

Mil Nyx

**TERRANOVA 2466**

# Outline

1. Discovery
2. Team
3. Nyx Specs
4. Early sketches & choice
5. Sketch Detail
6. 3D Shape
7. Outer shape
8. Inner layout
9. Habs & Components

Discovery

# MIL AEROSPACE

## Lineup of Ships

### Cargo

- Kratos Lite
- Size: Small
  - Cargo, Frieght
  - Multi-role/crew
  - 72 m
  - Crew: 2- 6

- Kratos
- Size: Medium
  - Cargo, Frieght
  - Multi-role/crew
  - 72 m
  - Crew: 3 - 9

- Kratos Max
- Size: Medium Max
  - Cargo, Frieght
  - Multi-role/crew
  - 72 m
  - Crew: 2- 6

### Exploration

- Nebula Mini
- Size: Small
  - Exploration ship
  - Multi-role/crew
  - 72 m
  - Crew: 2- 6

- Nebula
- Size: Medium
  - Exploration ship
  - Multi-role/crew
  - 99 m
  - Crew: 3 - 9

- Nebula Max
- Size: Medium Max
  - Exploration ship
  - Multi-role/crew
  - 120 m
  - Crew: 4 - 12

### Bounty Hunting

- Nyx
- Size: Small
  - Main Role: Bounty
  - Roles+ Medical, Stealth
  - Multi-role/crew
  - 66 m
  - Crew: 2- 4

### Nyx Variants

- Nyx Bramble
- Size: Small
  - Gunship, Tactical
  - Multi-role/crew
  - 66 m
  - Crew: 2- 4

- Nyx MedEvac
- Size: Small
  - Medical, Trauma Response
  - Multi-role/crew
  - 66 m
  - Crew: 2- 4

- Nyx Max
- Size: Medium
  - Bounty
  - Roles+ Medical, Stealth
  - Multi-role/crew
  - 72 m
  - Crew: 3 - 9

- Nyx Current
- Size: Small
  - Smuggling
  - Cargo, Stealth
  - Multi-role/crew
  - 66 m
  - Crew: 2- 4

### Medical

- Aegle Lite
- Size: Small
  - Cargo, Frieght
  - Multi-role/crew
  - 66 - 72 m
  - Crew: 2- 6

- Aegle
- Size: Medium
  - Cargo, Frieght
  - Multi-role/crew
  - 72 m
  - Crew: 3 - 9

- Aegle Max
- Size: Medium Max
  - Cargo, Frieght
  - Multi-role/crew
  - 72 m
  - Crew: 2- 6

MIL KRATOS

MIL NEBULA

MIL NYX

MIL AIGLE

## Style

Mil Aerospace embodies a fusion of:

- Technical Realism
- Modernism and Minimalism
- Futuristic design ethos
- Rich, detailed sci-fi fantasy elements

Mil Aerospace stands as a testament to human ingenuity, inviting players to explore not just the vastness of space but the bounds of their imagination.

## Design Philosophy

The design philosophy underscores **simplicity, functionality, and automation**, packaged within a sleek and modern aesthetic that captivates and inspires.

Mil Aerospace showcases:

- the advanced technology's sophistication and
- subtle elegance,

Presenting a vision of the future that is both **aspirational** and **grounded** in a believable progression of spaceflight technology.

## Tone

Mil Aerospace instills a sense of awe, desire, and mystery.

- It reflects the ship's capability for deep space exploration and
- Its role as a harbinger of future possibilities,
- marrying the elegance of its design with the practical aspects of interstellar travel.

This tonal direction encourages players to ponder the future's potential, evoking excitement for a time when such technological advancements are within reach.

<https://www.fontspace.com/landasans-font-f46854>

Link to Mil Font Landsans on FontSpace

Team

# Team



**Matthew Miller**  
**Game Director**

Canadian Executive with extensive background managing UX/UI Design, User Research and Product Management for SaaS, GUI and AI applications, he has leadership experience in building robust Product Development and Design teams. He has a personal passion for space-themed games.



**Bogdan Tefuceciu**  
**Vehicle Experience Lead**

Bogdan is a talented designer with extensive experience in crafting elegant and functional vehicles for games and various 3D environments. Having worked for large gaming titles in the genre such as Star Atlas and Star Citizen. Bogdan has a passion for inspiring future generations through his design work in vehicles

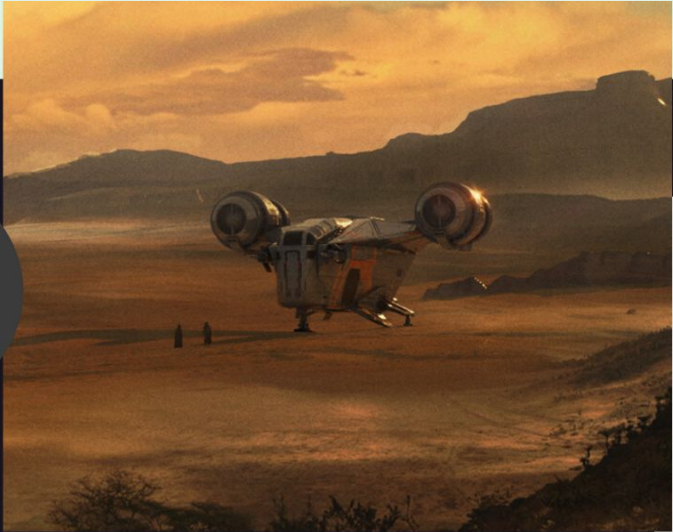
# Specifications



# MIL AEROSPACE

## Bounty Hunting, Search & Recovery Ship

- Nyx
- Size: Small
  - Bounty
  - Multi-role/crew
  - 30 m
  - Crew: 2- 4



### Bounty Hunting & Recovery

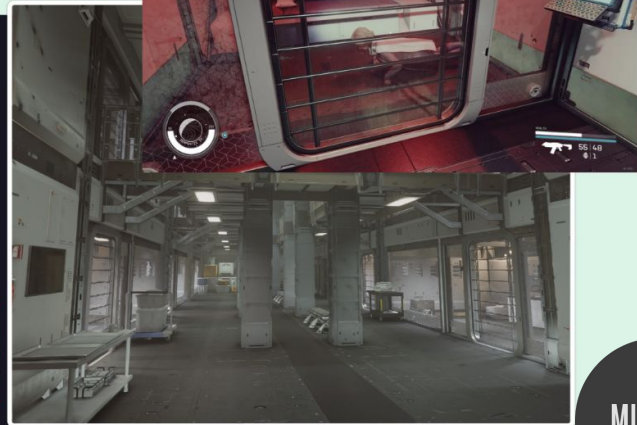
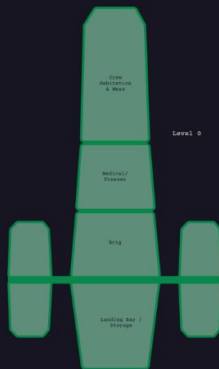
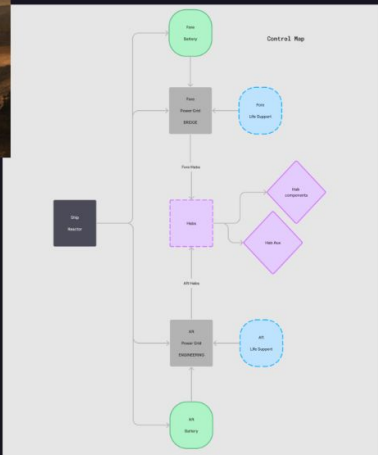
Size: Small  
 Max Crew: 4  
 1 Pilot  
 1 Engineer  
 1 Tactical/Gunner  
 1 Medical

### Needs

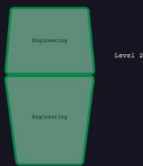
<b>Brig</b> <ul style="list-style-type: none"> <li>• Holding cell for live targets</li> <li>• Includes bunk bed, toilet, storage</li> <li>• Computer controlled door</li> </ul>	<b>Freezer</b> <ul style="list-style-type: none"> <li>• Storage for bodies recovered</li> <li>• Derelicts, Crashed sites, Caves, mission locations</li> </ul>	<b>Crew quarters</b> <ul style="list-style-type: none"> <li>• Habitation for crew rest, droid maintenance</li> <li>• Mess for relaxation, research and productivity</li> </ul>	<b>Armory</b> <ul style="list-style-type: none"> <li>• Lockers for exo-suits and PPE</li> <li>• O2 stations</li> <li>• Exo-suit workshop</li> </ul>
<b>Computer Core</b> <ul style="list-style-type: none"> <li>• Access to tracking, bounties and missing persons recovery</li> <li>• Access to cloaking technology</li> </ul>	<b>Medical Bed</b> <ul style="list-style-type: none"> <li>• Body &amp; vitals scanner</li> <li>• Robotic arms and injectors</li> <li>• Prognosis delivery/optimization</li> </ul>	<b>Workshop</b> <ul style="list-style-type: none"> <li>• Chem station to make non-lethal chems</li> <li>• Fabricator to create disguises</li> <li>• Fabricator to adjust weapons or exosuits</li> </ul>	<b>XS Vehicle Storage</b> <ul style="list-style-type: none"> <li>• 1x Hoverbike</li> <li>• 1x Explorer Drone</li> </ul>



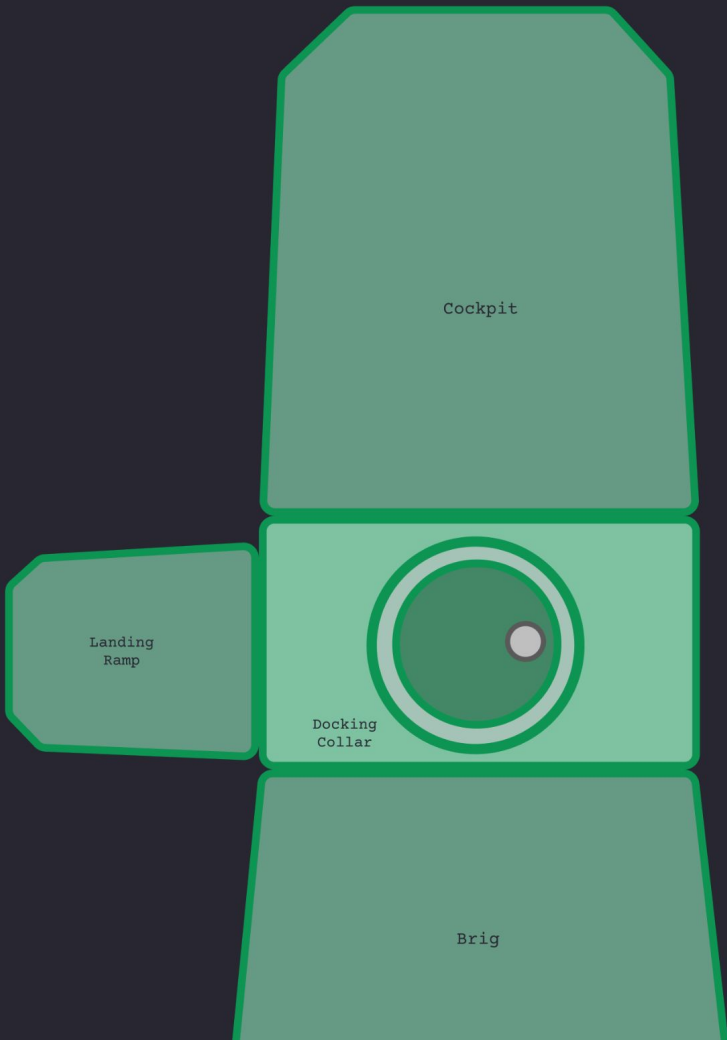
MIL NYX



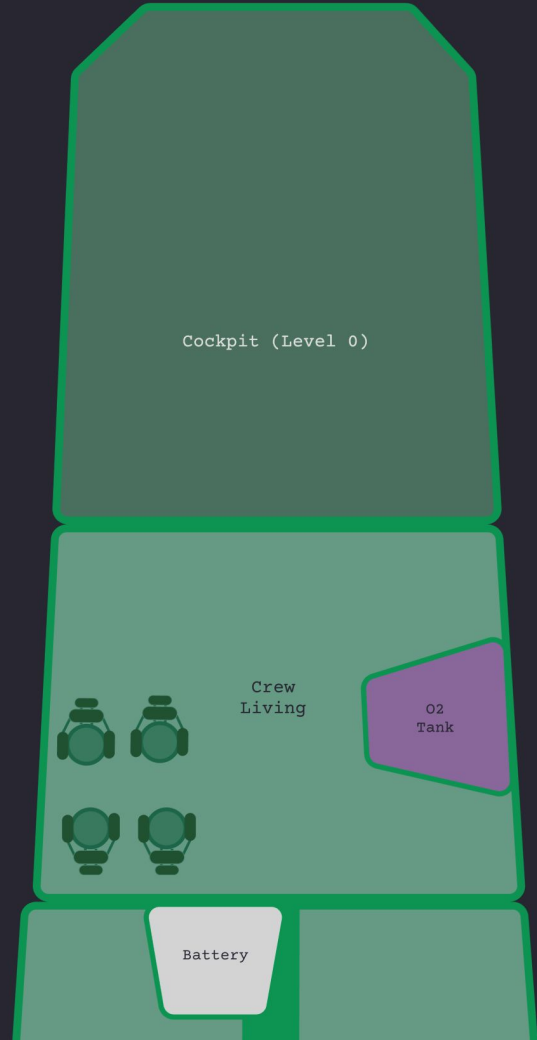
MIL NYX



MIL AEROSPACE

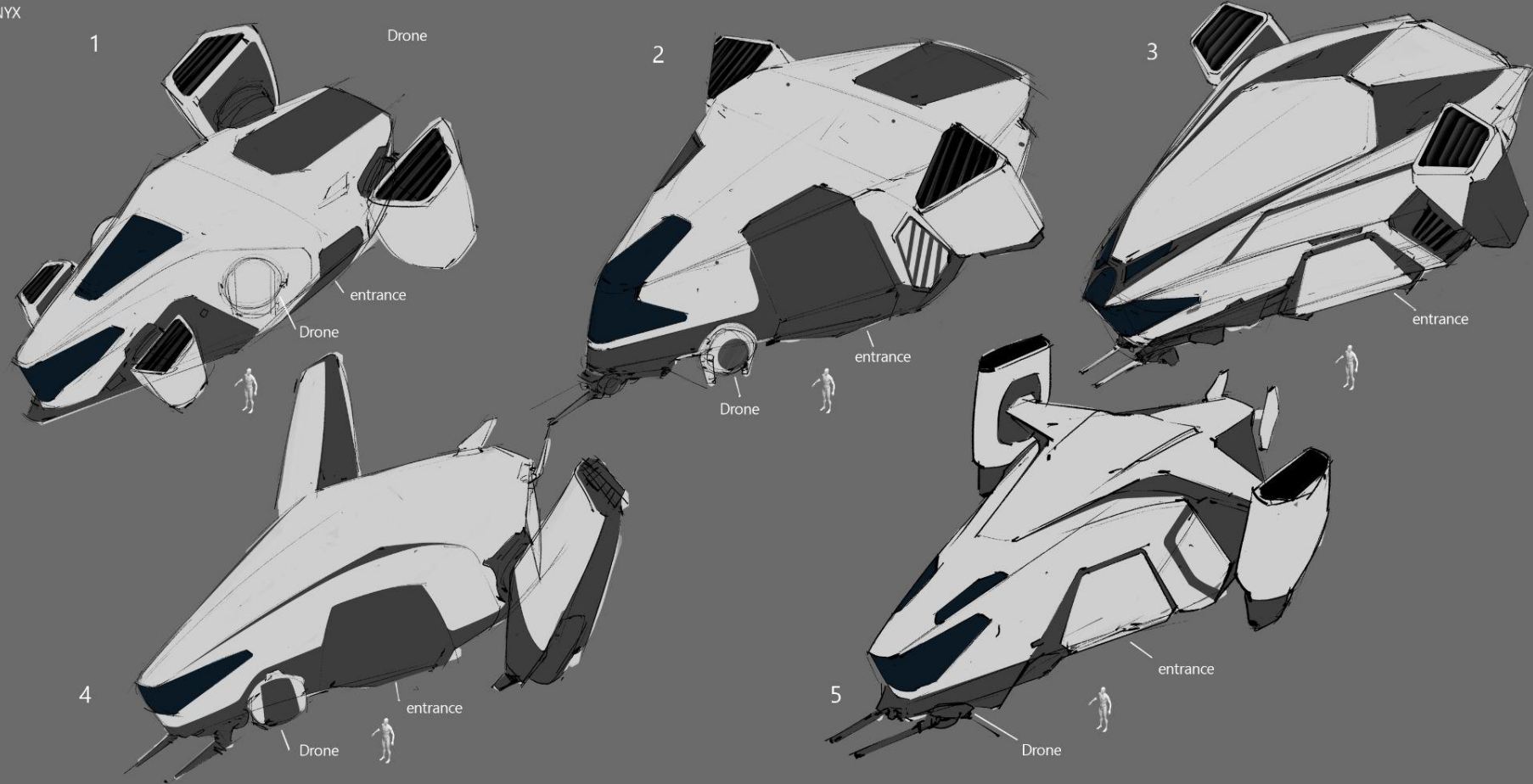


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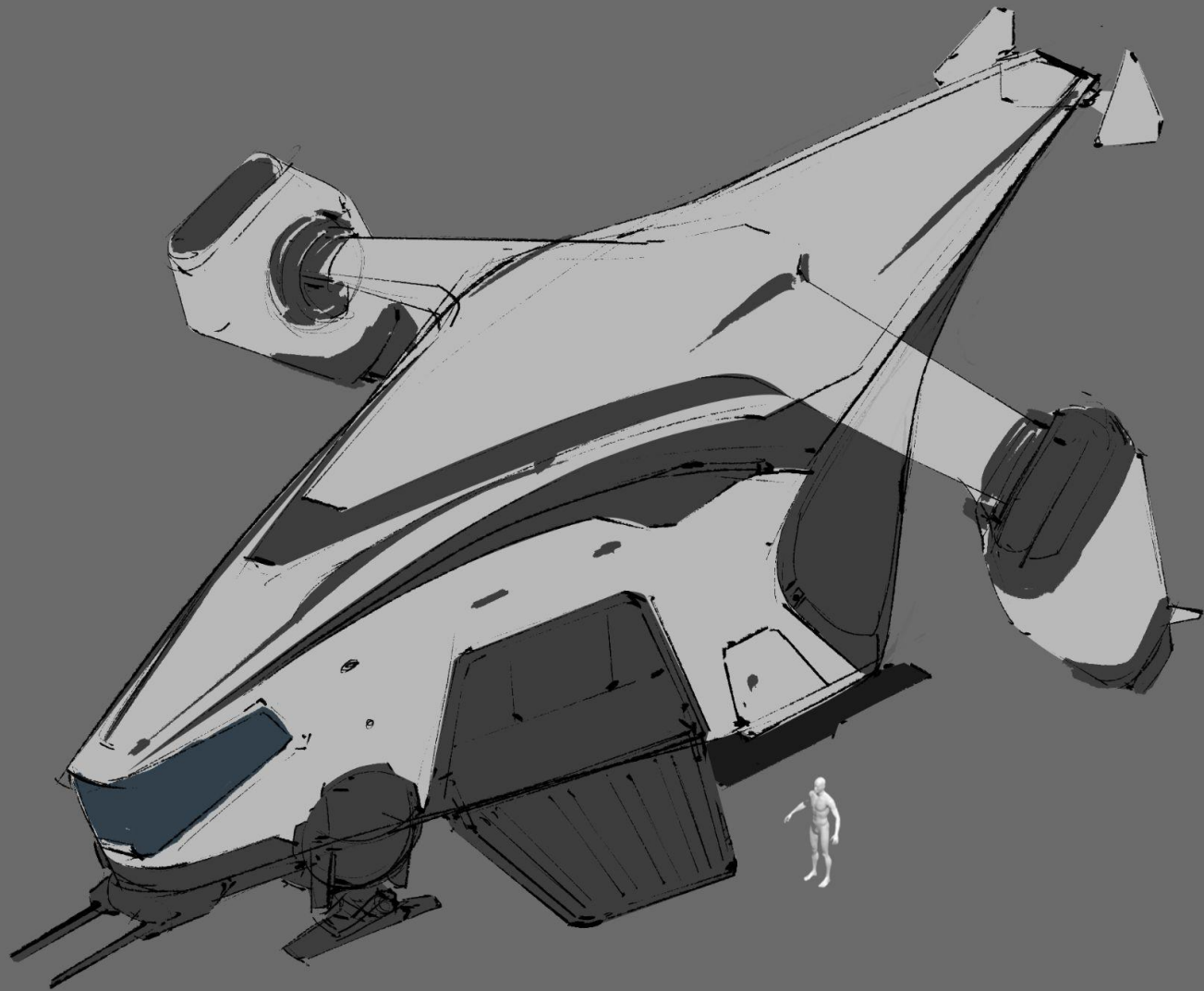


