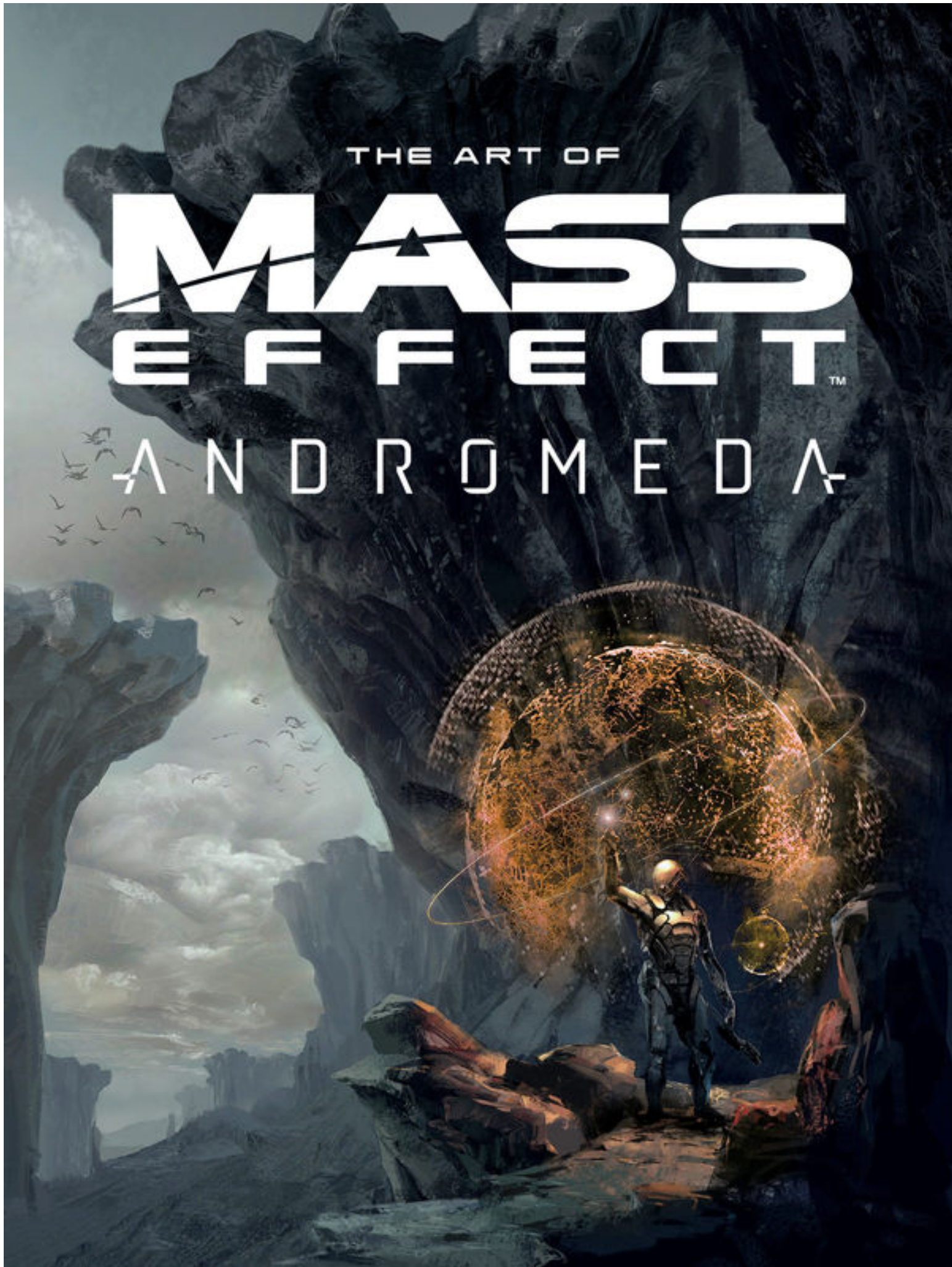


THE ART OF

MASS EFFECT™

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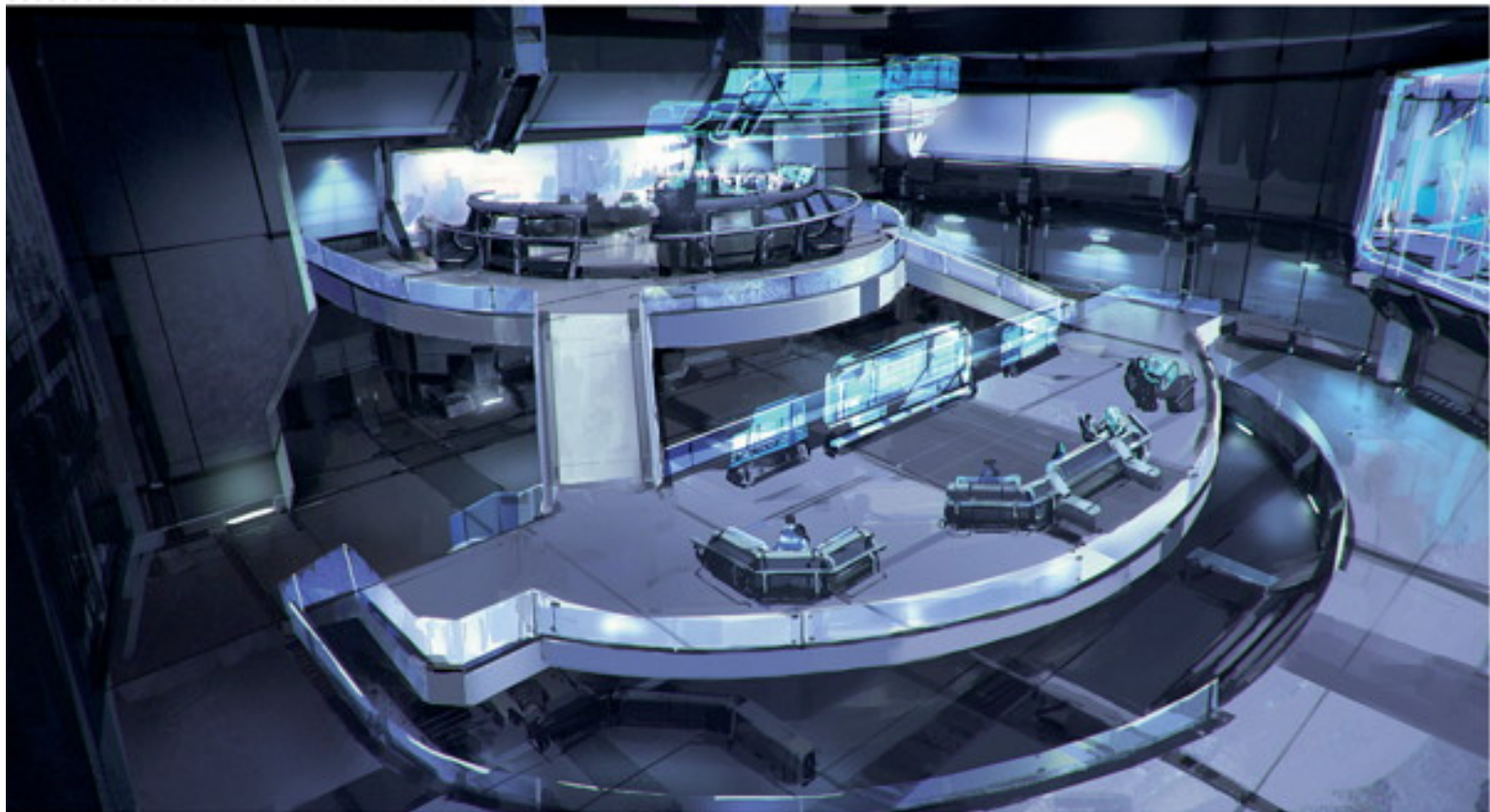
BS: These were some of the first ideas we were playing around with in the early concept phase of designing the Pathfinder. We were focusing our attention on creating more "tactile" elements while trying to integrate some new technologies with the suits. You can see some of these ideas represented in the melee tool on the right arm, and the scanning and information devices on the left arm.

