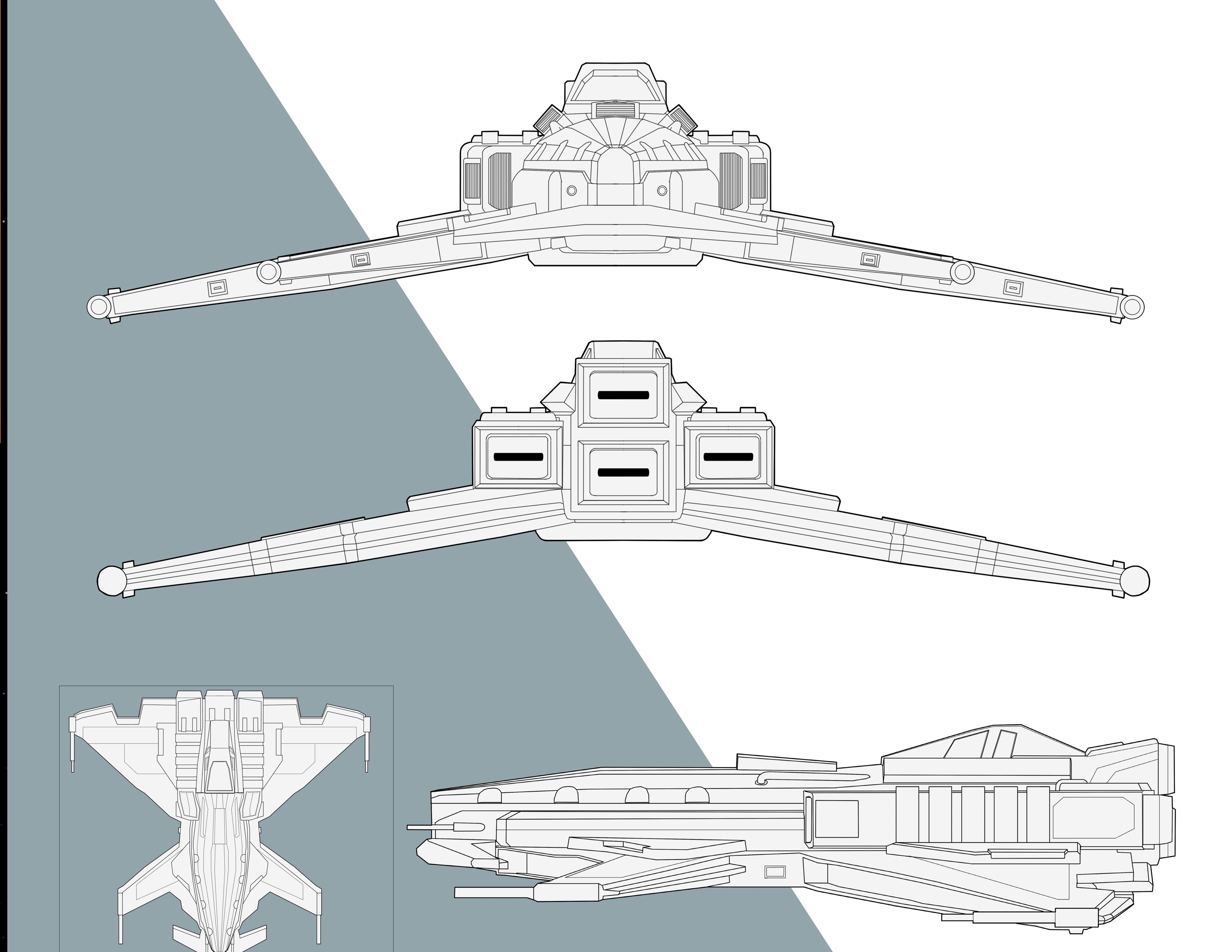
Behind the pilot chairs, are two desks bolted into the floor. The engineers at these, help manage the vitals of the ships. They control the priority of energy diverted to each system, and are able to troubleshoot any issues that arise.

The cockpit also features a mini-armoury, that keeps crew armed, able to protect themselves from boardings or mutinies.



ABOVE: Concept art of the 'Ares' wings and rear

The S-35 Cavalier is a light fighter jet that is capable of high speeds and maneuverability in a majority of different environments thanks to its 3 sets of wings. The weapons on this ship are capable of taking down other smaller fighters with ease, however they lack the power to take down larger ships. Therefore these fighters often travel in groups of 5 or more which allow them to overwhelm larger opponents.

