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|  | Star Wars: A Cosmos Divided Factions |
|  |  |
|  | Design Guidelines for Cosmoteer Ship Painting |

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# General Instructions

## Best Practices

1. **Context Over Rules**: The color schemes provided in this guide are not set in stone; they serve as a starting point. The final designs should make sense in the broader context of Star Wars lore, the faction you're working on, and the specific type of ship you're designing.
2. **Adapt & Propose**: Feel free to adapt existing color schemes or propose new ones if they better match the ship's role, faction, or other context. Share your ideas openly; the aim is to collaborate and produce designs that everyone feels invested in.
3. **Consistency**: While creativity is encouraged, it's important to maintain some level of uniformity across ships from the same faction for a coherent and authentic look. Consistency doesn't mean monotony; it's about maintaining a recognizable aesthetic for each faction.
4. **Depth & Shading**: Utilize the layers effectively to create the perception of depth and texture, simulating a 3D look in a 2D environment. Given that we work with a 4-layer system, use these layers wisely to create the desired effects.
5. **Design Rationale**: When proposing a new color scheme, provide a rationale for your choices. Are the colors a nod to a specific ship or faction in Star Wars? Do they serve a functional purpose, such as camouflage or denoting a particular role within the fleet (e.g., command ships, medical ships)?
6. **Feedback Loop**: Always be open to feedback from team members. What looks good to you may not necessarily resonate with everyone else, and collective input will yield the best results.
7. **Lore Compliance**: While we encourage innovation, the color schemes should generally align with the Star Wars universe's established aesthetics for authenticity. If you're unsure, refer to canon materials for inspiration.

Remember, this guide serves as a jumping-off point for your creativity. Use your intuition and knowledge to adapt these guidelines for each specific design. Your input is valuable, and your creativity is the key to making these ships come to life in a way that both honors and expands upon the Star Wars universe.

## Faction Prefixes in Naming

Ships may be utilized by multiple factions; therefore, it's crucial to follow a unique naming convention to avoid conflicts. Use the following prefixes to name your ships according to their faction:

Republic: **Rep\_**  
*Example: Rep\_Starhawk.ship.png*

Empire: **Emp\_**  
*Example: Emp\_DeathStar.ship.png*

Confederacy of Independent Systems: **CIS\_**  
*Example: CIS\_DroidShip.ship.png*

Rebel Alliance: **Reb\_**  
*Example: Reb\_XWing.ship.png*

Black Sun Collective: **BSC\_**  
*Example: BSC\_Stealth.ship.png*

Mandalorian: **Mndl\_**  
*Example: Mndl\_Warbird.ship.png*

Underworlds: **Undr\_**  
*Example: Undr\_PirateShip.ship.png*

## Credits

If you are the original designer of the ship, please populate the "Designed By:" field with your name. If you are using someone else’s base design, ensure you provide additional credit to them in the description field.

### A screenshot of a computer Description automatically generated

# Republic Colors:

## Introduction:

Creating accurate, visually appealing Republic ships in Cosmoteer can be challenging, but this design guide aims to offer valuable guidelines. The Republic, both Old and New, has a rich history, featuring a variety of vessels from warships to diplomatic cruisers. This guide will help you capture that diversity.

## General Principles:

1. **Base Colors**: These set the overall mood and faction identity. Republic ships often use strong, bold colors like blues, grays, and whites to signify their regal and authoritative nature.
2. **Accents and Highlights**: Accent colors break up the base color and add dimension and context. Gold, yellow, and red often serve this role in Republic designs.
3. **Shading**: This is critical for 2D environments to convey depth. Varying shades of the base or contrasting colors work well.
4. **Depth and Details**: The top layer is primarily used to enhance the 3D feel of the design, but can also be used for adding additional details like decals, markings, and symbols.

