

RASED ON THE WARNER BROS. TELEVISION SERIES BABYLON 5 CREATED BY I. MICHAEL STRACZYNSKI

ROBBIE

BUSCH

CULURIST

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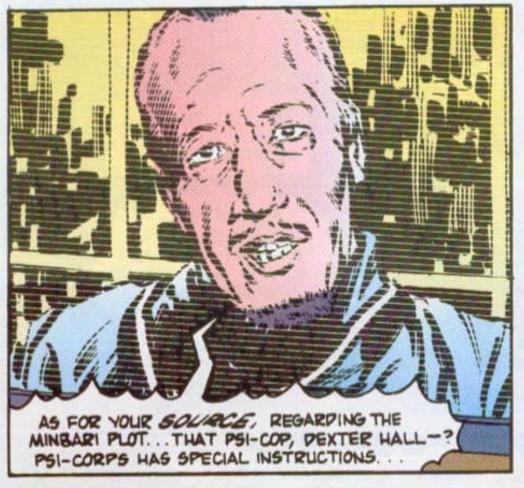
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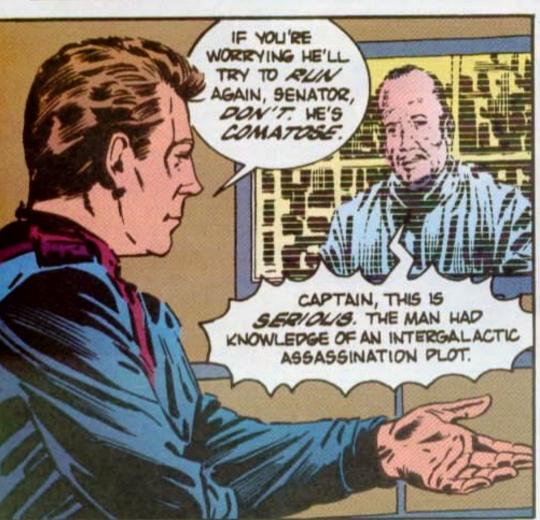
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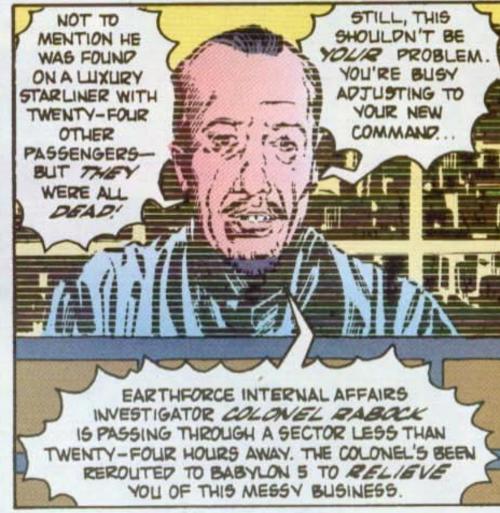
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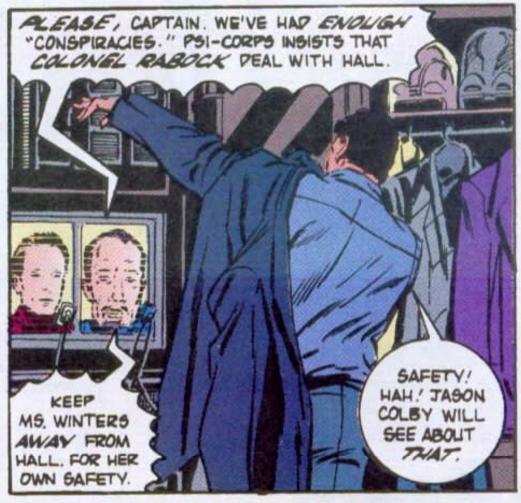
















