

Setting Description

The Hyperion



Hyperion is Jim Raynor's battlecruiser in *Wings of Liberty* and is the stage for most of the narrative of the game. The ship was originally sent by Mengsk to stop Raynor, but was captured by Raynor and his men. The ship contains many locations where some of the game's cut-scenes will play out the story, including the Bridge, Cantina, Laboratory, and Armory. The Hyperion is of the same class and look as other Terran battlecruisers in the game with symmetrical wings toward the stern of the ship and a pronounced snout at the aft. It is a

massive aircraft replete with a forward facing super weapon, the Yamato Canon, and a menacing profile. Brightly light windows show the massive scale of the ship when viewed from the outside, with multiple layers of decks for the hundreds of crew that man the ship. Three massive engines powering the ship in the rear emit a brilliant pale blue light. We have the sense that this ship is a monster, built to take and deliver immense damage.

Inside the Hyperion, the story of *Wings of Liberty* moves forward through mission briefs given in the Bridge. At the front of the Bridge are three massive windows into space, lined with a large green-screen helm computer. In the middle of the Bridge is an ornate holographic control table, which outlines many of the mission briefs. The overall style of the ship gives us a feeling of old meeting new. The Bridge looks moodily lit, with heavy, dark colored metals decorated in an almost Baroque sense of gilded edges, bevels, and inlays. Everything about the ship inside feels sturdy and heavy. Without the computer technology and holographic screens, the ship may even seem like it's from the era of steam powered machines.



The science laboratory in the Hyperion gives a slightly steam-era look, with heavy, dark grey walls and moody lighting throughout. Some flashes of clean stainless steel trim the lab (we find no gold adornment here), but it is just as heavy feeling as the rest of the ship, with thick steel grates on the floors and metal paneling on the walls with slight hints of cold blue throughout.

Not even the Cantina, where the crew comes to relax and unwind, is immune from the heavy feeling of metal and mechanics. This is where Jim Raynor keeps a prized possession, a vintage jukebox. Here we introduce some splashes of reds and yellows to the heavy blue-gray palette of the ship's interior. The tables and bar in the Cantina are all made of the same heavy metal as the rest of the ship. There is no mistaking this battle cruiser for a luxury cruise ship. Cables, conduits, and power sources line the walls, floors and ceilings as utility is the mantra for The Hyperion.



References: My thanks goes to Blizzard for their support as well as Wikipedia and the web sites <http://starcraft.wikia.com/> and <http://wiki.teamliquid.net/>

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