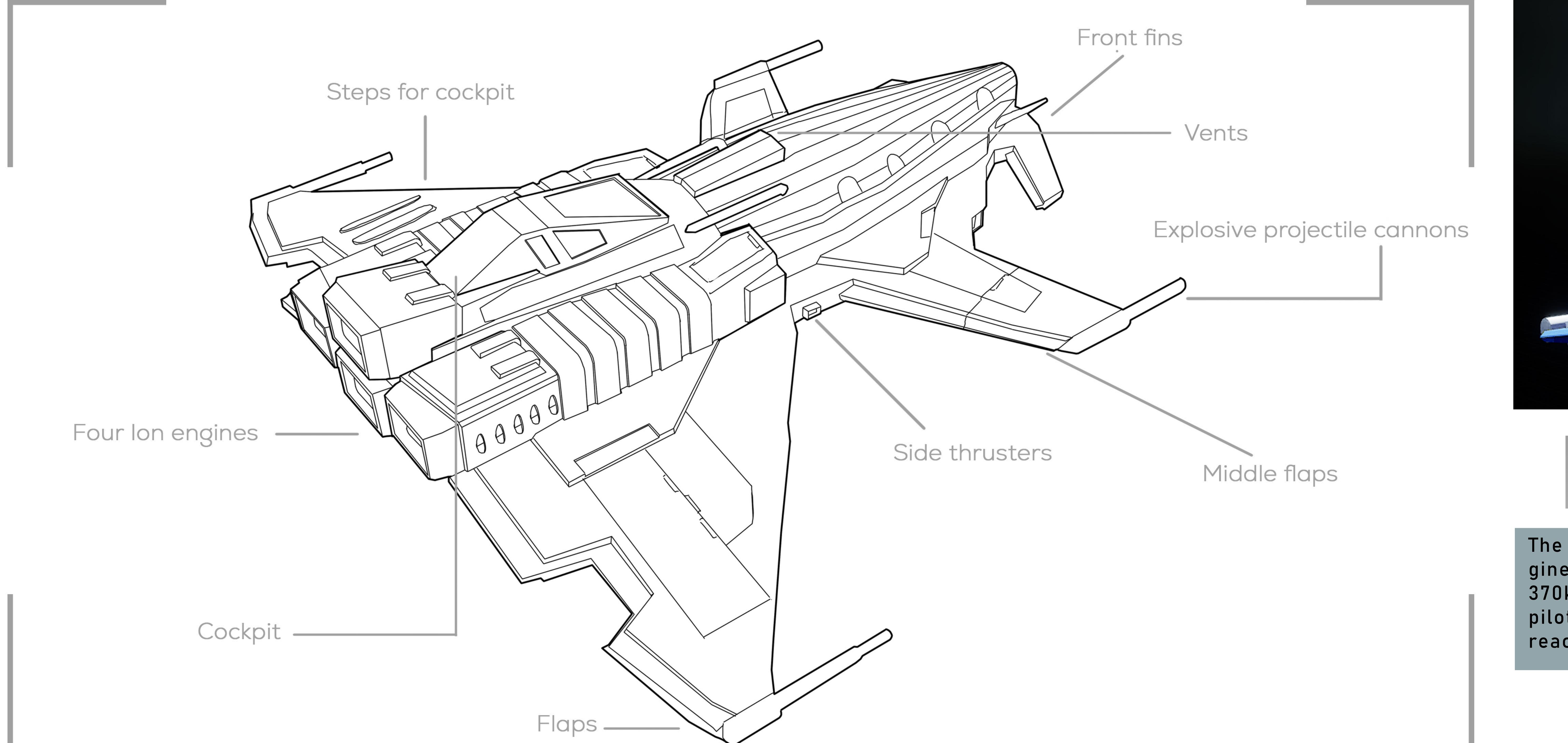


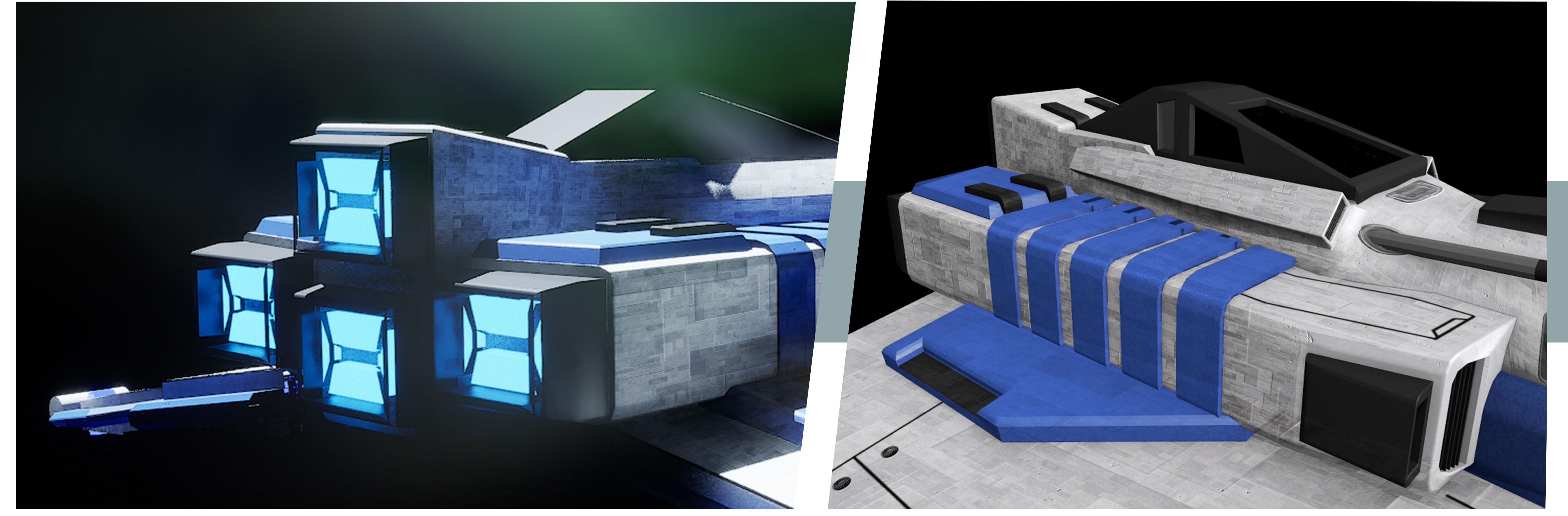


ABOVE: Concept art of the S-35 'Cavaller'

LEFT: Orthographic views for the S-35 'Cavaller'

