

# Heavy Gear Design Works

SEPT • 93 - SEPT • 97

"We are Pod. Resistance is futile. You will be entertained."

— The Pod People.

## Credits

Produced by Dream Pod 9

## Dedication

Dedicated to our hard-core fans, who've kept us on our toes and defended us in our times of need.

## Legal

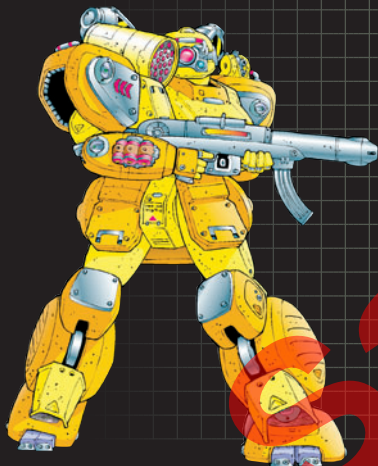
Produced and published by Dream Pod 9, Inc. 5000 d'Iberville, #332, Montreal, QC, H2H 2S6, Canada. All art, characters and designs ©1995, 1996, 1997 Dream Pod 9, Inc. The Dream Pod 9 logo, Heavy Gear®, Terra Nova™ and all distinctive logos and terms are trademarks of Dream Pod 9, Inc. Heavy Gear universe © 1995, 1996, 1997 Dream Pod 9, Inc. All rights reserved. Stock # DP9-037, Legal Deposit: November 1997, Bibliothèque Nationale du Québec, National Library of Canada. ISBN 1-896776-31-0. Printed in Canada.

# Heavy Gear Rulebook

## Art Gallery

The Rulebook spearheaded the Heavy Gear line. We spent a great deal of time choosing the art style, finally opting for computer-colored illustrations. The original 256-page manual did not contain any color section, but it was lavishly illustrated nonetheless.

The pictures from that book look slightly dated now, after two years of publication and constant improvements. This is why a second edition is coming up, featuring revised artwork and brand new color pages.



# Life On Terra Nova Sourcebook



## Art Gallery

This book faced the monumental task of bringing the world of Heavy Gear to life. Naturally, there had to be a great deal of illustrations. We parsed through countless nature and geography books to create believable locales.

New art techniques were tried here for the first time, such as using photographs and painting for backgrounds. The book also established the looks of many Terranovan vistas; the amount of architecture sketches produced for this publication is staggering.

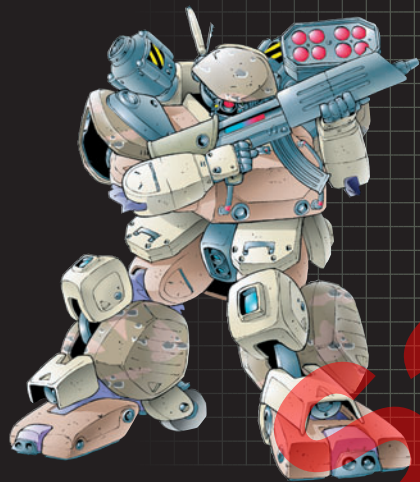


# Into The Badlands Sourcebook

## Art Gallery

In retrospect, *Into the Badlands* was probably one of the easiest books to design for. The Badlands are like the Far West, evocating images of vast deserts, immense mountains and hard-boiled inhabitants.

From an art standpoint, the book allowed us to further refine the computer techniques pioneered in previous publications. It also established many of the fashions which would appear in subsequent publications.

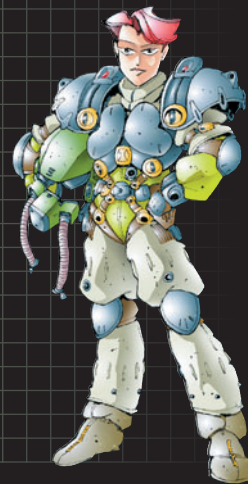


# Tactical Air Support



Ever since the first airplane was invented, the many types of aircraft have formed an important part of the armies of Mankind. The Tactical Air Support introduces the rules required to design and field aerial vehicles.

Most of the design works in that book was centered around the aircraft themselves. For the most part, we used existing modern planes as a base, they modified their looks and capabilities to fit the rest of the Heavy Gear world.

