

NOTES ON THE BORG UNICOMPLEX.

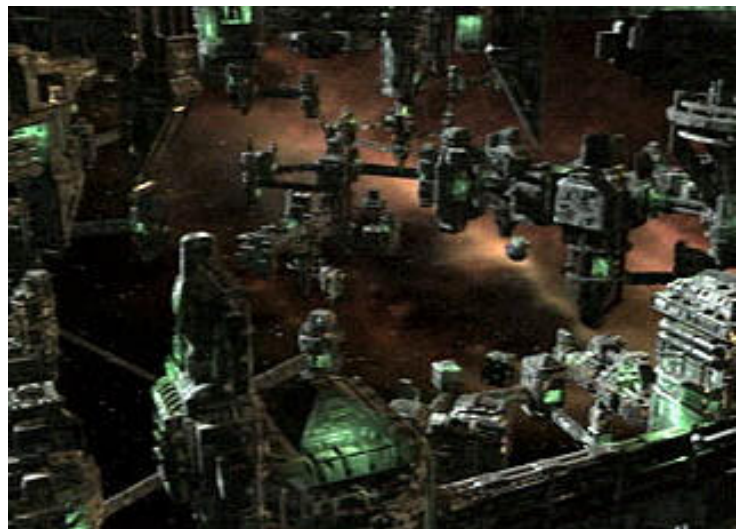


Seen In Later Season 7
Episodes Including The Finale:
"Endgame" - 2001

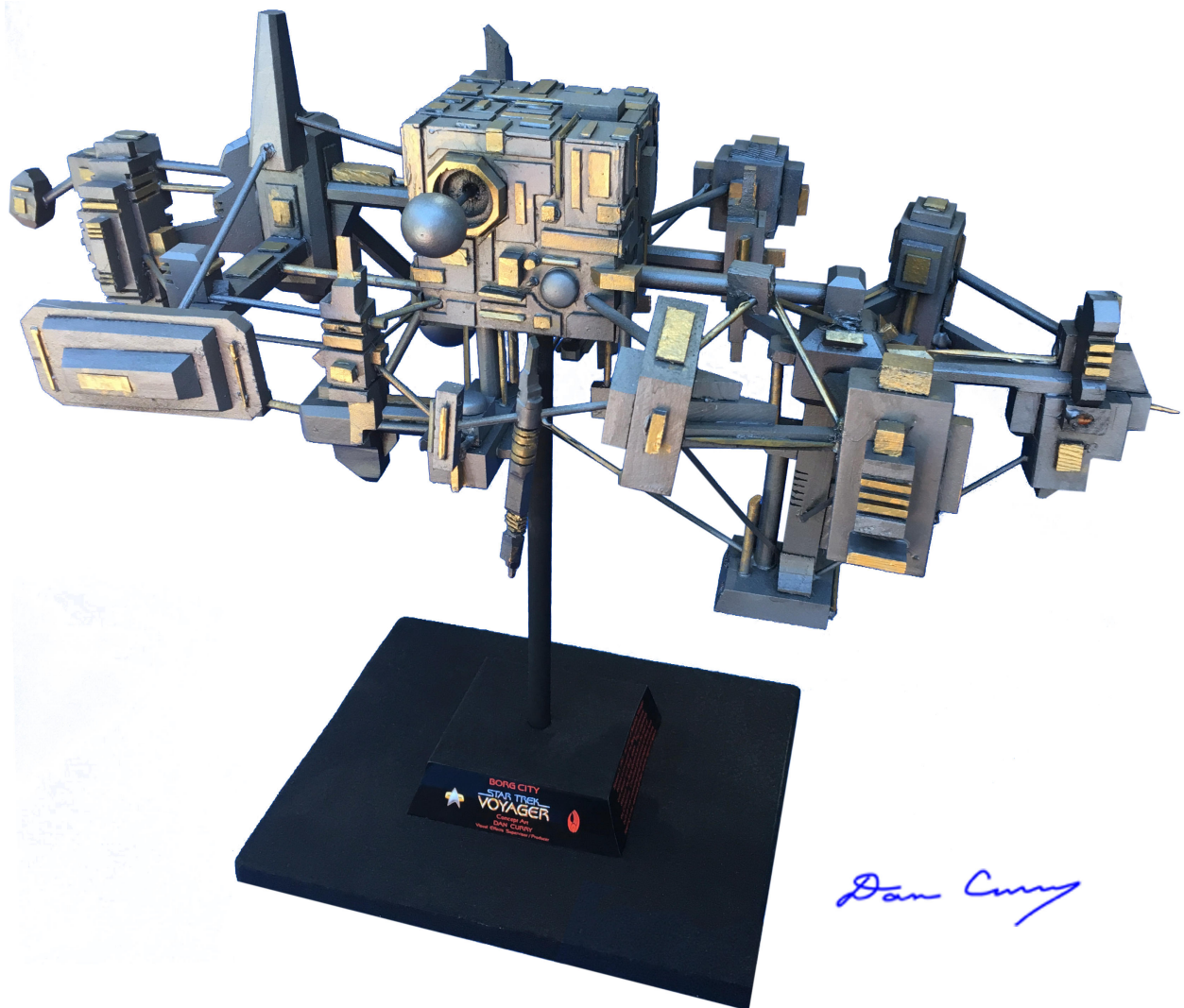
Dan Curry

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The **Unicomplex** is a location in the fictional *Star Trek* universe that is considered the central base for the Borg pseudo-race. It is located in an unknown area of the **Delta Quadrant** and is the center of all processing activity for the Borg collective, as well as the home of the **Borg Queen**. The Unicomplex resembles a patchwork-like collection of thousands of cubes, connected by assorted conduits and transportation hubs. Borg cubes frequently cross into and out of the Unicomplex on their way to other parts of the galaxy, using **transwarp** conduits. The Unicomplex primarily appears in the episodes leading towards the conclusion of *Star Trek: Voyager*. The Unicomplex was destroyed in 2378 after the Borg Queen assimilated a neurolytic pathogen from the future by **Admiral Kathryn Janeway**, who had traveled back in time, as seen in the *Star Trek: Voyager* episodes "**Dark Frontier Parts 1 & 2**" and the series finale, "**Endgame**".



When designing complex structures like the Borg Unicomplex I prefer to make rough conceptual models where a two dimensional sketch or a painting would be confusing and make the job of the computer modelers more difficult. This way they can see the model from every angle and get a better sense of the aesthetic required. Considering the form follows function philosophy of the Borg civilization and their need to expand as they assimilate ever more species I decided to begin with an iconic Borg Cube and build out from there intuitively without an overall sense as to how the structure would evolve - much the same way the Unicomplex would have evolved over time as the Borg need for new structures would evolve. Being in the vacuum of space with no gravity to contend with the connecting elements needed to only be strong enough to hold things together. I crafted various pieces of wood and potential connecting pieces and fit them together however felt right, and finished with get and gold metallic paint.



I explained to Koji Kuramura, the digital artist at Foundation Imaging primarily responsible for creating the CG Unicomplex that the model represented only a small part of the vast Unicomplex and that structures would extend for many kilometers in any direction. This gave our excellent digital modelers the opportunity for their own creative expression and pride of ownership in the awesome final produc