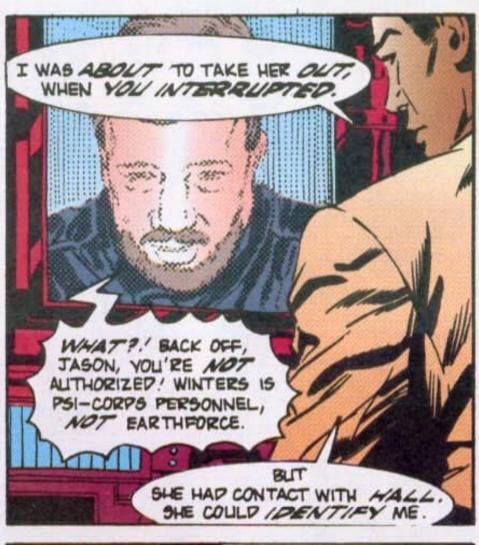


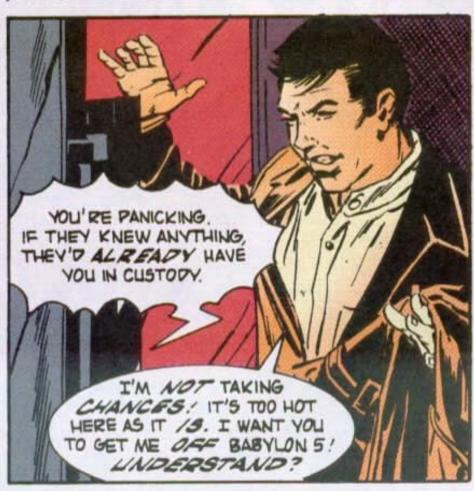












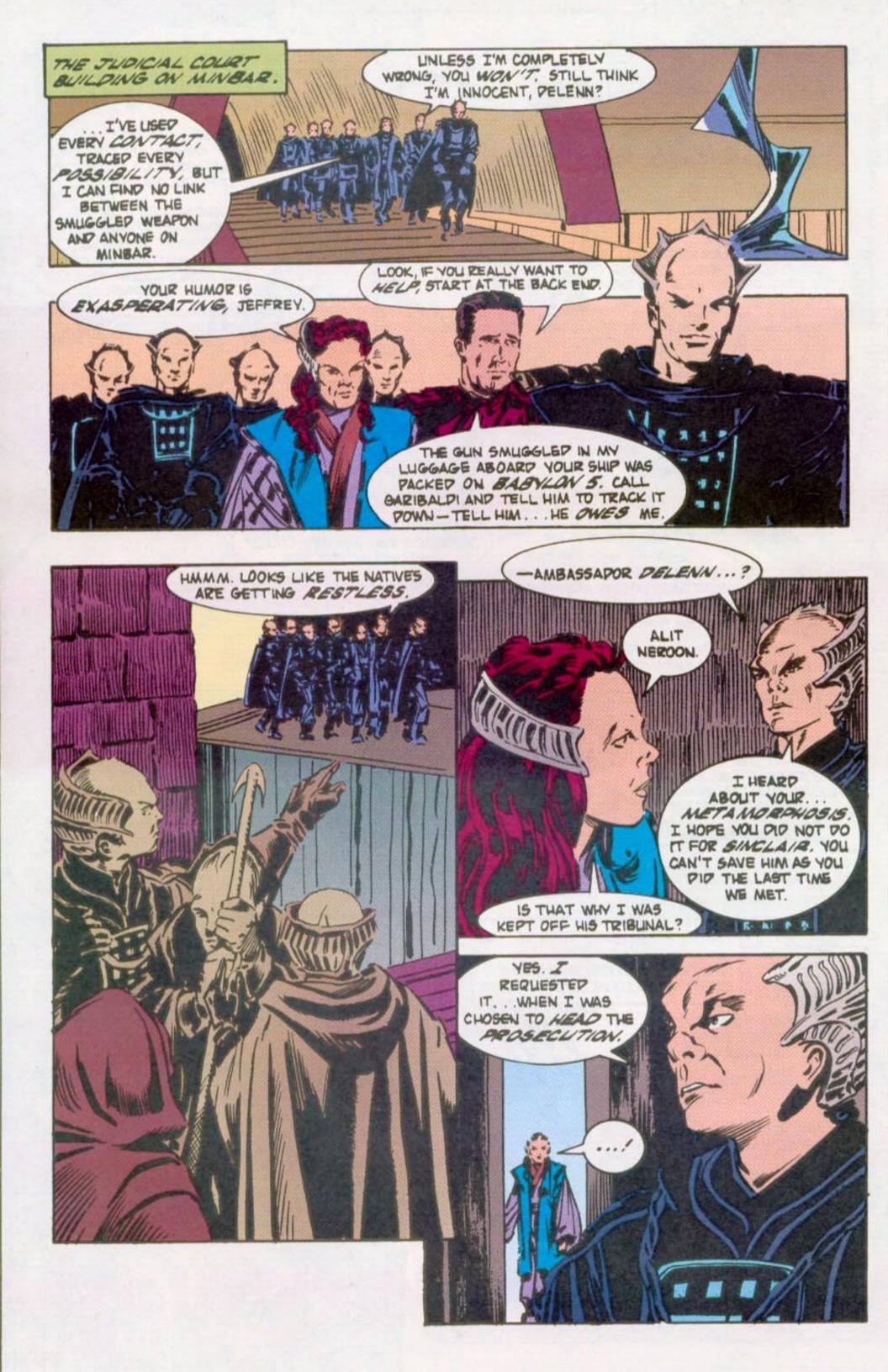