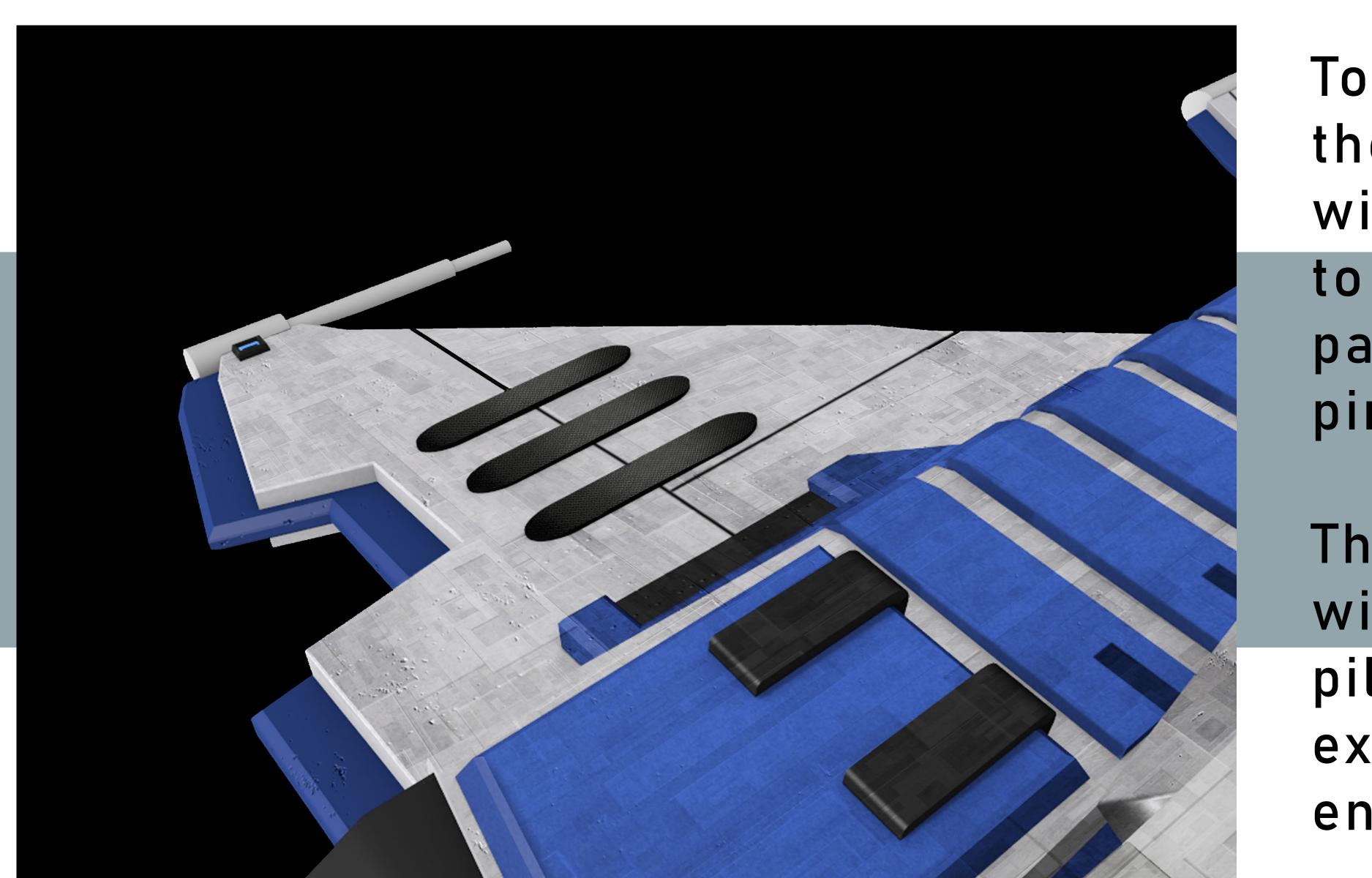
When the I was creating the ship, I wanted the it to feel like a pod racer and a jet fighter in one. I aimed to keep the design compact, focusing on the shape language, using a combination of triangles to signify its speed and agility.





