

# STAR TREK™

**THE NEXT GENERATION®**

BUILD THE U.S.S. ENTERPRISE NCC-1701-D



INTRODUCING YOUR MODEL



## DIE-CAST REPLICA

The model is a 27.5 inch die-cast replica of the *Galaxy-class U.S.S. Enterprise* NCC-1701-D. It is based on careful study of the different studio models that were used in filming, it is designed so the saucer and the stardrive section can separate, and it is packed with working lights. The exterior has all the details you'd expect, including phaser strips, transporter emitters, antimatter loading hatches, and the Captain's yacht.

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FOR MORE  
INFO

**PRE-PAINTED**  
All the parts are pre-painted, with even the tiniest decals in place.

**RCS THRUSTERS**  
The model has all the details you'd expect on a Starfleet ship including RCS thrusters on the outer edge of the saucer.

**METAL HULL**  
The model's exterior is made up of metal panels that click or screw together.

**ILLUMINATED WINDOWS**  
The interior of the ship is packed with lighting. As on the original studio model, it illuminates a selection of windows.

## EASY TO BUILD

All the parts click or screw together – there's no need for any glue or paint

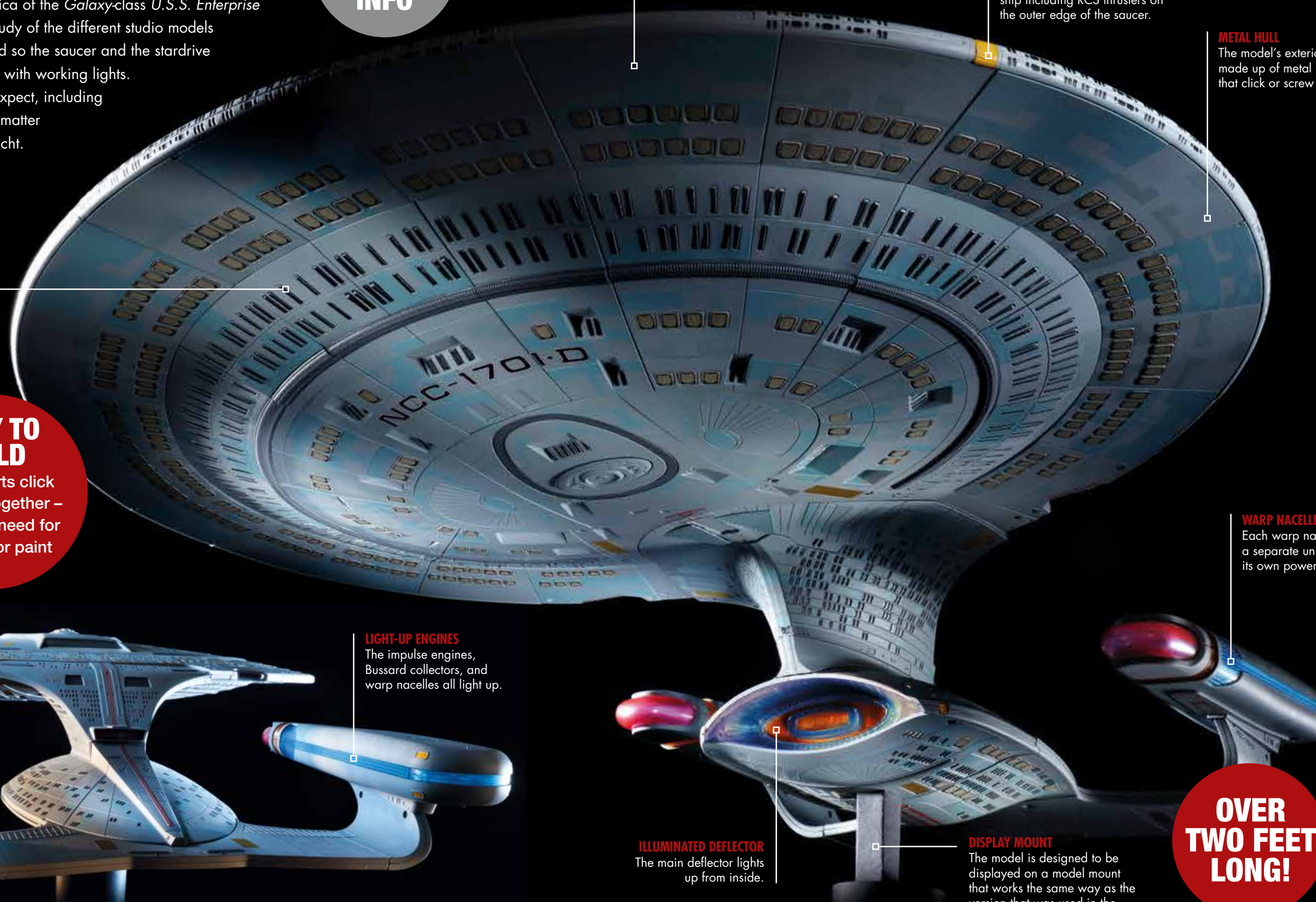
**LIGHT-UP ENGINES**  
The impulse engines, Bussard collectors, and warp nacelles all light up.

