

THE ART
OF

BURNING SUNS



Dear reader,

Thank you so much for embarking on this journey with me. A trip through the creation of Burning Suns. On the following 150+ pages I'll take you from the initial ideas and concepts to the development process and the final pieces.

Burning Suns and its universe have been in development for over 5 years. It started out as a board game interpretation of the 4X sci-fi computer game *Sins of a Solar Empire* but as the development progressed it soon got a life of its own and took on a shape I would probably never have imagined back then.

Together with 7 amazing illustrators and over 1300 Kickstarter backers a universe of diverse aliens, cool spaceships and exotic locations were created, shaped and visualised.

I hope this book can inspire gamers, artists and game designers alike. May you enjoy exploring what we've enjoyed creating.

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I believe it's only fair to mention that this concept book's layout was inspired by the Artbook of *Mass Effect 3* (Dark Horse Books), thanks.

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Before I move on I'd like to dedicate this project and the game to my dad who lost his fight to cancer in the summer of 2014.

- Emil Larsen



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After creating and testing the initial game play, one of the first things I had to do was establishing the universe itself. This was mainly done by referring to other expansive sci-fi universes like *Star Wars*, *StarCraft*, *Sins of a Solar Empire* and *Mass Effect* which all remained big sources of inspiration throughout the development.

I spend a lot of time gathering resources for the illustrators to look through and get inspiration from. They came up with a lot of ideas and together we could start shaping a universe that we all felt compelled by and wanted to explore.

Right: One of the very first illustrations done for *Burning Suns*. Caner Inciucu perfectly captures the feel of an immense galaxy on the brink of conflict.



Just like other creative processes, not everything made it into the final product.

Some sketches were discarded due to lack of direction and some got surpassed by later pieces - like the original fighter unit in the bottom right.





From the very beginning, I wanted to put a lot of focus on both individuals and civilizations in a time of war.

This is why the illustrations scope from single leaders to entire races.

Left: Fleets play a major role in the conflicts of Burning Suns and every ship carries stories about pilots, captains, gunners and engineers.

Right: As important as it is to wage wars and conquer new territory, I still wanted players to remember about the people in their growing empire; keeping the peace by diplomacy or through show of force.





One of the most important aspects for my vision of Burning Suns was to make it plausible and believable. Technology needed to look somewhat familiar and the human race needed to be present. With humans and humanoid aliens there was a point of reference from which everything else could be perceived.





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BURNING SUNS

Artwork by Gabriel Barbabianca





Gabriel Barbabianca became part of the team late in the process when many elements, units and stories had already been created. Gabriel showed however, that no matter how late you are to the party, you can still make it worth while if you have the skills.

Gabriel's first entry was a scene of urban area fighting during an assault on a Terran colony. An illustration that was both inspiring and fresh, but yet very loyal to existing material.

Gabriel was awarded a daily deviation on DeviantArt for this illustration.



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BURNING SUNS

Artwork by Caner Inciucu

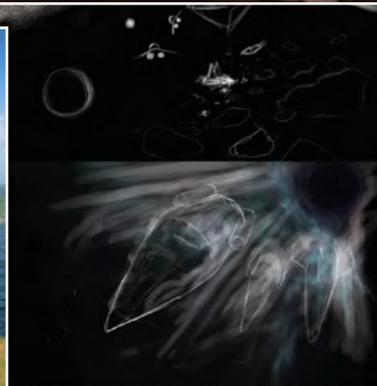


Previous page: I had this box cover made early on by Caner in order for the project to have a central piece of artwork from which the game would revolve around. It was important that it clearly showed the 4X as the core elements of the game (explore, expand, exploit and exterminate).

Right: For the game to be a true 4X experience, I wanted the players to experience the universe through their own empire.

The player's empire would be made up of 3 different parts (the ideology, the race and the framework). I started the development with 6 of each kind, meaning players were able to build 216 different empires.

When I finalized the game another 4 of each kind had been added - making the empire count 1000 strong.



ESTABLISHING A UNIVERSE

BURNING SUNS

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Get the full experience behind the creation of the Burning Suns universe with the 150+ pages PDF artbook.

Featuring everything from the game with over 400 unique sketches, full-colour illustrations of planets, races, ships, actions, 3D models and much much more.

Available on

www.suntzugames.com

Thank you for your interest,
- Emil Larsen