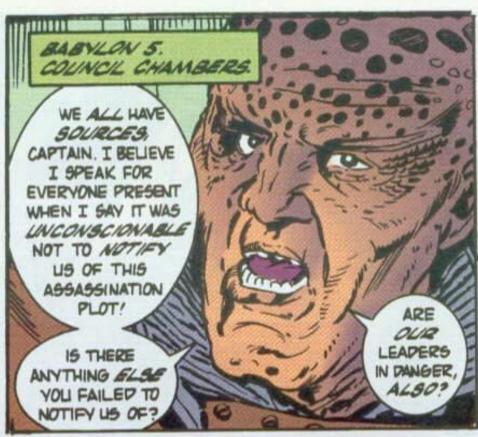


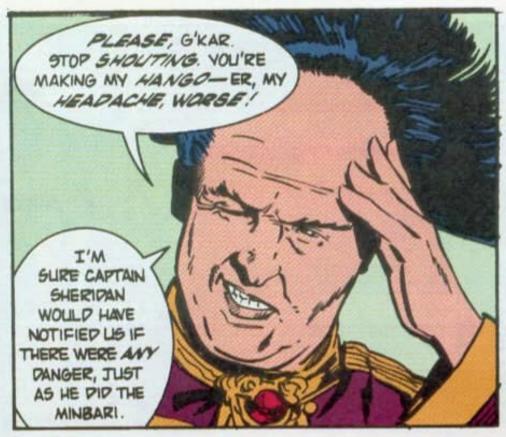


















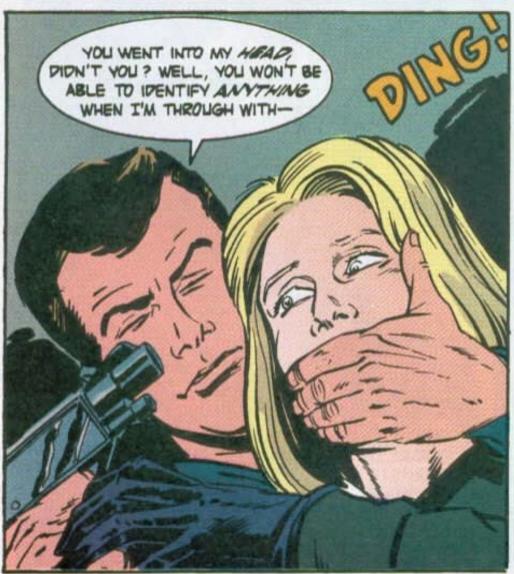


























