

THE ART OF
BATTLEFIELD™
2042



FOREWORD

THE ART OF BATTLEFIELD 2042

DICE / ELECTRONIC ARTS

Dear reader, As game developers we see it as our privilege to fulfill the dreams of our audience. Dreams longed for. Dreams that you did not know you had. With this book we want to welcome you on the journey of the making of Battlefield 2042, portrayed through the lens of where it often starts: our concept drawings.

Our talented concept artists are the medium that translate ideas into tangible imagery. This is something we can rally around as a team. If we need to iterate or restart, it can be quickly done compared to performing the same process in software. Still, we should never forget that behind each image lies passion, craftsmanship and a long thought process before it ended up in this book.

As you will see on the following pages, no path is straight. Where some early concepts do not reach final software, they are often the milestone to that final piece that does.

That is the magic of making games as part of a large multicultural team where everyone shares the same passion, the passion of fulfilling dreams.

Welcome to the world of Battlefield 2042.

/The Battlefield Team

THE WORLD OF BATTLEFIELD 2042

2028

The world is changing. Coastal devastation. Tainted farmland. Innovators seek to make deserts arable. Global food production halves – and relocates.

2031

Food shortages and faltering economies lead to growing unrest. The dominos begin to fall. Entire nations are lost to history.

2037

The sleeping giants awake. As smaller nations fail, the US and Russia circle one another over global resources, provoking border conflicts and proxy wars.

2041

Non-Patriated fighters become the modern day equivalent of Japan's ronin warriors. In a world of global conflict, they are the perfect proxy soldiers.

2030

Uncontained fires dubbed "Baltic firestorms" surge west, ravaging farmland from Kiev to Berlin. Under blackened skies, the Euro drops to \$0.08 USD.

2035

As nations collapse, refugee numbers surge. Borders close. Immigration becomes a thing of the past. The term NON-PATRIATED is coined.

2040

Simultaneously, over 75% of the globe's satellite networks go offline. The reasons are unknown. Surveillance is impossible. International paranoia surges.

2042

US-Russian relations pass a breaking point. Task Forces composed of Non-Patriated specialists and naval assault troops deploy globally.

EARLY EXPLORATIONS

Near futurism means creating permission for something new, while also keeping things relatable. Change too much and it becomes science fiction. Don't change enough and it's modern day.

We wanted a world that allowed for new types of "Battlefield Moment" user stories, where systemic interactions can make unique things happen. Shifting global conditions seemed to be the key.

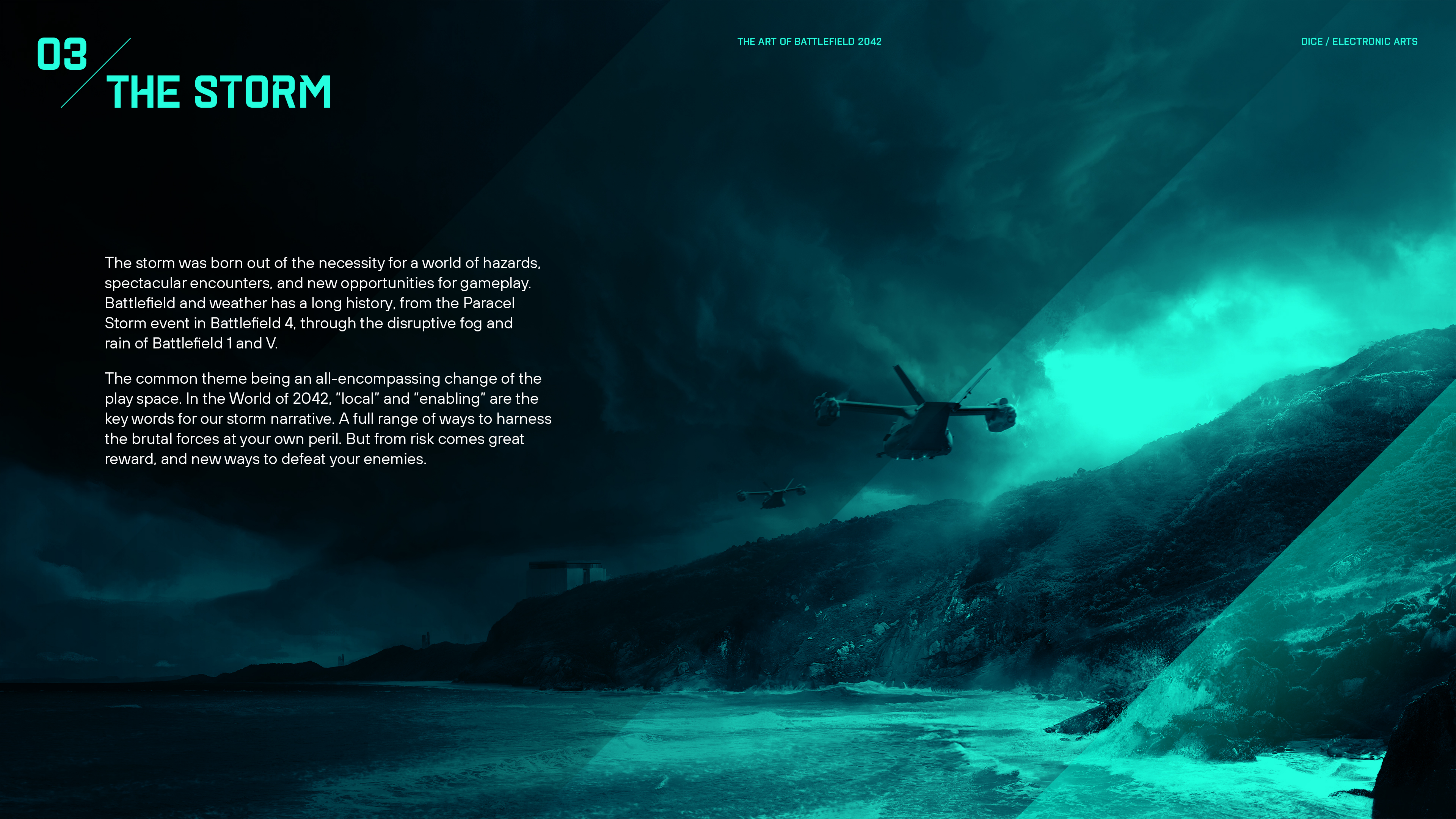






The storm was born out of the necessity for a world of hazards, spectacular encounters, and new opportunities for gameplay. Battlefield and weather has a long history, from the Paracel Storm event in Battlefield 4, through the disruptive fog and rain of Battlefield 1 and V.

The common theme being an all-encompassing change of the play space. In the World of 2042, "local" and "enabling" are the key words for our storm narrative. A full range of ways to harness the brutal forces at your own peril. But from risk comes great reward, and new ways to defeat your enemies.





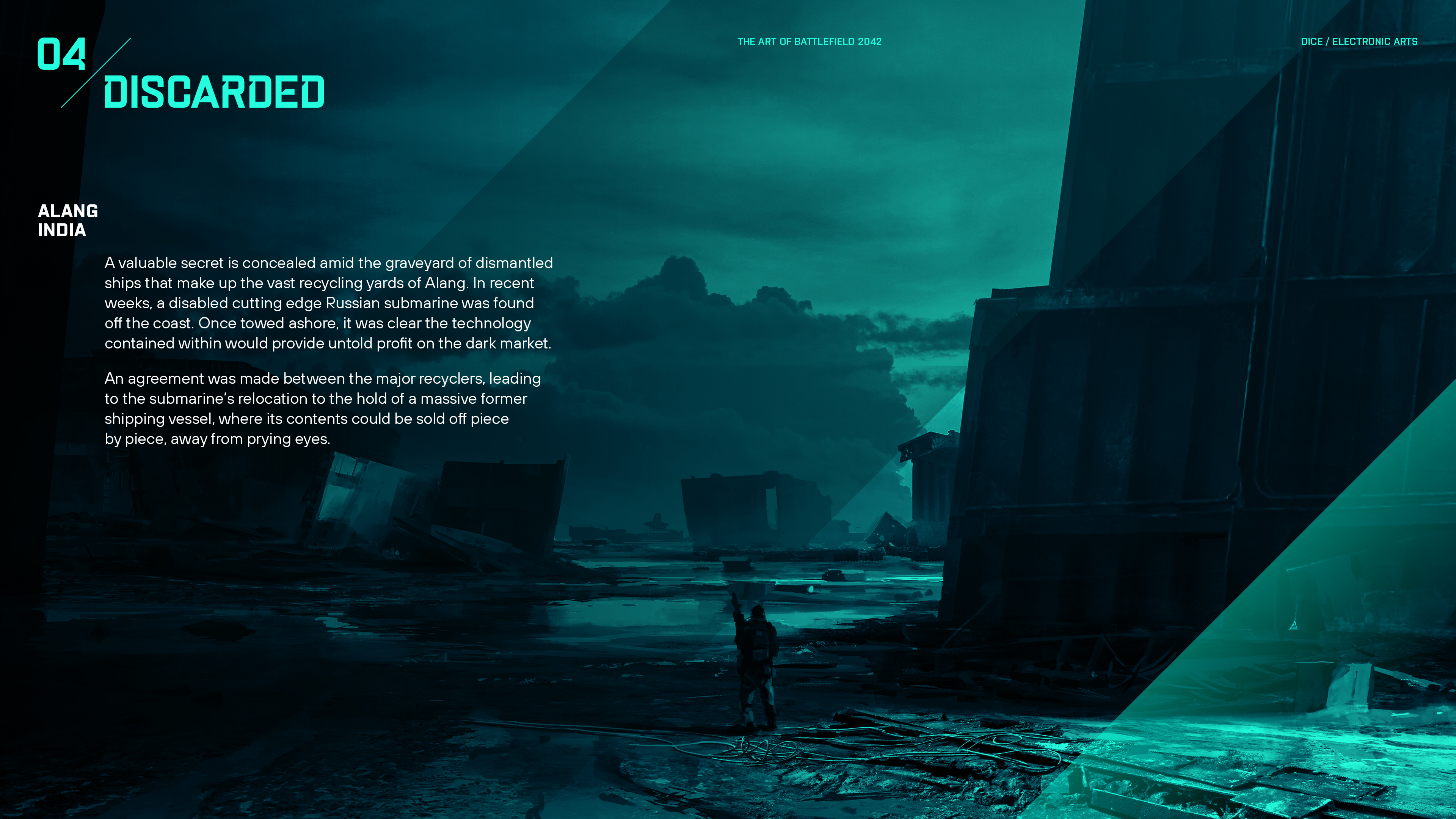


DISCARDED

ALANG INDIA

A valuable secret is concealed amid the graveyard of dismantled ships that make up the vast recycling yards of Alang. In recent weeks, a disabled cutting edge Russian submarine was found off the coast. Once towed ashore, it was clear the technology contained within would provide untold profit on the dark market.

An agreement was made between the major recyclers, leading to the submarine's relocation to the hold of a massive former shipping vessel, where its contents could be sold off piece by piece, away from prying eyes.



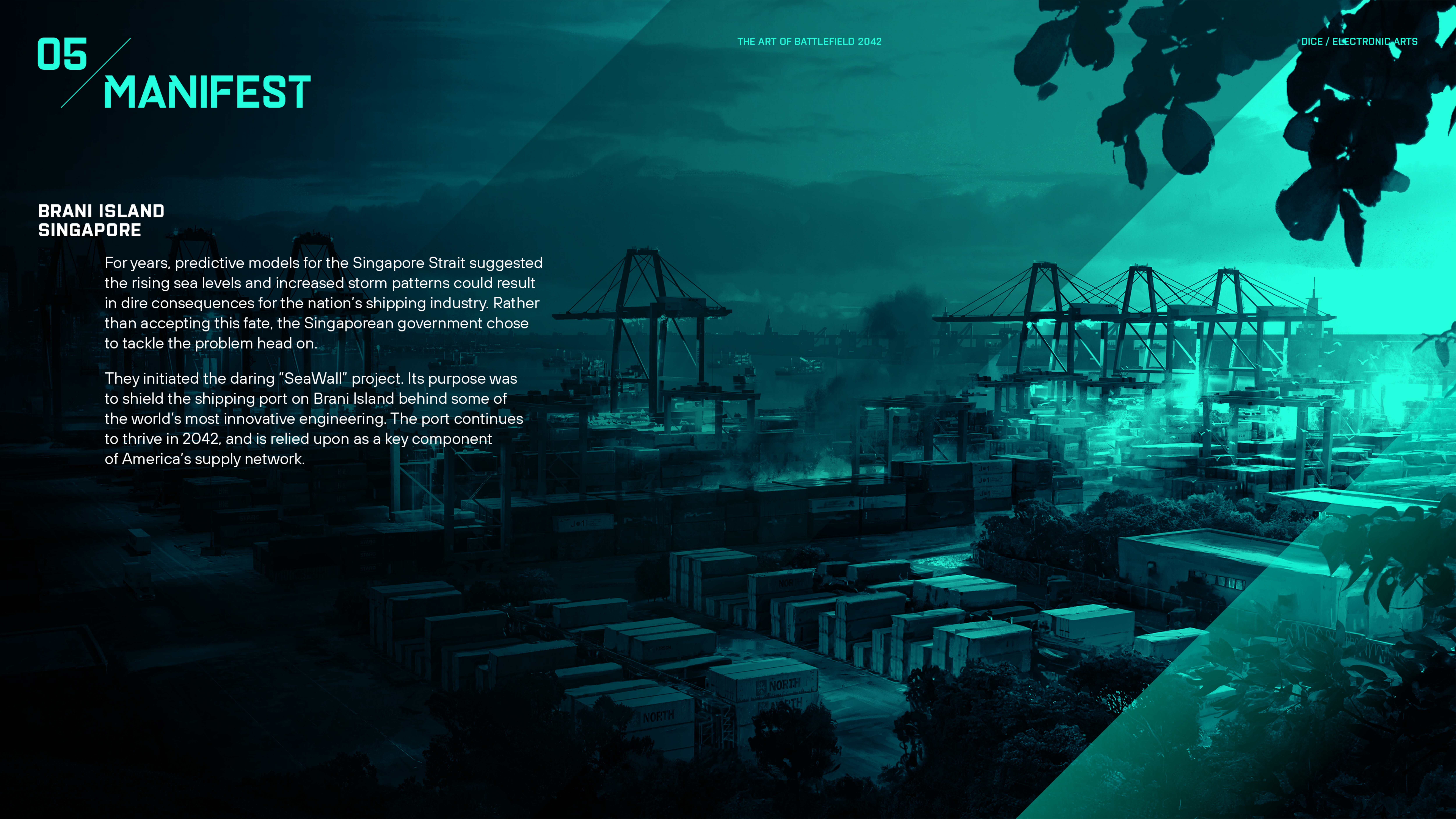


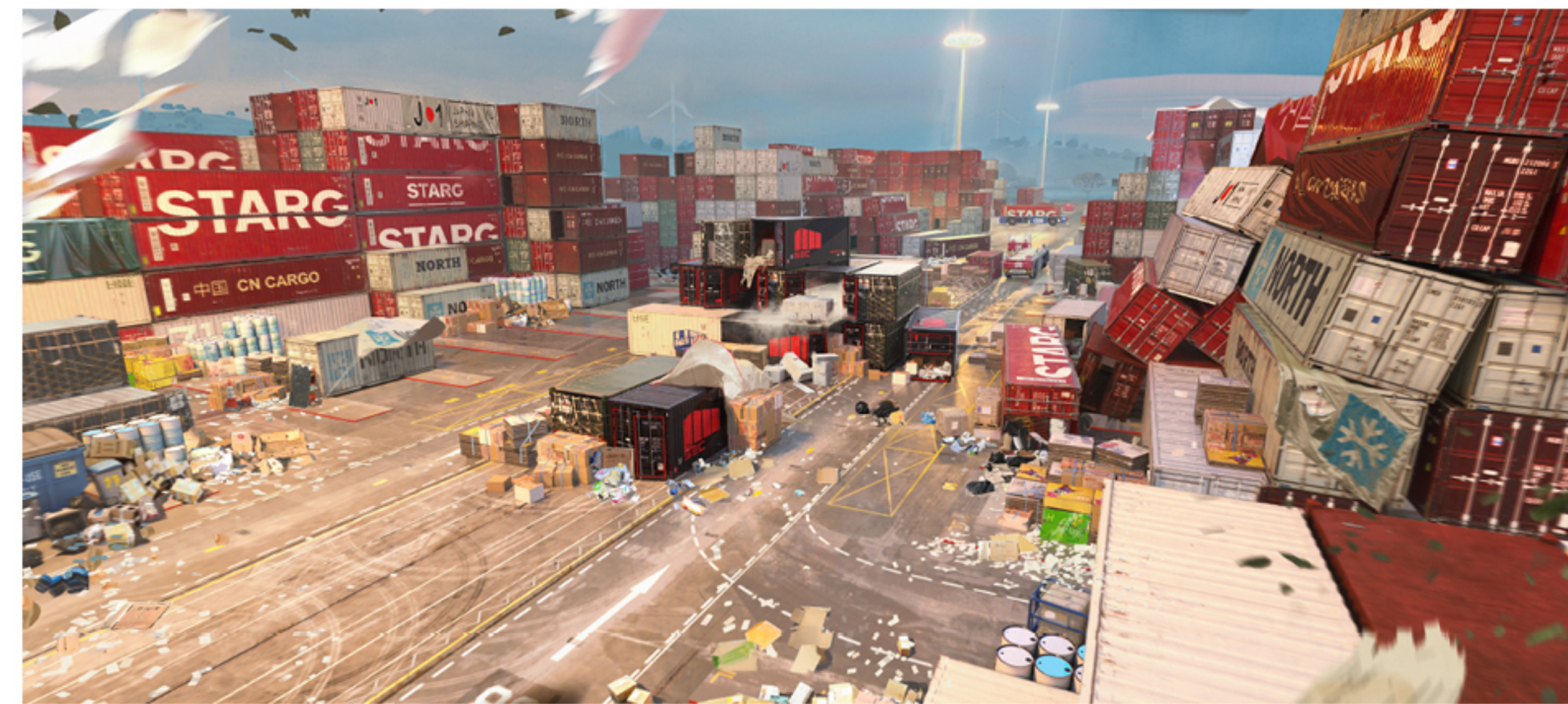


BRANI ISLAND SINGAPORE

For years, predictive models for the Singapore Strait suggested the rising sea levels and increased storm patterns could result in dire consequences for the nation's shipping industry. Rather than accepting this fate, the Singaporean government chose to tackle the problem head on.

They initiated the daring "SeaWall" project. Its purpose was to shield the shipping port on Brani Island behind some of the world's most innovative engineering. The port continues to thrive in 2042, and is relied upon as a key component of America's supply network.





