

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

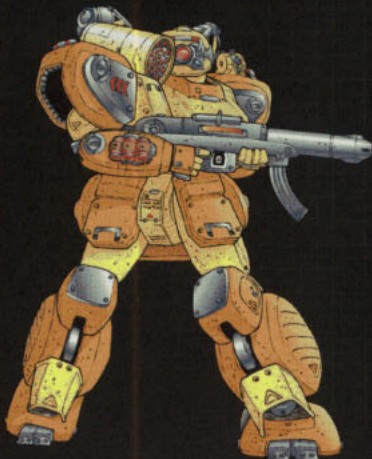
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Heavy Gear Rulebook

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



Art Gallery

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.

