

THE INTERNATIONAL JOURNAL OF IMAGINATIVE MODELLING AND SPECIAL EFFECTS

# Sci-Fi & Fantasy MODELS



**Proteus**  
creating the  
Fantastic Voyage  
submarine

**S:AAB 1:1  
Hammerhead**  
exclusive shots

**Lost In Space**  
robot suit recreated

**Millennium  
Falcon 818**  
amazing conversion

**Powering up  
the Borg**

lighting  
miniatures  
and  
props



# Space: Above and Beyond Hardware Photo Special

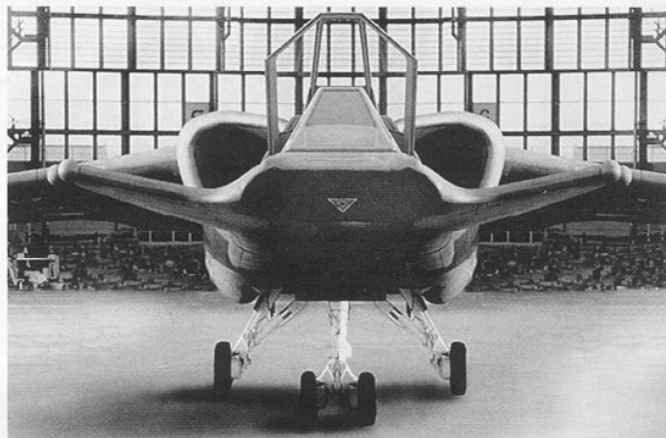
Greg Martin

Blueprints by pilot episode sketch artist Jim Millett

In issue 18 we featured the arsenal of futuristic and other-worldly hand props created by Australia's The Model Smiths miniatures, props and FX house for the pilot episode of *Space: Above and Beyond*. This issue we return to that series, taking a close look at the 1:1 scale mockup of the classic Hammerhead Fighter, plus the ISSCV and some of the full-size sets, courtesy of Greg Martin, editor of Australia's Science Fiction Modeller magazine.

While Australia's *The Model Smiths* miniatures and props team were busy building hand props for the pilot episode of *Space: Above and Beyond*, production construction manager Andrew Gardiner and his carpentry department had a hectic schedule to meet with all the set construction that was required. Additionally

they had to put together the fighter cockpits, the huge cargo container set for the scenes on Mars and the impressive full-size mockup of the SA-43 Endo-Exo Atmospheric Attack Jet, or Hammerhead Fighter as it was affectionately known. Most of the sets and full size mockups constructed for the production were carved, cut and sanded from vast quantities



The full-size mockup of the Hammerhead.

of *Customwood* (*Craftwood*, or *M.D.F.*), an amazing material that possesses great strength and can easily be formed into an almost unlimited number of items.

