



I've been creating art in videogames for over 27 years. When 3D printing tech became more mainstream, I thought that I would have to try it one day. I just never thought that I'd be designing a spaceship model for a game I helped make that you could build at home.

For The Expanse: A Telltale Series, I serve as the Lead Environment Artist here at Deck Nine Games. I had already seen The Expanse TV series twice before working on video game and Camina Drummer was my favorite character on the show. So, when I was asked if I'd be interested in creating printable model of the designs I worked on – like Artemis, your ship in the game - how could I say no?

Even though we were done with production of the game, it became a personal project to make something cool for fans to print. At first, I did not realize the limitations of the 3D printing process. It's a learning process, for sure. In early test prints, I could see how I needed to remodel the entire ship by reducing detail and, in some cases, making details more pronounced. Also, I needed to create something people could print in a reasonable amount of time. Let me put it this way: What seemed like a weeklong project I can bang out in free time took a few months to finish.

Not only do I hope you enjoy the game, I hope that you enjoy taking a little bit of it with you...and putting it on a shelf!

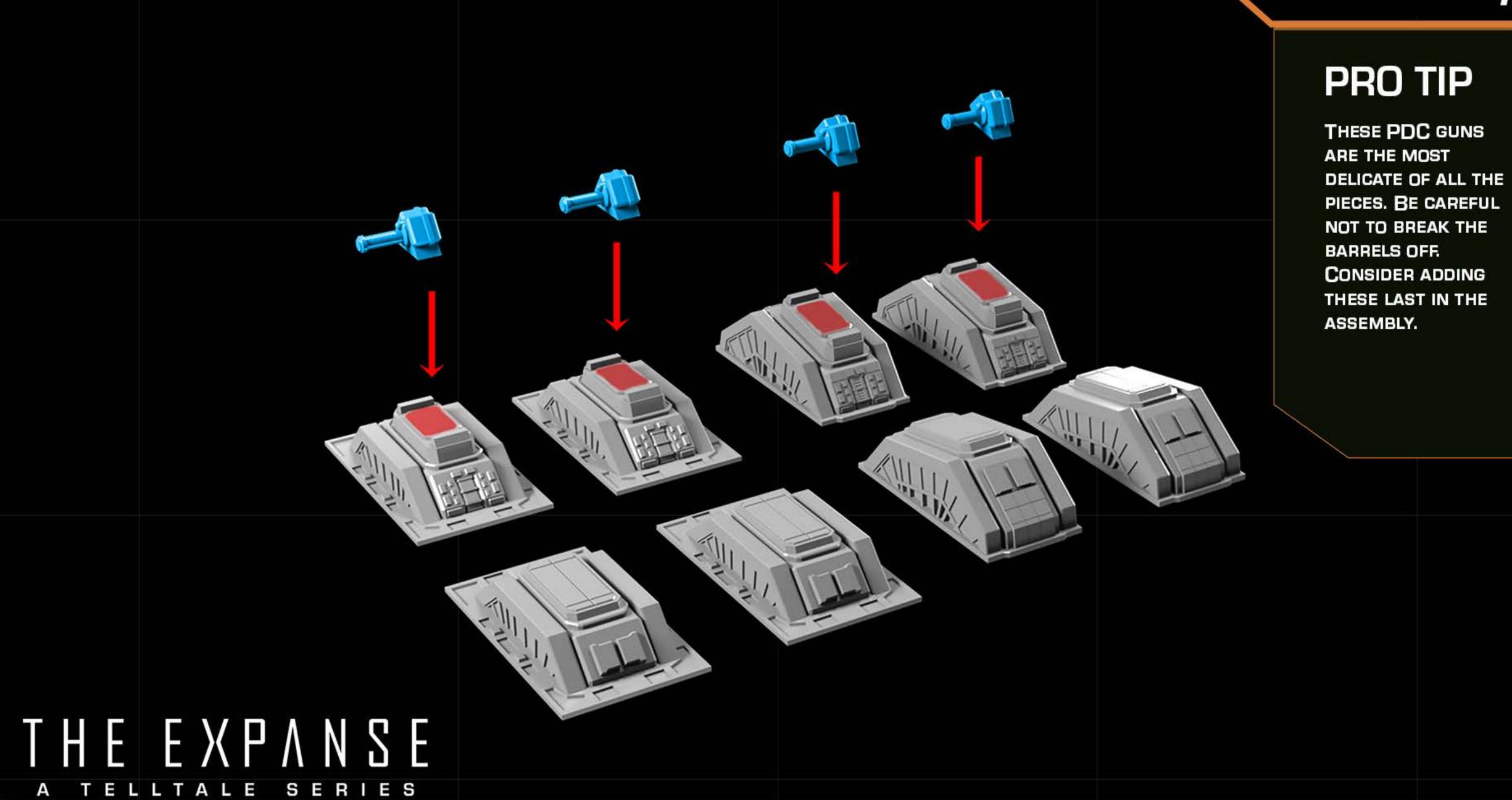
Tommy Spampinato, Lead Environment Artist

