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COSPLAY GUIDE

SPARTAN MARK VII [GEN3]

343 INDUSTRIES

HALO

SPARTAN MARK VII [GEN3]

COSPLAY GUIDE

One of the coolest elements of video games is the unique way they can make you feel like you're truly immersed inside your favorite universe or franchise. From Spartans and Spectres to Gears and Grey Wardens, it can be exhilarating to step inside the experience to truly become your favorite character.

For some fans though, their passion for truly becoming part of the universe is on an entirely different level.

Halo has been incredibly blessed to have such a massive and engaged cosplay community, with dedicated members all over the world pouring their heart, soul, and skills into bringing the universe to life. We're always impressed by the lengths that cosplay creatives will go to in order to lend a helping hand to others. Whether it's assisting someone on their first build, bringing extra foam and Velcro to share at an event, or making an appearance at a moment's notice to support a good cause, cosplayers are very often at the forefront of what it means to truly be a community.

Guides like these are one way we would like to continue our own involvement in these endeavors—compiled by dedicated 343 team members from across the studio eager to help provide some additional assistance to fans through official assets, reference shots, material guides, turnarounds, contextual information, stats, details, and more. We hope you enjoy this particular contribution to your own creative process, and we can't wait to see what you make next.

- 343 Industries



SPARTAN MARK VII [GEN3]

INTRO

The MARK VII Mjolnir armor is the culmination of a wide range of developmental swimlanes that combine elements from Misriah Armory's KEYSTONE project with systems developed on earlier Mk. VII iterations--such as the example seen worn by Spartan Naomi-010--as well as the GEN2 DECIMATOR suite, among others. When combined with the third distinct generation of the Mjolnir platform all up, the result is a fine-tuned and versatile combat carapace that elevates the Spartan super-soldiers' already-otherworldly abilities.



LEGAL

The purpose of this guide is to inform cosplay fans, and not intended for use of recreating content with the intent to sell. When recreating objects from our universe, please be aware of the following considerations:

Microsoft Terms of Use, Privacy Statement, and Trademark List.

TERMS OF USE
https://www.microsoft.com/en-us/legal/intellectualproperty/copyright/default

PRIVACY STATEMENT
https://privacy.microsoft.com/en-us/privacystatement

MICROSOFT TRADEMARK LIST
https://www.microsoft.com/en-us/legal/intellectualproperty/trademarks/en-us.aspx

Fabricate Responsibly - Situational awareness is the hallmark of any hero. Please be mindful of local laws, regulations, and guidelines at conventions, shows, events, transportation hubs, and other public places pertaining to the presence and appearance of props such as armor, weapons, and other equipment.

Stay Informed - To keep up with the latest info on official Halo costumes, collectibles, props, and more, visit HaloWaypoint.com and @HaloGear on social media.

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SPARTAN MARK VII [GEN3]

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SPARTAN MARK VII [GEN3]

MATERIAL GUIDE (RECOMMENDED USE)

VISOR

1 **VISOR - GLASS**
HEX: #8D2115, #761C12, #61170F
PANTONE: 7627 C

ARMOR

2 **ARMOR PRIMARY - PAINTED METAL**
HEX: #798785, #68827F, #647674
PANTONE: 5487 C

3 **ARMOR SECONDARY - PAINTED METAL**
HEX: #C43F37, #A11915, #B71212
PANTONE: 7622 C

4 **ARMOR TERTIARY - PAINTED METAL**
HEX: #686868, #5A5A5A, #505050
PANTONE: 425 C

5 **ARMOR ACCENT - PAINTED METAL**
HEX: #777D58, #434927, #2D2D12
PANTONE: 5743 C

6 **INDICATOR/ACCENT LIGHT**
HEX: #D23B00, #B93400, #9E2C00
PANTONE: 173 C

WEAR/TEAR

7 **GRIME**
HEX: #72685B, #655848, #53483A
PANTONE: WARM GRAY 11 C

8 **DUST**
HEX: #72685B, #72685B, #72685B
PANTONE: 407 C



*SEE CHAPTERS FOR
DETAILED MATERIAL PLACEMENT

CONNECTIONS AND BUCKLES

9 **BUCKLES – CARBON STEEL**
HEX: #4F4E4F, #494847, #454342
PANTONE: 7540 C

10 **ARMOR DETAIL – PAINTED METAL**
HEX: #2D2C2A, #2E2C2B, #272625
PANTONE: BLACK C

TECHSUIT

11 **TECHSUIT PRIMARY - RUBBER**
HEX: #3D3E3E, #343536, #2C2E2F
PANTONE: 426C

12 **TECHSUIT SECONDARY - RUBBER**
HEX: #55554D, #555248, #56514B
PANTONE: 418 C

13 **TECHSUIT TERTIARY - RUBBER**
HEX: #686E4E, #3C4124, #27270F
PANTONE: 5743 C

14 **TECHSUIT TRIM - RUBBER**
HEX: #424242, #393939, #2F2F2F
PANTONE: 447 C

15 **TECHSUIT DETAIL - NEOPRENE MESH**
HEX: #333333, #424242, #232323
PANTONE: 447 C

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SPARTAN MARK VII [GEN3]

ARMOR TURNAROUND



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SPARTAN MARK VII [GEN3]

ARMOR TURNAROUND







SPARTAN MARK VII [GEN3]

ARMOR TURNAROUND



343 INDUSTRIES

SPARTAN MARK VII [GEN3]

ARMOR TURNAROUND



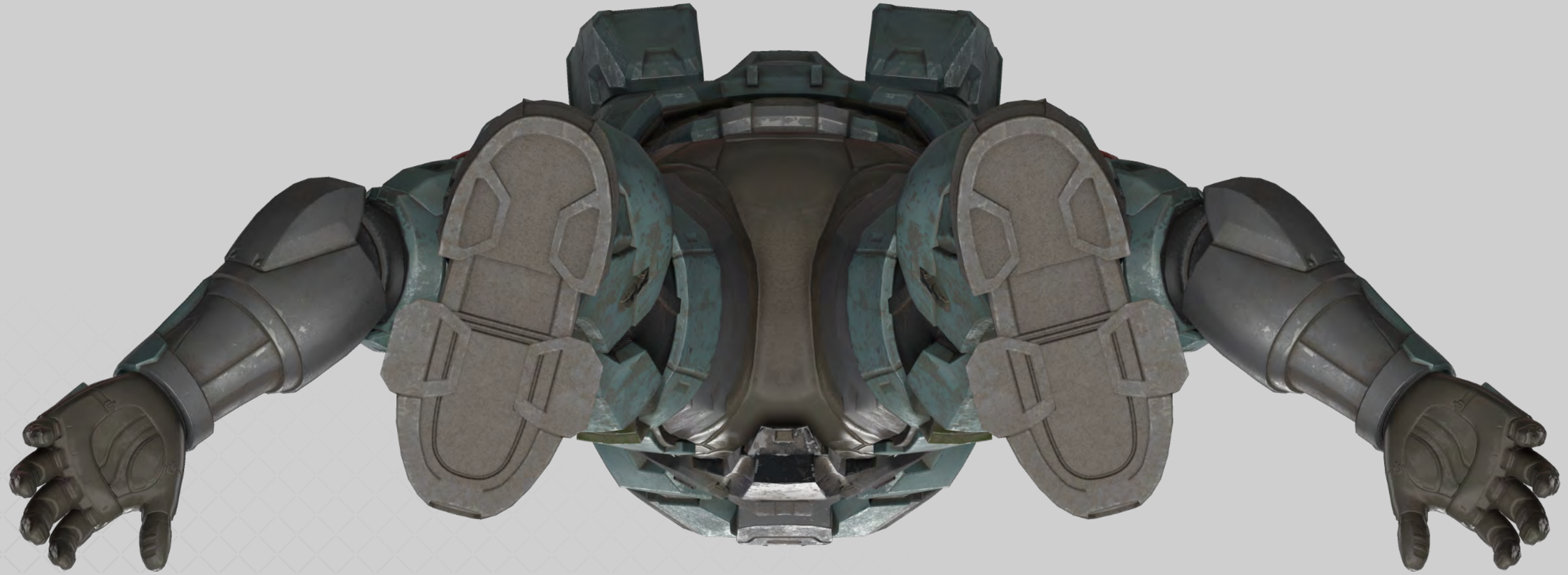
SPARTAN MARK VII [GEN3]

ARMOR TURNAROUND



SPARTAN MARK VII [GEN3]

ARMOR TURNAROUND



TECH-SUIT [STOMACH]







TECH-SUIT [SPINE]



TECH-SUIT [NECK]



SPARTAN MARK VII [GEN3]

HELMET

COMBAT HELMET

The real Mk. VII may contain the latest software enhancement suites to keep you battlefield-ready, but that doesn't mean you can't add a few of your own.

VISR

As much for performance as for personalization, the Mk. VII VISR is available in a wide array of different colors and finishes.



INTERCOOLED

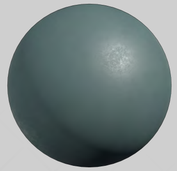
High-end intakes combined with robust filtration systems keep Spartans operating smoothly within the hostile air of alien worlds and crowded marketplaces alike.

BREATHE EASY

Optional attachment pieces such as these can be used for improved ventilation.