## The SA-43 Endo-Exo Atmospheric Attack Jet (Hammerhead Fighter)

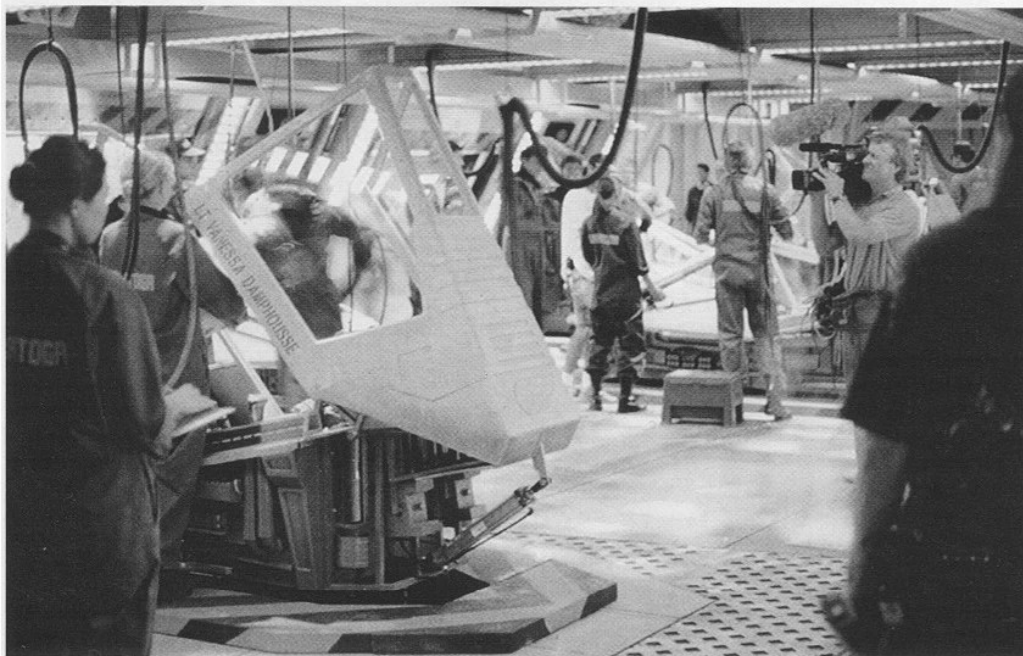
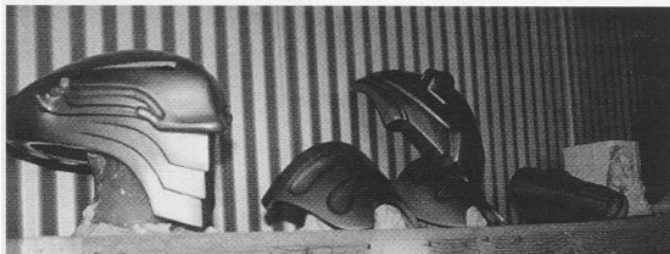
A drawing of the Hammerhead design originated in the United States, after which a panel line

rendering was submitted by the CGI effects team (*Area 51*). Pilot sketch artist Jim Millett's plans reflect a compilation of both these sources, as well as his own particular interest in the shape of the *Harrier* jump jet. These plans were used to construct the full-size prop – a steel frame with plywood formers covered in strips of *Customwood* which was then sanded and puttied. Ten carpenters, under the guidance of Andrew Gardiner, laboured for a week to complete the fighter. The landing gear tyres were built from those of a *Cessna* aircraft. Although the drawings seen here were utilised to build the full-size Hammerhead, subtle differences exist between them and the final computer generated model seen on screen in the pilot episode.