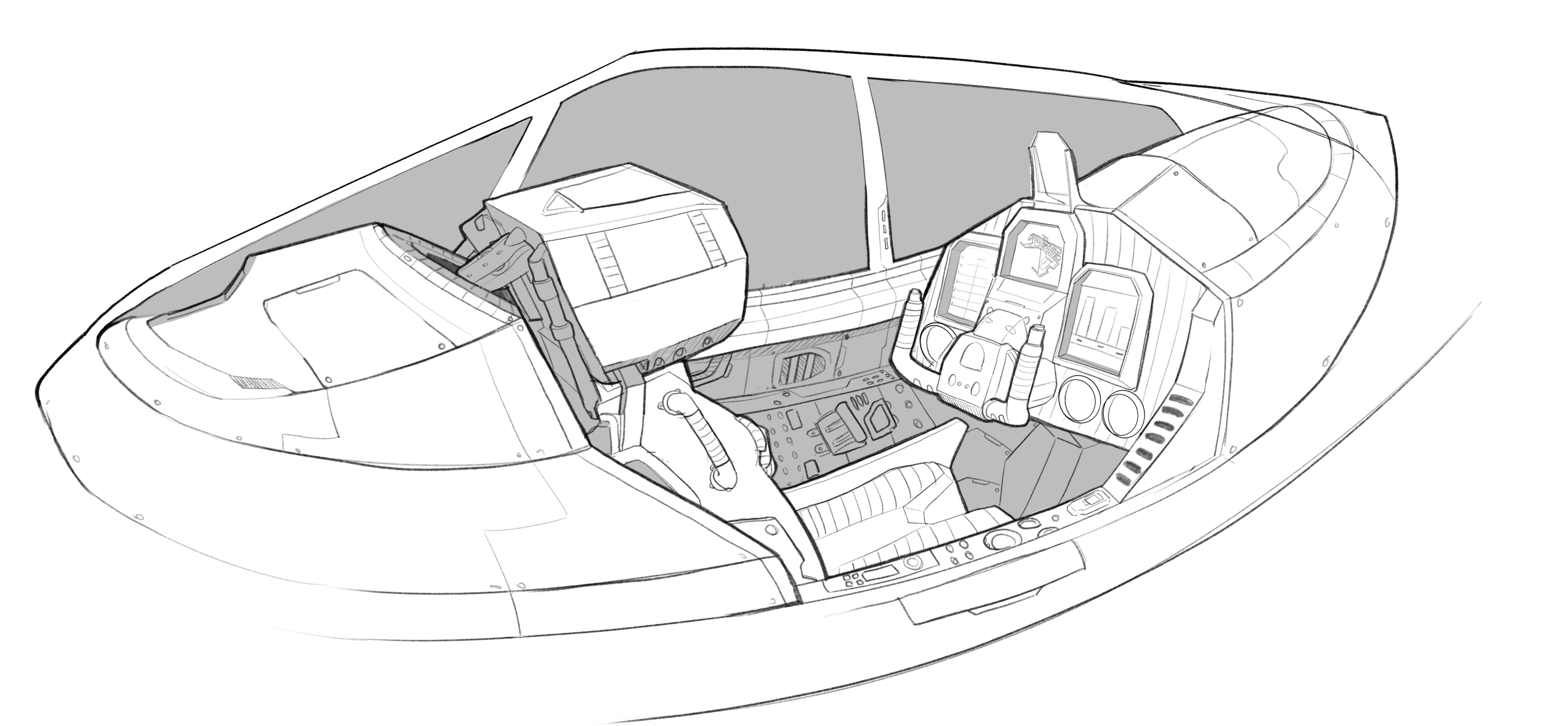
ABOVE: Engines of the S-35 'Cavalier' RIGHT: Left wing of the S-35 'Cavalier'

The S-35 is powered by four Ion engines. These four engines grant the power for the ship to reach up to speeds of 370km/hour. Paired with its state of the art maneuverability, pilots must be extremely well trained to manage the quick reaction speeds they must have to avoid crashing.



To gain access the cockpit of the S-35, the pilot must climb atop of the left wing of the space craft, allowing them to safely crawl along the gripped pads, preventing the pilot from slipping and injuring themselves.

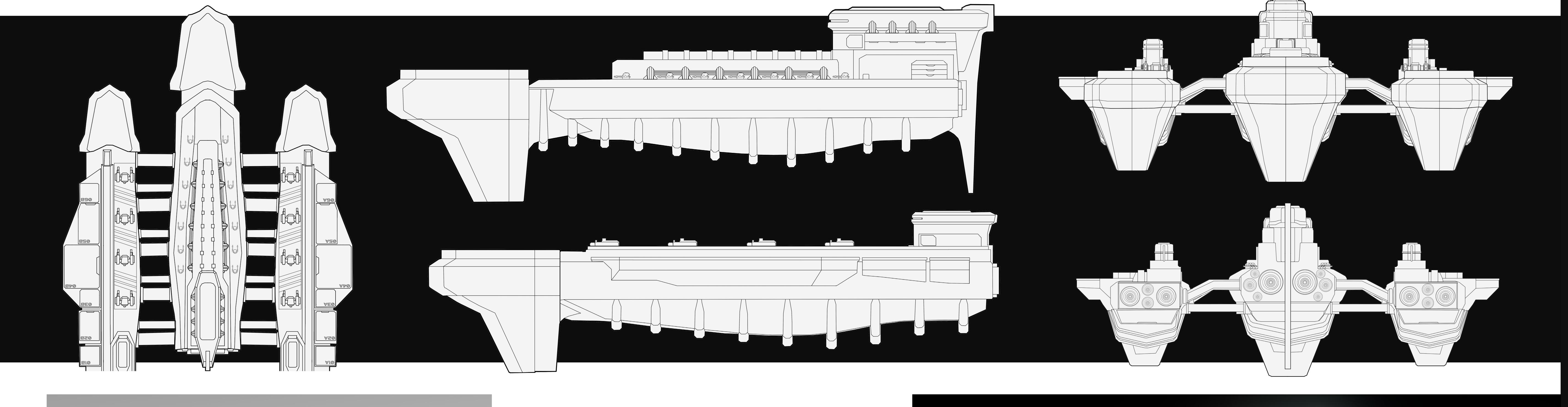
The ships exterior is sturdy and can withstand the weight of the average pilot, preventing any damage to the exterior whilst the pilot attempts to



One of the most important onboard systems for the S-35 to be functional, is its Target Tracking system. This allows for the Pilot to select an enemy aircraft, and keep the S-35 locked onto that aircraft; keeping any shots and projectiles launched from the aircraft, on target.

NEXUS Y-3 'Cerberus'

The Cerberus os a heavily-built capital class ship. The ship is split across three platforms. that feature landing bays for small-large ships and an array ofdefense weaponary. As the largest ship of the Zephiran military fleet, its three controltowers helps it to manage its the massive battalions it travels with.