06

HOURGLASS

THE ART OF BATTLEFIELD 2042

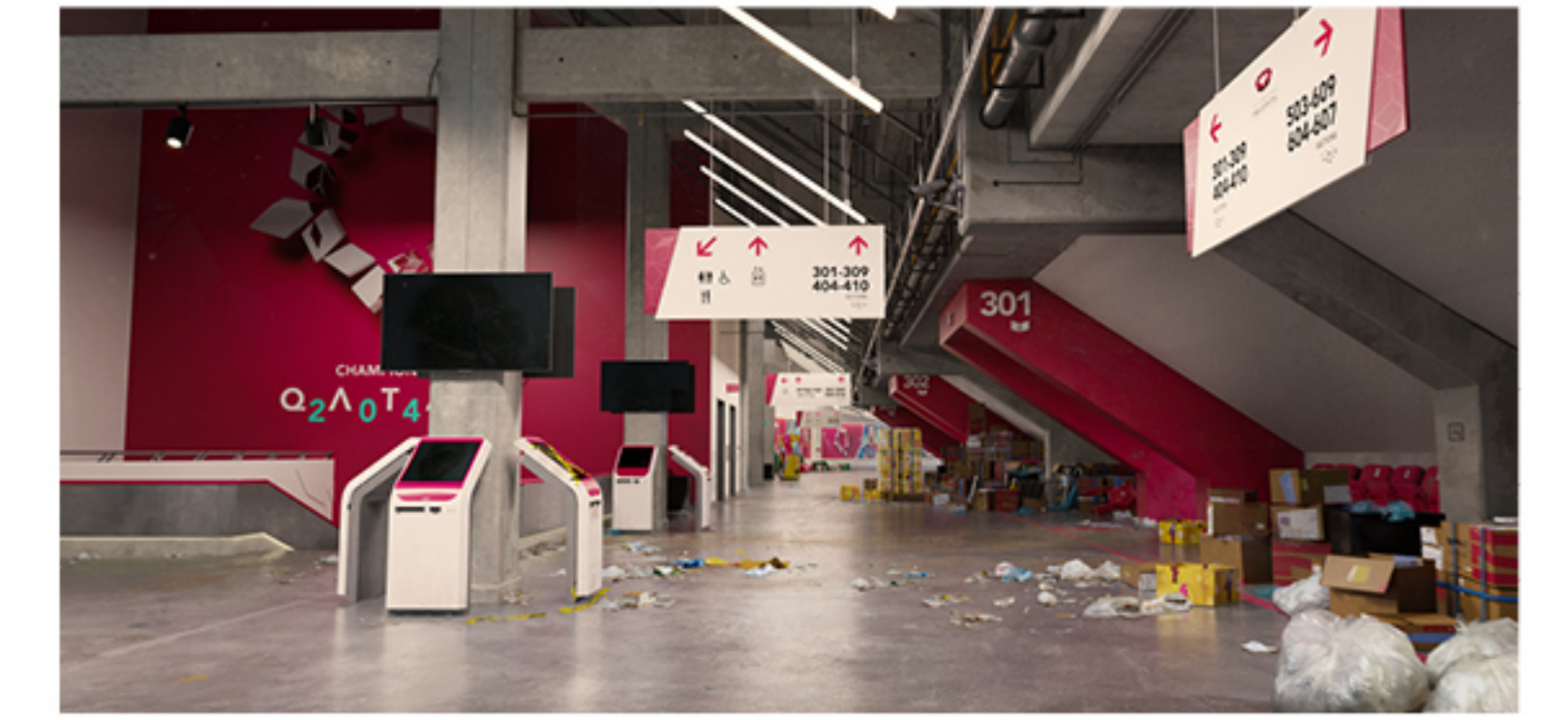
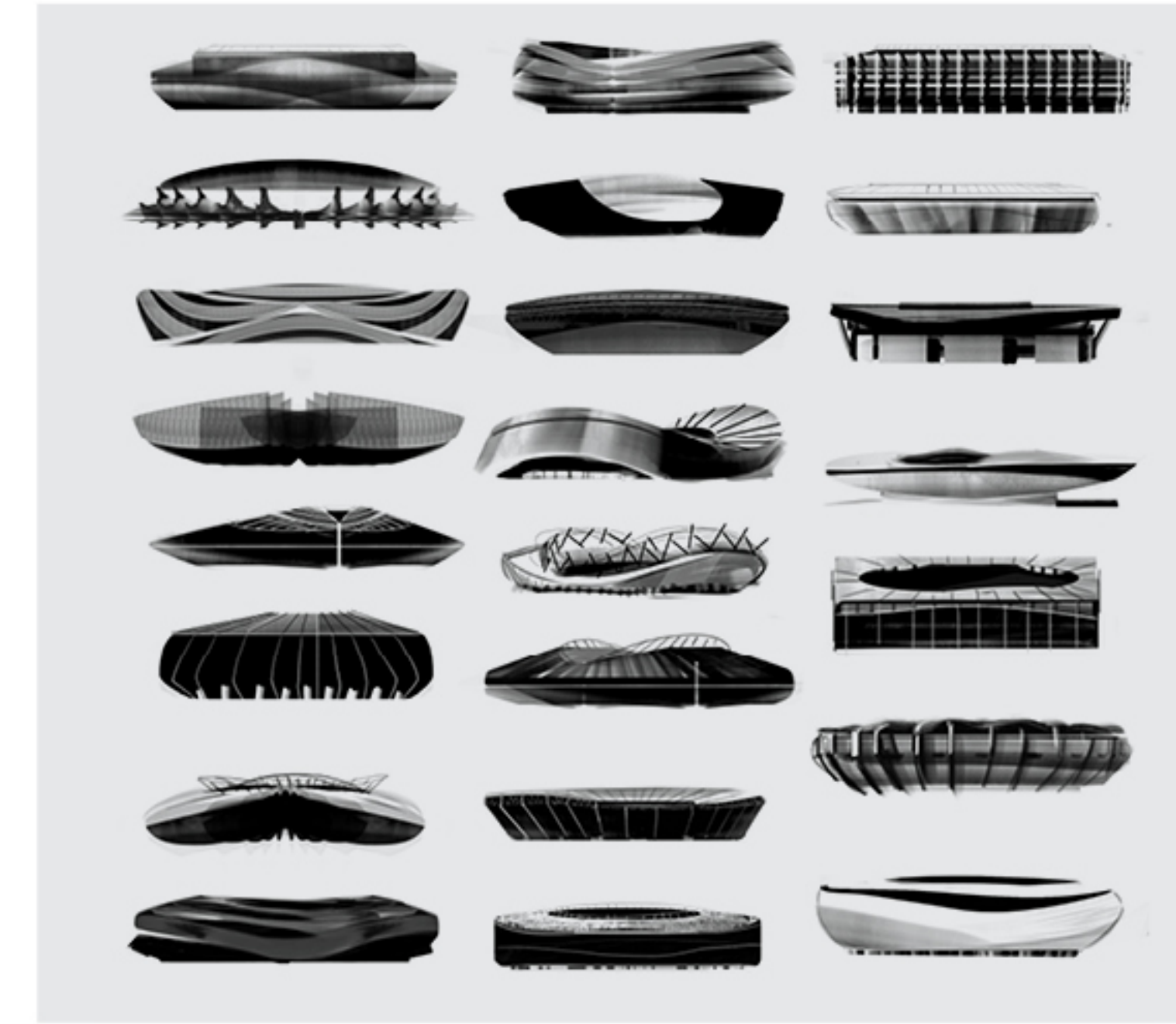
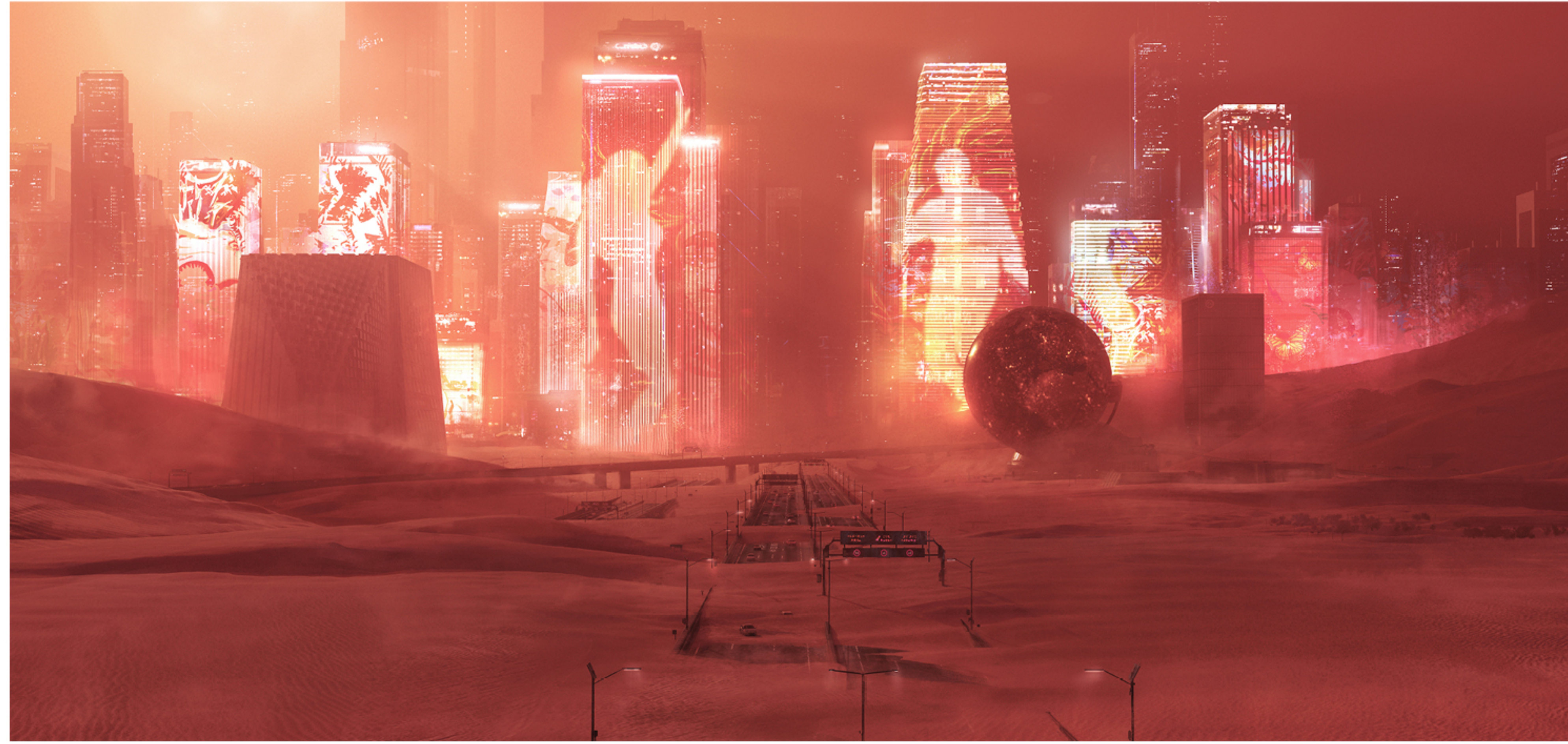
DICE / ELECTRONIC ARTS

DOHA QATAR

Recently abandoned due to relentless sandstorms occurring across the region, intelligence related to a trapped convoy of trucks carrying advanced materials, signals the return of humanity to the city in the form of Russian military personnel.

Echoes of the former population still resonate throughout the city, from the awe-inspiring light shows, still playing daily, to empty houses with tables still set for dinner. Doha has quickly gained the reputation of being the world's largest ghost city.





07 / ORBITAL

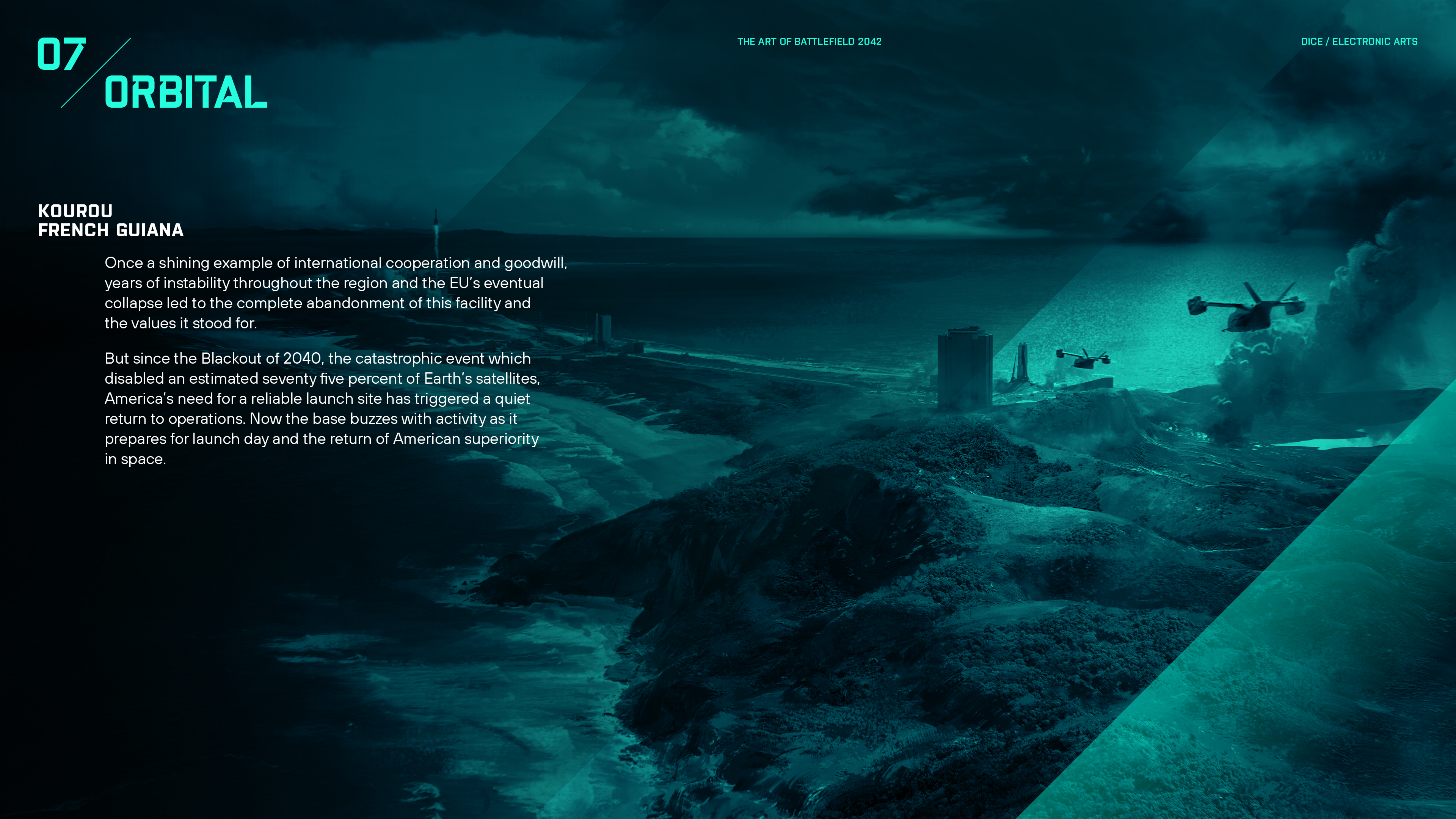
THE ART OF BATTLEFIELD 2042

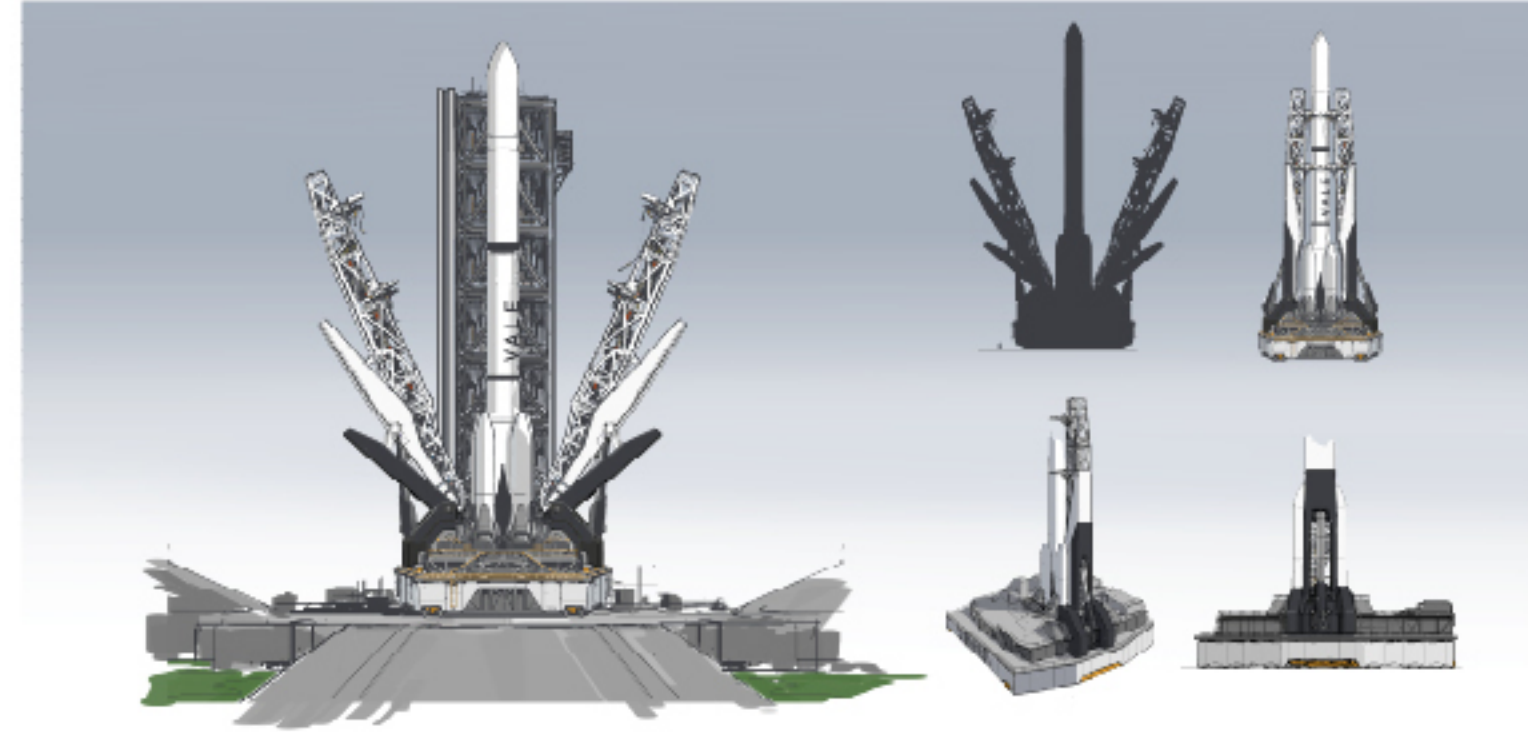
DICE / ELECTRONIC ARTS

KOUROU FRENCH GUIANA

Once a shining example of international cooperation and goodwill, years of instability throughout the region and the EU's eventual collapse led to the complete abandonment of this facility and the values it stood for.

But since the Blackout of 2040, the catastrophic event which disabled an estimated seventy five percent of Earth's satellites, America's need for a reliable launch site has triggered a quiet return to operations. Now the base buzzes with activity as it prepares for launch day and the return of American superiority in space.