HELMET [CONT.]





2

HEX:#798785,#68827F,#647674
PANTONE: 5487 C
ARMOR PRIMARY - PAINTED METAL



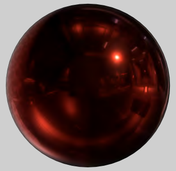
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HEX:#333333,#424242,#232323
PANTONE: 447 C
TECHSUIT DETAIL-NEOPRENE MESH



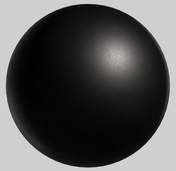
3

HEX:#C43F37,#A11915,#B71212
PANTONE: 7622 C
ARMOR SECONDARY-PAINTED METAL



1

HEX:#8D2115,#761C12,#61170F
PANTONE: 7627 C
VISOR - GLASS



10

HEX:#2D2C2A,#2E2C2B,#272625
PANTONE: BLACK C
ARMOR DETAIL – PAINTED METAL

*SEE MATERIAL GUIDE [PAGE 6]
FOR DETAILED MATERIAL LIST

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SPARTAN MARK VII [GEN3]

HELMET

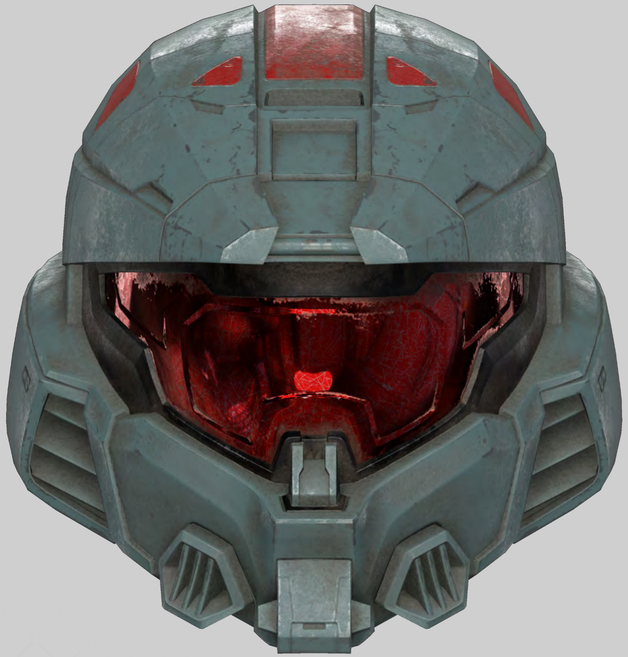


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SPARTAN MARK VII [GEN3]

HELMET (FRONT)







HELMET (BACK)

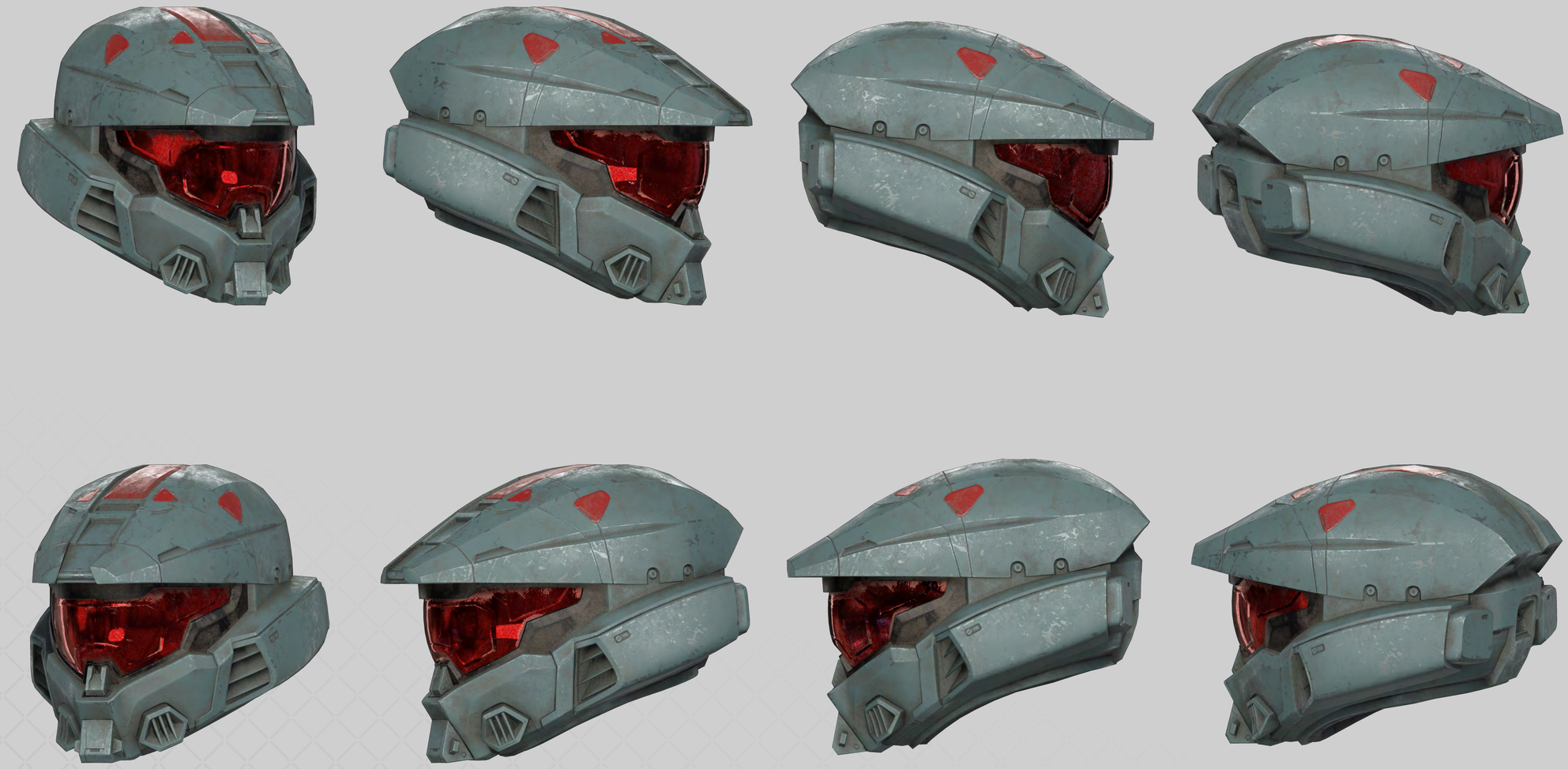


HELMET (TOP - BOTTOM)





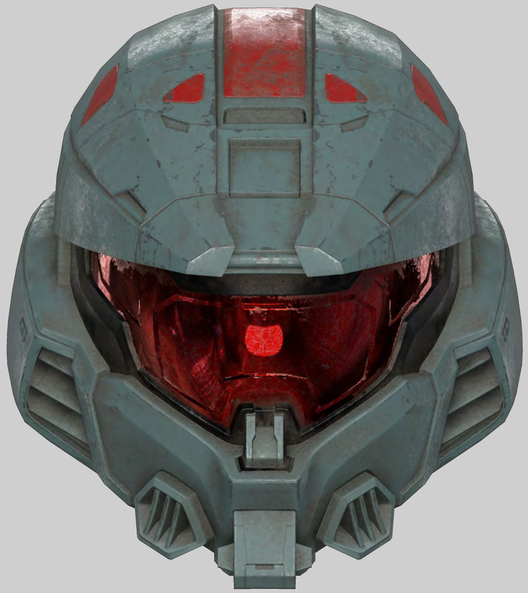
HELMET [DETAILS]



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HELMET (DETAILS)

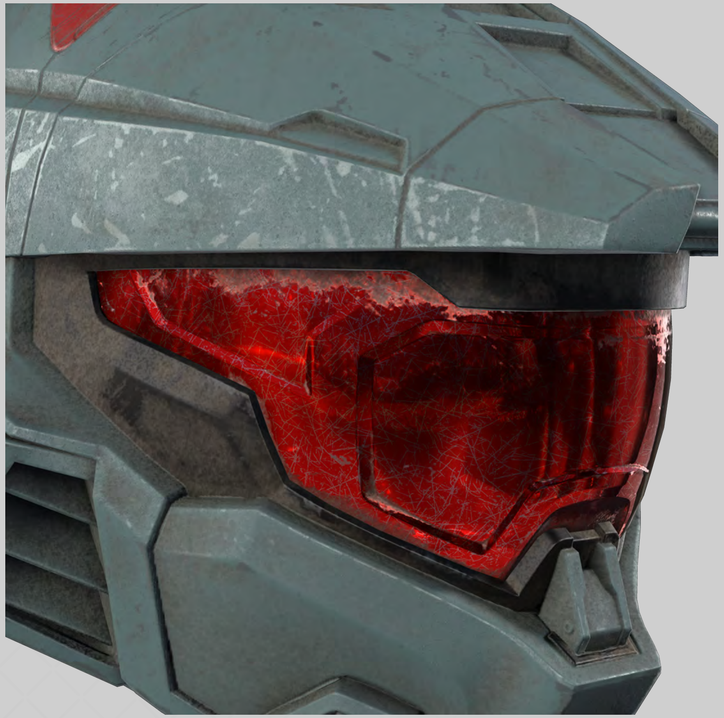






HELMET [DETAILS]







HELMET [DETAILS]







HELMET [DETAILS]







SPARTAN MARK VII [GEN3]

PLATE CARRIER

CORE IDENTITIES

The Mk. VII's armor plating is compatible with a wide range of attachments and enhancements that might be focused on specific mission parameters.

