

# Elite dangerous emblem

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The ultimate Oldschool icon of skill - elite wings. Wear them with pride. (Or stash them with souvenirs, or a computer icon, or ...) - Available in washed bronze (as seen in the photos), and other materials/finishes. (I earned the badge years ago, but never was, and they are not produced, so ... One day I decided to fix it. Thanks to the wonders of modern technology, the item can be available here for others too!) Please note: If you are looking for an icon or items related to the new Elite: Dangerous instead, there is an official item available at the Frontier Developments store, here. Materials options / tips - I recommend gravitas made from solid metal materials - particularly gilded steel (as seen in the photos) or bronze steel. Solid brass or bronze is probably redundant, but this is a more detailed production option by a different method. In plastic, the Frosted Ultra Detail may have a yellowish hue that may not be the desired look, but it offers a high detail-lower material cost if you plan on painting the icon yourself, and it's translucent if you want the icon to light up with a LED or similar. Alumid is a nylon mixed with aluminum powder to give the plastic a more metallic gray look. JavaScript seems to be disabled in your browser. You must have JavaScript included in your browser to use the functionality of this website.

In: Comments Share Golden Elite Logo Elite is a combination of the pilot's wings, the word Elite, and the stylized phoenix that was added by artist Philip Castle. He also worked on the cover of Cobra and Coriolis for the original Elite. David Braben said: The elite logo took some time to get right. The inspiration was a combination of wings and the pilot's logo. The Griffin thing was Philip Castle's idea. In the elite universe, it is the emblem of the Elite Federation of Pilots. The body awards and manages elite ratings. A gold badge for elite pilots and silver for all other titles. The name of the game Elite comes from the player's goal to raise his combat rating to the elevated heights of Elite. The elite logo on the Galaxy Map Elite logo, painted on the map of the CMDR Malibu galaxy. It's 36,400 light-years across. CMDR Malibu spent a month (March 23, 3304 to April 25, 3304) to draw the Elite logo on the Elite Dangerous galaxy. The logo is approximately 36,400 light-years across and requires a journey of 375,000 light-years, through 6,500 jumps to complete. Malibu explained, Basically, I did to convert some points of the real elite logo into coordinates (X and q), then I manually looked at my map of the galaxy, for each of these points, and bookmarked the system in the assigned coordinates. But I didn't use any existing, or well-known POI system in my itinerary. I didn't even allow myself to go to any outpost to repair my I had to call the gorgeous fuel rats for some emergency hull repairs. Malibu used a simplified version of the Excel file for Trip. The table he used gimp-like software to convert the logo into coordinates, then went on Map of the Galaxy to place bookmarks where he needed to go. Video Elite Dangerous - Drawing Timelapse - Elite 1Elite Dangerous Logo CMDR Malibu (Final Review) Gallery Elite 1984 Official Art RestoredElite Badges for People, which reached the elite statusA scanning of the logo of the Federation of Pilots from the original Guide to Flight Training space trader, which was released in 1984 version of Elite, as released for the BBC Microcomputer 32KSpace Trader's Flight Training Guide scanElite Dangerous official vertical poster Josh Atacken Elite Dangerous LogoElite Dangerous Splash ScreenElite BigElite Dangerous Logo TransparentElite Dangerous Logo Splash ScreenElite Dangerous logo drawn on the map of the Galaxy CMDR MalibuElite Dangerous Silver Logo Links Community content is available under CC-BY-SA unless stated otherwise. The Share Planet Sol bobblehead livery comments consists of cosmetic elements for ships, ship-launched fighter jets, and SRVs. Livery items can be purchased from ARX from the Elite Dangerous Store game, and added or removed through the Livria menu, which can be accessed from the game's main menu or at any station with Equipment Services. Available livery items include decals, paintjobs, dashboard decorations, ship kits, engine and weapon colors, name plates, and cockpit voice user