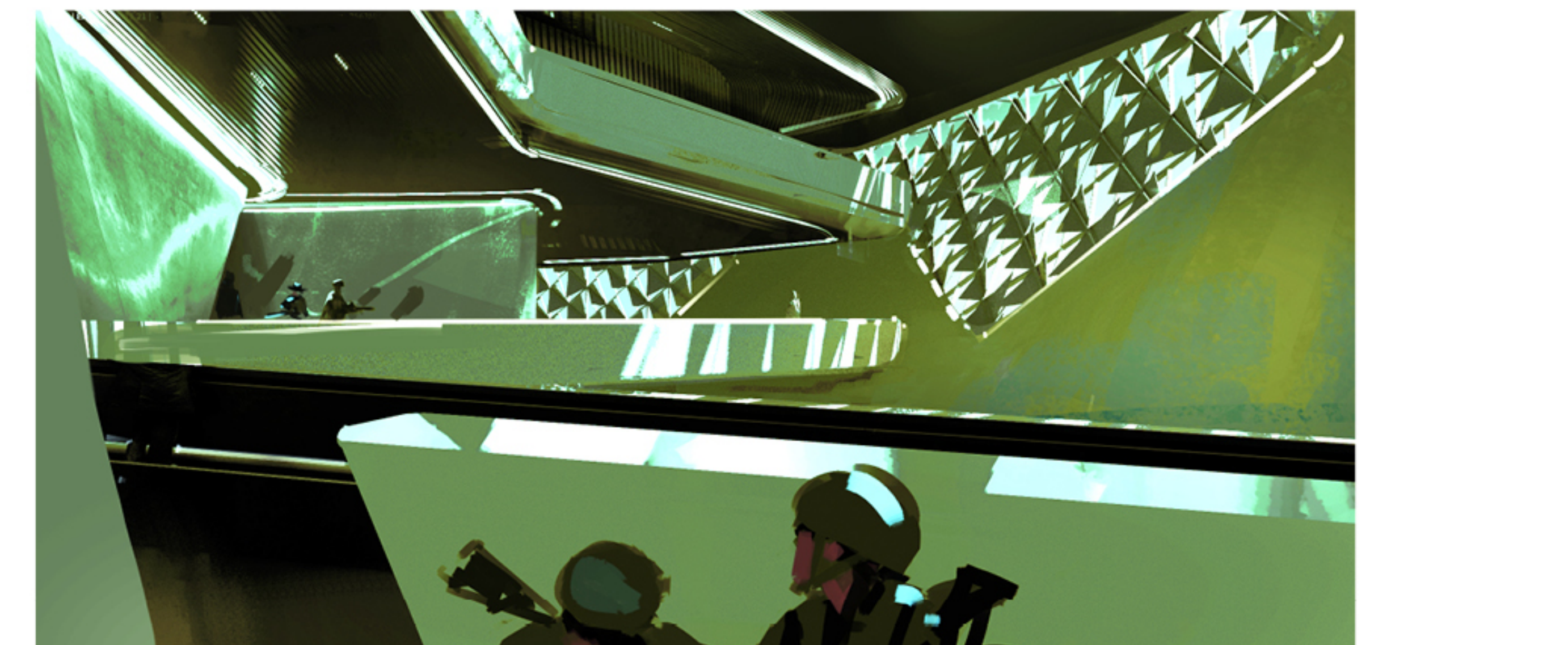
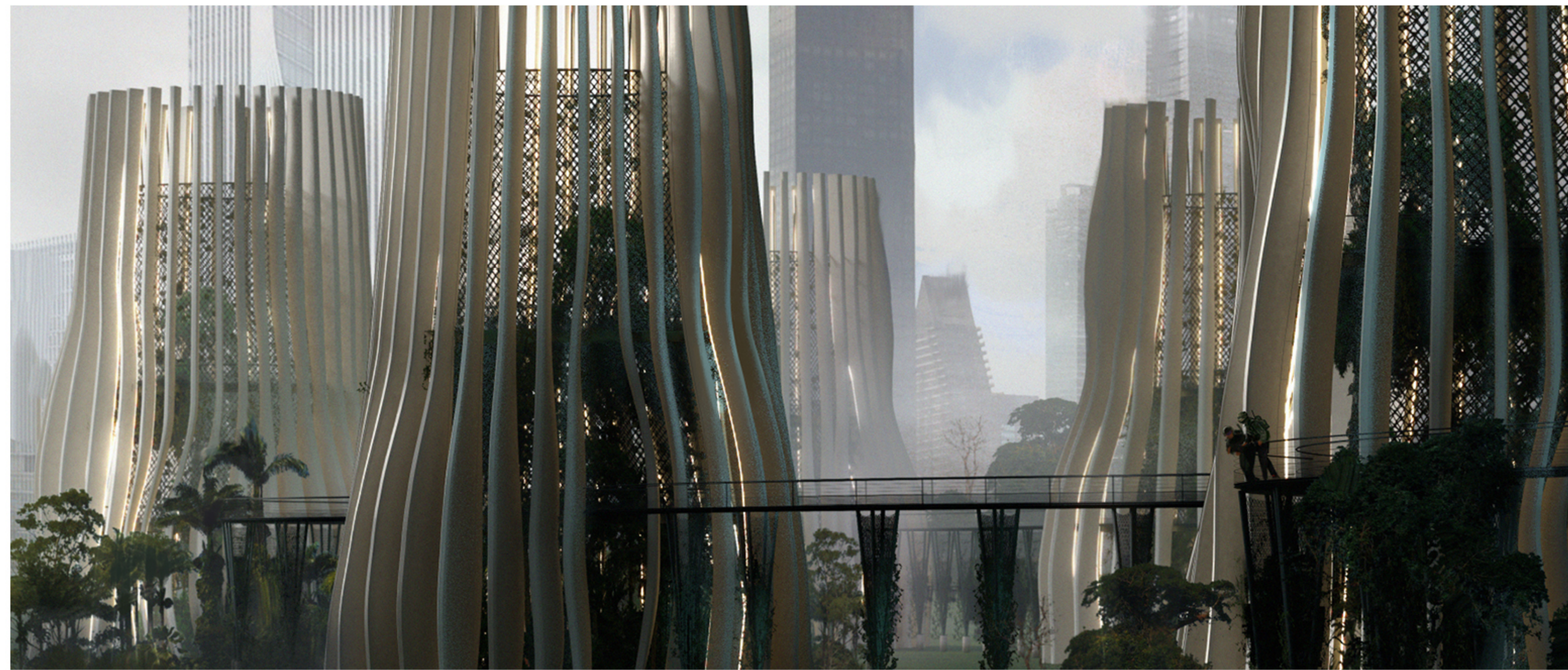
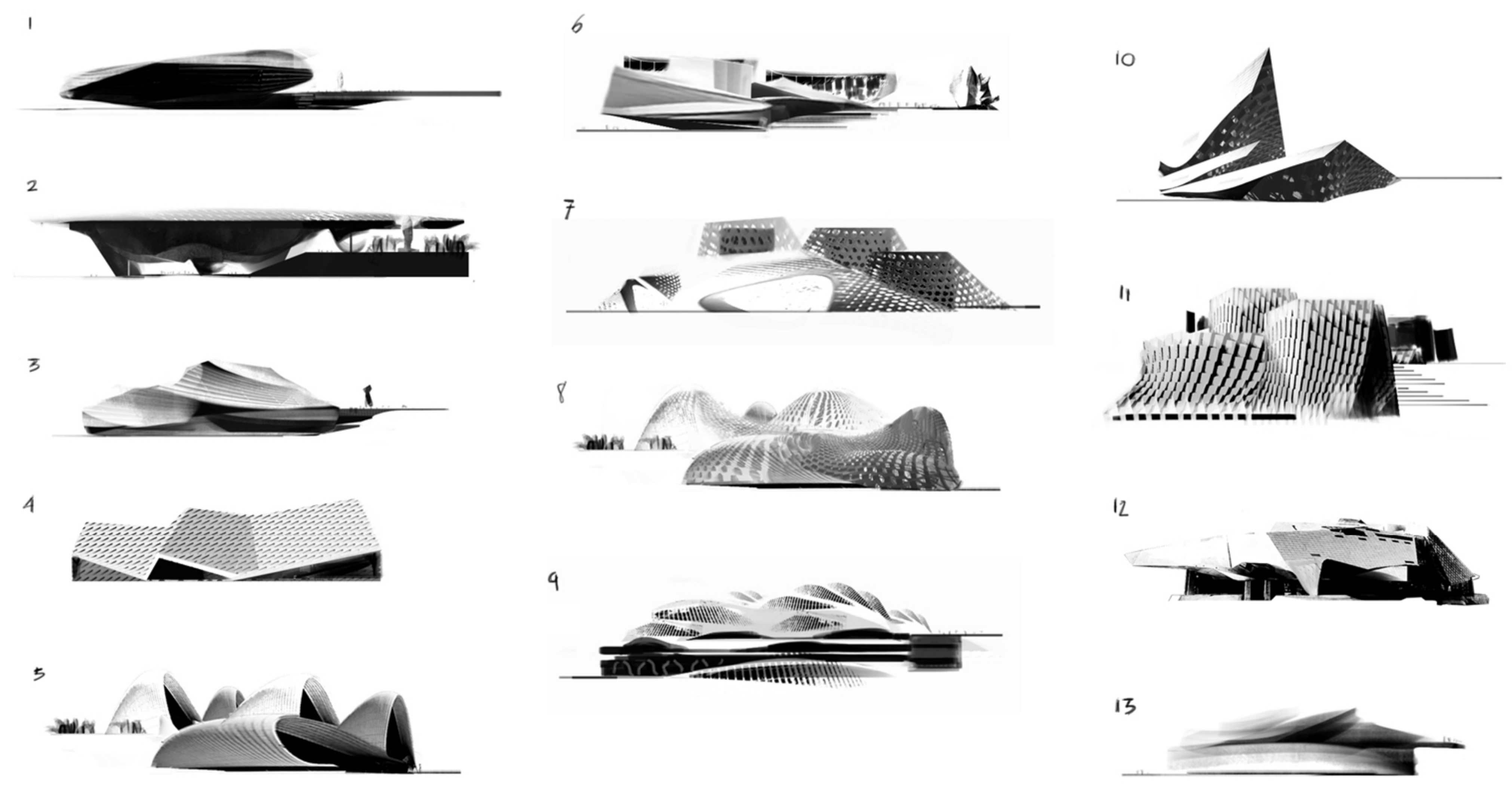


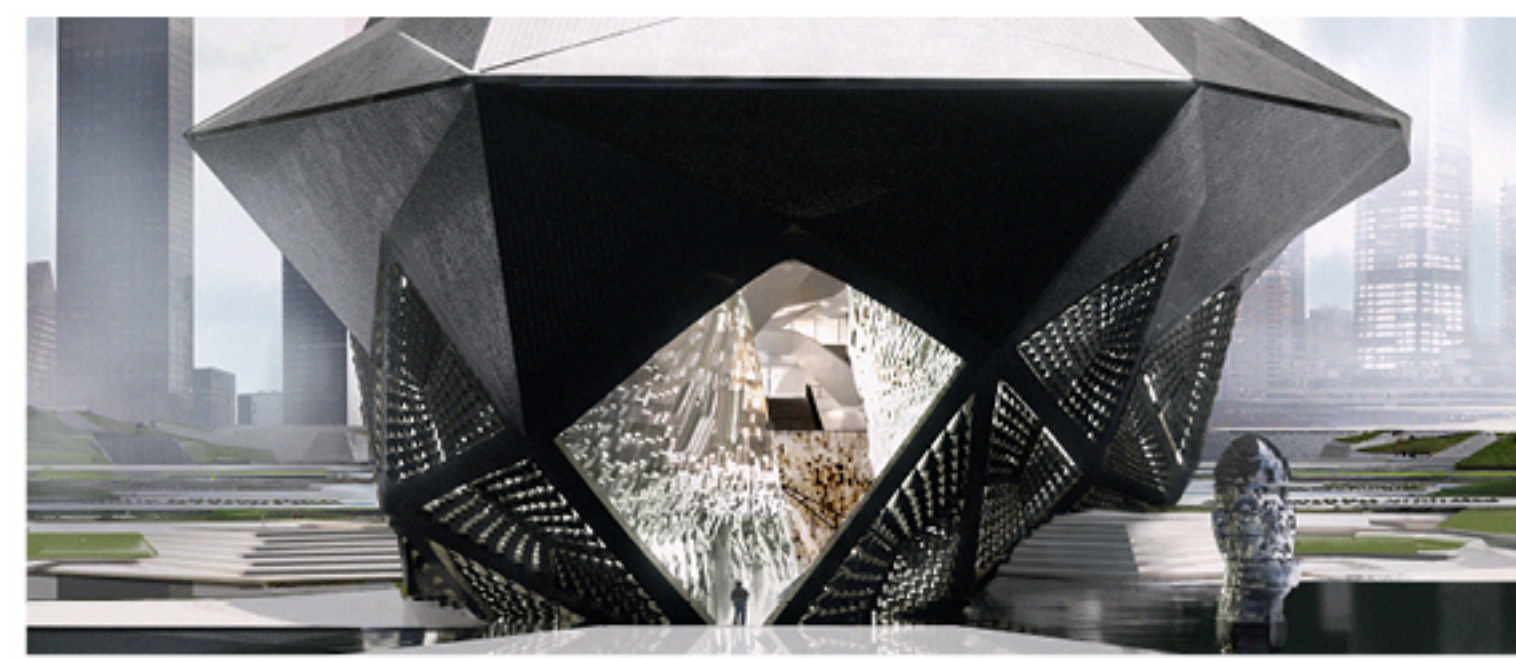
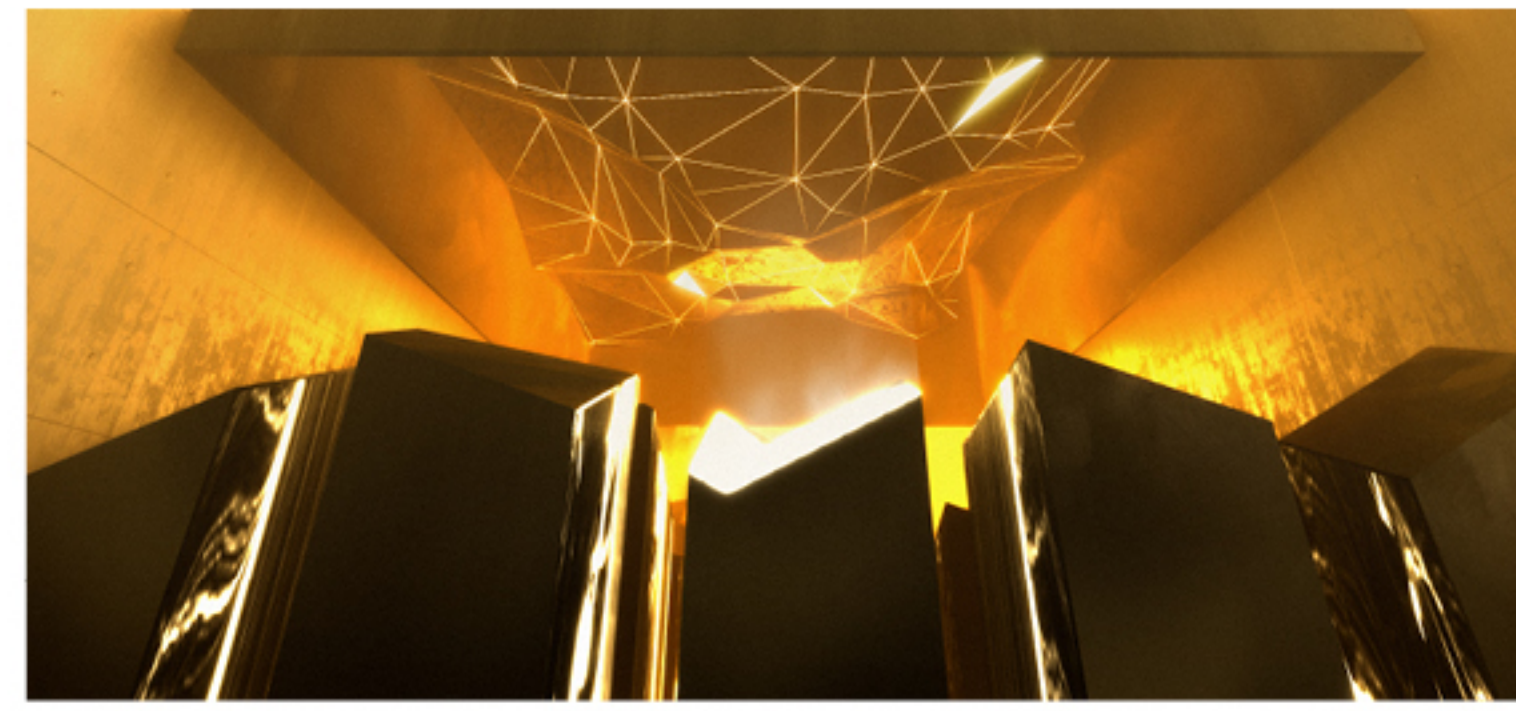
**SONGDO
SOUTH KOREA**

Technological prowess and business acumen has granted Daesong Electronics its meteoric rise to global prominence, making this tech giant responsible for a significant amount of the world's network infrastructure.

The crown jewel of the corporation resides in the heart of the Songdo Grand Park: the Daesong Datacenter. Untold amounts of data are housed within the servers contained here, providing the physical location for the majority Daesong's cloud storage. Data which several Russian military generals fear could be used against them in the battles to come.



