# INDEPENDENTS - TOP SECRET - BROWNCOAT EYES ONLY 独立 - 最高机密 - 布朗外套只注视

THE OFFICIAL Serenity BLUEPRINTS

Detailing the design, layout and systems of the Firefly-class transport, Serenity. Issued and approved by Firefly Coach Works, Ltd., Hera, and Mandel & Earls, Ltd., Londinum, and Quantum Mechanix Inc., Earth That Was. (Class No. 03-K64-FF. Registry No. 404-E-132-4FE274A.)

Available at midnight EDT on April 7, 2007, in a limited-edition run of 750 copies and signed by creators, Geoffrey Mandel (graphic designer, Serenity) and Tim Earls (illustrator, Firefly; set designer, Serenity), the Official Serenity Blueprints set contains 10 18" x 24", full-color, 100 pound satin-finish sheets documenting the design, systems and layout of our favorite Firefly-class transport, Serenity. This blueprint set, which retails for \$99, is the definitive resource for any Browncoat interested in the details of Serenity, including the shuttles and mule.

Each sheet is printed in full color and is suitable for framing. These blueprints encompass months of work verifying every aspect of Serenity, distilled from hundreds of set photos, architectural drawings, CGI files, and volumes of background material used to produce Serenity, the movie. They represent the only official and complete documentation on Serenity, revealing details not seen in the movie or TV show or in any other previously published source material (official or fan-made.)

#### NOTES ON AUTHENTICITY

A common occurrence in science-fiction television and movie ship design is something we like to refer to as the TARDIS Effect. Put simply, the TARDIS Effect is the tendency for spaceships to be bigger on the inside than they are on the outside.

This happens primarily because the folks who design the set are not the same ones who design the miniatures (old tech) or the CGI (new tech). And, because neither team is actually constrained by reality, they tend to design toward their own objectives – on the one hand, to make it look cool, and on the other, to serve the staging the director wants for a particular story.

With Serenity, Joss Whedon was looking to change that. He wanted a ship that felt both real and familiar, with well-defined spaces that could be identified from the inside and the outside. This goal was largely met, with some small accommodations made for the realities of filming a TV series and movie. In creating these blueprints, Quantum Mechanix Inc. is forcing the issue on these "small accommodations," which is why we approached the folks who helped create the sets and ship designs to complete that design work here.

That's why you may notice small variances between what you saw in the movie and what you'll see here. Those variances will be few and in every case will exist to address problems in continuity. Our goal with these blueprints is to bring Serenity to life, to make her as real as possible. We didn't want any "this space left intentionally blank" areas on our favorite boat. But rather than just "make stuff up," we went to the people who made her in the first place, and are most familiar with her specifications and overall design objectives.

These blueprints represent a labor of love for many people from Serenity's creative team. Beyond Geoffrey and Tim, there were many, many more folks without whose love and creativity in crafting Serenity, these blueprints would not have been possible. We thank you all!

And, of course, there is the blueprint beta test team, or the Serenity Brain Trust as they came to be known: a loose consortium of hardcore Browncoats that pored over millions of film and video frames in an effort to ensure 100 percent authenticity, even when hard data contradicted observed fact. Thanks, guys, for all your hard work. The t-shirts are in the mail! ;-)

## IN THESE BLUEPRINTS, YOU WILL LEARN:

Sheet One - Port Outboard Profile

- How Serenity controls attitude in space. (We mean the ship, of course, not the crew.)
- That the main engine system has a "maintenance position" for servicing the engines or docking in tight spaces that won't accommodate Serenity's full wingspan.
- That the Firefly-class transport comes with missile countermeasures.
- Exactly how that cargo ramp works.



Sheef Two - Starboard Outboard Profile

- · How the main engine pivot works.
- Where Serenity's reverse thrusters are housed.
- That those spikes above the bridge actually serve a function, besides lookin' cool.
- That the big yoke around the back of the engine is what compensates for inertia and keeps the crew from gettin' crushed in hard burn. It also helps attain "gravity buoyancy" in atmo. It doesn't, however, generate specific gravity inside the ship. That job is left to the flywheel grav rotors (grav dampeners) detailed on Sheets Six and Seven.
- Where that gorram primary buffer panel is, when it's actually attached to the ship.



Sheef Three - Stern Elevation

- How incredibly complex and cool the main engine system is. (No wonder it takes a mechanic of Kaylee's skill to keep this bird airborne.)
- That you don't have to be a Reaver to have use for a magnetic grappler.
- How the shuttle docking "shelf" works.
- How the engines can swivel low enough to suck a tattooed huen dahn through the intake.



Sheet Four - Dorsal Surface Plan View

- How Serenity gets refueled.
- The exact design of those solar panels (and that they actually are solar panels).
- Where life support is located.
- The function of that "fin" on the top of the spinner.



Sheef Fire - Ventral Surface Plan View

- Every gorram specification on the boat! (Admit it: You know you always wondered how many AUs Serenity could travel on a tank of gas, right?)
- Exactly how the landing gear feet work.
- There's another escape pod? Didn't anyone ever tell Mal where these were?



Sheef Six - Forward Cross-Section

- Where the ship's armory is located (besides Jayne's bunk). Wonder if they ever lock someone in that explosives vault when they're bad?
- That the area in front of the pilot's station is the avionics bay and an escape hatch.
- Those vents in all the halls? Air conditioning.
- That Serenity's artificial gravity is deck-specific and can be adjusted to compensate for angled decks.



Sheet Seven-Aft Cross-Section

- The big spinny thing in the engine room is NOT the reactor.
- Where all the crawlspaces and access areas are that allowed River to move so freely through the ship without getting caught.
- That the fresh water is awfully close to the reactor.
- That the passengers sleep even closer to the reactor.



Sheet Eight - Main Deck Plan/Shuttle

- That there's an airlock off the kitchen (probably for when it's Jayne's turn to cook).
- That the shuttles are really big.
- That there really is a shower on Serenity. (Guess them sponge baths are mostly for effect.)



Sheet Nine - Mid-Deck Plan

- That there is a second entry to the shuttle, for loading and unloading cargo.
- Remember that shower? It's here. Just don't tell Inara... please?
- Where aux fuel and reactor coolant is stored. (The more you learn about Serenity's workin's, the bigger Kaylee's job looks, don't it?)
- More hidey holes for River.
- Where the crew sleeps.



# Sheef Ten - Transverse Cross-Section

- That barging into Inara's shuttle required a little effort on Mal's part.
- That there's a shower for the passengers... luxury accommodations!
- That you can enter the shuttles from the dining area as well as the cargo bay.
- That the infirmary is modular, and could be replaced with a cargo container for, say, wobbly-headed dolls?
- Once they managed to fence the Lasseter, one of the first things Mal did was refit the main cargo bay.
- That, apparently, Book's hair demands a double-wide room.



### AND THANKS!

The Serenity Blueprint team, the Serenity Brain Trust and all of us at Quantum Mechanix would like to thank Universal Studios, Joss Whedon and the entire Serenity cast and crew for trusting us with the incredibly challenging and important job of extending the world of the 'Verse, even in this small way. We feel a bit like you let us watch your baby for while, and we're glad we could return her a tiny bit older, a bit wiser and none-the-worse for wear. For more information, go to www.quantummechanix.com, or sign up for our newsletter for the latest updates at insider.quantummechanix.com.