DON'T STRESS OVER DISTRESS

One of the coolest things you can do to your armor is give it a "worn" look by adding nicks, wear, and scratches to give it a battlefield-used aesthetic. Plus, any "accidental" damages can easily look intentional!



NOW IT'S PERSONAL

Spartans often will apply the emblem of a fireteam or a more personal "logo" to their armor. Make sure the enemy knows exactly who they lost to.

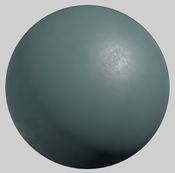
WEIRD FLEX

When building your armor, make sure you keep in mind your own personal proportions and movement range and be sure to allow for easy bending and rotation.

PLATE CARRIER (CONT.)



2



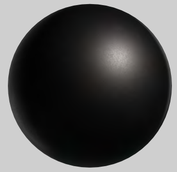
HEX:#798785,#68827F,#647674
PANTONE: 5487 C
ARMOR PRIMARY - PAINTED METAL

6



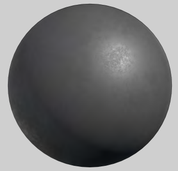
HEX:#D23B00,#B93400,#9E2C00
PANTONE: 173 C
INDICATOR/ACCENT LIGHT

10



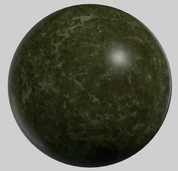
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PANTONE: BLACK C
ARMOR DETAIL – PAINTED METAL

4



HEX:#686868,#5A5A5A,#505050
PANTONE: 425 C
ARMOR TERTIARY - PAINTED METAL

13

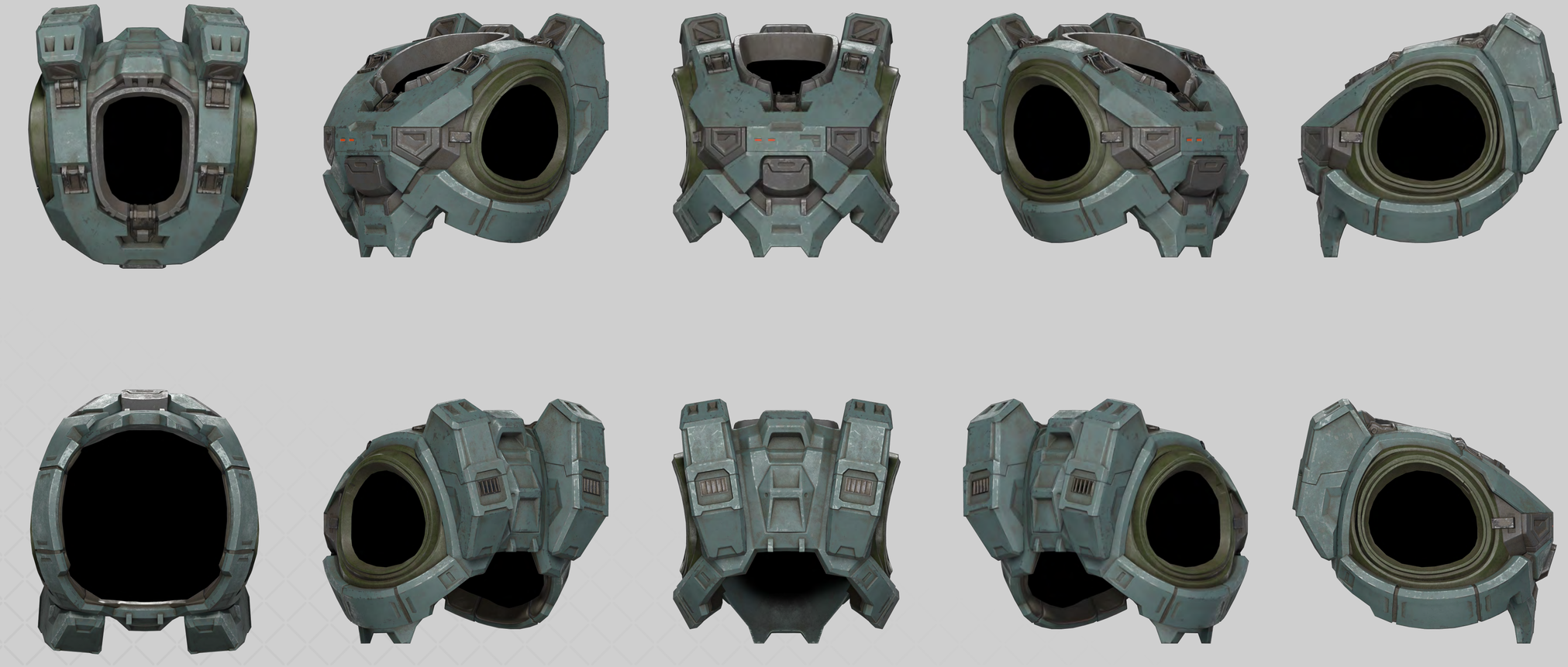


HEX:#686E4E,#3C4124,#27270F
PANTONE: 5743 C
TECHSUIT TERTIARY-RUBBER

*SEE MATERIAL GUIDE (PAGE 6) FOR DETAILED MATERIAL LIST

SPARTAN MARK VII [GEN3]

PLATE CARRIER



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SPARTAN MARK VII [GEN3]

PLATE CARRIER (FRONT)



PLATE CARRIER [BACK]



PLATE CARRIER (SIDE)





PLATE CARRIER (TOP-BOTTOM)





SPARTAN MARK VII [GEN3]

SHOULDER PAD

SHOULDERING THE LOAD

Shown here is the UA/AGATHIUS shoulderpad, manufactured by Misriah Armory and fully compatible with the Mk. VII Mjolnir core.

NO CLIPPING

While in video game form it's a bit easier to get away with the occasional "overlap" of object geometry, real-life physics aren't as forgiving. Be sure to take into account your own range of motion when thinking about how each individual piece interacts with the full ensemble.



SNAP TO IT

The primary shoulder armor is attached to an underlying mounting pauldron that attaches to the techsuit directly.

SHOULDER PAD [CONT.]



3

HEX:#C43F37, #A11915, #B71212
PANTONE: 7622 C
ARMOR SECONDARY-PAINTED METAL

7

HEX:#72685B,#655848,#53483A
PANTONE: WARM GRAY 11 C
GRIME

8

HEX:#72685B,#72685B,#72685B
PANTONE: 407 C
DUST

9

HEX:#4F4E4F,#494847,#454342
PANTONE: 7540 C
BUCKLES–CARBON STEEL

*SEE MATERIAL GUIDE [PAGE 6]
FOR DETAILED MATERIAL LIST - RIGHT ARM SHOWN

SHOULDER PAD



*RIGHT ARM SHOWN

SHOULDER PAD (OUTER)



*RIGHT ARM SHOWN

SHOULDER PAD [INNER]



*RIGHT ARM SHOWN

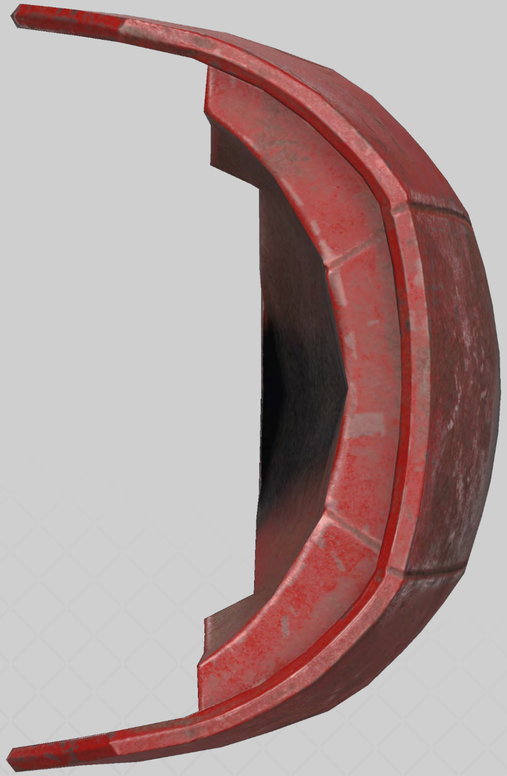
SHOULDER PAD (SIDE)