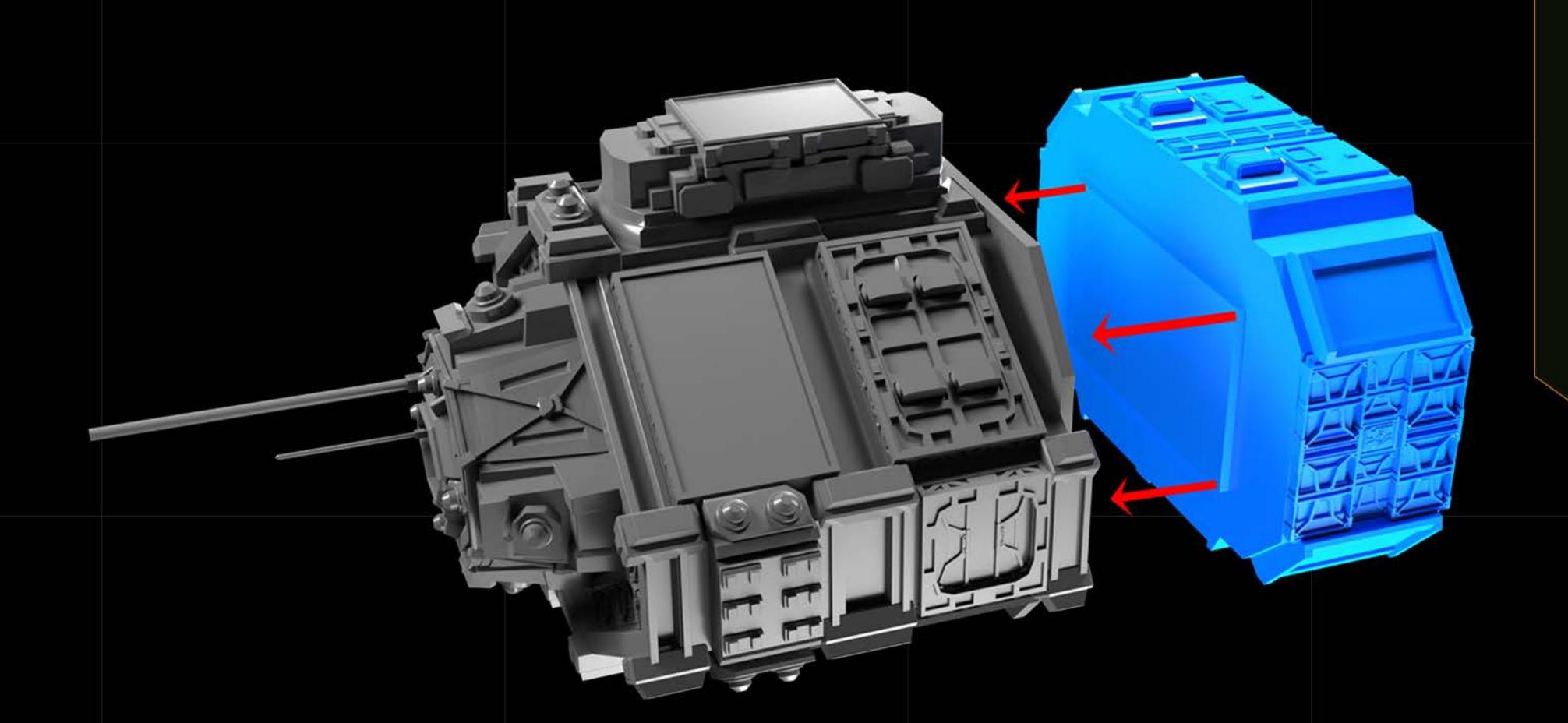
https://tom3d.artstation.com/

THE EXPANSE A TELLTALE SERIES

PRO TIP

IT IS IMPORTANT THAT YOU PRINT WITH INFILLS
AT SIMILAR DENSITIES. THE MODEL MUST
BALANCE ON THE STAND AND IF YOU PRINT
SOME SECTIONS DENSER IT WILL THROW THE
WEIGHT OFF CAUSING THE MODEL TO TIP OVER.