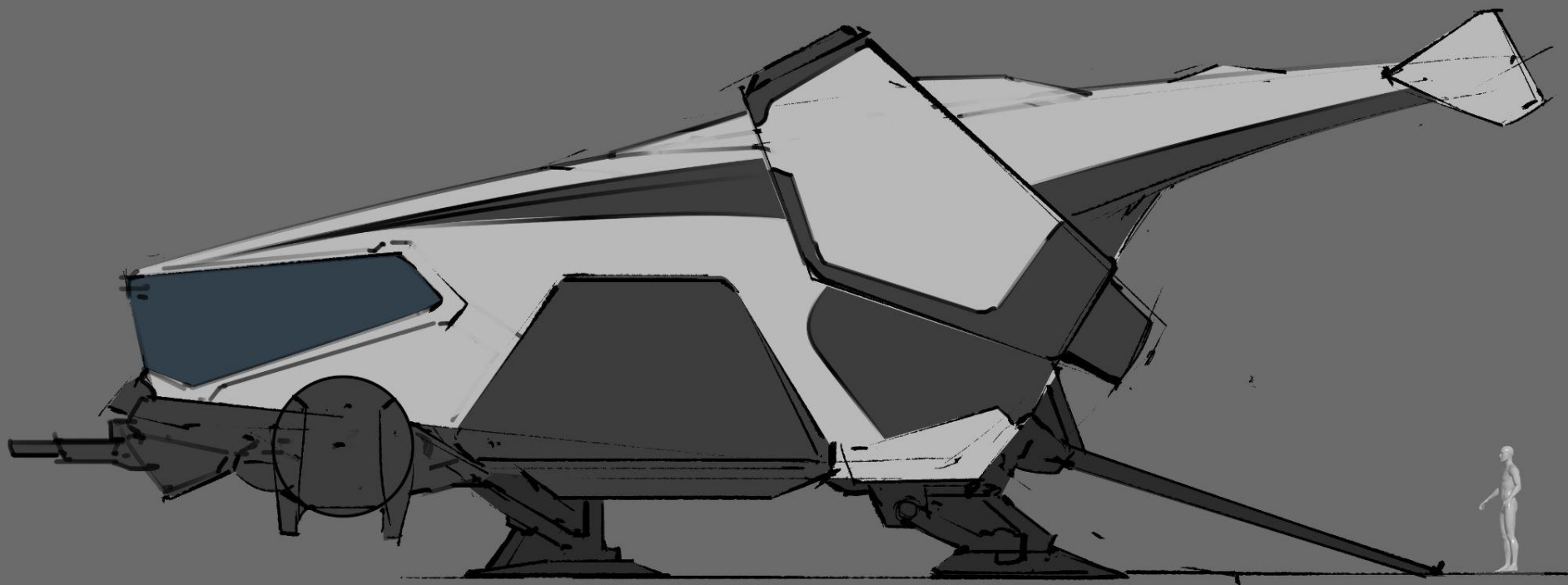
Level 1

# Early Sketches



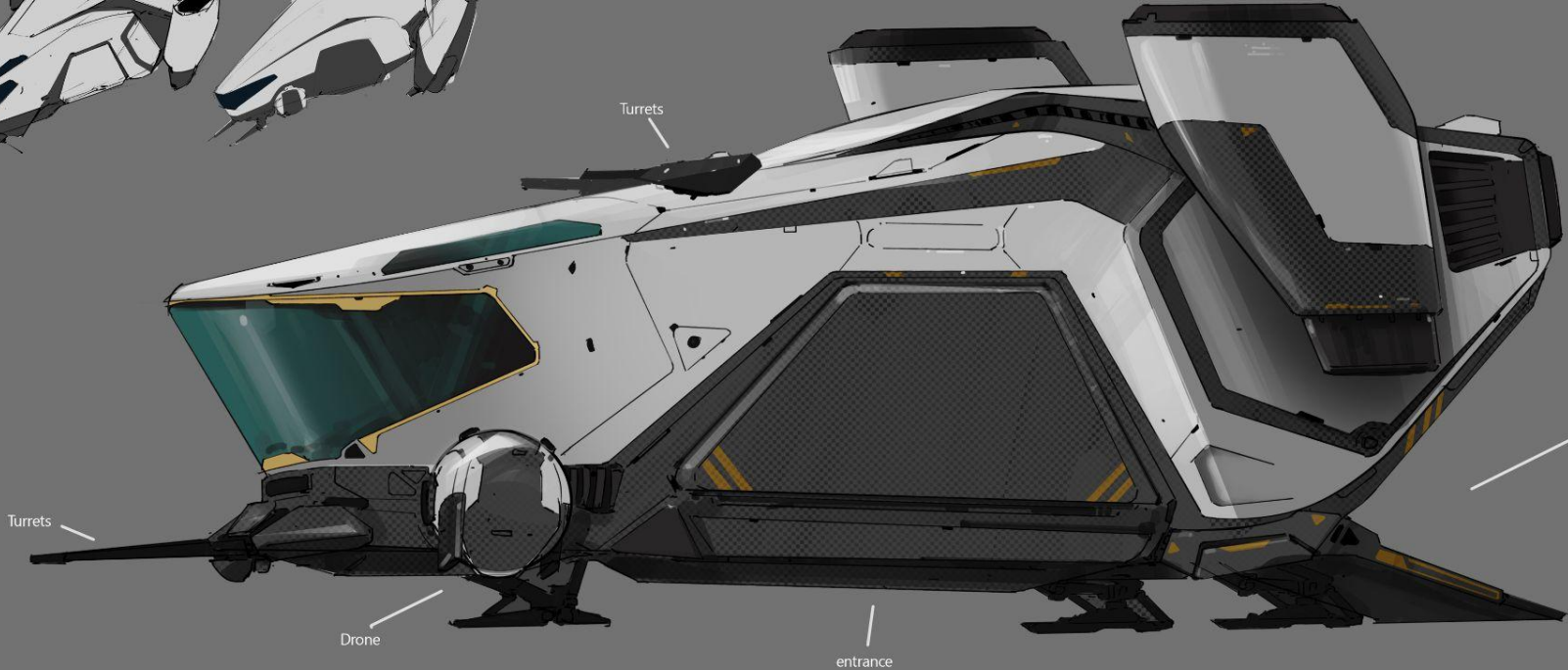
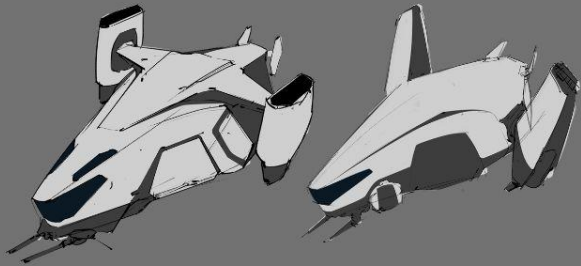
Sketch Choice







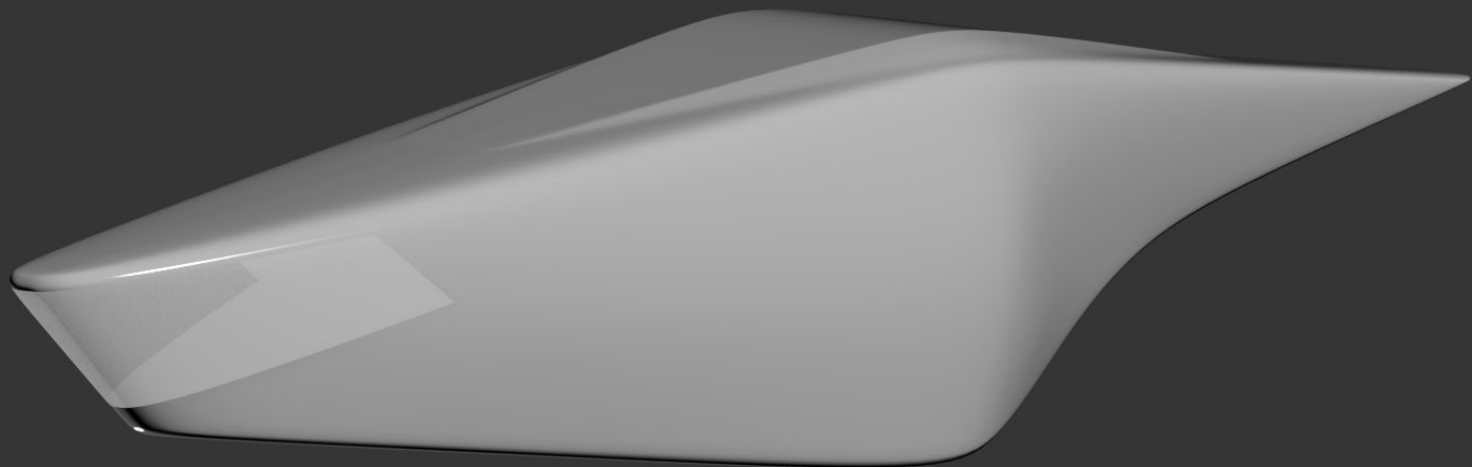
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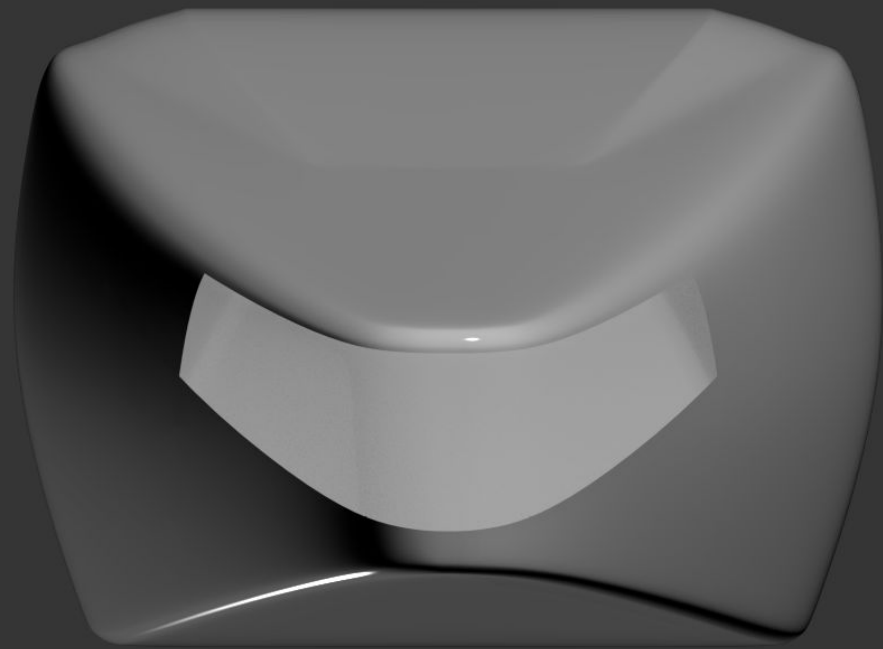