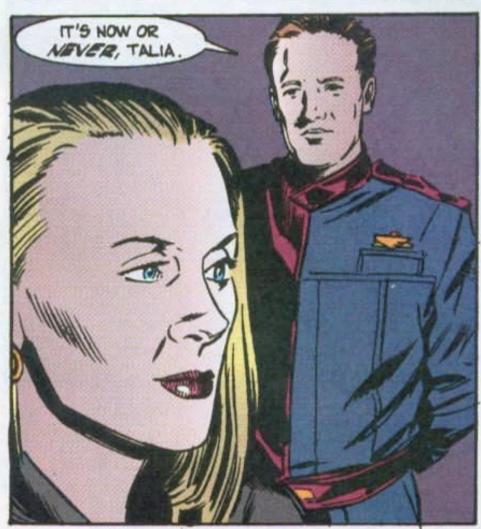


















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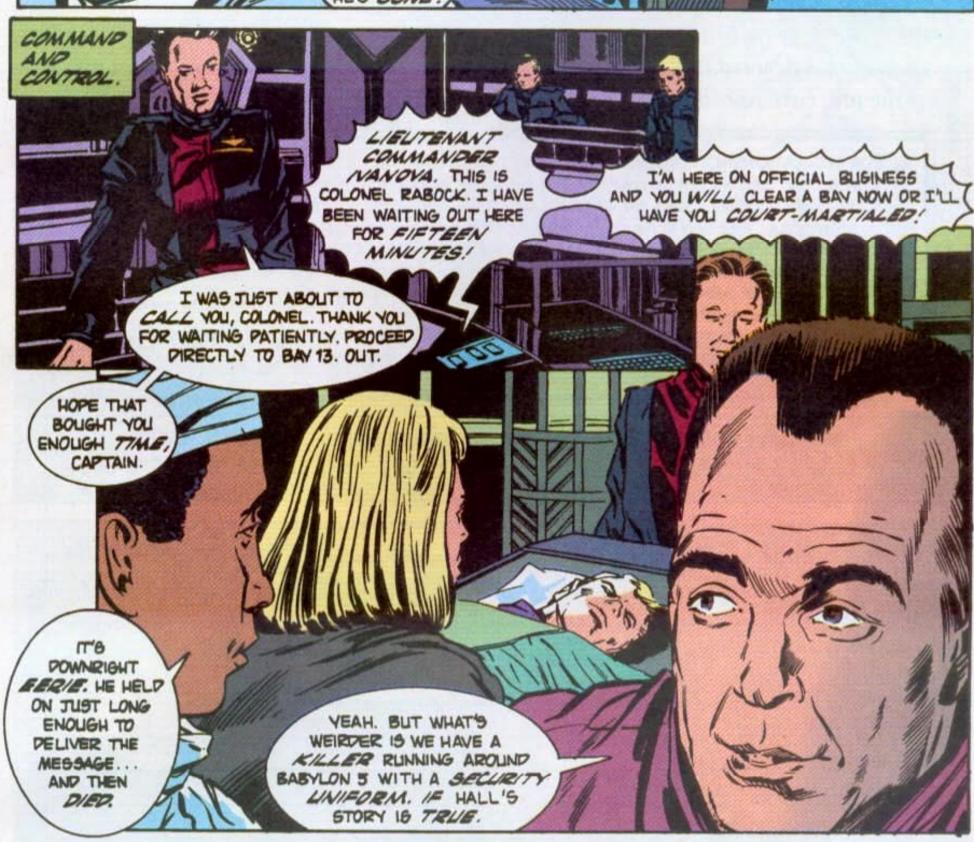


