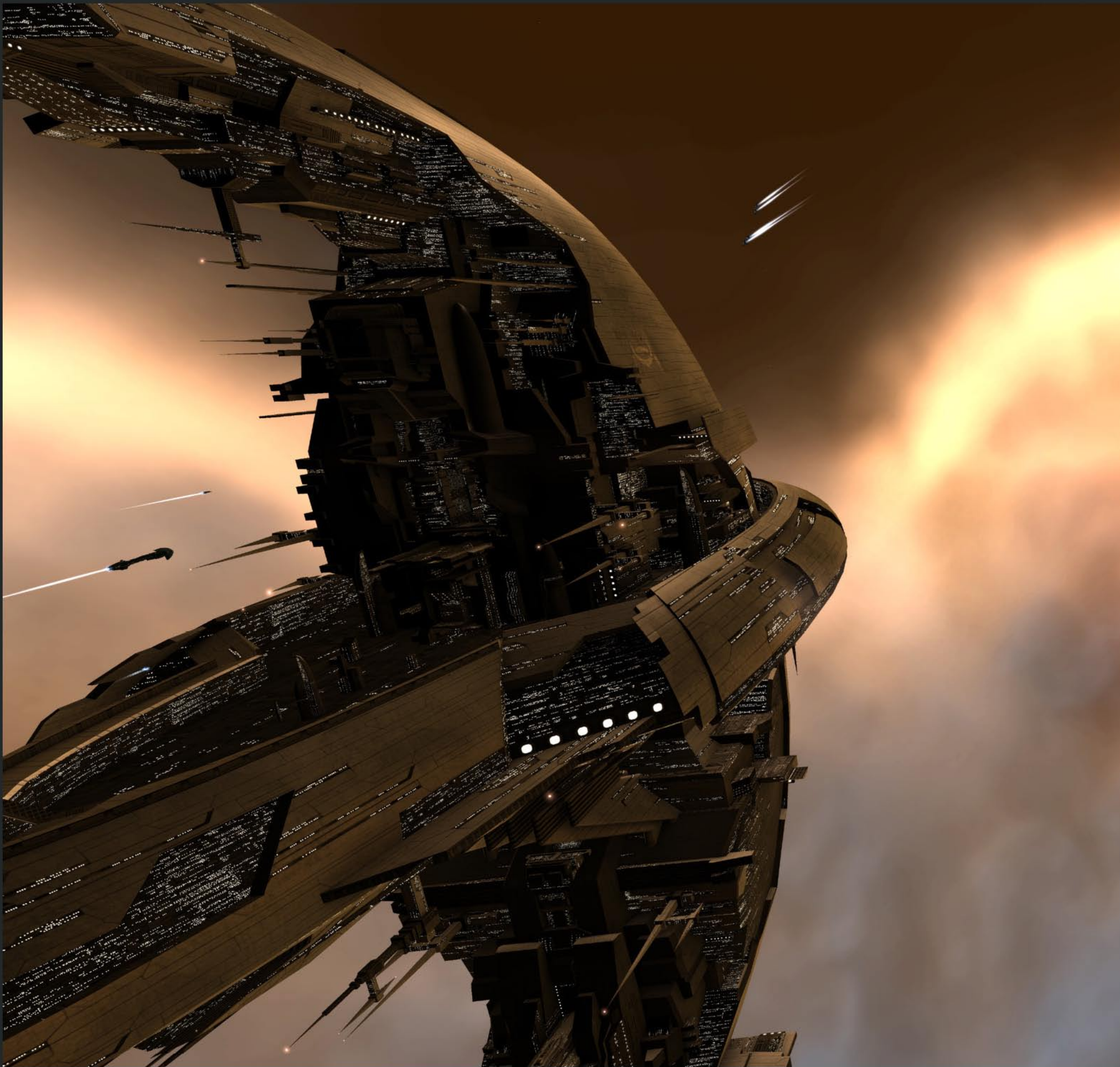
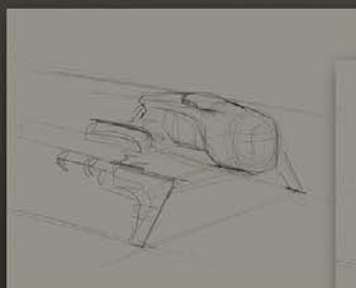


