



STELLAR JOCKEYS MARCH NEWSLETTER

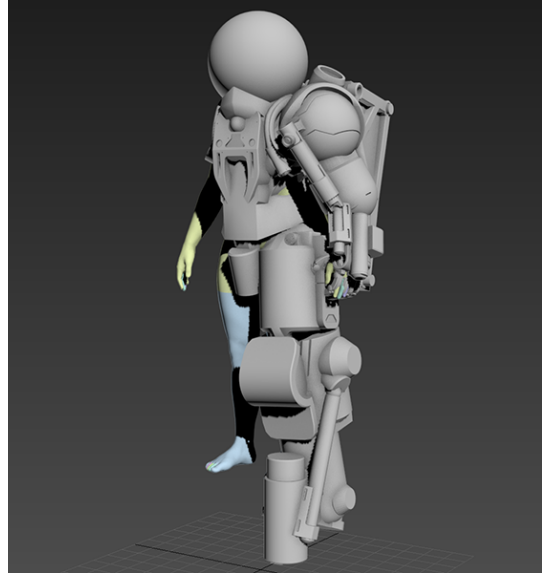
Welcome to the Stellar Jockeys newsletter for March 2022. Let's talk about Brigador Killers again.

Benjamin, Stellar Jockeys

Reimagining the Spacers



Back in September we revealed that we are increasing the sprite resolution of the game engine for Brigador Killers. This increase in visual fidelity means the player will get a closer look at exported models. It *also* means that what was done for older designs may not fly for BK's engine. In that spirit, our artist Jack has been working on an all new spacer powersuit. Let's run you through the process from concept to final sprite render (click to enlarge images).



The first step on the left is what's called the [mood board](#). This is the conceptual framework where the artist references the mood, texture and detailing that we want to evoke with the spacer power suit.

Step two on the right is the adapt or "[kitbash](#)" stage. Having previously developed a power suit for Clade Vocc, in 3DSMax we extrapolate a suit design to help suggest how mainline spacers are still related, though considerably drifted away from in both culture and military doctrine.



Step three on the left is the paintover in photoshop. With the basic suit layout in hand, we think about how we are going to change and treat the design. Returning briefly to the mood board's astronaut references we decide on a cloth-covered suit. At this point the helmet is unsatisfactory, but that will get revised later.

Once we have arrived at a satisfactory model of the suit, the finished design is then broken down into components for [baking](#) down and then texturing in Substance Painter, while the final sprite render (bottom right) for the game is done in Blender.

As a bonus, Jack composed a scene, part of which was used as the header image for this section (the full version can be [seen by clicking here](#)) with deference to American digital painter Craig Mullins [for this piece](#).

BK Development: Weapon Stability

We've talked about changes to existing features, but it's high time we turned our attention to things that are "new". Keep in mind, what we write here may not be reflected exactly in the final product, but we have at least reached a point where we're comfortable enough to discuss one of the things we've been working on, and because it's an interesting example of how we put several layers of math together to create what we hope is an interesting system.

In Brigador Killers, players will be able to find new weapons within a level and add them to their permanent loadout options, provided they can leave the level with it in hand. This kind of gameplay mechanic has been seen before in many titles as far back as 1993's [Syndicate](#), but we're taking direct inspiration from 2004's [Hitman: Contracts](#) and making it our own.

Let's imagine the player in Brigador Killers is on foot early on and stumbles across something like an [M60 Machine Gun](#) within a level - it's powerful, it's quite large... and completely unwieldy as a result. When we fire it, bullets spray everywhere. As a lone infantry, we cannot reasonably use it, but we *really* want it so we manage to exfiltrate anyway. Fantastic - now we have an oversized MG, but it's meant to be mounted on vehicles? How can we use it effectively?

Instead of attempting to use it on foot, we could mount the M60 onto a small vehicle like a buggy and fire it as intended. The reason the weapon's behavior changes is because of what we are calling weapon stability.

Weapon stability is a combination of two new things: a unit's "stability" and what we currently call a weapon's "chaos". As the names imply, units like infantry, vehicles, or tanks will have different stability values, while weapons like shotguns, rifles, or heavy machine guns will differ in how "chaotic" they are to fire.

