

THE ART OF THE
**MASS
EFFECT**
UNIVERSE



INCLUDES ART FROM
**MASS
EFFECT 3**

INTRODUCTIONS BY
CASEY HUDSON AND DEREK WATTS

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ASHLEY WILLIAMS

Ashley, Kaidan, and Liana were meant to be love interests throughout all three parts of the trilogy. After taking them away from players in *Mass Effect 2*, they were ready for a passionate return in *Mass Effect 3*. For Ashley's reappearance in the series, we let her hair down and gave her sex appeal, while keeping her in a uniform that introduced the new Alliance colors. Ashley first bumps into Shepard as an Alliance officer on Earth, so her iconic look is a stylish officer's uniform, but later she will don a full set of armor.



We tried many hairstyles for Ashley. Ultimately the team decided on a less formal look, appropriate since she and Shepard are well acquainted by *Mass Effect 3*.





KAIDAN ALENKO

Kaidan's armor in the original *Mass Effect* was hardly memorable. We wanted to change that. The team bulked him up to show that he's seen a lot of action and is ready to fight in the biggest war the galaxy has ever seen. The armor went through many slight changes as we figured out the Alliance colors for human male characters.

We used Kaidan's head from the first *Mass Effect*, but since the design was more than six years old, we updated his look for *Mass Effect 3*.

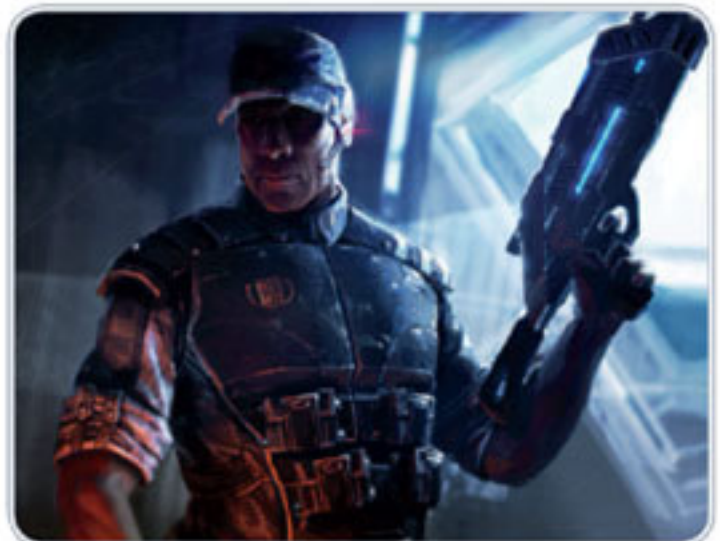
JAMES VEGA

The idea for James Vega was to create a blue-collar military officer—a heavy-muscled tank of a man. We gave his armor more heft to imply that James is an unstoppable force. The team added a beard, scars, and tattoos to make him stand out from the other Alliance marines, notably Ash and Kaidan, who are both very clean-cut.



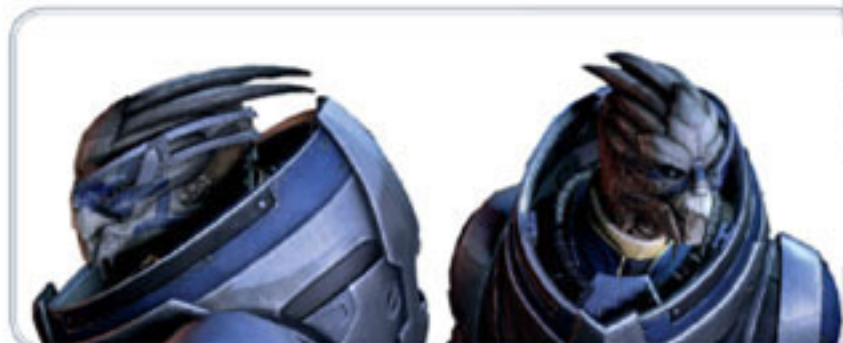
ADMIRAL ANDERSON

Admiral Anderson, heading into combat for the first time in the trilogy, donned fatigues that wouldn't look out of place on the battlefield but would also reflect his rank.



GARRUS VAKARIAN

We added silver to Garrus's signature blue-and-black armor to reflect his new rank. His eyepiece was slightly altered, and we added more detail to his armor. The idea was for Garrus to look familiar, but with heavier armor to withstand the battles he'd be facing in *Mass Effect 3*.





LIARA T'SONI

Fans are most familiar with Liara wearing her medical outfit from the first *Mass Effect*, but we instead chose the outfit she wore in the *Lair of the Shadow Broker* downloadable content for *Mass Effect 2*. The jacket is a reminder of her background in science, while the more armor-like pieces get across that the galaxy is at war, and even civilians must join the fight.