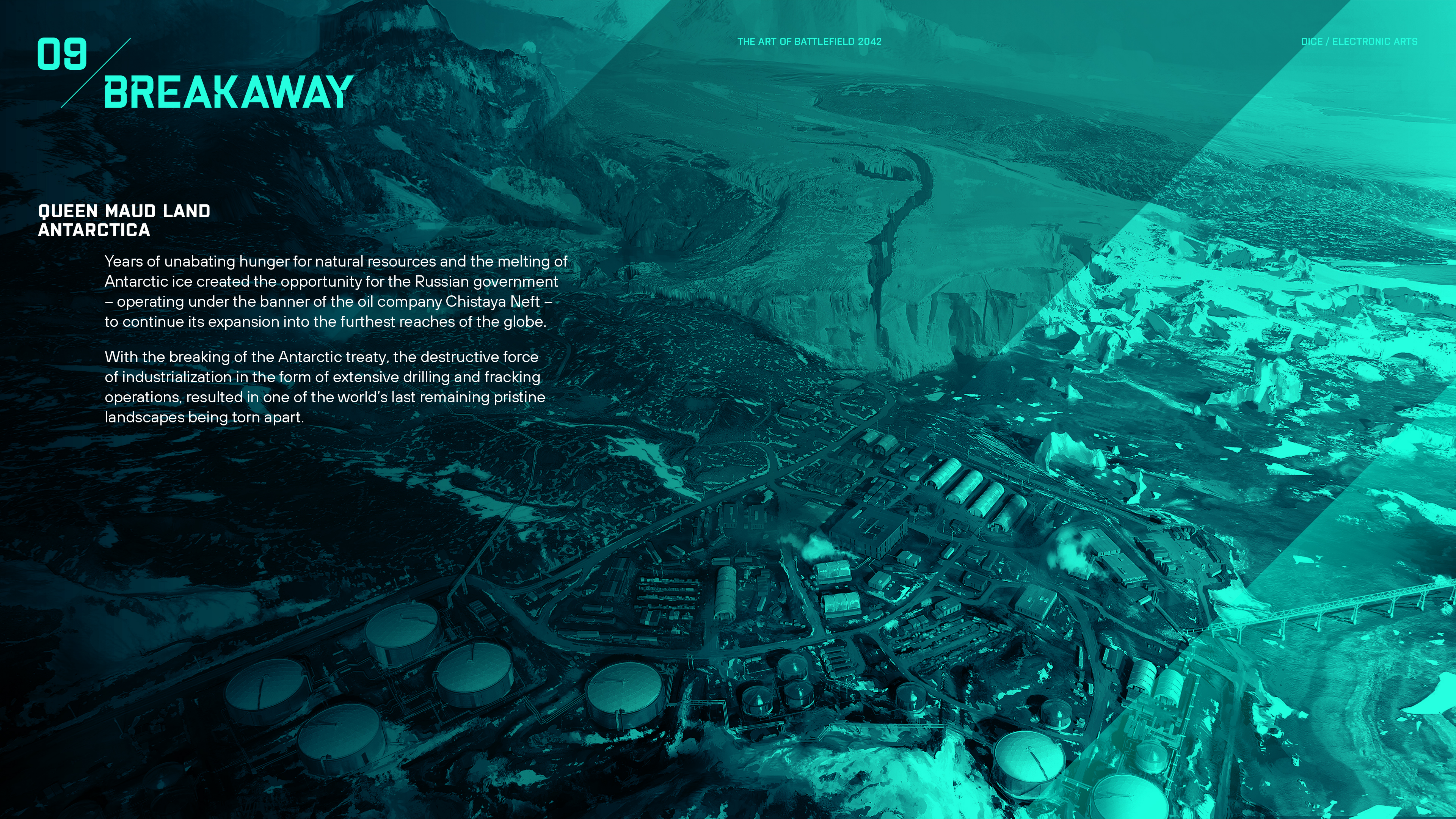


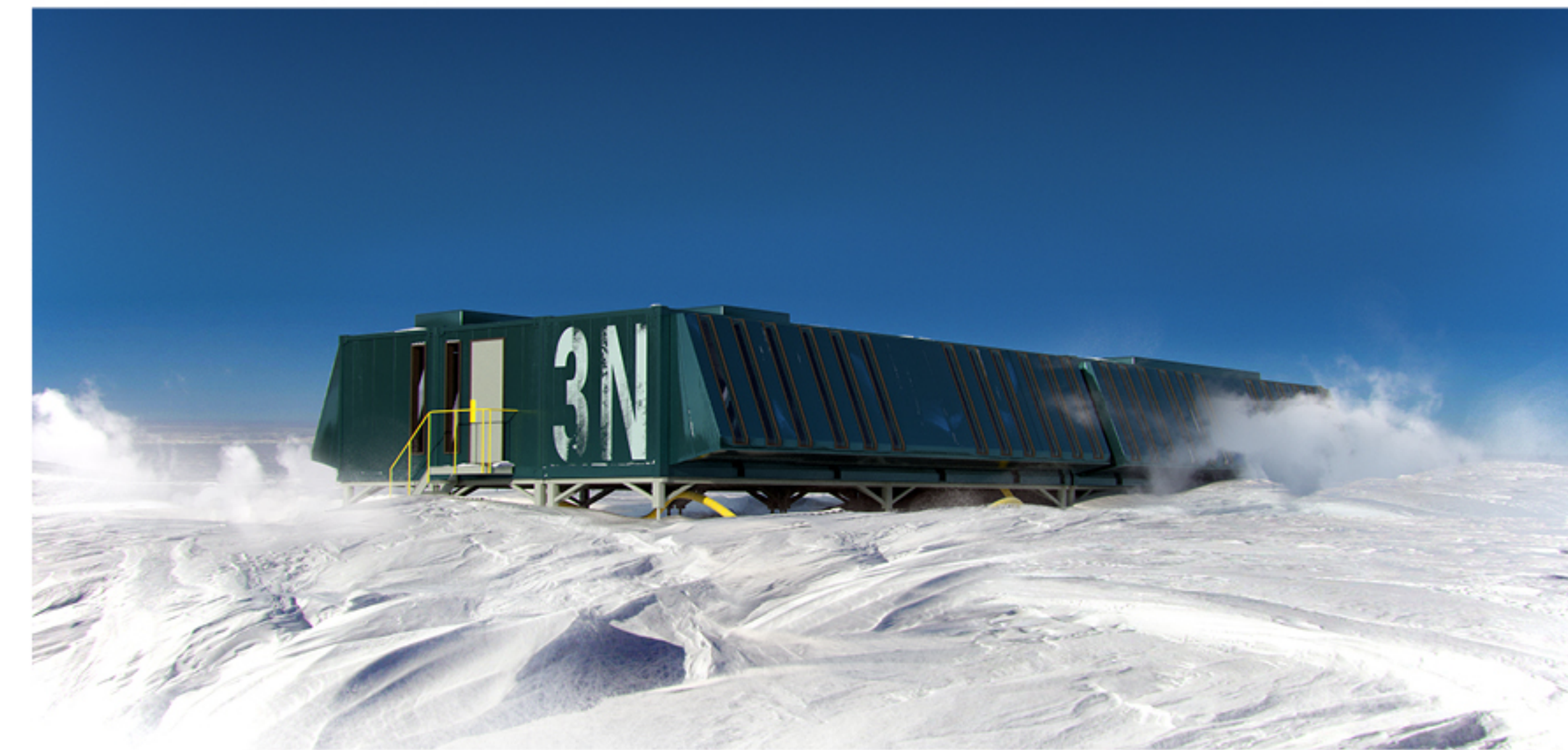
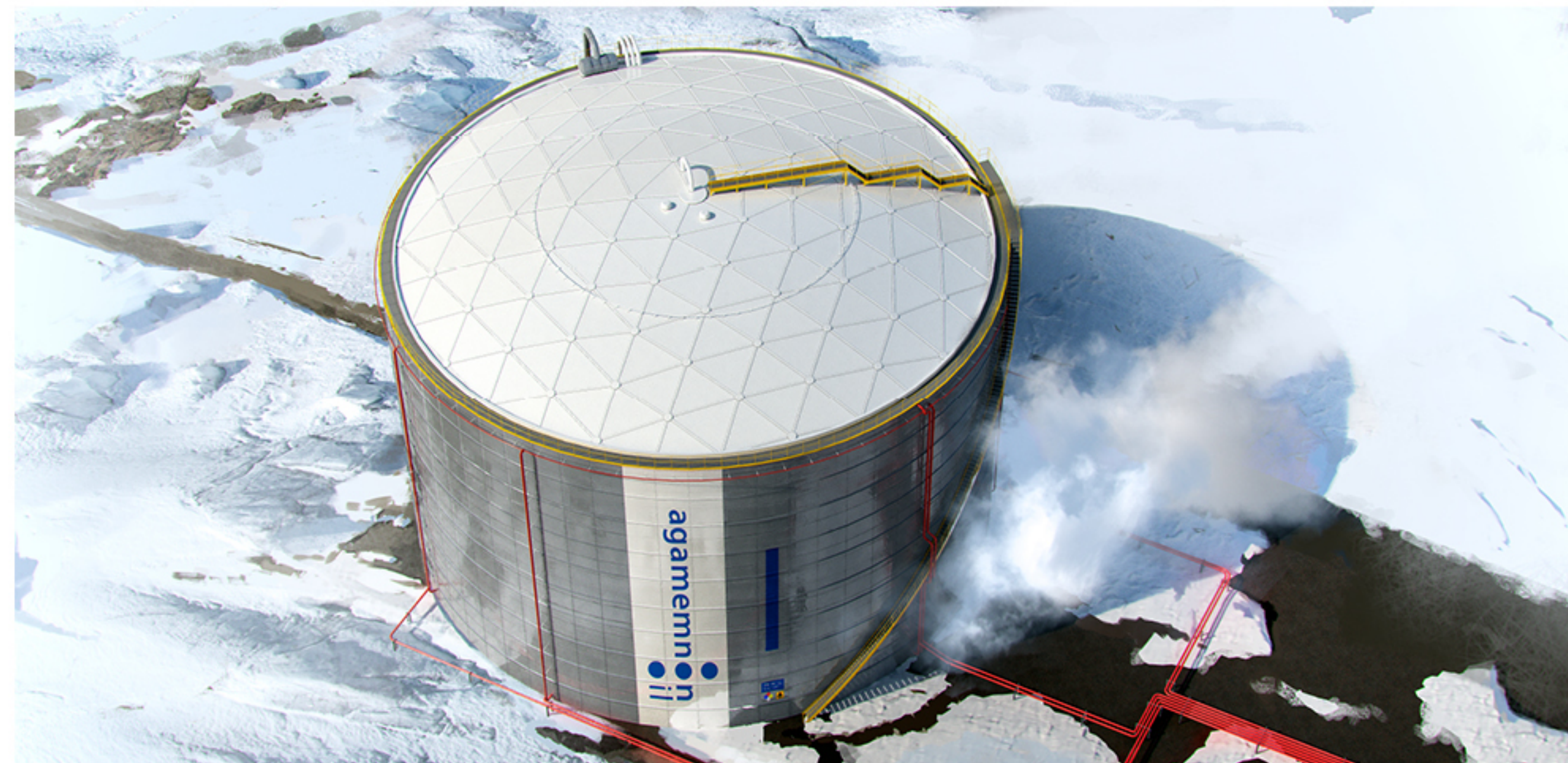


QUEEN MAUD LAND ANTARCTICA

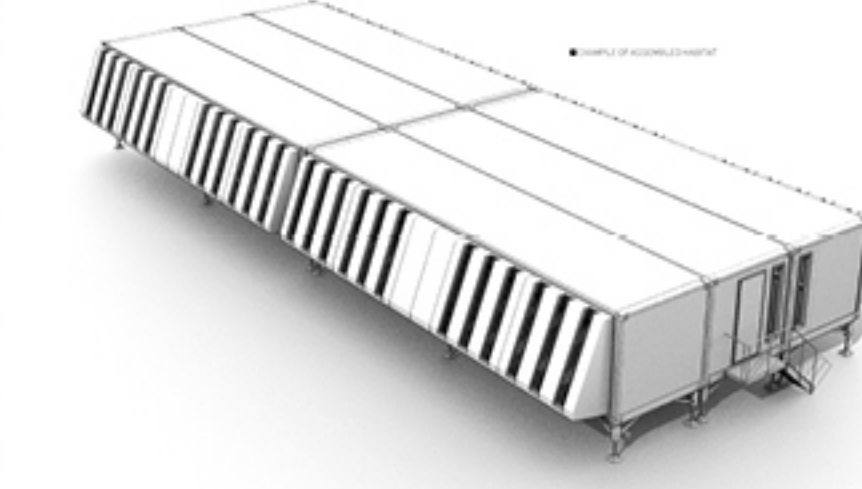
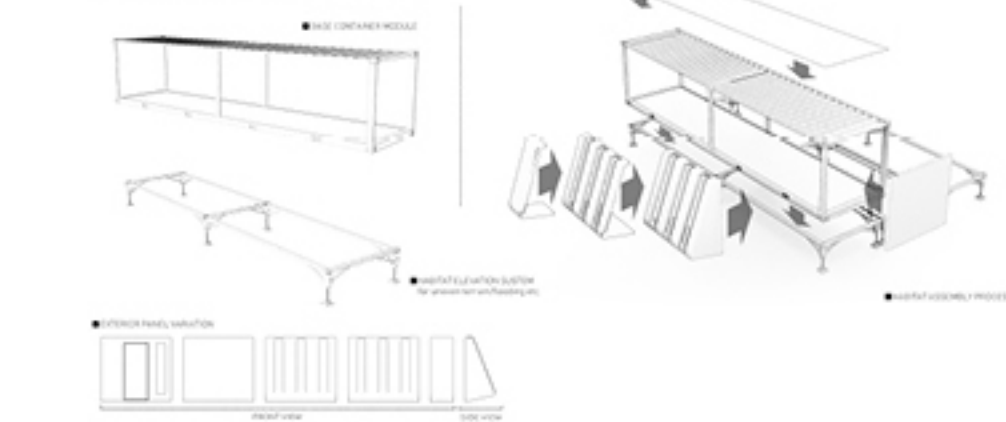
Years of unabating hunger for natural resources and the melting of Antarctic ice created the opportunity for the Russian government – operating under the banner of the oil company Chistaya Neft – to continue its expansion into the furthest reaches of the globe.

With the breaking of the Antarctic treaty, the destructive force of industrialization in the form of extensive drilling and fracking operations, resulted in one of the world's last remaining pristine landscapes being torn apart.

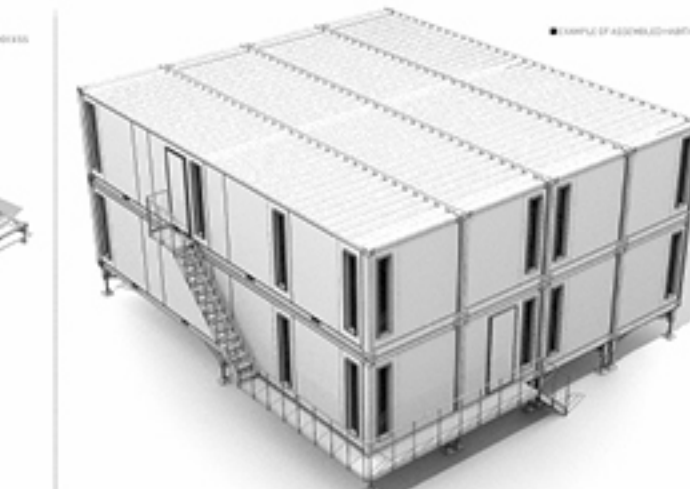




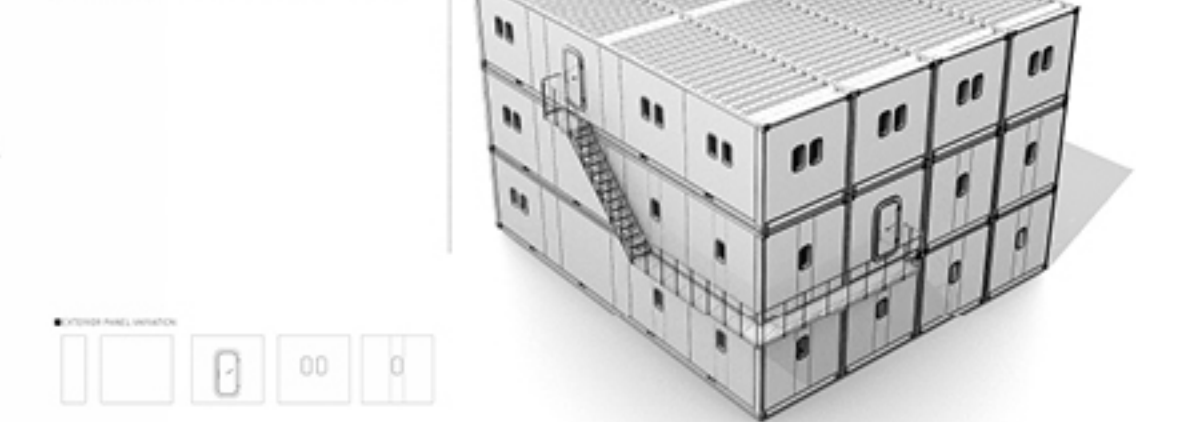
HZEMCH-R-1



HZEMCH-01



HZEMCH-OFS



10 RENEWAL

THE ART OF BATTLEFIELD 2042

DICE / ELECTRONIC ARTS

EASTERN DESERT EGYPT

In the mid-2030s, bio-tech giant Synseco Agritech, engineered a method to turn arid land arable. The abundance created by this technique at the height of mass resource scarcity made Synseco a target for raids from rogue No-Pat groups and rival corporations in search of sustenance and secrets.

In response, a heavily fortified wall was erected around the site. On its completion the facility was secure, but the reputation of a company hoarding its wealth during the global food crisis would tarnish the Synseco name for years.







THE CAST OF CHARACTERS

Proxy wars have been in effect for decades, generating a wealth of experienced combat veterans. Many soldiers have found themselves on the move as their home countries have ceased to exist. These nomadic refugees become referred to in the media as "Non-Patriated" or "No-Pats".

These soldiers form independent groups known as Task Forces. All Task Forces are highly sought after combat crews – an iron glove that grants any patron state a clean hand.

Non-Patriated specialists could tip the balance of power from one side to the other. Thus both the US and Russia seed their assault plans with as many non-patriated Task Forces as they can secure. Securing support among the Task Forces might be what keeps their nation free.

But what's in it for the Non-Patriated? Task Forces can find themselves aligned with either of the major powers, based on one clear need: once the fog of this war clears, the No-Pats need a place of their own. They use their skills not just for survival, but a seat at the table once the war is over, and a future they can define. It's a future worth fighting for.



EARLY EXPLORATIONS



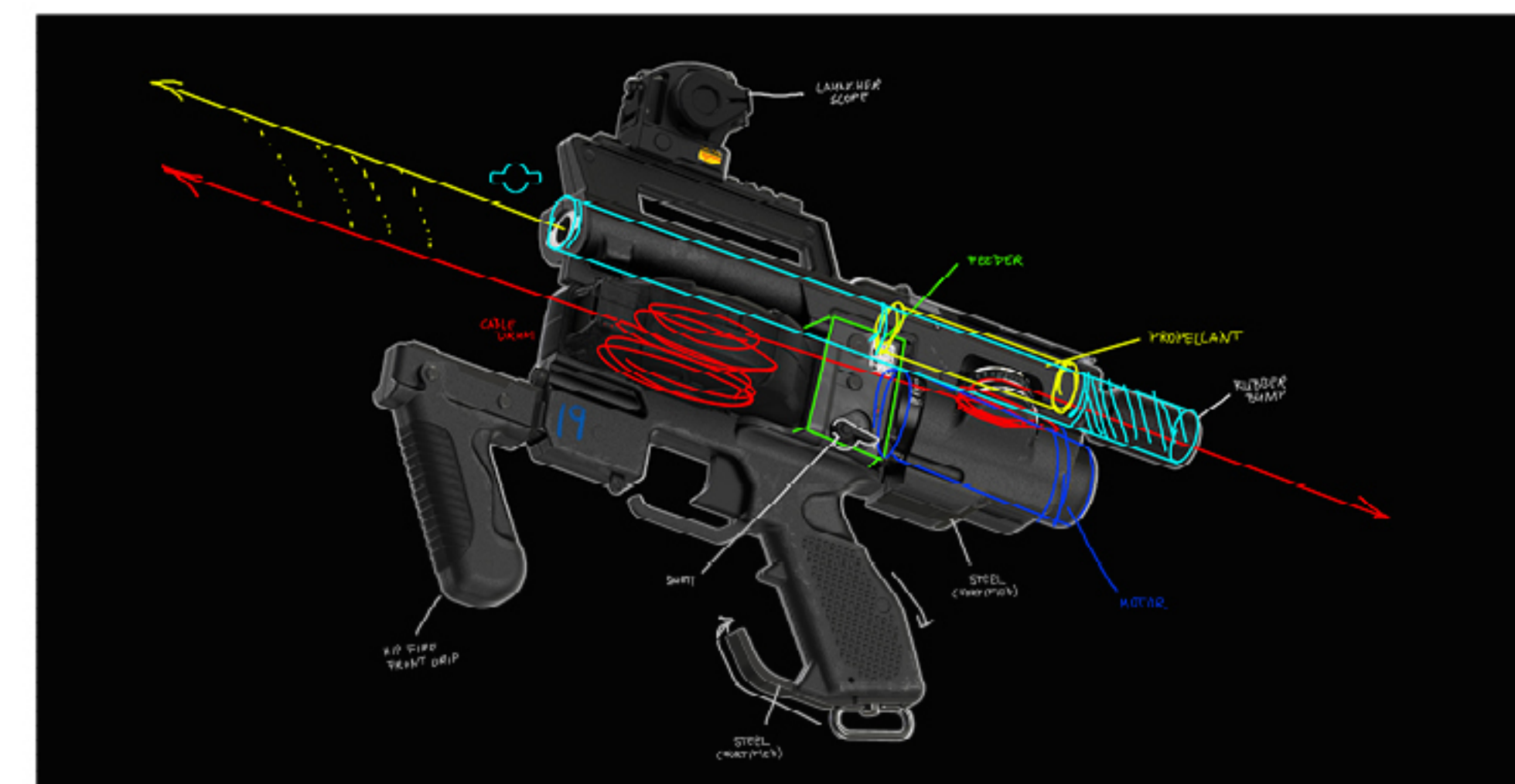
AI SOLDIERS



WEBSTER MACKAY

Outdoorsman. Nomad. Soldier. Following his father's footsteps Mackay joined the Canadian military in his teens. At the height of his military career he was a member of Joint Task Force 2 as a part of a counter-terrorism unit.

Mackay grew to respect foreign cultures and lands throughout his travels and, after retiring from the military, followed his dreams of exploring and living off the grid. After witnessing the hardships of displaced Non-Patriated people and conscious of his ability to help them, he joined Irish's No-Pat Task Force.