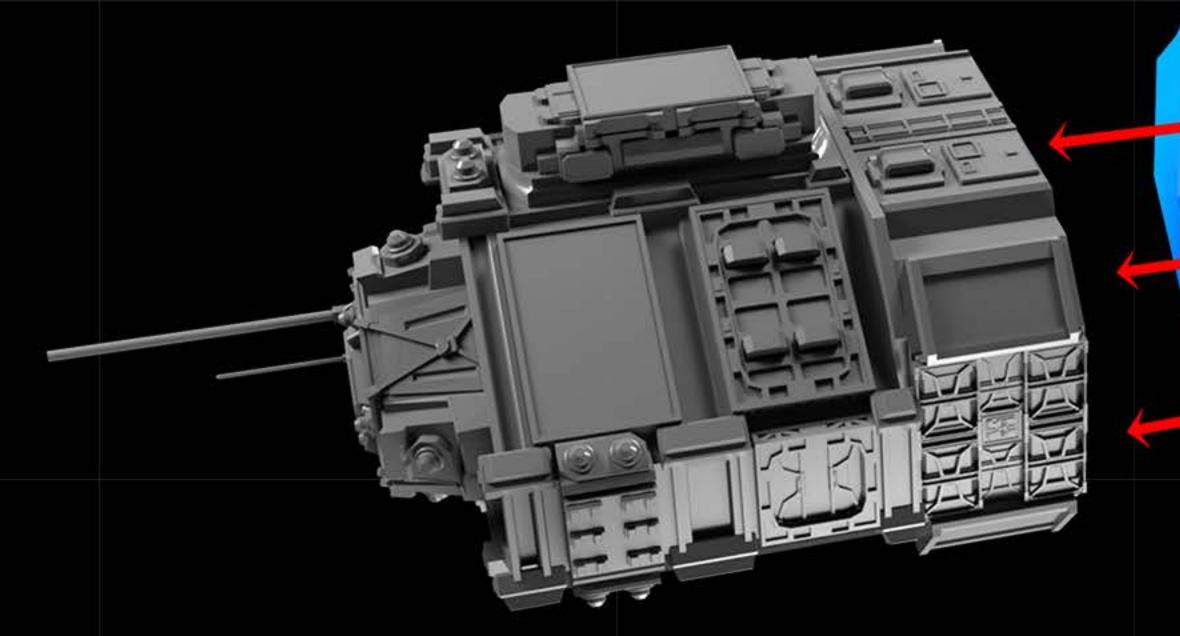


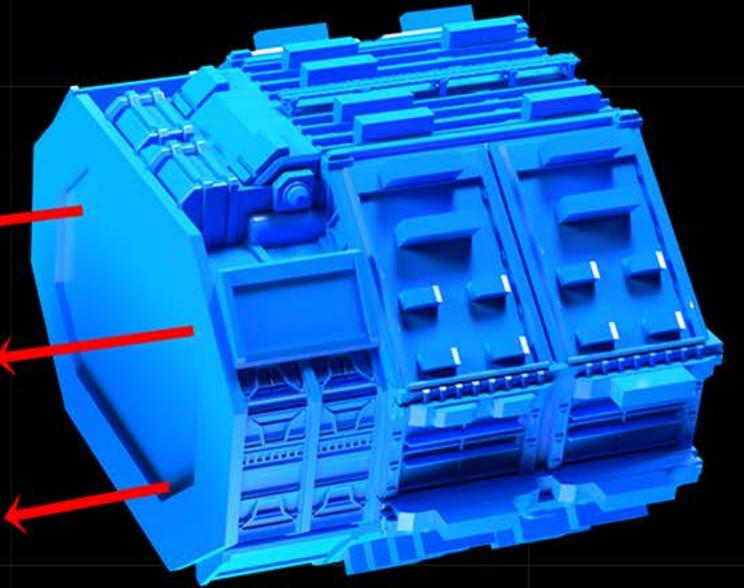


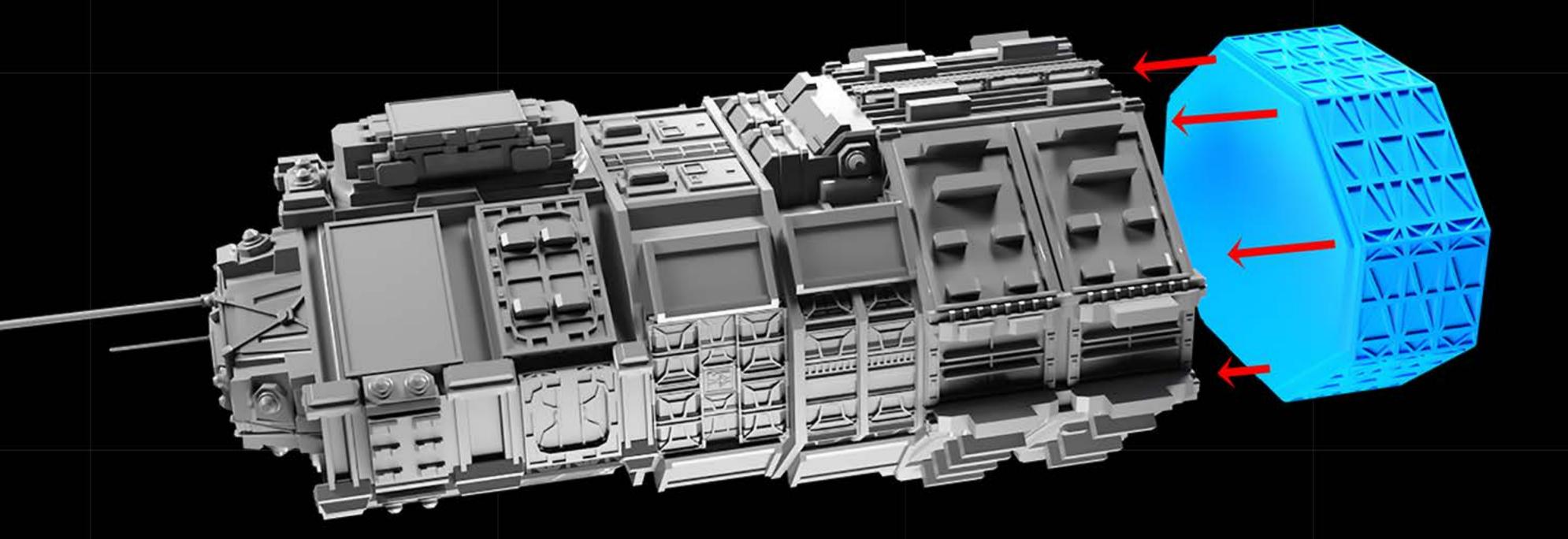
PRO TIP

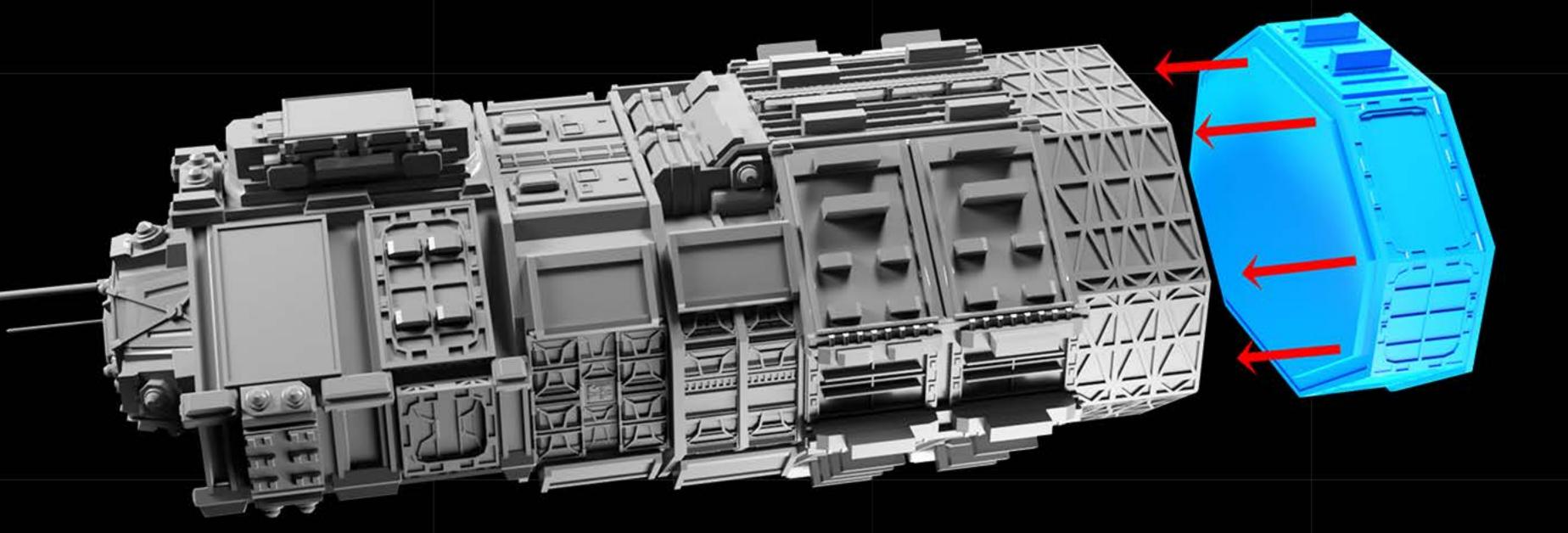
THE ANTENNA MAY
NOT PRINT WELL,
DEPENDING ON THE
RESOLUTION IN YOUR
PRINT SETTINGS. A
POSSIBLE SOLUTION
IS TO CUT THAT
ANTENNA OFF AND
DRILL A 1MM HOLE.
THEN PLACE AND/OR
GLUE A 1MM ROD IN
THE DRILLED HOLE.

