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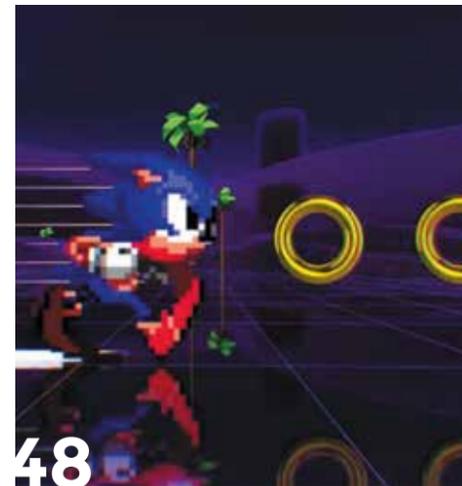
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WELCOME

Syd Mead, the late industrial artist and futurist who sadly passed away on 30 December 2019, wasn't best-known for his contribution to the video game industry. All the same, it's well worth taking a moment to consider just how important he was. Mead served as a concept designer on 1995's *Cyber Speedway*; designed the aliens in *Wing Commander: Prophecy* in 1997; and, that same year, consulted on Westwood Studios' fondly remembered *Blade Runner* adaptation.

Mead had other credits on video games, too – his reworked Light Cycle for *Tron 2.0* was another highlight – but it was his work in film that arguably had the biggest impact on our favourite medium. His concept art for *Blade Runner's* city of angular buildings and curvaceous flying cars resulted in a future we've seen endlessly borrowed from and referenced in video games since 1982. And his ships and vehicle designs for *Aliens* have left a similar impression on game designers as they've come up with their own futuristic military hardware.

Mead's grounding in industrial design meant that everything he created looked solid and functional, whether it was his Sulaco spaceship in *Aliens* or the creepy Voight-Kampff machine from *Blade Runner*. Given that video games are partly about making imaginary designs look like real, functioning objects and places, it's little surprise that Mead's work has left such a lasting after-image on video games.

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