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## Toa nuva adaptive armor

in: 2008, Matoran Universe, Objects Share Adaptive Armor Item Information Primary User(s)Toa Nuva Primary LocationNone FunctionalitiesAdapt wearer to suit their adaptive armor environment was armor that could customize and shapeshift to give its user the greatest advantage in any environment that has been exposed by detecting their surroundings through sensors. Its creator considered it his greatest creation. Toa Nuva received this armor from Artachy when they entered his realm. Toa first experienced an adaptation effect when they began to fall in Karda Nui, which prompted adaptive armor to give them the ability to fly. Toa Nuva's Kanohi and Toa Tools changed as well, while their eyes turned from different colors to yellow-green, a sub-system that protects their eyes when moving at high speeds. It included a firearm that could also adapt. Forms So far there are 7 known forms that he has accepted. The default armour mode resembled the armour usually worn by its wearer. Antenna When exposed to the sky Karda Nui, the armour changed to a more aerodynamic mode, allowing the user to fly by various methods. In addition, armor created a protective visor and provided midak skyblaster. Their eyes also changed colors to yellow-green, as a side effect of a system that would protect their eyes when moving at high speed. Swamp Onua in its form suitable for the swamp of Karda Nui. In the swamp, the armour turned into a form somewhat similar to its air regime, but with a few big differences. Instead of equipment designed for high speeds, it had fins and jets that were less powerful than the shapes based on the sky, which were given to the second Toa, designed to hover over the swamp. Nynrah Ghostblaster was included because of Makuta in the swamp of their ownership. Onua was given two shoulder propellant fins, a pair of nozzles on his shin, a multi-resistance shield and a Nynrah Ghostblaster. Tahu got four jets on the fuselage, two with fins, a high-speed rotating blade and a Nynrah Ghostblaster. Gali was given two ankle jets, some fins and a Nynrah Ghostblaster with aqua focus target. Automotive Lewa in automotive mode In automotive mode, the armour slightly adapted to the previous aerial form to fit into the vehicle, and the user's mask was adjusted to include aerodynamic fins, as well as due to hud's focus in the visor. This form also removed Toa weapons and other equipment. Space Lewa teleported outside the Great Spirit Robot and into the Teridax universe, its armor adapted for survival, allowing it to breathe and keep it from freezing, and providing a form of thrust and navigation system that allows it to move efficiently. [1] Desert When toa (with the exception of Lew) were in the deserts of Bara Magna, minor modifications were made to their armor, such as shaded lenses, rear moisturizing package, sand filters in the mouth mask and sealing joint armor that block sand. Tahu Mata When Tahu returned to his original form of Kanohi Ignika, he retained adaptive armor that made him look somewhat different from his normal form, and his instrument changed shape to resemble his original Sword of Fire. Jungle After Lewa was teleported to The Magna Boot, its armor changed again. Like the desert form of armor, it had a cooling system and radar that overcame limited visibility in the jungle. He was also given cutting tools to easily pass through dense leaves. [2] Reference 2008 Matoran Universe Objects Community content is available in cc-by-SA unless otherwise noted. Wherever you go, they adapt to your surroundings. No terrain, no climate, no wind, no wave will ever be your master. — Antakha's toa nuva, Downfall Adaptive Armor is a specialized Protosteel armor designed by Artakha and worn by Toa Nuva. The armour detects its environment using on-board sensors[1] and is automatically reassessed to suit the situation and surroundings of its wearer. [2] [3] [4] In addition to plating itself, the complete Adaptive Armor includes Protosteel Toa Tools, Kanohi/Kanohi Nuva adaptive tools and launchers. Known Form Default Form When in its default configuration, Adaptive Armor looks similar to its common armor wearer. [5] Sky Form In the