entrance

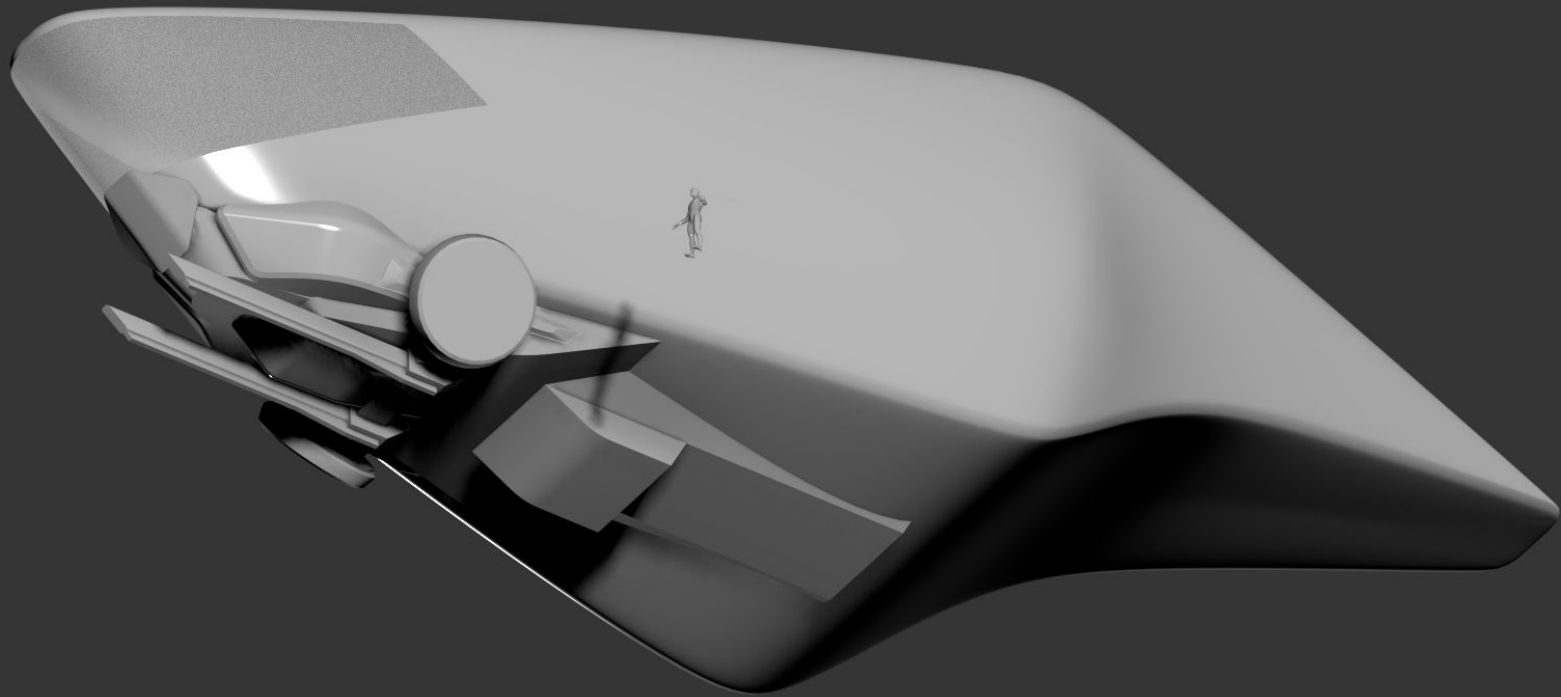


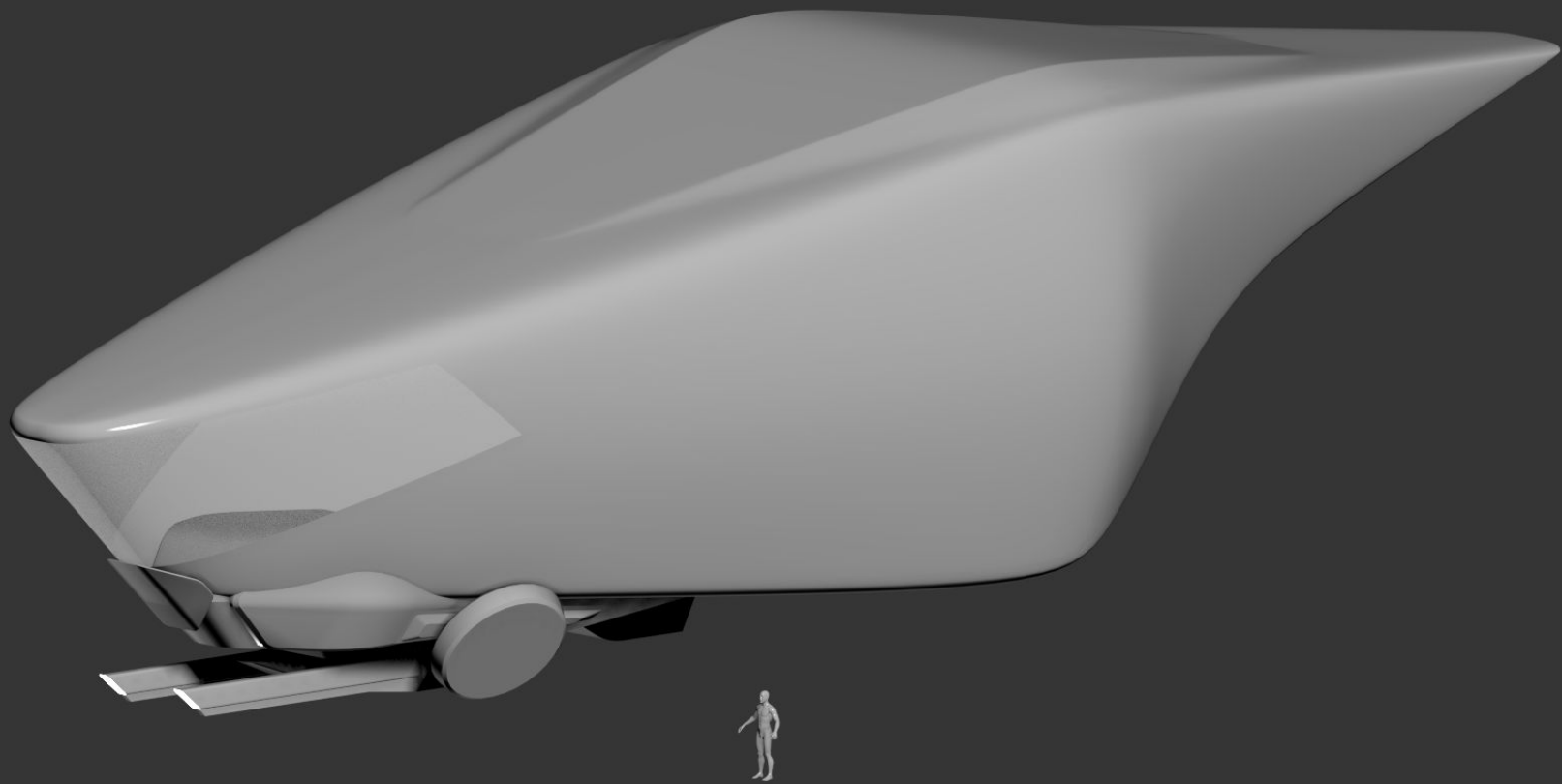
Early  
3D Flow & Form





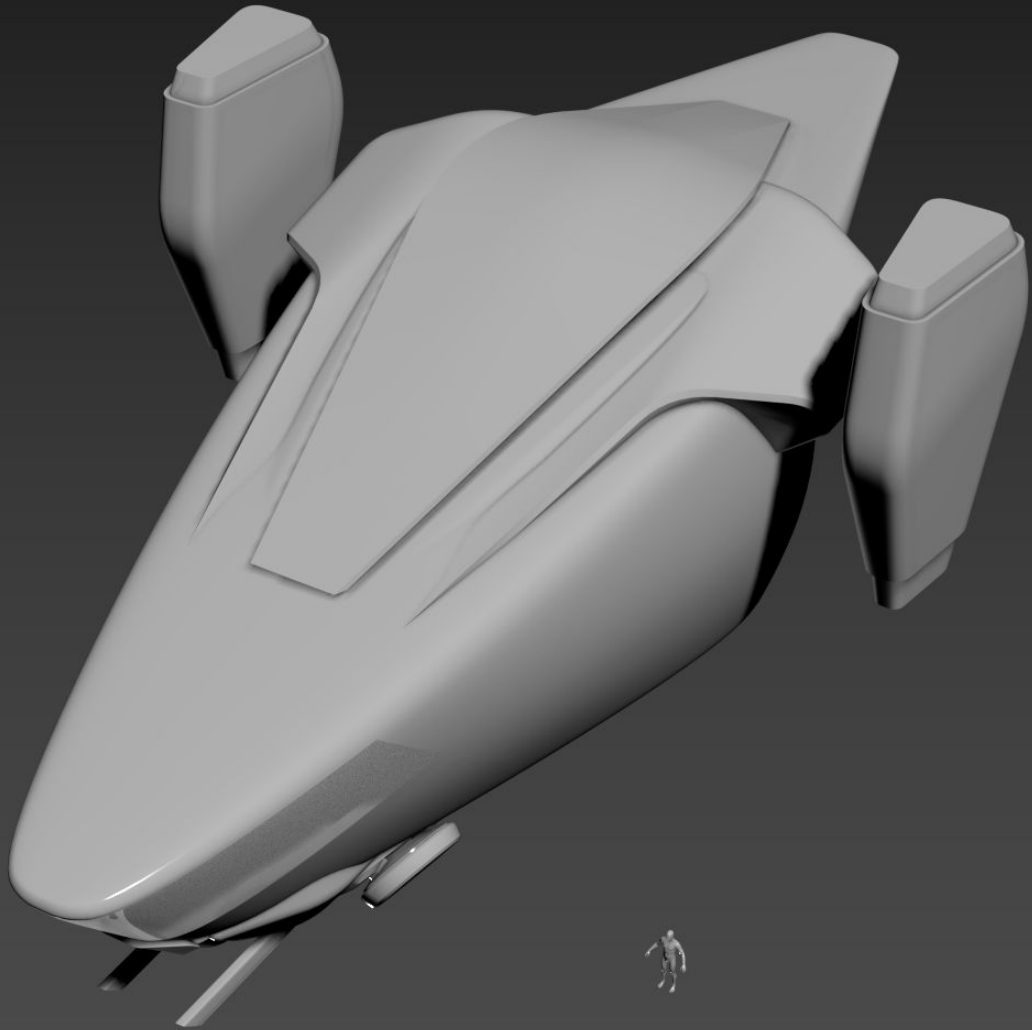
Early  
Shape & Components

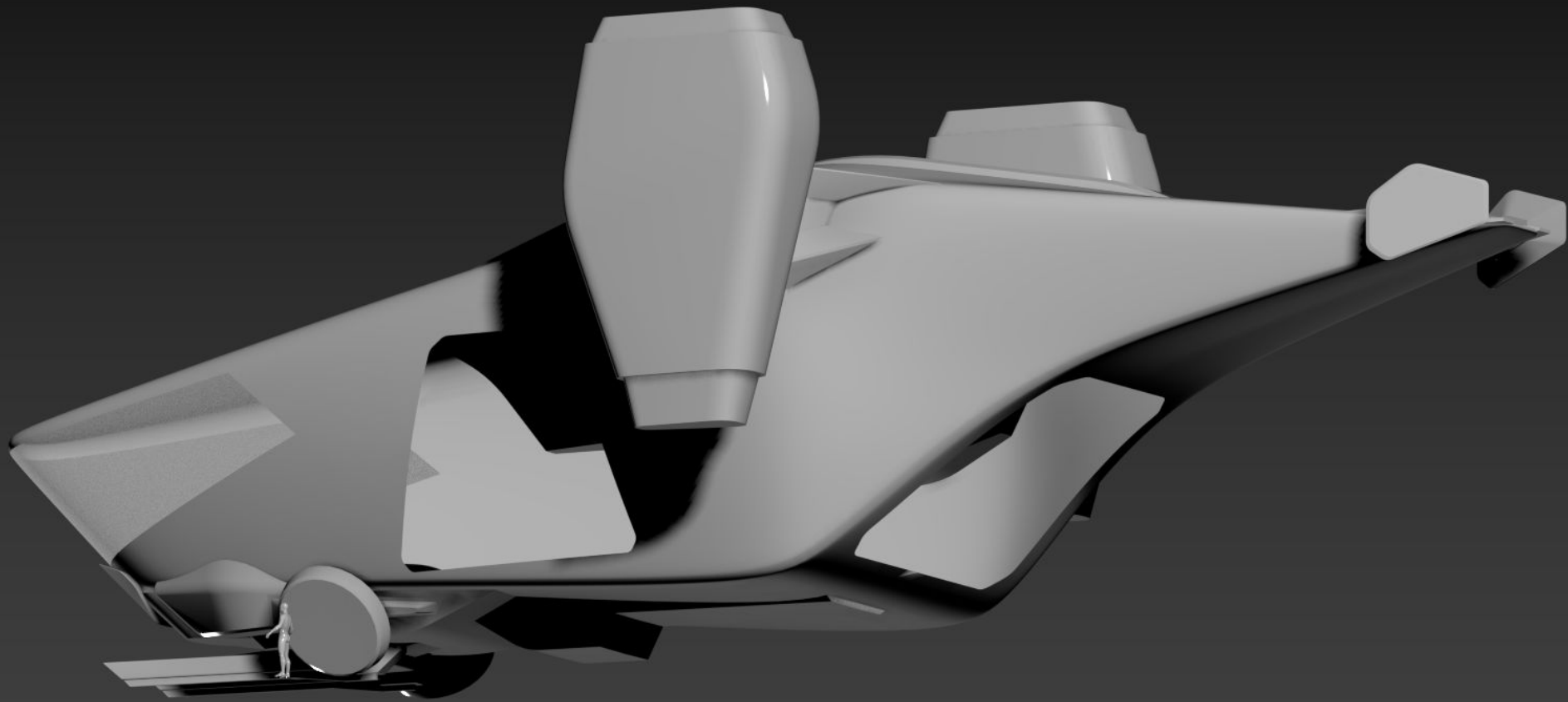


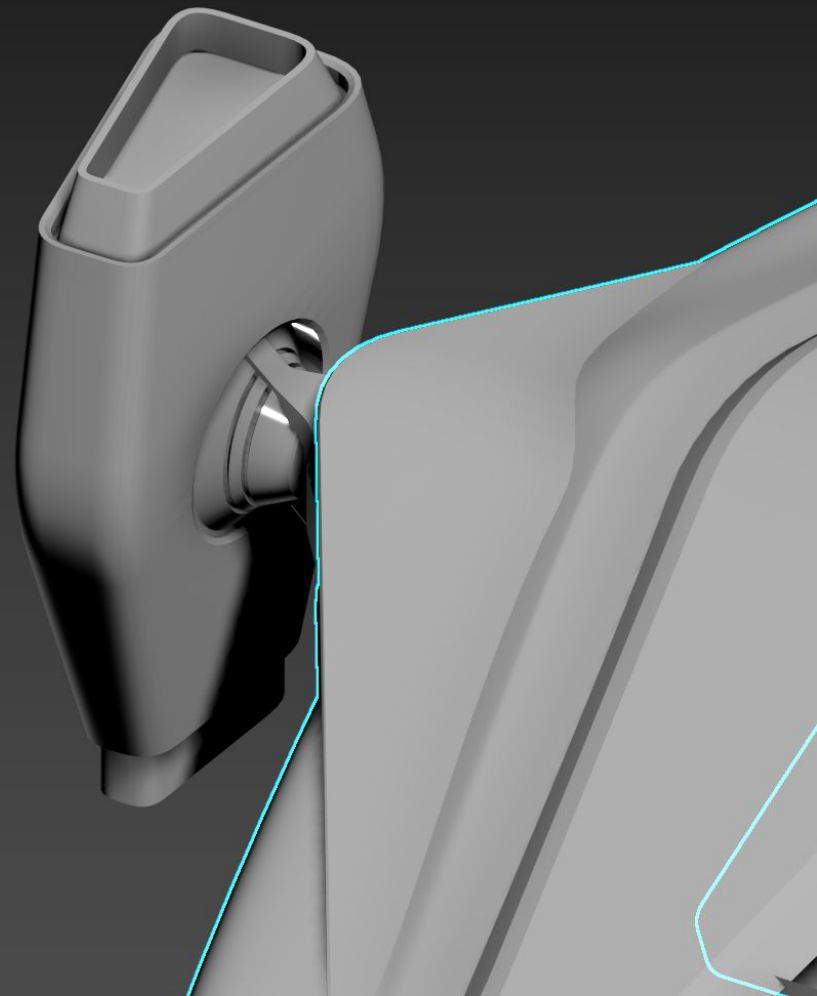
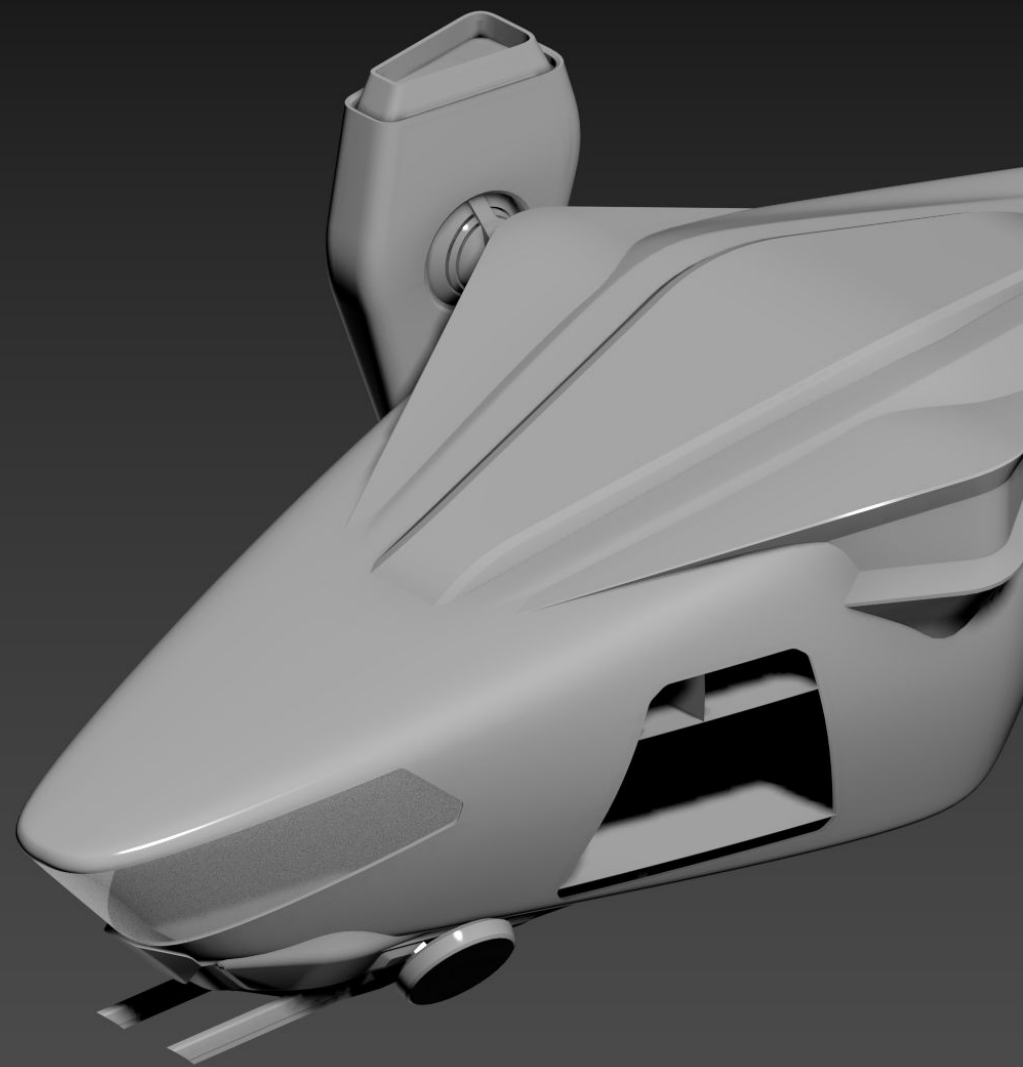