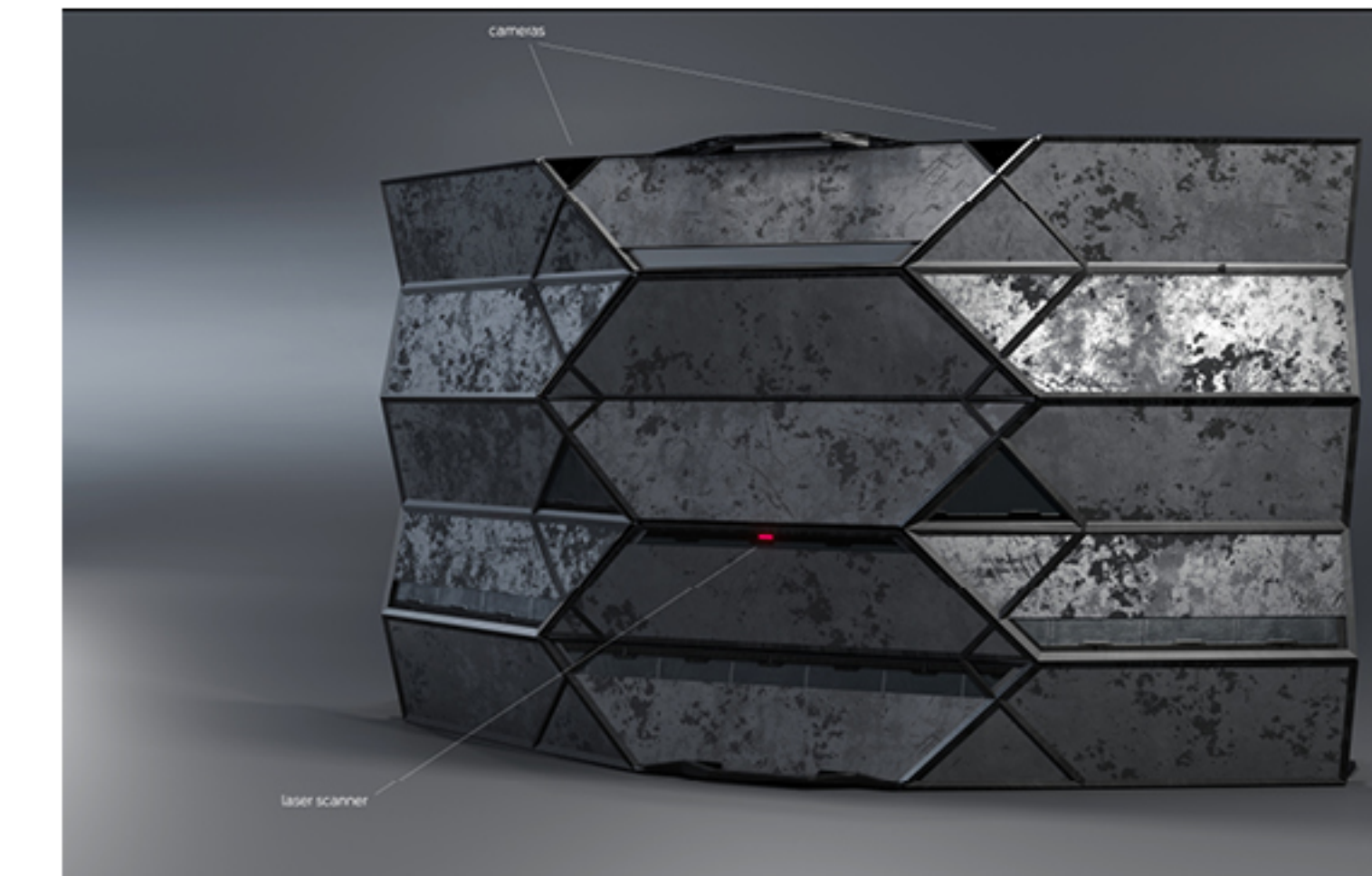
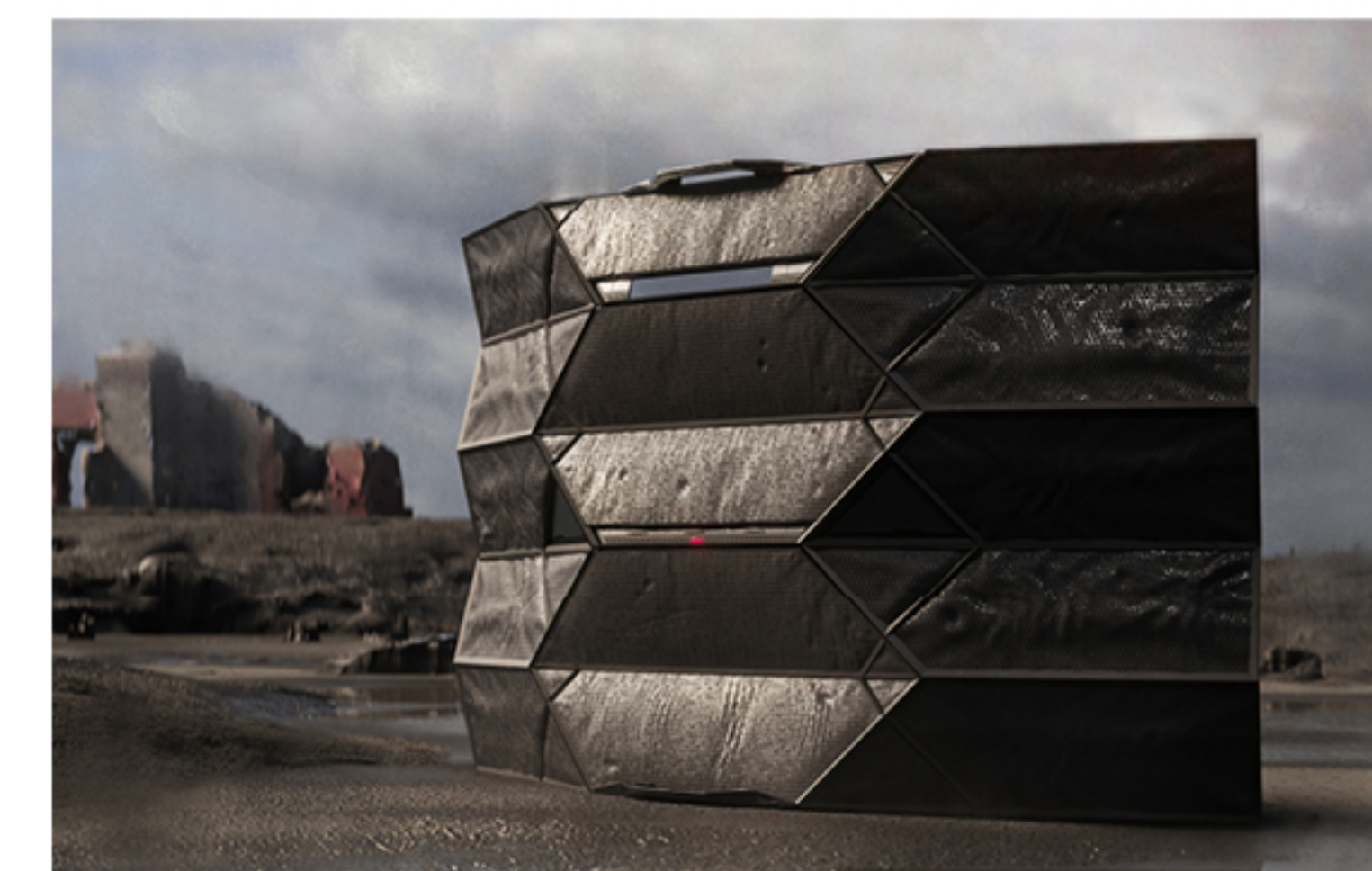
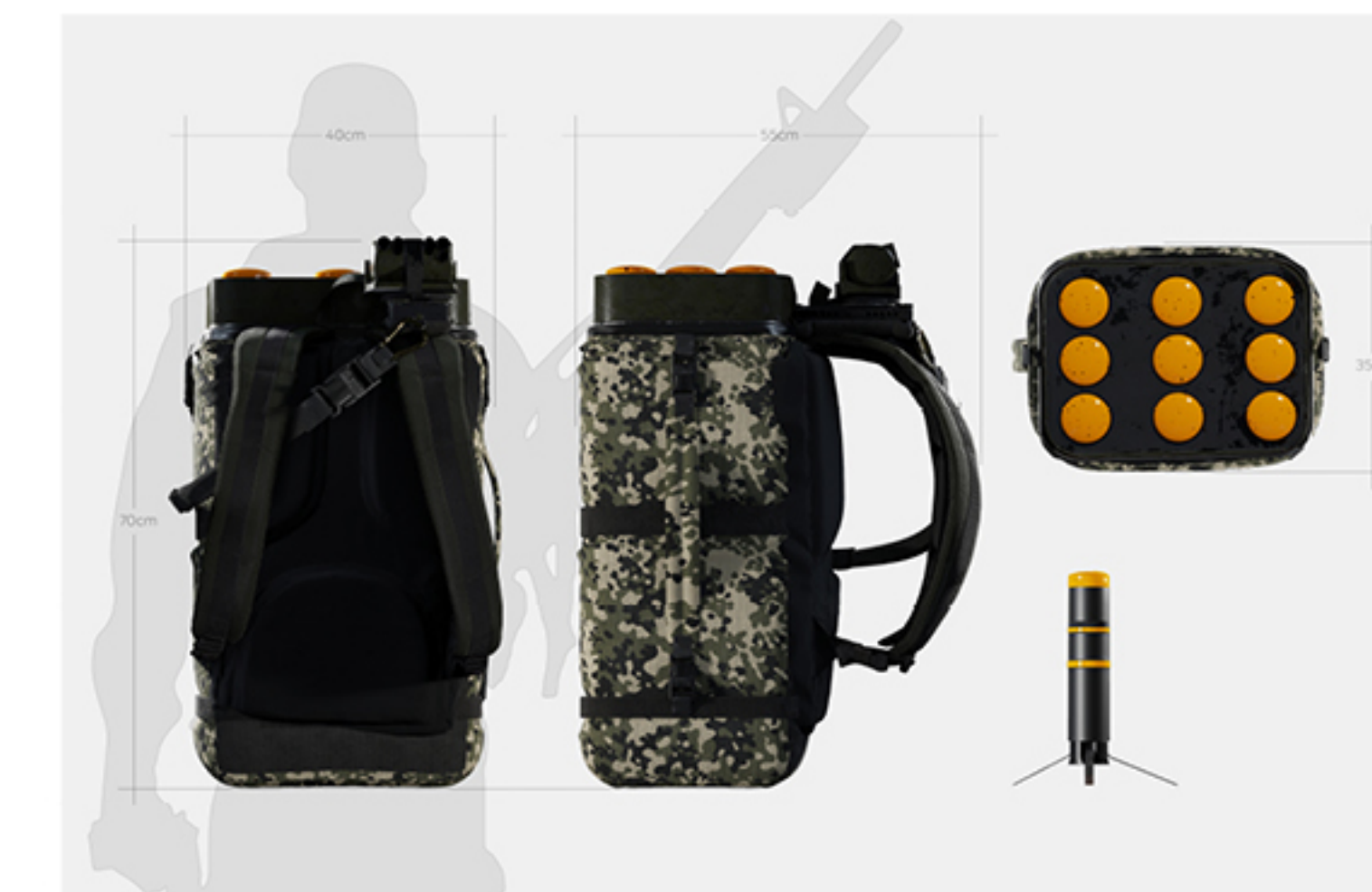


KIMBLE "IRISH" GRAVES

A native of Brooklyn, New York. Irish joined the United States Marines Corps as a teenager, optimistic and ready to change the world. He was later assigned to Tombstone Squad, when in 2020 they played a pivotal role in blocking a coup planned by a Chinese general. The events of the 2020 uprising opened Irish's eyes to the complexity of "doing the right thing" in the modern world.

Seeing the consequences of conflict on the civilian population first-hand led to Irish questioning his role within the military establishment – and the military establishment itself. Irish would eventually resign his position within the USMC and become a nomad, travelling the globe. Graves used his skills to provide and organize among those who most need it – the Non-Patriated.

Irish's natural leadership qualities and combat skills led to him becoming the leader of a Non-Patriated task force, and the commander of his own vessel. Their mission; to keep No-Pats safe any way they could as the friction grew between the superpowers.



EMMA "SUNDANCE" ROSIER

Formerly a trusted associate for a Parisian organized crime syndicate. Sundance left the life of crime after seeing what lengths the syndicate would go to for profit.

This departure came with a price being placed on their head. Seeking an exit, Sundance joined Armée de Terre (the French Army). Quickly recognized for their prowess and fearless attitude in combat, they were assigned to a paratrooper division.

Their unit was reassigned to support security efforts within French borders. Anticipating a revenge attack from the syndicate, they abandoned their military career and vanished into the ranks of the Non-Patriated.



SANTIAGO "DOZER" ESPINOZA

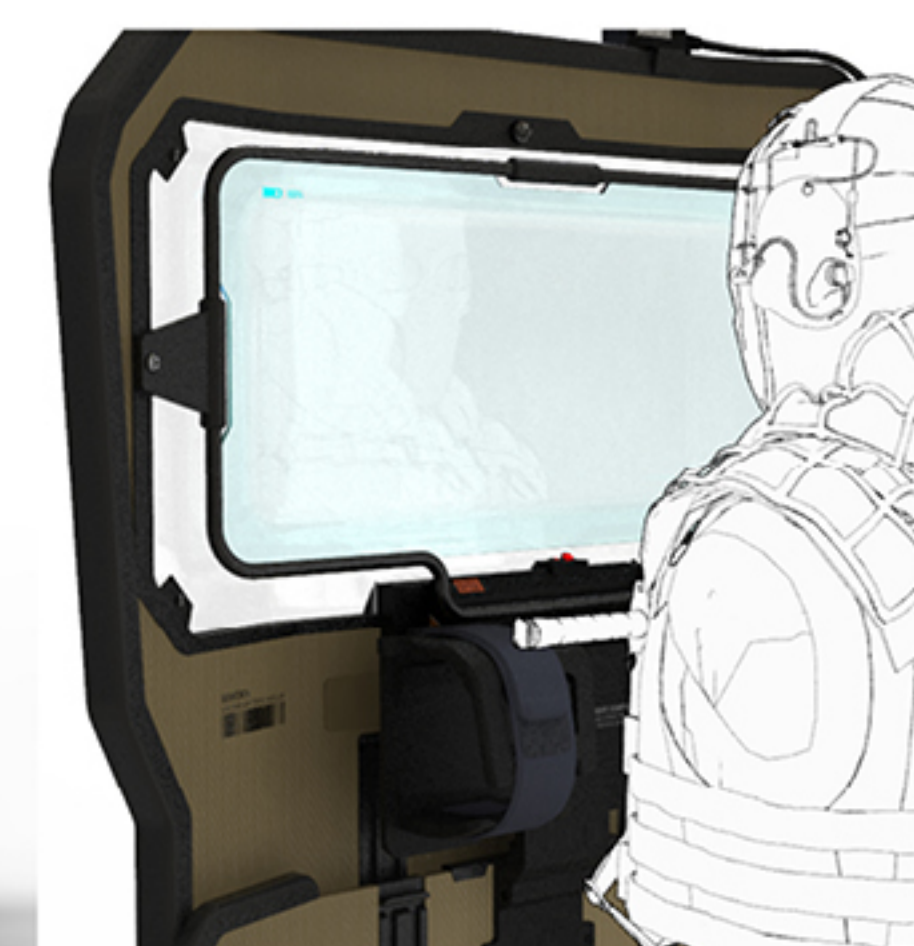
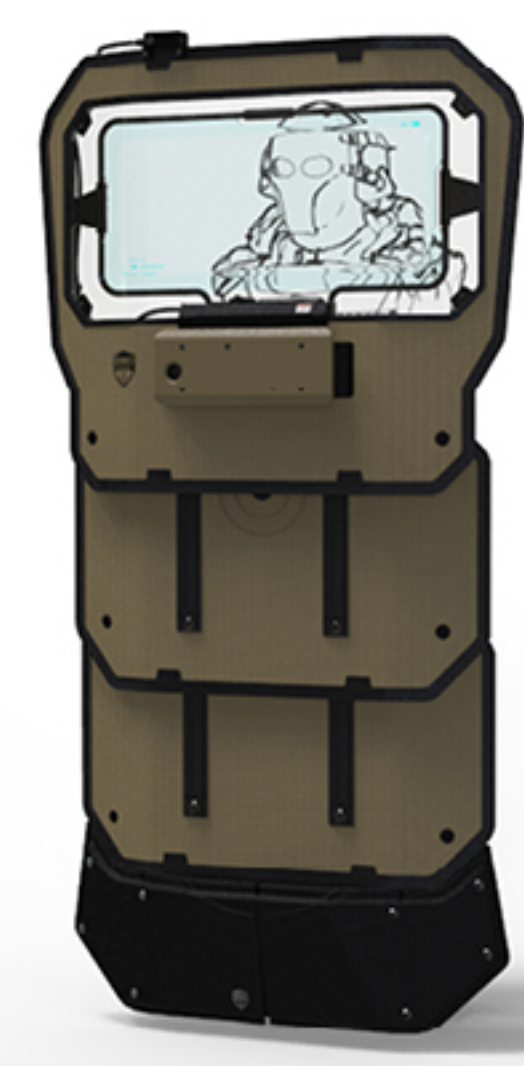
Born in Mexico, Dozer emigrated to the United States at a young age. Being undocumented with the threat of deportation, Dozer seized a chance to be granted citizenship if he completed a tour of duty in the U.S. Army.

As mass immigration of Non-Patriated peaked, media and political voices pressured the U.S. military to close this pathway to citizenship. After completing his tour, he was deported back to Mexico.

Dozer built a gunsmithing business to support his family. But as rampant storms and endless rainfall destroyed their home, Dozer took his family and brought his skills to those who would value them the most – the Non-Patriated Task Forces.



DELTA SHIELD

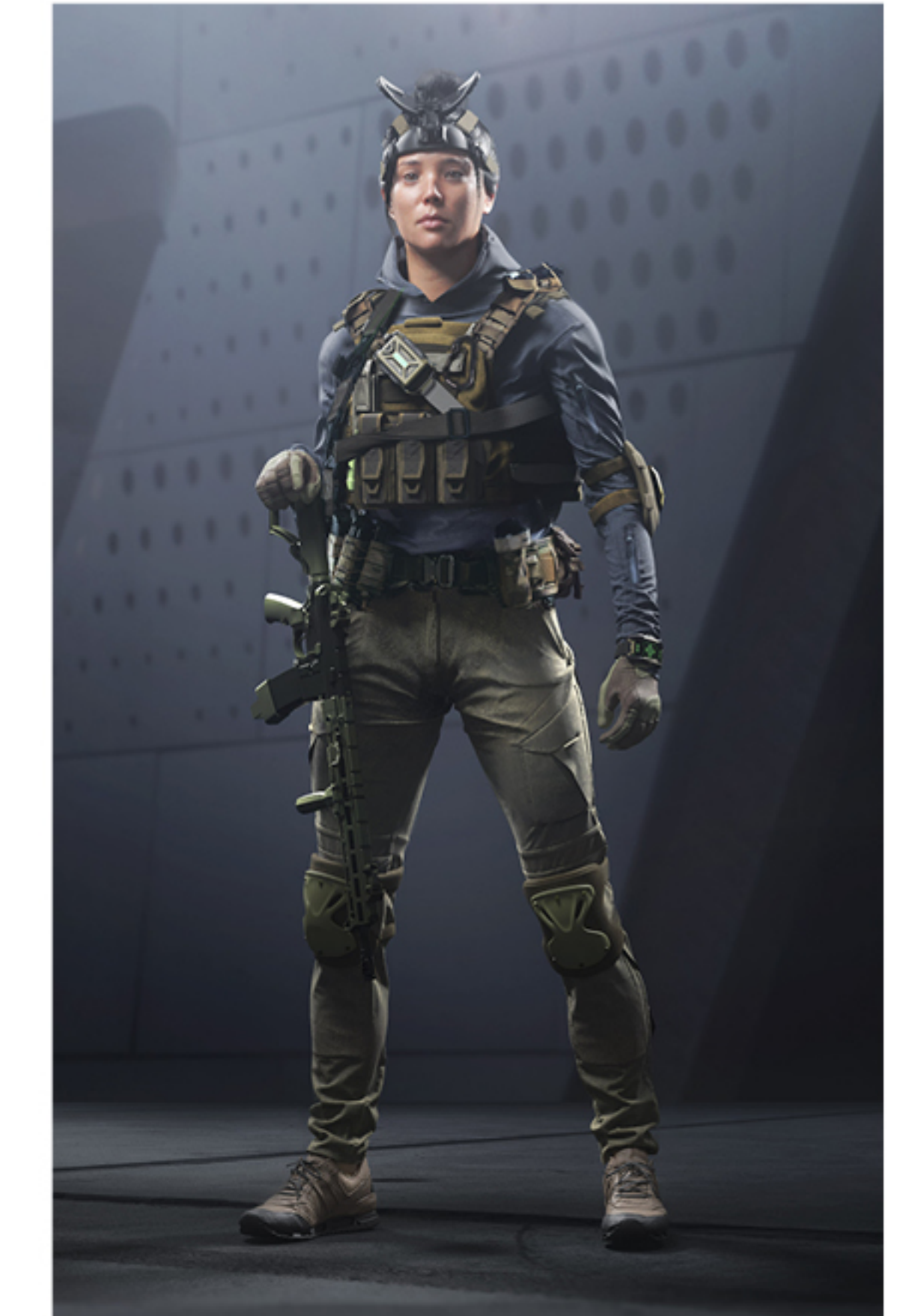


JI-SOO PAIK

In her youth Paik was a competitive athlete, focusing on speed skating. She joined the military after being inspired by her grandfather's war stories. Immediately recognized for her athletic ability and strong will to succeed, she was recruited into a Republic of Korea Special Operations Forces (ROK-SOF) unit specializing in covert infiltration.