**EVERY ANGLE**  
The model has been designed to look good from every angle, allowing you to study the *Enterprise* in detail.

**ILLUMINATED DEFLECTOR**  
The main deflector lights up from inside.

**DISPLAY MOUNT**  
The model is designed to be displayed on a model mount that works the same way as the version that was used in the original motion-control system.

OVER  
TWO FEET  
LONG!

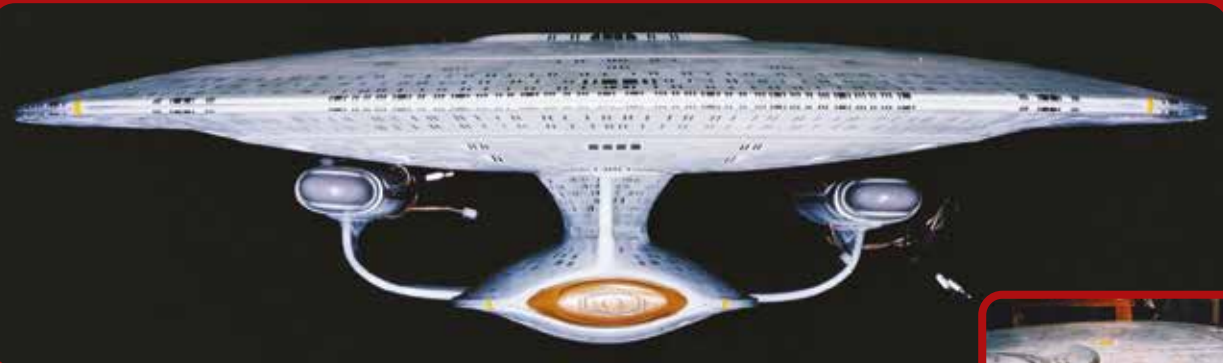




## THE STUDIO MODELS

The makers of *STAR TREK: THE NEXT GENERATION* actually used three different models of the *Enterprise-D*, all of which are subtly different. ILM built a detailed six-foot version that could separate, and a less elaborate two-foot version that could be used for more distant

shots. In TNG's third season these were both replaced with a four-foot version, that had raised surface detail and a slightly thicker saucer section to allow for the inclusion of Ten-Forward, which had been introduced the season before. Our model is a combination of all three models.



The original six-foot version of the *Enterprise-D* had a thinner saucer section and a completely smooth surface. This was the only version of the model that could separate into two parts.

The six-foot version was refurbished and repainted for its appearance in *STAR TREK GENERATIONS*, when ILM also built a much larger model of the saucer for the crash sequence.



In TNG's third season, the VFX team commissioned a new four foot model of the *Enterprise-D* that had subtly-raised surface panels, and slightly different proportions. This version was used for the last four seasons of the television show.



## GOOD ENOUGH FOR FILMING

"This is a beautiful model and it's such good quality that we could have used it for some of the shots we created for *STAR TREK: THE NEXT GENERATION*. Nowadays visual effects are mostly done with CG. This reminds me of the incredible models we used to work with for traditional effects, which were built by master craftsmen."

Dan Curry, VFX Producer, *STAR TREK: THE NEXT GENERATION*



## MATCHING COLORS

Establishing the exact color of the *Enterprise-D* is not an easy task. The original models were painted in relatively strong, duck-egg blue colors, with a green Aztec pattern, but the VFX team altered this to look more gray when they processed their shots.

The four-foot model was painted in a gray scheme that was more in keeping with this look. As far as possible, we have tried to match the look of the ship as it appeared on screen, where the ambient light also had an effect on its final appearance.