## **Old Republic Color Schemes:**

### Republic Honor Guard:

### **Base Color**: #007FFF (Republic Blue)

### **First Layer (Base Accent)**: #FFFF00 (Yellow, for accents)

### **Second Layer (Shading)**: #000000 (Black, for depth)

### **Top Layer (Depth)**: #333333 (Dark Gray, for additional depth)

### *Representation*: Represents the elite Republic Honor Guard, known for their dedication to justice.

### Classic Republic Colors:

### **Base Color**: #0055FF (Republic Blue)

### **First Layer (Base Accent)**: #FFD700 (Republic Gold, for accents)

### **Second Layer (Shading)**: #0000BB (Darker Blue, for depth)

### **Top Layer (Depth)**: #333333 (Dark Gray, for additional depth)

### *Representation*: The use of Republic Blue and Gold signifies the regal and authoritative nature of the Old Republic.

### *Examples*: Praetorian-class Frigate, Hammerhead-class Cruiser, Interdictor-class cruiser, Inexpugnable-class Tactical Command Ship, Valor-class cruiser.

## **Clone Wars Era:**

### Venator-class Star Destroyer:

* **Base Color**: #A9A9A9 (Dark Gray)
* **First Layer (Base Accent)**: #FF0000 (Red, for the iconic stripe)
* **Second Layer (Shading)**: #696969 (Dim Gray, for shadowing)
* **Top Layer (Depth)**: #000000 (Black, to add more depth)

*Examples*: The "Executor" commanded by Anakin Skywalker.

### Consular-class Cruiser:

* **Base Color**: #FFF5E1 (Cream)
* **First Layer (Base Accent)**: #008000 (Green, for diplomatic versions)
* **Second Layer (Shading)**: #A9A9A9 (Dark Gray, for shadowing)
* **Top Layer (Depth)**: #000000 (Black, to add more depth)

*Examples*: "Radiant VII," the ship carrying Qui-Gon Jinn and Obi-Wan Kenobi in Episode I: The Phantom Menace.

### Clone Trooper Colors:

* **Base Color**: #FFFFFF (Clone Trooper White)
* **First Layer (Base Accent)**: #FF0000 (Clone Trooper Red, for accents)
* **Second Layer (Shading)**: #CCCCCC (Light Gray, for subtle depth)
* **Top Layer (Depth)**: #000000 (Black, for additional depth)

## **New Republic:**

### New Republic Diplomatic Corps:

### **Base Color**: #339966 (New Republic Green)

### **First Layer (Base Accent)**: #FFFFFF (White, for accents)

### **Second Layer (Shading)**: #333333 (Dark Gray, for depth)

### **Top Layer (Depth)**: #666666 (Darker Gray, for additional depth)

### *Representation*: Reflects the diplomatic nature of the New Republic.

### New Republic Stealth Squadron:

### **Base Color**: #333333 (Stealth Black)

### **First Layer (Base Accent)**: #666666 (Darker Gray, for accents)

### **Second Layer (Shading)**: #000000 (Black, for depth)

### **Top Layer (Depth)**: #111111 (Slight Gray, for additional depth)

### *Representation*: Used by the New Republic's elite Stealth Squadron.

## **Common Across Eras:**

### Naboo Starfighter:

### **Base Color**: #FFD700 (Gold/Yellow)

### **First Layer (Base Accent)**: #FFFFFF (White, for accents)

### **Second Layer (Shading)**: #C0C0C0 (Silver, for depth)

### **Top Layer (Depth)**: #808080 (Gray, for additional depth)

# Empire Colors:

### Imperial Colors:

* Base Color: #000000 (Imperial Black)
* First Layer (Base Accent): #FF0000 (Imperial Red, for accents)
* Second Layer (Shading): #333333 (Dark Gray, for depth)
* Top Layer (Depth): #666666 (Darker Gray, for additional depth)

### Stormtrooper Colors:

* Base Color: #FFFFFF (Stormtrooper White)
* First Layer (Base Accent): #000000 (Stormtrooper Black, for accents)
* Second Layer (Shading): #CCCCCC (Light Gray, for subtle depth)
* Top Layer (Depth): #333333 (Dark Gray, for additional depth)