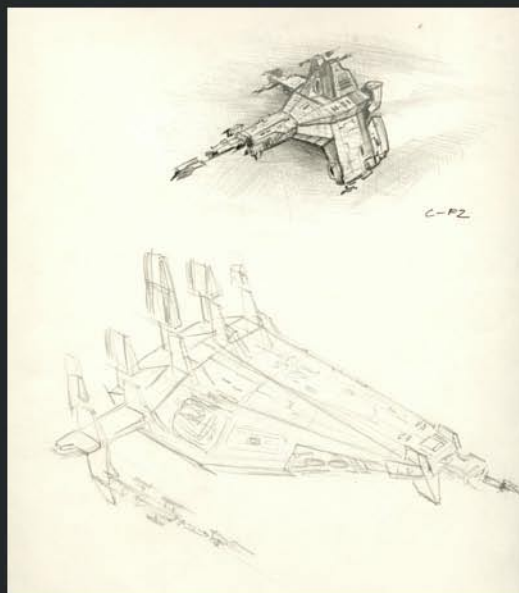
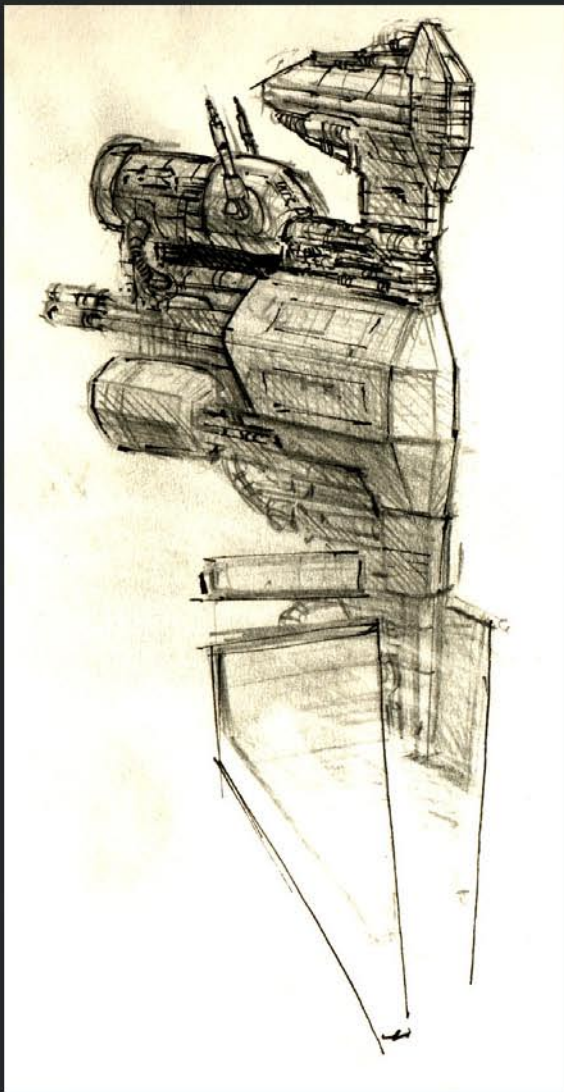
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SHIPS >> TRISTAN

With the Gallente vessels especially, we were really trying to break down perceptions of what a traditional spaceship should look like, and because of that, some of the first designs were much more experimental. Actually, the Tristan was originally designed to have some kind of Battle Mode, in which the fins would fold back, and once the ship went into combat, they would go out again.