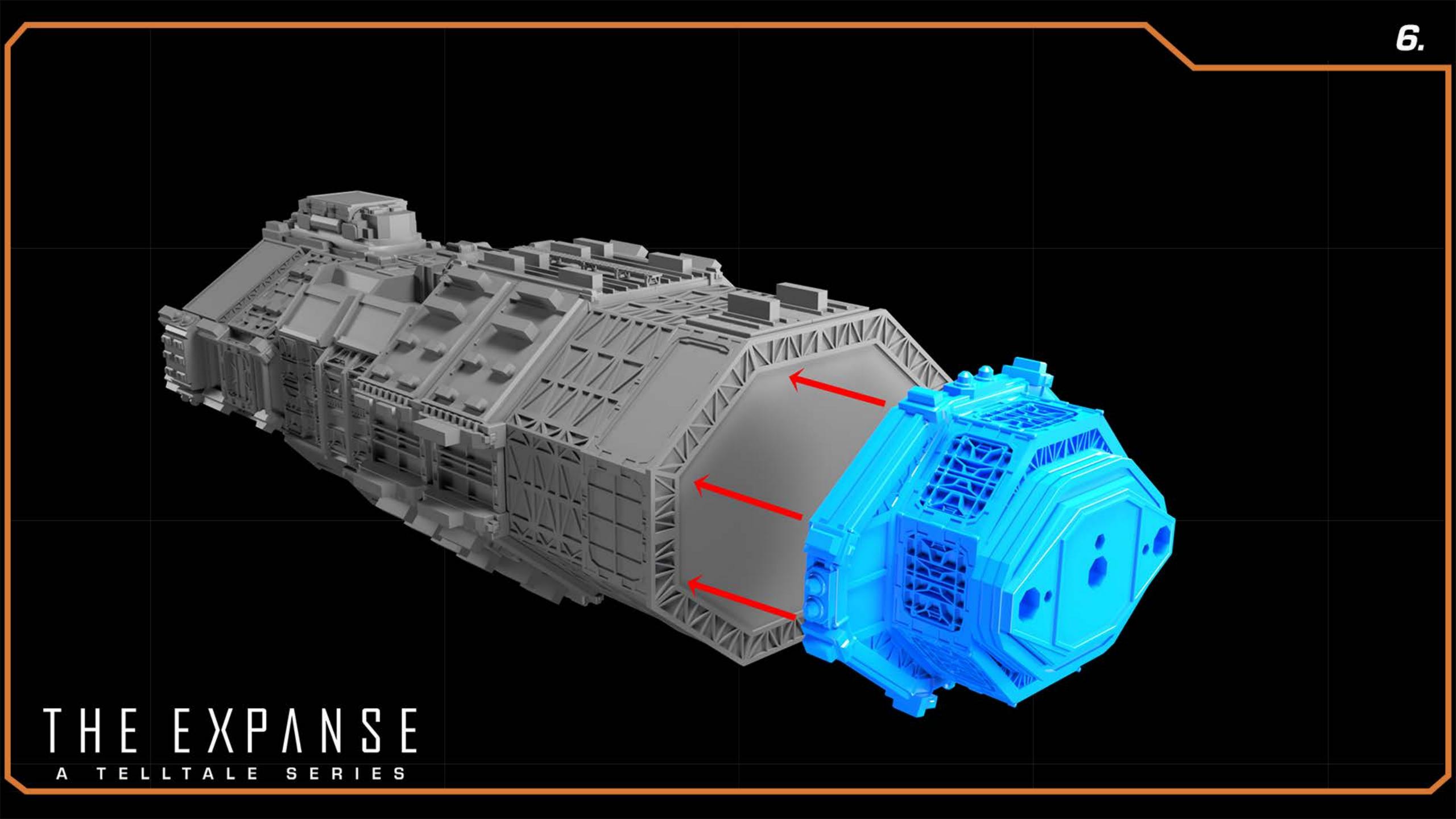
THEEXPANSE

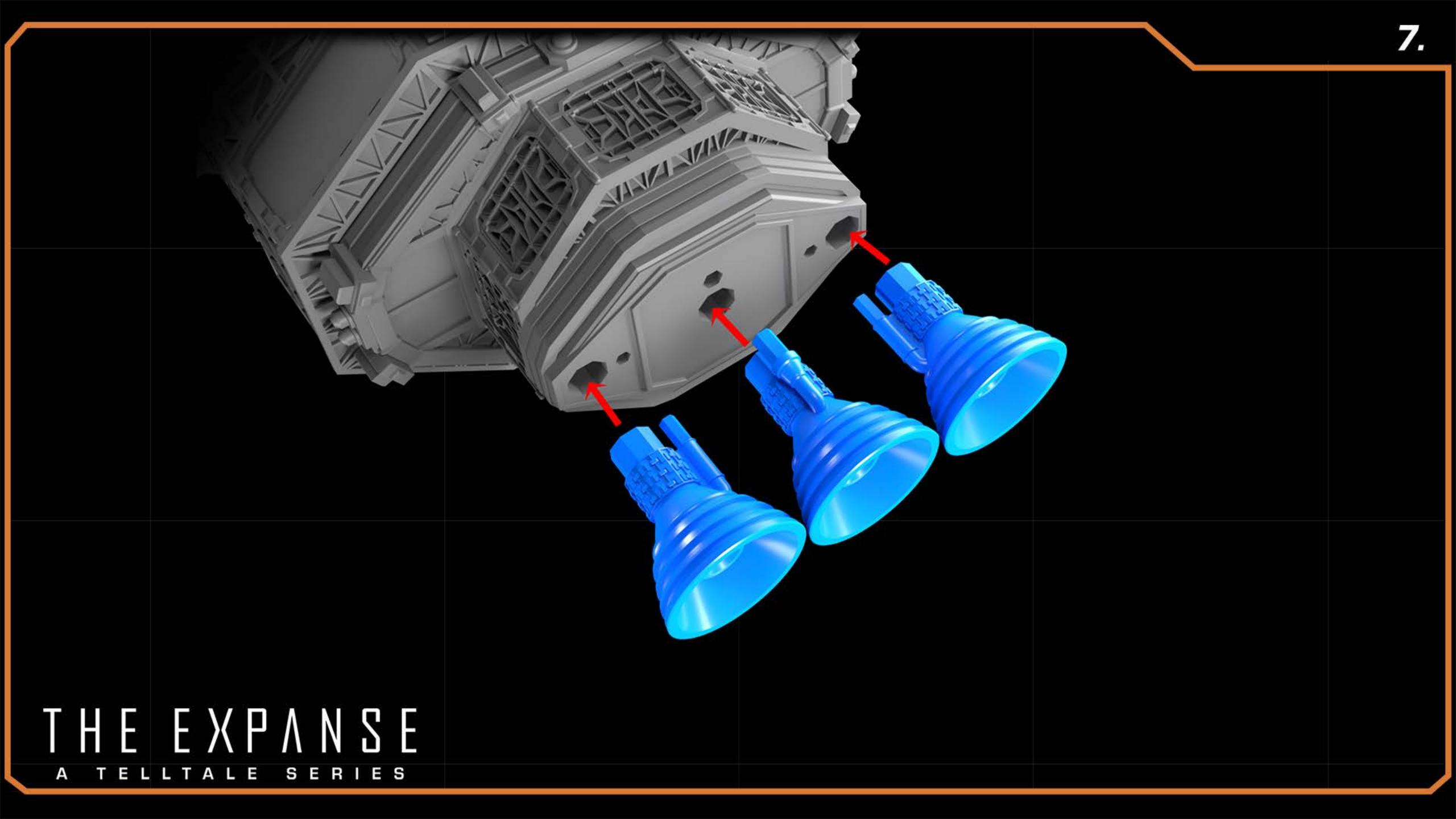


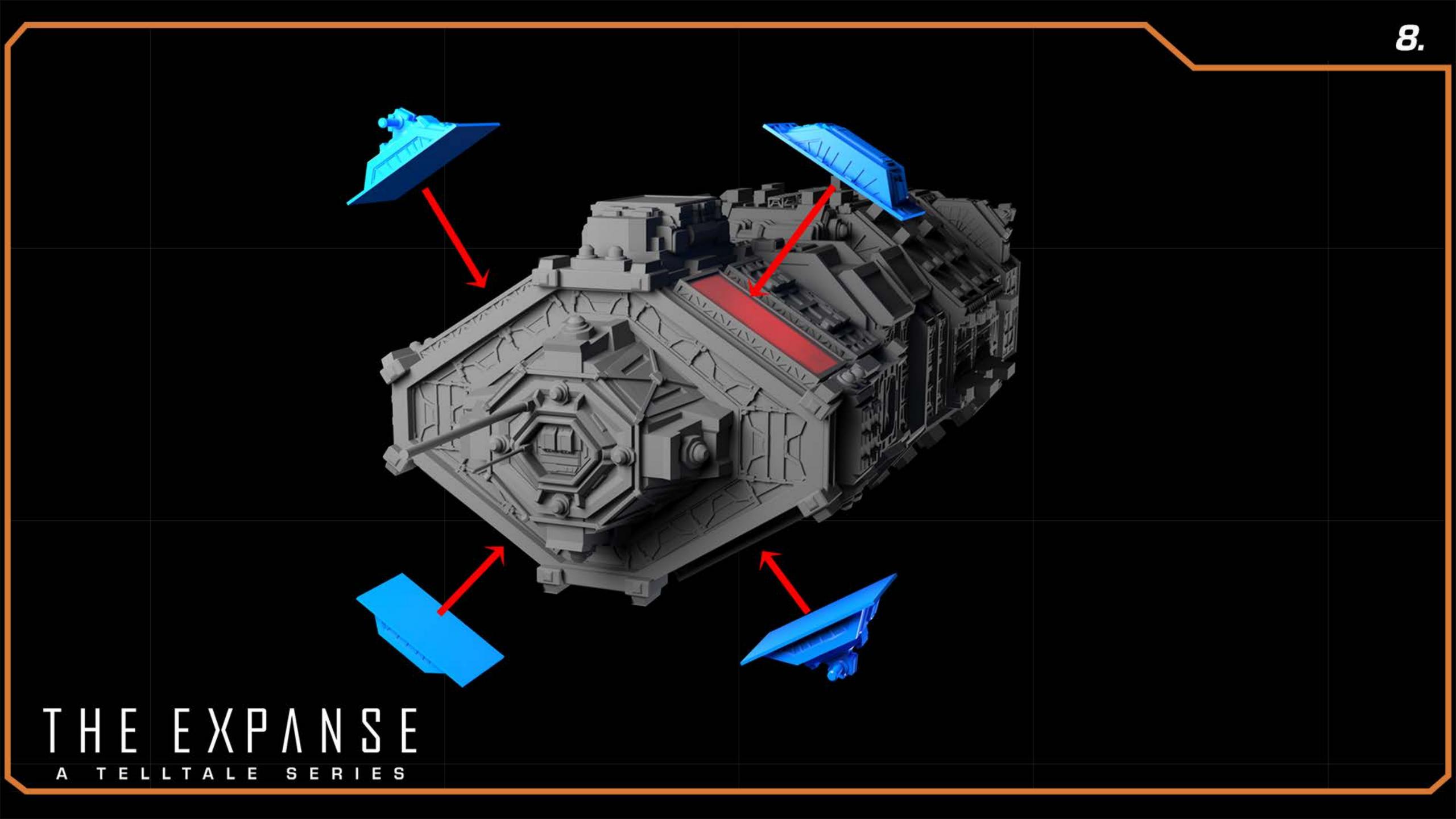