The model has been carefully painted to match its appearance on screen, with particular reference to the HD remastered editions of TNG.

## SAUCER SEPARATION

One of the *Enterprise-D*'s most memorable features was its ability to separate into two parts. Our model has been designed to do this, and you can separate the saucer from the stardrive section so that you can display them separately. The lights in the saucer and stardrive sections have independent controls so both parts can be illuminated.



The *Enterprise* first demonstrates its ability to separate in 'Encounter at Farpoint.'





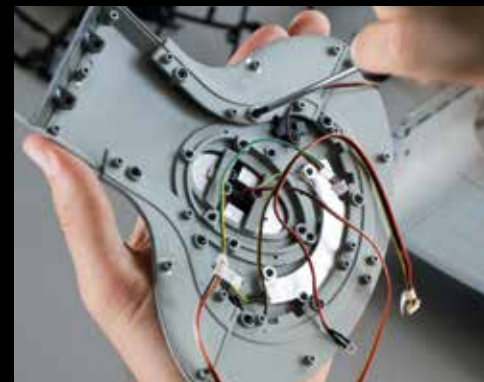
# LIGHTS AND SCALE

## WORKING LIGHTS

The model is packed with working lights; the windows throughout the ship are illuminated, the navigation lights, main deflector, and the impulse and warp engines all light up. The saucer and stardrive sections have separate power sources and controls so they can be operated independently.



Lights shown on prototype without final paint.



## EASY TO BUILD

Building the model couldn't be any simpler. All the parts simply click or screw into place. The wiring is designed with push-fit connectors and is clearly explained. You'll even be provided with a battery pack and circuit board so that you can test the lighting as you go.



## OVER TWO FEET LONG

The finished model is a staggering 27.5" long with a metal frame. Subscribers will also receive a display stand which fits into the bottom of the stardrive section the same way it did on the original shooting models.

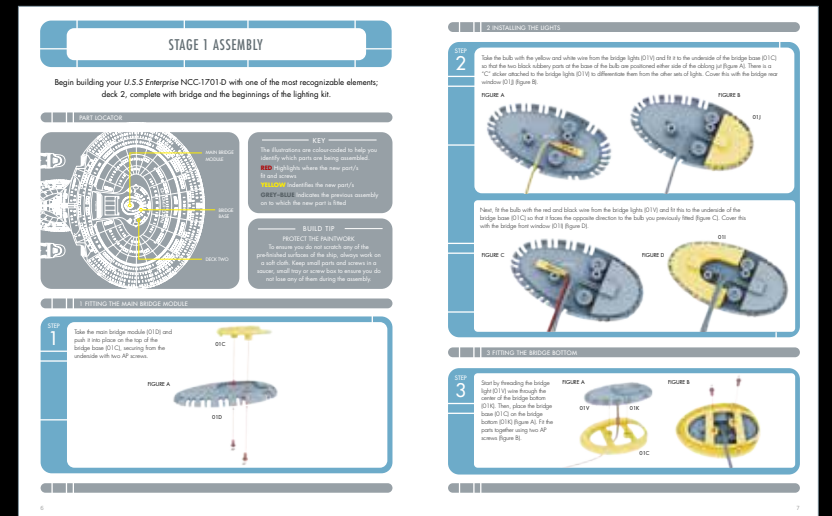


# COLLECTOR'S GUIDE

## DETAILED INSTRUCTIONS

Every issue comes with simple instructions that show you exactly how to put the pieces of your model together. The instructions couldn't be easier to follow, every part is labeled and color-coded.

The building process is incredibly straightforward. All the pieces are pre-painted, with all the decals in place. You simply clip or screw them together. There's no need for any glue and you won't need any tools that are more complicated than a screwdriver.



## BEHIND THE SCENES

Your collector's guide is packed with inside information and unique insights from the people who made *STAR TREK: THE NEXT GENERATION*. It starts by looking at how Andy Probert designed the *Enterprise-D*, and features an in-depth interview and his original production artwork. Later issues will examine the different filming models in depth, the design of the *Enterprise's* interiors and the secrets behind the visual effects.



## EPISODE GUIDES

Starting with issue 3, the magazine will provide in-depth guides to the making of every episode of *STAR TREK: THE NEXT GENERATION*, featuring interviews with the writers, directors and stars, original production artwork and rare, behind-the-scenes photographs. It will build into the ultimate reference work to the televised adventures of Captain Picard and his crew.



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