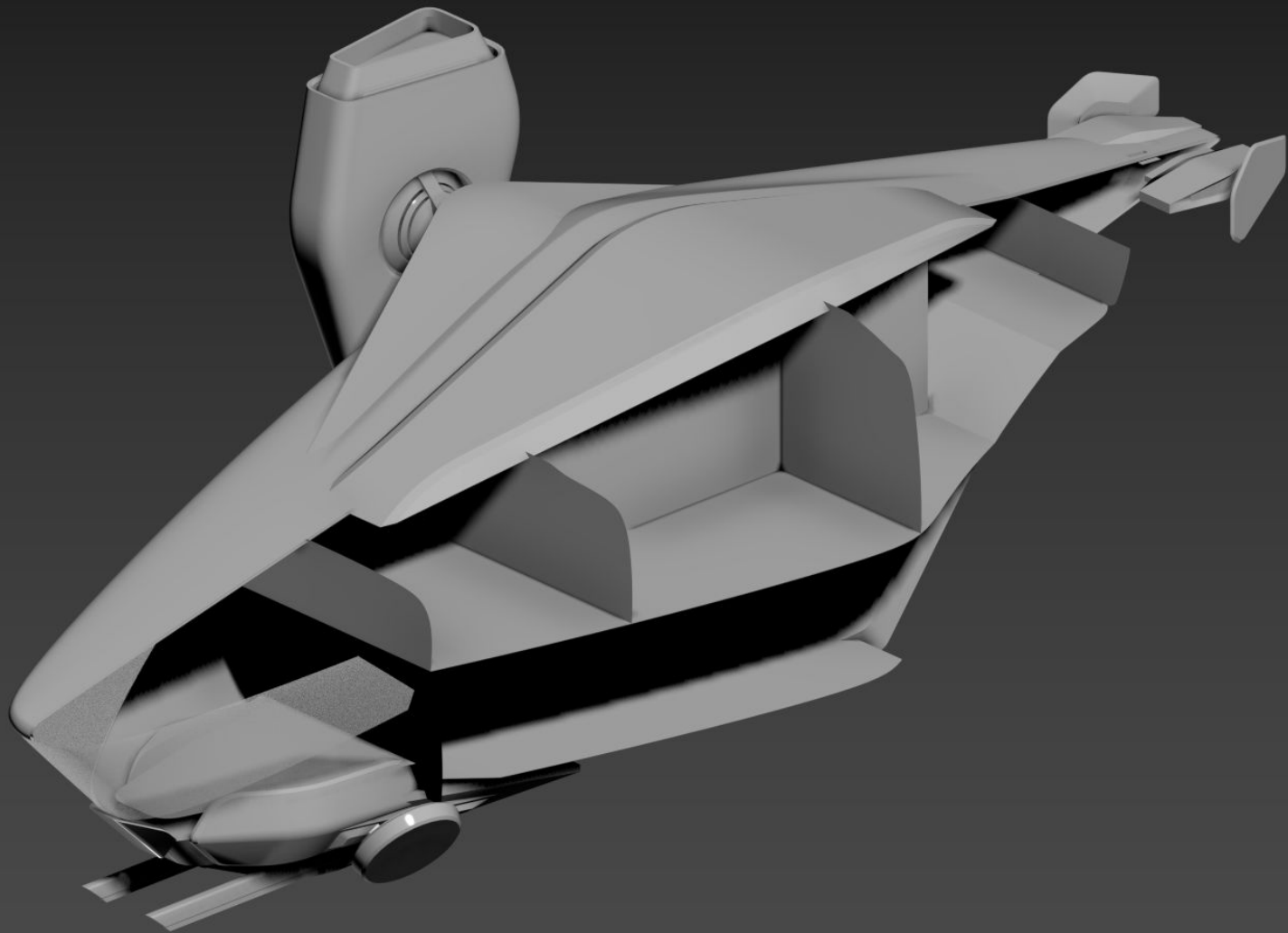
Refined  
Shape & Components

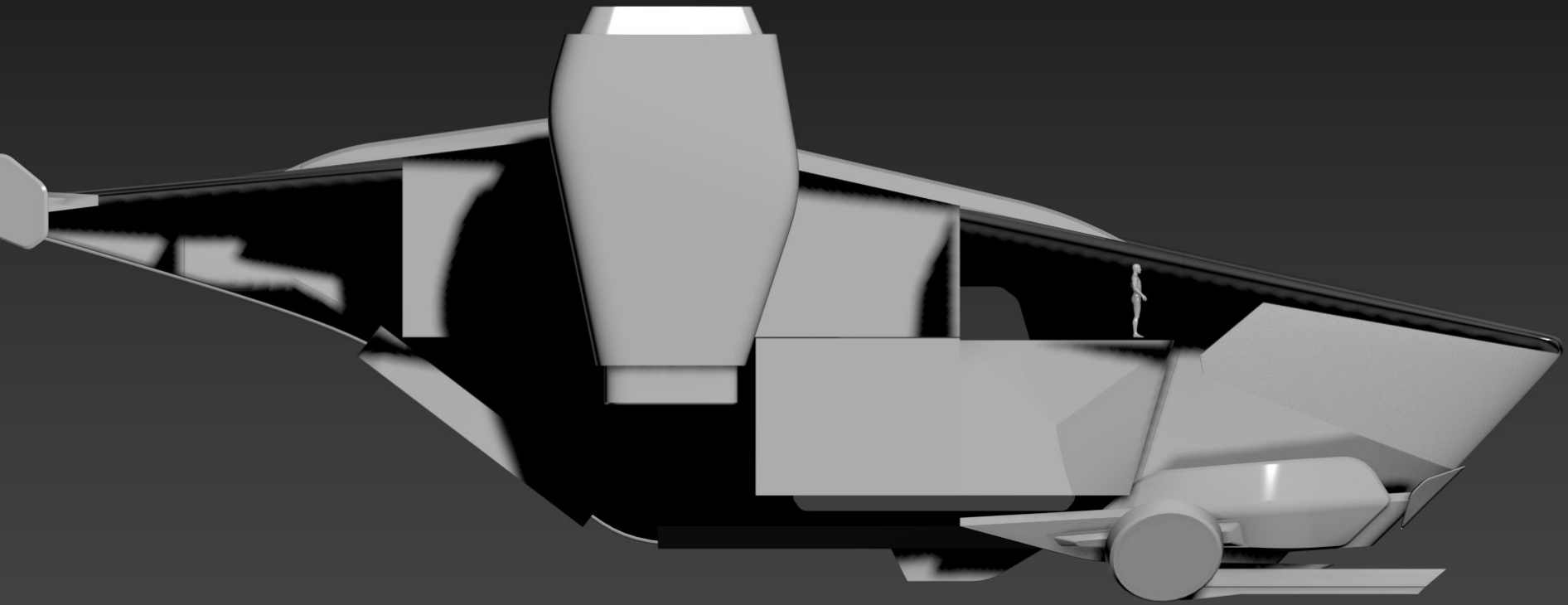


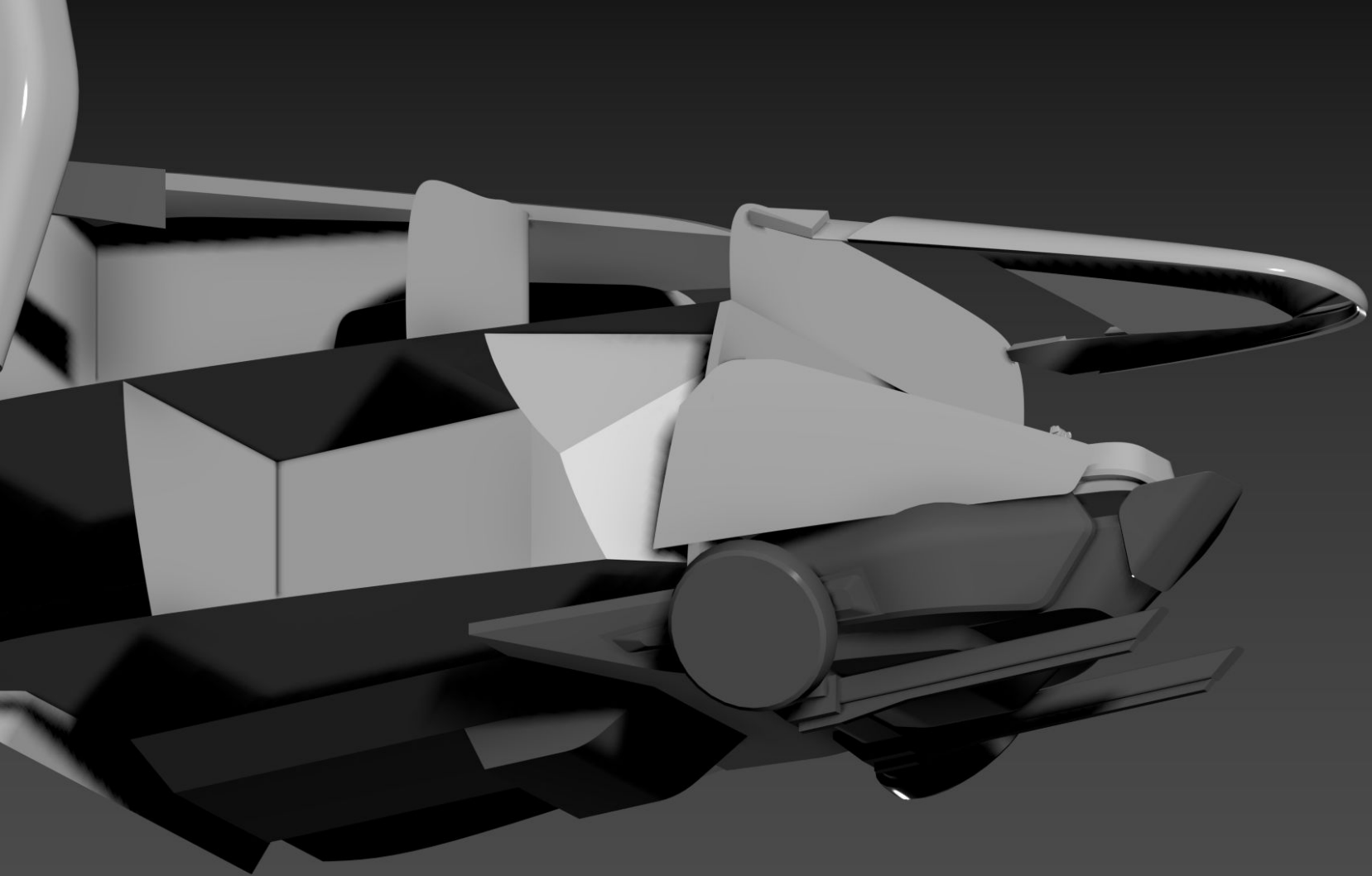




Early  
Internal Layout

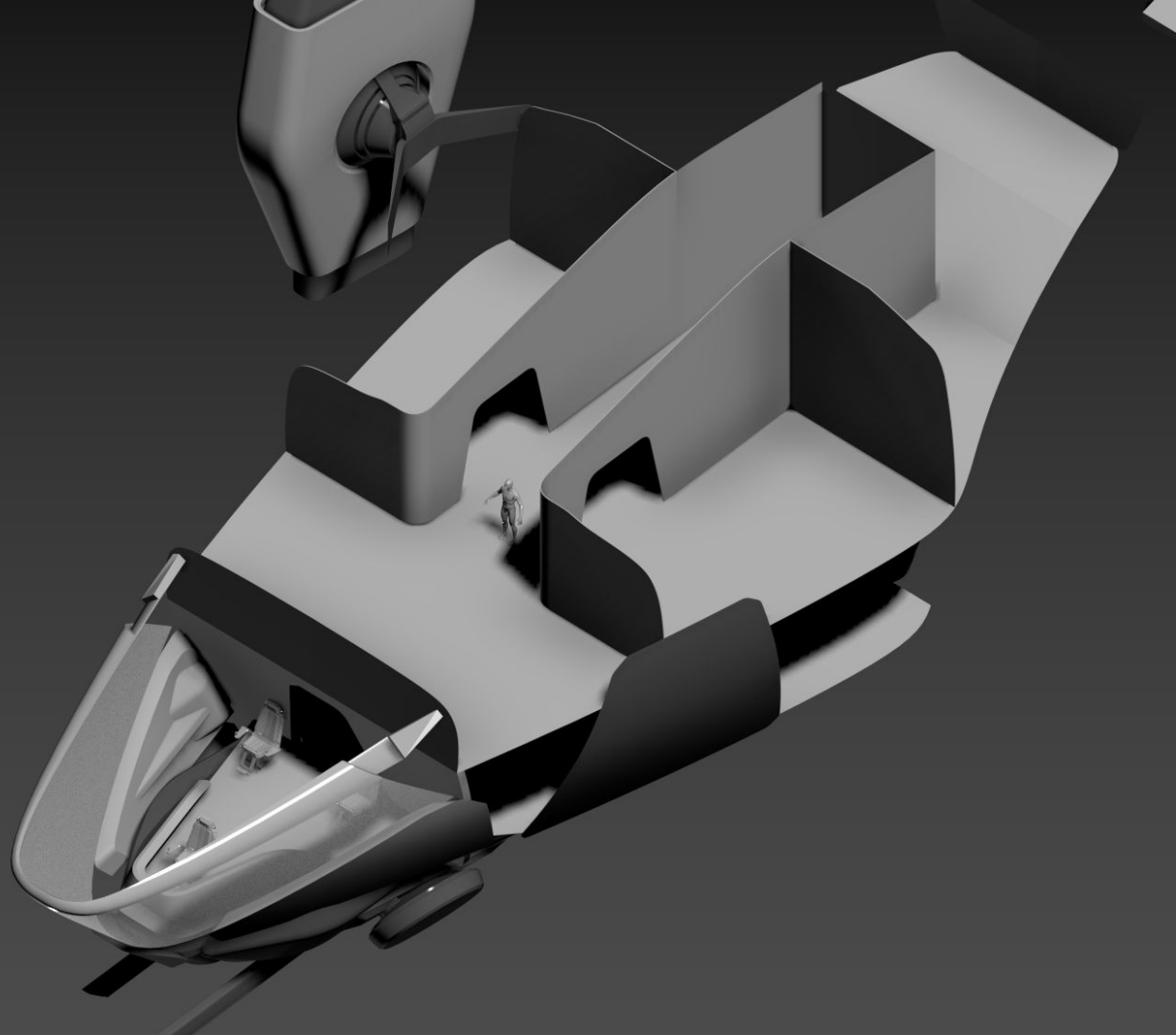


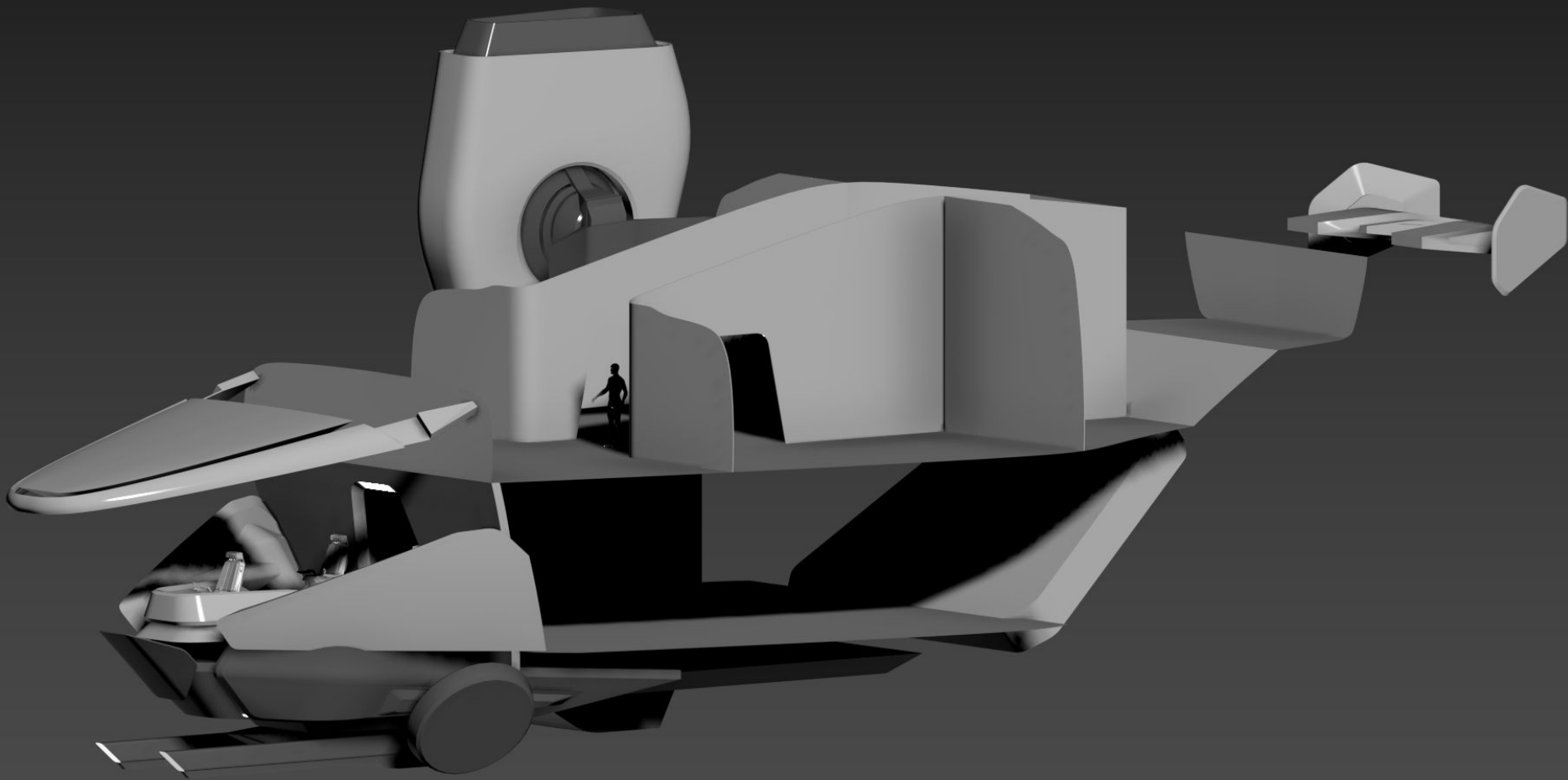




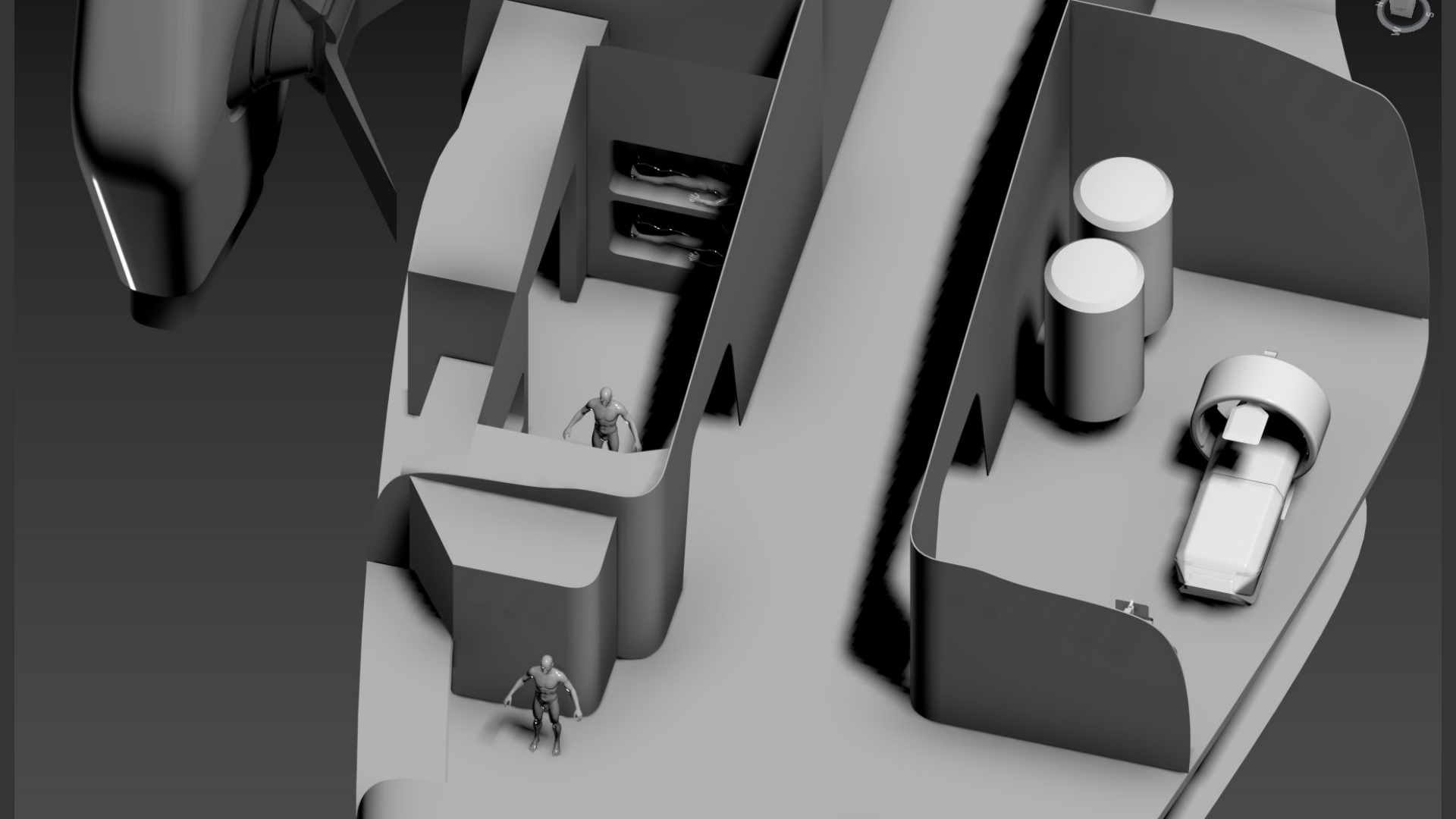


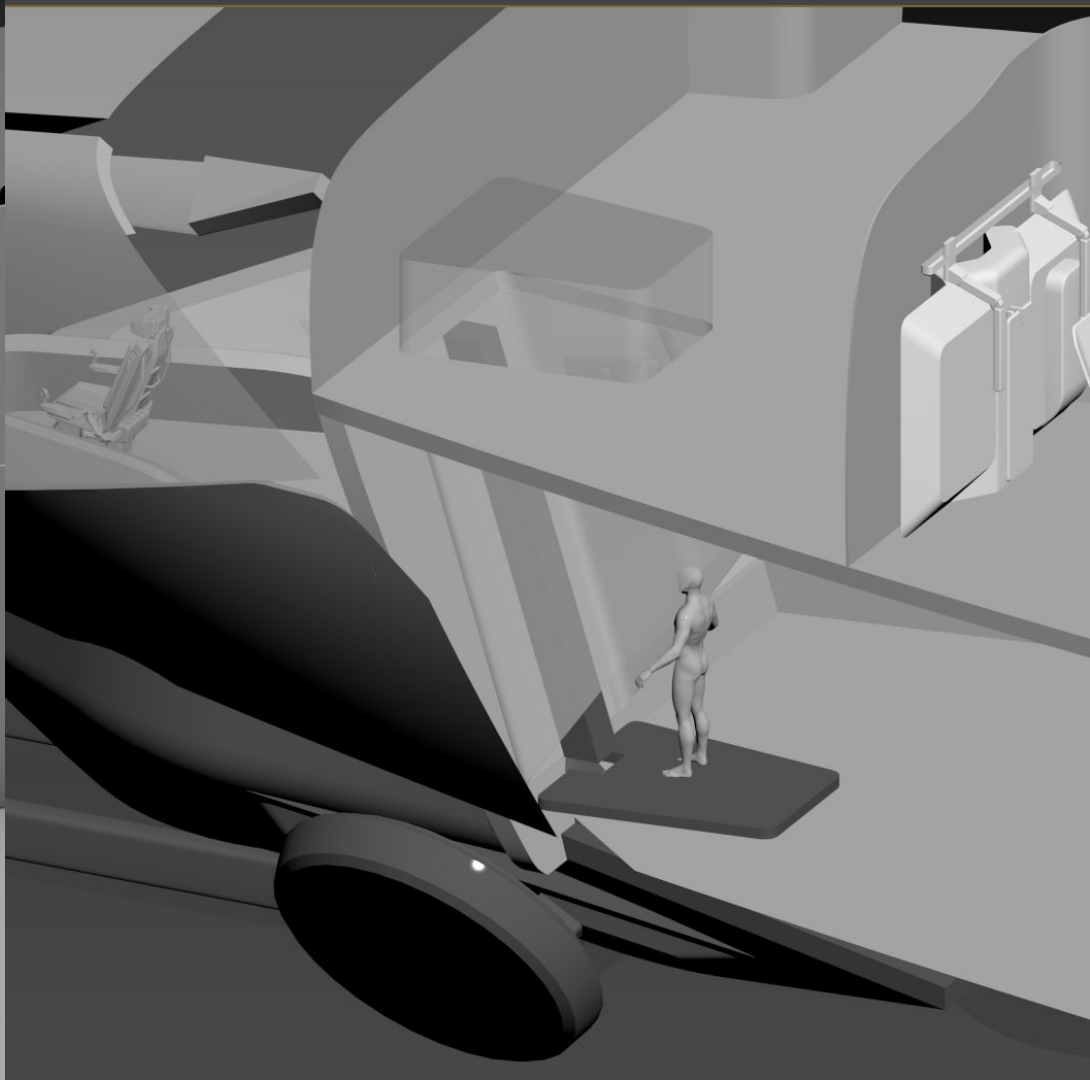
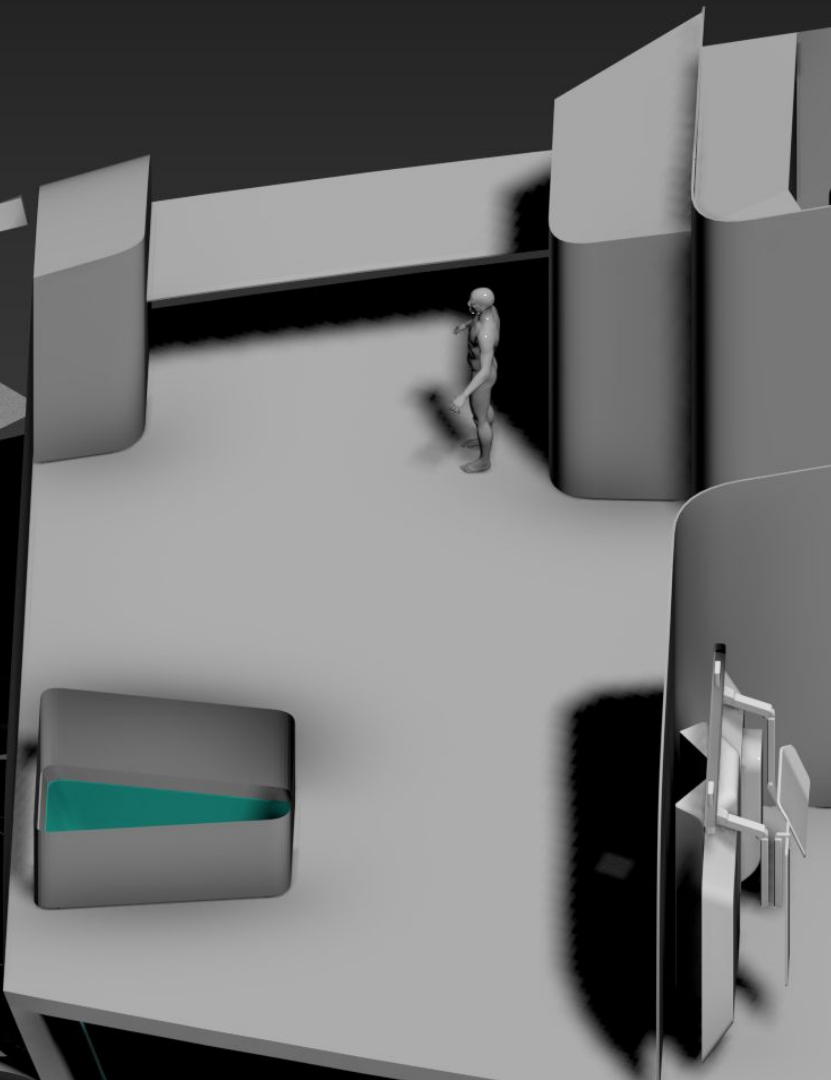
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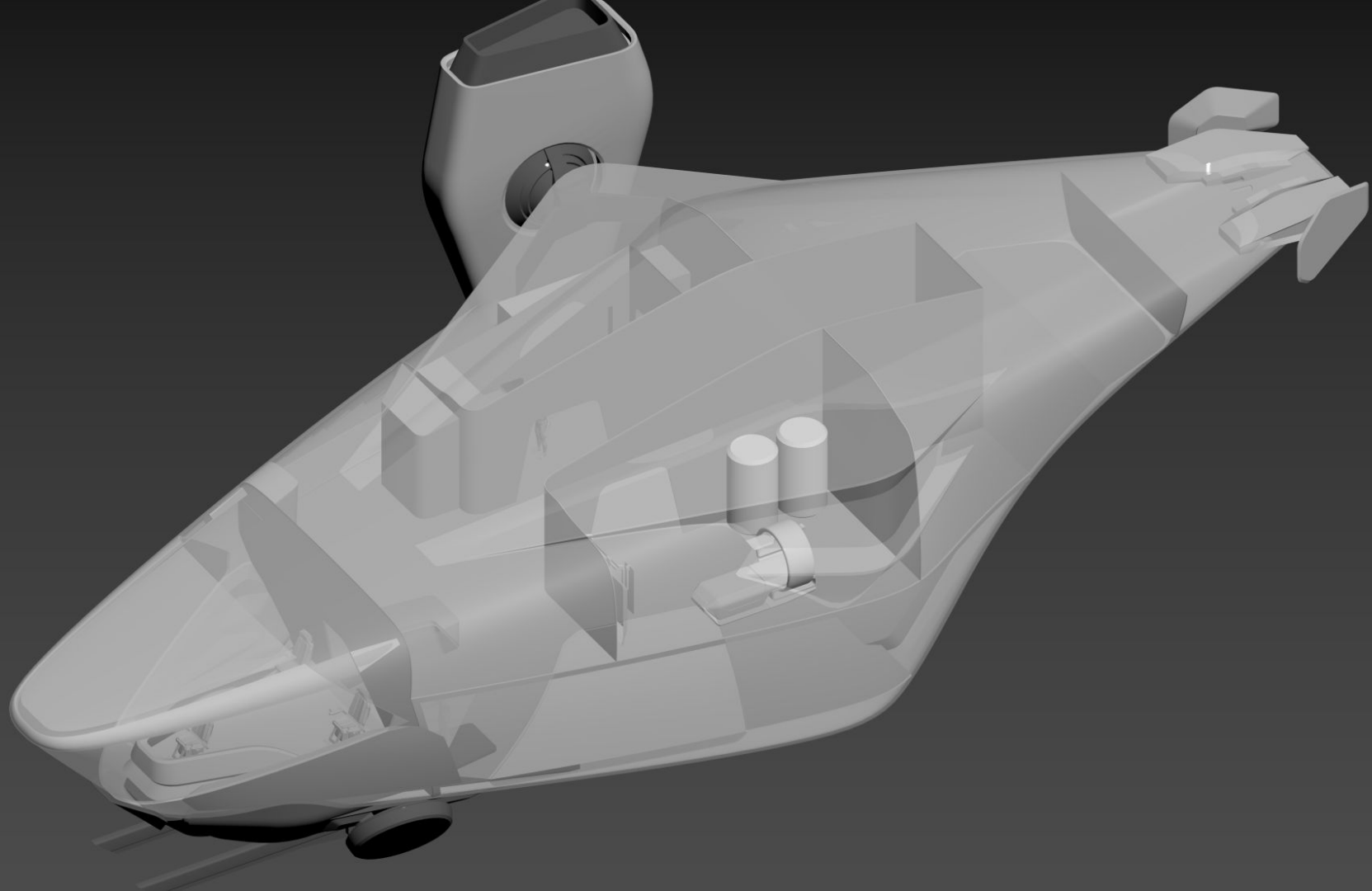