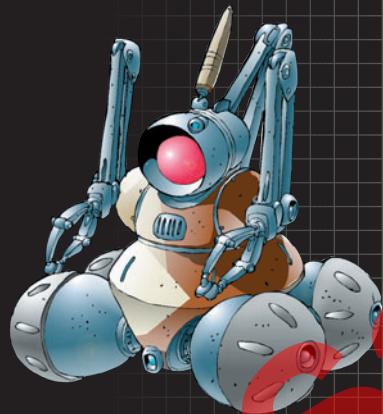


# Technical Manual

## Art Gallery

Science fiction implies technology, and Heavy Gear is particularly concerned in this regard. It made sense to dedicate a whole book to explaining the basic assumptions and principles on which the technology of the game universe is based.

The Technical Manual required more design work than any of the books done so far. It also forced us to sit down and work out the intricate details of the Gears, which helped make them more consistent and believable.



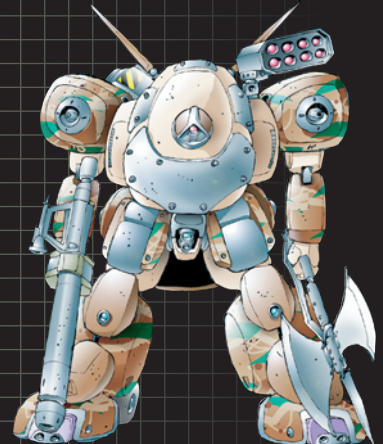
# Duelist's Handbook



## Art Gallery

The Duelist: a lone heroic figure, stepping forward to defend the lives and honor of his people. This terrific subject was bound to make a great book, and gave us the opportunity to delve a little more into the Terranovan culture and psyche.

Art-wise, the book features several Gears equipped with melee weaponry. The setting of the book also gave us the opportunity to work on some detailed maps, developing techniques that would come in handy later on.

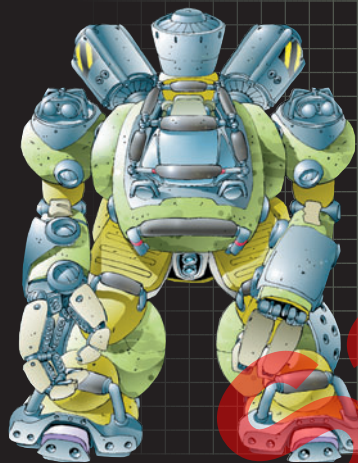


# Tactical Field Support

## Art Gallery

Players are always clamoring for more rules and more options, so we had little choice but to give it to them. The Tactical Field Support manual contains additional rules to make the integrated battlefield an even deadlier and more complex place.

Apart from the plethora of new artillery and support vehicles, there wasn't a lot of design work to do for this one. That allowed us to spend a little more time on the illustrations and schematics, and it shows.





# Design Works

**Heavy Gear** is the result of nearly two years of collective development. The foundations for the world of **Heavy Gear** were laid down in September 1993, when we sat down over coffee to jot down some notes and scribble sketches about a world that was waiting to come out. In the months that followed, the game designers worked on the Silhouette game engine while the writers and various creators brainstormed to merge everyone's ideas into one harmonious whole. Not much later, inspired by various excellent British TV series (Dr. Who, Blake's 7, Red Dwarf) and Babylon 5, we came up with the concept of the over-arching storyline and developed ways to adapt it to a game universe in a consistent, believable manner.

The universe evolved rapidly. We knew we wanted "giant robots," but we wanted them to make sense. They had to be smaller than traditional Japanese mecha, more functional and built to last. We needed something closer to human proportions, something which would not dominate the battlefield but would turn an ordinary soldier into a sort of super-infantry. Something that would be closer to super-equipment, super-gear. From there, we were a step away from the name of those vehicles: Gears...

We wanted the Gears to be very cool, so we got started on them even before we knew exactly just how they would work. After viewing a tape on the real-world V-engine, we snapped our fingers and said, "THAT'S the perfect engine for a Gear! It's simple, it's reliable, it's easy to maintain and it runs on any combustible fluid." And so, the Gears came to have the V-engine in their backpacks. Sketch after sketch, the machines took shape. As the world evolved around them, we decided that hard, gritty science fiction would be the norm. The overall technology would be patchy and imperfect, but cool-looking. The Gears themselves are a perfect example of this: a super-advanced computer (actually, a neural net) in an old-tech body with nuts and bolts everywhere.

