

THE OFFICIAL STARSHIPS COLLECTION

STAR TREK™



SERIES GUIDE

最新のスター・トレックシリーズから 精巧に作られたダイキャストモデル



スター・トレック オフィシャルスターシップス コレクション

本シリーズは「スター・トレック ピカード」「スター・トレック プロディジー」「スター・トレック ローワーデッキ」「スター・トレック ディスカバリー」、そして「スター・トレック ストレンジ・ニュー・ワールド」に登場する主要な宇宙船を網羅した、高品質なモデルコレクションです。すべての船はCBSスタジオの公式ライセンスを取得しており、すべてのモデルが可能な限り正確であることを確認しています。

その工程は、ダイキャスト金型の基礎として使用される番組のオリジナル視覚効果モデルから始まります。モデルはダイキャストと高品質のABSの組み合わせで作られます。オリジナルモデルのレンダリングは、塗装の参考資料としても使用されます。

すべてのモデルには、宇宙船プロフィールや、そのデザインの舞台裏ストーリーを紹介する英語版マガジンが付属しています。オリジナルの製作アートは、船の開発過程を示し、番組のクリエイターからの寄稿は、その進化についての洞察を提供します。



- ・オリジナル視覚効果ファイルに基づく
- ・公式ライセンス認証済み
- ・圧倒的な精度
- ・英語版コレクターズ・マガジン付き

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PRODIGY

STAR TREK
LOWER
DECKS

STAR TREK
DISCOVERY



コレクション

本コレクションは、「スター・トレック ピカード」のシーズン2から始まる、今までになかったモデルを揃えています。2隻のエンタープライズ、新バージョンのU.S.S.スターゲイザー、U.S.S.ヴォイジャーA、そして25世紀の宇宙艦隊の全艦を網羅しています。

標準モデルの長さは約15cmから25cmで、4隻目はスター・トレックの最も象徴的な船のひとつをモチーフにした特大の特別モデル、XLスペシャルです。

購入方法は2とおり - ベストプライスで確実に予約するために定期購読する方法と、号ごとに単品購入する方法があります。

U.S.S. TITAN NCC-80102-A

コンスティテューションIII級
全長 22cm



ダイキャスト モデル

U.S.S. STARGAZER NCC-82893

セーガン級
全長 20cm



U.S.S. FARRAGUT NCC-1647

ベレロフォン級
全長 18cm



U.S.S. ENTERPRISE NCC-1701-F

オデッセイ級
全長 27cm



**XL
SHIP**

ここに掲載されている画像はデジタルレンダリングによるものです。最終モデルはここに掲載されている画像と異なる場合があります。市場の状況に応じて、コレクションの途中で、コレクションの構成要素の特徴や販売価格を変更する権利を留保します。成人コレクター向けモデルです。14歳未満のお子様にはお勧めできません。

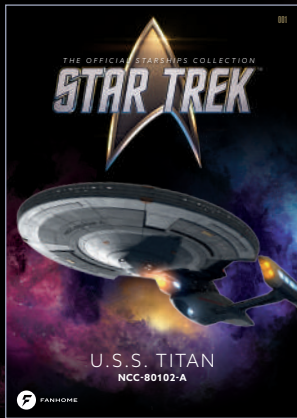
The image features the iconic Star Trek logo, a large, three-pointed star with a metallic, brushed-metal texture and a bright light source at its top point, creating a lens flare effect. Overlaid on the logo is the text "THE OFFICIAL STARSHIPS COLLECTION" in a clean, sans-serif font. Below this, the words "STAR TREK" are written in a large, bold, italicized font with a blue and white gradient and a black outline.