### Imperial Star Destroyer Colors:

* Base Color: #272727 (Dark Gray)
* First Layer (Base Accent): #000000 (Black, for accents)
* Second Layer (Shading): #1A1A1A (Slightly lighter gray, for depth)
* Top Layer (Depth): #121212 (Even lighter gray, for additional depth)

### Imperial Star Destroyer (Variant 1):

* Base Color: #1E1E1E (Dark Gray)
* First Layer (Base Accent): #000000 (Black, for accents)
* Second Layer (Shading): #0D0D0D (Slightly lighter gray, for depth)
* Top Layer (Depth): #070707 (Even lighter gray, for additional depth)

### Imperial Star Destroyer (Variant 2 - Blue Accents):

* Base Color: #1E1E1E (Dark Gray)
* First Layer (Base Accent): #000080 (Dark Blue, for accents)
* Second Layer (Shading): #0D0D0D (Slightly lighter gray, for depth)
* Top Layer (Depth): #070707 (Even lighter gray, for additional depth)

### TIE Fighter (Classic Imperial):

* Base Color: #1E1E1E (Dark Gray)
* First Layer (Base Accent): #000000 (Black, for accents)
* Second Layer (Shading): #0D0D0D (Slightly lighter gray, for depth)
* Top Layer (Depth): #070707 (Even lighter gray, for additional depth)
* *This classic TIE Fighter design features the iconic Imperial color scheme.*

### TIE Fighter (Variant - Red Accents):

* Base Color: #1E1E1E (Dark Gray)
* First Layer (Base Accent): #FF0000 (Red, for accents)
* Second Layer (Shading): #0D0D0D (Slightly lighter gray, for depth)
* Top Layer (Depth): #070707 (Even lighter gray, for additional depth)
* *This variant of the TIE Fighter incorporates red accents to give it a more aggressive and distinctive appearance.*

### TIE Bomber (Classic Imperial):

* Base Color: #1E1E1E (Dark Gray)
* First Layer (Base Accent): #000000 (Black, for accents)
* Second Layer (Shading): #0D0D0D (Slightly lighter gray, for depth)
* Top Layer (Depth): #070707 (Even lighter gray, for additional depth)
* *This design is based on the classic Imperial TIE Bomber with a menacing dark gray color scheme.*

# Confederacy of Independent Systems (CIS) Colors:

*The Confederacy of Independent Systems (CIS) in Star Wars is known for its droid armies and navy, featuring ships like the Lucrehulk-class battleship and the Munificent-class frigate. The CIS tends to use a mix of colors like brown, gray, and blueish silver, often to give a more mechanical or robotic appearance. Here are some color schemes based on iconic CIS ships:*

### Lucrehulk-class Battleship Colors:

* **Base Color**: #8B4513 (Saddle Brown)
* **First Layer (Base Accent)**: #A9A9A9 (Dark Gray, for mechanical parts)
* **Second Layer (Shading)**: #5E2605 (Dark Brown, for depth)
* **Top Layer (Depth)**: #333333 (Dark Gray, for additional depth)

*This color scheme represents the Lucrehulk-class battleships, often used as the core command ships of the CIS fleets. These are the large, donut-shaped ships commonly seen in prequel movies.*

### Munificent-class Frigate Colors:

### **Base Color**: #808080 (Gray)

### **First Layer (Base Accent)**: #4682B4 (Steel Blue, for accent)

### **Second Layer (Shading)**: #696969 (Dim Gray, for depth)

### **Top Layer (Depth)**: #333333 (Dark Gray, for additional depth)

*This color scheme can be used for the Munificent-class frigates, which are the backbone of the CIS navy, often seen in the Clone Wars series.*

### Providence-class Dreadnought Colors:

### **Base Color**: #2F4F4F (Dark Slate Gray)

### **First Layer (Base Accent)**: #B0C4DE (Light Steel Blue, for accents)

### **Second Layer (Shading)**: #1C1C1C (Very Dark Gray, for depth)

### **Top Layer (Depth)**: #333333 (Dark Gray, for additional depth)

### *This color scheme represents the Providence-class dreadnoughts, another significant part of the CIS fleet, like General Grievous' flagship, the "Invisible Hand."*