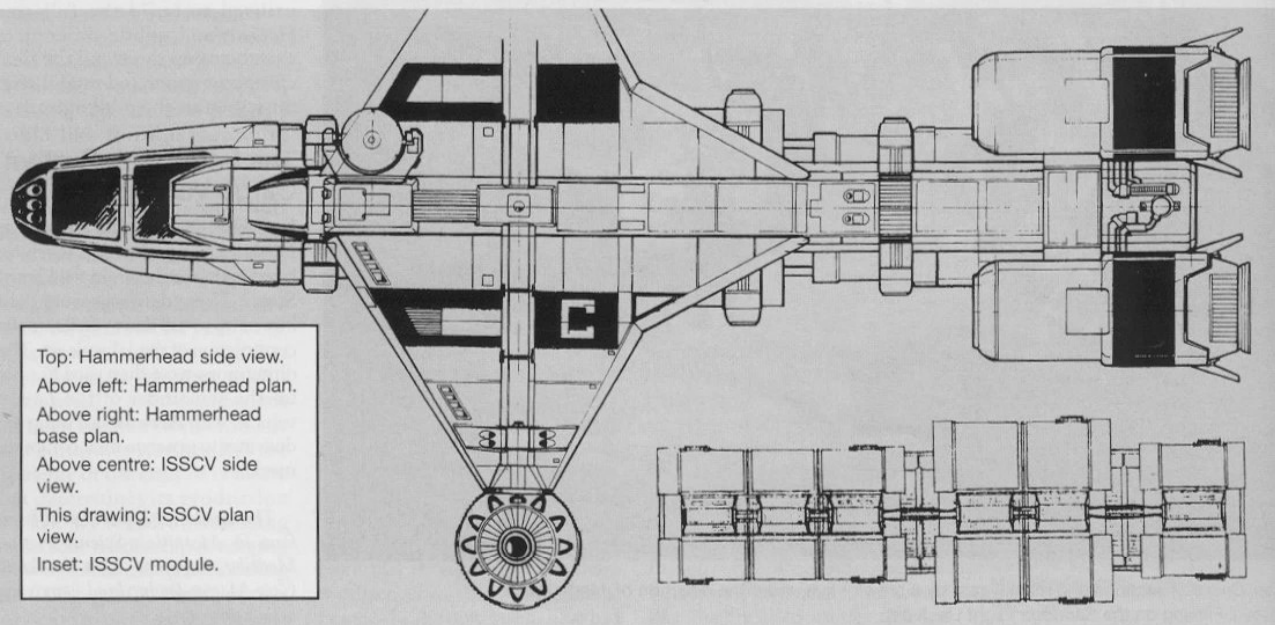
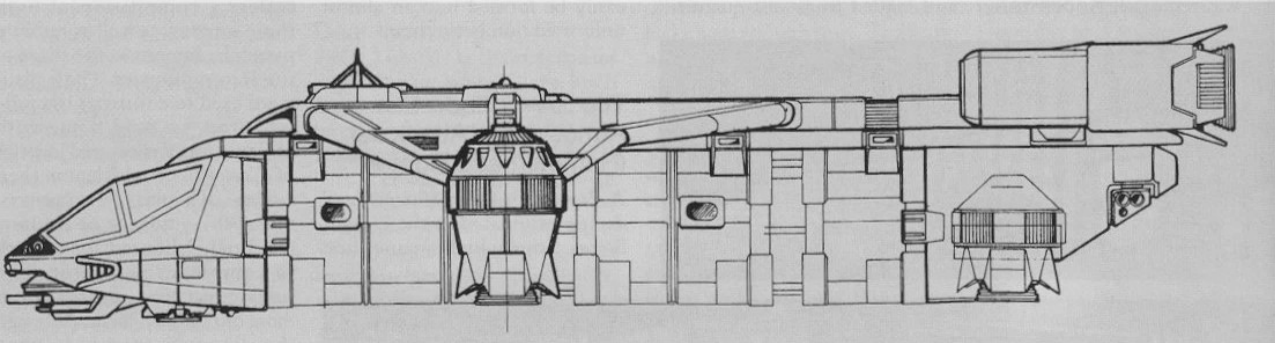
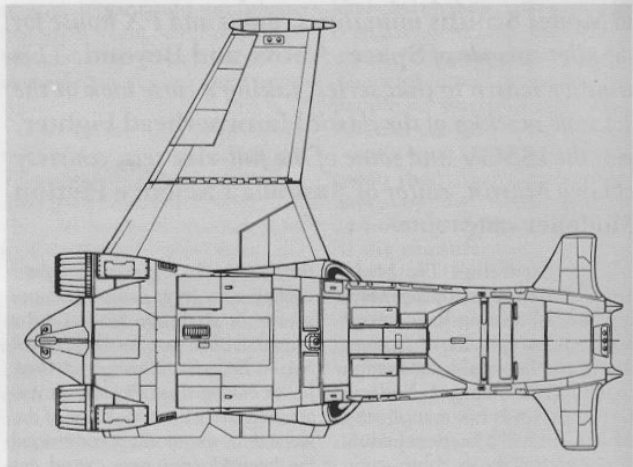
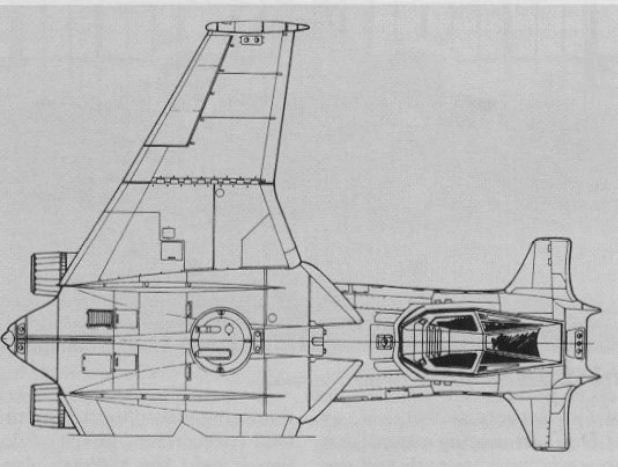
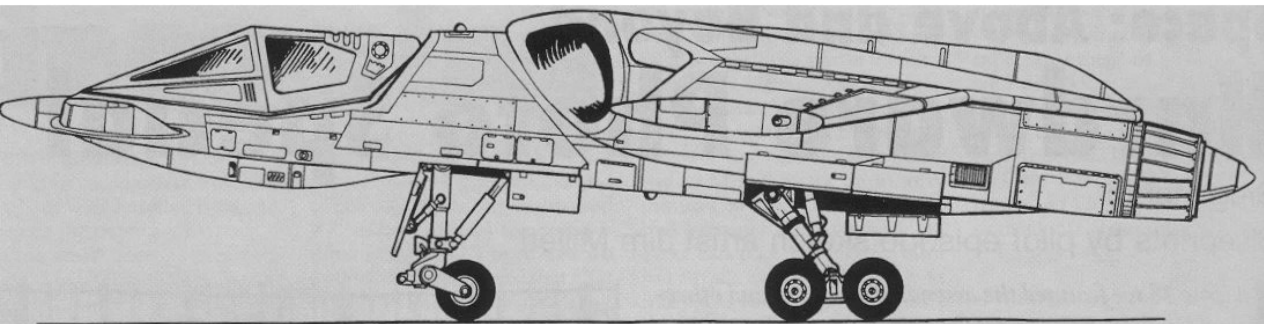
## The Inter-Solar System Cargo Vehicle (ISSCV)