ABOVE: Orthographic views for the 'Cerberus'

RIGHT: Concept art of the 'Cerberus'

When creating the design of the Cerberus, I wanted to give it the appearance of a warship, similar of which to that we would see on the oceans.

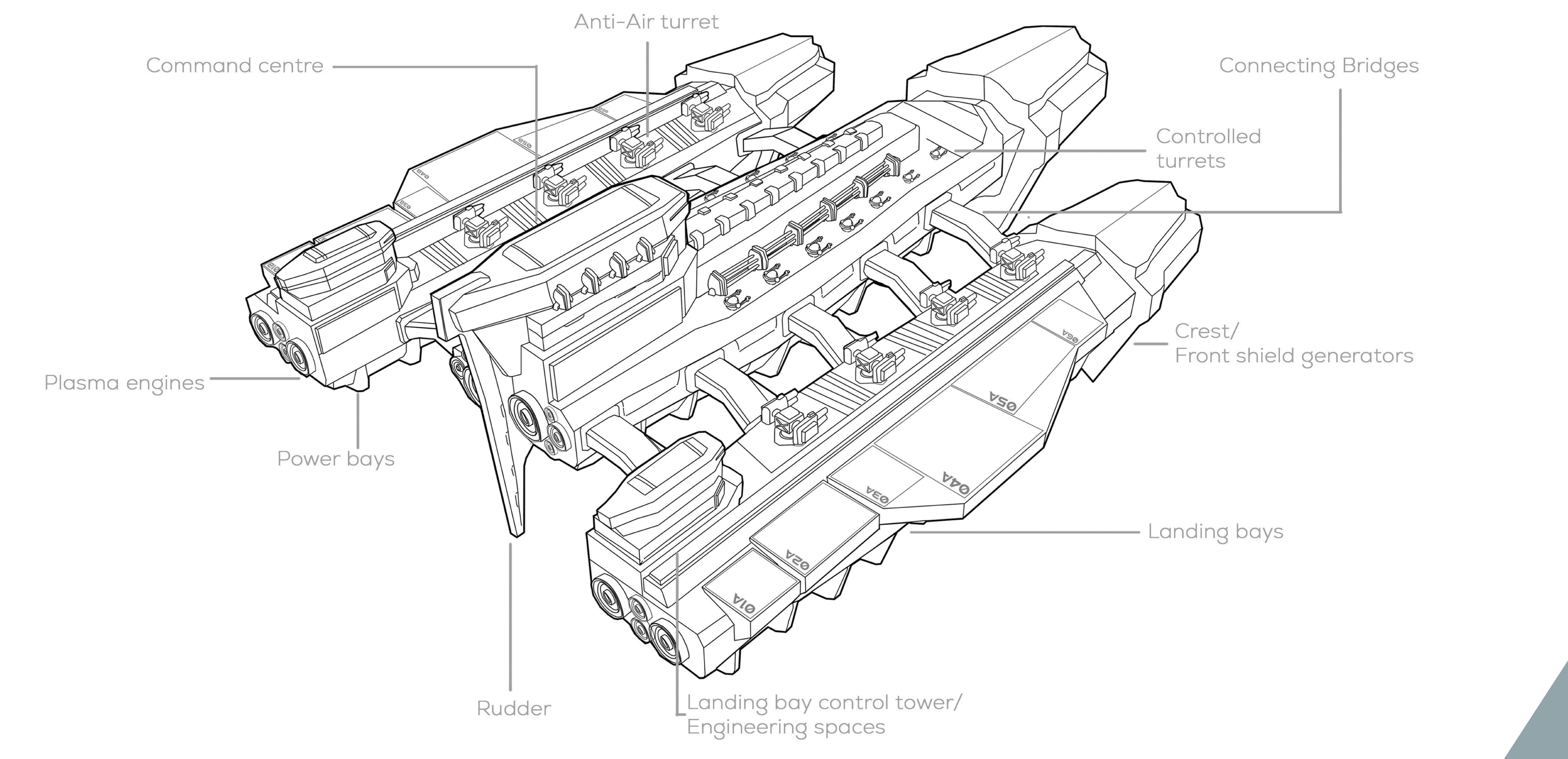
By extending its platforms, I was able to give the Cerberus a more imposing size and shape. With the focus of warships, I took inspiration from aircraft carriers, incorporating landing bays, giving purpose to the other platforms whilst keeping it form symmetrical.