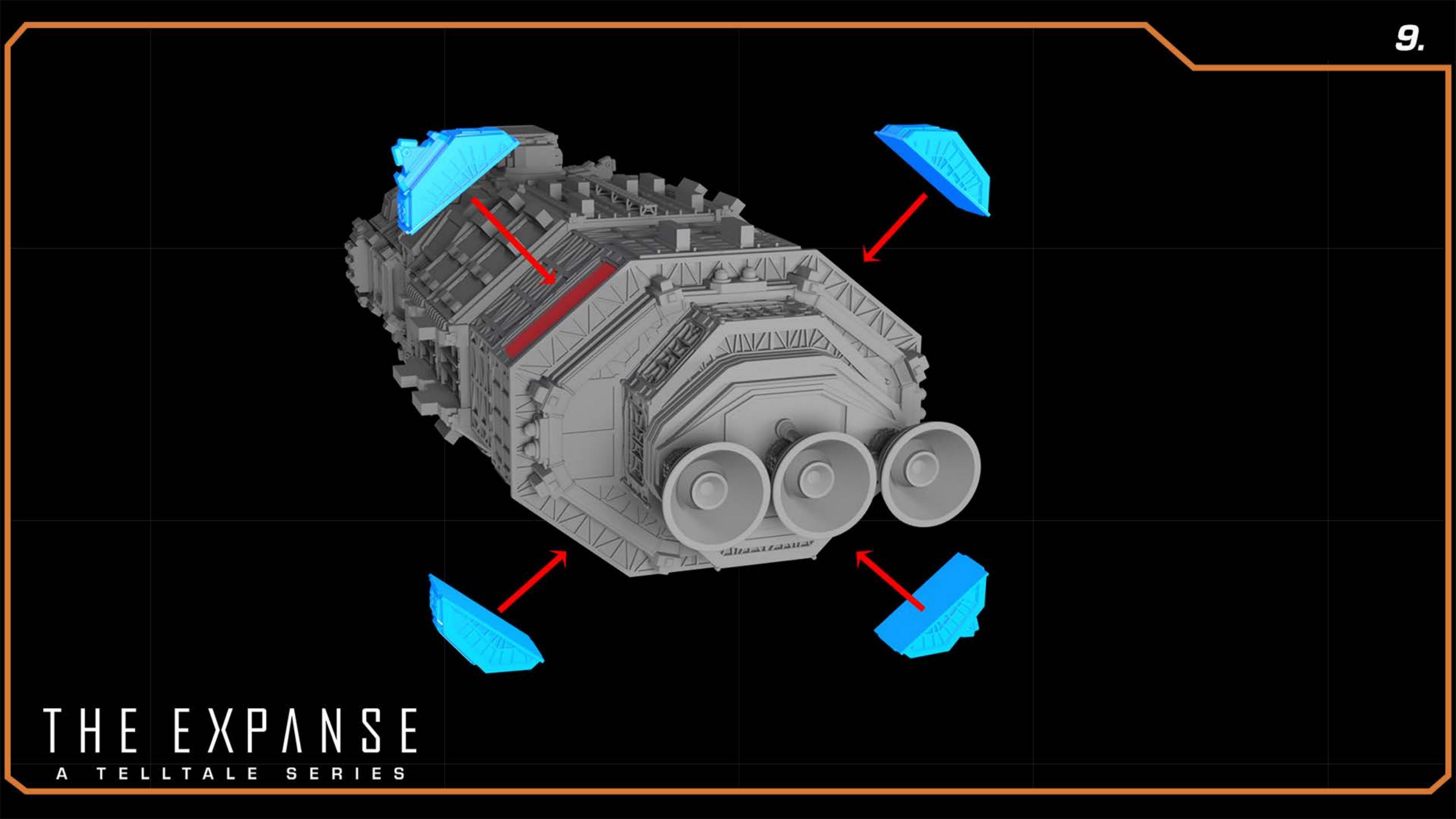


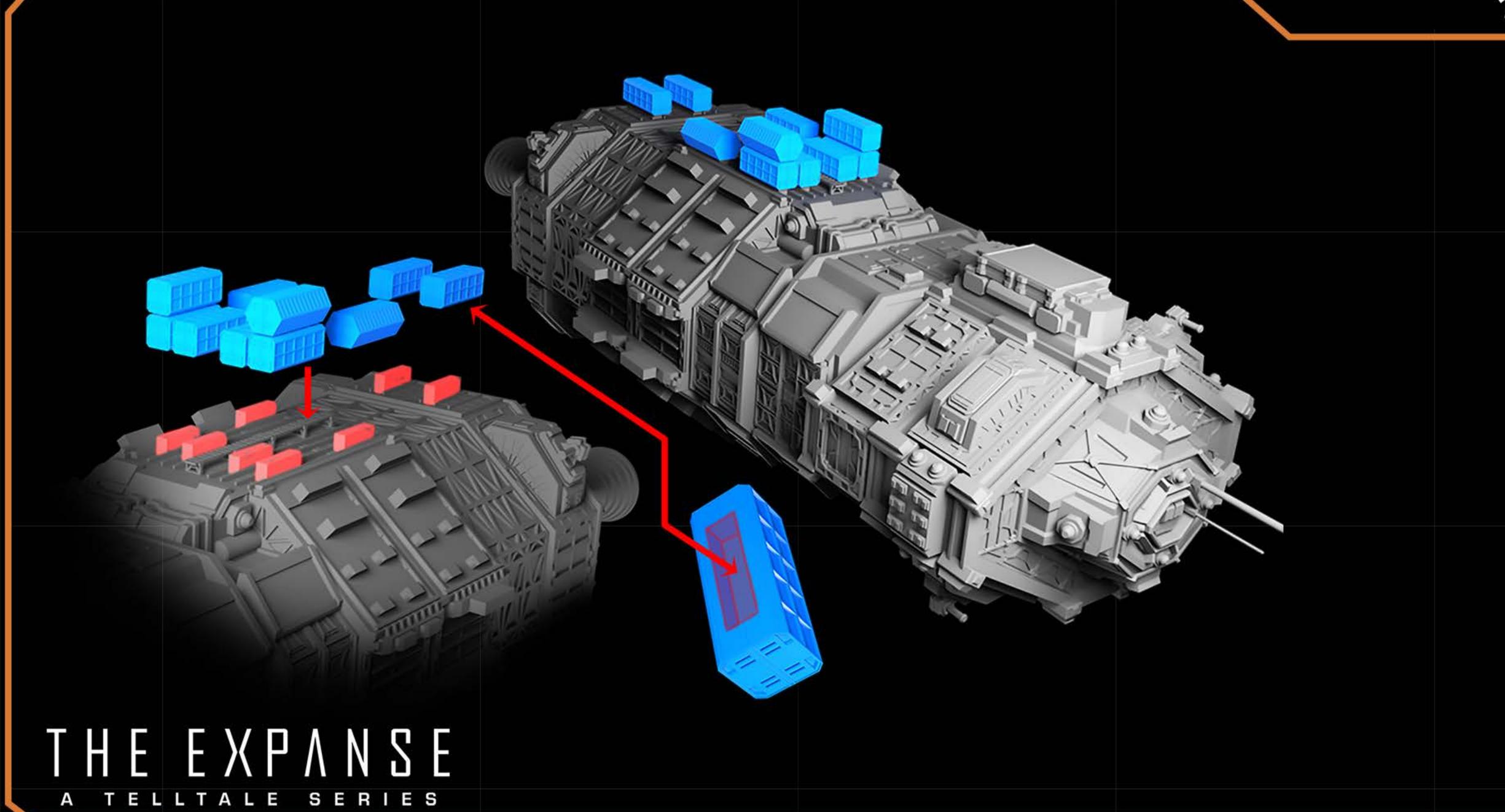


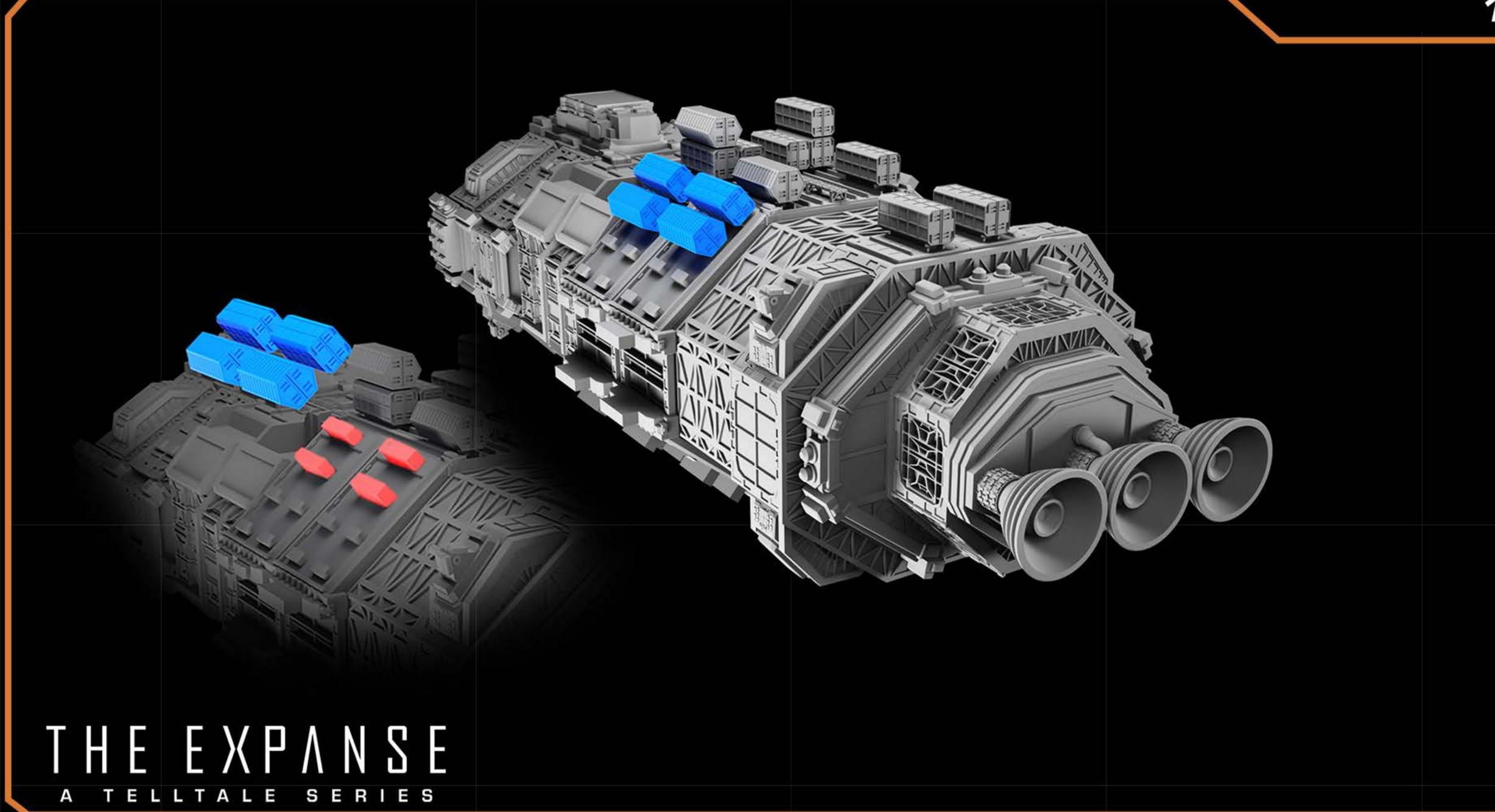