Jim Millett drew up plans for the *Mars Lander* section of the ISSCV vehicle based upon sketches from the United States. These drawings were then blown up to full size to facilitate the construction of the 1:1 scale set. The dimensions were then used to scale up the remainder of the *Lander* vehicle, with *Area 51* also using the drawings to generate their computer model.

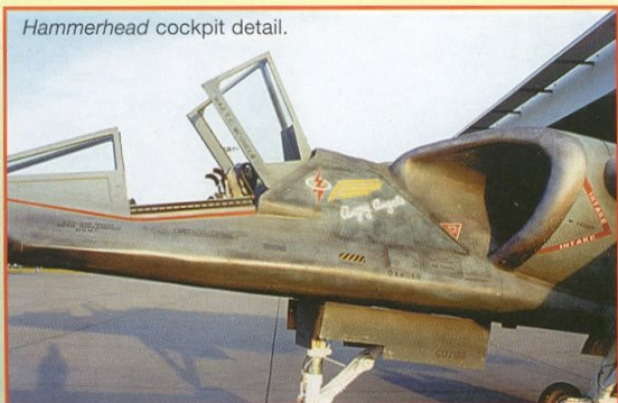
*This article first appeared in different form in Australia's Science Fiction Modeller magazine. Our thanks to Greg Martin for his kind permission to reproduce it.*



Top: Chig suit sections and masks cast by a crew of five under the direction of Jason Baird.  
Above: Filming on the Saratoga Flight Deck set.



Top: Hammerhead side view.  
Above left: Hammerhead plan.  
Above right: Hammerhead base plan.  
Above centre: ISSCV side view.  
This drawing: ISSCV plan view.  
Inset: ISSCV module.



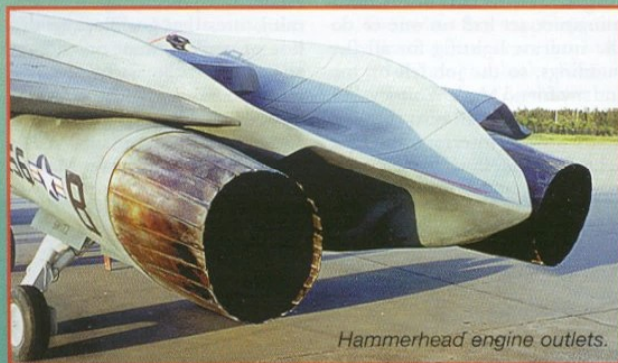
Hammerhead cockpit detail.



On the set of the Saratoga.



Production designer Bernard Hides with the full size Hammerhead fighter on the tarmac at a major Australian airport.



Hammerhead engine outlets.



Chig suit mask cast under the direction of Jason Baird.



The interior of one of the two functioning cockpits built for closeups. The joystick came from a racing car, while the design of the cockpit itself was based on those from F-14, F-16 and F-18 fighter aircraft.