interface options. The livery elements are purely visual, and do not change the performance of the vessel or the specification in any way. New items are usually added to the Store every Friday. Compatibility Not all livery options are available for all vehicles. The table below identifies vehicles that are incompatible with certain livery options. Livery Option Incompatible Vehicles Cockpit Setting F63 Condor, Gu-97, Scarab, Taipan, XG7 Trident, XG8 Javelin, XG9 Lance COVAS No distinctive No Engine Color Scarab Plate Title F63 Condor, Gu-97, Scarabel, Taipan, XG7 Trident, XG8 Javelin, XG9 Lance Paintjobs XG7 Trident, XG8 Javelin, XG9 Lance Ship Kits F63 Condor, Gu-97, Scarab, Taipan, XG7 Trident, XG8 Javelin, XG9 Lance Colours Nobody Celebrates that fleet carriers are not counted in this table because they are not counted in this table. Name Plates are the only element of livery that is compatible with both standard ships and fleet carriers. Decals Decals are icons, emblems and logos that can be placed on three pre-defined locations on the hull of the ship. Each slot can be equipped with different stickers, and the color stickers automatically change according to the paintjob ship. From the Store cost from 50 to 150 ARX, but a number of decals can be earned or purchased for free during the gameplay. Federation pilots rank the decals of Federation pilots with decals earned through gameplay. There are three types: wrestling, trade and intelligence. How cmDR achieves a higher rank in one of the three three they will earn the appropriate sticker. There are a total of 8 decals on the field (there are no distinguishing marks for beginners to rank in each). The triple elite sticker, unlocked by reaching the elite in all three categories, was added to Chapter 4 (3.3) Elite Dangerous: Beyond. Exclusive stickers have been introduced as a reward for community elections since March 29, 2018. Community goals with distinctive marks as a reward are scheduled to take place once a month. Some CGs will be competitive in nature and only give a sticker to players who back the winning side, while Joint CGs will offer stickers to anyone who contributes above a certain threshold. Higher reward levels offer additional sticker colors. Typically, the Top 75% rewards the standard version of the sticker, the Top 50% rewards the bronze sticker, the Top 25% rewards the silver sticker, and the Top 10% rewards with a gold sticker. In some cases, Emissive features are offered as top-level rewards. Stickers can be offered more than once; For example, Bounty Hunting Decal was first available in the CG bounty hunt in Vadimo held a week on April 26, 2018, but returned as a bounty hunting award CG in the Sector Pleiades IR-W d1-55 spent the week of June 21, 2018. Rare Commodities Sticker Billionaires Treasure HuntingColonial Decal Colonial Migration Federal (red) Emission Combat Area DecalIndependent (White) Emissive Bounty Hunting DecalIndependent (White) Emission Trade Decal Interstellar Initiative Decals Interstellar and can be unlocked by docking at specific stations associated with them. Golconda Initiative Decal Store decals the following decals are available for purchase in-store 20 to 150 ARX each. Commercial 12 distinctive marks of common logos suitable for corporations. Creepy Emissive Six fluorescent, Halloween themed decals. Onionhead One About a quasi-periodic table emblem, and two emojis. Powerplay decals Powerplay 11 Powerplay decals representing each of the 11 powers. Skull Six skulls are themed decals, suitable for raiders and pirates. Xeno Ally Six decals with symbols, express peace and friendship in relation to alien species. Xeno Hunter Six decals with symbols, express aggression towards alien species. The Kickstarter supporter awards following the decals were offered as a supporter's reward during the Kickstarter campaign. Skull 3 - For the day one supporters and buyers of the elite dangerous mercenary Edition 8Ringed Planet - For 5-tiered supporters and above Founder - The 150-tiered supporters and the above Backer update marks that Kickstarter supporters, who promised a level of at least 30 pounds, any of those additional 10 upgrade stickers were available for 5 pounds each. These include a skull with a mohawk, a bird of prey, a tiger, a scorpion, a fist, a bat, a skull with a mask, moon, shark and snake (cobra). Promotional event marks These decals were obtained