英語版マガジン

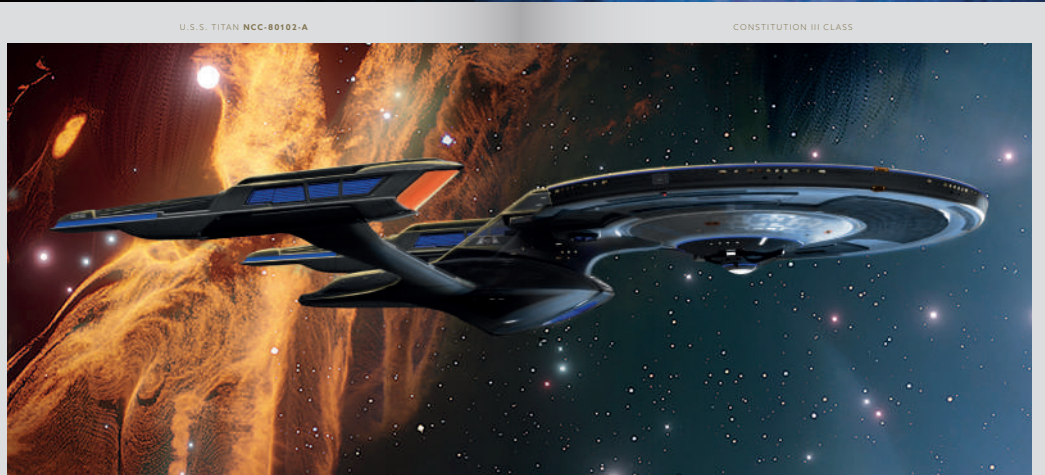
主な性能、船のクラス、運用履歴など、モデルに関するあらゆる情報を掲載しています。

スターシップ

あらゆる角度から見た船の平面図を含む、スタートレック世界感でのプロフィール。



船がどのようにデザインされたのか、その舞台裏を、制作アートワークや船のデザイナーによる詳細な洞察を交えてご紹介します。



Showrunner Terry Matalas wanted the design of the *Titan-A* to refer back to the ships seen in *Star Trek: The Motion Picture*, with a rounder saucer and a less blended relationship between the two hulls. At the same time, it had to look more modern than the ships seen on TV in the 80s and 90s.

DESIGNING THE U.S.S. TITAN NCC-80102-A

The *Titan* was a return to an earlier style of Starfleet ship that was inspired by *Star Trek: The Motion Picture*.

The first two seasons of *Star Trek: Picard* had given us a different kind of *Star Trek* that focused on a world outside of Starfleet, but as showrunner Terry Matalas worked on the story for the third season, he wanted to return to more familiar elements. That meant bringing back the whole *Star Trek: The Next Generation* crew and creating a fleet of 25th-century ships, starting with the *Titan-A*.

A new version of Picard's old ship the *Stargazer* had featured heavily at the beginning and the end of Season 2. As production designer Dave Blass remembers, he had assumed that it would carry on into the third season, not least because Seasons 2 and 3 were shot back-to-back. "We had just finished building the *Stargazer* when Terry pitched Season 3 to us. He said, 'The *Stargazer's* done. We have a new ship. And in addition to that

we want the *Shrike* and we want the *Eleos* and we want the *Enterprise-D*.¹⁸

Blass's immediate response was "How are we going to do that?" Shooting was due to start in a matter of weeks. Even if the visual effects shots featuring the ship wouldn't be made for months, he still had to build a bridge set, which, as he explains, would have to feature graphics showing the ship. "That ship is on every display on the

bridge. It's on the MSD [Master Systems Display]. It's in the turbolift. It's everywhere. Geoffrey Mandel in the art department had to create deck charts. When you put numbers on doors you have to know where you are in the ship. What deck are we on? When you're in the turbolift, how many decks do you go down?"

Fortunately, Matalas had an answer for him. He wanted to base the new ship (which he didn't



The U.S.S. *Titan* NCC-80102-A was a Constitution III-class ship that entered service in the late 24th century. The ship underwent a refit after the loss of the *Luna*-class U.S.S. *Titan*, which had been commanded by Captain William Riker. The original craft was heavily modified with the addition of several of its predecessor's systems, including the warp nacelles and the computer core. It was recommissioned as the *Titan-A* in 2396, when command passed to Captain Liam Shaw. The ship's motto was "Second star to the right and straight on 'til morning".