Sky Karda Nui, armor has been optimized for flight. Specific flight equipment, such as jets and wings, varies by user. The armour also created a yellow-green filter above Toa's eyes to protect them from damage at high speeds. [6] Swamp Form Tahu's armor in the Armor swamp used in the Karda Nui swamp was similar to that used in the sky; The main difference was that rather than shapeshifting high-speed flight equipment, the armor used less powerful jets and fins to keep the user above the swamp floor. In this form, the eye filter was also active. [6] Pohatu's vehicle-shaped armour When Toa Nuva pilot vehicles such as the Rockoh T3, Jetrax T6 and Axalara T9, their armour deactivates all other equipment, including their Adaptive Toa instruments. Their masks also get aerodynamic fins and shaped apertures, which are equipped with head-up displays for targeting purposes. [7] Desert form When Tahu and other Toa Nuva emerged from the Great Spiritual Robot to the Bara Magna Desert, their armor was adapted to include sand filters on masks, shaded eyepieces, moisturizing packages, internal cooling systems, and other joint seals to keep them in the sand. [8] Jungle Form When Lewa entered the forests of the Magna Boot, his armor was adapted to the internal cooling system, cutting tools that allowed him to pass through dense leaves, and radar capabilities to overcome limited The underwater form of Tingling adapts to include a breathing apparatus. [9] Snow/Ice Form Armour adapts to add additional layers to the armour to insulate Toa from low temperatures. [9] Adaptive weapons In addition to their armour, each of them was given an adaptive Toa instrument and an adaptive Protosteel launcher. Launchers adapt to Opponents of Toa rather than their environment; these tend to take the form of existing weapons, rather than original designs. Phantoka Toa Nuva's weapons were turned into Midak Skyblasters, which fired spheres of light that were effective against their makuta enemies. [10] [Bios] Meanwhile, Mistika Toa Nuva's weapons take the form of Nynrah Ghost Blasters, who fired a light-infused energy that Toa could shape with their minds. [Bios] Adaptive Toa Tools were transformed into non-existent weapons, although when Tahu was transferred to Toa Mata, his instrument was transformed into a form reminiscent of his original Fire Sword. [12] In early 2008, well-known weapons were released for missiles with weapons that represented toa nuva pohatu, toa nuva lewa and toa nuva kopaka, which represented toa's armor adapted for the sky of Karda Nui. In mid-2008, sets were released depicting swamp-adapted forms of Toa Nuva Gali, Toa Nuva Tahu and Toa Nuva Onua, as well as vehicle-modified forms of Pohat and Lewa that accompanied the Rockoh T3 and Axalara T9 sets. In 2010, another armor featured on the BIONICLE Stars Thrust set features its Adaptive Armor in its default form. Reference : BZPower: Farshtey Feed, 7. BZPower. ^ Official Greg Dialogue,page 248, post 9897. BZPower. ^ 4.0 4.1 Chat with Greg Farshtey, page 383, contribution 10689431. LEGO boards. ^ Official Greg Dialogue, page 134, post 5332. BZPower. ^ 6.0 6.1 Official Greg Dialogue, page 25, post 990. BZPower. ^ Final battle. BIONICLE Legends 11, p. 64. † 8.0 8.1 Chat with Greg Farshtey, page 415, post 10819455. LEGO boards. ^ 9.0 9.1 Chat with Greg Farshtey, page 774, post 13199223. LEGO boards. ^ Shadows in the sky. BIONICLE Legends 9. ^ Swamp secrets. BIONICLE Legends 10. † Official Greg Dialogue, page 251, post 10030. BZPower. See also Gallery: Toa Tools § Adaptive Armor Creative Content Lego Creations Here are Toa Nuva in their Bara/Shoe Magna Adaptive Armor. † designed them with the idea of combining Mistika and Glatorian aesthetics while following Greg Farshtey's descriptions; for example, pieces of the Mistika engine have been re-identified as internal cooling systems, and the black axle connecting the brain stem to the head gives them shaded eye pieces. Here are all toa from behind: galva credits for custom masks. 35 Likes a very cool idea with life They have personalities, but... Why do Lew and Tahu have Vasta and Ackar's guns? They're also really overloaded with silver. The onua arm blaster is also very nice (I even think it should have its previous Nynrah-Ghost-like-blaster vjunted on the shoulder). 