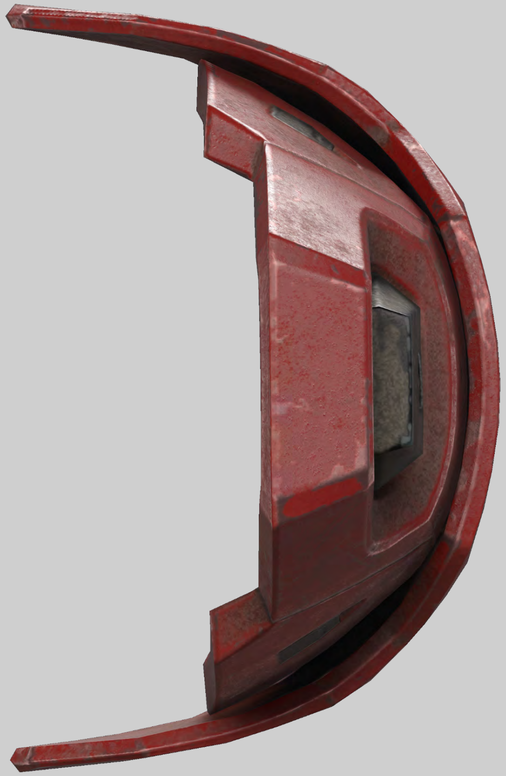




*RIGHT ARM SHOWN

SHOULDER PAD (TOP - BOTTOM)





*RIGHT ARM SHOWN

SPARTAN MARK VII [GEN3]

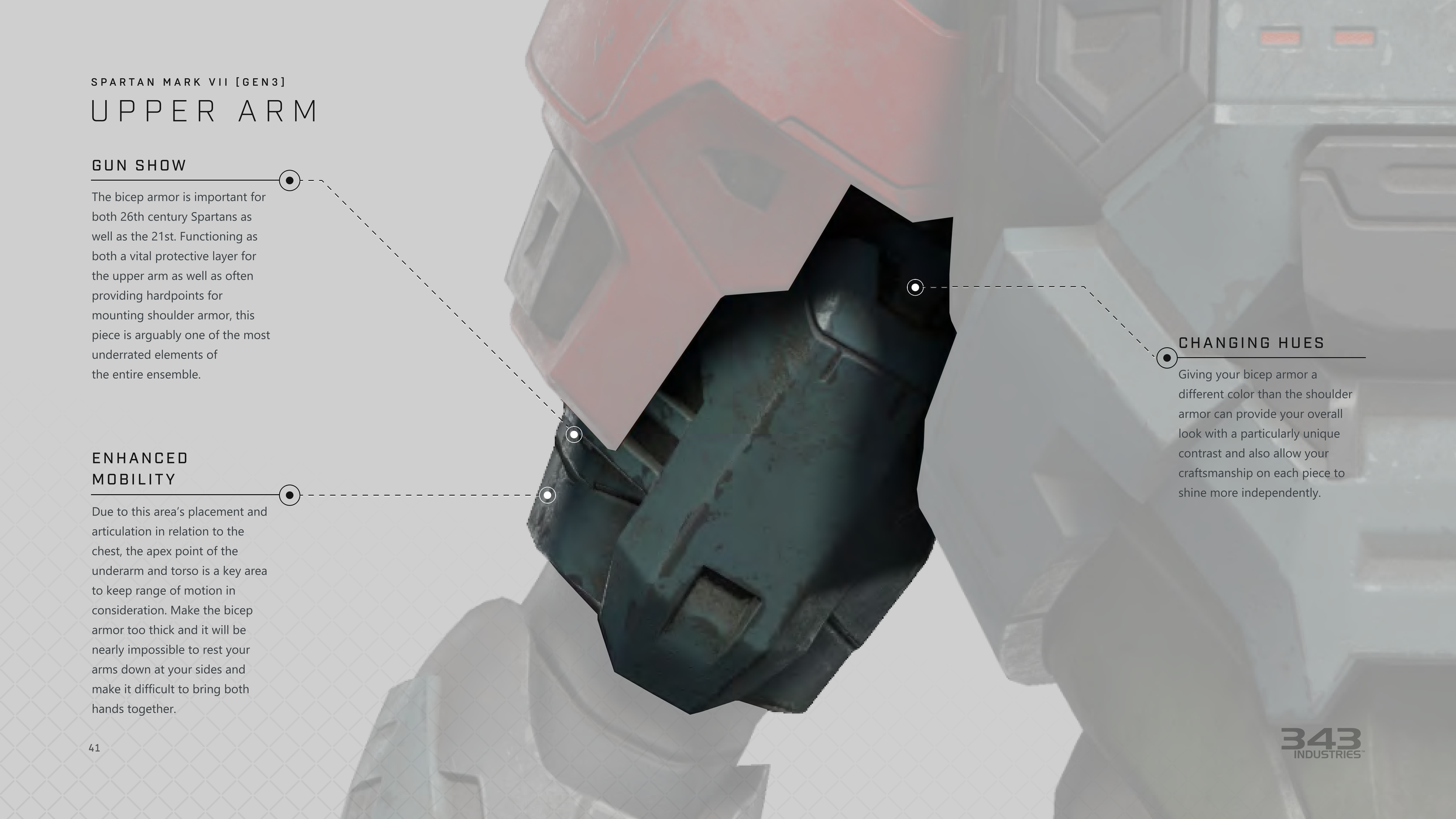
UPPER ARM

GUN SHOW

The bicep armor is important for both 26th century Spartans as well as the 21st. Functioning as both a vital protective layer for the upper arm as well as often providing hardpoints for mounting shoulder armor, this piece is arguably one of the most underrated elements of the entire ensemble.

ENHANCED MOBILITY

Due to this area's placement and articulation in relation to the chest, the apex point of the underarm and torso is a key area to keep range of motion in consideration. Make the bicep armor too thick and it will be nearly impossible to rest your arms down at your sides and make it difficult to bring both hands together.



CHANGING HUES

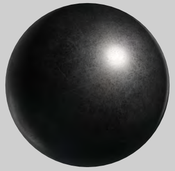
Giving your bicep armor a different color than the shoulder armor can provide your overall look with a particularly unique contrast and also allow your craftsmanship on each piece to shine more independently.

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UPPER ARM [CONT.]

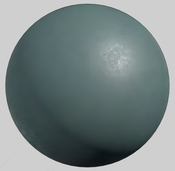


9



HEX:#4F4E4F,#494847,#454342
PANTONE: 7540 C
BUCKLES–CARBON STEEL

2



HEX:#798785,#68827F,#647674
PANTONE: 5487 C
ARMOR PRIMARY-PAINTED METAL

7



HEX:#72685B,#655848,#53483A
PANTONE: WARM GRAY 11 C
GRIME

8



HEX:#72685B,#72685B,#72685B
PANTONE: 407 C
DUST

*SEE MATERIAL GUIDE [PAGE 6]
FOR DETAILED MATERIAL LIST

SPARTAN MARK VII [GEN3]

UPPER ARM



*RIGHT ARM SHOWN

UPPER ARM [OUTSIDE]







*RIGHT ARM SHOWN

UPPER ARM [INSIDE]







*RIGHT ARM SHOWN

UPPER ARM (FORWARD-FACING/BACK-FACING)





*RIGHT ARM SHOWN

UPPER ARM (TOP - BOTTOM)





*RIGHT ARM SHOWN

FOREARM

EASILY ATTACHED

The forearm is a great place to add additional design elements that can prove both aesthetically pleasing as well as functional. Spartans often employ TACPAD devices in order to integrate communication modules or allow for data processing and analysis. In cosplay mode, such a device can easily be achieved by mounting a smartphone in clever ways, giving the wearer similar abilities as their Spartan counterparts—provided your Wi-Fi signal is strong, of course.



APEX SITE

This contoured notch ensures maximum mobility and range of motion when bending your arm at the elbow. This will come in especially handy when trying to stay hydrated during a long stint in armor.

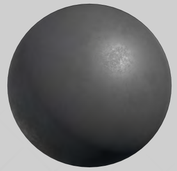
AEGIS WING

While present in an experimental state in early prototypes, the production run Mk. VII does not contain a variable geometry energy shield field shaper. Unfortunately, neither do most cosplay versions.

FOREARM (CONT.)







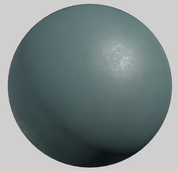
4

HEX:#686868,#5A5A5A,#505050
PANTONE: 425 C
ARMOR TERTIARY - PAINTED METAL



8

HEX:#72685B,#72685B,#72685B
PANTONE: 407 C
DUST



2

HEX:#798785,#68827F,#647674
PANTONE: 5487 C
ARMOR PRIMARY-PAINTED METAL

*SEE MATERIAL GUIDE (PAGE 6)
FOR DETAILED MATERIAL LIST

FOREARM



*RIGHT ARM SHOWN

FOREARM (FRONT)







*RIGHT ARM SHOWN

FOREARM [BACK]







*RIGHT ARM SHOWN

FOREARM





*RIGHT ARM SHOWN

FOREARM (TOP - BOTTOM)





*RIGHT ARM SHOWN

GLOVES

DEXTERITY LABORATORY

Spartan gloves must be robust enough to protect the hand and insulate it from hazardous environments, but pliable enough to allow for maximum mobility—particularly in the trigger finger.



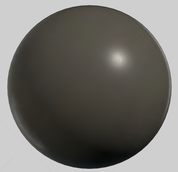
GET A GRIP

The gloves that Spartans don when enveloped within their Mjolnir cocoon are outfitted with enhanced nano-papillary cells to provide strong grip and surface friction—ideal when coming into frequent contact with incredibly smooth alien alloys.