After a number of successful missions, her unit became known as "Gumiho", named after a mythological nine-tailed fox that had the ability to change its appearance. While deployed in Papua New Guinea her unit was attacked and dispersed by an unknown militia. Paik found refuge with a No-Pat ship sailing on the northern coast.

Later, she received orders to stay with the ship and assist the No-Pat task force in their efforts, but also to report on their movement. How she acts on these orders remains to be seen.



MARIA FALCK

Falck studied medicine at Berlin Medical Academy before joining the Deutsches Heer, believing she could make more of an impact in the world while enlisted. A skilled combat surgeon.

After 6 years of being deployed in North Africa and the Middle East, Falck returned to Germany and gave birth to her son, David. David joined the military to follow his mother's example, but shortly after being deployed, he was deemed missing in action.

Maria contacted anyone she could looking for David, only after much effort receiving word that he may be involved with a No-Pat group. Once hearing this news, she abandoned her practice and joined Irish's crew in hopes to find more clues to David's whereabouts.



CONSTANTIN "ANGEL" ANGHEL

As the son of a mechanic, Angel grew up fiddling with all manner of mechanical machinery and grew a taste for designing and building his own machines. After joining the Romanian navy these improvisational skills proved to be more than a hobby.

Angel engineered a series of devices to use in the field, including a powerful encrypted beacon that could be used for secure supply drops.

Stranded for several days in the aftermath of the loss of his ship, Angel's beacon was discovered by a No-Pat vessel, where his unmatched technical skill and positive attitude have made him a valuable asset.



PYOTR "BORIS" GUSKOVSKY

A former Russian tank commander who looks at the world as if he's still driving that tank. Boris always believed there is opportunity in the world if you know how to take it.

While his leadership skills may be questionable to some, there is no denying his skills in the field. After joining the No-Pat Task Force he largely considers himself the one in charge, although most other members would disagree. An expert in defensive tactics. Indefatigable, Boris is trusted to get the job done, albeit with maximum collateral damage.



WIKUS "CASPER" VAN DAELE

A former intelligence gathering operative in the South African Special Forces Brigade, "The Recces", Casper is a master of camouflage and long range engagement.

After stumbling onto a conspiracy involving a senior officer that put the lives of those of his unit and local civilians in danger, Casper was falsely accused of murder and fled the country. As a highly skilled specialist with a strong desire to one day clear his name, he aligned himself with the No-Pats in hopes of being able to return home one day. If there is still a home to return to.

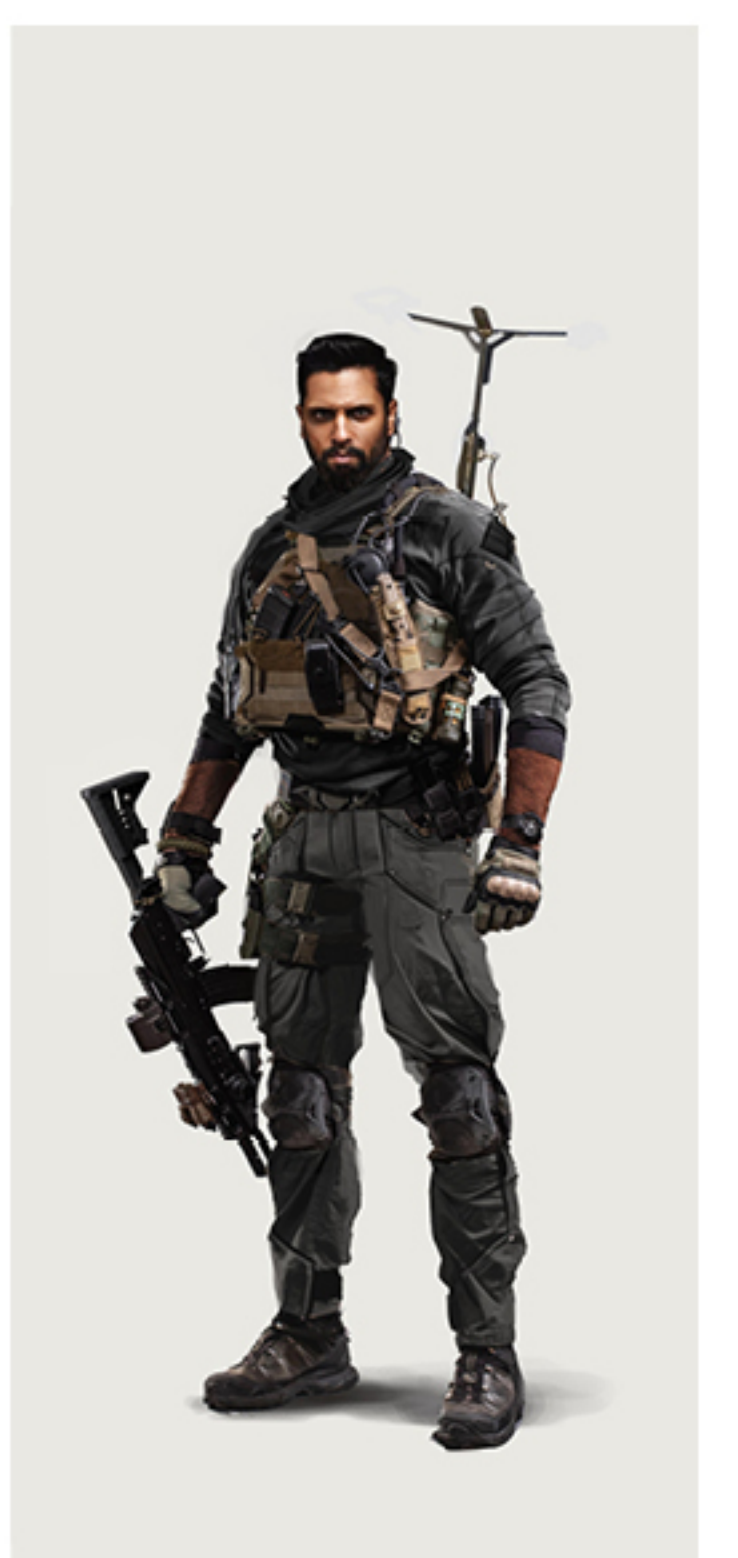


NAVIN RAO

The most technical minded of the No-Pat Task Force, Rao studied electronics and engineering in his youth while suffering from an unknown illness that caused exhaustion. Cured in his teens, Rao had a new outlook on life.

Determined to utilize his skills he joined the Indian Armed Forces and eventually the Navy Marine Commando Unit (MARCOS). As immigrant crises flared on Indian coasts, Rao's unit was assigned to secure Non-Patriated refugees. While on this assignment, Rao was made the scapegoat of an operation gone wrong.

Multiple casualties were recorded and Rao was immediately discharged. Feeling somewhat responsible and having made many contacts amongst the No-Pats, Rao chose to continue to use his skills to help those that needed it and joined the Task Force.



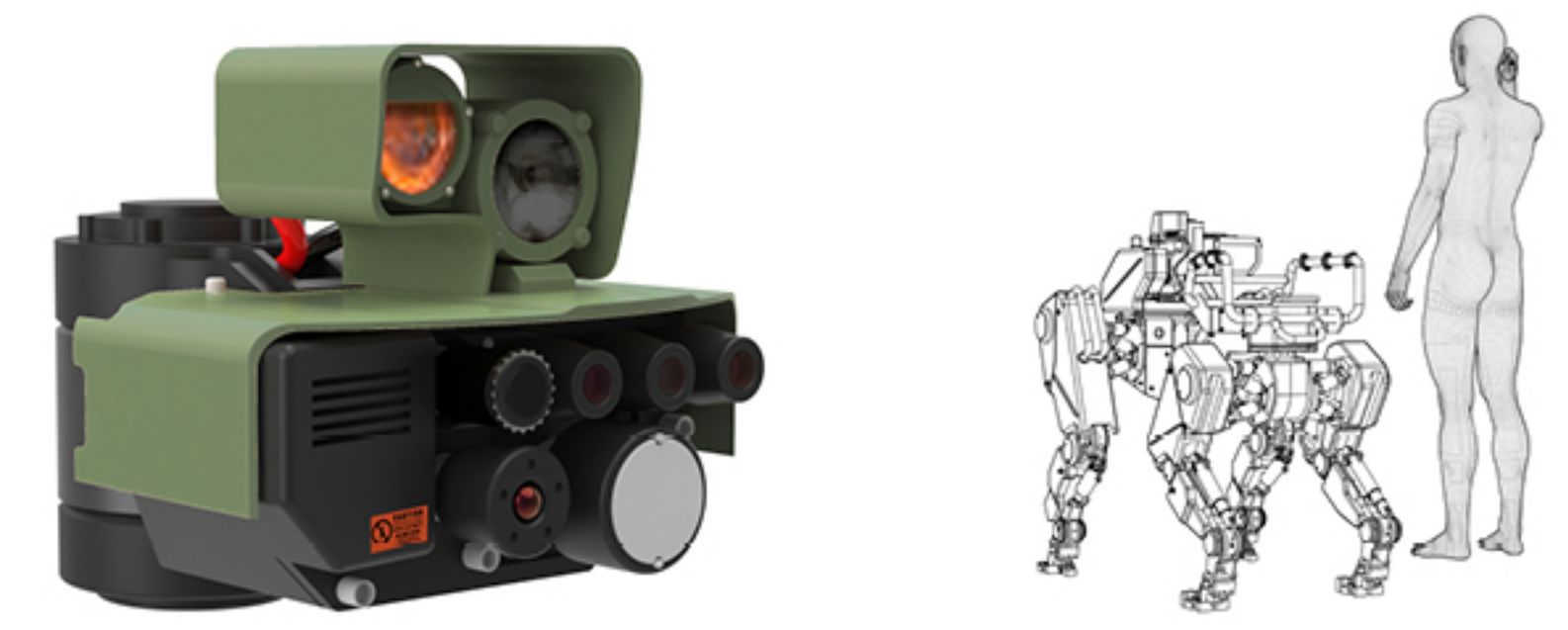
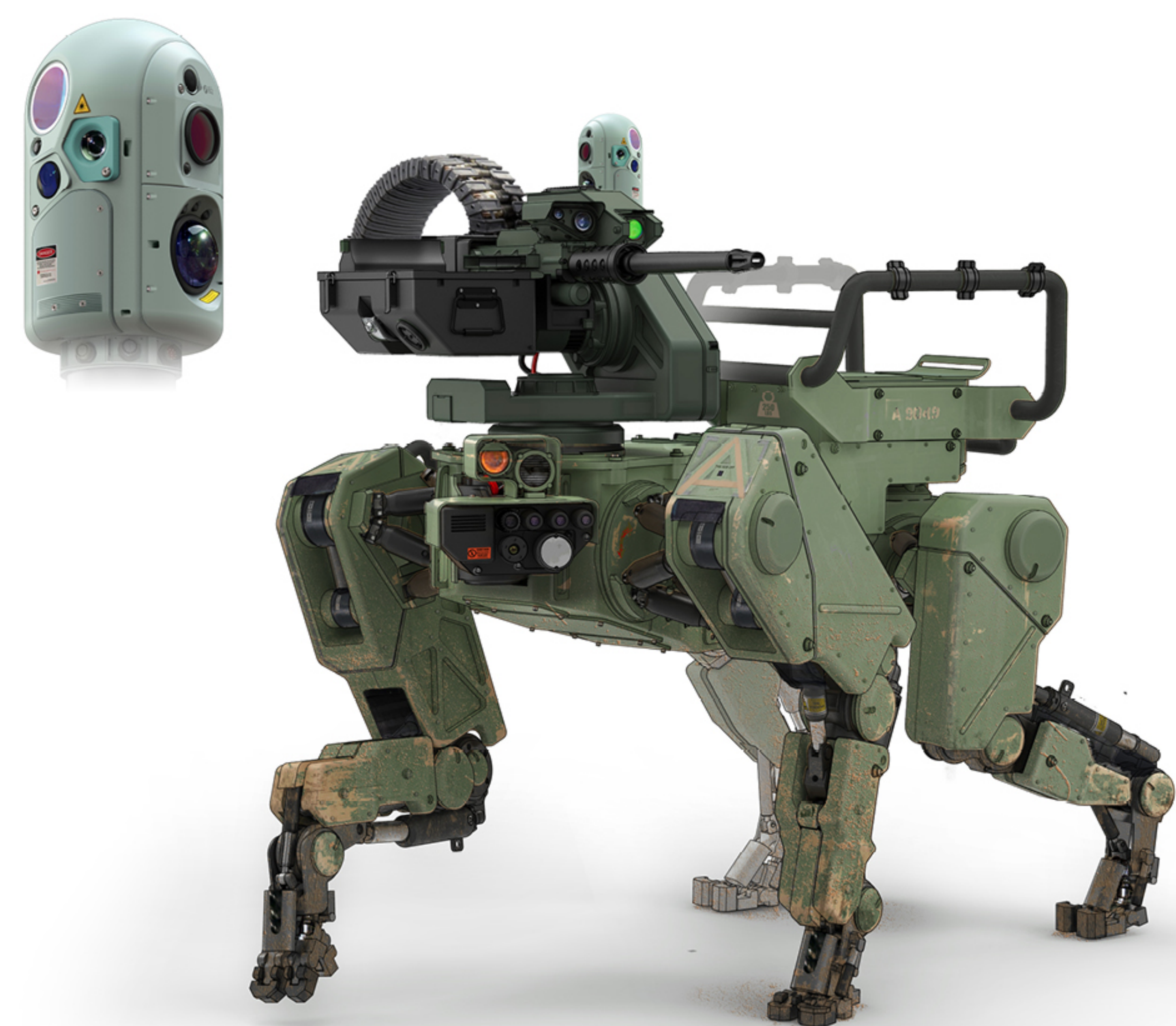
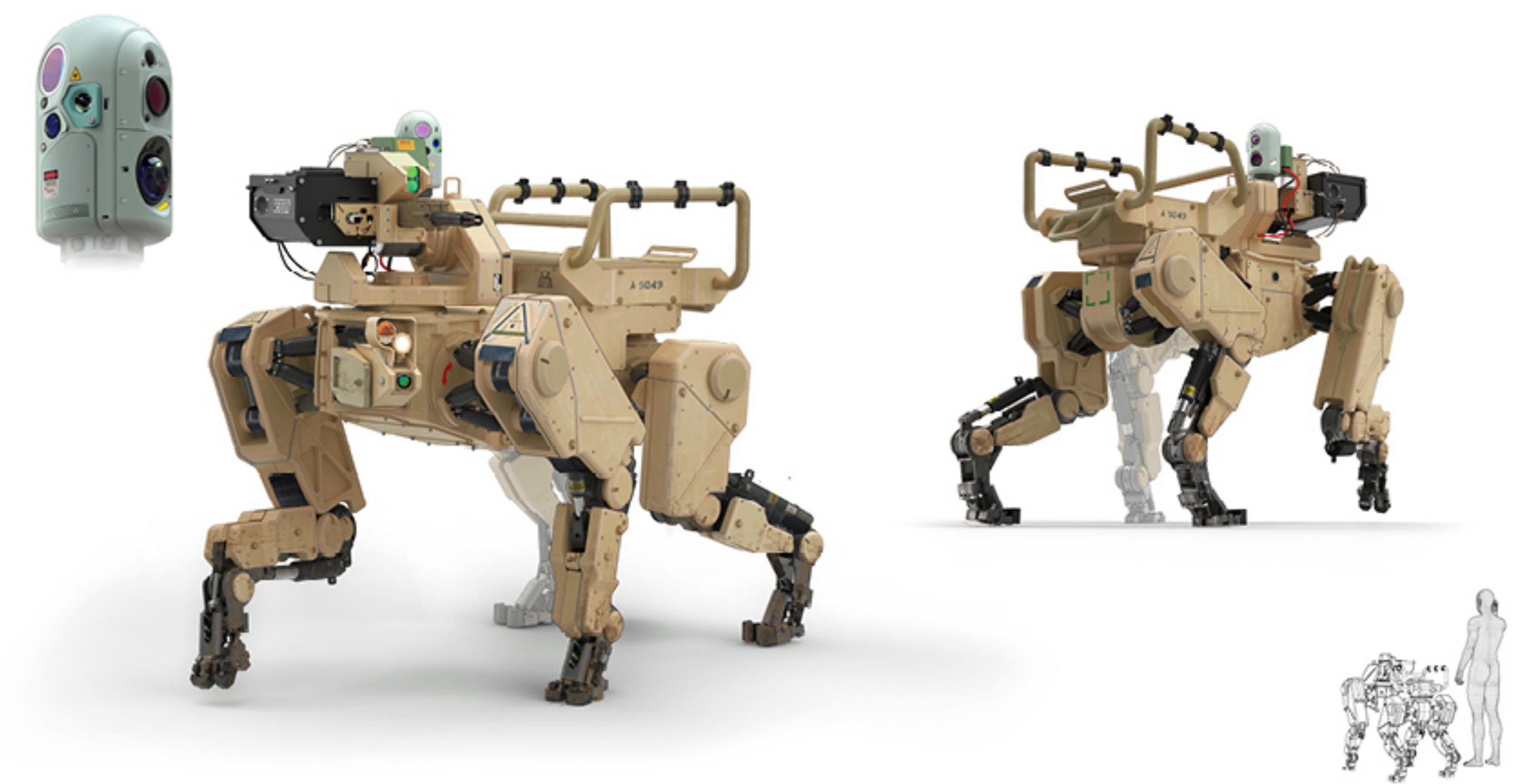
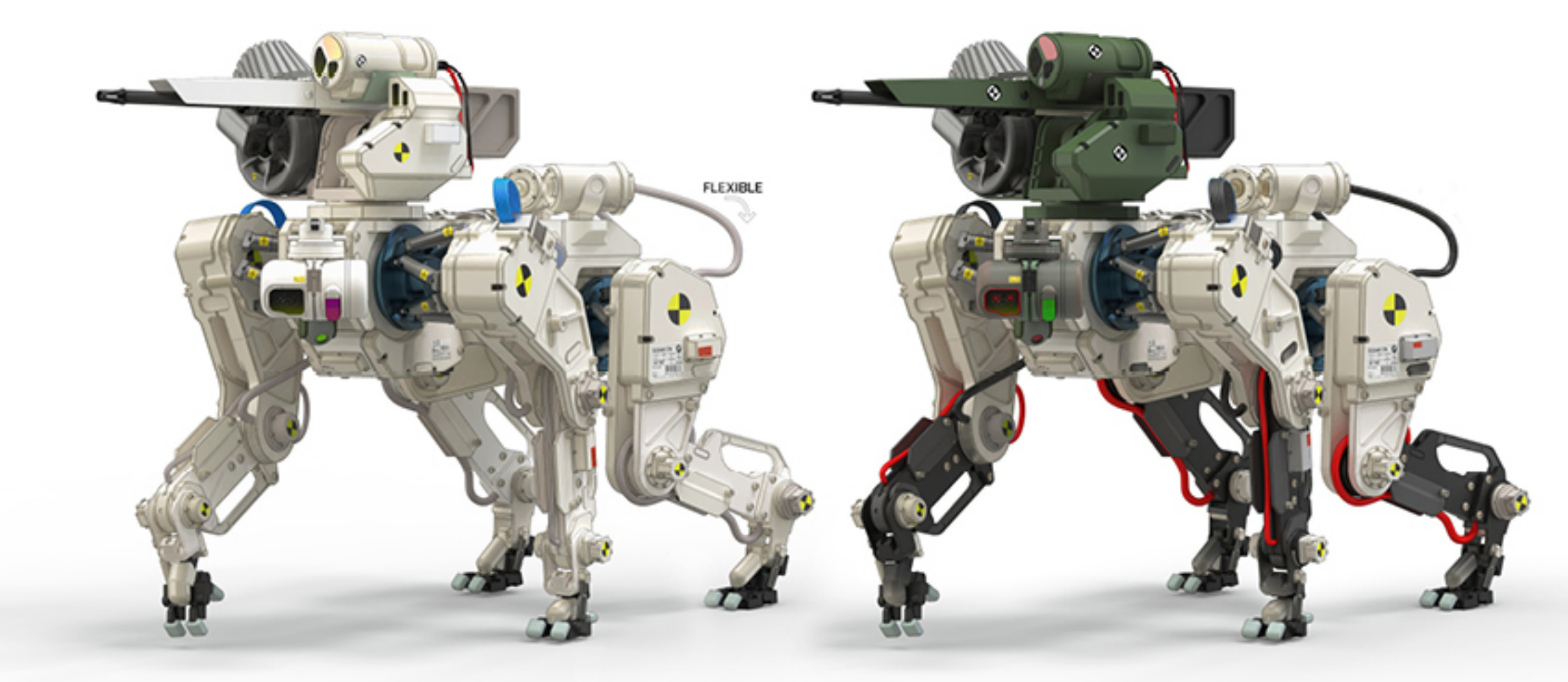
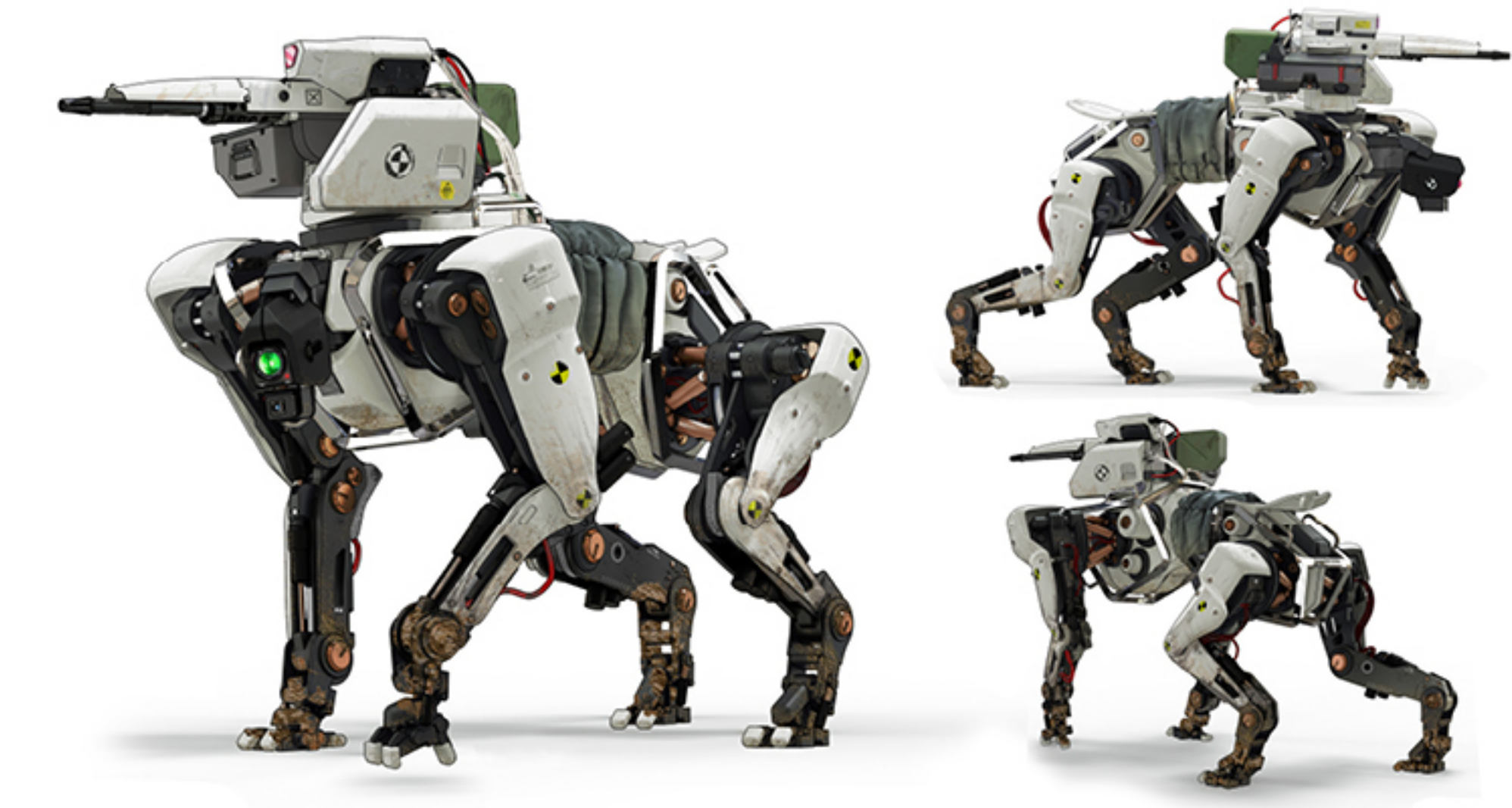
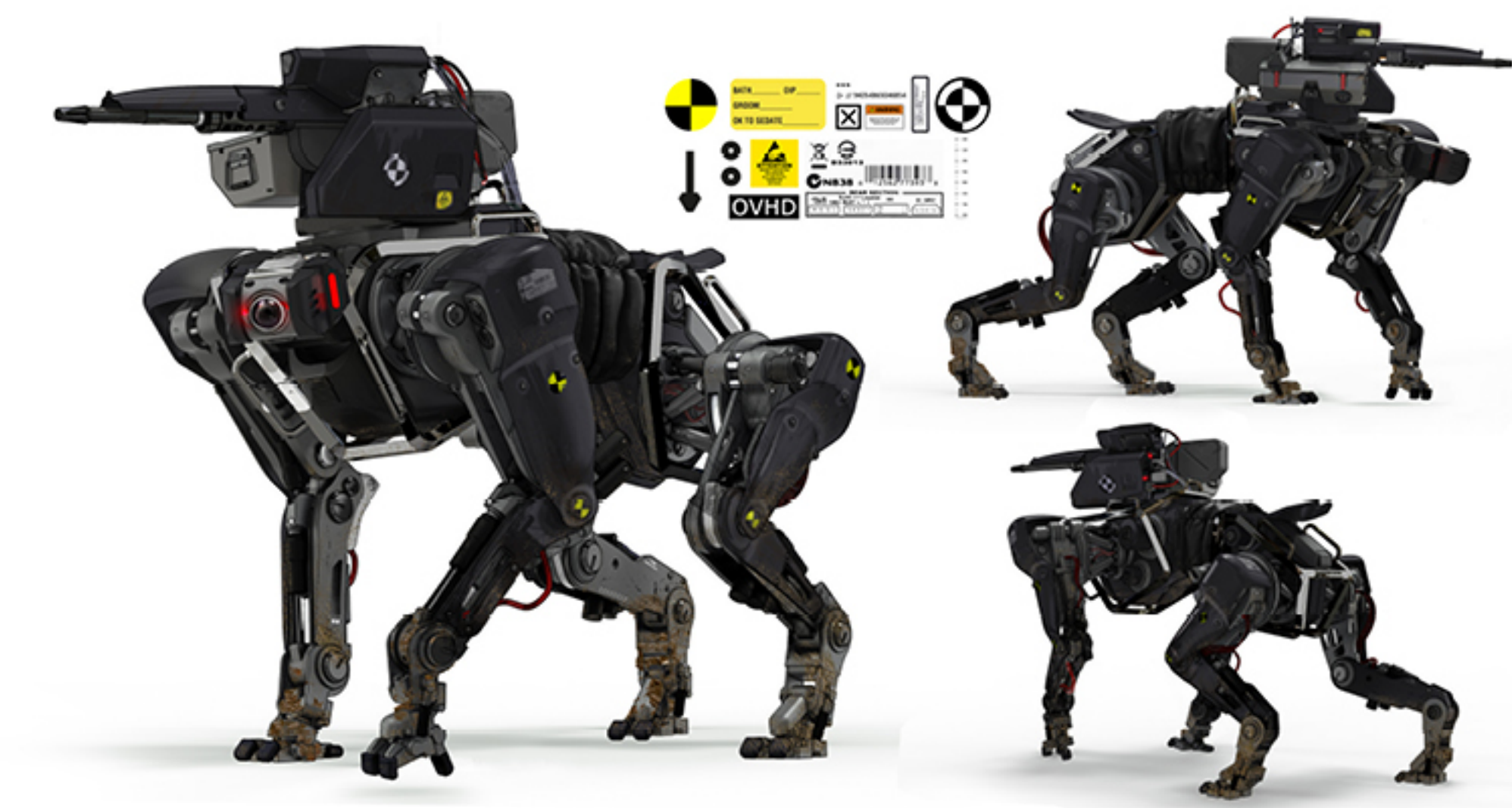
THE HARDWARE OF 2042

