

Make

this universe

yours



HOSHIRAZE
2250





**HOSHIKAZE
2250**

***Hoshikaze 2250,
at a glance :***

- ***An huge and wide Universe***
 - ***Actual concrete Achievements***
 - ***A collaborative and transmedia Project
driven by a Non-for-Profit Association***
 - ***A dedicated creative Team***
-
-

The Hoshikaze universe



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HOSHIRAZE

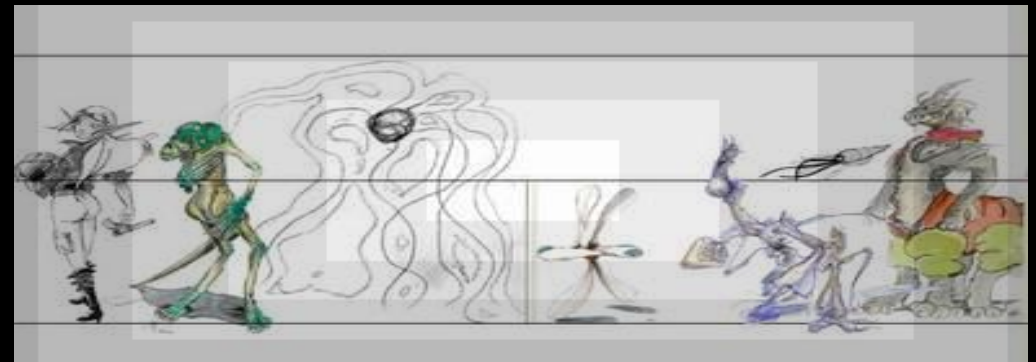
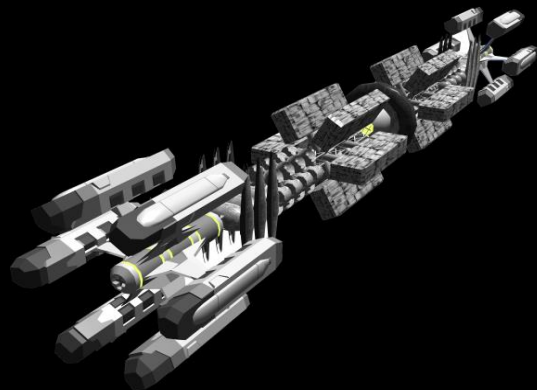
Crossing the genres



Rooted in Space-Opera ♦
Space travel, flamboyance and adventure...

Hard-Science Elements ♦
Realism and scientific references

Cyberpunk and Mechas ♦
Matrix and neurosciences, giant robots and walker vehicles





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Values of cooperation

Eventful first contacts

- The Fringes Wars
- Shapeshifters colonization
- Enduring piracy



Mutual understanding thrives and gains ground

- Commonwealth of Spacefaring Species
 - Complementarism between Sshaads & Shapeshifters
 - Cross-species, universalist Spacefarers culture
-
-



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***Multiples
factions***



NN 3171
GI 106.1
Skarae [Drom] GI 135
Wo 9061
NN 3196
NN 3133

0 |-----| 10

Interstellar states

Local powers

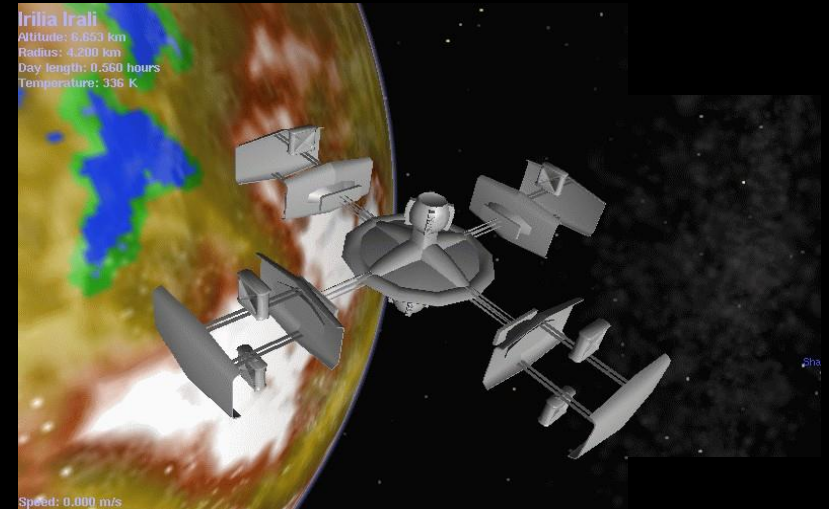
Independent stations

Numerous Spacefarers groups

Diverse organisations

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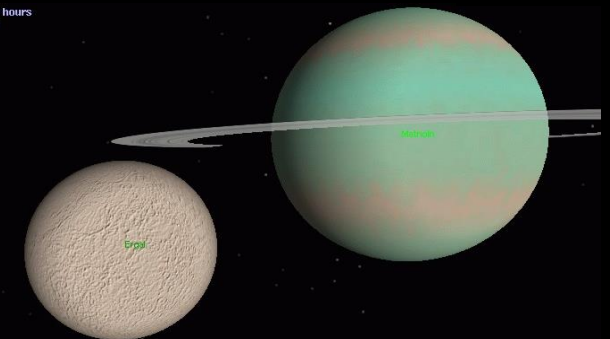
Space is huge!



More than 150 inhabited planets

Nearly 3000 explored stellar systems

A 400 Light-Years radius sphere





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*Space
navigation*

Propulsion : space-time warp

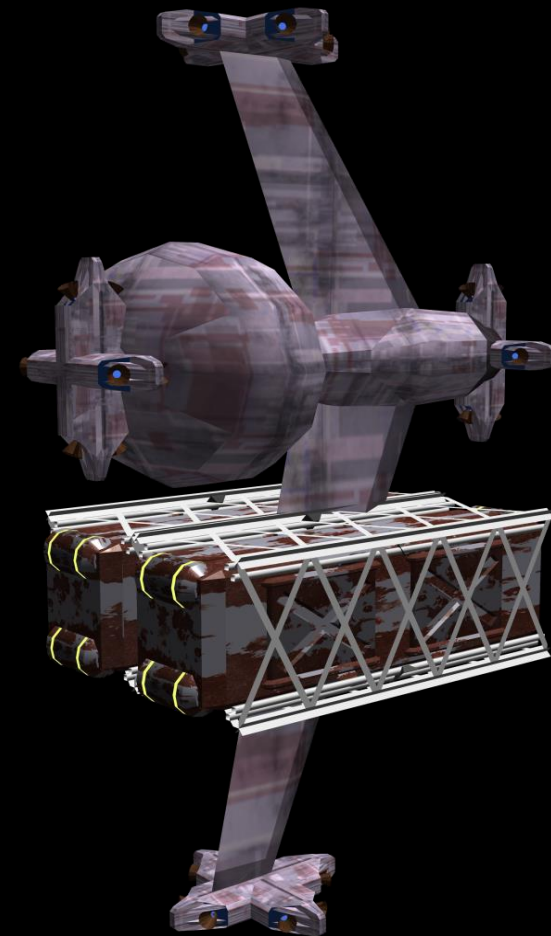
1 day to 1 week to cross a stellar system

Short-range dogfighting

Gravity follows movement

Forwards = Top!

“ Spacefaring skyscrapers ”





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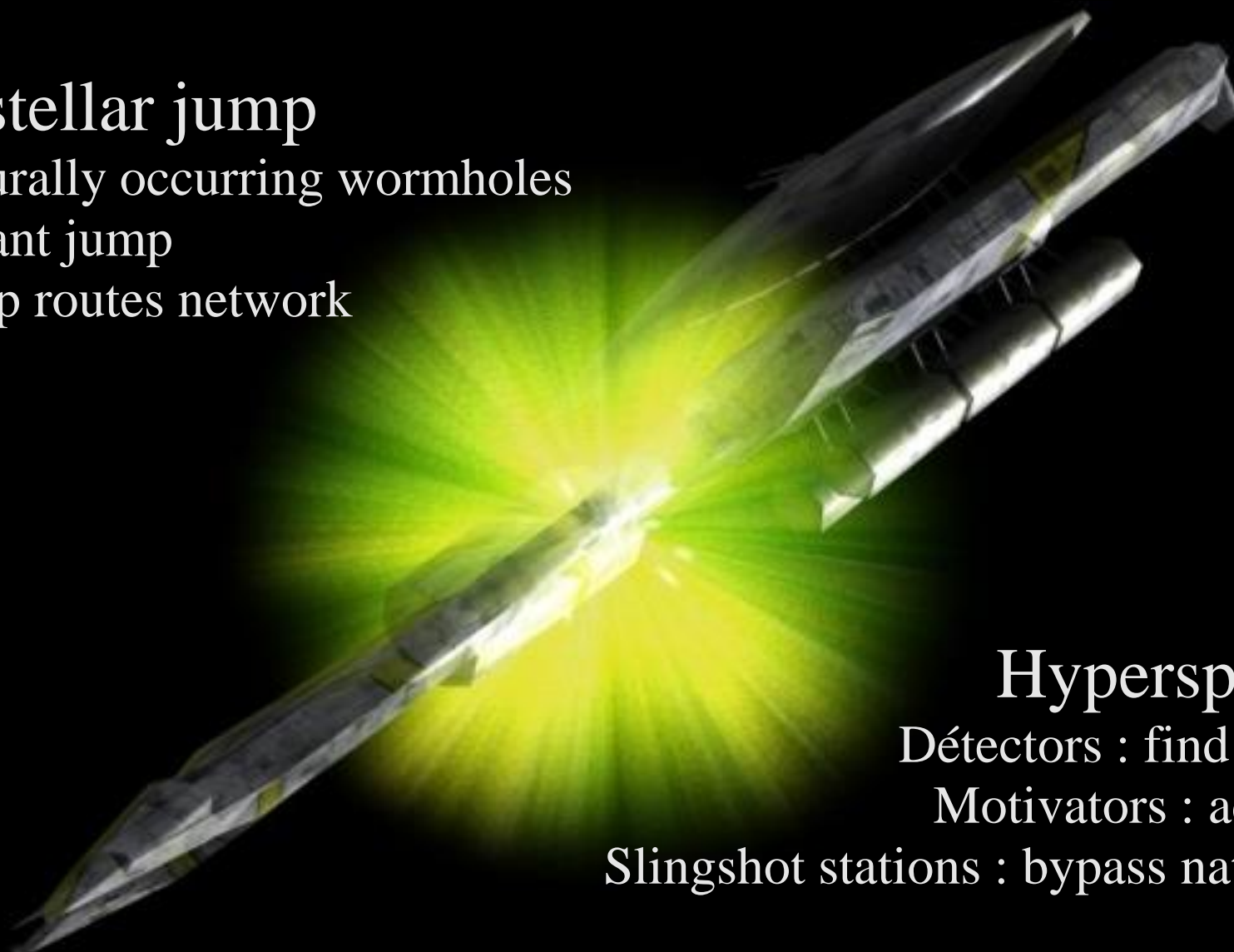
Interstellar travel