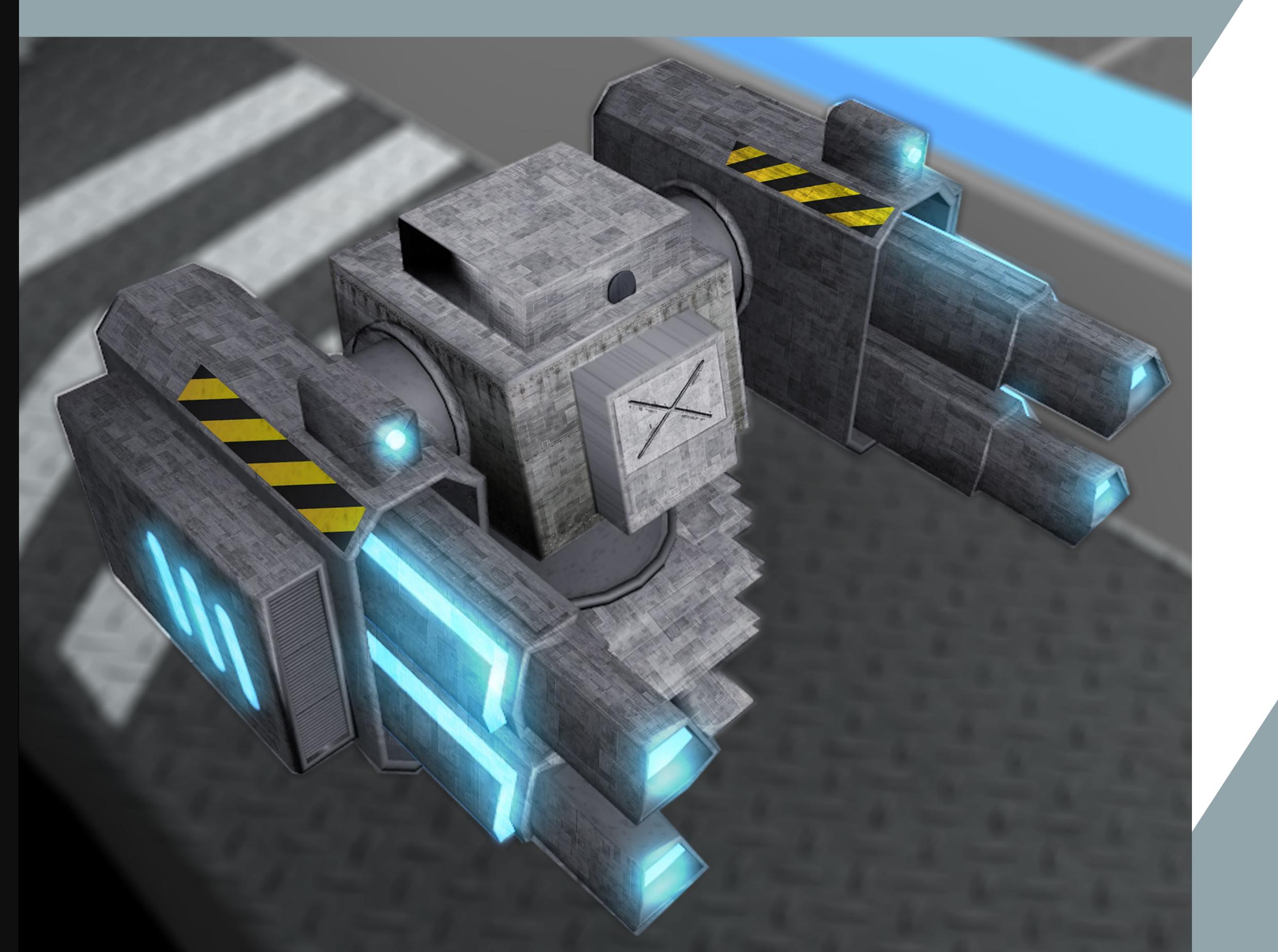
I made the hull of this craft ribbed; and the connecting bridges like bones extending from its main body. Using the motif of bones helps to make the design feel more intimidating.



Its max capacity of harboured ships are 32 S-35s and 16 M2 Ares's. It is capabable of housing up to 120 crew members.

Due to its massive size, it spends a majority of its time, in space, only docking to fuel and restock supplies. Thanks to its boat like structure, it is able to travel within bodies of water.





This weaponary can be found aboard the secondary platforms of the Cerberus. They fire beams of energy at enemy aircraft that come within a 750 meter firing range. This anti air machinery is fully automatic and doesn't require human assistance.