The cast of weapons and vehicles in Battlefield 2042 is a carefully composed mix of the expected and the surprising. Naturally, we wanted to present believable U.S. and Russian Military equipment in a modern world, but also add a wide range of equipment from all over the world brought in by the Non-Patriated forces.

We had to evolve modern hardware for the year 2042. Instead of a linear progression of our technology of today, we chose to develop our equipment based on the key events of our world and the groups within it. This results in a novel mix of old and new equipment, with upgraded technologies like AR visors, advanced sensors and electrified munitions. It also led to more mechanical, ruggedized and battle-worn modifications on the other while we sought to retain the base shapes recognizable, functional and believable.

Our leading topic "adapted to a changing environment" is reflected best in how players themselves can adapt their equipment in the middle of a battle. We hope that fans of military technology will recognize the many minor and major upgrades we added based on current day trends, and that all our players will be immersed when playing with hardware that feels real.







EMP GRENADE
TS 34 EM-FRAG



FUZE M261A4
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SPLITTER DM65A2 90
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C4 EXPLOSIVES

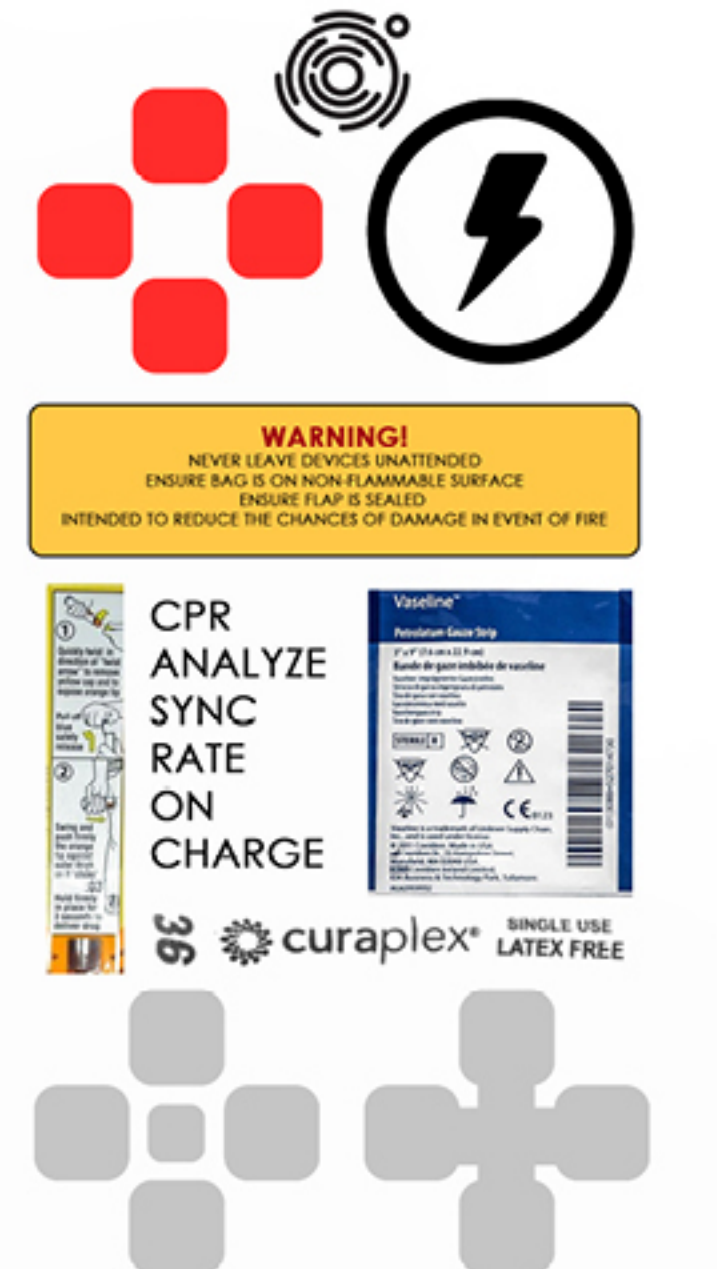


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EXPLOSIVE

EPIPEN



MED - CRATE





RESPAWN BEACON



SOFLAM



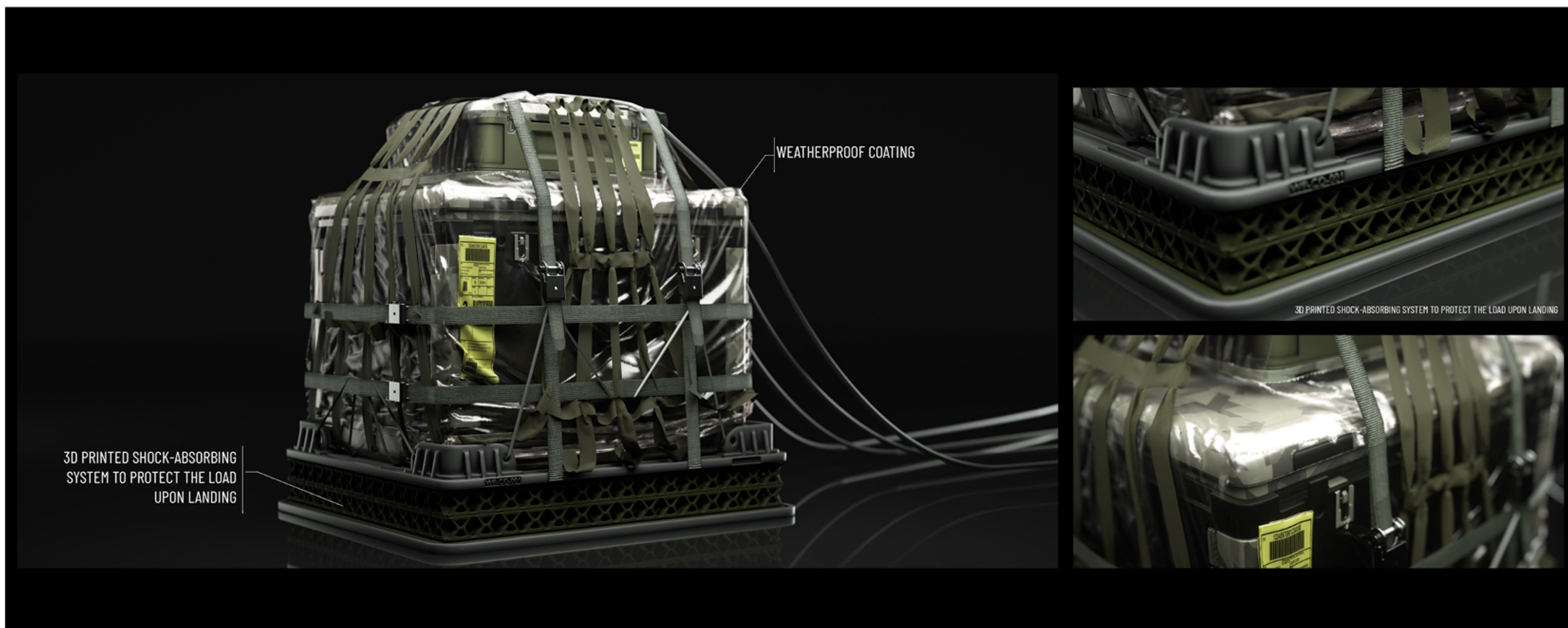
REPAIR TOOL



HOVER DRONE



MOTION SENSOR



3D PRINTED SHOCK-ABSORBING SYSTEM TO PROTECT THE LOAD UPON LANDING






TACTICAL WRIST CONTROLLER
WRIST DISPLAY UNIT



TACTICAL WRIST DISPLAY

PACMJET360

 MFG 354856
 PART# 405523
 SERIAL N° CV-209-394-00



TACTICAL MISSION CONTROLLER
FRONT VEST DISPLAY UNIT

PACMJET360

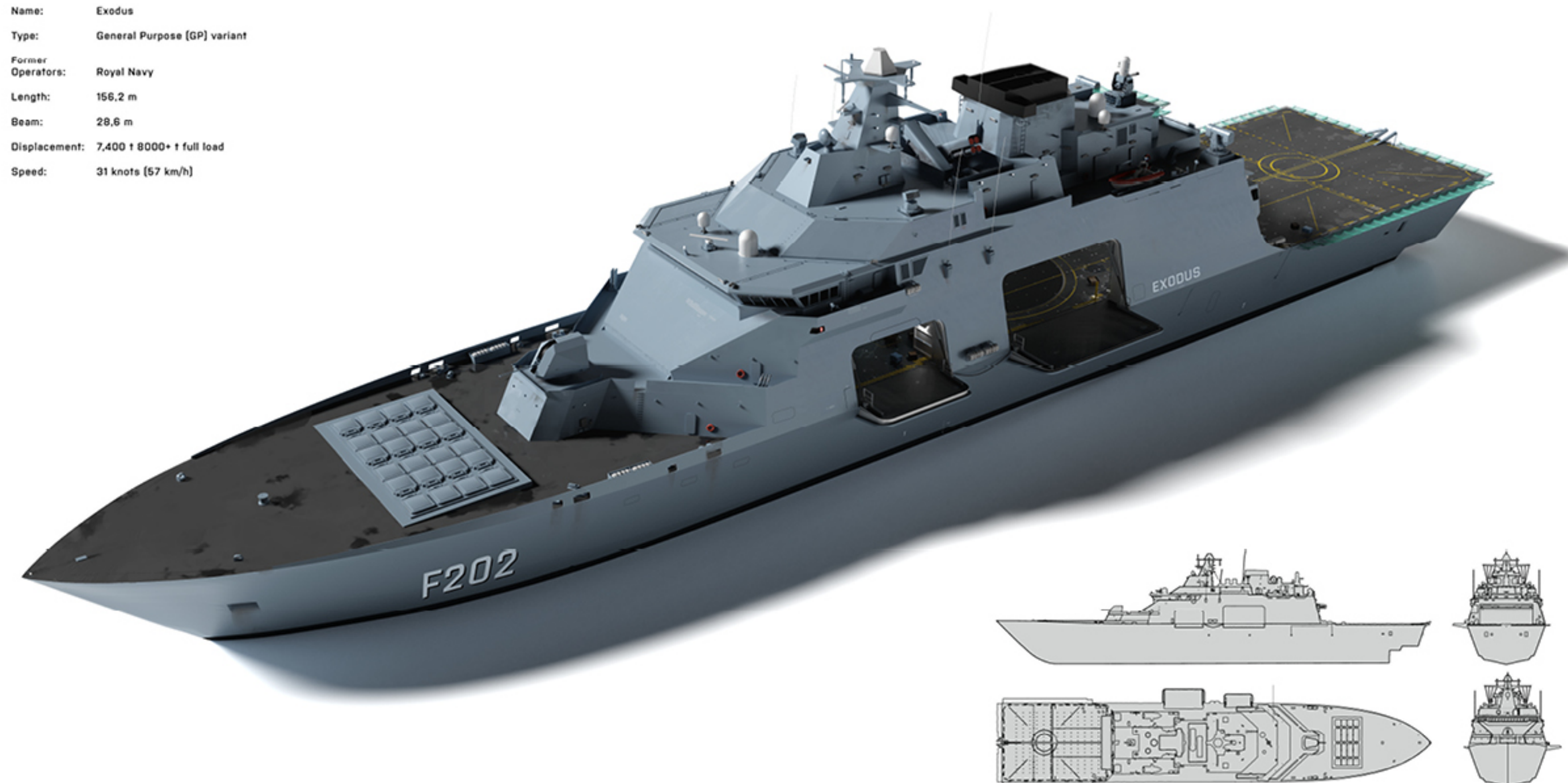
 MFG 354856
 PART# 405523
 SERIAL N° CV-209-394-00





IMMERSIVE MENU - EXODUS

GLOBAL COMBAT SHIP
 Name: Exodus
 Type: General Purpose (GP) variant
 Former Operator: Royal Navy
 Length: 156.2 m
 Beam: 28.8 m
 Displacement: 7,400 + 8000+ t full load
 Speed: 31 knots (57 km/h)









The overarching idea for the key art is "thrive in chaos". Our ambition was to tell that story in 3 images.