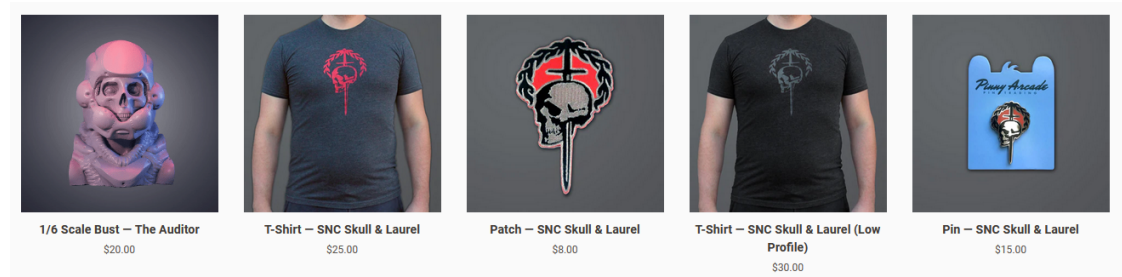
In *development* terms, "stability" and "chaos" both have a rating between +5 and -5. Depending on the *difference* between the two values on those "stability" and "chaos" ranges, the game engine modifies the weapon's accuracy bloom. "Bloom" here is the rate at which bullets fired start to spread outwards from the intended point of impact.

In simple terms, if the stability rating is the same as chaos, then the weapon's accuracy bloom will act as it does in Brigador. If stability is *greater* than chaos, then the bloom cone will be narrower and stay accurate for longer. And if stability is *less* than chaos, then the bloom will grow quickly, start at a higher spread, and generally result in our earlier example of an infantry man attempting to fire a heavy machine gun with little success.

This is only one example of the weapon stability interaction - other factors are intended to come into play, such as whether the vehicle they are using is in motion, and your selected pilot's weapon proficiencies.

Finally, you might be asking, why make this change at all?. In short we wanted to make more space for player expression. A frequent critique of Brigador referred to the "*lack of things to do*", a lack of customization, and the tedium of purchasing Freelance items. So, one way to take that on board is to let the player take an active hand in the acquisition and behavior of weapon and vehicles in Brigador Killers, rather simply purchasing items from a menu.

New Merch Store Prices Now In Effect



In the previous newsletter we warned that we'd be raising prices on some of our items as well as the shipping fees. To take the sting out of this news and as a sincere thank you to all our newsletter readers for sticking with us, enter the promocode PREMIUM at checkout (or [click the button below](#)) to get 15% off all products from our merch store - minimum order value of 8 USD required, promotional code active from the moment you read this until 23:59 CST, April 30th 2022.

Get 15% Off

Community Spotlight

It's a return of repeat offenders this month. First up is Juntti with a spacer spin on the famous image of Spanish comedian Juan Joya Borja (AKA "El Risitas")...

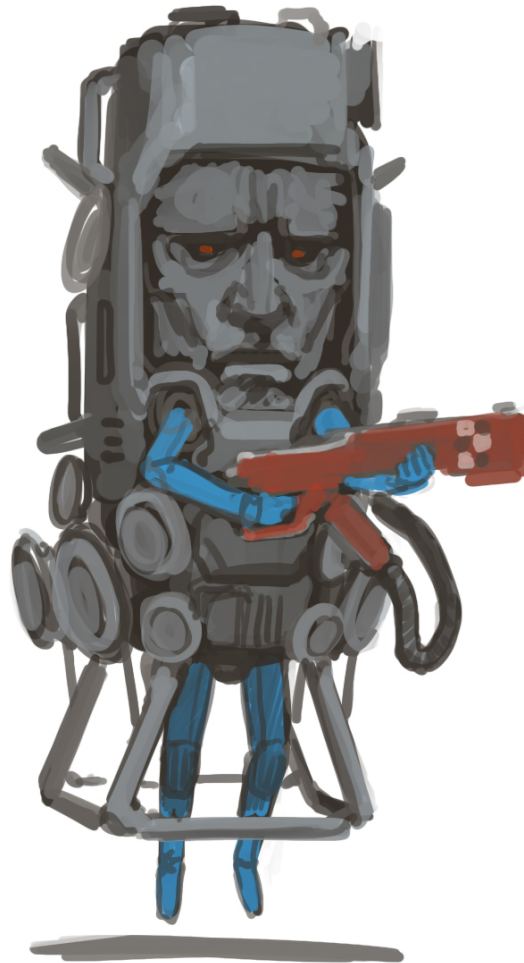


...Lowkek Ops was kind enough to show off their pixel art skills and give

us a rendition of Modesto Pires...



...and Flyingdebris concepted a spacer tac rig, stating "*the existence of Zed Prime implies the existence of lesser Zeds. Pictured, Zed Aux*":



Want more of these? Head on over to the #becks_best channel on our Discord server.

[Join Our Discord Server](#)

Next Month

We'll be deep into our next milestone over the next month, so April's newsletter may end up being a little light.



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