Interstellar jump

Naturally occurring wormholes

Instant jump

Jump routes network



Hyperspace techs

Détectors : find jump points

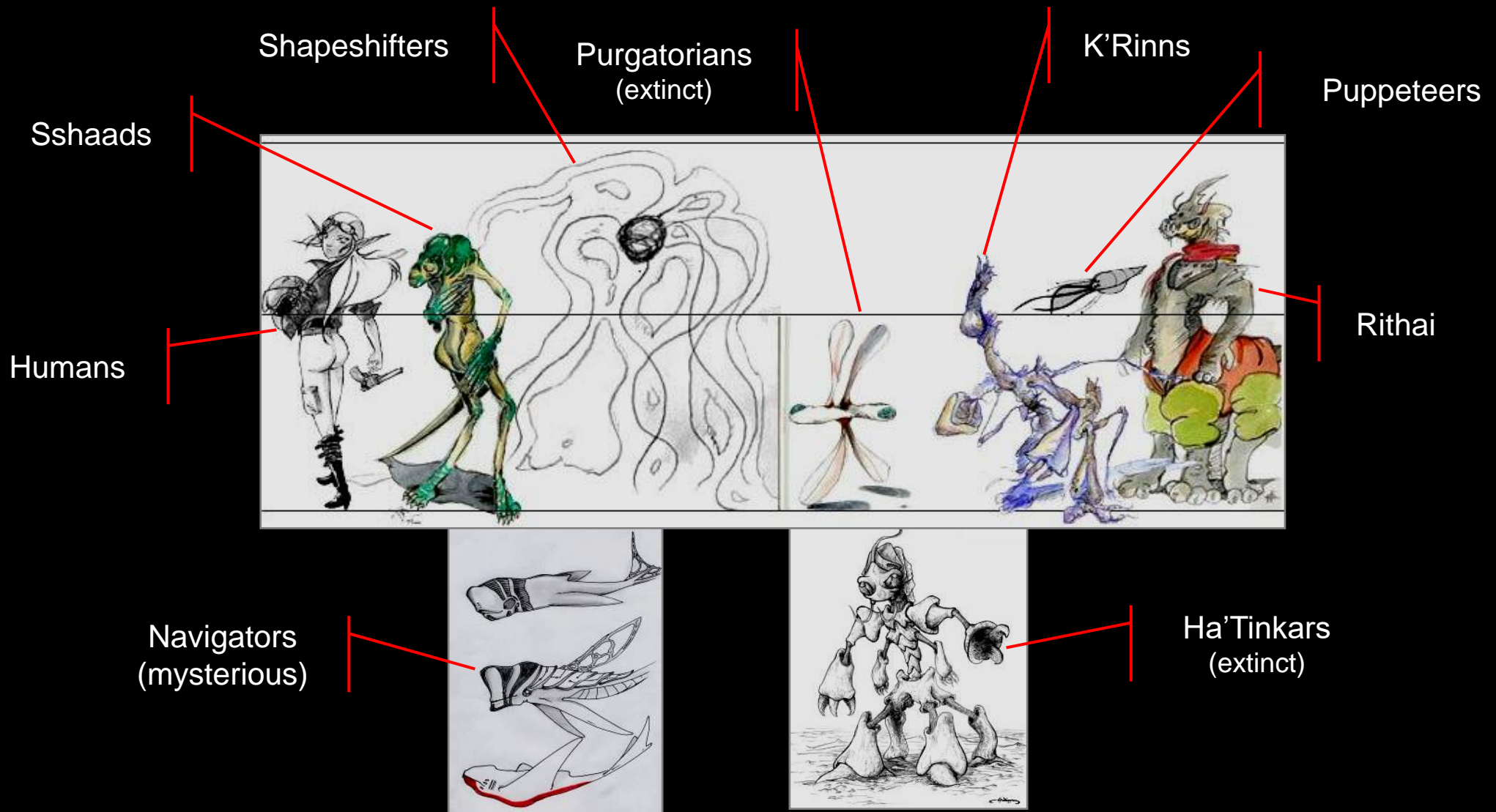
Motivators : activate jump

Slingshot stations : bypass natural tunnels



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Diverse species



Elegant and peaceful arthropoids, among the founders of the Commonwealth of Specefaring Species.



Feline centaurs with honor, learning more peaceful ways from the contact with other species.



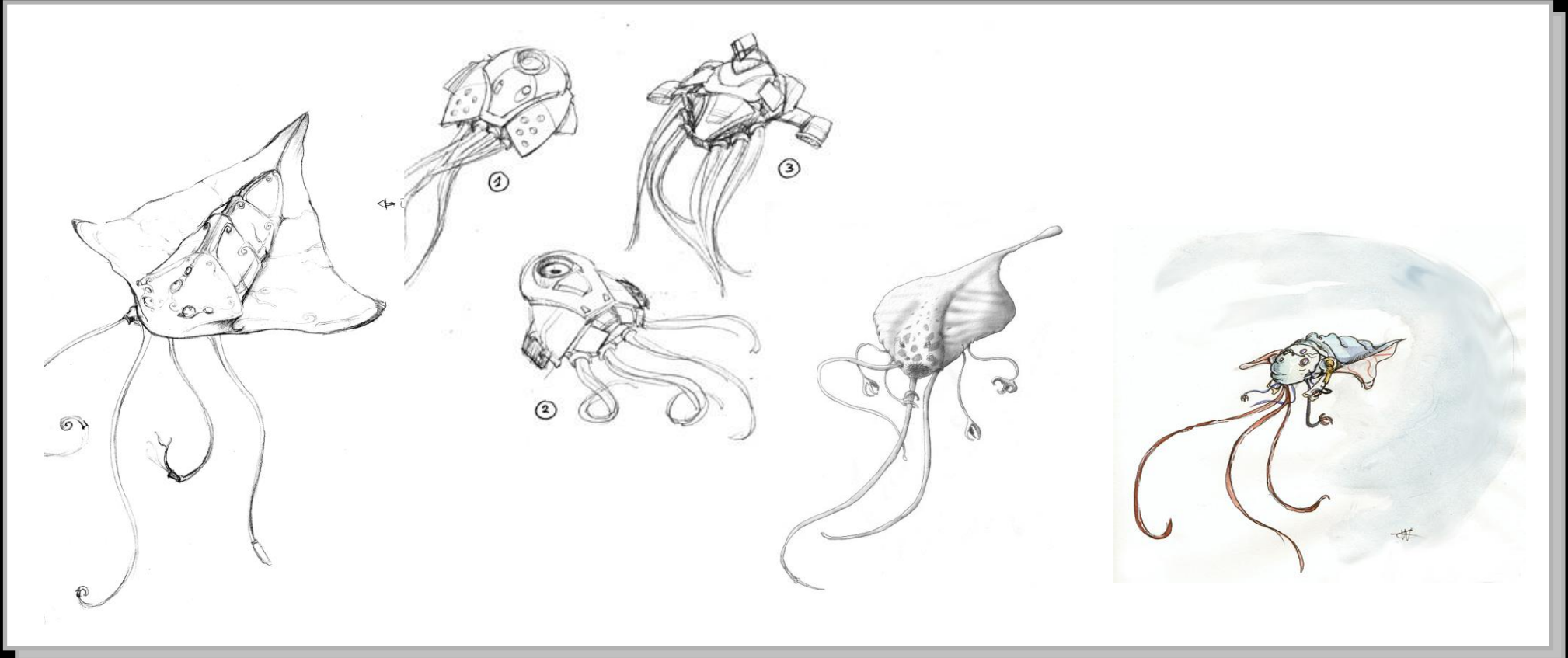
Commonwealth Humans

Resourceful and expansionist primates, still too warlike, but on the way to learning.

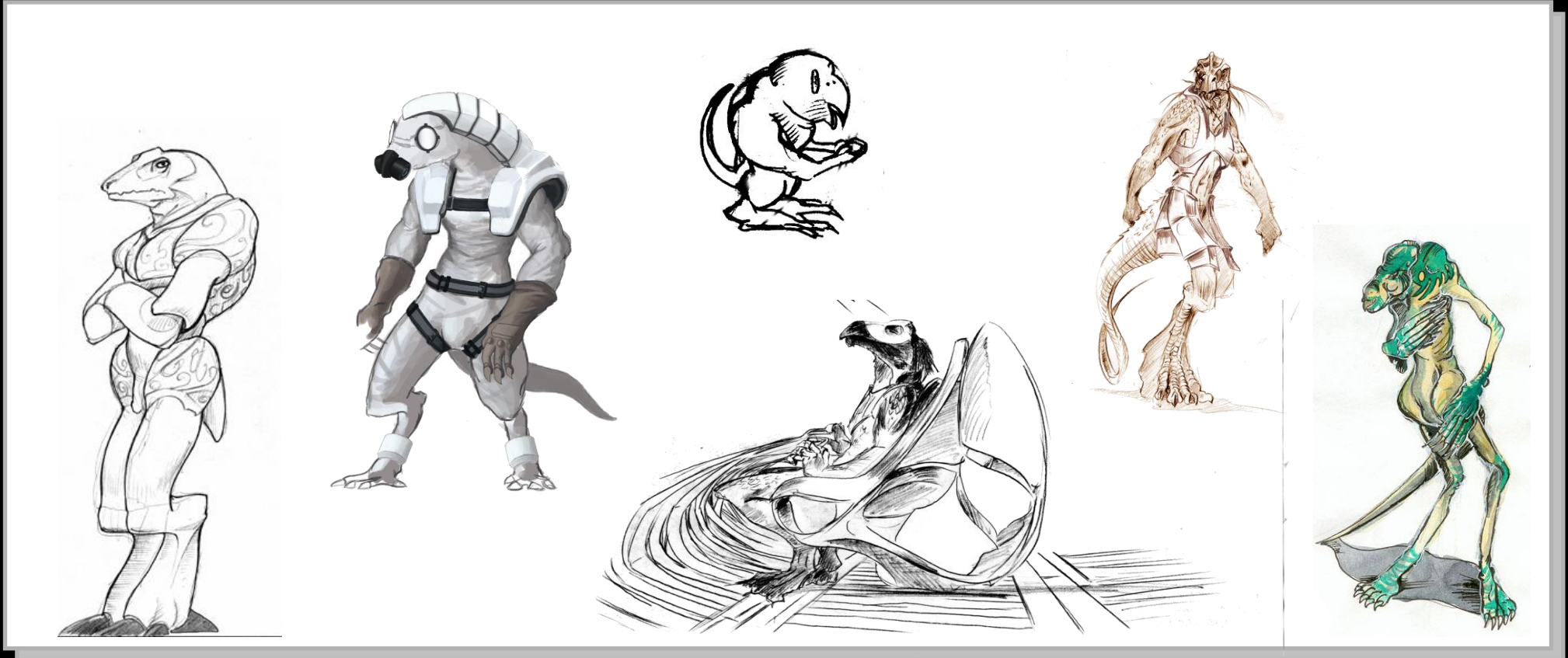


Recently contacted Puppeteers

Symbiotes with high empathy, feared by many for wrong reasons, but on their way to acceptance.



Infancy as mindless predators, then Rebirth as fully sentient beings.



Recently contacted Shapeshifters

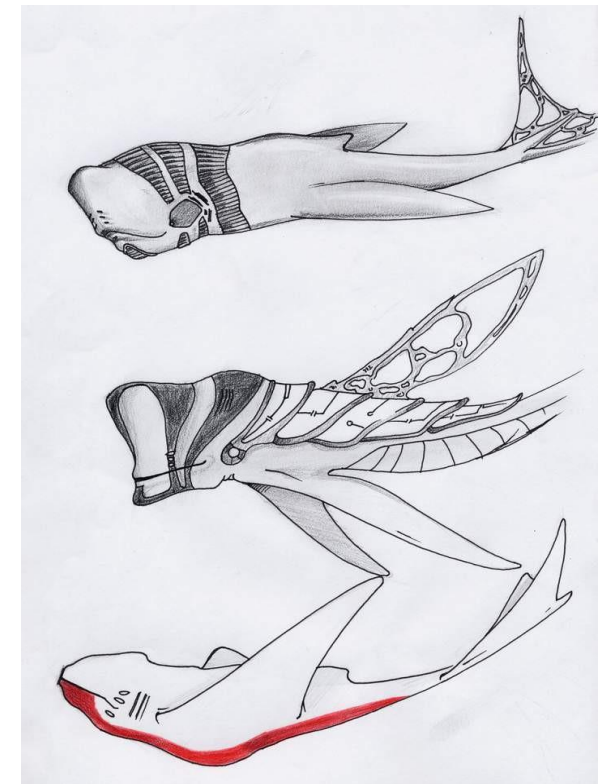
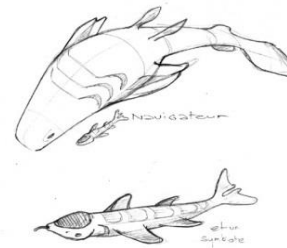
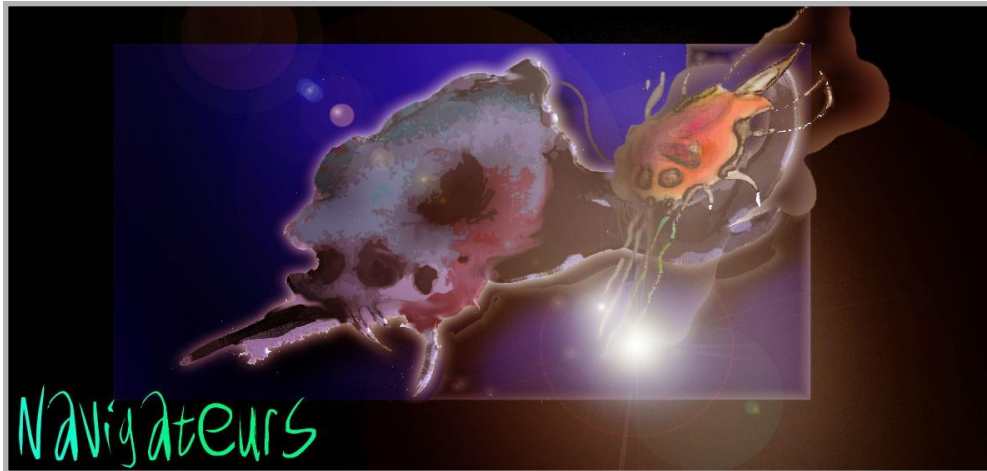
Colonized by Sshaads, they now build with them a common civilization, known as Complementarism.