COMES IN HANDY

Gloves can be one of the most convenient elements to integrate into your armor loadout, as the wide range of pre-made options make it easier to find a solution that works well with your desired ensemble. Try exploring the options provided by a variety of different industries and professions, from gardening and construction to all manner of different sports such as baseball or football gloves. Motorsport suppliers are also a great resource, from driving gloves to those worn on motorcycles and dirt bikes—often already coming pre-armored!

GLOVES (CONT.)



12

HEX:#55554D,#555248,#56514B
PANTONE: 418 C
TECHSUIT SECONDARY-RUBBER



*SEE MATERIAL GUIDE (PAGE 6)
FOR DETAILED MATERIAL LIST

343 INDUSTRIES™

GLOVES



*LEFT HAND SHOWN

GLOVES







*LEFT HAND SHOWN

GLOVES







*LEFT HAND SHOWN

GLOVES [SIDE]





*LEFT HAND SHOWN

GLOVES (TOP - BOTTOM)





*LEFT HAND SHOWN

SPARTAN MARK VII [GEN3]

HANDPLATE

HIGH-VISIBILITY

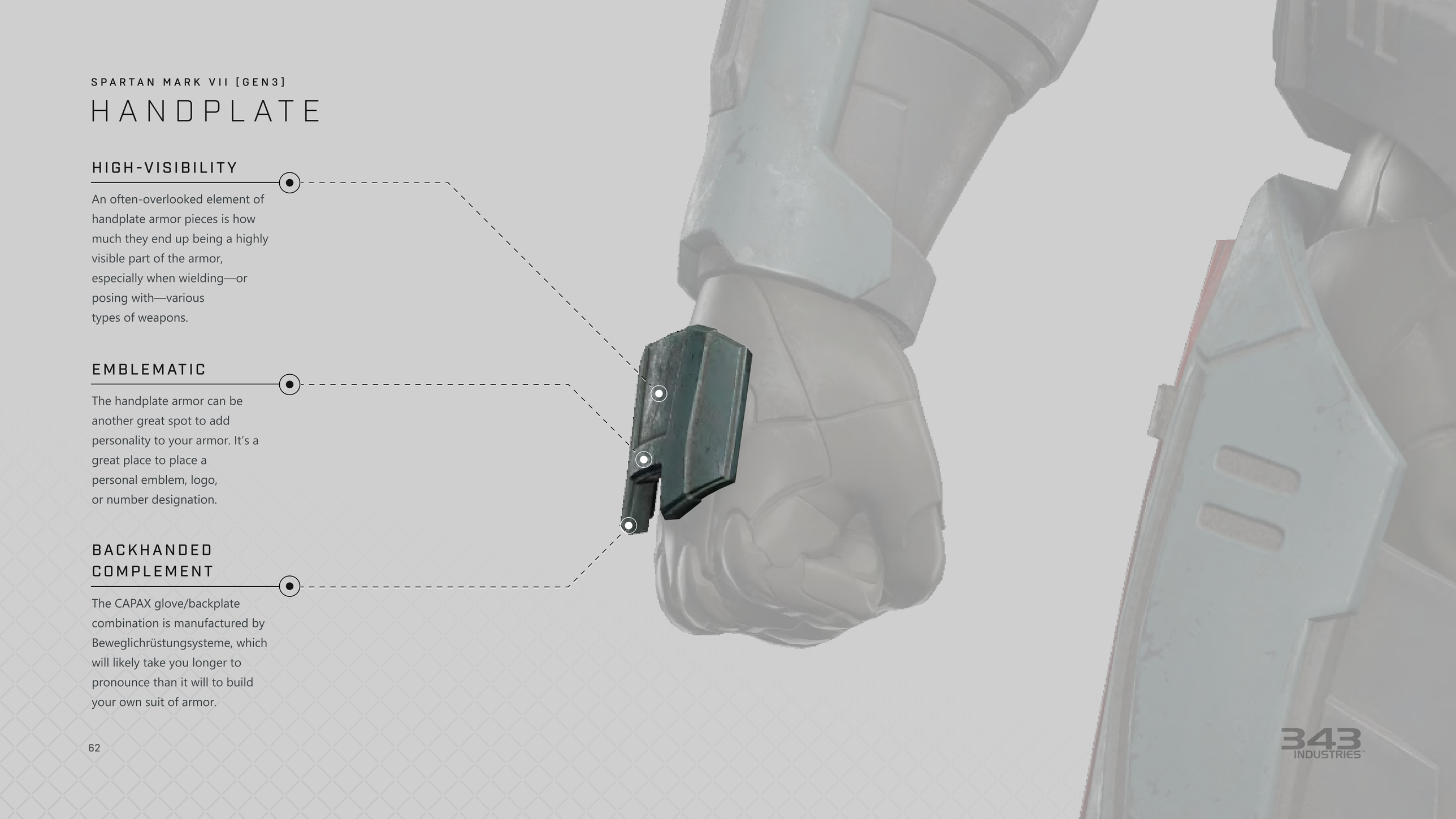
An often-overlooked element of handplate armor pieces is how much they end up being a highly visible part of the armor, especially when wielding—or posing with—various types of weapons.

EMBLEMATIC

The handplate armor can be another great spot to add personality to your armor. It's a great place to place a personal emblem, logo, or number designation.

BACKHANDED COMPLEMENT

The CAPAX glove/backplate combination is manufactured by Beweglichrüstungsysteme, which will likely take you longer to pronounce than it will to build your own suit of armor.

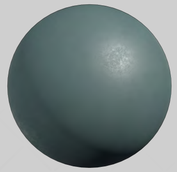


HANDPLATE [CONT.]



8

HEX:#72685B,#72685B,#72685B
PANTONE: 407 C
DUST



2

HEX:#798785,#68827F,#647674
PANTONE: 5487 C
ARMOR PRIMARY-PAINTED METAL



7

HEX:#72685B,#655848,#53483A
PANTONE: WARM GRAY 11 C
GRIME



[OUTER]

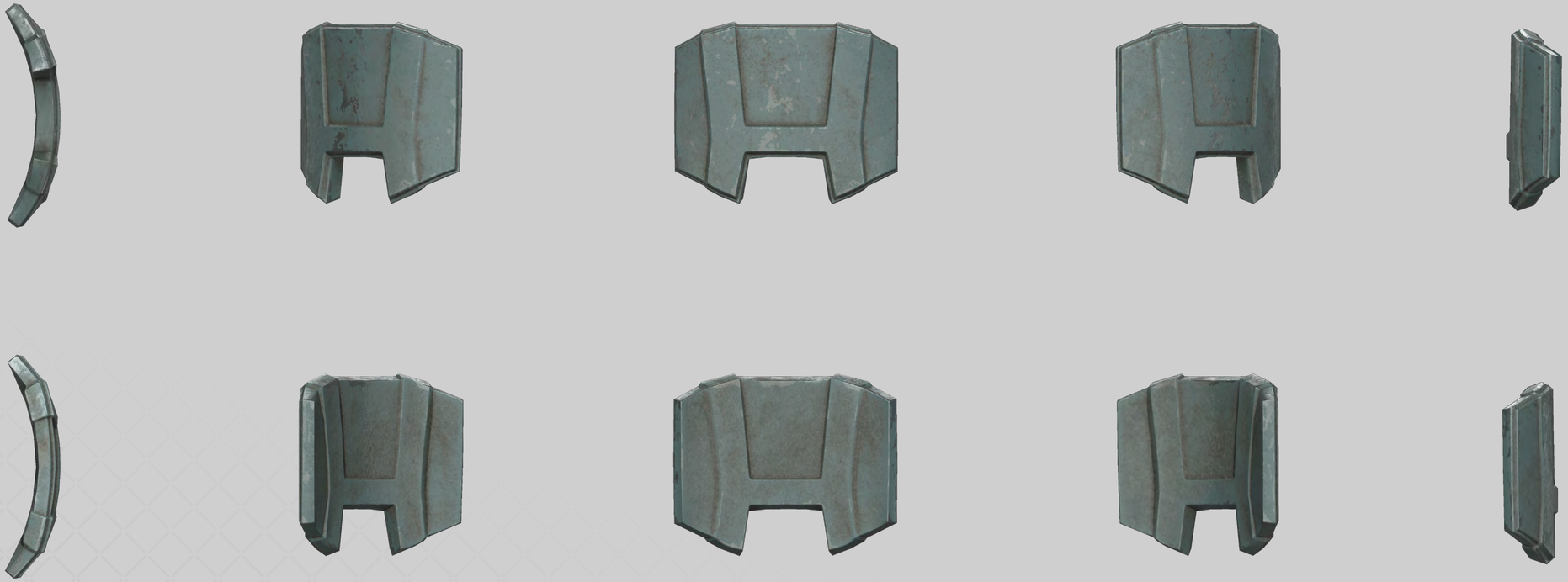


[INNER]

*SEE MATERIAL GUIDE [PAGE 6]
FOR DETAILED MATERIAL LIST

343 INDUSTRIES™

HANDPLATE



HANDPLATE [OUTER]







HANDPLATE [INNER]







HANDPLATE [SIDE]





HANDPLATE [TOP - BOTTOM]





WAIST

UTILITY

A Spartan's waist belt and codpiece ensemble not only provide valuable protection against unenviable impacts, but it also helps balance the overall aesthetics of the armor top to bottom.