### Classic CIS Colors:

* **Base Color**: #00FF00 (CIS Green)
* **First Layer (Base Accent):** #FFD700 (CIS Gold, for accents)
* **Second Layer (Shading):** #009900 (Darker Green, for depth)
* **Top Layer (Depth):** #333333 (Dark Gray, for additional depth)

### Battle Droid Colors:

* **Base Color:** #C0C0C0 (Droid Gray)
* **First Layer (Base Accent):** #FFA500 (Droid Orange, for accents)
* **Second Layer (Shading):** #666666 (Dark Gray, for depth)
* **Top Layer (Depth):** #000000 (Black, for additional depth)

### CIS Techno Union Livery:

* **Base Color:** #FF9933 (CIS Orange)
* **First Layer (Base Accent):** #666666 (Darker Gray, for accents)
* **Second Layer (Shading):** #333333 (Dark Gray, for depth)
* **Top Layer (Depth):** #000000 (Black, for additional depth)
* *This color scheme represents the Techno Union's involvement in the CIS, with a focus on industry and technology.*

### CIS Dark Assassin:

* Base Color: #990000 (Crimson Red)
* First Layer (Base Accent): #000000 (Black, for accents)
* Second Layer (Shading): #333333 (Dark Gray, for depth)
* Top Layer (Depth): #666666 (Darker Gray, for additional depth)
* *These colors reflect the mysterious and deadly nature of some CIS covert operations units.*

### Additional Notes for CIS Ships:

1. **Accents and Decals**: CIS ships often carry the CIS insignia. These could be implemented in the "Depth (Top Layer)" as well.
2. **Weathering**: Given that many CIS ships are mass-produced and expendable, you could add variations to the "Base Color" to simulate wear or damage.

# Rebel Alliance Colors:

## Introduction:

The Rebel Alliance, known for their ragtag fleet and diverse array of starships, employs various color schemes to represent their unity in diversity. While many ships are scavenged, repurposed, or donated, there's a consistent aesthetic theme that binds them. This guide aims to assist designers in creating ship color schemes that are both lore-friendly and visually coherent.

## General Principles:

1. **Base Colors**: Rebel ships often use muted, earthy tones such as brown, gray, and green, reflecting their often ad hoc, scavenged nature.
2. **Accents**: Reds, yellows, and oranges are common as accent colors, representing the Rebellion's energy and fervor.
3. **Layers for Depth**: Given the 2D environment, layering is crucial for adding depth and realism to ships.
4. **Decals and Symbols**: The Rebel insignia and other markings should be used sparingly to identify the faction without cluttering the design.