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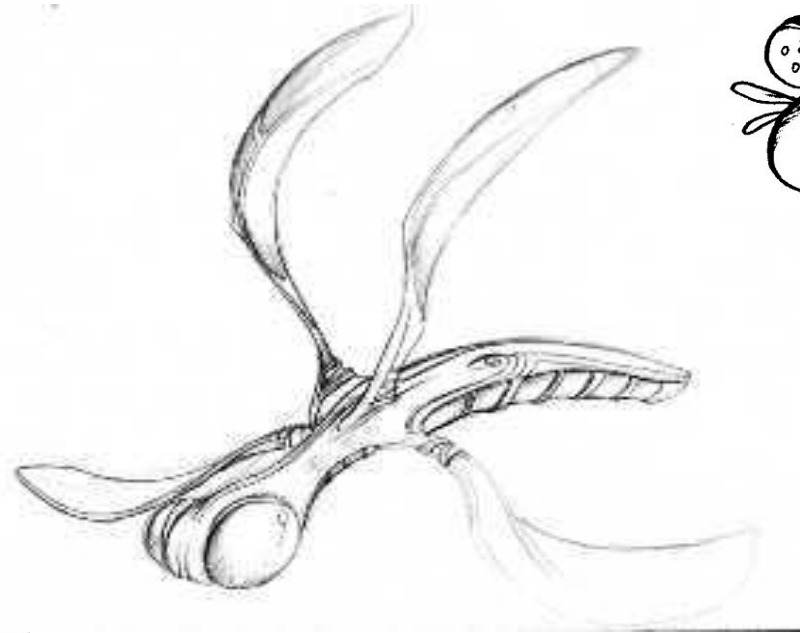
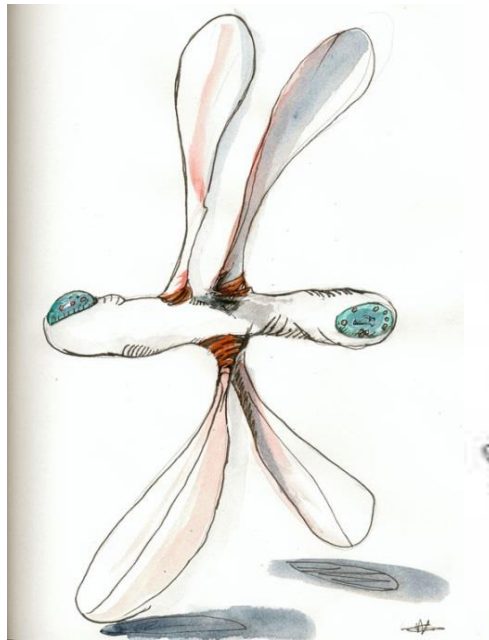
Sometimes seen Navigators

Mysterious Spacefarers with cetacean looks, flying huge highly advanced living ships.



Extinct species Purgatorians

Myths and legends from ages long-gone, known only by scattered remnants and a devastated cradleworld.



Extinct species Ha'Tinkar

Cousins to the K'Rinns, slain by a tragic disease they brought, a weight on k'rinn collective conscience.



Our Achievements



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Encyclopedia

As a Wiki on our website

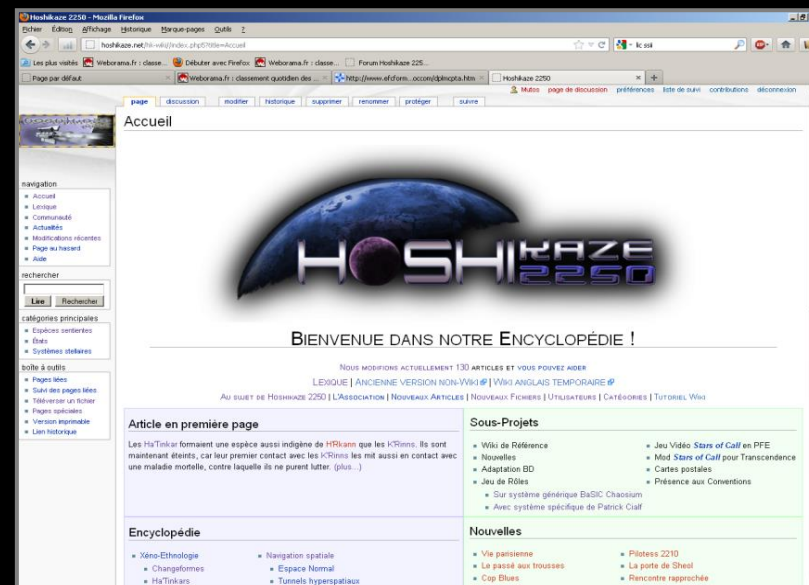
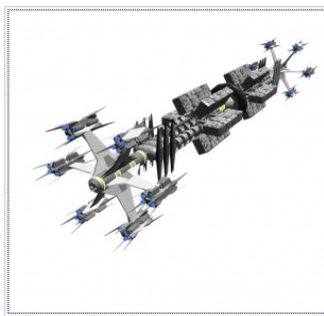
Weifeng

Le Weifeng (Grand Vent) fut le premier grand cargo interplanétaire. Construit dans les années 2005-2020 par le Consortium d'État Chinois Fengzi, il était équipé de moteurs à plasma lui permettant une accélération de 0.1g environ.

En 2023, dès l'invention du **distorseur**, la classe Weifeng fut la première à être ré-équipée avec les nouveaux propulseurs et devint alors la classe **Iserlohn**. les moteurs à plasma restèrent seulement utilisés comme **verniers**, comme sur les navires actuels, à cause des limites d'axe de poussée des distorseurs.

De plus petits navires, comme le **Haifeng** (Brise marine) avaient déjà été déployés par le Consortium dès les années 1990. Ils desservaient surtout la station orbitale **Rongxing** (Fière Étoile). Ils étaient en compétition avec l'**Orion** européen et le **Rising Star** américain pour les trajets vers la Lune et les grandes stations en construction aux **points de Lagrange** du système **Terre-Lune**.

Le Weifeng était beaucoup plus grand que son prédécesseur, avec 395 mètres de longueur totale. Il avait été conçu dès le départ pour des trajets interplanétaires. Pour cela, il comportait un **anneau centrifuge** au milieu du navire, des moteurs à plasma bidirectionnels placés sur le même axe et des verniers presque invisible sur les bloc-moteurs. Il devait accélérer en continu à 0.2g pendant la moitié du trajet, puis décélérer à 0.2g durant l'autre moitié, sans se retourner au point milieu, ce qui permettait d'utiliser une structure moins forte latéralement. Ainsi, le gain de poids compensait la masse supérieure des blocs-moteur. Ses 12 cales était essentiellement constituées de rails et de supports permettant de positionner des containers modulaires, desquels il existait une grande variété de modèles, permettant d'emmenner les cargaisons les plus diverses, allant de minerais bruts aux liquides en passant par les **baies cryogéniques** et même des appartements complets pour transporter des passagers réveillés.



Changeformes



Monde-berceau	Nom Sshaad
Système-berceau	Nom Sshaad
Apparence	Sphère sur tentacules
Extension	Monde-berceau sous domination Sshaad

Fed by all the développements Reference for the Community's work

Irmothem

Le Clan Majeur Rith Irmothem est actuellement sur le déclin après une période de postérité où il dirigeait le tiers de l'espace Rith. Il tend à se limiter aux affaires purement Rithai et à éviter de se mêler de contacts avec les autres espèces, excepté les Sshaads et les Marionnettistes avec lesquels il commerce. Il garde cependant une influence dans la Communauté, principalement du fait de son alliance avec la Guilde Rithai Kerae, dont il soutient le plan d'unification des Rithai.

Sommaire [masquer]

- Territoire
- Histoire
 - L'ère pré-spatiale
 - Les débuts de l'ère spatiale
 - L'ère hyperspatiale
- Réputation

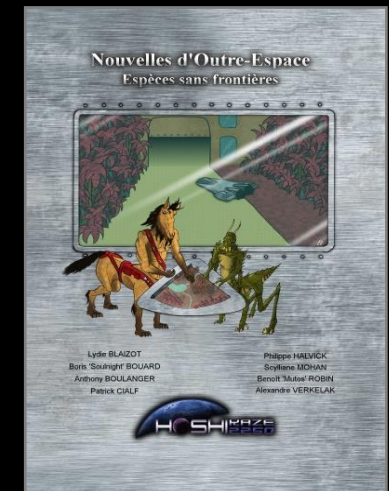
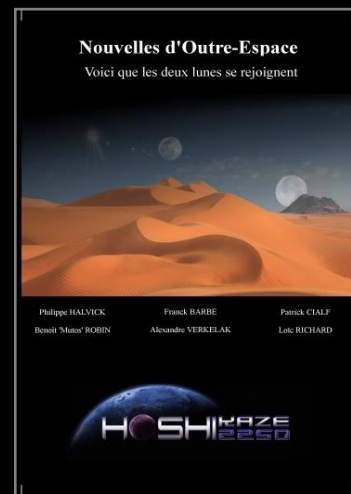
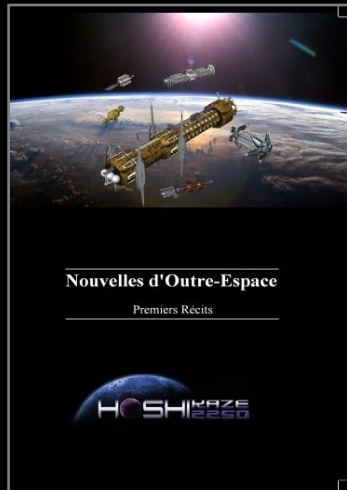
Territoire [modifier]

Irmothem occupe une partie du Grand Continent de **Skarae**, ainsi que plusieurs colonies planétaires et stationnières, souvent partagées avec d'autres clans.

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Short stories Books

3 books published by the Association



Permanent Call for Stories

Next step : pro and transmedia publishing



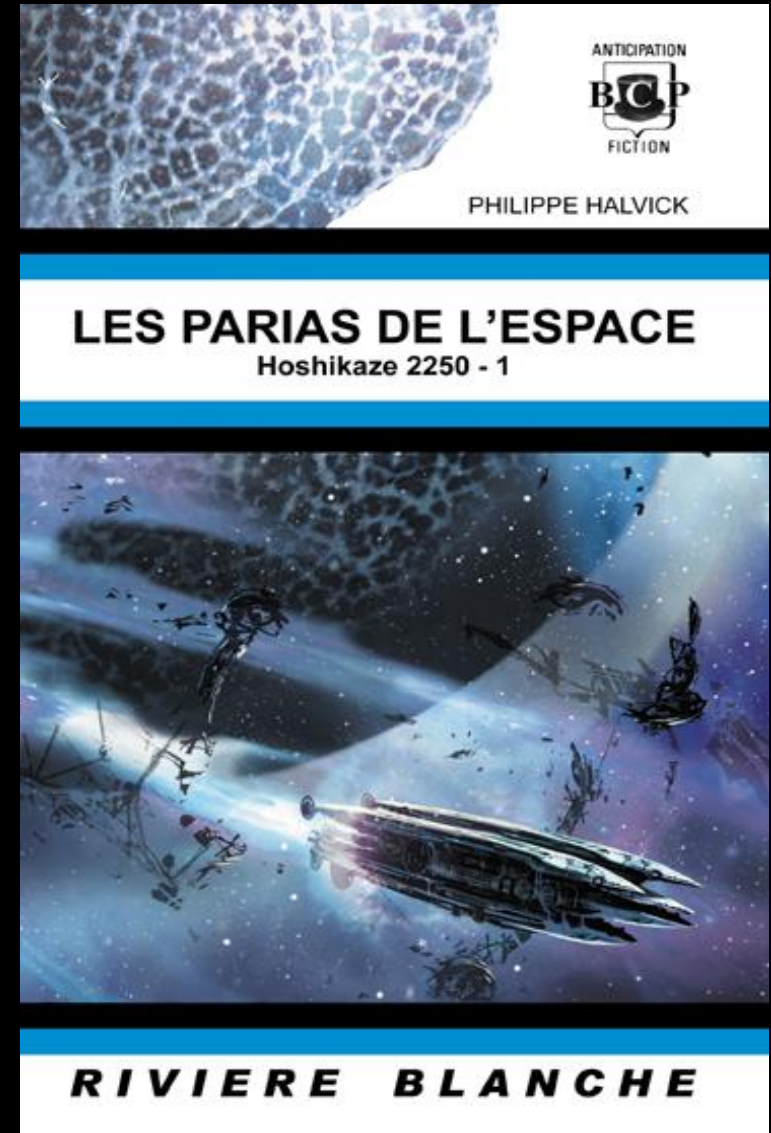
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« Les parias de l'espace »

Philippe Halvick,

Éditions Rivière Blanche

Novels (1/2)