REAR ADMIRAL

While making sure you are equipped with adequate padding back there, it's also important to keep in mind the real-world realities of common movement needs—specifically the ability to sit down. Whether you're hoping in the driver seat of a Warthog or just taking a quick break at the convention center, ensuring that you have enough articulation to take a proper seat is an underrated inclusion.



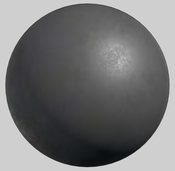
LEG LINKS

Consider adding connection points to your waist belt that will allow you to secure the top of your thigh armor via straps, snaps, and/or buckles.

WAIST (CONT.)

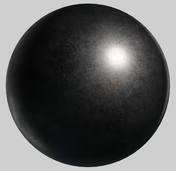


4



HEX:#686868,#5A5A5A,#505050
PANTONE: 425 C
ARMOR TERTIARY - PAINTED METAL

9



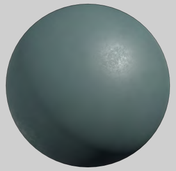
HEX:#4F4E4F,#494847,#454342
PANTONE: 7540 C
BUCKLES–CARBON STEEL

6



HEX:#D23B00,#B93400,#9E2C00
PANTONE: 173 C
INDICATOR/ACCENT LIGHT

2



HEX:#798785,#68827F,#647674
PANTONE: 5487 C
ARMOR PRIMARY-PAINTED METAL

*SEE MATERIAL GUIDE (PAGE 6)
FOR DETAILED MATERIAL LIST

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WAIST



WAIST [FRONT]



WAIST [BACK]

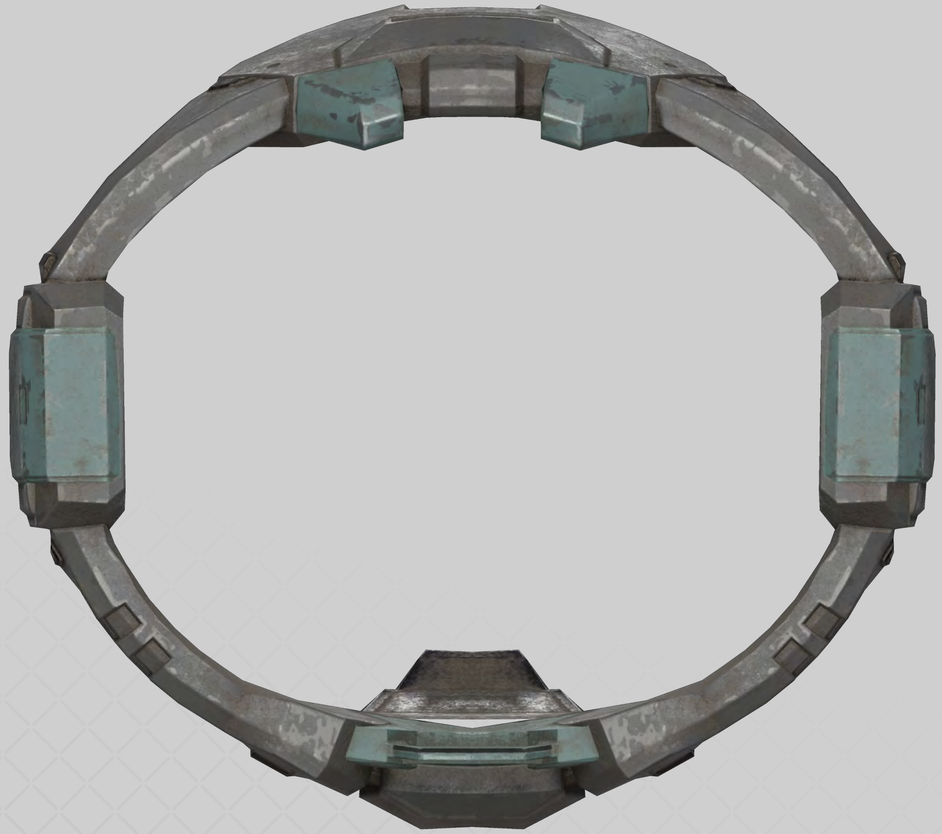


WAIST [SIDE]





WAIST (TOP - BOTTOM)





SPARTAN MARK VII [GEN3]

THIGH

LEG LINKS

Consider adding connection points to your waist belt that will allow you to secure the top of your thigh armor via straps, snaps, and/or buckles.

LAYERED APPROACH

The overlapping armor plates are a key design element of the thigh armor, allowing for improved and smoother mobility when walking or performing more action-oriented stunts or poses.



SIDEARM SECURITY

The thigh armor can also be a potential spot to mount a weapon holster, letting you keep your M6D Magnum or Mk50 Sidekick close at hand.

SHELL GAME

The primary armor plating is typically overlayed overtop of the overlapping inner plates and graduate up to provide the most unbroken coverage on the sides of the legs.

THIGH (CONT.)

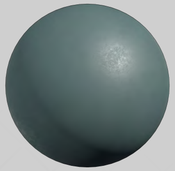


3



HEX:#C43F37,#A11915,#B71212
PANTONE: 7622 C
ARMOR SECONDARY-PAINTED METAL

2



HEX:#798785,#68827F,#647674
PANTONE: 5487 C
ARMOR PRIMARY-PAINTED METAL

9



HEX:#4F4E4F,#494847,#454342
PANTONE: 7540 C
BUCKLES–CARBON STEEL

4

HEX:#686868,#5A5A5A,#505050
PANTONE: 425 C
ARMOR TERTIARY - PAINTED METAL

5

HEX:#777D58,#434927,#2D2D12
PANTONE: 5743 C
ARMOR ACCENT-PAINTED METAL

*SEE MATERIAL GUIDE (PAGE 6)
FOR DETAILED MATERIAL LIST

THIGH



*LEFT LEG SHOWN

THIGH [OUTER]



*LEFT LEG SHOWN

THIGH [INNER]







*LEFT LEG SHOWN

THIGH (FRONT-BACK)





*LEFT LEG SHOWN

THIGH (TOP - BOTTOM)





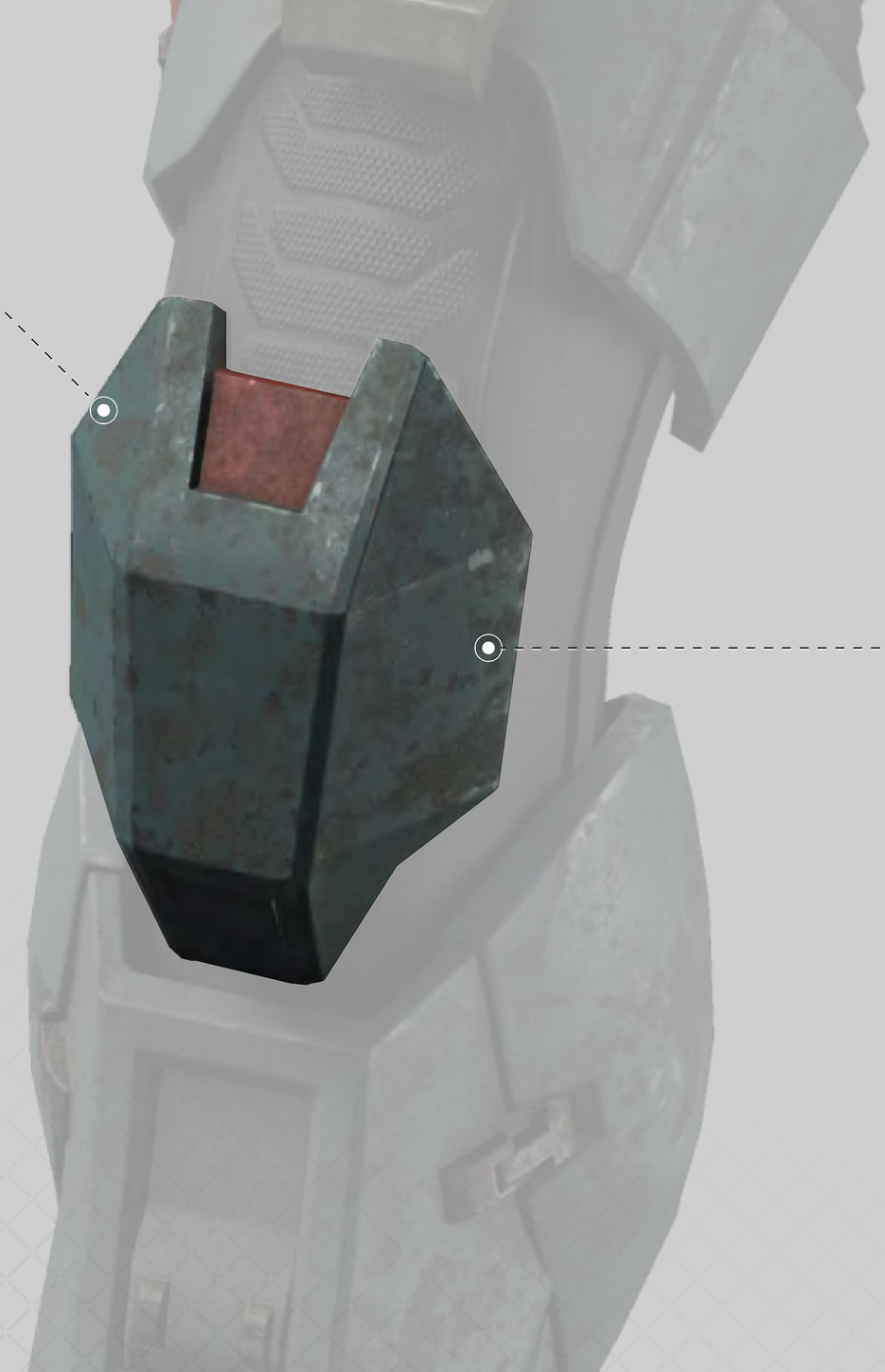
*LEFT LEG SHOWN

SPARTAN MARK VII [GEN3]

KNEEPADS

KNEE TO KNOW BASIS

The UA/TYPE SA supplemental leg armor pieces are a product of Misriah Armory.