Early  
Internal Layout

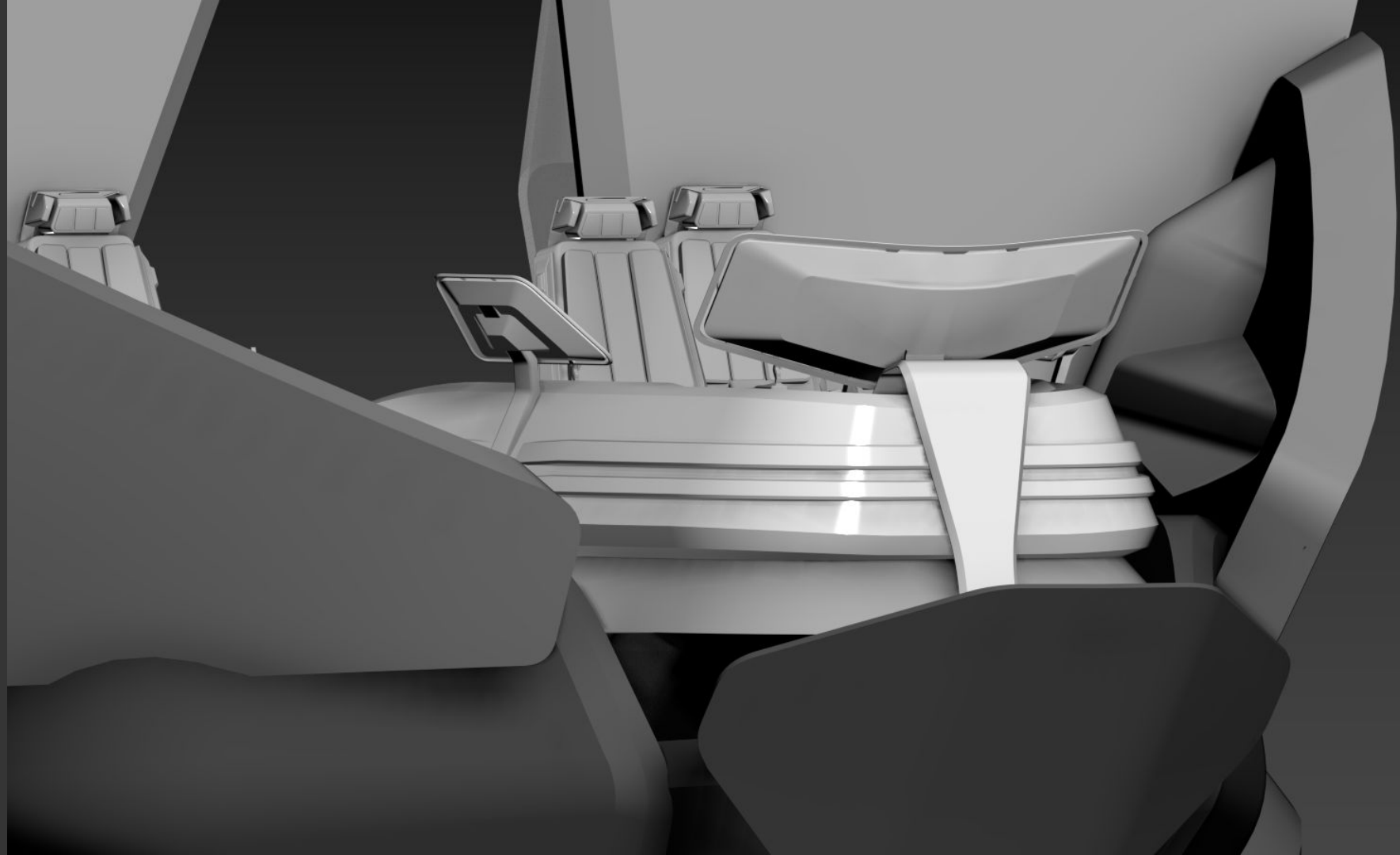


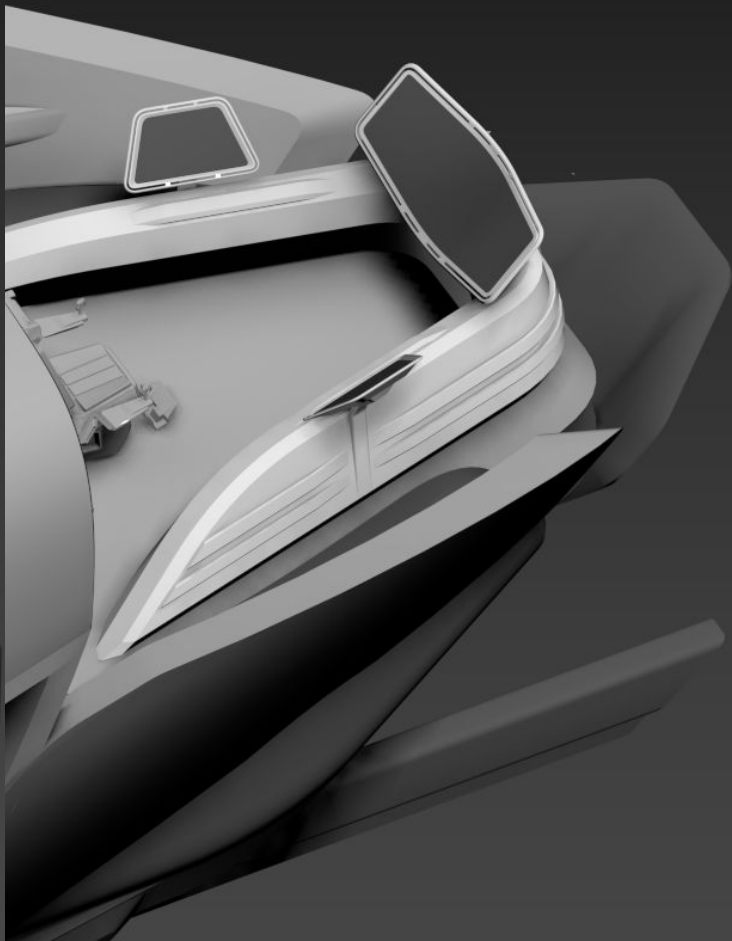
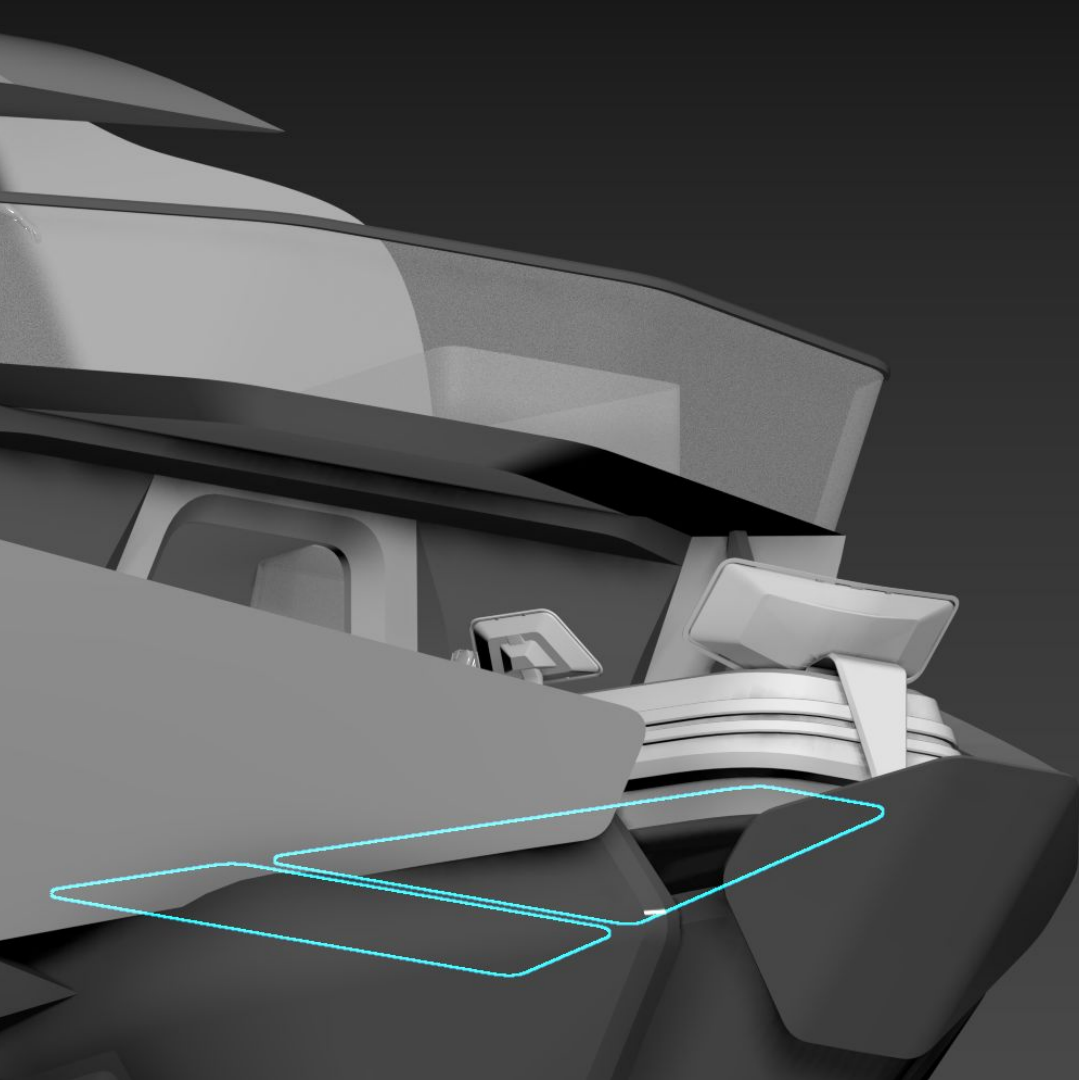


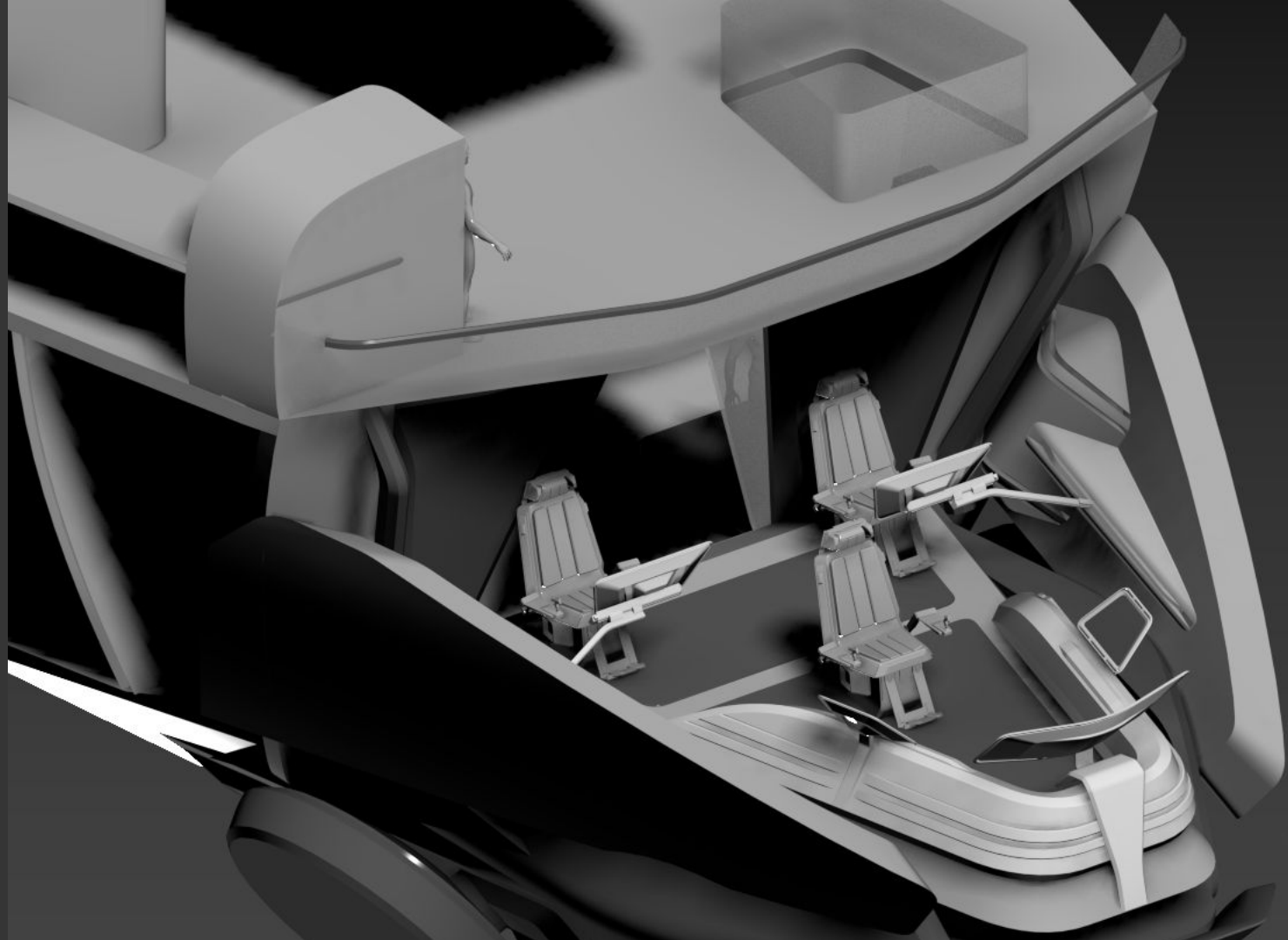


Refined  
Cockpit

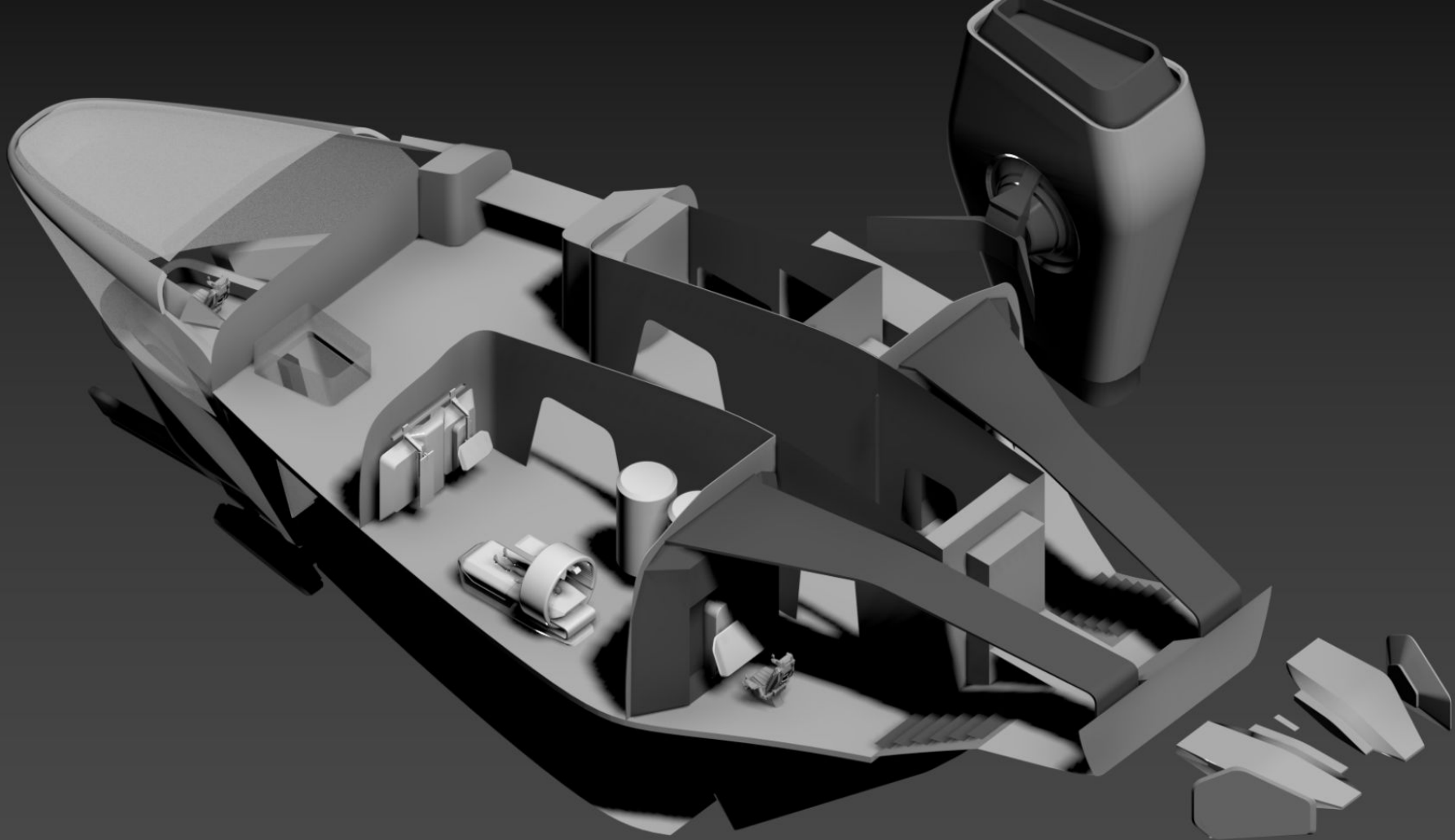


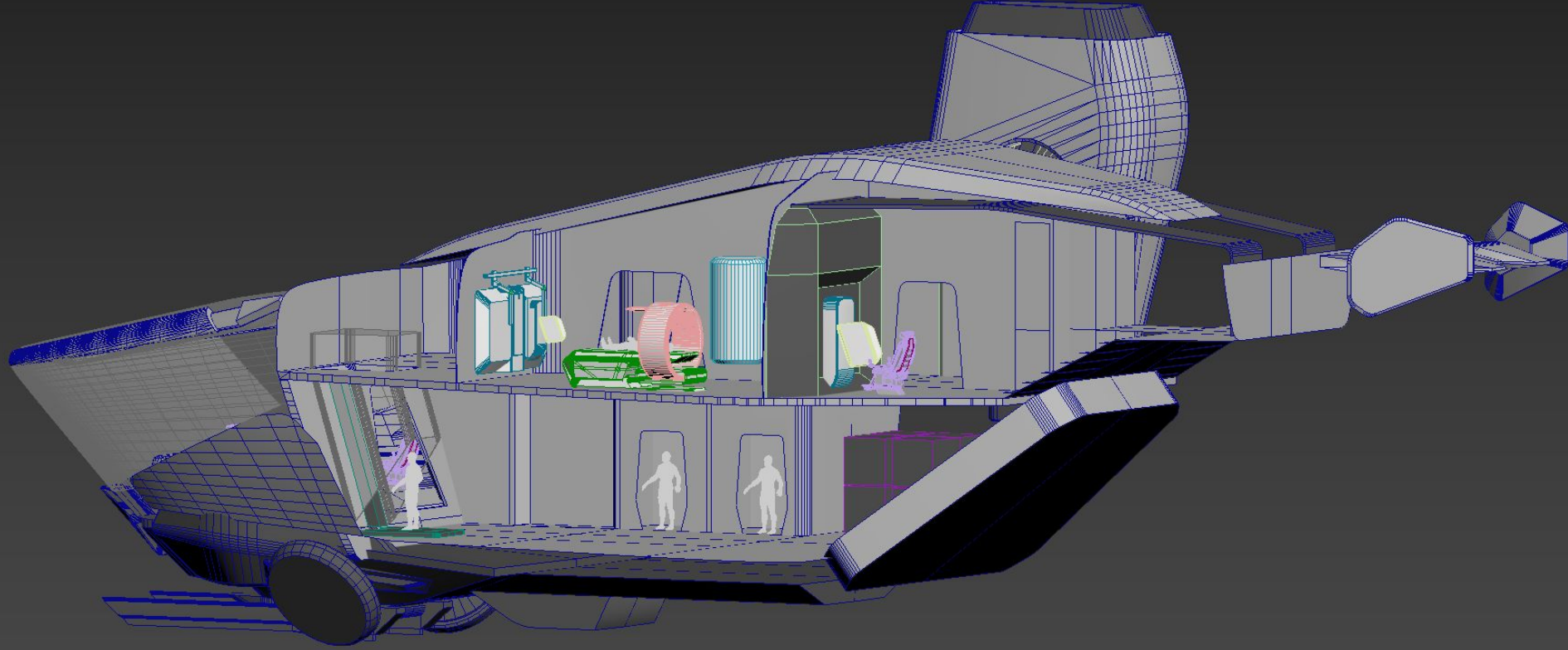


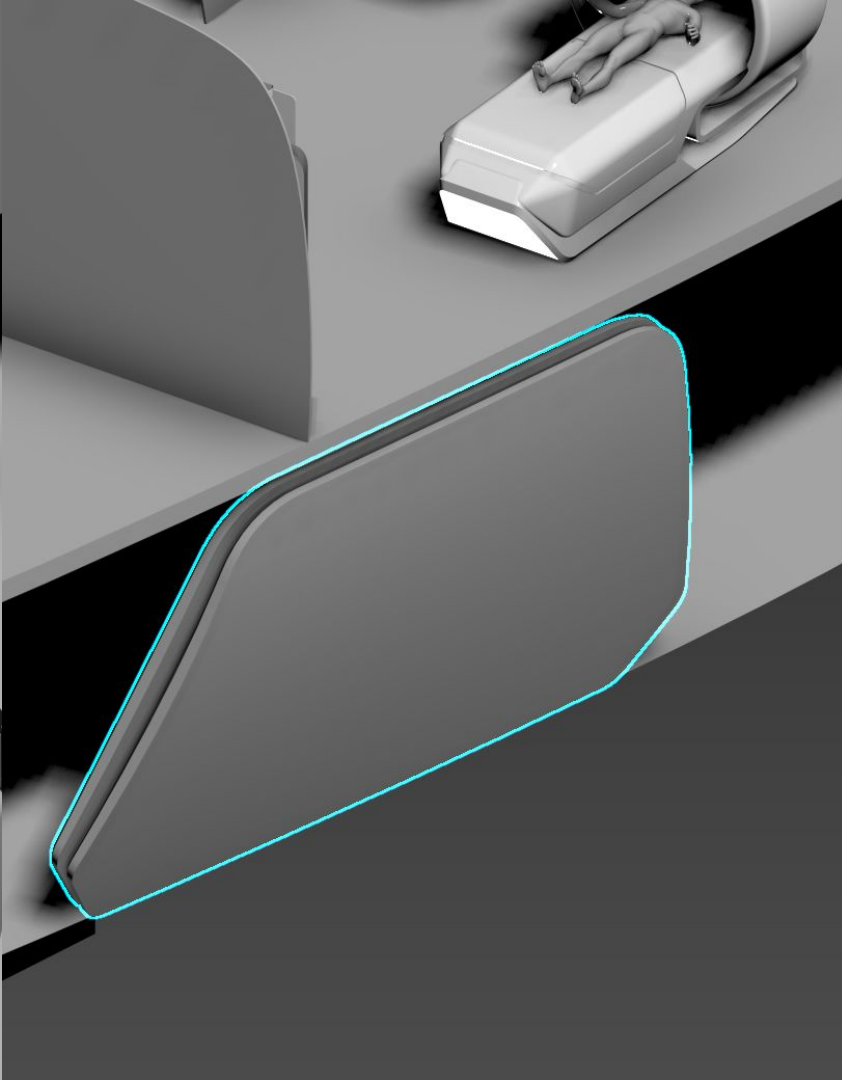
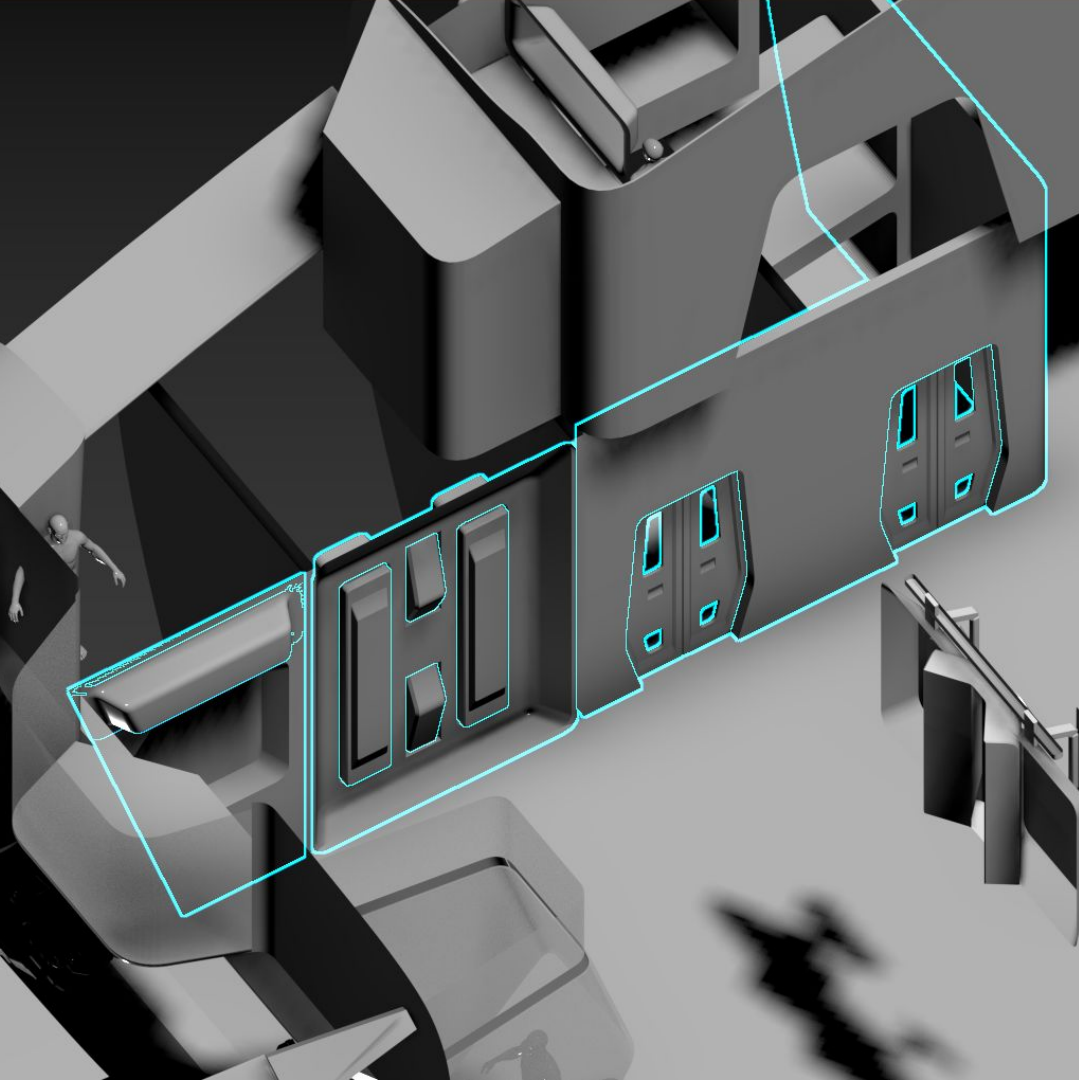