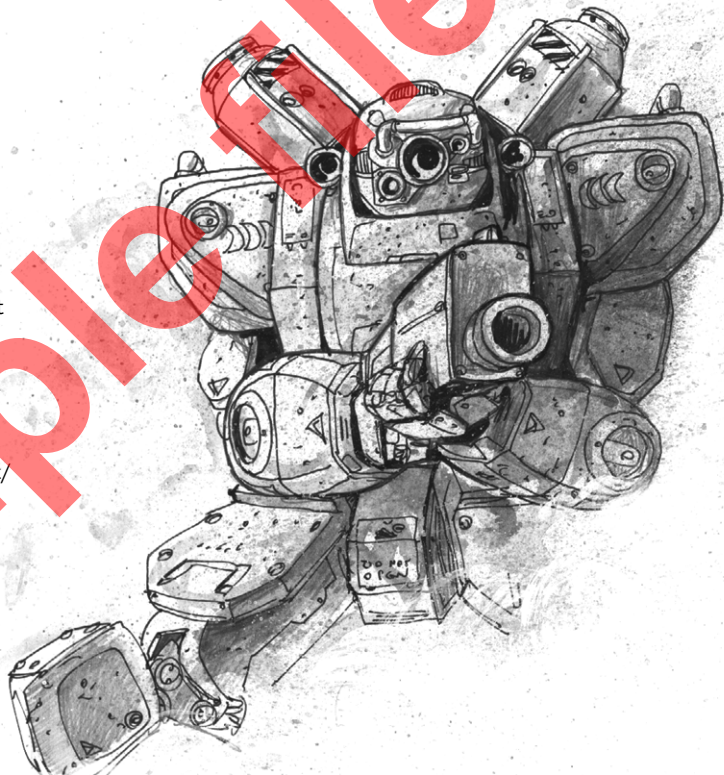
In order to create a consistent universe, a lot of material has to be developed, but customers only get to see the tip of the iceberg. This book contains selected sketches and never-before seen illustrations from our files, so that you may get a glimpse at the other material that was developed for **Heavy Gear**.

# Developing the Artwork



The first thing we had to find out was what was the best art medium to produce the style we wanted to give the book. One of the things we tried was what we refer to as the “ink wash” method. The drawing is first done in pencil, then lightly and roughly inked. Both the details and the shadows are created through repeated applications of diluted black China ink, with corrections and highlights being added later with white paint. Surprisingly, this method, although somewhat messy, requires little time; senior artist Ghislain Barbe got quite good at it, and managed to turn out about four to five pieces a day.

Upon placing them in the test layout, however, we didn't get the effect we wanted to achieve. Sure, it was gritty and war-like, but it didn't look very futuristic. There was also the problem of detail — in short, there was very little. So we went back to the combination line art/computer coloration method that was so effective for **Heavy Gear Fighter**. Many of the early ink sketches were later redrawn and computer colored, as you'll see in the following pages.



# Ink Artwork



The head unit of a *Grizzly* fire support Gear. ▲

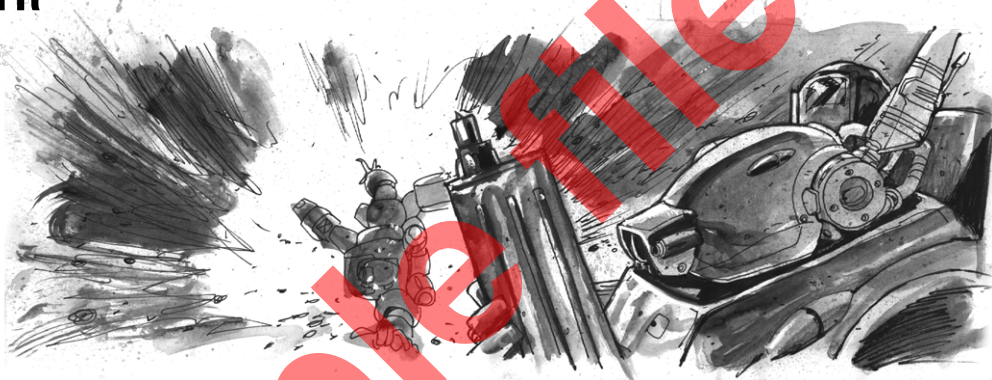


A cadre of *Black Mambas* opens fire on the enemy. ▲

# Ink Artwork



Gears traveling past a stonehead. ▲



Gears weather artillery fire during the War of the Alliance. ▲



Infantry assaults an enemy position, again during the War. ▲

# Ink Artwork



A mixed force of Gears and infantry spreads out in a Badlands desert. ▲



Redjackets flying over a Grizzly. ▲