by buying back special advertising codes distributed during some major events. EGX X - Distributed to EGX 2015 attendeesPAX Prime - Distributed to PAX South 2016 attendees2.3.10 Beta CG - Distributed to 2.3.10 beta players in June 2017-confirmed by official Elite Dangerous Email Newsletter 11 Other promotional stickers Elite Community - Distributed on Elite Meet 2015 attendee Gamescom Bullseye - Distributed on Gamescom 2015 attendees Lavecon Phoenix - Distributed on Lavecon 2015 and 2016 participants Art of War - distributed among participants of The Art of War , an unofficial in-game event in 2020 overseen by the Anti-Xeno Initiative 12 Dangerous Games faction of distinctive Wolves Jonai players who supported the player faction (s) in dangerous games have access to the sticker of this faction. Player factions are: Adle's Armada Alliance Elite Diplomatic Corps (uses Alliance Marks) Blackbird Squadron Border Coalition EG Pilots GalCop Interstellar Communist Union Social Eliu Progressive Party United German Commanders Jonai Other players group decals were provided by border developments for other groups of players: Far Worlds 3302 members of The Canon Interstellar Research Group thus cannot be equipped on any other type. If the painted ship is destroyed, the player can reapply it to the replacement ship at any time when it is moored at the station with the Outfitting object. The paint deteriorates over time, which can be seen in the camera's external view. If a new paint is applied to the ship, the wear remains. Paint wear can only be removed by specific paint repairs at the ship's maintenance facility at the station (Station Services zgt; Advanced Maintenance of the Paintwork). Please note that the repair option of all does not repair the wear of paint. Paintjobs for SRVs and ship fighters cost between 460 and 3280 ARX each. Paintjobs for ships costs from 620 to 5520 ARX each. Standard paintjobs All 64 standard paintjob series, which are constantly available in the Store, are listed below. Most paintjob series are only available for subset of vehicle models. Apollo Water Asemic Camo Chase Chevron Community Corrosion Crossfire Crypsis Dazzle Appointments Amber Emis Excursion Flag Fractional Fusion Galvanized Gladiator Hunter Icarus Lacon Lighting Lacon Metal Mechanist Messenger Military Band Mojave Momentumhead Operator Osiris Overdrive Pathfin Taxi Turbulence Vibrant Wayfarer Limited edition paintjobs Some paintjobs are available for purchase only during limited time offers such as holiday sales or special events. These paintjobs and the events in which they were available are listed below. Azure Azure Imperial Cutter Series of metallic light blue paintjobs is distributed as a gift to all elite dangerous players who purchased Elite Dangerous: Horizons before it was converted into free content included in the base game on October 27, 2020. Suitable players received a full set of Lac azure paintjobs for all applicable ships and vehicles available at the time. This series is exclusive and not available for purchase. Chrome Series of metallic silver paintwork that has been discontinued. 2016 Festive Countdown Adder Asp Scout Cobra MkIV Federal Gunship Hauler Imperial Cutter Sidewinder MkI Free Reward for Festive Appeal CG Participation (December 29, 2016 - January 5, 2017) Other events or individual limited selling time of the Anaconda Fer de Lance Viper MkIII Chromed Chrome Cobra MkIII redesign series Chrome. Players who owned any Chrome paintjobs received appropriate Chromed options as a free bonus. 2017 Festive Countdown Anaconda Ascendant Flight Suit Asp Explorer Cobra MkIII Fer de Lance Kilback Python 2018 Sale Diamondback Explorer Federal Corvette Imperial Cutter Sidewinder MkI 2018 Festive Countdown Bel Dolphinuna Federal Assault Ship Keelback Krait and Taipan Festive Festive Red Asp Explorer Festive Paintjobs are available every December for the Alliance Chief , Asp Explorer, Cobra MkIII, Krait MkII, and Sidewinder MkI. There are six colors for each ship: white, black, red, green, blue and purple. Gold is a series of metallic gold paintjobs that have been discontinued. Elite Dangerous Launch Day Sale Free for all players who purchased Horizons before the February 5, 2016 Winning Prize for Nvidia GeForce Elite Dangerous Sweepstakes Other events or individual limited-time selling Golden Type 6 Transporter redesign Of the Golden Series. Players