CONNECTIVE TISSUES

Due to how important this area is for overall mobility it's key to attach the kneepad in a way that won't restrict movement. With its close proximity to the shin guard, mounting it directly to that piece of armor can often be a great solution.

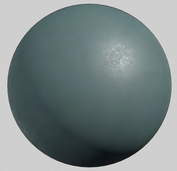
SPARTAN MARK VII [GEN3]

KNEEPADS



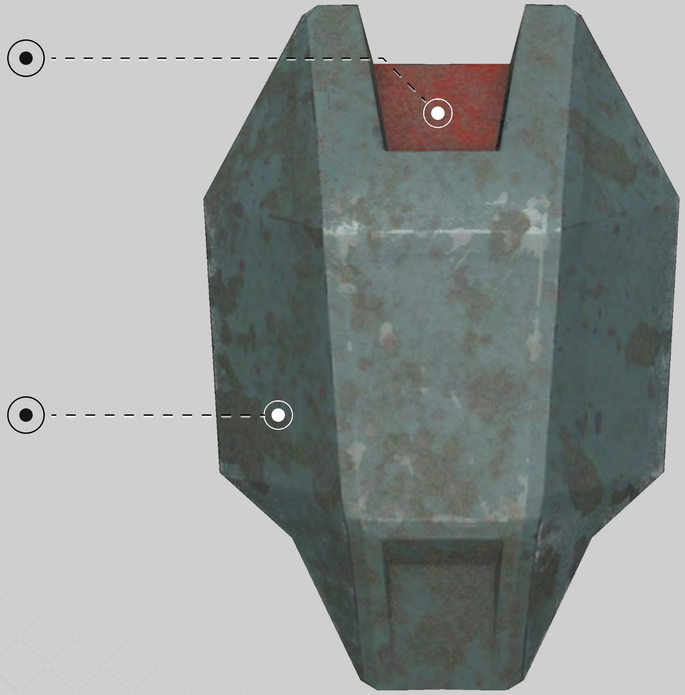
3

HEX:#C43F37,#A11915,#B71212
PANTONE: 7622 C
ARMOR SECONDARY-PAINTED METAL



2

HEX:#798785,#68827F,#647674
PANTONE: 5487 C
ARMOR PRIMARY-PAINTED METAL







8

HEX:#72685B,#72685B,#72685B
PANTONE: 407 C
DUST

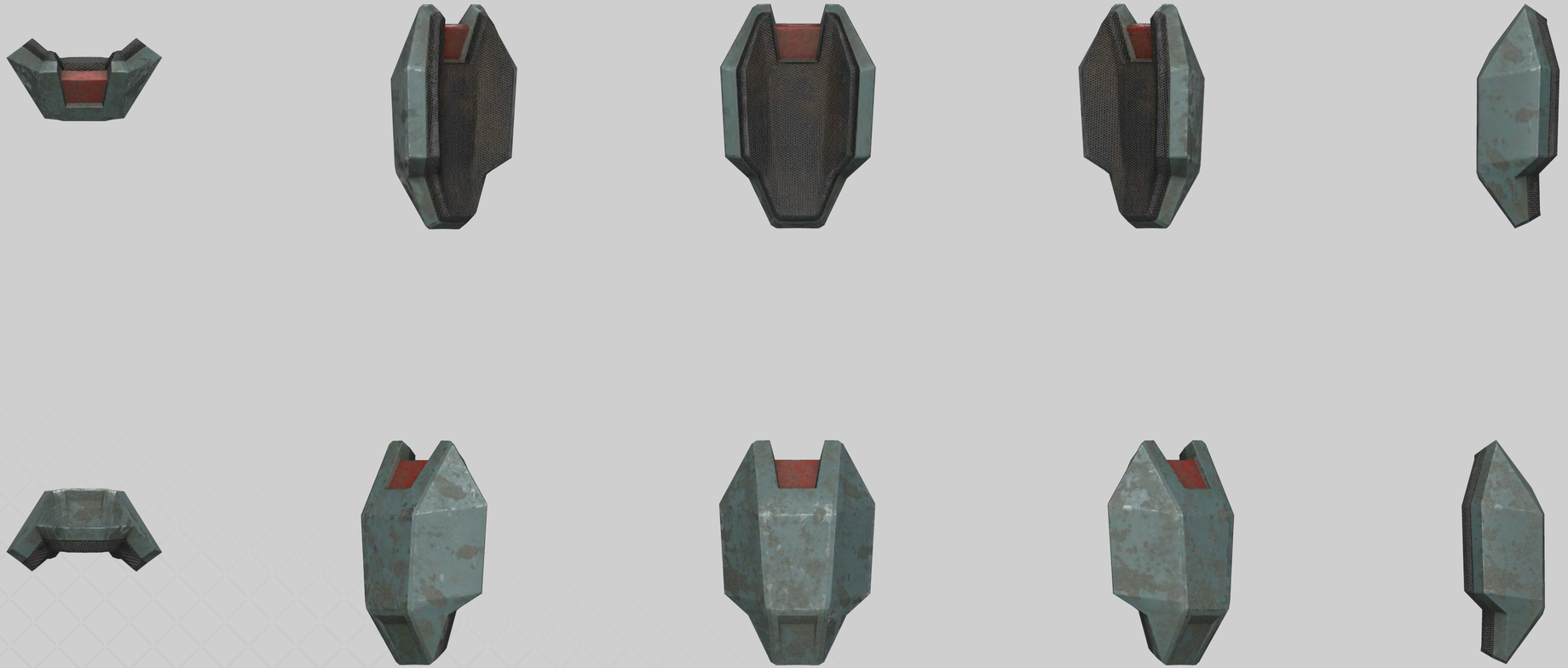


15

HEX:#333333,#424242,#232323
PANTONE: 447 C
TECHSUIT DETAIL-NEOPRENE MESH

*SEE MATERIAL GUIDE [PAGE 6]
FOR DETAILED MATERIAL LIST

KNEEPADS



KNEEPADS [FRONT]







KNEEPADS [BACK]





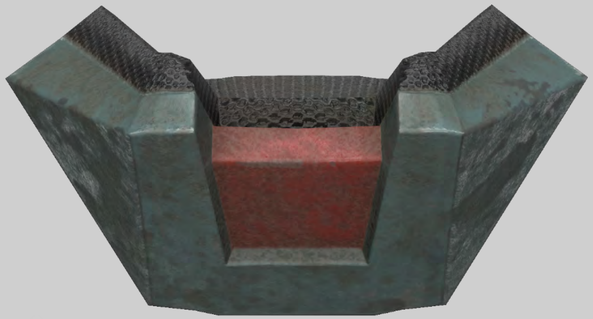


KNEEPADS [SIDE]





KNEEPADS [TOP - BOTTOM]





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SPARTAN MARK VII [GEN3]

SHIN

MATERIALISTIC

While normal Mjolnir shin guards are typically made with titanium alloy, we'd recommend a dense foam for more cosplay-connected endeavors.

WELL-PLACED

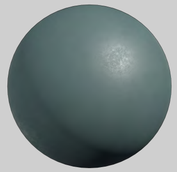
These go between your knees and your feet. It's all very high-tech.



SPARTAN LOCK

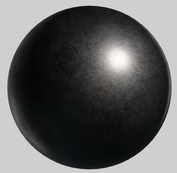
When fabricating your own version, you can echo the "real" thing and create a two-piece assembly that snaps in place with these buckles, or opt to create a single piece that slides on and keep these elements more decorative than functional.

SHIN (CONT.)



2

HEX:#798785,#68827F,#647674
PANTONE: 5487 C
ARMOR PRIMARY-PAINTED METAL



9

HEX:#4F4E4F,#494847,#454342
PANTONE: 7540 C
BUCKLES–CARBON STEEL

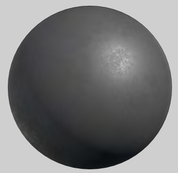






8

HEX:#72685B,#72685B,#72685B
PANTONE: 407 C
DUST



4

HEX:#686868,#5A5A5A,#505050
PANTONE: 425 C
ARMOR TERTIARY-PAINTED METAL

*SEE MATERIAL GUIDE [PAGE 6]
FOR DETAILED MATERIAL LIST

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SHIN



SHIN [FRONT]







SHIN [BACK]







SHIN [SIDE]





SHIN (TOP - BOTTOM)





BOOTS



BOOT OVER SUIT

The foot armor sits overtop a form-fitting “bootie” made of a similar composite-polymer material as the techsuit.