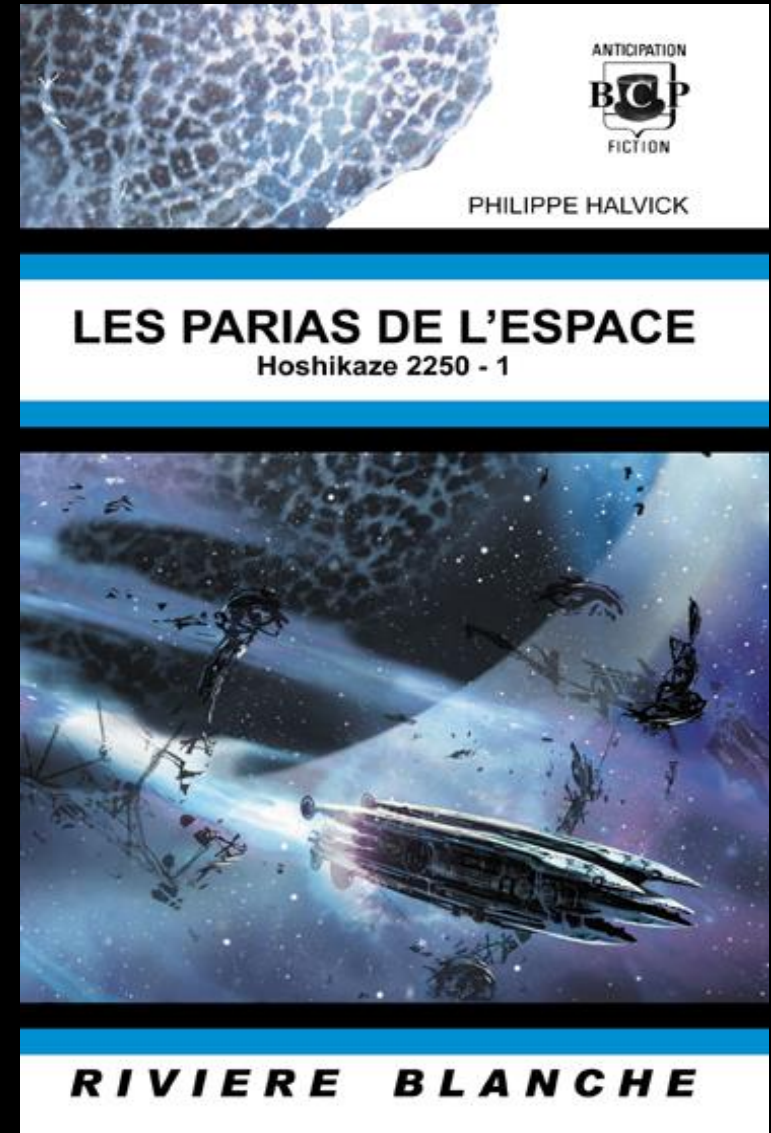
HOSHIKAZE
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« Les naufragés de l'espace »

Philippe Halvick,

Éditions Rivière Blanche

Novels (2/2)



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Comics

« Engelstadt : un vol de rêves »

Scenario : Benoît Robin

Art : Thomas Gervais

Publishing by YIL
for mid-2018



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Tabletop Role-Playing Game

Systems :
 D100 (BaSIC Chaosium)
 D20 spécifique

Patent d'rich Hiroshi 1 / 2

Taille 21 Apparence 9 Volonte 17
 PV (TKM+CON)/2 18
 Constitution 15 Intelligence 12
 Force 21 Dextérité 11
 Bonus dommages +2D6 Initiative = DEX + 10D10

Armure 1
 Vie 1 2 3 4 5
 6 7 8 9 10
 11 12 13 14 15
 16 17 18 19 20
 21 22 23 24 25

COMPETENCES

Interactions	Perception
<input type="checkbox"/> Baratin (05%) <u>15</u>	<input type="checkbox"/> Chercher (20%) _____
<input type="checkbox"/> Commandement (05%) _____	<input type="checkbox"/> Ecouter (20%) _____
<input type="checkbox"/> Cult. / Milieu naiss. (25%) _____	<input type="checkbox"/> Intuition (05%) <u>40</u>
<input type="checkbox"/> Cult. / Peuple naiss. (25%) _____	<input type="checkbox"/> Nav. / Commerce (00%) <u>40</u>
<input type="checkbox"/> Cult. / Religion (00%) _____	<input type="checkbox"/> Nav. / Navigation (00%) _____
<input type="checkbox"/> Cult. / Rites (00%) _____	<input type="checkbox"/> Planter (10%) _____
<input type="checkbox"/> Cult. / Société (00%) _____	<input type="checkbox"/> Remarque (20%) _____
<input type="checkbox"/> Cult. / Technologie (00%) _____	<input type="checkbox"/> ... (0%) _____
<input type="checkbox"/> Cult. / ... (00%) _____	<input type="checkbox"/> ... (0%) _____
<input type="checkbox"/> Enseignement (10%) _____	<input type="checkbox"/> Dextérité (10%) <u>15</u>
<input type="checkbox"/> Investigation (15%) _____	<input type="checkbox"/> Dégagement (10%) _____
<input type="checkbox"/> Langue / ... (25%) _____	<input type="checkbox"/> Discrétion (10%) <u>40</u>
<input type="checkbox"/> Langue / ... (15%) _____	<input type="checkbox"/> Dissimulation (10%) _____
<input type="checkbox"/> Langue / ... (05%) _____	<input type="checkbox"/> Illusion (05%) <u>15</u>
<input type="checkbox"/> Langue / ... (00%) _____	<input type="checkbox"/> Pickpocket (00%) <u>15</u>
<input type="checkbox"/> Marchandage (05%) <u>15</u>	<input type="checkbox"/> ... (0%) _____
<input type="checkbox"/> Persuasion (15%) _____	<input type="checkbox"/> ... (0%) _____
<input type="checkbox"/> Stratégie (05%) _____	<input type="checkbox"/> Physique
<input type="checkbox"/> ... (0%) _____	<input type="checkbox"/> Pilote (Naturel) (25%) <u>15</u>
<input type="checkbox"/> ... (0%) _____	<input type="checkbox"/> Pilote / ... (10%) <u>40</u>
<input type="checkbox"/> ... (0%) _____	<input type="checkbox"/> Pilote / ... (10%) <u>40</u>
<input type="checkbox"/> ... (0%) _____	<input type="checkbox"/> Pilote / ... (00%) _____

COMPETENCES

<input type="checkbox"/> Baratin (05%) <u>15</u>	<input type="checkbox"/> Chercher (20%) _____	<input type="checkbox"/> Orpèbre (25%) _____
<input type="checkbox"/> Commandement (05%) _____	<input type="checkbox"/> Ecouter (20%) _____	<input type="checkbox"/> Lancer (25%) _____
<input type="checkbox"/> Cult. / Milieu naiss. (25%) _____	<input type="checkbox"/> Intuition (05%) <u>40</u>	<input type="checkbox"/> Nager (25%) _____
<input type="checkbox"/> Cult. / Peuple naiss. (25%) _____	<input type="checkbox"/> Nav. / Commerce (00%) <u>40</u>	<input type="checkbox"/> Sauter (25%) _____
<input type="checkbox"/> Cult. / Religion (00%) _____	<input type="checkbox"/> Nav. / Navigation (00%) _____	<input type="checkbox"/> ... (0%) _____
<input type="checkbox"/> Cult. / Rites (00%) _____	<input type="checkbox"/> Planter (10%) _____	<input type="checkbox"/> ... (0%) _____
<input type="checkbox"/> Cult. / Société (00%) _____	<input type="checkbox"/> Remarque (20%) _____	<input type="checkbox"/> ... (0%) _____
<input type="checkbox"/> Cult. / Technologie (00%) _____	<input type="checkbox"/> ... (0%) _____	<input type="checkbox"/> ... (0%) _____
<input type="checkbox"/> Cult. / ... (00%) _____	<input type="checkbox"/> ... (0%) _____	<input type="checkbox"/> ... (0%) _____
<input type="checkbox"/> Enseignement (10%) _____	<input type="checkbox"/> Dextérité (10%) <u>15</u>	<input type="checkbox"/> Savoirs
<input type="checkbox"/> Investigation (15%) _____	<input type="checkbox"/> Dégagement (10%) _____	<input type="checkbox"/> Arts / ... (00%) <u>15</u>
<input type="checkbox"/> Langue / ... (25%) _____	<input type="checkbox"/> Discrétion (10%) <u>40</u>	<input type="checkbox"/> Arts / ... (00%) _____
<input type="checkbox"/> Langue / ... (15%) _____	<input type="checkbox"/> Dissimulation (10%) _____	<input type="checkbox"/> Evadeur (10%) <u>15</u>
<input type="checkbox"/> Langue / ... (05%) _____	<input type="checkbox"/> Illusion (05%) <u>15</u>	<input type="checkbox"/> Jeu / ... (05%) <u>15</u>
<input type="checkbox"/> Langue / ... (00%) _____	<input type="checkbox"/> Pickpocket (00%) <u>15</u>	<input type="checkbox"/> Premiers Soins (15%) _____
<input type="checkbox"/> Marchandage (05%) <u>15</u>	<input type="checkbox"/> ... (0%) _____	<input type="checkbox"/> Tech. / ... (00%) <u>40</u>
<input type="checkbox"/> Persuasion (15%) _____	<input type="checkbox"/> ... (0%) _____	<input type="checkbox"/> Tech. / ... (00%) <u>40</u>
<input type="checkbox"/> Stratégie (05%) _____	<input type="checkbox"/> Physique	<input type="checkbox"/> Tech. / ... (00%) <u>65</u>
<input type="checkbox"/> ... (0%) _____	<input type="checkbox"/> Pilote (Naturel) (25%) <u>15</u>	<input type="checkbox"/> Tech. / ... (00%) <u>65</u>
<input type="checkbox"/> ... (0%) _____	<input type="checkbox"/> Pilote / ... (10%) <u>40</u>	<input type="checkbox"/> Tech. / ... (00%) <u>65</u>
<input type="checkbox"/> ... (0%) _____	<input type="checkbox"/> Pilote / ... (10%) <u>40</u>	<input type="checkbox"/> ... (0%) _____
<input type="checkbox"/> ... (0%) _____	<input type="checkbox"/> Pilote / ... (00%) _____	<input type="checkbox"/> ... (0%) _____

COMBAT

	ARME	NB	DOM.	CF/RND	MUN.
<input type="checkbox"/> Bagarre (25%) <u>40</u>					
<input type="checkbox"/> Esquive (20%) _____					
<input type="checkbox"/> Parade (05%) <u>15</u>					
<input type="checkbox"/> Arts martiaux (00%) _____					
<input type="checkbox"/> Armes de contact (15%) _____	<i>Pointe</i>	-	<i>DS</i>	<i>1</i>	-
<input type="checkbox"/> Armes à distance (10%) <u>15</u>	<i>Doigt manœuvré</i>	<i>1</i>	<i>2D4</i>	<i>1</i>	-
<input type="checkbox"/> Armes lourdes (00%) <u>15</u>	<i>Pistolet armé</i>	<i>1</i>	<i>2D4+1</i>	<i>1</i>	-