who owned gold paintjobs received the corresponding gold options as a free bonus. August 2017 Eclipse Sale Anaconda Asp Ascend scoutant Flight Suit Cobra MkIII Dolphin Federal Corvette Imperial Courier Python SRV 2017 Festive Countdown Diamondback Explorer Fer de Lance Type-6 Transporter Viper MkIV Vulture February 2018 Sale Anacon Asp Explorer Cobra MkIII Python SRV Type-10 Defender 2018 Festive Countdown Alliance Challenger Alliance Chieftain Cobra MkIII Federal Gunship Fer-de-Lance Imperial Courier Krait Phantom Mamba Python Type-6 Transporter Type-9 Heavy 2019 Festive Countdown All means with paintjob settings, except Gu-97, Sidewinder MkI, and Taipan Horizons Pack Horizons Pack for cobra cobras was included for free with all Pre-orders of Elite Dangerous: Horizons. It included exclusive desert, lunar and polar paintjobs. A version of this package also existed for the Cobra MkIV, and was available for purchase in the Frontier Store. Rainbow Rainbow Scorch Krait MkII, Asp Explorer and Anaconda Iridescent paintjobs are multi-coloured metal gradient paint works available in seven varieties: Aurora, Scorch, Twilight, Dawn, Dusk, Gleam and Silver. The first three colors were offered together in each sale featuring rainbow paintjobs, while the last four appeared less frequently or were offered as an exclusive reward for special events. The owners of The Lifetime Expansion Pass also received free Iridescent Gleam paintjobs for Anaconda, Federal Corvette, Imperial Cutter and SRV on December 11, 2018, shortly before the 2018 holiday countdown, making them available for purchase by other players. August 31, 2018 - September 7, 2018 Sale (Iridescent Aurora, Scorch, Twilight, and Dawn) Alliance Challenger Alliance Chieftain Alliance Crusaders Anaconda Asp Explorer Fer de Lance Imperial Clipper Imperial Courier Imperial Eagle Krait MkII Python Vulture 2018 Festive Countdown (rcent Gleamides) Anaconda Asp Explorer Diamondback Explorer Federal Corvette Imperial Clipper Imperial Cutter , Twilight, and Twilight) Beluga Liner Cobra MkIV Dolphin Federal Assault Ship Federal Corvette Krait Phantom Mamba Orca SRV Type-10 Defender Iridescent Gleam Cobra MkIII Elite 5th Anniversary CG Gleam Award (IridescentCent) 2019 Festive Countdown (Iridescent Aurora, Scorch, Twilight, and Dawn) All vehicles with paintjob settings, except Viper MkIII and Viper MkIV 2020 Summer Special (Iridescent Aurora, Scorch , Twilight, Dawn, Twilight, and Gleam) All vehicles with paintjob settings Of the Mercenary Edition Edition Mercenary Edition Pack was a paintjob package given only to buyers of the elite Dangerous Premium beta. It included exclusive paintjobs for Cobra MkIII, Sidewinder MkI, and Viper MkIII. Midnight Black Black Federal Corvette, Asp Explorer, Diamondback Explorer and Scarab SRV Midnight Black Paintjobs (also called Black Friday) were originally provided as a free bonus for all users who pre-ordered Horizons season tickets, had Horizons beta access or owned a Lifetime Pass until December 1, 2015. This amounted to 29 total paintjobs, one for each ship available at the time. Midnight Black paintjobs have since been available for individual purchases annually on Black Friday. At the time of release, Elite Dangerous: Beyond Chapter Four (3.3) black Friday paintjobs were available for 38 of the 38 existing ships, 3 of the 6 existing ship fighters and 1 of the 1 existing SRV. Vehicles that currently do not have Black Friday paintjob are the XG7 Trident, XG8 Javelin, and XG9 Lance, which do not not Liver setting. Snake Wrap Iridescent Snake Wrap Iridescent Anaconda Snake Wrap Iridescent paintjobs are a variant of the Snake Wrap series. The basic color is dark matte purple, and the snake design features rainbow paint similar to the one used in the Iridescent series. These paintjobs were offered for Anaconda, Krait Phantom, Cobra MkIII, and Viper MkIII during the summer special sale from August 28, 2020 to September 1, 2020. Stygian Stygian Red Krait Phantom Stygian paintjobs are metallic paintwork available in six colors: blue, brass, green, purple, red and tungsten. The Stygian series was offered for all cars except the XG7 Trident, XG8 Javelin and XG9 Lance during the Black Friday 2019 sale from November 29, 2019 to December 6, 2019, as well as in the leap sale from February 28, 2020 to March 9, 2020. Wireframe Elite 35th Anniversary Sale 2016 Festive Countdown Anaconda