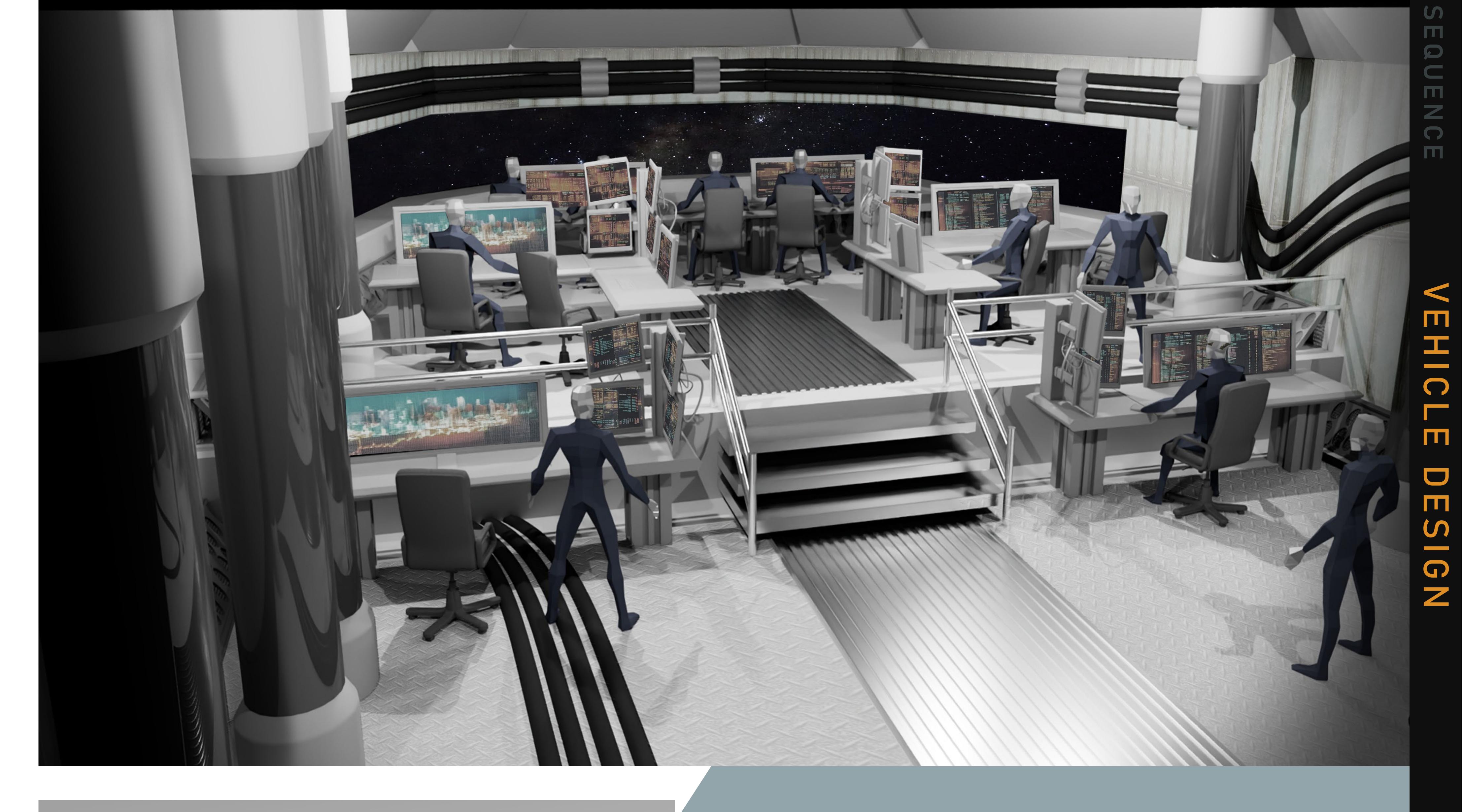


The landing bays allow aircraft to take off and land with permission from the corresponding control tower.

The central control tower allows for and needs 10 correctly trained crew to be able to pilot and manage the Cerberus. Due to its size, the vast amount of crew are needed to ensure that everything is functioning correctly.

There are often 3 sets of 10 crew members that work on rotation, ensuring each personnell is able to keep a clear judgement.

Only the captain of the Cerberus, positioned on the inner left side, is allowed to pilot the craft. The vice-captain, sitting adjacent on the right, is allowed to give assistance when needed.

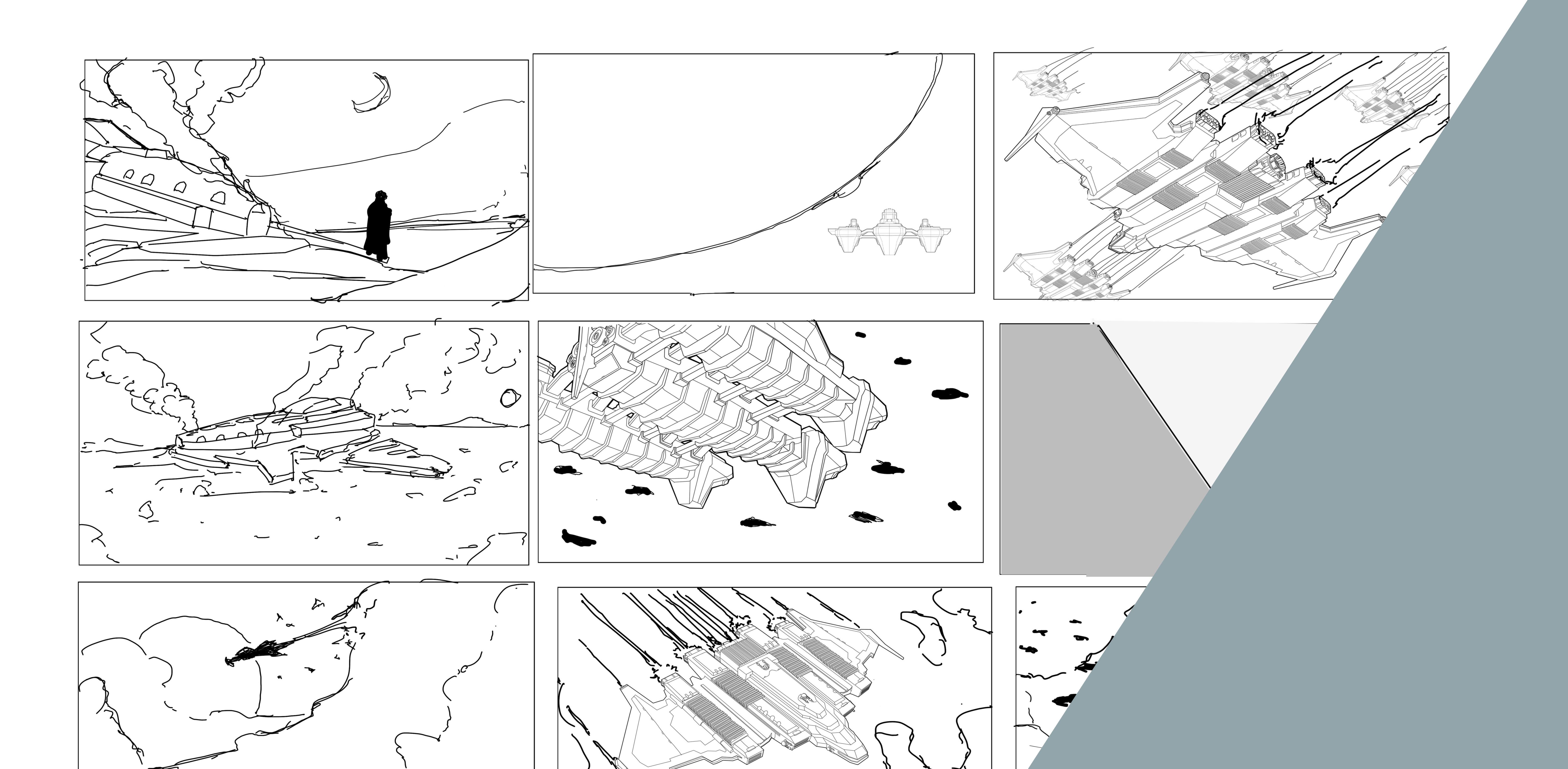


ABOVE: Concept art of the 'Cerberus' 's central control tower

LEFT: Anti Air Missile system present on the 'Cerberus'