We wanted the Pathfinder to feel more like an explorer and less like the soldier that Shepard was. The images on the facing page were especially fun to do because there was more of an emphasis on an impression or feeling of a character rather than a straight-on full-body blueprint concept.

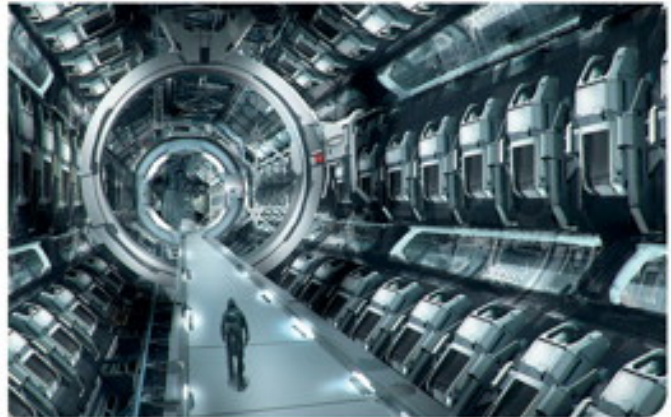




HL: These versions of the Pathfinder are closer to what we ended up with. There are a lot of things from the top image that made it into the final Pathfinder model, including the asymmetrical backpack.



JM: These were our initial concepts for both the Nexus operations center and the *Hyperion* bridge. The vistas looking out the front bay windows would be the point of interest for each room. For the ops center, we wanted to keep the layout fairly organic, so we decided to use the radial floor plan.



JM: Above is the meeting room concept for the *Tempest*. The main hook for this area was the wide panoramic window that encompassed the room. Having a full 360-degree view updated with each system within which the *Tempest* is parked would provide plenty of variety each time we revisited this room. All of the elements and designs within the room would echo this shape. Below are the early sketches of what would eventually be our *Hyperion* cryogenics bay. This was the first major set piece we'd see in the game, so it was important for it to have a memorable graphic design, and that it screamed *Mass Effect*!



Chris King: When exploring weaponry for the game, we initially focused on what would identify the three different factions. What technologies made sense for the creatures using them, what themes would make them stand out from one another, and what elements would elicit the player's curiosity and entice them to try new weapons? The Milky Way galaxy weapons are more grounded and familiar to players and share similarities with modern-day weaponry. Kett weapons are designed to feel much more mysterious, exotic, and oftentimes organic in construction. Whereas Milky Way weapons should feel familiar in some ways to their real-life counterparts, the kett weapons are intended to make players curious about their function. Outlaw weaponry tends to be less sophisticated and elegant than that of the other factions, but no less potent. In the same way the outlaw faction is made up of a hodgepodge of various aliens and races, outlaw weaponry also features lots of different elements and components that have been combined or repurposed for their functionality.



JB: The krogan shotgun was another one of the early weapon concepts, and the bayonet blade in front went through a bunch of changes. One of the considerations with all *Mass Effect* weapons is that they have to be able to collapse into easily carried compact forms, so another challenge with this weapon was its size. It was designed as a krogan's shotgun, but we had to keep in mind that a human might also use it.



JB: Cora's shotgun might be my favorite weapon in the game. I really like the simple, classic lines. It looks futuristic, and has easily readable old-school *Mass Effect* lines. The concept was very clean and believable, and it is definitely a weapon of which I'd love to have a replica.



HAVARL

JM: These are concepts for our metallic level. This is where we really deployed the idea of low gravity. We went with the notion that the magnetic poles were somehow affecting these metal rocks, which caused them to migrate over great distances through the terrain and eventually elevate up into the atmosphere. This provided some great scale and really dwarfed the player in the environment. This helped us sell the idea that we're the aliens here.