D100 : background sourcebook under work
 Official Chaosium licence

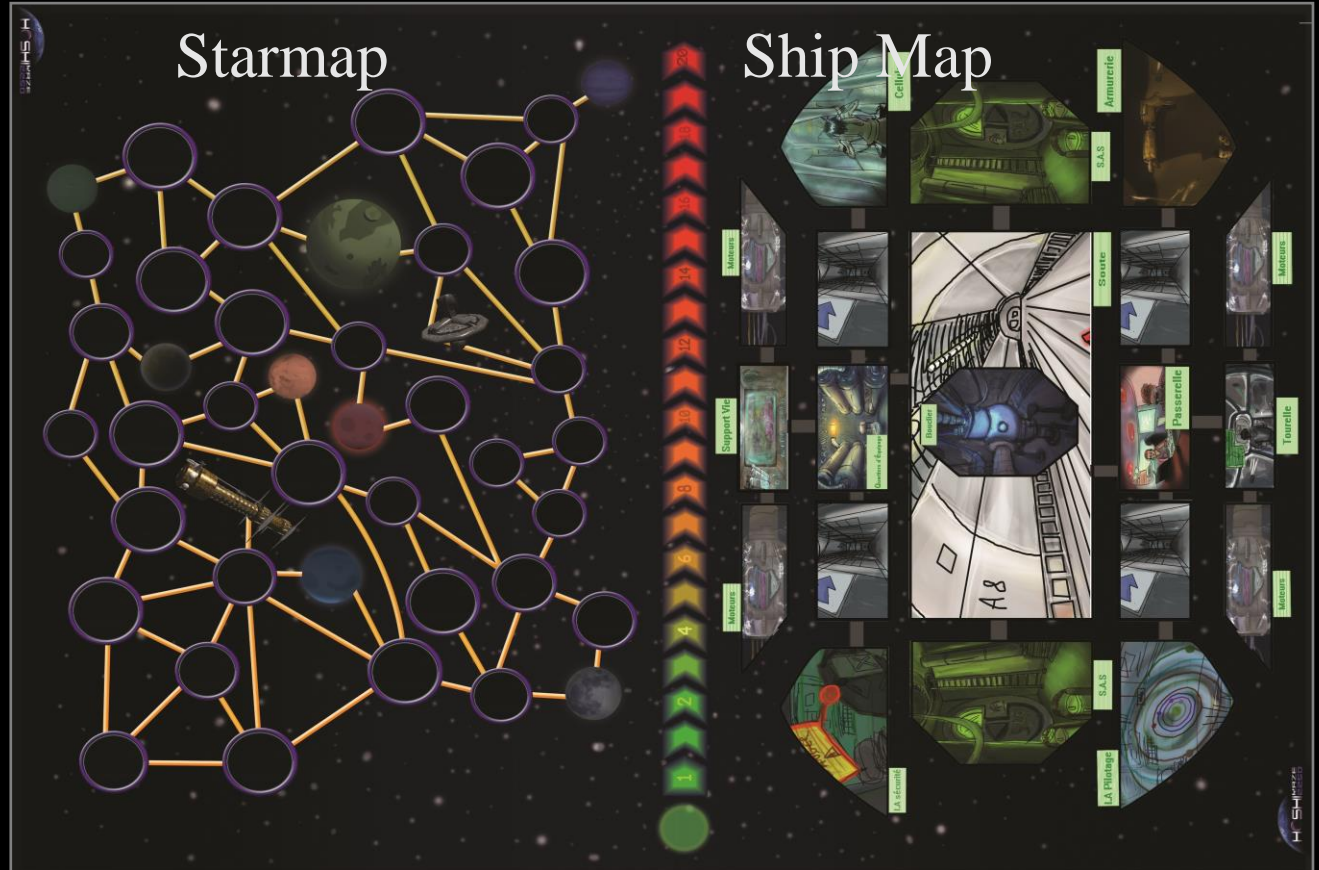
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Boardgame

Co-op Gameplay
Damage



Events



As crew of a cargo ship, the players must survive and achieve their mission goals

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Videogame « Stars of Call »



Solo Elite-like, Total Conversion on NAEV:

The player commandeers a ship and explores the universe,
Many scenarios and activities in a living, sandbox world,
No preset goals, player is free to set their own goals.

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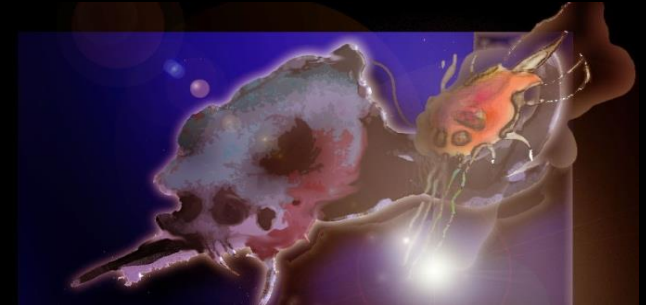
Illustrations



Nicolas LE TUTOUR, 2012



Denis JALON, 1997



Gaëlle WOLF, 1999



Pierre BRZEZNY, 2004



Gaëlle WOLF, 2001

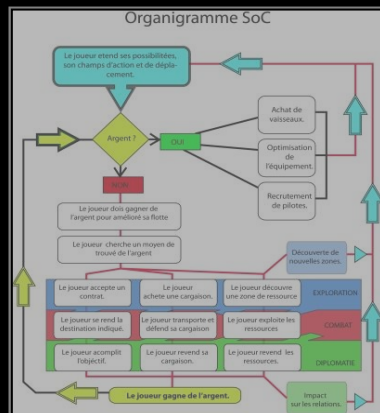


Maxime MERINO, 2012

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Internships

Working with schools
 Internships under contract
 Full schoolyear projects
 Game Design, Graphics, etc...



Epitech – Université de Marne la Vallée - ITIN
 ISART-Digital – Lycée l'Initiative – Ecole Pivaut



Conventions



Let's meet !

Some 10 Conventions per year

Hoshikaze-only stands or partnerships



The Hoshikaze Project



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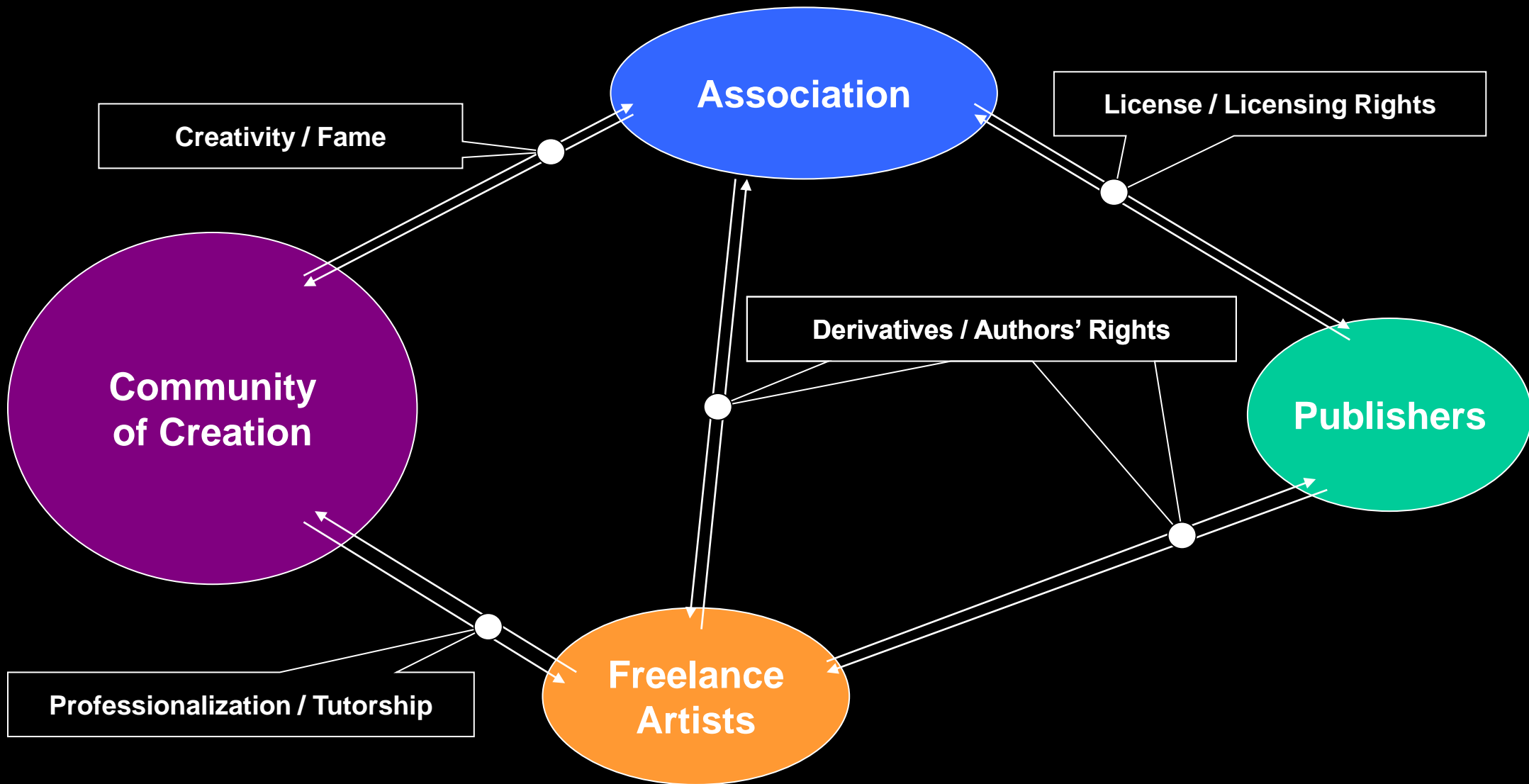




Project timeline so far...

- 1990-1998 The beginning : RPG and first website
- 1999-2004 An era of great creativity
- 2005-2006 Slowdown, by lack of clear goals
- 2007 An Association to boost the project
- 2007 1st internship with a school (videogame)
- 2009-2012 3 self-published short stories books
- 2012 Videogame project with NAEV
- 2014 1st professionally published novel

To be continued...



Creativité / Fame

Community
of creation

Professionalization / Tutorship

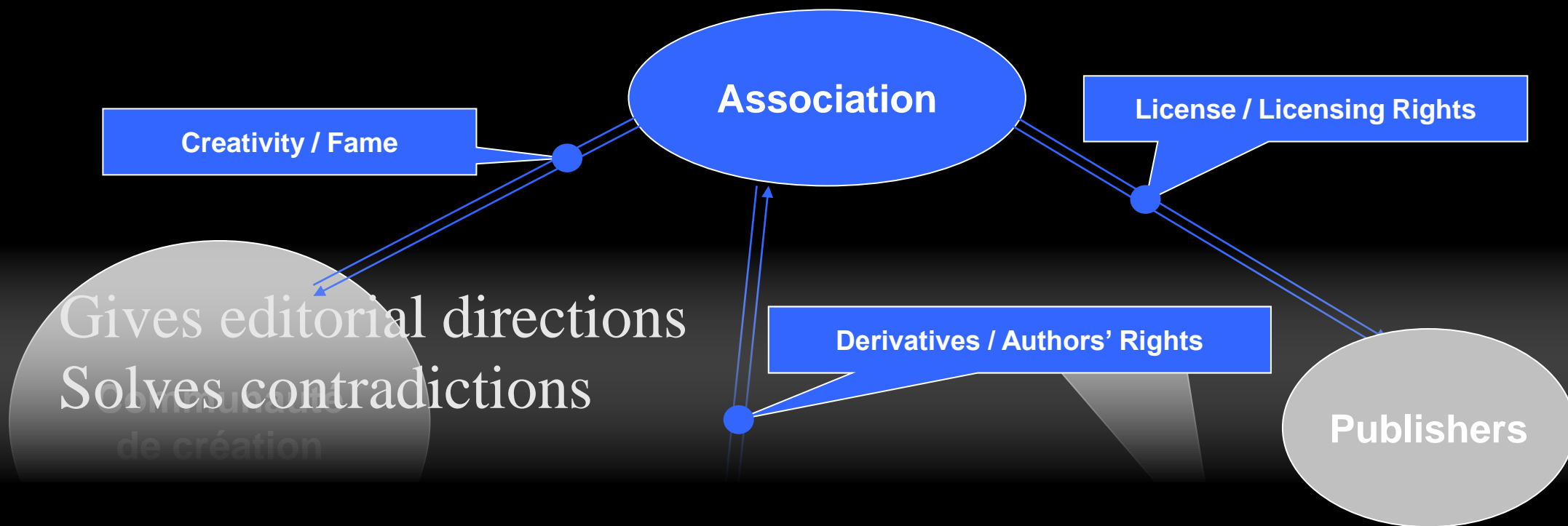
Collective working on the project

Free license inside the Community

Authors keep their rights outside the Project

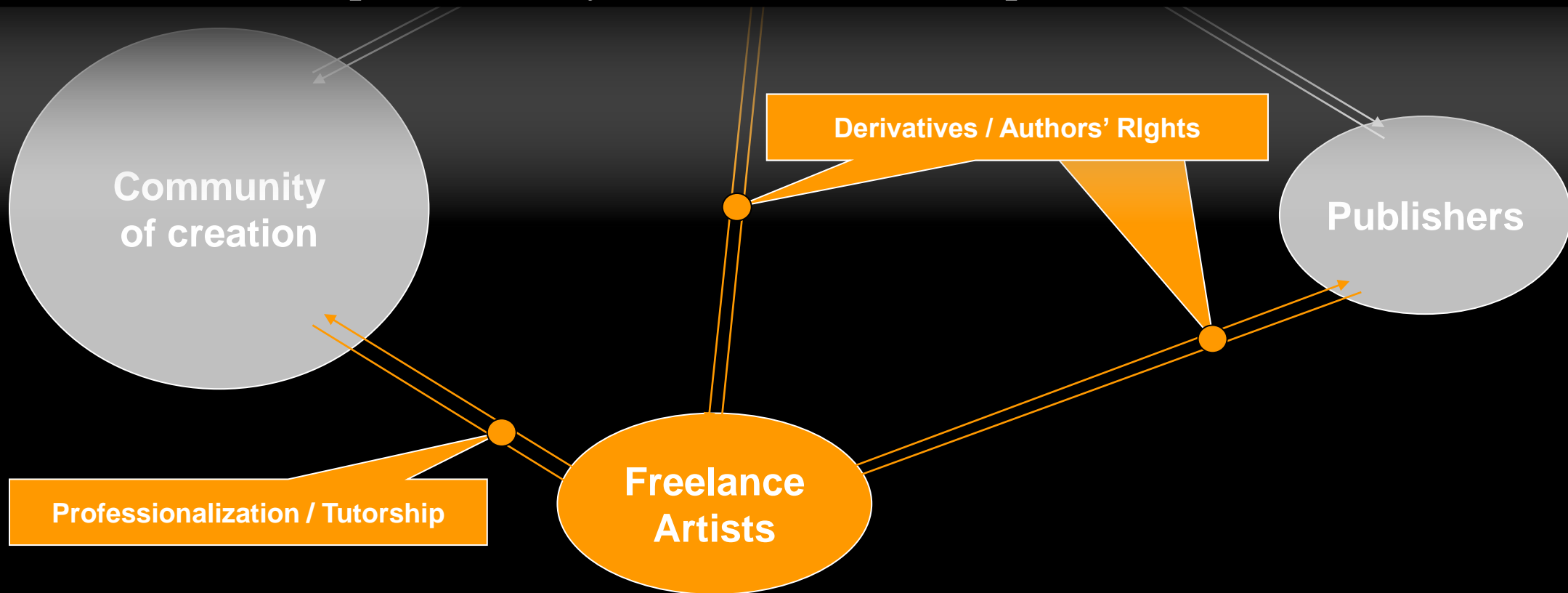
Mostly implemented by Internet

Artis
en Free



Arbitrates on development axes
Manages and finances achievements
Sets up working conditions with our partners