RIGHT: Landing bays for the 'Cerberus'

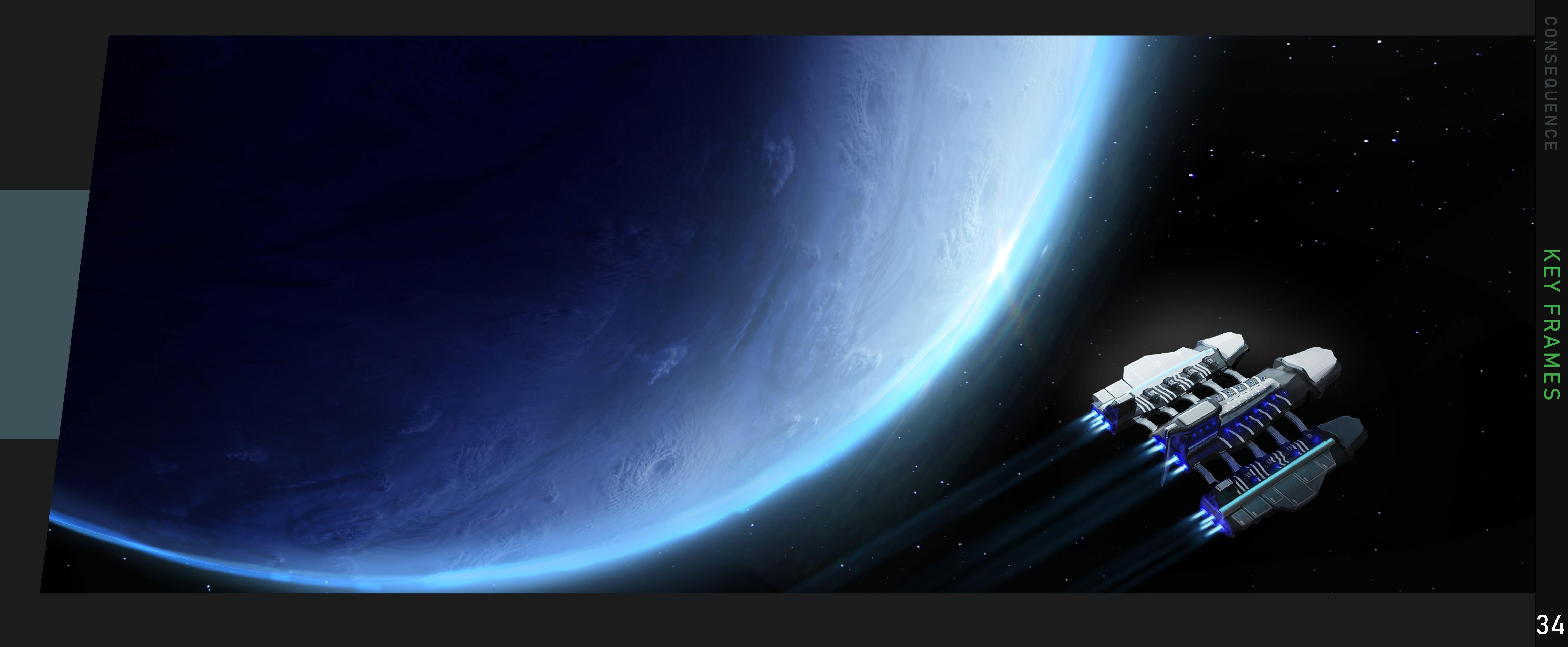
KEYFRAMES



An Imminent Threat

The Cerberus is heading back home to its planet of Zephire. On board are two important figures of the Zephiran empire, Major Lieutenant Alexandra and Major General Ajax, journeying back home after a scouting expedition to a un-colonised system thriving with a new mineral, that can be used as a more efficient energy source.

However, a thick sense of dread fills the atmosphere.
An imminent threat approachs rapidly.



The embers of rebellion have ignited.

Chaos ensues around the Cerberus, who is enemy and who is foe?.

The secret rebellion that has been brewing behind the scenes finally takes action after years of planning. Their plan starts by weakening the Zephirans with the death of two high ranking officials.



Crash Landing



A low ranking member of the rebellion, Pilot officer Donovan manages to crash land after being heavily damaged in fight in space.

Safe Haven



Journeying past the woods and through the mountains, Donovan sets his sights on reaching the Citadel below.





Having collected themselves,
the Zephiran Army
sends a squadron of
M2 Ares's headed by
Alexandra and Ajax.

Their mission:
make an example
out of the people
who dare to defy the
Zephirans.

Consequence

The embers of rebellion are being snuffed out one by one.

The same Citadel, where the rebellions found refuge, has turned into a blazing inferno.

Alexandra is taking the matter personally, swiftly ending the lives of those who stand against her.

Donovan, bravely stands up for the freedom he fights for, however will his blind courage be enough?.



Thank you for reading my book.

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