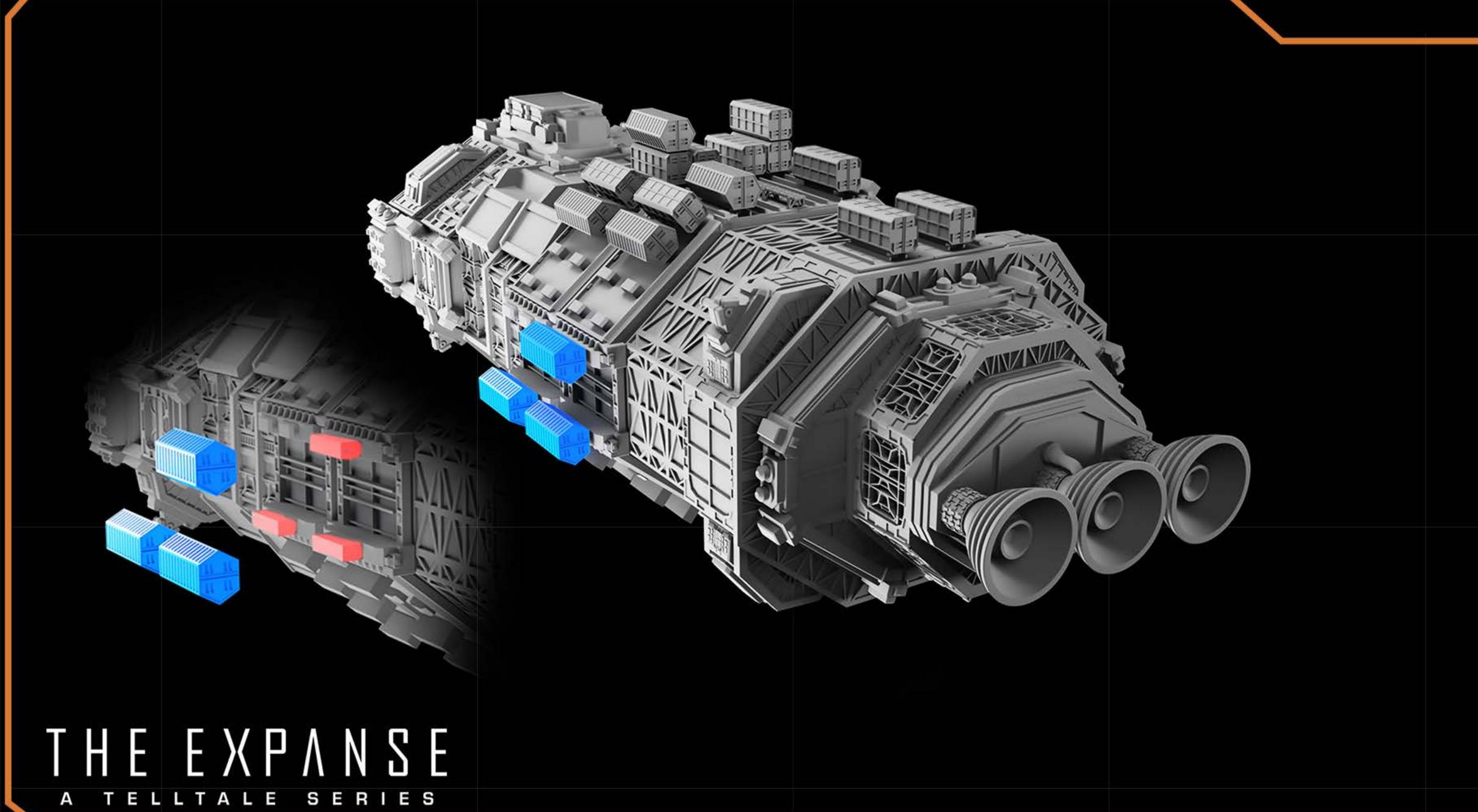


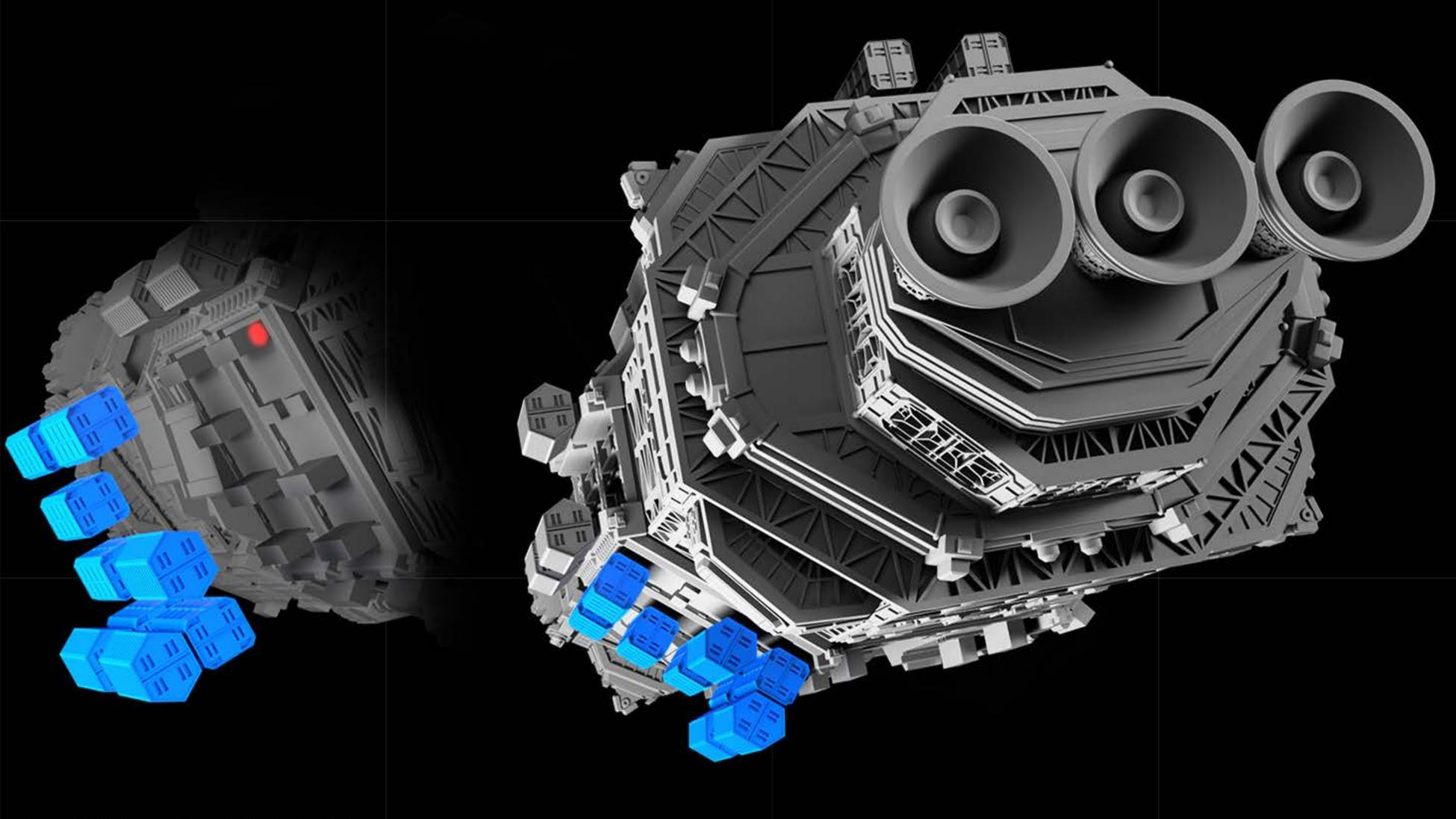


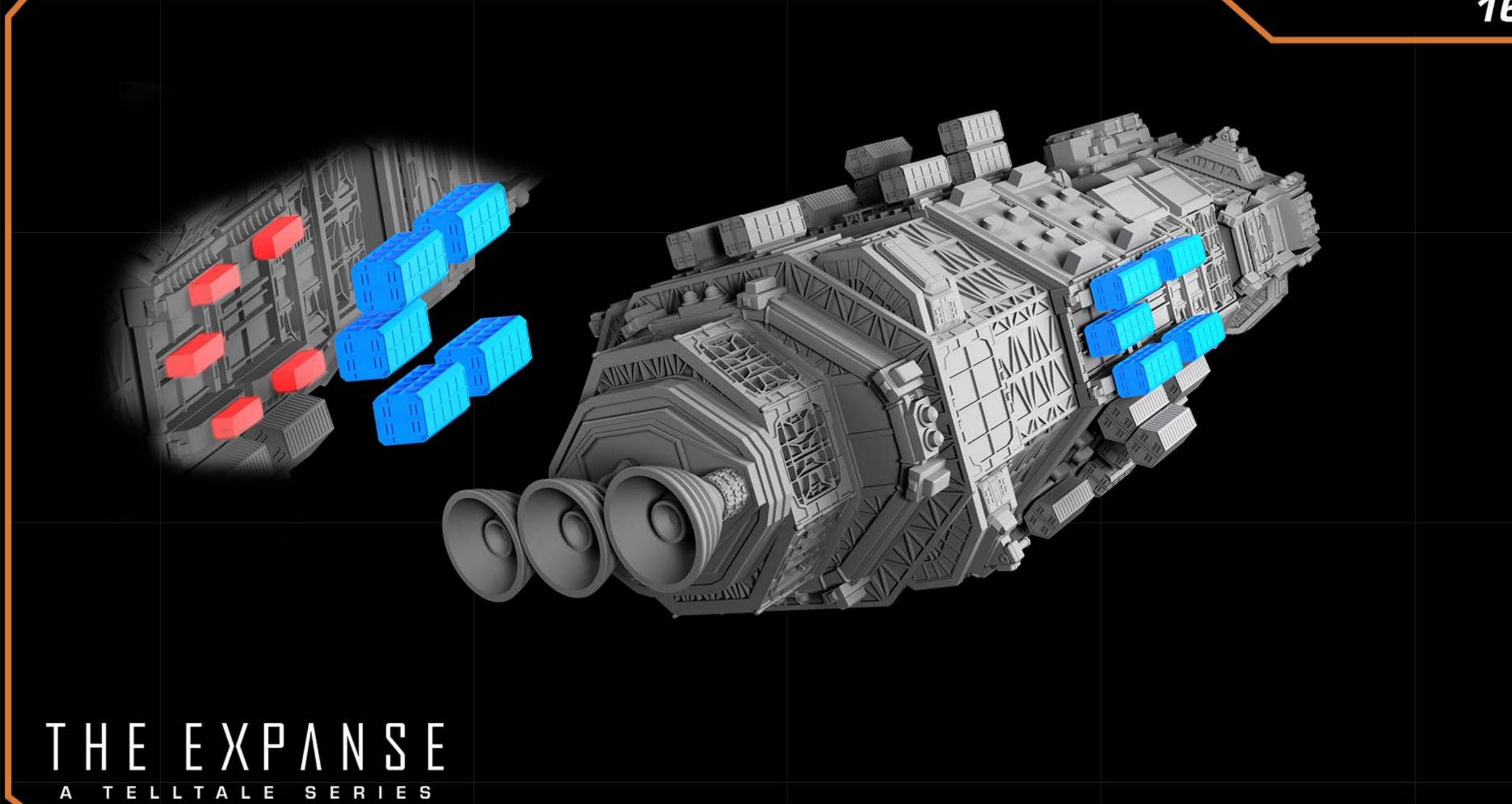