“Compte d’éditeur” contracts with Association or Publishers
Help community members to become professionals

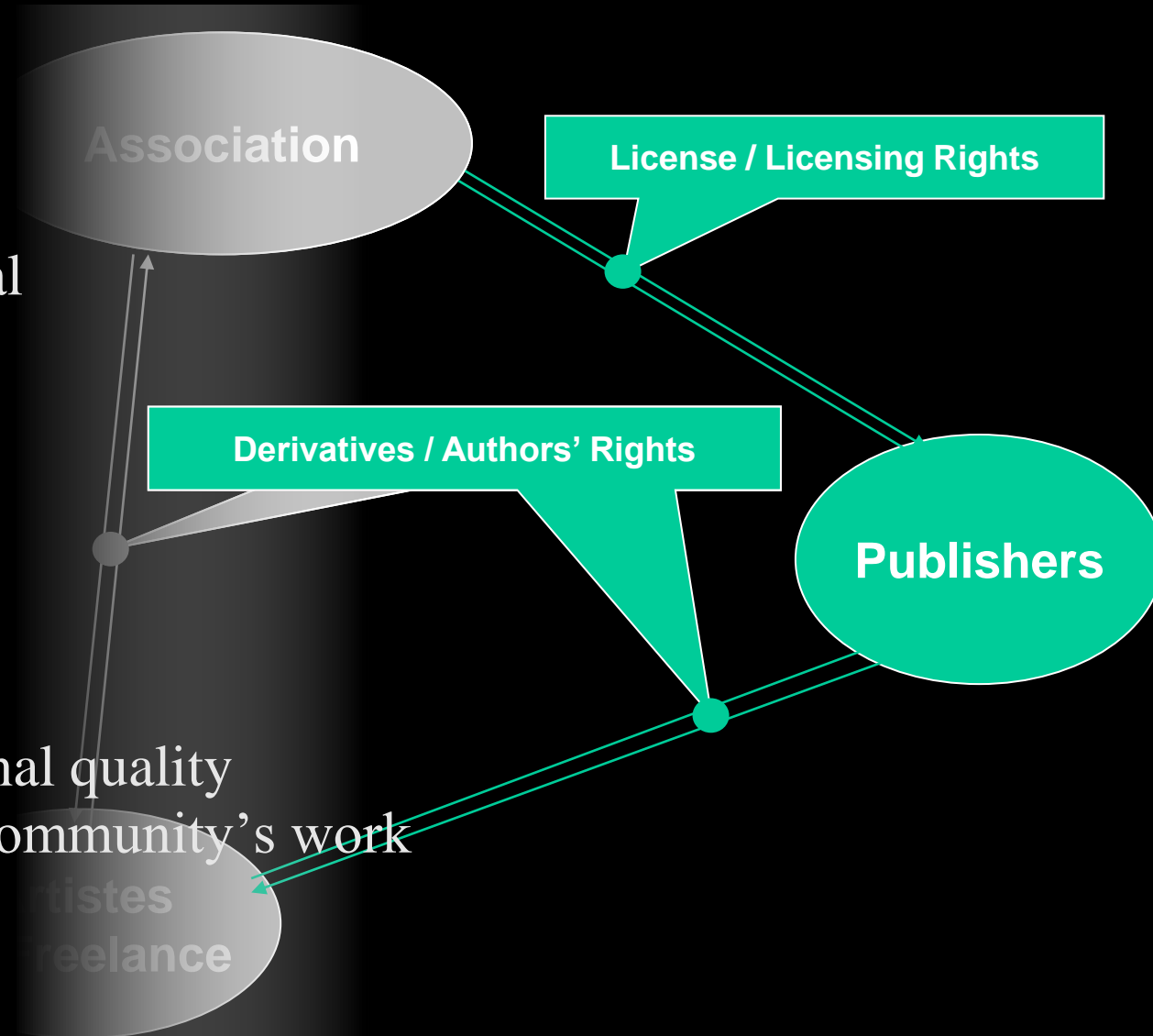


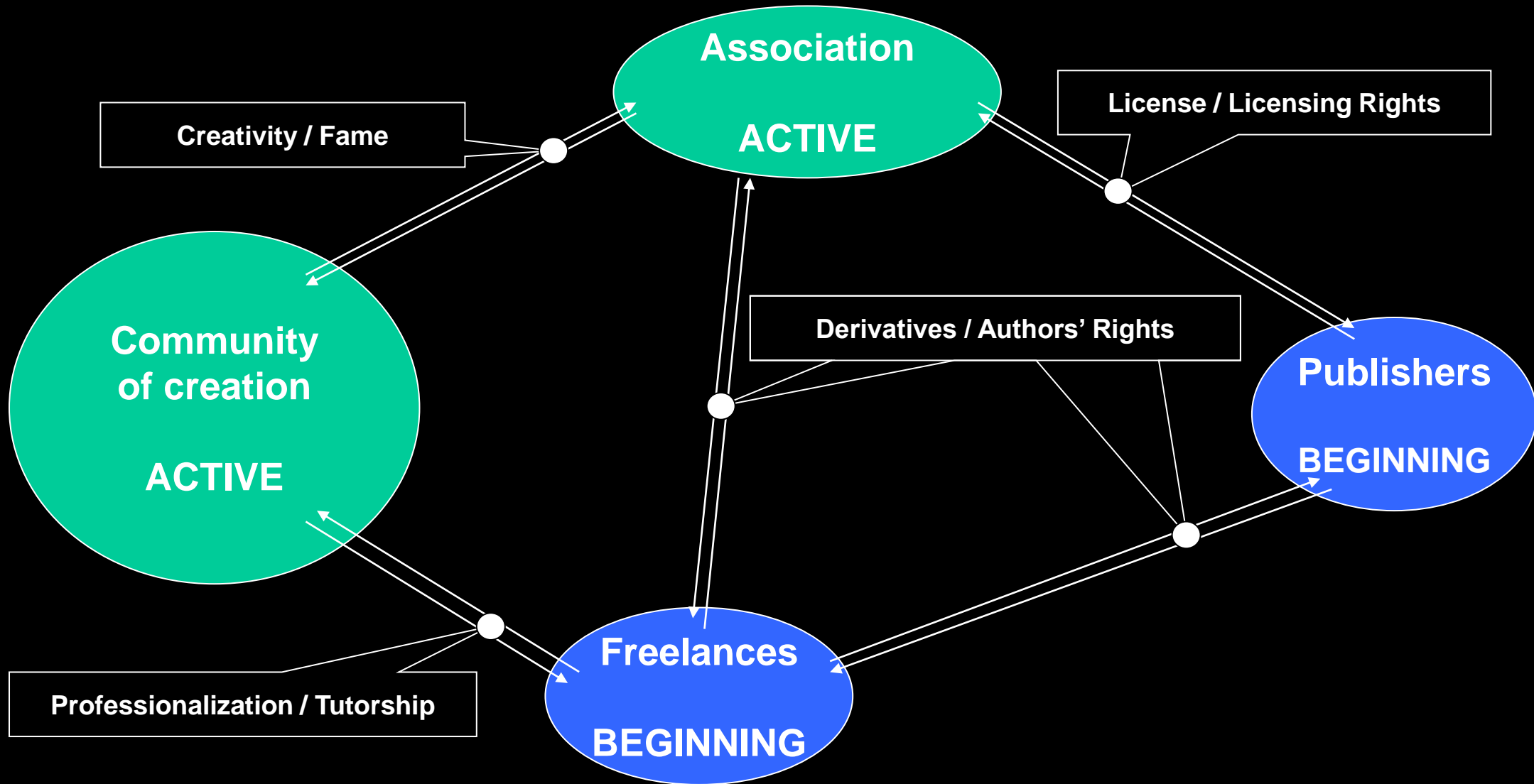
Hoshikaze license

Mandatory Association approval
on published contents

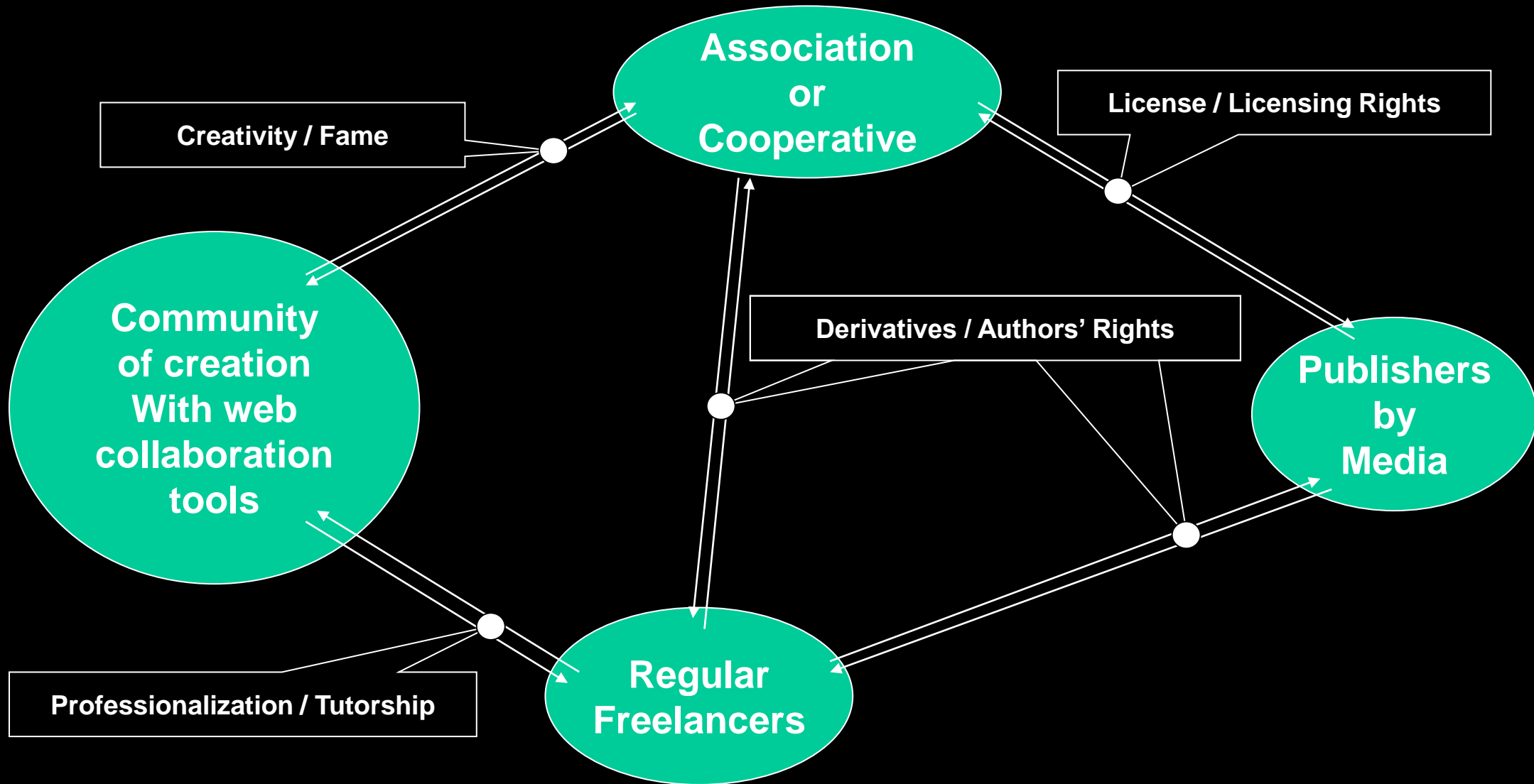
Publishing skills

Skills for achieving a professional quality
External point of view on the Community's work





*Medium-term
goals*



Our Team



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Who we are...