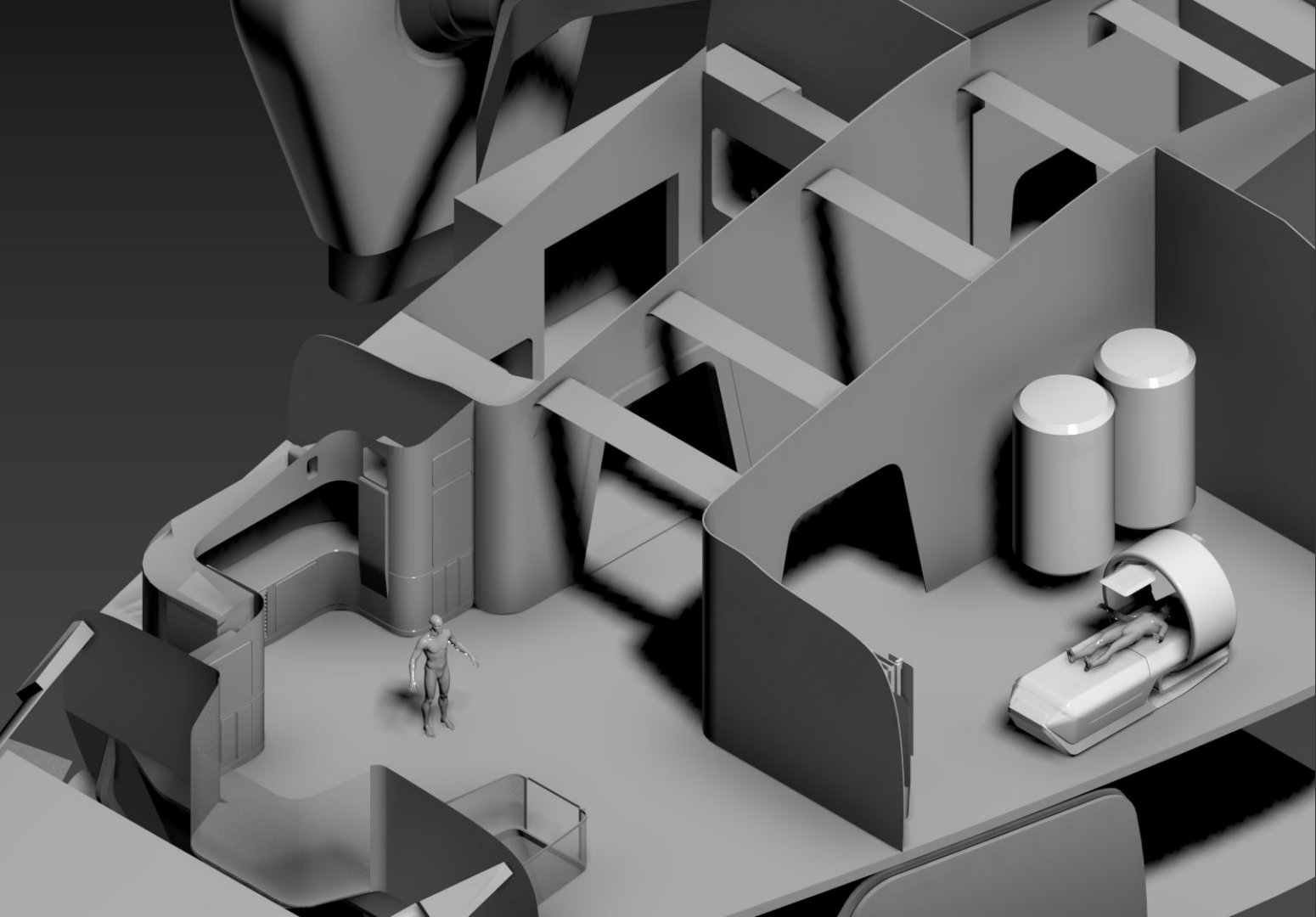


Refined  
Interior Layout

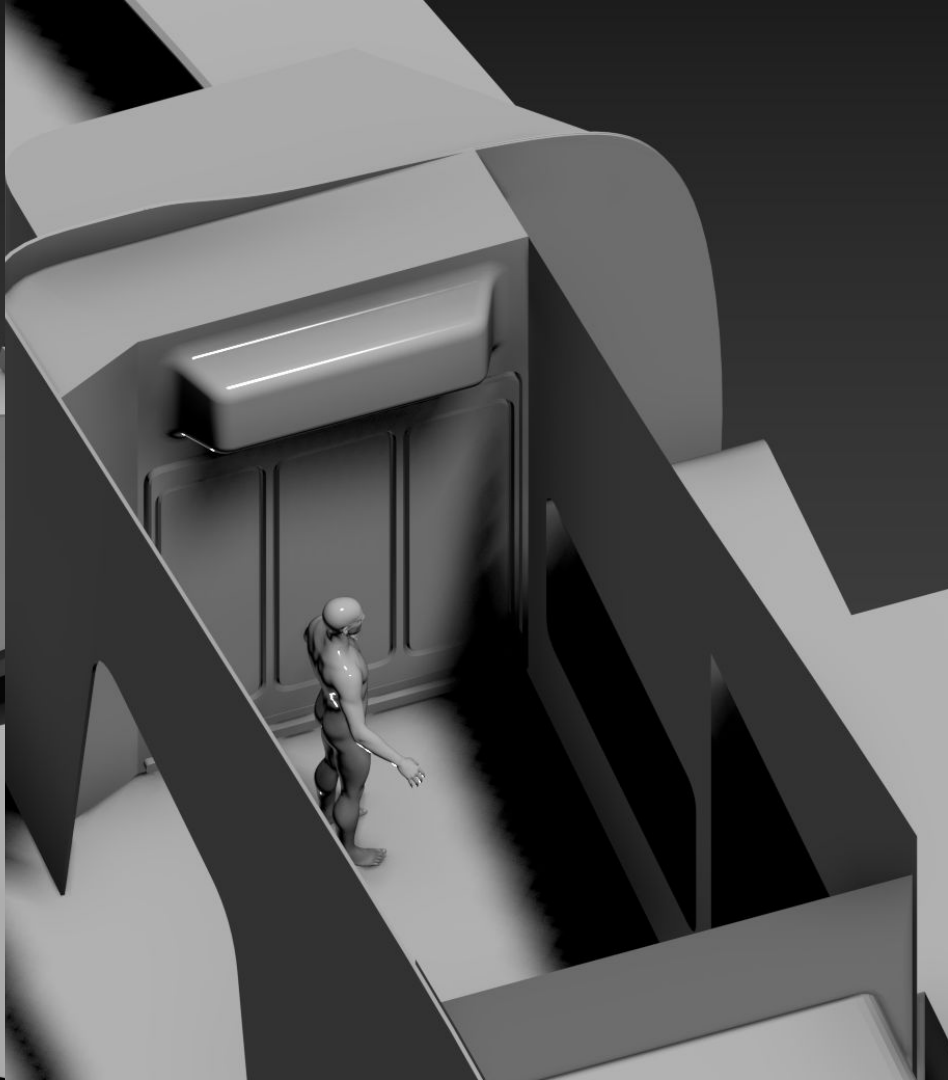
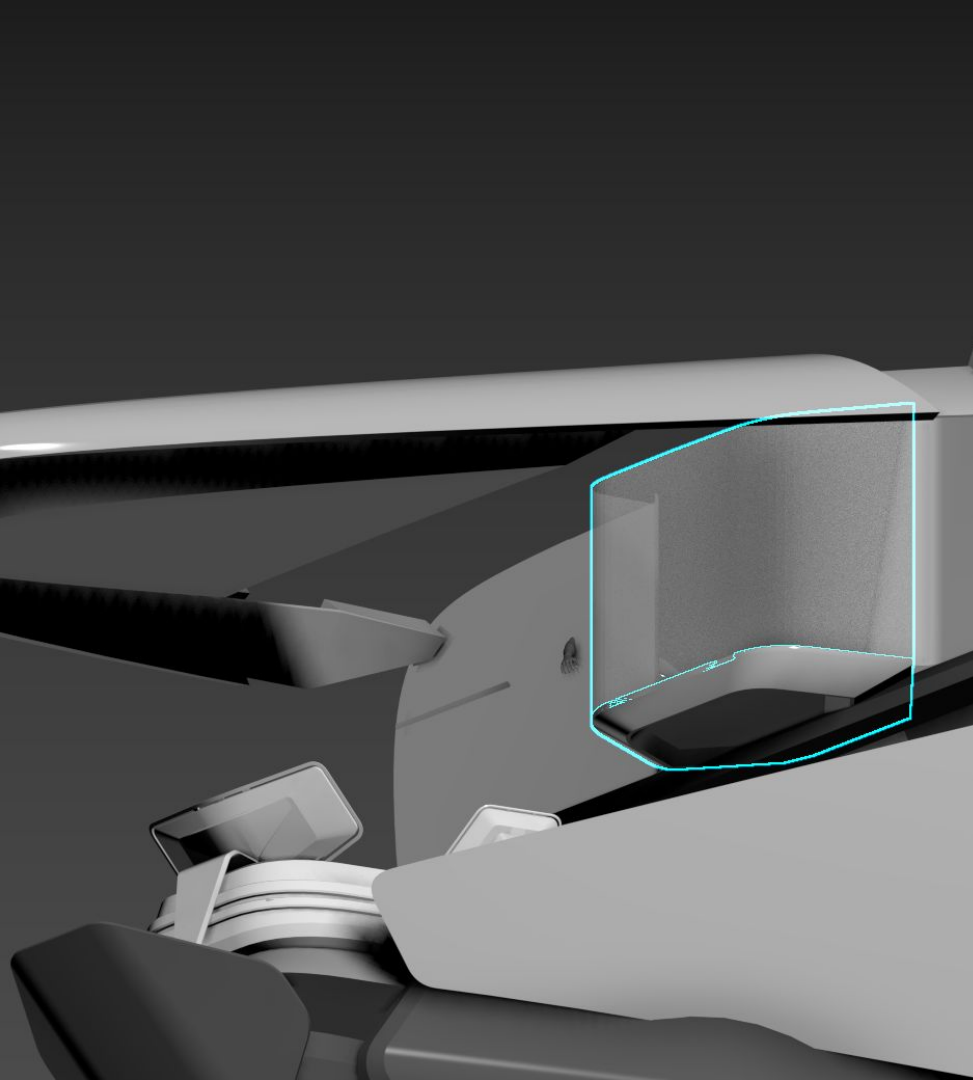




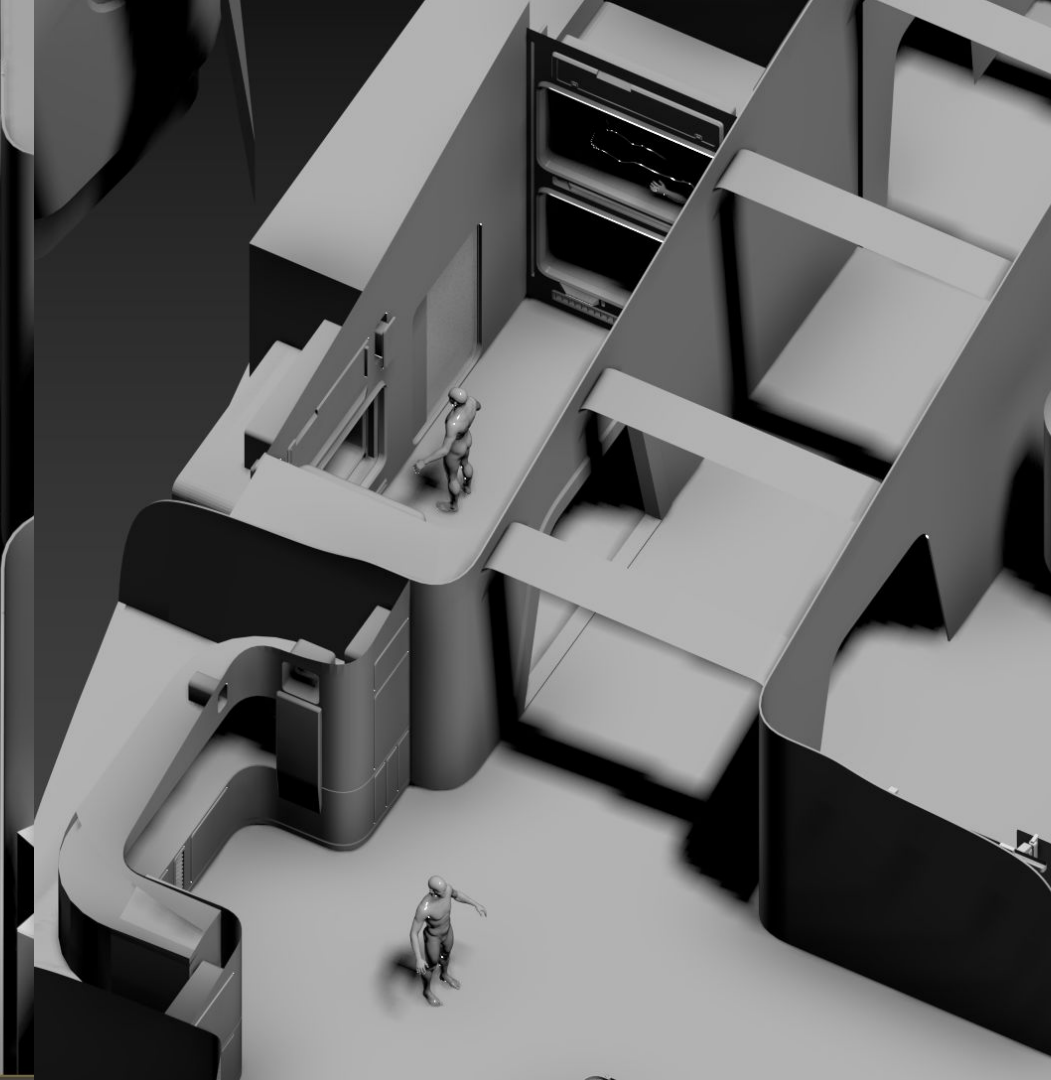
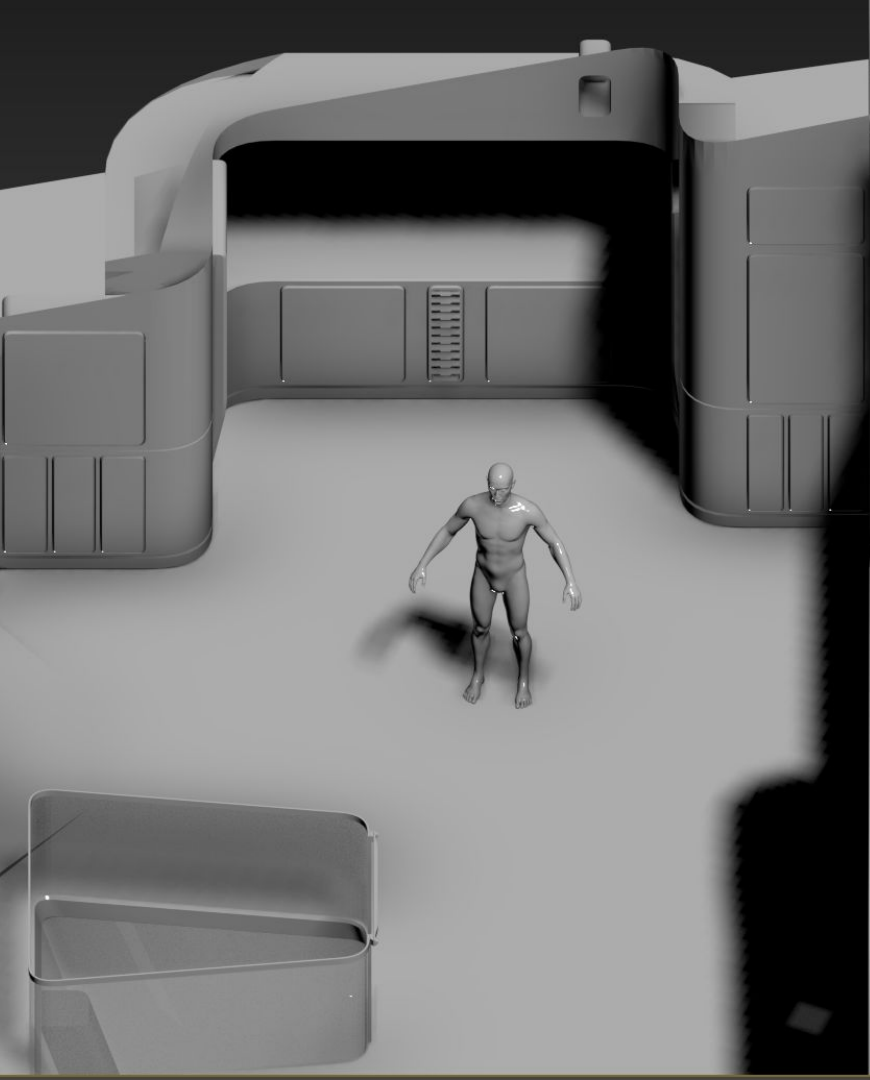


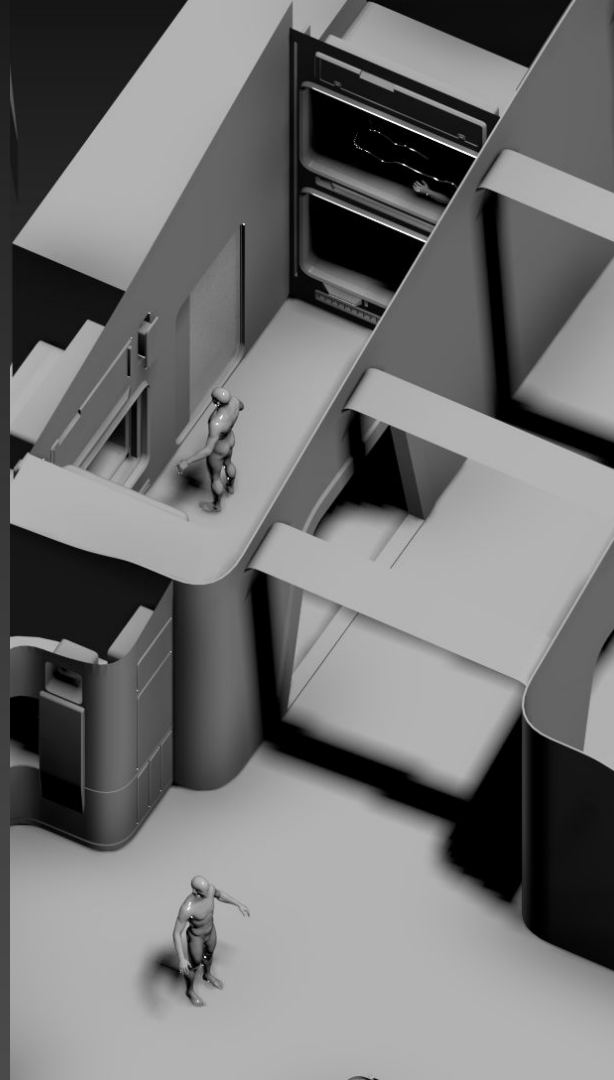
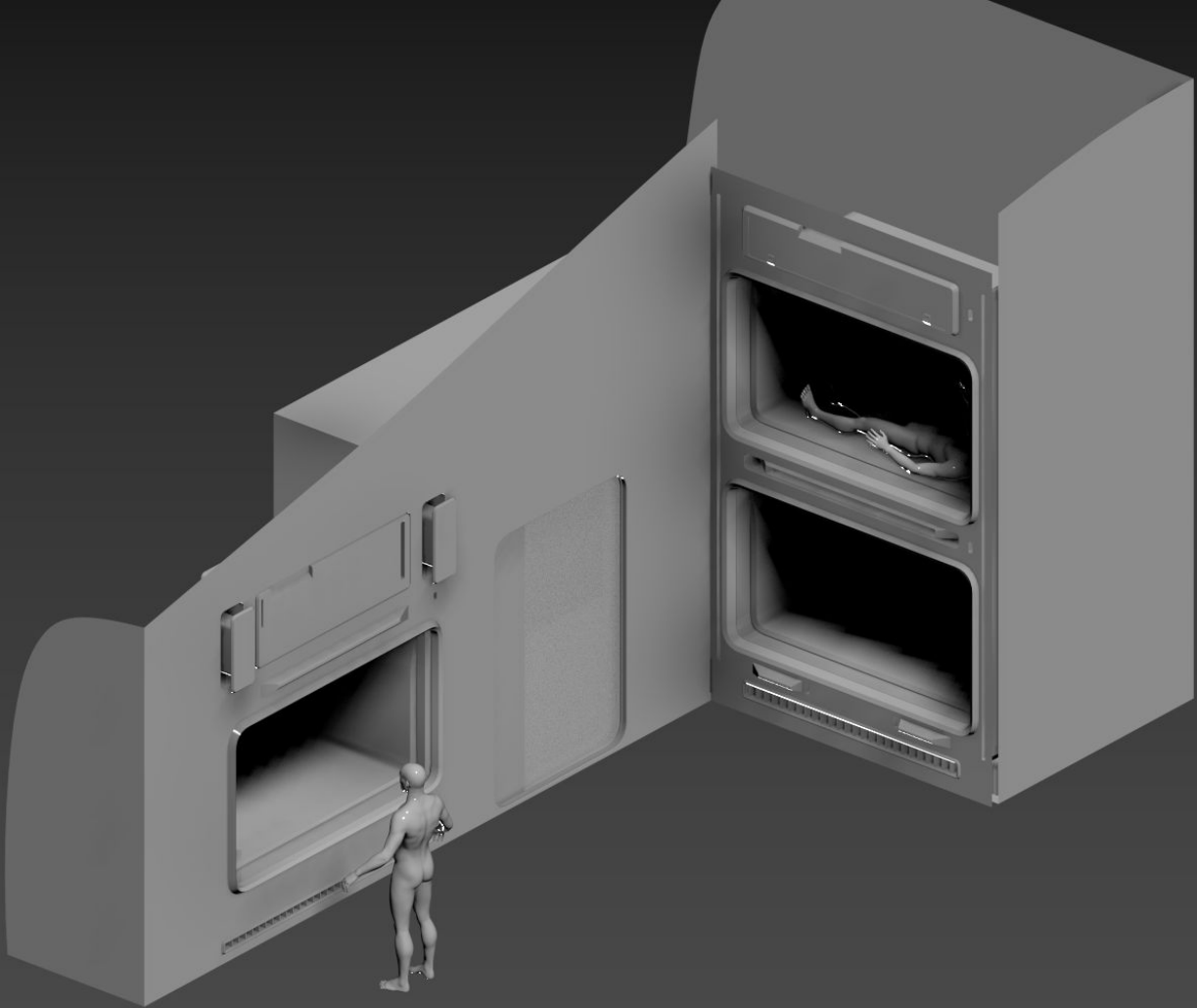