Our hero starts from afar, walking confidently towards the storm and stands strong in the eye of it, thus successfully thriving in chaos.

We chose to simplify and darken the pieces as the story progressed, in order to focus on the human factor. This amplified both the sense of chaos and resultant premium feel when developing the various editions.





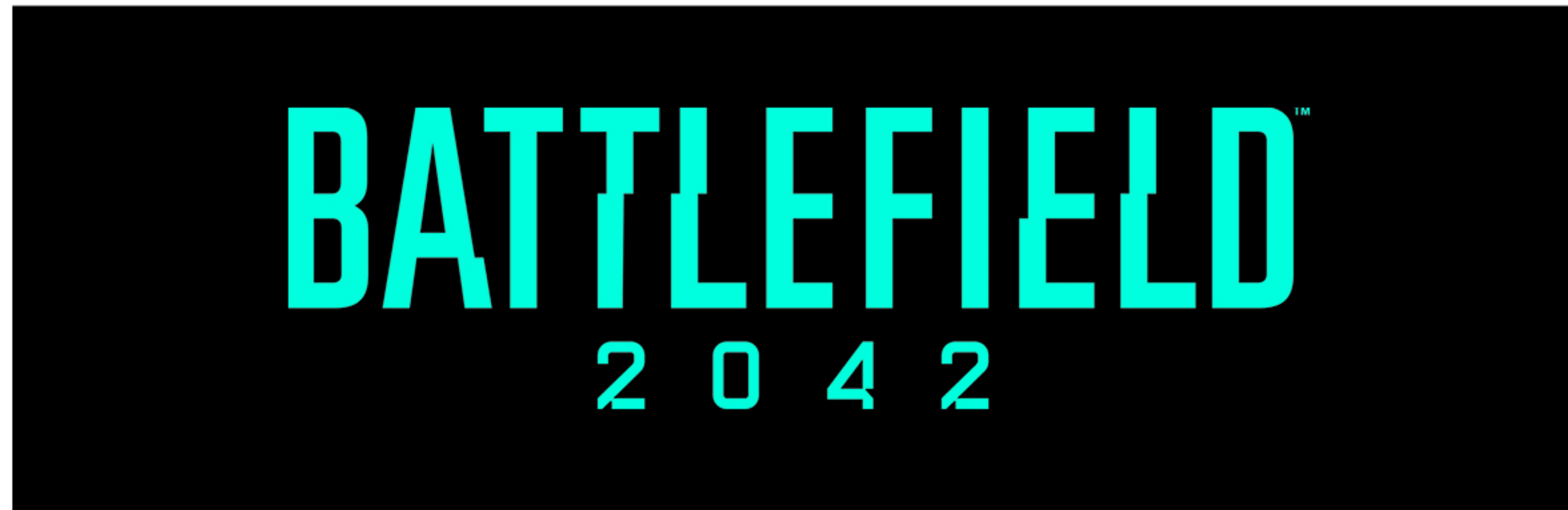
The Brand Design team developed a design system that helped building brand equity no matter the format or platform we show up in.

This means that all of our teams across DICE and EA, from UI to Marketing, have the right tools for the next years to craft a great and cohesive brand experience for our players, both in-game and outside of the game.

The image shows the 'BATTLEFIELD' logo in a bold, blocky, sans-serif font. Below it, the year '2042' is displayed in a similar font. The entire logo is overlaid on a white grid. A small 'TM' trademark symbol is located at the top right of the word 'BATTLEFIELD'.

BATTLEFIELDTM
2042

PRIMARY LOGO



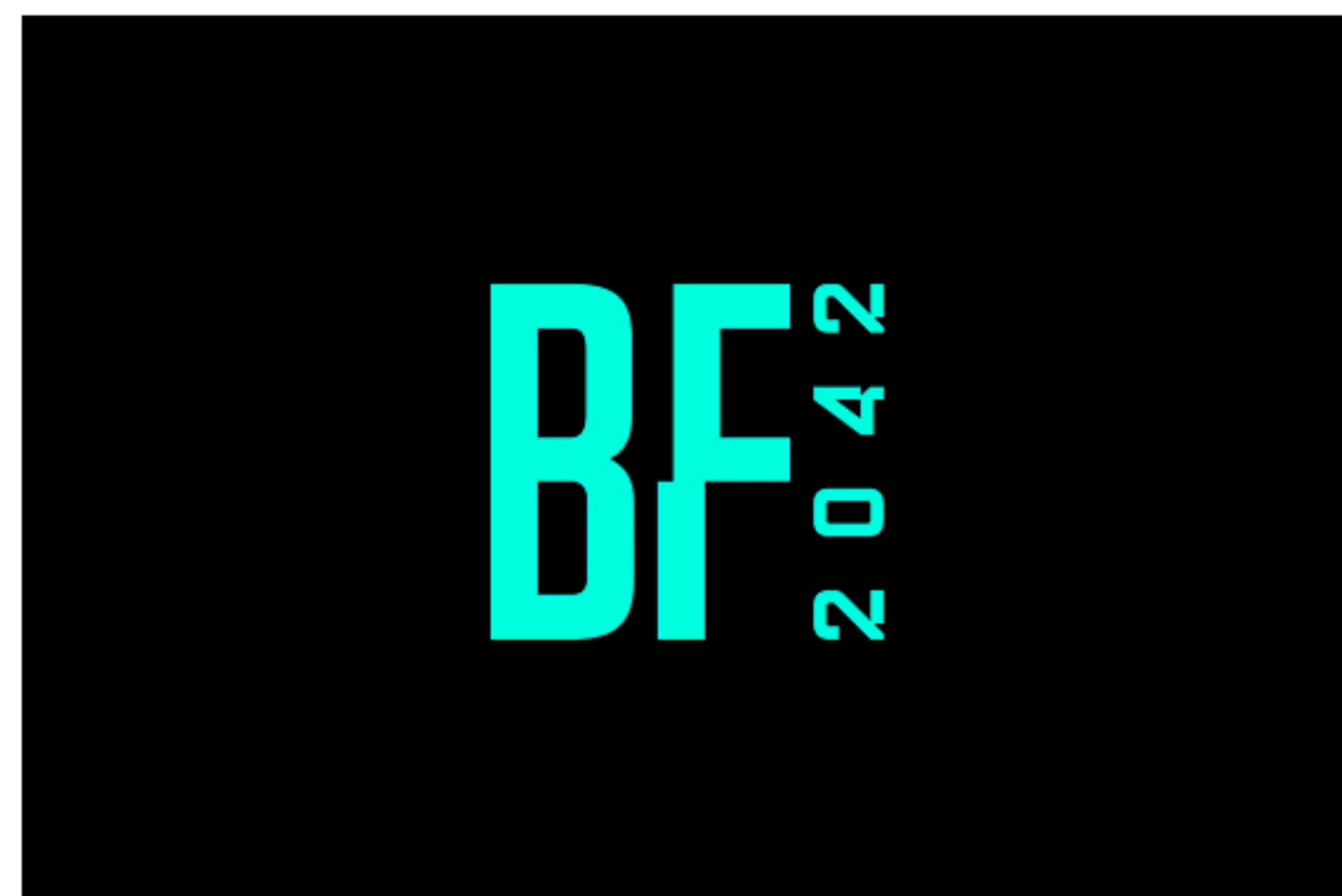
ALTERNATIVE LOGO



COLOR APPLICATIONS



ICON



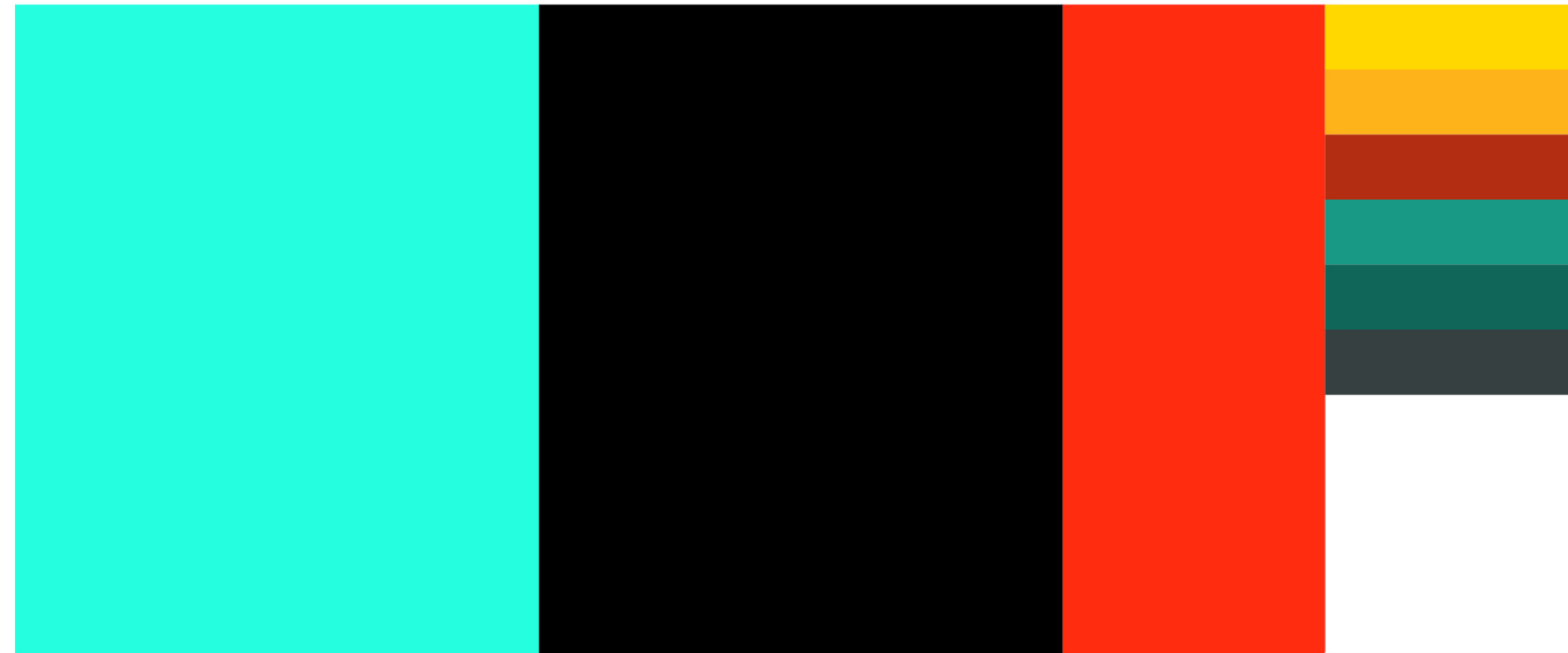
DICE LOGO



ELECTRONIC ARTS LOGO



COLOR PALETTE



GRADIENT



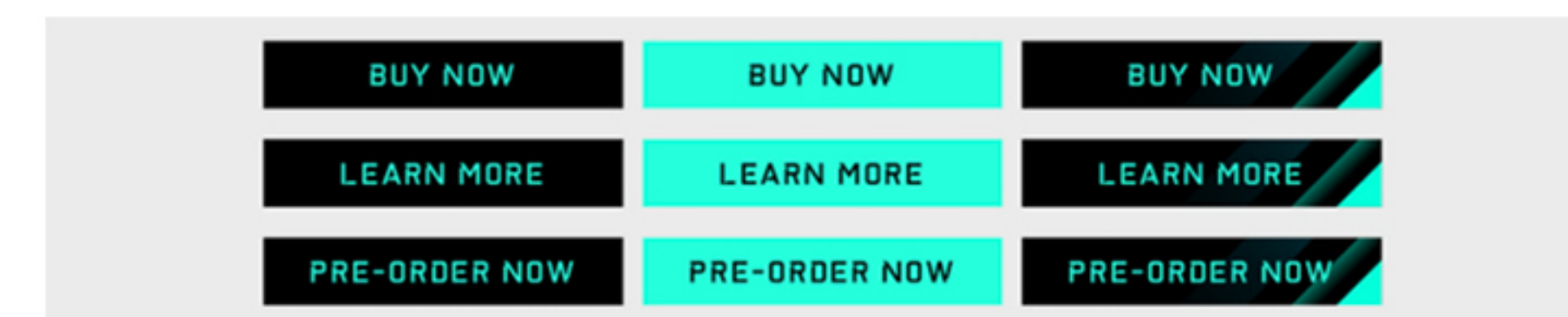
TYPOGRAPHY



ICONS



CALL TO ACTION BUTTONS



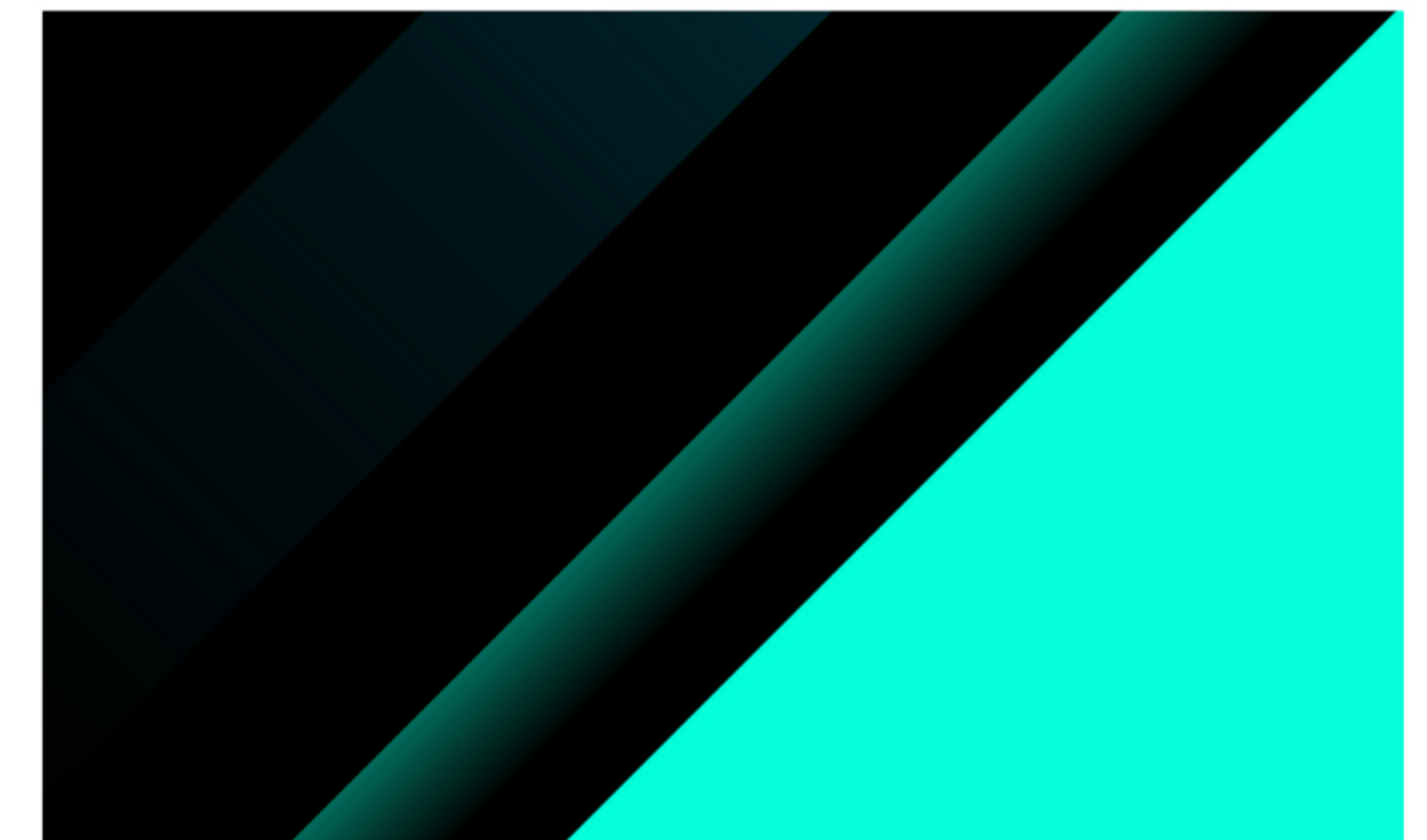
STORM HEAT LOGO



CLOUD BACKGROUND



VECTOR DIAGONAL



BATTLEFIELD PORTAL

We wanted to create a place where our players' ideas can come to life. A place for the whole community to enjoy. A place where anyone can design and share their own experiences using our tools and the content of Battlefield 2042.

To further fuel creativity, we decided to add a selection of maps and hardware from some of the most iconic titles of our past: Battlefield 1942, Battlefield: Bad Company 2 and Battlefield 3. It was very important to us that any classic map and piece of gear could sit comfortably next to the new content of Battlefield 2042. So, with a lot of love and a careful touch, all classic content was recreated to take full advantage of today's hardware.

A vital step in that process was for the art team to align around pieces of concept art we call "paintovers", where screenshots from the original games were used as a foundation and then painted on top of to match the art director's vision.

We hope our veteran players will immediately feel at home – and that the work inspires a whole new audience to play and to create.







CLOSING WORDS

THE ART OF BATTLEFIELD 2042

DICE / ELECTRONIC ARTS

Concept art is one of the most important tools for establishing and sharing an art direction with the rest of the team. For us, concept art is not just about making pretty illustrations, it's about problem solving and showing what good looks like. Collaboration between the concept art team and the rest of our excellent developers is the key to bringing our worlds to life. The magic they are able to produce together is what makes our games shine.

Our team of concept artists is a relatively new group, with many new hires. It's been amazing to see each join the project and deliver such inspirational work, all during the challenge of a global pandemic. We hope you've enjoyed this peek behind the curtain.

/The Battlefield Team



CONCEPT ART.

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