Core team : Association members

Between 5 and 10 members, currently 8

Active authors and Contributors
15 to 30, depending on activity level and time

Internet community
Around 95 persons with a forum account

(Figures taken 01/08/2014)



Important Notice

The following slides list all past and present contributors on the Hoshikaze project. Some of them are not currently active or only made a short appearance, but it's only fair to them to acknowledge their efforts.

We have no more contact with some contributors from the project's early times : if you appear on this list and wish to be removed from it, please contact us at *asso (at) hoshikaze.net* and we will gladly comply.

Conversely, the list may not be up to date, or we may have forgotten to quote a long-lost contributor. If you have contributed to the project and aren't listed here, please also contact us at *asso (at) hoshikaze.net*.



Association Members (1/3 - Bureau)



Benoît « Mutos » ROBIN
Président, Project management



Lisa « Lisou » LESCORNEZ-ROBIN
Treasurer, Conventions Stands



Boris « Soulnight » BOUARD
Secretary, RPG GM & Scenarist,
Short stories author, RPG Designer



Morgane « Sariel » PARISOT
Secretary, Graphist, Webmaster



Association Members (2/3)



Franck « jollyrodger » BARBE
Short stories author

Arnaud « Azekiel » BORIE
RPG GM, Tester & Scenarist



Philippe « Phalvick » HALVICK
Short stories author

Florian « daredevil » CONTET
Webmaster





**Association
Members
(3/3)**

Association Opale Rôliste
Partenaire JdR

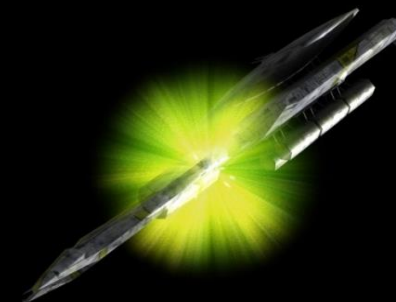




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Contributors Forum members (1/6)

Pierre « G@briel » BRZEZNY
3D Artist



René « esposito » Esposito
D100 RPG Playtesting and Balancing

« Evolvana »
Illustrator



Olivier « REOS » BRU
Print layout, Leaflets, Illustrator

Contributors Forum members (2/6)

Clémentine « Kakhi » WOLF
Illustrator



Antoine « ChN1 » RAVNICH
Illustrator



« Myrelingues »
Author

Boris « Drakan »
Illustrator





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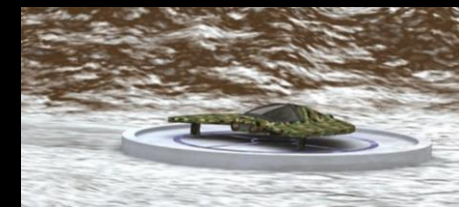
Contributors
Forum members
(3/6)

Abdel « badouch-k » BADAOU
Composer

Francis « Renkir » GAMBOA
RPG Scenarist

Lydie « Lauryn » BLAIZOT
Short stories Author

Olivier « innsomniac » GIROD
3D Artist





HOSHIRAZE 2250

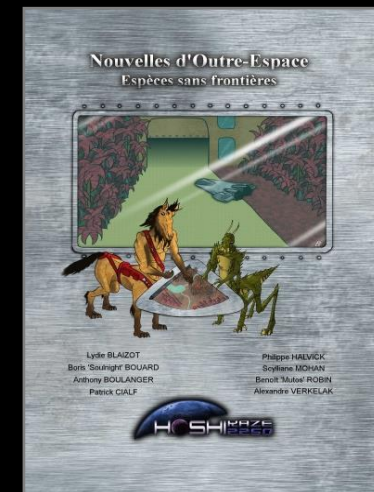
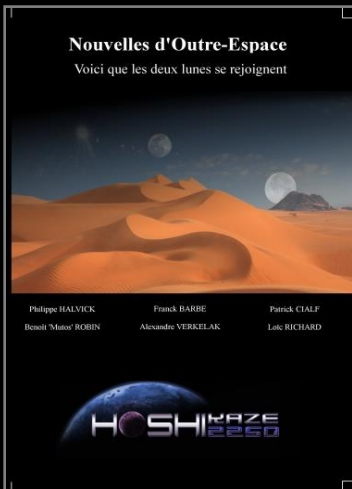
Contributors Forum members (4/6)

Alexandre « selenim » VERKELAK
Short stories Author

Loïc « corwin » RICHARD
Short stories Author, 2nd book cover

Isabelle « Elisel » CAGNARD
Illustrator, 3rd cover

L. Abdul Baan « lordabdul »
Illustrator





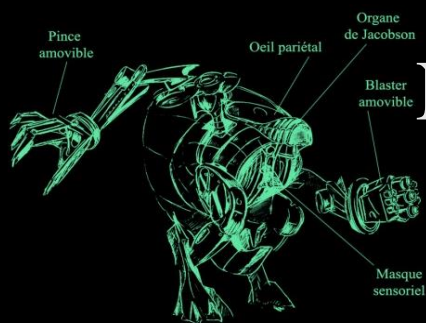
HOSHIRAZE 2250

Contributors
Forum members
(5/6)

Michel-Marc « MM01 » ABIGNOLI
Illustrator



Anthony « Khellendros » BOULANGER
Short stories Author



Nicolas « Nicozor » LE TUTOUR
Illustrator

Patrick « Cialf » CIALF
RPG GM & Scenarist
Short stories Author, Illustrator



HOSHIRAZE
2250

*Contributors
Forum members
(6/6)*

Gaëlle « Gel Weo ! » WOLF
Illustrator, Painter, Comics artist



Navigateurs

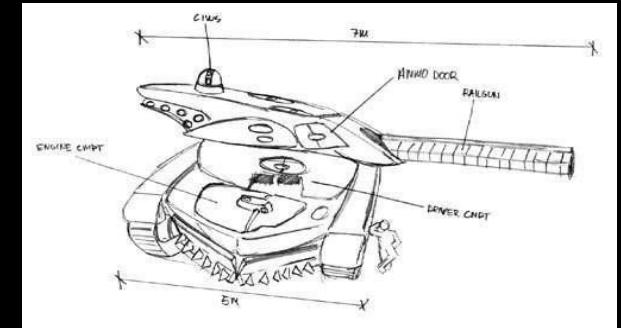




HOSHIRAZE 2250

Other Contributors (1/5)

Philippe LEMIEUX
Illustrator

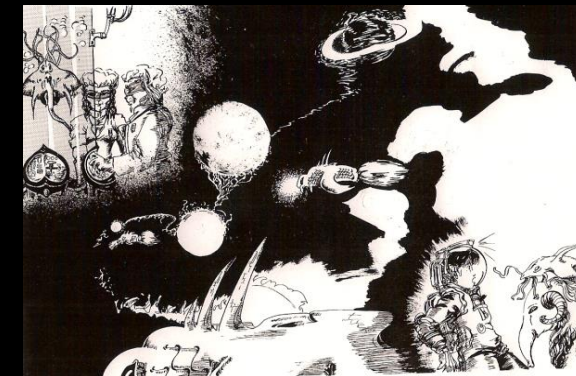


James SHUSTER
Help on Astronomy



Mabiala N'KOUKA ('MN2')
Illustrator

Menga N'KOUKA ('MN2')
Illustrator





HOSHIRAZE
2250

Other Contributors (2/5)

Antonino MACARIO
Game Design on the Videogame

Rui 'Hearthemyst' TAKASHI
Illustrator

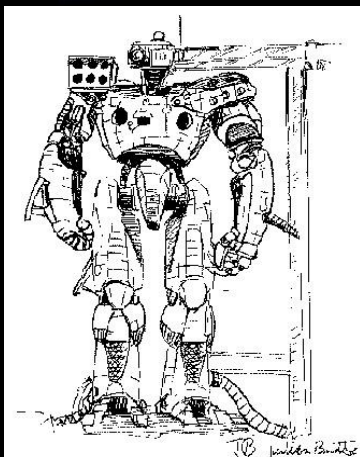


Pierre « Dr_Folaweb » MATTERNE
Illustrator

Etienne BOCHARD
Game Design

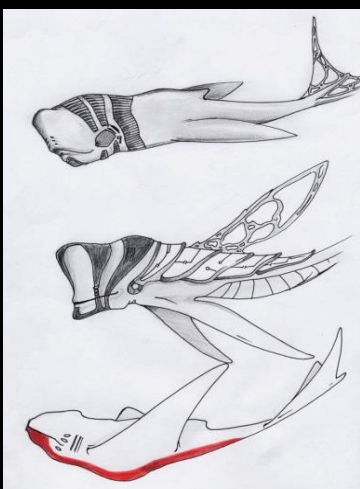
HOSHIRAZE

Other Contributors (3/5)



Julien BRIATTE
Illustrator

Mehdi 'aza' ABDEMEZZIANE
3D Artist



Gary JAMROZ-PALMA
Illustrator

David « Flan » DELATTRE
Illustrator



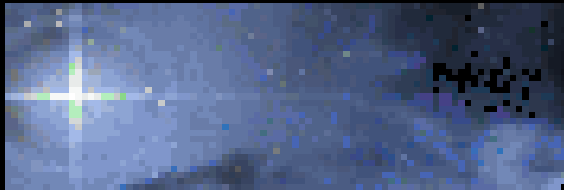


HOSHIRAZE
2250

Other Contributors (4/5)

Olivier COCHE

Game Design on the Videogame



Laurent MARIE

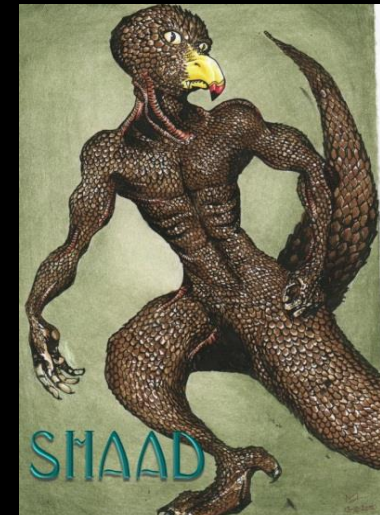
Illustrator & Banners

Adrian « Star Admiral » DeAngelis

Game Design on the Videogame

Melody

Illustrator



Dominique BARNET

Game Design



Denis JALON

Illustrator

Nicole MATIAS

Illustrator



Jean-Louis BERGAMI

Logos & Banners



HOSHINAZE 2250

Epitech
2007 -2008

Projet de Fin d'Etude / EPITECH Innovative Project **« Development of a prototype for the 'Stars of Call' videogame and its Stellar Systems Editor »**

Laurent VANAERDE

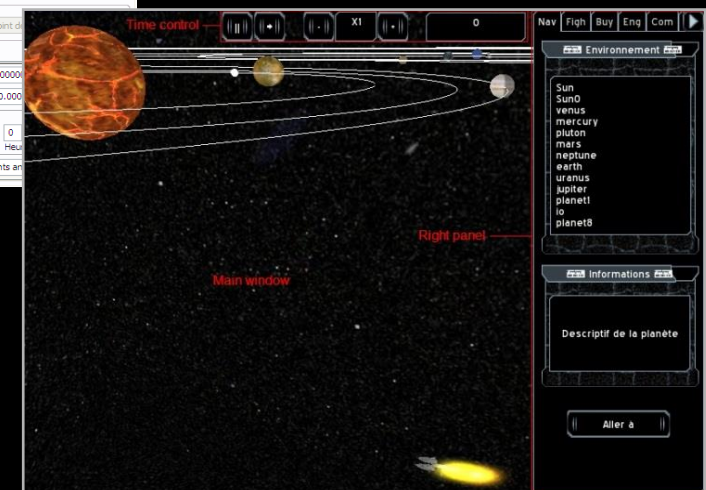
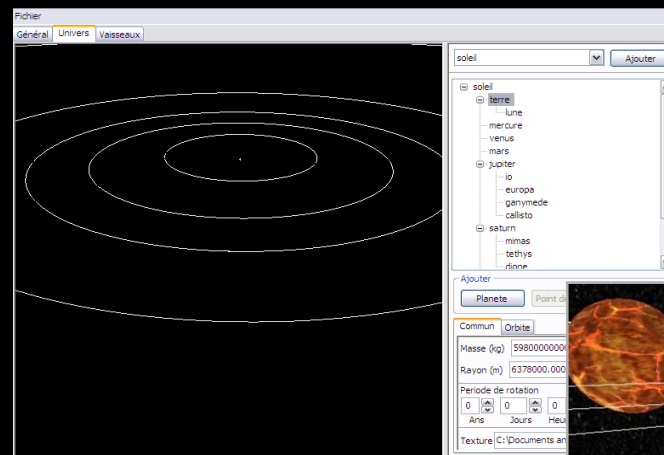
Jeremy DERRAC

Adrien MATHIEU

Basile O'SULLIVAN

Raphael MALIE

Thibault « Stormer » SIAMER





HOSHIKAZE 2250

University of Marne la Vallée 2008

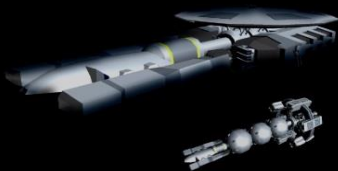
Webdesign & Graphics internship « Redesign of website, leaflets and brochures for the Hoshikaze 2250 Association »

Maria Azalea « =Azalea= » TAN (graphiste)

Graphic artist, aka « Mechanical Maria »

ENVIE DE CHANGER D'AIR ?