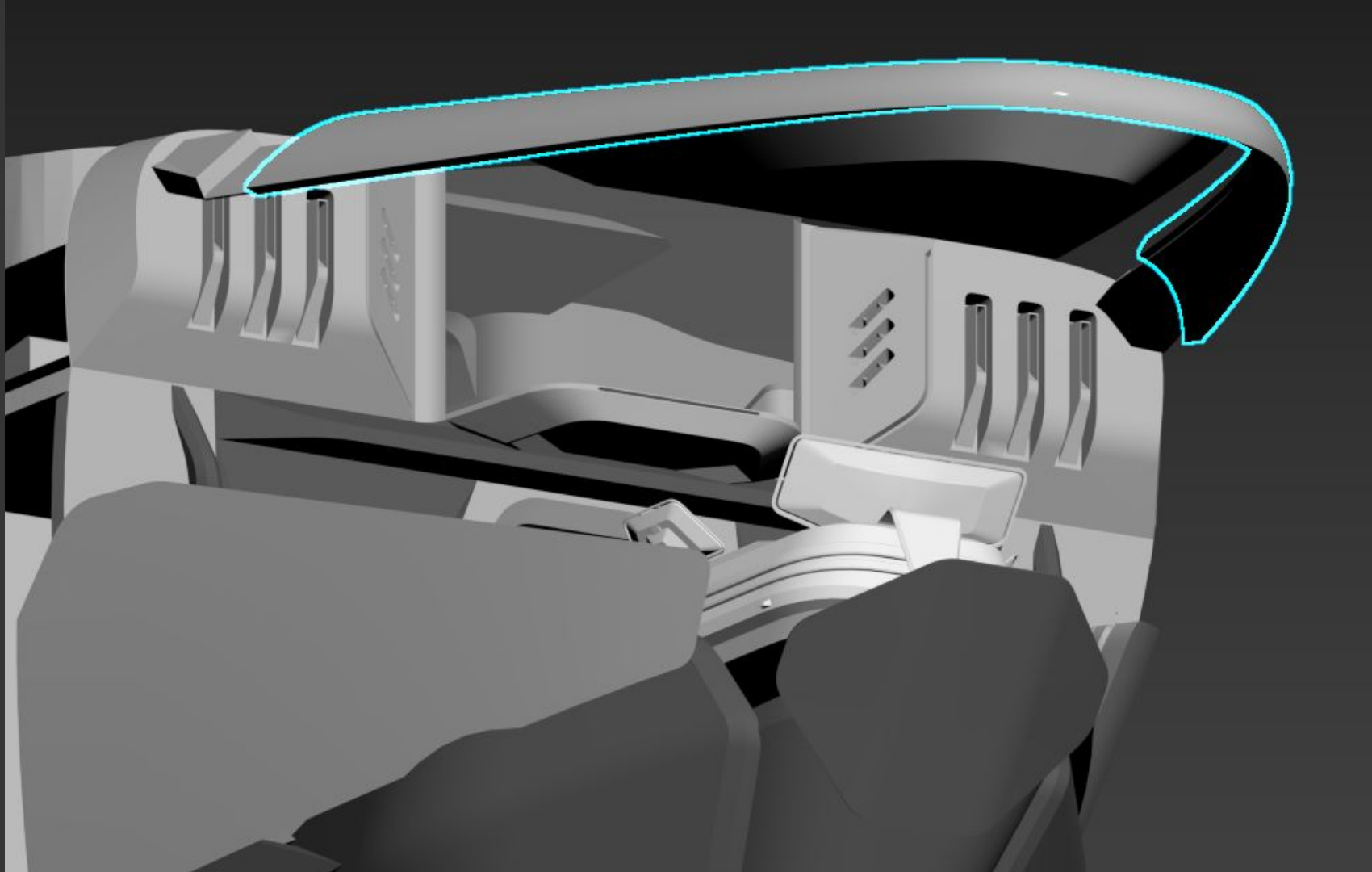


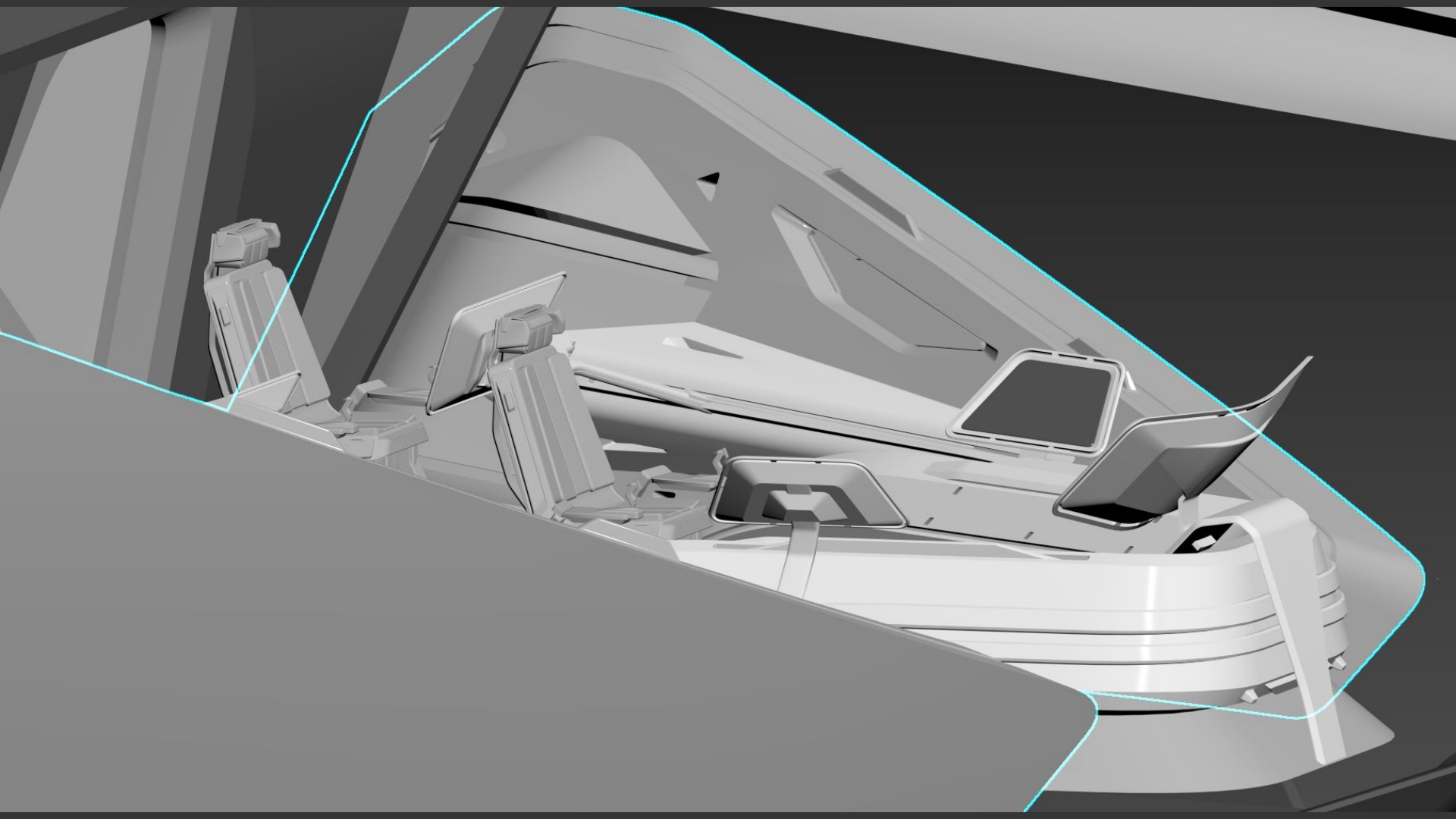


Refined  
Interior Components

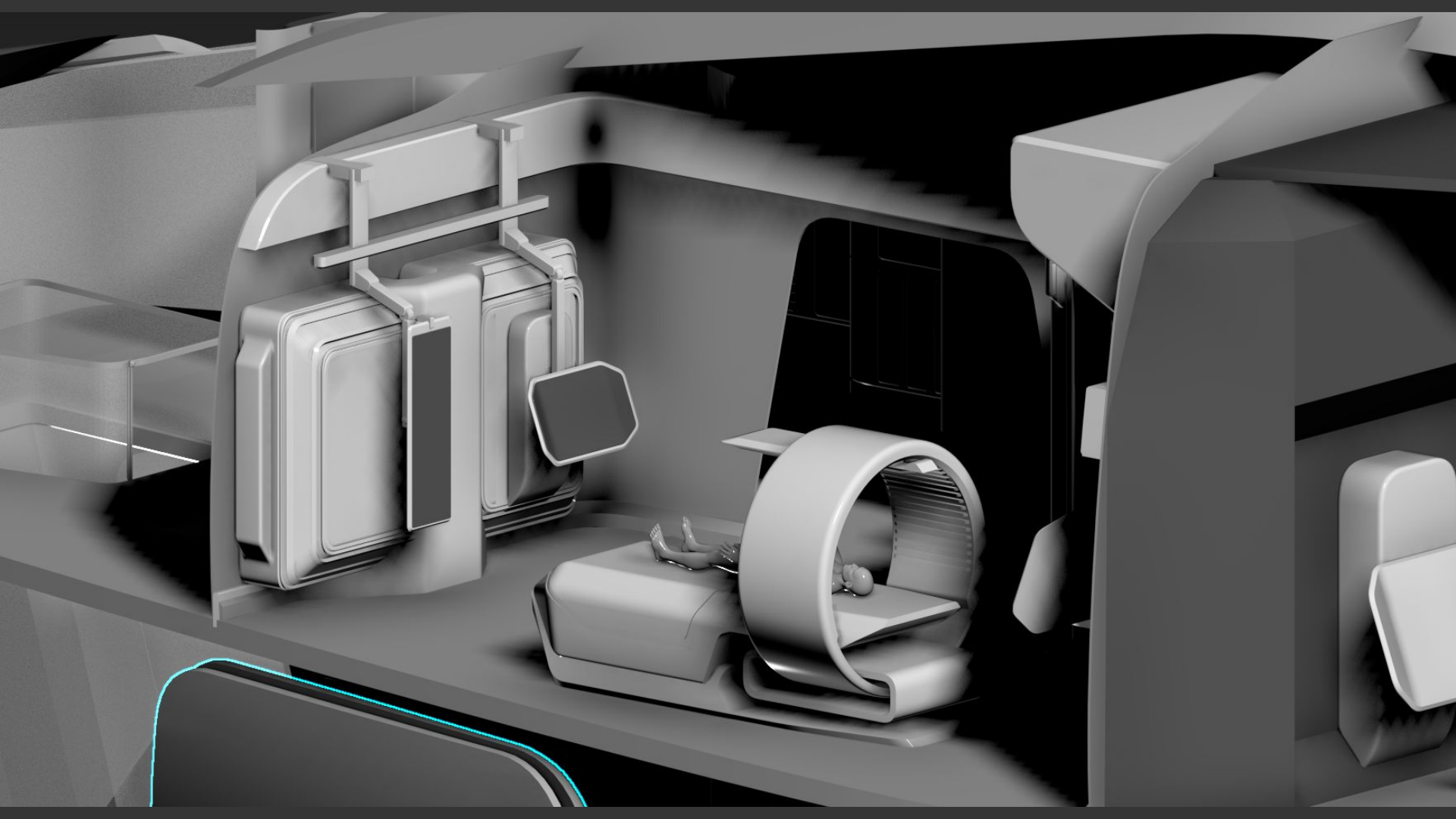






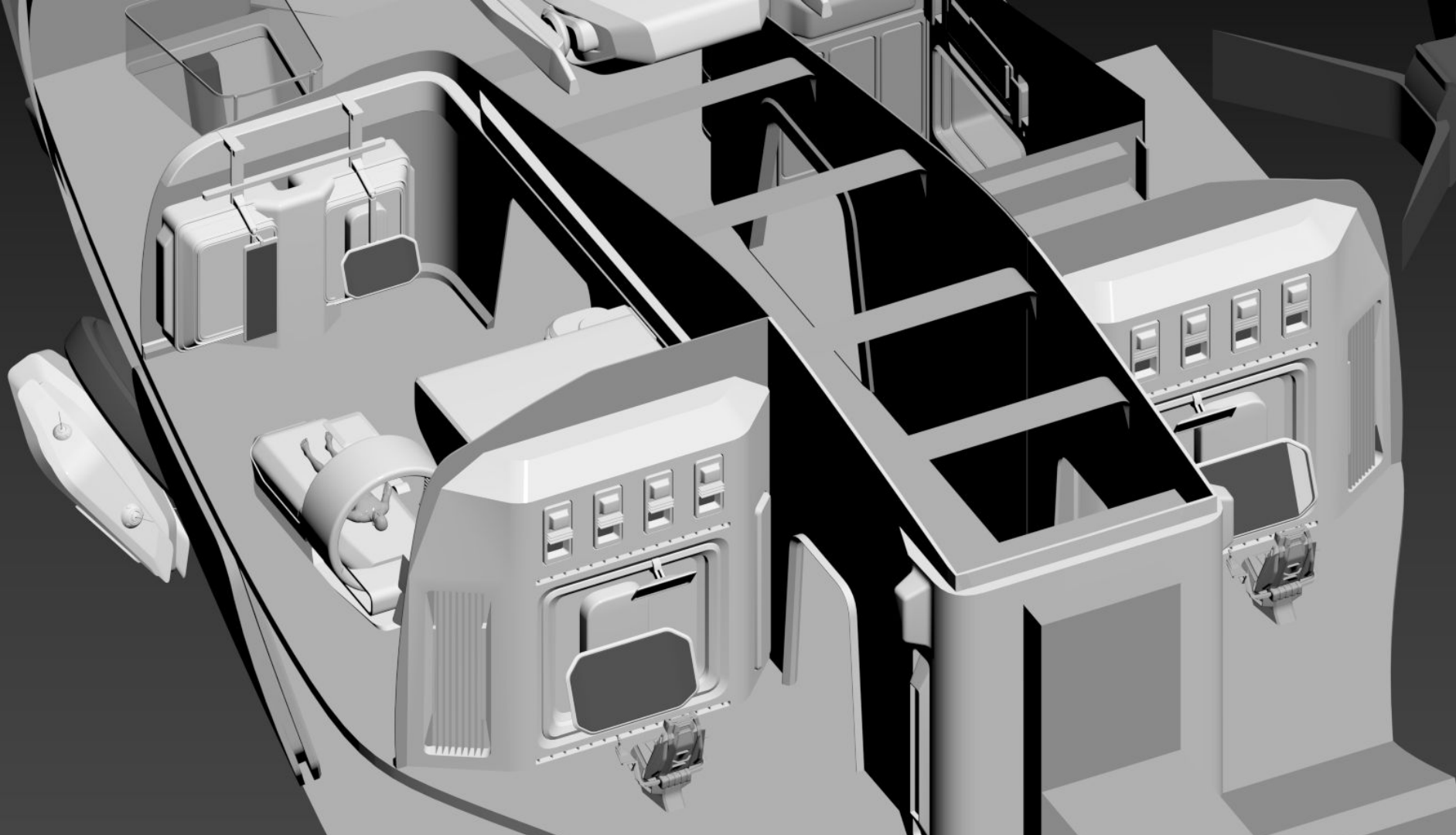


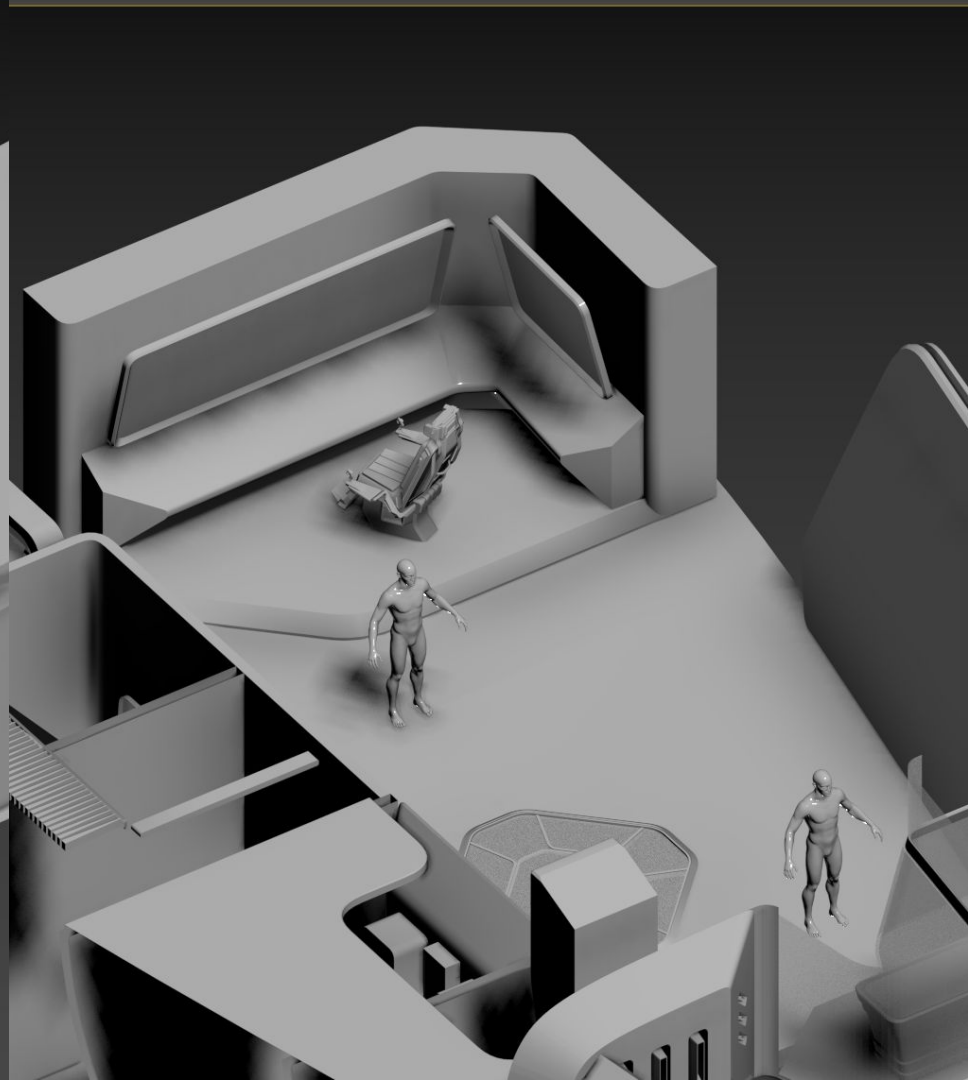
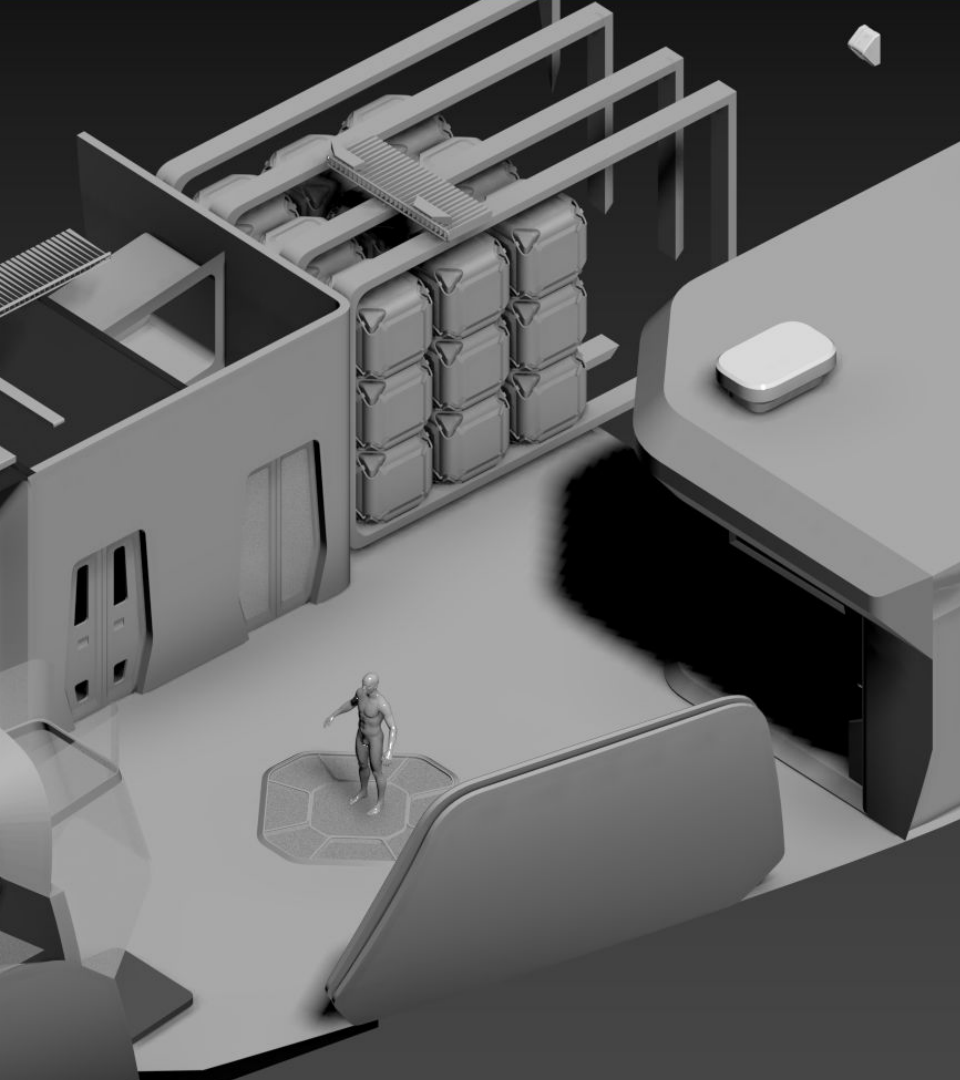
Refined  
Medical Room