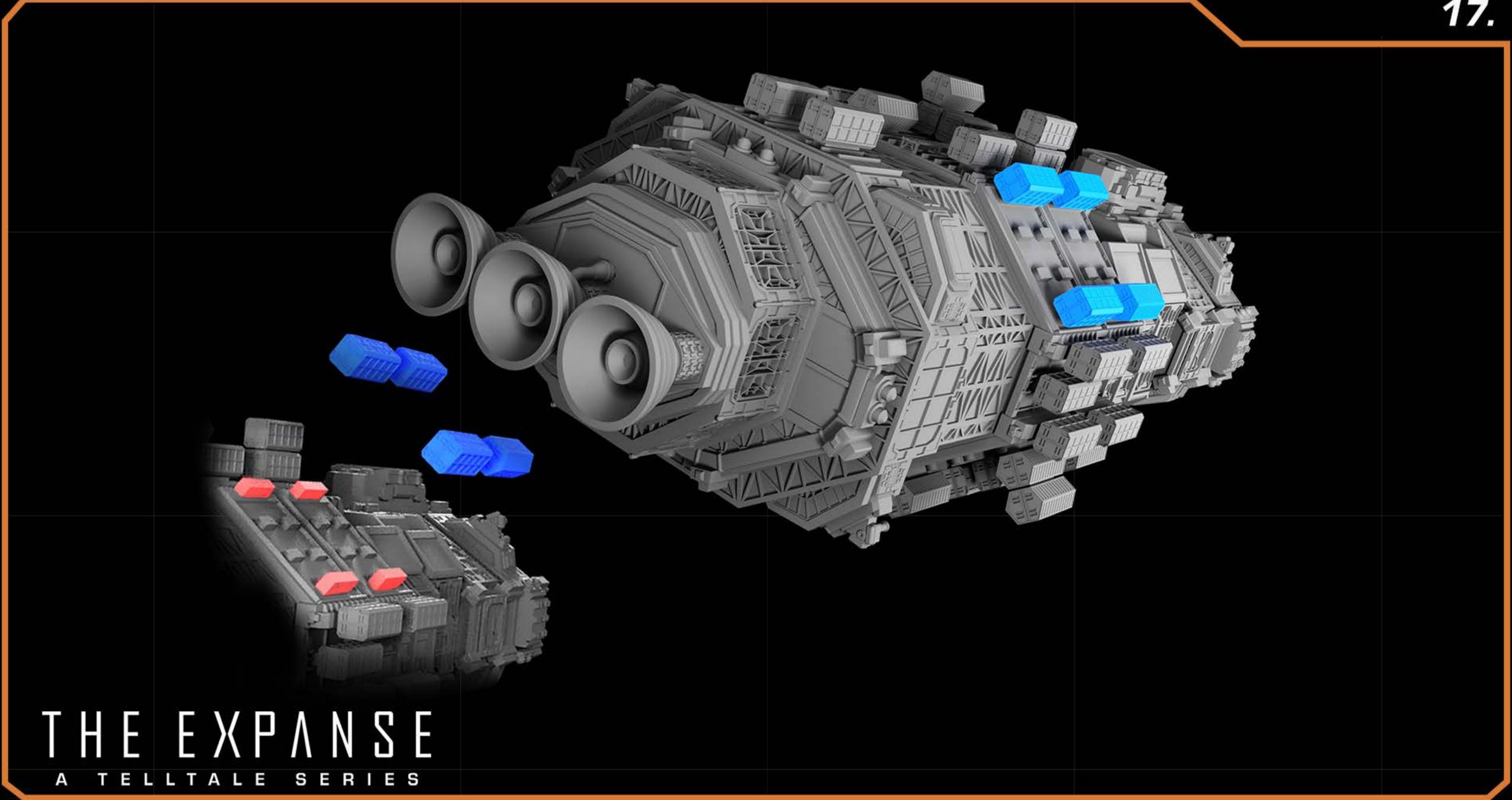




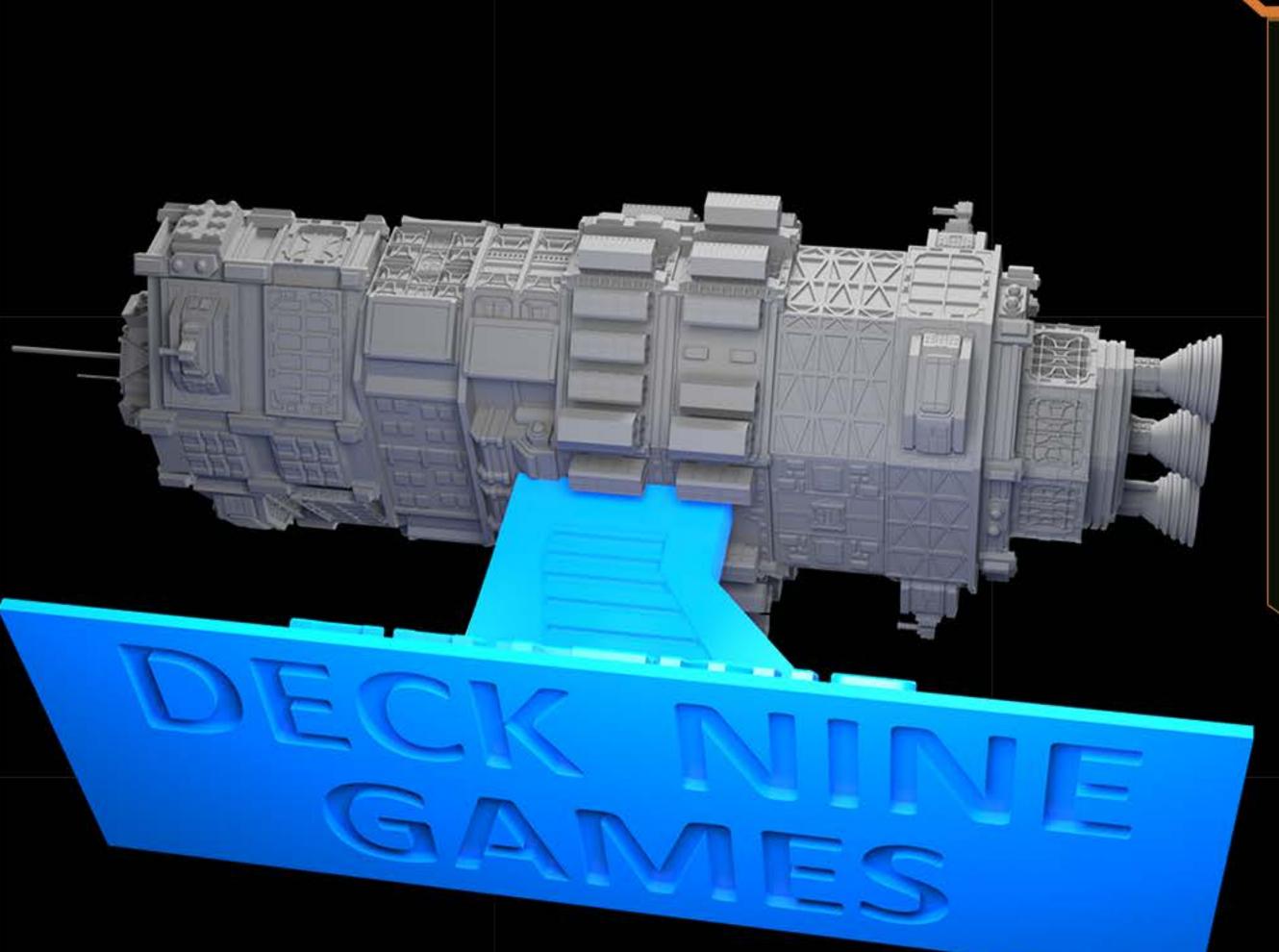












THANKS

THIS WAS MY FIRST
EVER 3D PRINT
PROJECT AND A FEW
ENTHUSIASTS HELPED
ADVISE AND PERFORM
TEST PRINTS. SO, A BIG
THANK YOU TO CHRIS
SAMPSON, JOSH
WRAA, AND TYLER
WINEGARNER.