EMBARQUEMENT IMMEDIAT



Kevin « Evolius » BIHANNIC

Writing and print layout

ESCAMOUCHE, GUERRE DE COURSE ET INTRIGUES POLITIQUES ENTRAÎNENT DANS LEUR SILLAGE MARCHANDS, CONTREBANDIERS, CORSAIRES ET PIRATES, TOUT AU LONG DES ROUTES DE L'HYPER-ESPACE.

Basé sur l'univers Hoshikaze 2250, Stars of Call est un Elite-Like et doit son nom au célèbre jeu « Ports of Call ». Ces deux références sont la base du projet Stars of Call : Avec une navigation spatiale totalement libre, le joueur à bord de son vaisseau traverse tout l'univers Hoshikaze 2250 et y prend part à travers un mode solo immense.

CONSTRUIRE UN JEU VIDÉO N'EST PAS CHOSE FACILE, MAIS LA FORCE COMMUNAUTAIRE DE L'ASSOCIATION, SES NOMBREUX PARTENARIATS AVEC DIVERSES ÉCOLES (NOTAMMENT EPITECH PARIS ET L'UNIVERSITÉ PARIS EST - MARNE LA VALLÉE), ET LES PREMIERS ESSAIS D'ADAPTATION EN JEU DE L'UNIVERS HOSHIKAZE 2250, CONFÈRENT AU PROJET STARS OF CALL UNE BASE SOLIDE ET UN BEL AVENIR.

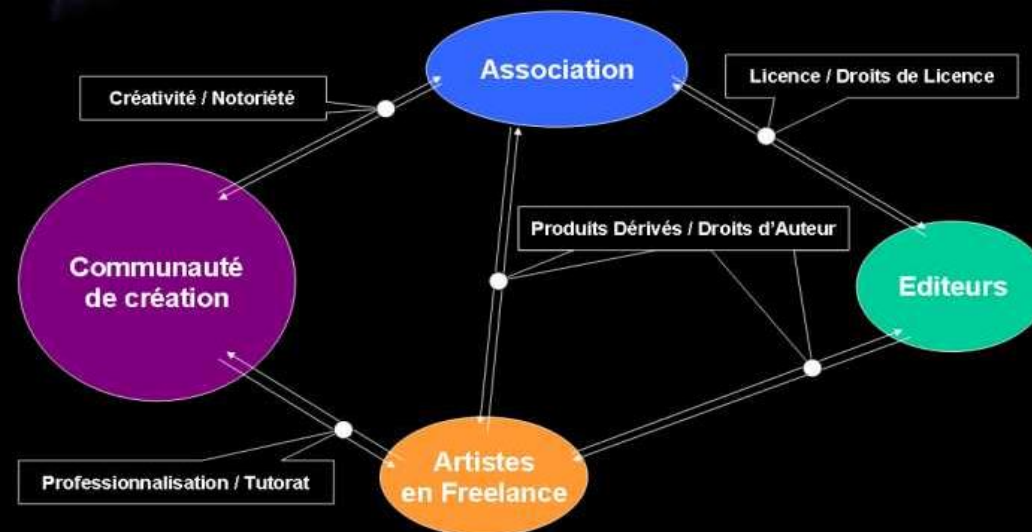


Bruno BOUTAREL
Website developer

Thesis (interrupted for personal reasons)
« Collaborative creation and development process :
stakes and issues of a community of creation »

Rémi « Roumy » Georges

Student in multimedia arts



Game Design internship

« Study of the functional specification, game design and graphic art of the 'Stars of Call' video game »

Alessandro COSTA

Paul PERRIERE

Martin « Gordhak » MONTRIEUL

Maxime BARBE

Julien « Lupus » HUGUENIN



Comics Art internship

« Storyboard rough for 'Where angels fear to tread' comics project
taken from a Hoshikaze 2250 short story »

Marie « achard » ACHARD

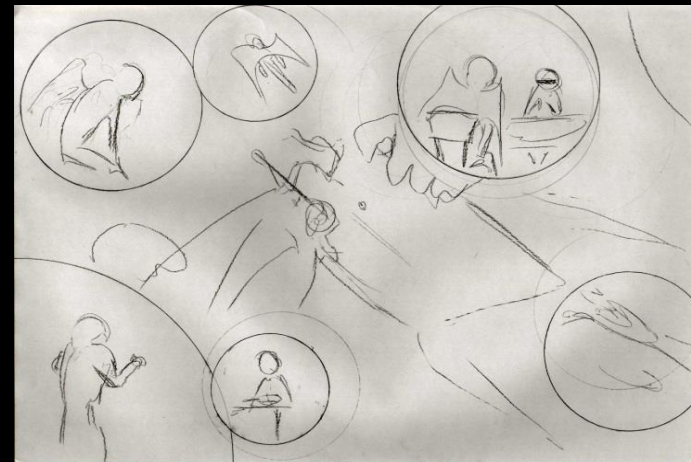
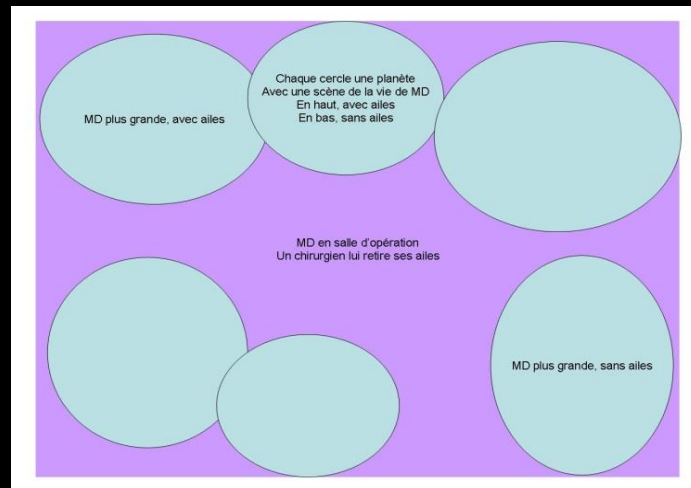


Illustration Art internship

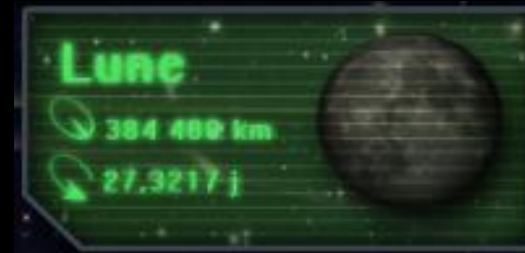
*« Study of reference illustrations for the sentient species
and cover art for a short stories book »*



Charles « Silver » CARDON



Game Design internship « Game design of the Stellar System Editor for the 'Stars of Call' video game »



Antoine « Kilirane » DRUAUX

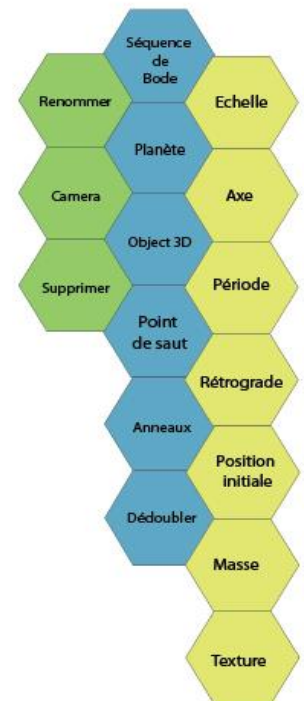
Loren « Lowren » COSTET

Lucas « SushiKaze » JOUVENOT

Marc-Antoine « MarcChanWook » DUPON

Yohann « Centaure » DONSE

Planète



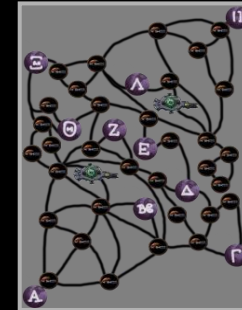
Game Design internship

« Game design and prototyping of a cooperative Boardgame »



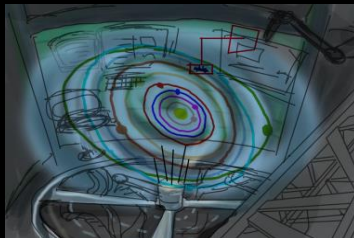
Séphirah « Jin » LEMOINE

Prépa. Art Multimédia



Amélie N'GUEKORA

Prépa. Art Multimédia



Matthieu « Nataniel » GOERIG

Prépa. Art Multimédia



Michel TOPUZOGLU

Prépa. Game Design

Game Design internship

« Game design and prototyping of a cooperative Boardgame »

Stéphanie « Epsilon » DE FORTIS

Prépa. Art Multimédia



(has chosen to remain anonymous)

Prépa. Game Design

Alexandre « Subject » KAPUSTA

Prépa. Game Design



Ludovic « Frozenpunk » CORNU

Prépa. Game Design



Game Design internship

« Game design and prototyping of a cooperative Boardgame »

Walter « Xantam » BELLETTI

Prépa. Game Design



Cédric DOVGALENKO

Prépa. Game Design

HOSHIKAZE
2250

Ecole Pivaut 2012

Internship in Graphic Arts

« Synthetic ambiance illustration for the Hoshikaze 2250 universe »

Maxime MERINO

Illustrator





HOSHIRAZE
2250

ITIN 2012

Schoolyear Project in Development
***« Prototyping of the Stellar Systems Editor
for the 'Stars of Call' video game »***

Yann FLORY

Developer

Jérémy GIRARDEY

Developer

Lucas DELVALLE

Developer

HOSHIRAZE
2250

Ecole Pivaut 2013

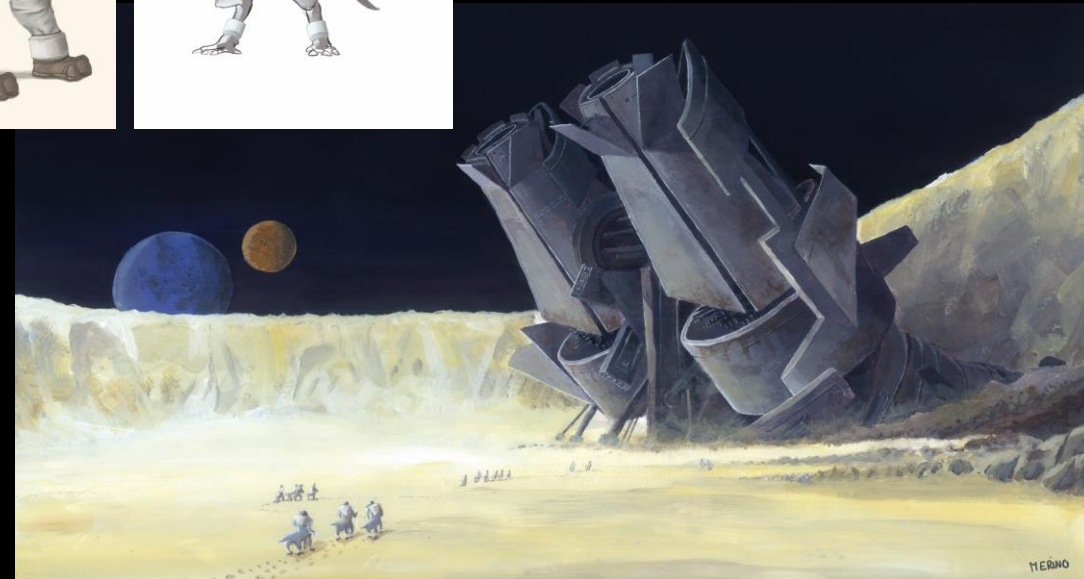
Internship in Graphic Arts

« Painting + chara designs of different species Spacers »



Maxime MERINO

Illustrator





HOSHIKAZE
2250

Join the adventure

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Play our RPG, videogame and board game

Help develop this universe
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<http://hoshikaze.net>

asso@hoshikaze.net