Asp Explorer Fer-de-Lance Python Viper Mki Wireframe Wireframe Goldframe Gold Python 2017 Festive Countdown Anaconda Asp Explorer Cobra MkIII Asp Explorer Sidewinder MkI 2018 Festive Countdown Special Paintjobs A number of unique paintjobs can only be obtained from prize packages or disposable codes offered in the Official List of Prize Packages can be found here. Gamescom 2015 Asp Explorer Asp Scout Cobra MkIII Vulture Lavecon 2015 Asp Explorer Asp Scout Cobra MkIII Vulture PAX South 2016 PC Gamer February 2016 Issue Frontier Expo 2017 Asp Explorer Anaconda Flight Suit Beyond 3.1 Showcase Content Livestream PCGameSN July 2018 Giveaway Gamescom 2018 Giveaway PC Gamer Club 2018 Legendary Member Welcome Pack SpecialEffect 2018 Charity Auction (Holiday Gold) 2018 Elite Dangerous Newsletter Confirmation Gift (GalNet) Border Event 25th Anniversary Event Award (F25) April Update Content Show Livestream Elite Dangerous 300th Bulletin Gift (Mechanist Glint) Cockpit Settings Dashboard Ornaments Dashboard Ornaments Small, decorative objects such as bobbleheads, holograms, and potted plants that can be placed on the dashboard of the ship's cockpit. The dashboard has a total of ten ornament slots, and any ornament can be placed in multiple slots at the same time. Jewelry costs from 2450 to 6450 ARX each. Some decorations are only offered in the store on a seasonal basis. Holographic trophies can also be unlocked for squadron members who earn three positions in seven seasonal squadron leaders. Each leaderboard can award bronze (3rd place), silver (2nd place) or gold trophy (1st place) with an icon unique to this leader. The Interstellar Enclave Initiative introduced the third method of purchasing bobbleheads: Technology Broker recipes. Thargoid's bobblehead interceptor recipe has been constantly added to the man's technology broker's stock as For the occasion. String Lights String Lights is a string of decorative lights in a variety of color combinations that are used to decorate the decoration canopy cabin. Some sets of jewelry. The String Lights slot was first added to the Livery menu in August 2017, but it wasn't until December 2017 that the first set was sold on the Frontier Store. Released sets include: Festive (Seasonal Item - Christmas) Warm White Pumpkin (Seasonal Item - Halloween) Ancient Orb Thargoid Sensor New Year's Lights (Seasonal Item - Lunar New Year) Engine Color Detail introduced in the same week as v2.3.10 update, 20 colors can be purchased for Thrusters and their exhaust anti-puskin. Each color can be used on any ship owned by the player (including ship fighter jets, but not SRV). Engine colors cost 2240 ARX each. Color Weapon Color Weapon sets to change the weapon fire of the ship from the default color. Each kit has a single color and changes all the weapons on the ship to this color. The combination of several colors on the ship is impossible. The colors of the weapon cost 2240 ARX each. Custom sets of arms colors partially redefine the user effects used by Engineering (e.g. color change used by Scramble Spectrum) and alter any passive light effects (such as the glow from Guardian Gauss Cannons). Other Vulture ship kits with standard ship kit kits are cosmetic modifications that change the look of the ship, such as fins, winglets, wings, etc. Each kit has several parts (currently 12 to 16) that can be added in several combinations to create different individual looks, although only one piece can be selected in the slot. There are two types of ship kits: standard and raider. Raider kits also include six 'Corroded' Paint Jobs. Ship kits cost 11,750 ARX for a set of 12 parts and 13,520 ARX for a set of 16 parts. Ship kits available for the following vessels: Adder (Standard) Alliance Challenger (Standard) Alliance Chieftain (Standard) Anaconda (Standard, Raider) Asp Explorer (Standard, Raider) Beluga Liner (Standard) Cobra MkIII (Standard, Raider) Diamondback Explorer (Standard) Dolphin (Standard) Eagle MkII (Standard) Raider) Federal Ship (Standard) Fer de Lance (Standard) Imperial Clipper (Standard) Imperial Courier (Standard) , Raider) Krait Phantom (Standard) Mamba (Standard, Raider) Python (Standard, Raider) Sidewinder MkI (Standard) Type-6 Transporter (Standard) Type-9 Heavy (Raider) , Raider) Vulture (Standard, Raider) Name plates, introduced in the update Commanders v2.3, users can specify the names and numbers of their ships. For