The *Titan-A* was 560.5 meters long and had 28 decks. Deck 1 contained the bridge, observation lounge and Captain's ready room. Most of the saucer was given over to crew quarters and recreation facilities including holodecks, impulse engines, transporter rooms, science labs, and maintenance and fabrication systems. Decks 18 and 19 in the saucer section were given over to sensors.

The ship's secondary hull provided more crew quarters and facilities including mess halls, the main deflector, cargo bays, weapon systems,

the warp reactor, and the main shuttlebay. The ship was designed to separate so the two hulls could operate independently, with an auxiliary battle bridge in the secondary hull.

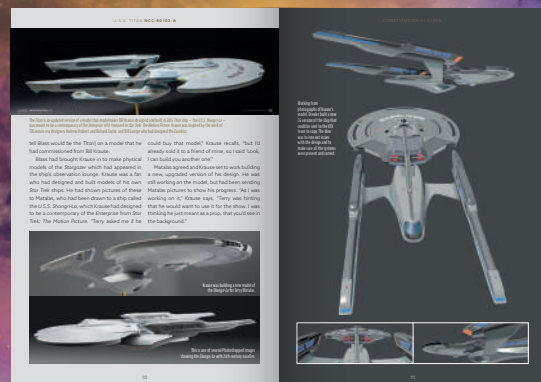
Under Captain Shaw's command, the *Titan* completed 36 missions. His first officer was the former Borg, Seven of Nine.

Shortly before Frontier Day in 2401, Admiral Picard and Captain Riker tricked Shaw into taking the ship to the Rylon System, the source of a distress signal Picard had received from Dr. Beverly Crusher. In the events that followed,

the *Titan* and the crew uncovered a Changeling conspiracy within Starfleet and an attempted Borg invasion.

Since the *Titan's* computer systems hadn't yet been integrated with the rest of the fleet, it was able to resist the Borg's control and to destroy the cube that was threatening Earth.

After Shaw's death from wounds he sustained during the attempted Borg takeover, command passed to Captain Seven of Nine, and the ship was recommissioned a second time, this time as the *U.S.S. Enterprise NCC-1701-G*.



showing the Zhang Li with 21st century models.



U.S. TODAY RECEIVED A

While Diller was sitting on the G model, Bussard found the time to think about how to build options into design for a 124-unit ship instead of a 4. Instead of the 200 units they thought about going to another that was twice the size on the Seaworld side, and allowing the proposition of the people like Bill Bussard to actually go back to them and show them what they could do. In the process of the 200 units were needed.

Bill's remembrance he, they said, and he showed me Bill's model so they could get it into production. But I had hand-built and designed this model so there were no 200 plants anywhere."

Space Shuttle Challenger is a multi-stage vehicle, but the algorithms that we used to model the top half were built for a single stage. But the new version of the program is able to model the full vehicle, including the external tank and the solid rocket boosters.

de-mission the impulse engines, I thought they were overpowered. You don't need four. If we had more time, I would have made the top

nozzle, which were designed to vent plasma. As well as refining the overall shape and tabs of the design, Crewler made sure to incorporate

Blaise instantly merged the supplied chassis and assemblage (he could make the modifications. "Out of nowhere I got an email from Dave Blaise," Krause says. "It said, 'I hear you are working on this model for Toyota. Can we see what it would look like with Picard-style engine?' I had just finished building the model and I was getting word of Krause was to build a star trek vessel. I was like, 'I can't do that. I brought into the art department to create 3D models of the things that could be sent to the visual effects team. Krause gathered as many pictures as he could of the model and sent them over to Dreiser, who instantly started work building the CG model."

Dreiser has worked on *Star Trek* since *TNG's* third season. He started in the makeup department (around the time he won an Oscar for his work on the 1990 movie *Clay*). Before transitioning

the designer. I saw your spec to build a deflector ship. "Cave wanted to have a deflector that would deflect anything that came toward it. So I had to design for Starfish. I have to say that I was not the one of the lens. I believe that I was to visual effect to be sure that if a de-hard Starfish passed looks for a very close hatch. Reaction Control thrusters or transporter units are going to be there. The graphics on hull sound the doorway and the phase strip actually scans of the original sub structure.



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