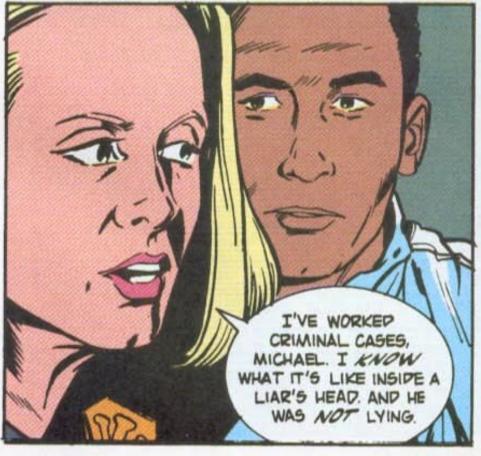




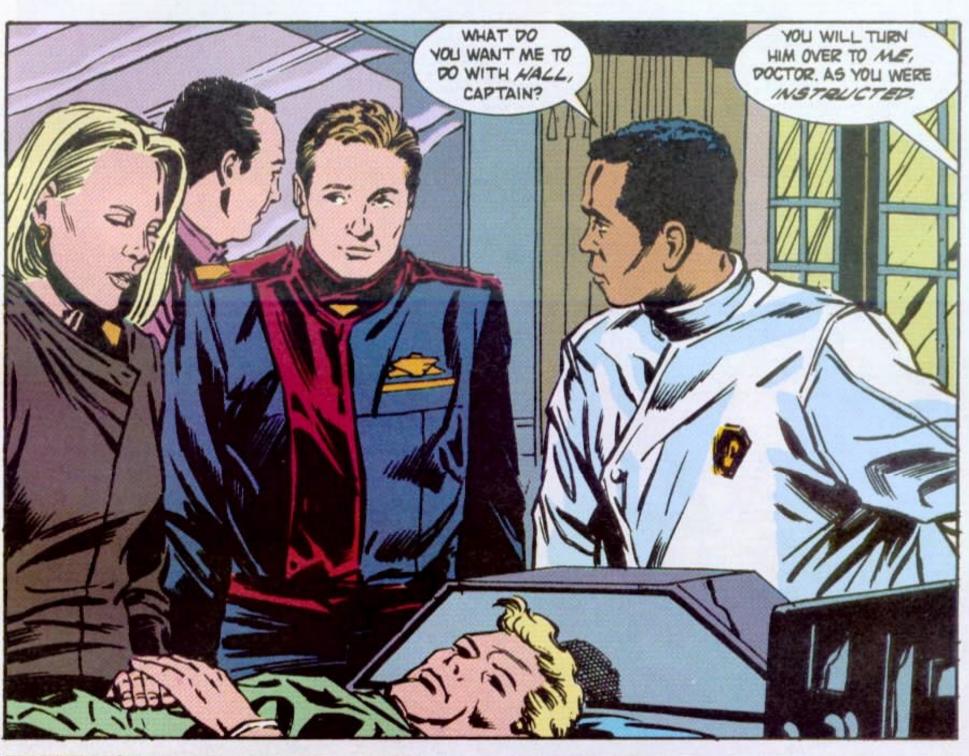


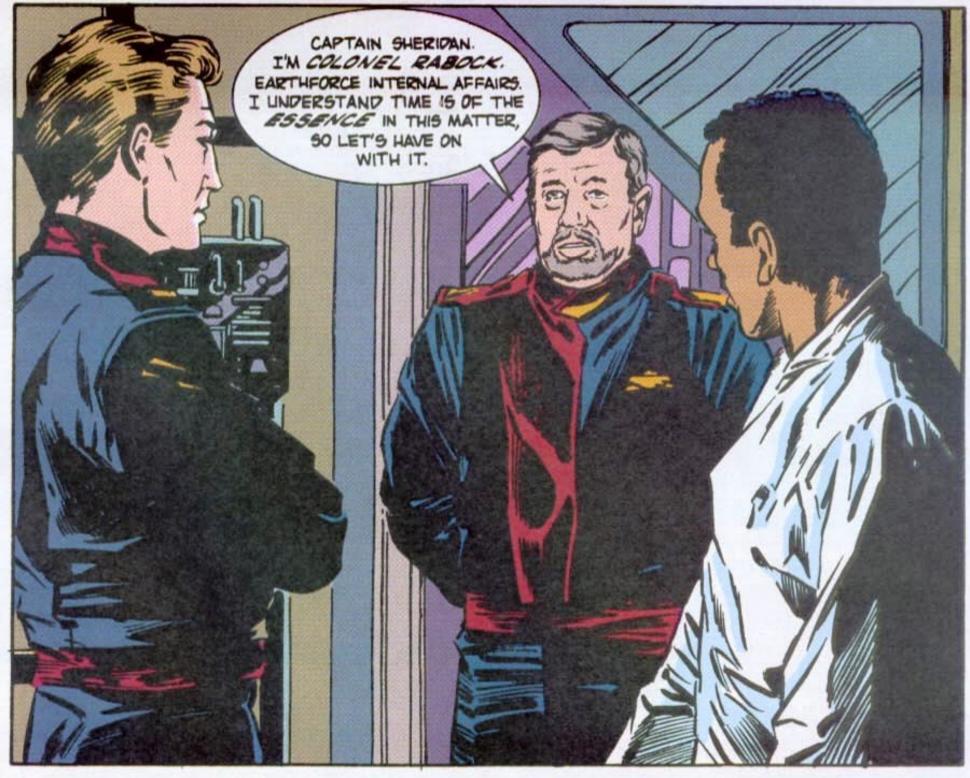


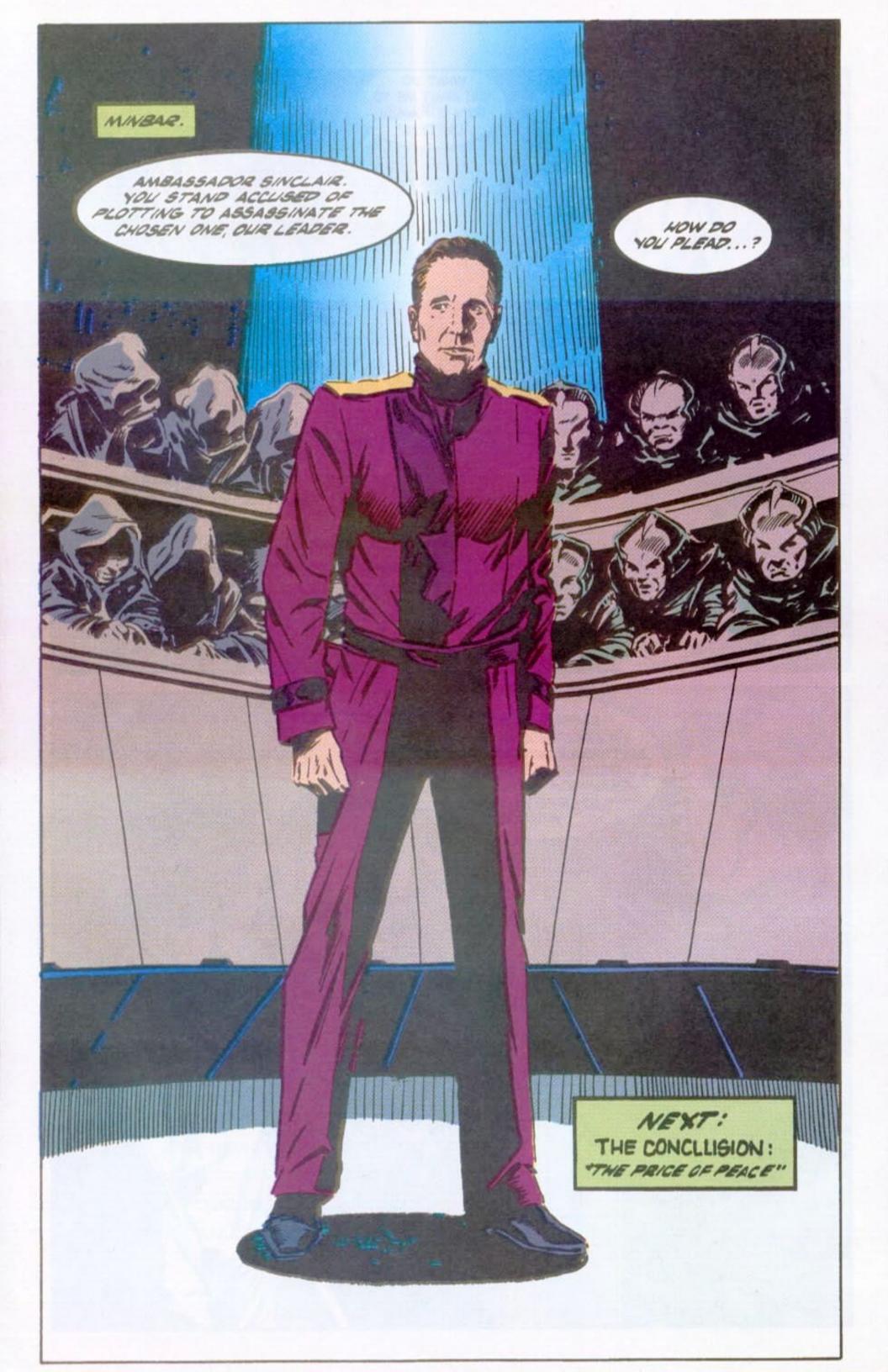












"It was the dawn of the third age of mankind... ten years after the Earth-Minbari war. The Babylon Project was a dream given form. Its goal: to prevent another war, by creating a place where humans and aliens could work out their differences peacefully. It's a port of call, home away from home, for diplomats, hustlers, entrepreneurs, and wanderers. Humans and aliens, wrapped in two million, five hundred thousand tons of spinning metal... all alone in the night. It can be a dangerous place, but it's our last, best hope for peace. This is the story of the last of the Babylon stations. The year is 2259. The name of the place is... B A B Y L O N 5."