them to appear on the hull of the ship, stylized plates must be purchased in the Store. Name Plate packages include 9 plates (3 designs each in white, gray and black) and cost 2,250 ARX each. Nameplates can be used on The vessel owned by the player; It is noteworthy that Name Plates are the only element of The Livery that is compatible with both standard ships and fleet carriers. Exact position position The plates vary from ship to ship, but each ship has one pair of plates that can only be used for ID, and a second pair of plates that can be used for either ID or full name. In most cases, the former pair will be near the back of the case and the last pair near the front, although exceptions (such as The Krait MkII, where ID-only plates are located next to the front and the full name of the plates further back) exist. Ships are usually equipped with small spotlights located to protect the name and identification zones. On the carriers of the fleet, the owner can use the name Plates only to show the name of the ship on its hull, not its identity card. There are two areas, one on either side of the ship's landing pads, where the name plates are displayed. The exact positions of these areas vary depending on which fleet is currently equipped. THE COVAS, introduced in Beyond Chapter One (3.0), now allows users to choose between multiple COVAS ship/SRV voice variants. Two English COVAS votes (Verity and Victor) and five localized COVAS votes (Amelie, Gerhard, Luciana, Maxim and Vitoria) are included as default/free options as Chapter 4 (3.3). Additional COVAS options can be purchased at 8850 ARX each. The Fleet Carrier Livry Drake aircraft carriers, presented in the fleet aircraft carrier update, have their own unique livery variants. Although some types of aircraft carrier livery overlap with standard livery types that were not specific to ship models such as Paintjobs and Detailing, fleet livery cannot be used on standard ships, and standard livery cannot be used on fleet carriers. Layouts Layouts are cosmetic modifications that can be applied to change the appearance of an aircraft carrier. Unlike ship kits, which consist of a collection of interchangeable parts, Layouts are the same-food cosmetics. The layouts cost 12,450 ARX each. Fortune-Class Carrier - Fortune favors the bold, and bold favor for The Fortune Class Carrier! Nautilus-Class Carrier - Become a dreadnought in space with a Nautilus class carrier! For those who always want to be more fish. Carrier Victory-Class - For commanders who charge their heads into battle. The Victory class carrier ensures that you are always one step ahead. Paintjobs All 11 Fleet Carrier Paintjob Series are listed below. The Carrier Paintjobs fleet costs 2,750 ARX each. Colors of the Constitution Corrosion Emperor Pirate Private Rescue Squadron Tactical Union Bright Detail Fleet Carriers have two types of detail: Halo-Marker, and Carrier-Drive color. The halo-markers change the color of the holographic numbers displayed above the aircraft carriers' landing pads, and cost 3,650 ARX each. The colors of the Carrier-Drive change the colors of the aircraft carrier engine flame and cost 4180 ARX each. ATC Fleet ATC (air traffic controller) variants of the Fleet Carrier equivalent to COVAS standard ships. THE ASC are the voices of the fleet's aircraft carriers and are heard by all players when entering or leaving the fleet There is no fire zone, docking permit request, dock or launch on the landing pad, and experience the Carrier Fleet jump countdown. All fleet aircraft carriers include Kelvin's ATC as a free default option, while all other FLEET ATC cost 4,870 ARX each. ATC Title Voice Type Accessibility Date Blaine The Man, British Accent Premium June 9, 2020 Donovan Men, American Accent Premium June 9, 2020 Hannah Woman, Synthetic Accent Premium June 9, 2020 Kelvin Men, Synthetic Accent Default June 9 2020 Madeleine Woman, French Accent Premium June 9, 2020 Yumi Woman, Japanese Accent Premium June 9, 2020 Video Raider Ship Kit - Cobra MK III Elite DangerousElite Dangerous - 2.3 - Fer-de-Lance Ship!!! Elite Dangerous Creepy Emission Decals (many ships) Add a photo to this gallery Gallery of The Planets Sol bobblehead liveryAdd photo in this gallery Links Community content is available according to CC-BY-SA, unless otherwise noted. Noted. emblema elite dangerous

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