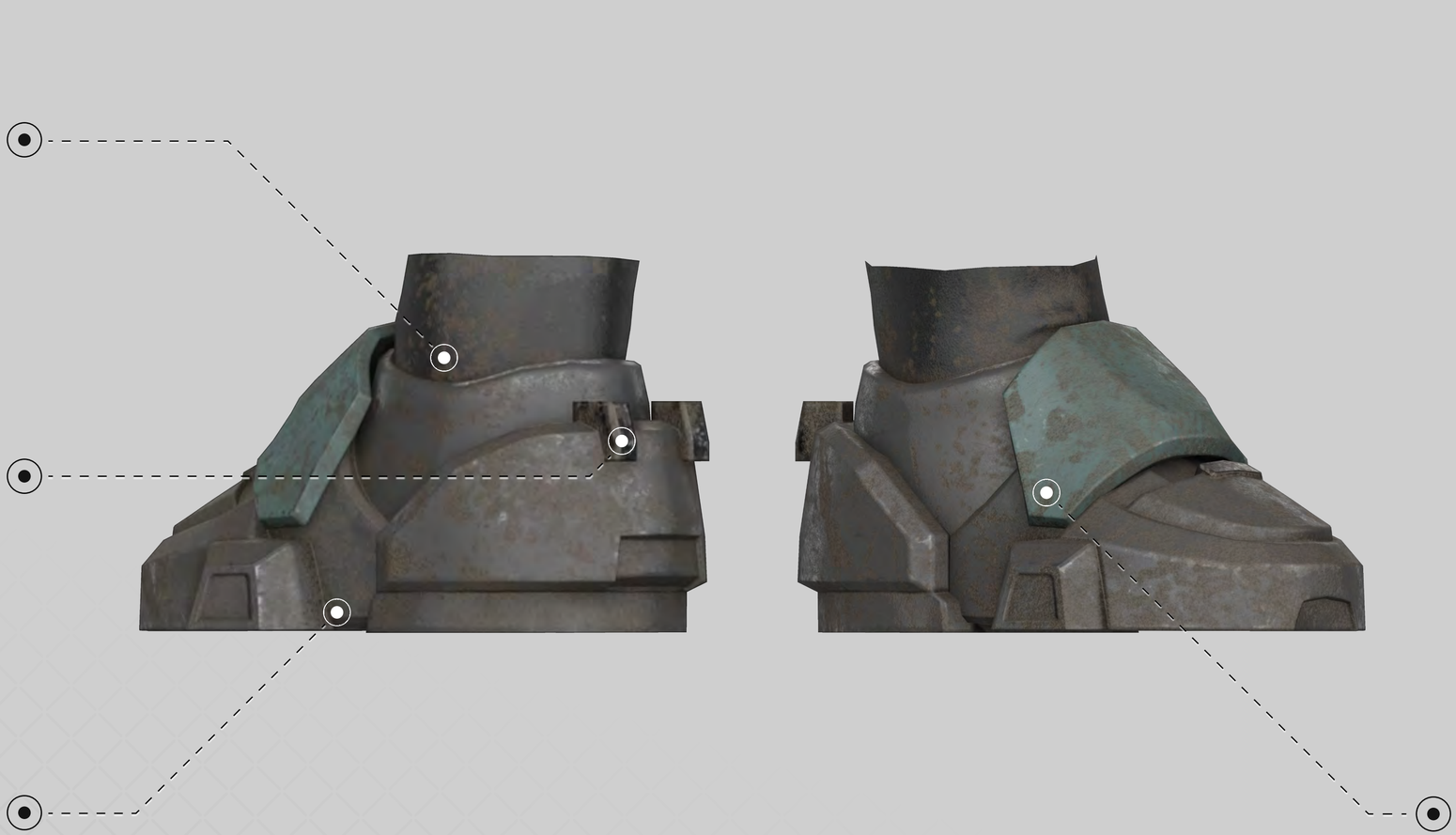
MADE FOR WALKING

For non-augmented humans looking to construct their own Mjolnir, a key tactic is to create boot armor that can be overlayed across the top and sides of a comfortable shoe. At the end of a long day, sore feet can be a more debilitating adversary than enemy alien alliances.

HOT PURSUIT

Mjolnir boots feature a highly specialized tread pattern that provides optimal grip in a wide range of environments, designed to provide adequate friction for launching an attack. When necessary, electromagnetic resonance amplifiers can be engaged to provide additional stability.

BOOTS (CONT.)



11

HEX:#3D3E3E,#343536,#2C2E2F
PANTONE: 426 C
TECHSUIT PRIMARY-RUBBER

9

HEX:#4F4E4F,#494847,#454342
PANTONE: 7540 C
BUCKLES–CARBON STEEL

4

HEX:#686868,#5A5A5A,#505050
PANTONE: 425 C
ARMOR TERTIARY - PAINTED METAL

7

HEX:#72685B,#655848,#53483A
PANTONE: WARM GRAY 11 C
GRIME

8

HEX:#72685B,#72685B,#72685B
PANTONE: 407 C
DUST

2

HEX:#798785,#68827F,#647674
PANTONE: 5487 C
ARMOR PRIMARY-PAINTED METAL

*SEE MATERIAL GUIDE (PAGE 6)
FOR DETAILED MATERIAL LIST

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BOOTS



*LEFT BOOT SHOWN

BOOTS [FRONT]

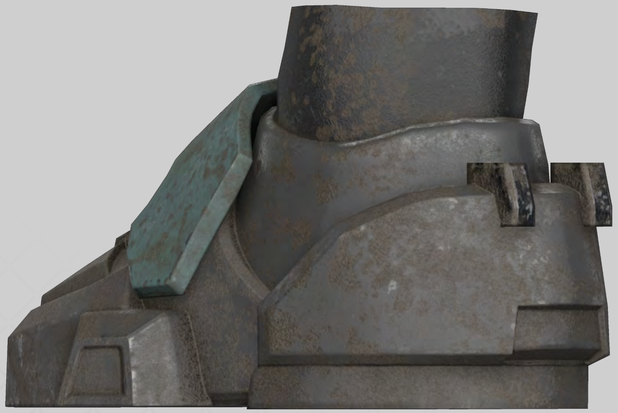






*LEFT BOOT SHOWN

BOOTS [BACK]

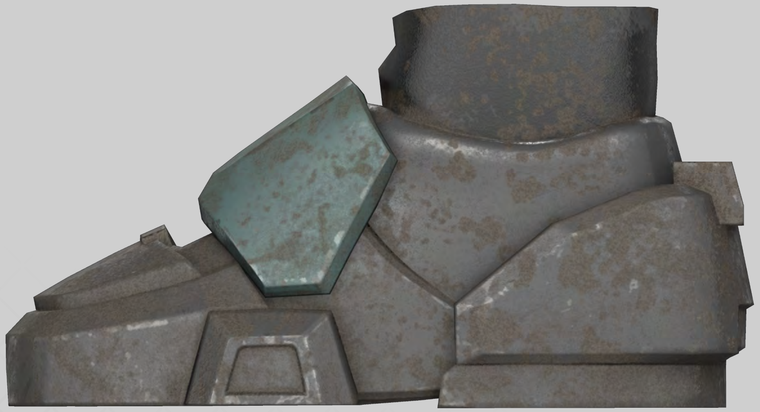


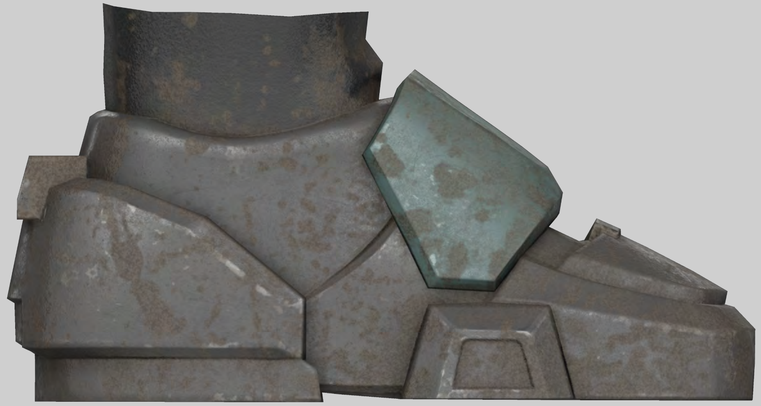




*LEFT BOOT SHOWN

BOOTS [SIDE]





*LEFT BOOT SHOWN

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BOOTS (TOP - BOTTOM)





*LEFT BOOT SHOWN

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SPARTAN MARK VII [GEN3]

SHARE YOUR WORK

At 343 Industries we are passionate about the Halo universe and know you are too. We are always inspired by and proud of the Halo community.

Please share your cosplay work with us on social media!

TWITTER
@HALO

FACEBOOK
FACEBOOK.COM/HALO

INSTAGRAM
@HALO

SHOW US YOUR AMAZING WORK AT
#HALOSPOTLIGHT

The purpose of this guide is to inform cosplay fans, and not intended for use of recreating content with the intent to sell.