## Sample Color Schemes:

**Note:** The color codes are just guidelines and can be adjusted to fit specific design needs.

### X-wing Starfighter Colors:

### **Base Color**: #2E2E2E (Charcoal)

### **First Layer (Base Accent):** #FF4500 (Red-Orange, for the S-foils)

### **Second Layer (Shading):** #1C1C1C (Very Dark Gray, for depth)

### **Top Layer (Depth):** #000000 (Black, for additional depth and decals)

### Corellian Corvette (CR90) Colors:

### **Base Color:** #C0C0C0 (Silver)

### **First Layer (Base Accent):** #4682B4 (Steel Blue, for lines and markings)

### **Second Layer (Shading):** #A9A9A9 (Dark Gray, for depth)

### **Top Layer (Depth):** #333333 (Dark Gray, for additional depth)

### Nebulon-B Frigate Colors:

### **Base Color:** #778899 (Light Slate Gray)

### **First Layer (Base Accent):** #B0E0E6 (Powder Blue, for details)

### **Second Layer (Shading):** #5F9EA0 (Cadet Blue, for depth)

### **Top Layer (Depth):** #333333 (Dark Gray, for additional depth)

### Classic Rebel Colors:

### **Base Color:** #FF5500 (Rebel Orange)

### **First Layer (Base Accent):** #FFFFFF (Rebel White, for accents)

### **Second Layer (Shading):** #CC3300 (Darker Orange, for depth)

### **Top Layer (Depth):** #333333 (Dark Gray, for additional depth)

### Classic Red Colors:

### **Base Color:** #FF0000 (X-Wing Red)

### **First Layer (Base Accent):** #FFFFFF (Rebel White, for accents)

### **Second Layer (Shading):** #660000 (Darker Red, for depth)

### **Top Layer (Depth):** #000000 (Black, for additional depth)

### Rebel Alliance A-Wing (Blue Squadron):

### **Base Color:** #0000FF (Blue)

### **First Layer (Base Accent):** #FFFFFF (White, for accents)

### **Second Layer (Shading):** #A9A9A9 (Light Gray, for depth)

### **Top Layer (Depth):** #808080 (Even lighter gray, for additional depth)

### Rebel Alliance Y-Wing (Gold Squadron):

### **Base Color:** #FFD700 (Gold)

### **First Layer (Base Accent):** #FFFFFF (White, for accents)

### **Second Layer (Shading):** #A9A9A9 (Light Gray, for depth)

### **Top Layer (Depth):** #808080 (Even lighter gray, for additional depth)

### Rebel Alliance X-Wing (Red Squadron):

### **Base Color:** #FF0000 (Red)

### **First Layer (Base Accent):** #FFFFFF (White, for accents)

### **Second Layer (Shading):** #A9A9A9 (Light Gray, for depth)

### **Top Layer (Depth):** #808080 (Even lighter gray, for additional depth)

## Frequently Asked Questions:

* **Why are Rebel ships so colorful compared to other factions?**

*Rebel ships are often assembled from various sources, including donations, captures, and makeshift modifications. The colors reflect the diverse origins and the spirit of unity in diversity that the Rebellion embodies.*

Remember, the primary aim is to achieve a balance between creativity and consistency. Use your expertise to make informed decisions while designing. As always, be open to feedback from team members and stay true to both the Star Wars lore and the design principles outlined in this guide.

# Black Sun Collective Colors:

### Classic Black Sun Colors:

* Base Color: #FFD700 (Black Sun Gold)
* First Layer (Base Accent): #FF0000 (Black Sun Red, for accents)
* Second Layer (Shading): #660000 (Darker Red, for depth)
* Top Layer (Depth): #000000 (Black, for additional depth)

### Black Sun Enforcer Colors:

* Base Color: #000000 (Black)
* First Layer (Base Accent): #FFFFFF (White, for accents)
* Second Layer (Shading): #333333 (Dark Gray, for depth)
* Top Layer (Depth): #666666 (Darker Gray, for additional depth)

# Mandalorian Colors

### Classic Mandalorian Colors:

* Base Color: #F5A623 (Mandalorian Orange)
* First Layer (Base Accent): #000000 (Black, for accents)
* Second Layer (Shading): #333333 (Dark Gray, for depth)
* Top Layer (Depth): #666666 (Darker Gray, for additional depth)

### Mandalorian Clan Colors:

* Base Color: [Clan-Specific Color]
* First Layer (Base Accent): #FFFFFF (White, for accents)
* Second Layer (Shading): #333333 (Dark Gray, for depth)
* Top Layer (Depth): #666666 (Darker Gray, for additional depth)
* *For this guideline, each Mandalorian clan can have its own unique base color while keeping the other layers consistent.*

### Mandalorian Mercenary Colors:

* Base Color: #FF0000 (Mandalorian Red)
* First Layer (Base Accent): #000000 (Black, for accents)
* Second Layer (Shading): #660000 (Darker Red, for depth)
* Top Layer (Depth): #000000 (Black, for additional depth)
* *This guideline is for Mandalorian mercenaries who want a more aggressive and intimidating appearance.*