# IN THE BEGINNING, THERE WAS THE DESIGN

BY JOHN IACOVELLI

I am one of five original people who began work on Babylon 5 back in 1988. The others were J. Michael Straczynski, who created the show; our producers Douglas Netter and John Copeland; and Ron Thornton, who at the time was one of Hollywood's most well-known model builders and miniaturists.

When we began thinking about Babylon 5, imaging technology for television had barely begun to evolve. But Ron Thornton was a pioneer of video imaging. By the time the series was ready for production, he had become an expert at rendering on computer unbelievably good visions of space and space craft — to the point that we have never used models and never will. In many ways, Ron's abilities were what enabled us to make the show. He was rewarded for his efforts when he won an Emmy Award for Visual Effects for his work on the TV pilot.

In those first meetings, budget drove our thinking as much as creative ideas. Previous space/science fiction failures had made television producers wary of the costs of attempting a truly good show in the genre. But J. Michael Straczynski had created an unusual space station and some fine characters within it, two hundred and fifty years in the

future. The scenario was unlike any that had come before; we were interested in the dynamics within our own characters, we were not looking for new worlds. Also, our technology differed from that in the Star Wars or Star Trek universes. Our entire story existed within a single galaxy and we did not benefit from the deus ex machina of teleporters and tractor beams.

Since Babylon 5 is basically round, I designed most of the spaces and rooms based on the components of a circle. Almost every element of the station's architecture starts with either an arc, radius, or circumference as a commanding feature. I also decided that no door should open as conventional doors do today; nothing is hinged, so they either rise like guillotines or slide like jacknives.

Another major decision was to juxtapose texture and bright colors with a grimy, used look. We wanted Babylon 5 to have a lived-in look. We felt entropy should rule Babylon 5's world, as it does our own. I remember looking out the window of an airplane one day and noticing the paint on the fuselage was wearing off, and I realized that no matter how hard we try to make the world a perfect place, things get old and break down, just as we do.

There were many more challenges to be tackled in the making of the BABYLON 5 you see today, not the least of which was the budget (about one third that of DEEP SPACE NINE), time (we shoot an episode every seven days!), and space (we have three soundstages with sixteen standing sets that are changed into over sixty current sets).

You might think working in the art department on BABYLON 5 is a lot of fun. Well, it's hard work — but it is fun, too.

# THE NARN FIGHTER COCKPIT

BY ROLAND ROSENKRANZ

The Narn fighter cockpit is one example of how Babylon 5 designers must accommodate the special needs of aliens.

The cockpit is a hybrid of present fighter design and Narn physical requirements. The exterior image was developed by Ron Thornton's company, Foundation Imaging, and like a contemporary jet fighter, places the pilot almost horizontal within the craft.

The interior was completed by BABYLON 5's production designers. The seat can, at the touch of a button, adjust a full 90° for use in any situation. The frame of the

cockpit is
wide to
accommodate
the large
stature of the
Narn, their
heavy combat
uniforms, plus
allow for
extended
reach and
range of
motion.



NARN SINGLE-SEAT FIGHTER SPACECRAFT
INTERIOR VIEW, WITH AMBASSADOR G'KAR
(ANDREAS KATSULAS) IN THE DRIVER'S SEAT

Given the size of Nam hands and fingers, the control panels must be large. For the same reason, all weapon systems are accessed or adjusted through touch-screen technology.

The fighter is designed to be combatefficient for a Narn — a Minbari or a human it would find it neither comfortable nor efficient in combat.

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## NEXT UP: THE PRICE OF PEACE

Colby makes a last desperate break for freedom, as Sinclair's problems reach a climactic finish on Minbar. Mark Moretti, Michael Netzer, and Rob Leigh conclude the final chapter of this story arc.