— KÄRI GUNNARSSON, art director

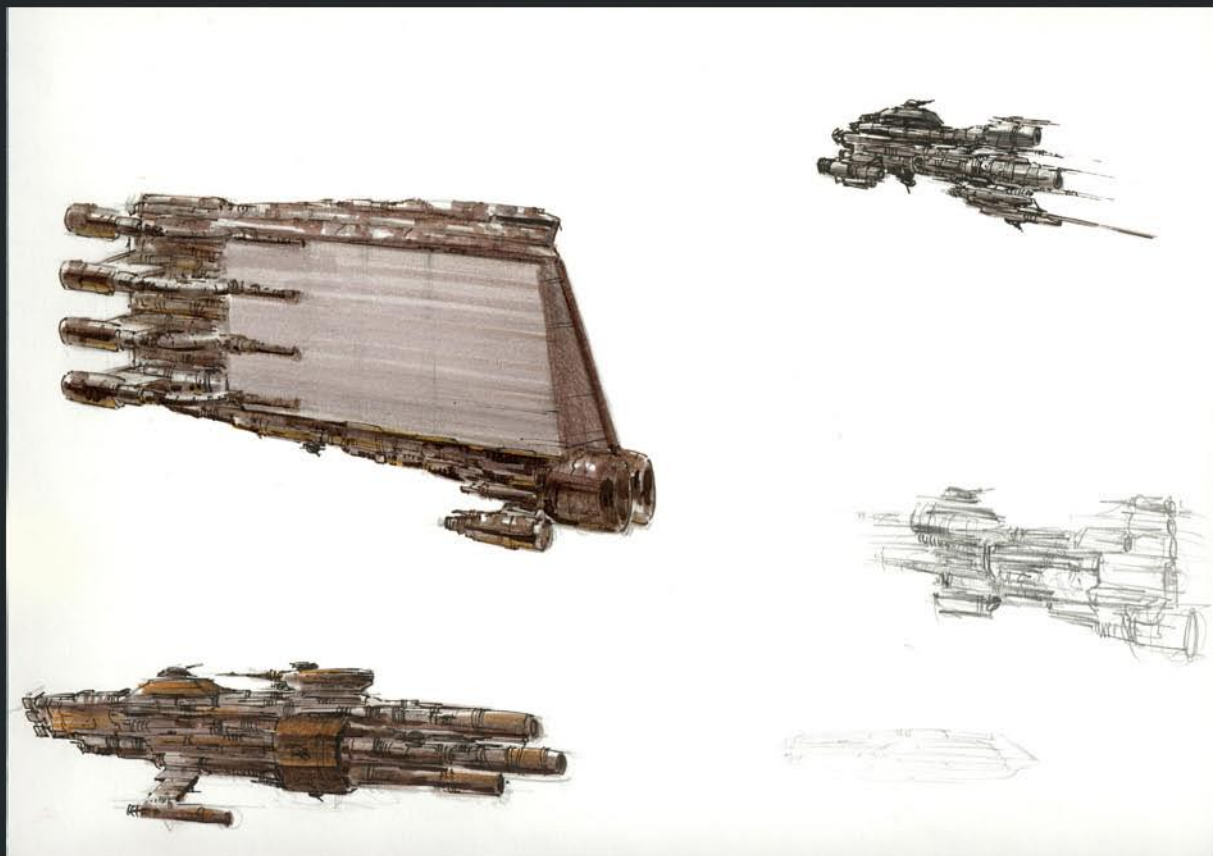
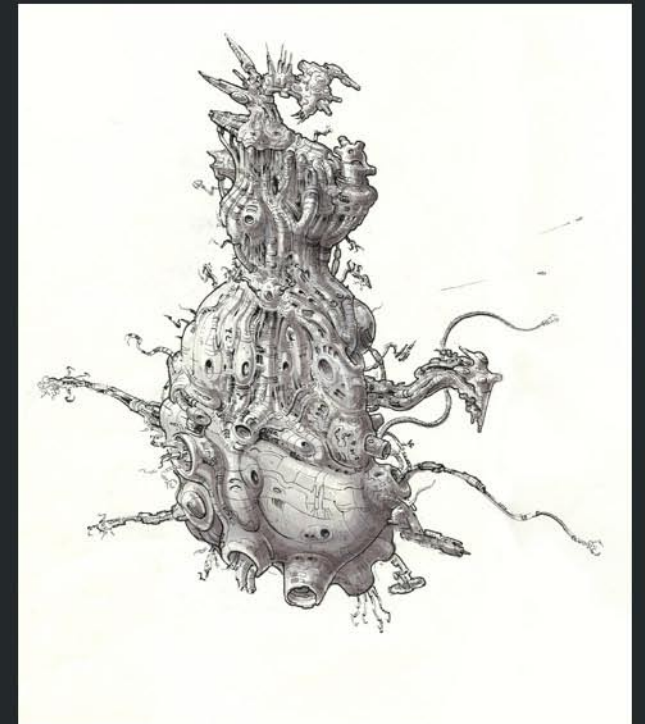
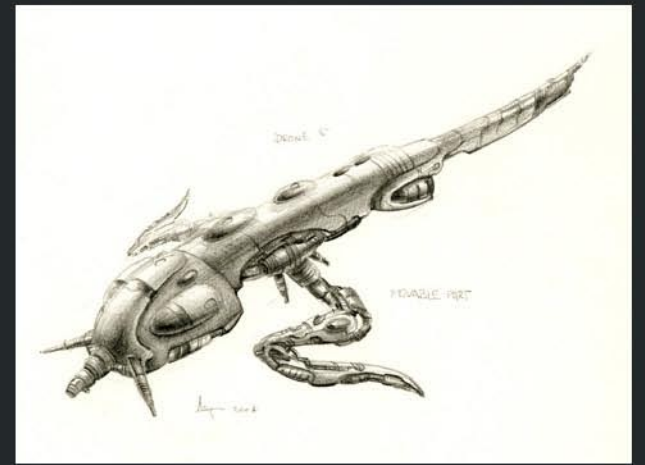
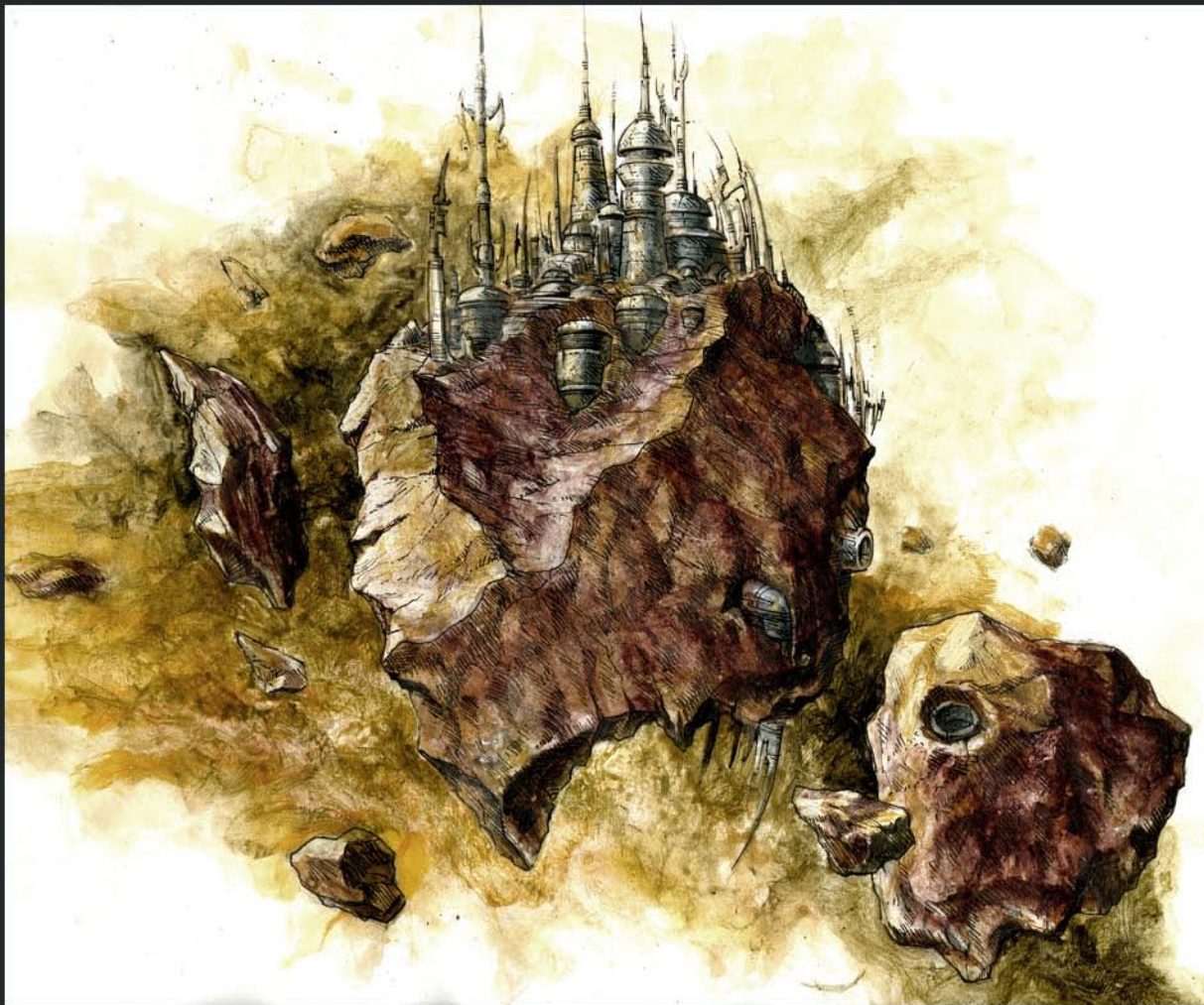


SHIPS >> EXEQUOR

The first design for the Gallente Exequeror cruiser was initially planned to be a battleship, but when we built it, it didn't look big enough, so we changed it to a cruiser as it seemed a more appropriate design. During those times, nothing was so strictly designed that we couldn't change things, and a few ships were changed like that. In EVE's expansions, it's been a lot more rigid, a lot cleaner in the way we work with.

— KÁRI GUNNARSSON, art director





Drones are actually a very conceivable threat. We've all heard about nanotechnology going awry and the dangers of having self-replicating machines – and this was very much the inspiration for rogue NPC drones.

— REYNIR HARDARSON, creative director



ART DEPARTMENT

We have changed the focus of the art department in recent years, from doing 3D work - even though we have 3D artists - to now working on doing concept art, simply because we want to specialise in designing and creating things conceptually. Because of the standards we have today - with 3D models numbering millions of polygons - we would have to keep a 100-person studio to handle it all. The problem is that 3D modelling requirements are seasonal, which is why outsourcing is feasible.

— KÁRI GUNNARSSON, art director