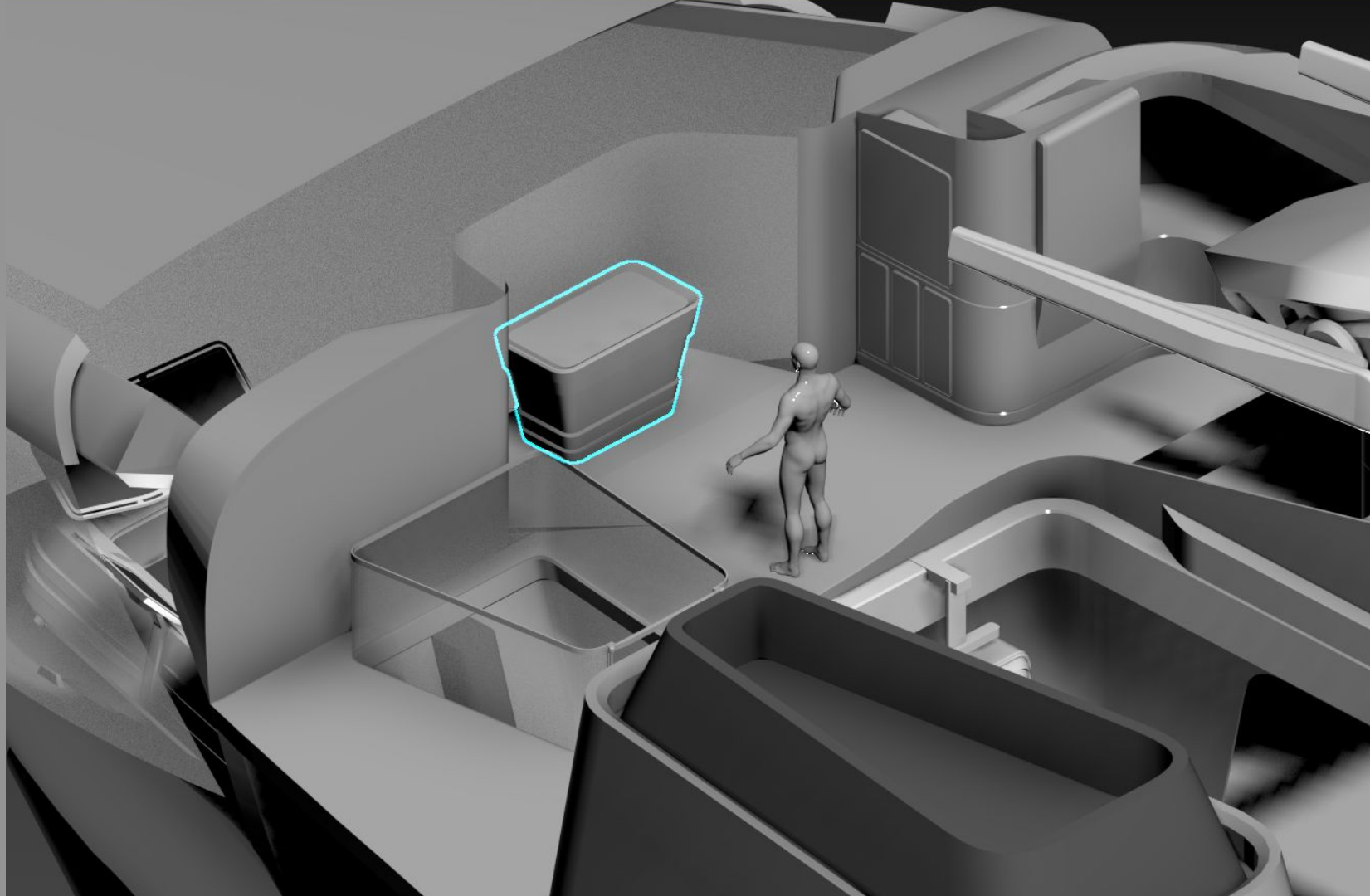






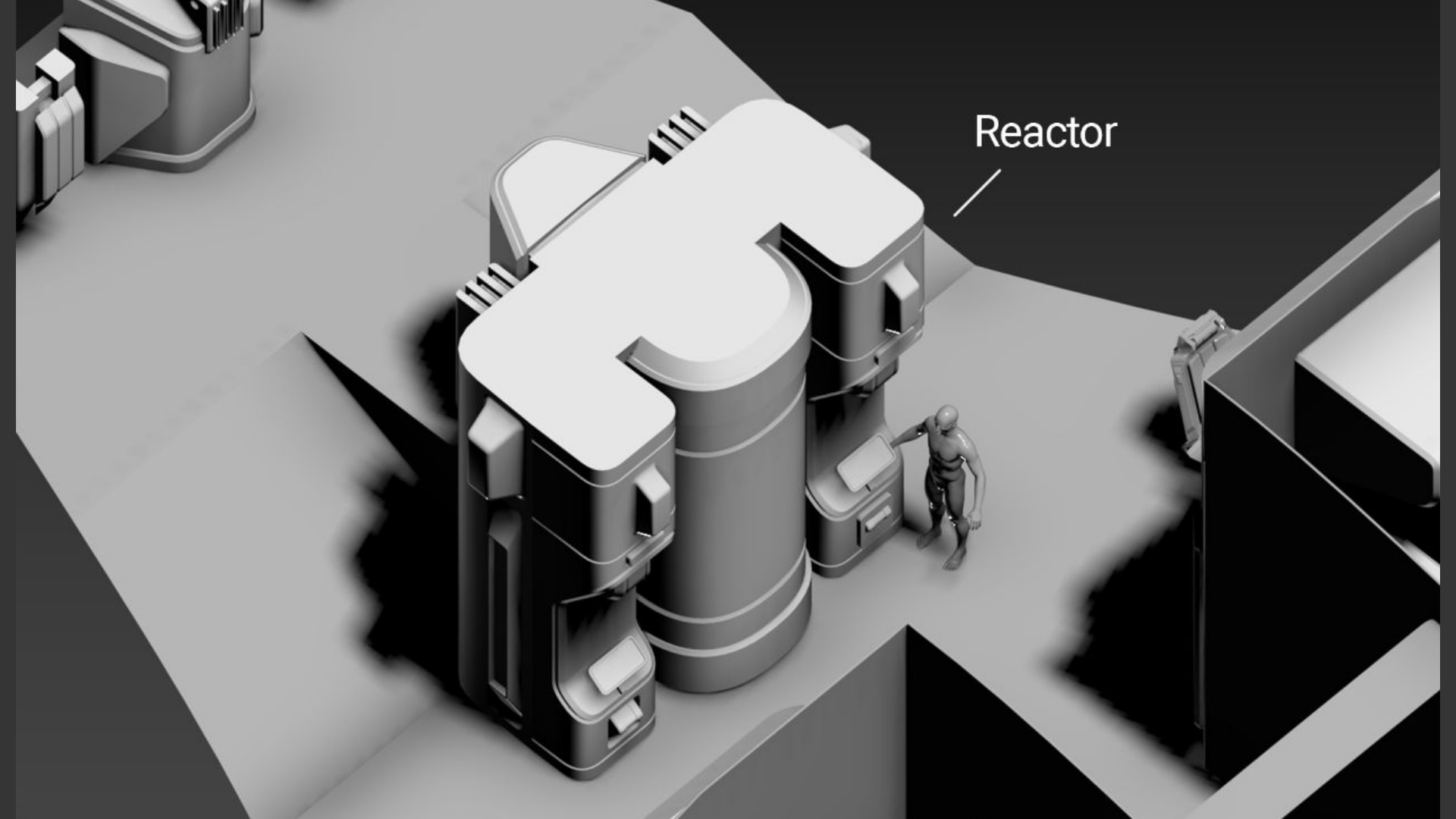


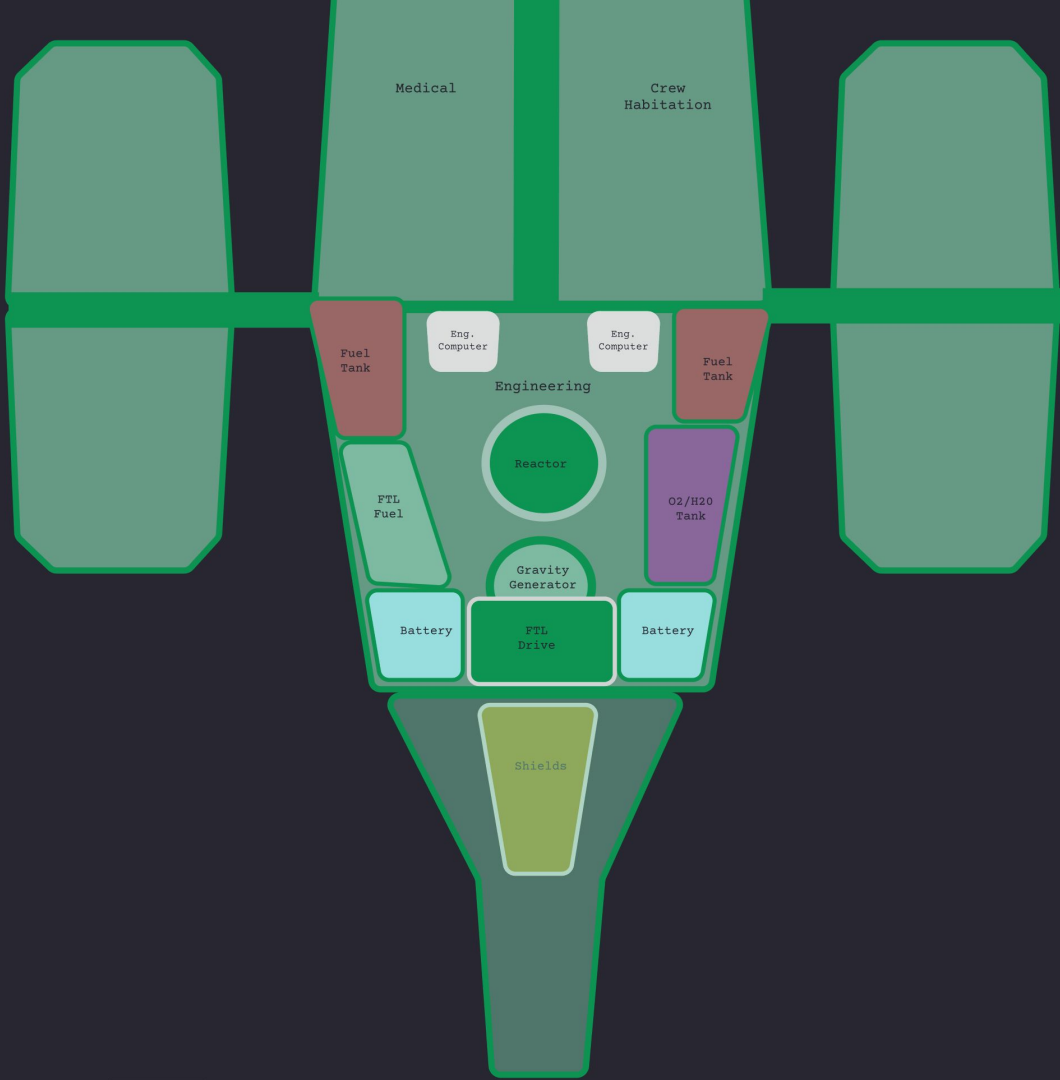




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Engineering

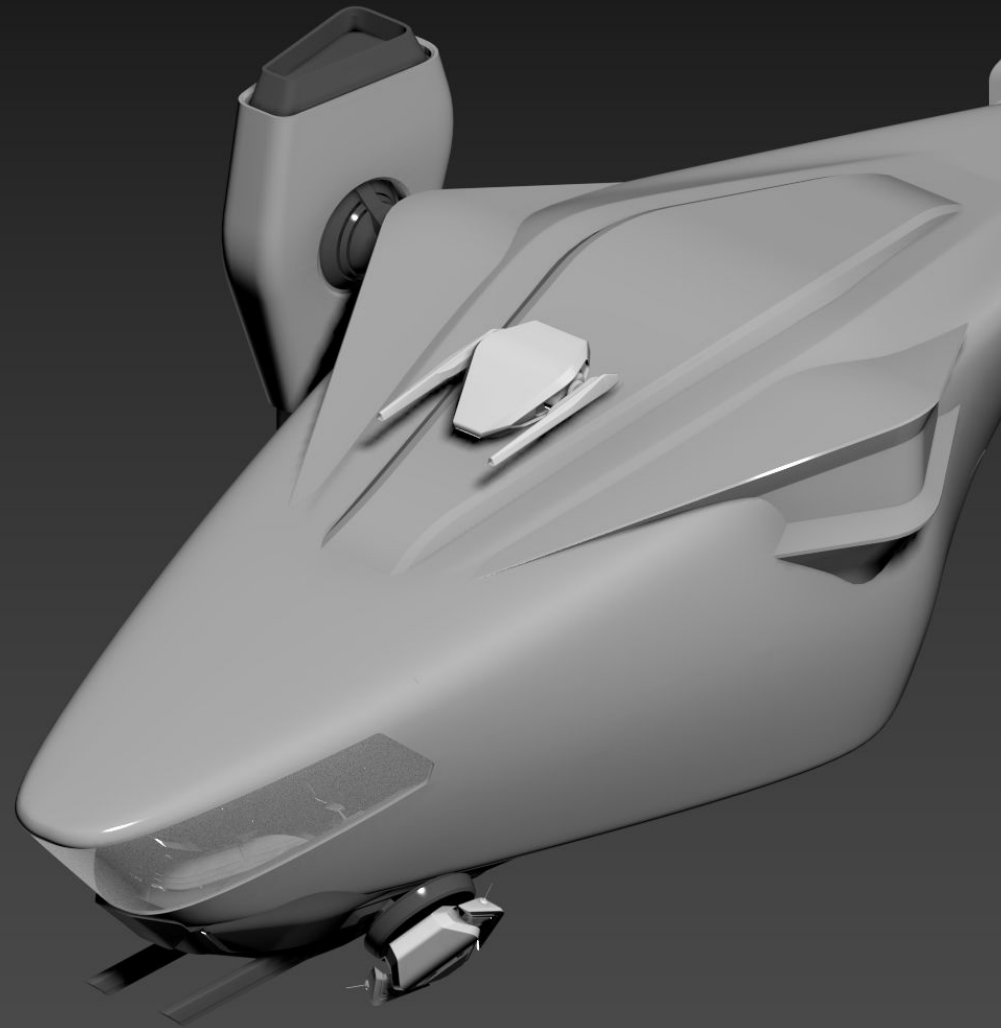
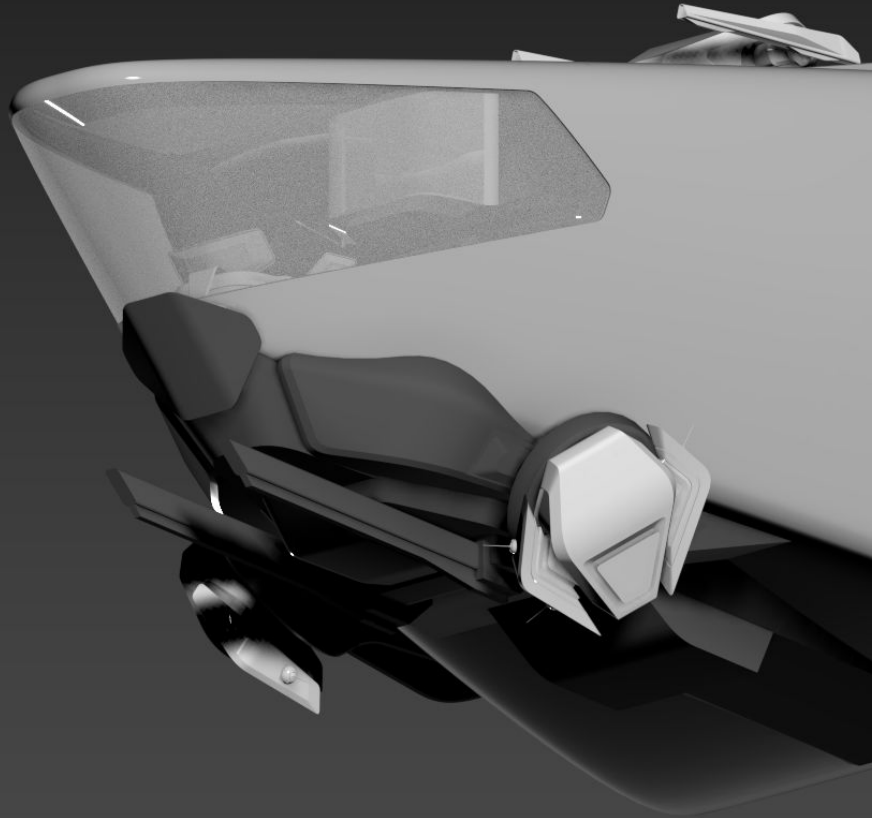
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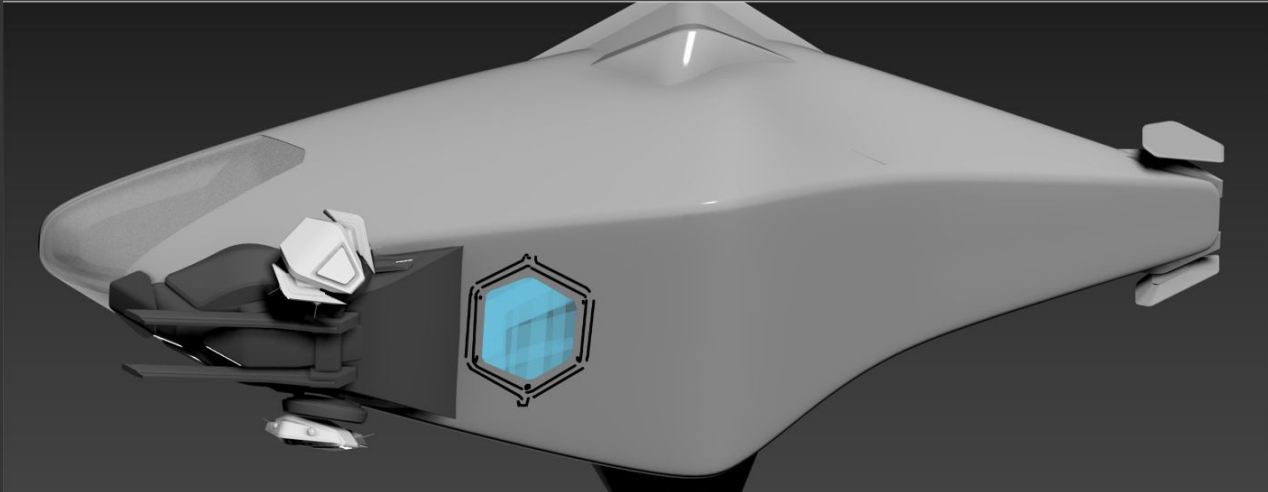
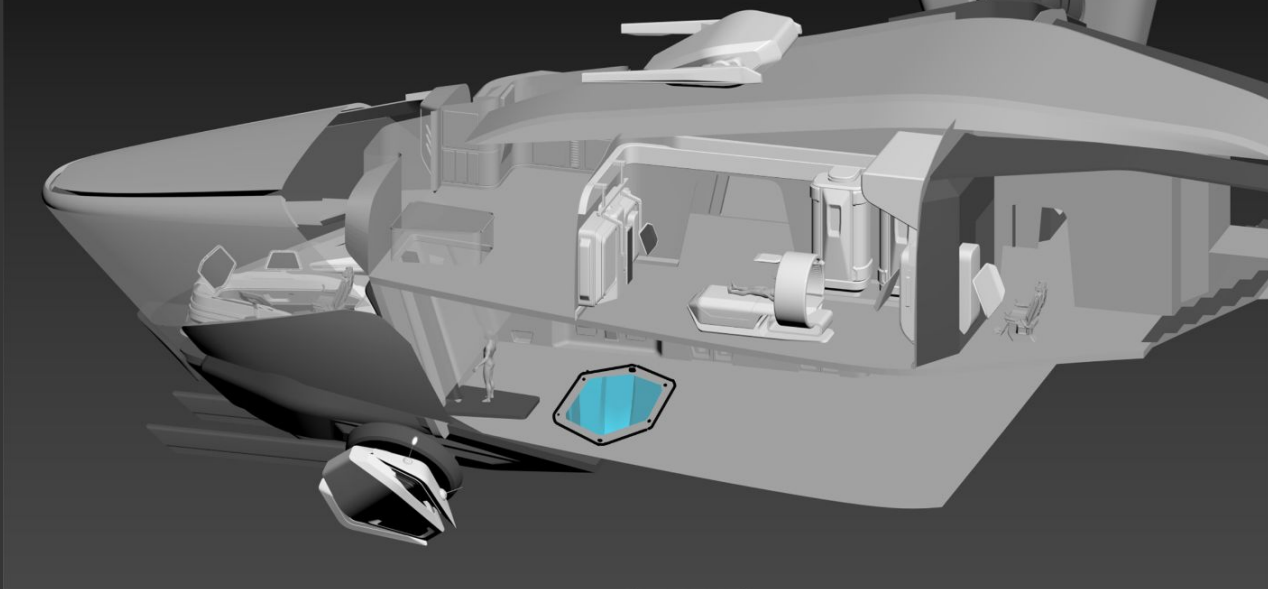


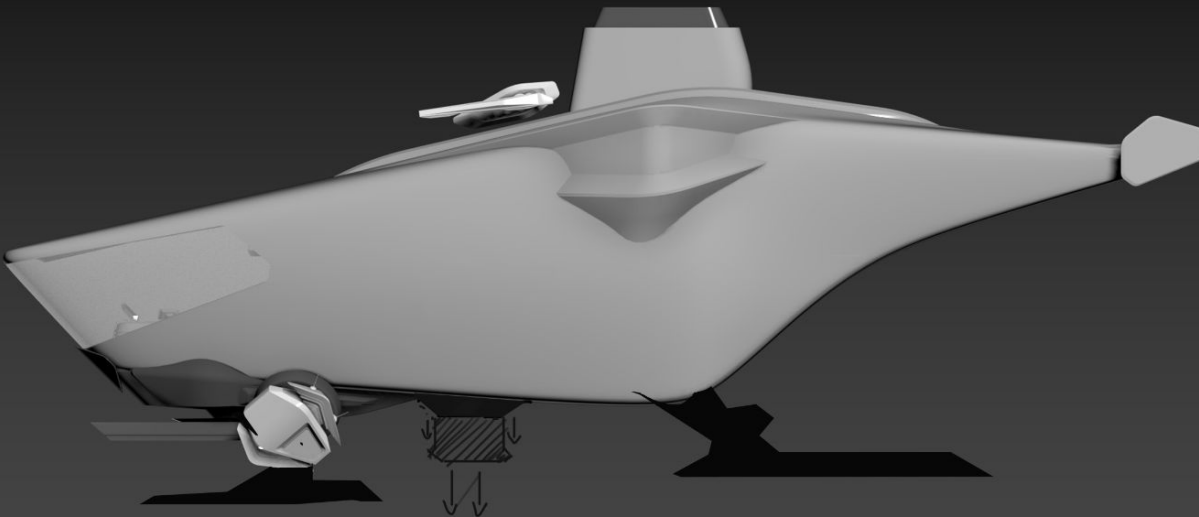
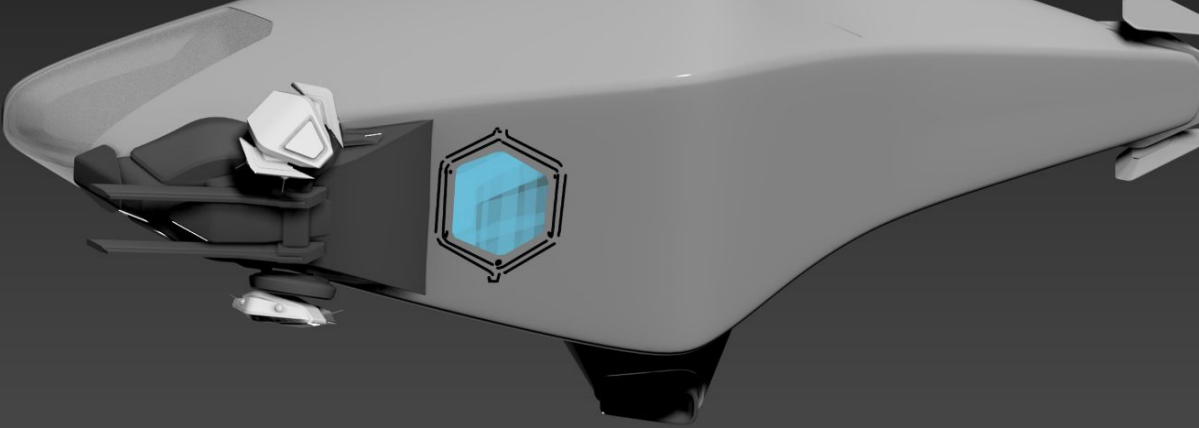
Refined  
Drones & Turrets





Concept  
Airlock & Docking





Refined  
Exterior