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# BEHIND THE SCENES

### IT'S THE LITTLE THINGS

BY MARK-LOUIS WALTERS

Living in space in the 23rd century is not as easy as you might think. Suppose you are a friendly Babylon 5 security officer and you see a heinous act in progress. Do you just shoot the guy?

Well, probably so; but you'd better use your issue PPG, the standard sidearm of all Earthforce personnel.

"PPG" stands for Phase Plasma Gun. It shoots not a solid projectile, but an extremely hot charge of plasma-matter in an energized, molten state. The reason for this odd sort of ammo is that a projectile could puncture the hull of the ship — resulting in an instant vacuum, fatal for both shooter and target. Therefore, in space, it is the plasma gun or nothing, because anything else would be suicidal.

With this in mind, we began designing our PPG for Babylon 5. Under the supervision of Production Designer John lacovelli, Propmaker Gene Young finalized the look, then fashioned the fearsome weapon from aluminum. Since the PPG is used by humans, and because the human hand would not have changed in the 23rd century, we figured the PPG should resemble weapons of today, with a familiar grip and trigger. We gave the gun the shape of a police issue .38 revolver, its size and shape making it easy to carry and draw from a holster, just like police weapons of today.

The weapons of other races and beings are designed with similar ergonomics in mind. Crystals are a big part of Minbari technology, so when it came time to make a Minbari knife, I decided to incorporate a crystalline motif into the design. The blade of any knife would be more potent if it also delivered a shock or energy blast, so I decided to make the Minbari blade shocking as well as sharp.

I also felt that multiple blades would be more effective than a single crystal spike. The Minbari are a serious people who believe in study and research, so I knew their weapon design should be intelligent and well-thought out. Therefore, most Minbari small weapons are designed to be worn rather than carried. The knife then became a glove, worn over the hand; a warrior could punch with the blades or make terrible roundhouse slashing blows. When the knife was complete, we all agreed that a trained Minbari warrior with his crystalline glove-knife is not someone to trifle with.

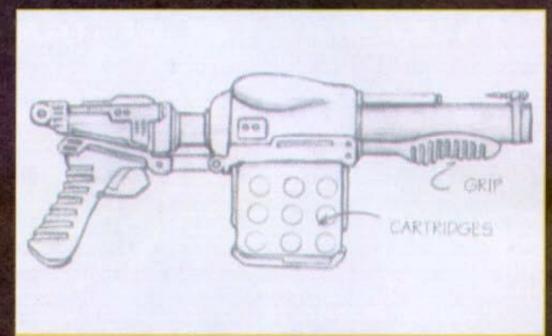
Other weapons were designed with similar considerations. The Narn have a PPG of their own.

but it is almost a box with a handle, because the Narns have large hands with large fingers and a pistol grip would be too smooth and complex for their powerful hands.

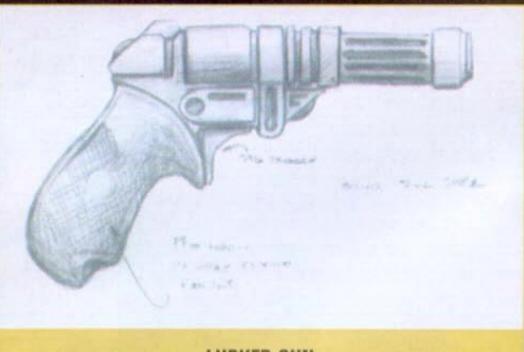
Centauri Royal Guards carry long-barreled pistols that are worn in their sword belts because pomp, ceremony, and appearance are of primary importance to any Centauri. Their weapons are designed to meet aesthetic needs rather than practical considerations.

Drazi use a simple, primitive punch-style knife, because they only fight each other and then only during certain years, as determined by their culture.

Attention to all these details helps bring BABYLON 5 to life as a plausible vision of the future.



EARTHFORCE GRENADE LAUNCHER
FOR SECURITY FORCES AND EARTHFORCE MARINES



LURKER GUN
AN ILLEGAL MAKE OF PPC SMUGGLED ABOARD BABYLON 5

JOHN IACOVELLI is Production Designer for the Babylon 5 television show.

ROLAND ROSENKRANZ and MARC-LOUIS WALTERS

work with him, as Art Director and Propmaster, respectively.