2 Likes Thank you for the feedback, that means a lot. To answer your questions, Tahu's weapons are supposed to be a return to his Nuva blades, and I decided to make them look a bit like Ackar's, because in-tradition, the Great Beings based Tahu's design on the Glatorian fire. As for Lewa, I decided to give him a scythe for both hands, because for one, scythes are mostly solved in this way, and secondly, if it were one hand, I feel that it would be too similar to the weapons of Gali and Pohatu, so I wanted to distinguish him a little more. It looks similar to Vast's weapon, but it should be noted that it has a poison claw, which is more like a spear, unlike Lew's air scythe here. Finally, for colors, I tried to balance it out by toa their original Mata/Nuva color schemes, only their armor and weapons are silver, as in their nuva forms. 3 Likes Tahu is not Toa Nuva anymore a friend, but I really like Kopaka. 1 Just like yes, I'm aware that in the canon that form would last for 2.5 seconds, but hey, I was proud of this MOC, so screw it 1 Like Okay, I know this part would be hard to do... But there's one description that's not here. Extra seals between the joints to make sand. I'm not sure what that would look like... but maybe it would help to cover the general area... something that would not prevent mobility, but still looks as if it is orotecting the joint. 1 Just as I imagined that detail as microscopic, as if the nanomachms were covering every tiny space on their body, among even the smallest joints. For the most part, I like these, especially Onua and Kopaka, but Gali seems strangely emaciated compared to the rest. 2 Likes Thank you so much for your thoughts, I'm glad you like it. I always imagined gali as more petite, so I tried to reflect that here. Even better 02 representation than 08 Great job overall I would have totally gotten these if they were files. 1 Like 1 Like Nice to see them all here. My favorite is Kopaka, but it could just be my Kopaka bias 1 As Thanks man! You've been a great help all along nice work. My favorite is definitely Tahu. It looks like the perfect blend between his 2002 nuva form and his 2008 nuva form, while adding new ideas. It has two swords (I can't tell from an angle). I also love his double swords. I like Onua too, although I think his mask resembles the Mata version too much. On the contrary, he's pretty solid. Can his gun be split? The rest has, in my opinion, strange design choices. Lewa: I like Lew, but I don't see scope. I don't think Lew's blaster can face the forwards, so I don't see why a forward sight would be useful. I like the gun you gave Pohatu, and its overall design is pretty good. The only thing I don't like about him is his hull armor. In my opinion, this wood look much better if you've found a way to rotate around, so it looks more like this: (The center tip is in front of two side spikes) Gali: I assume you made Gali's shoulders so thin to look more feminine. Personally, I think it's pointless, given that female toa usually don't look very different compared to male toa, but it's not a big deal. Overall good job! There are only a few things that I personally don't like 1 As oddly enough, I'd just finished my own Nuva MOCs, although your perspective is somewhat different from mine. I like how you incorporated features from Glatorian kits into you to go with the Spherus Magna, and how weapons mostly incorporate the original ones into new tools altogether. The builds are pretty good for the most part, although personally I feel Gali is a little too thin. Also a little uncertain if the jets are necessary, but that's probably just me. Good effort overall 2 Likes Thank you so much for your thoughts! To solve your questions, Yes, Tahu has two swords, with a rocket launcher mounted on one of them à la Tarix. Kopak's weapon can technically split, but its primary functions would be only the BFG and Snow/Sandboard. Lewa's range is supposed to represent the radar his jungle adaptive armor would include, and since Stud.io doesn't have a visor piece, I've ranked the range instead of how it can look like radar and work as a game feature. As for Pohatu, at first I wanted to turn the armor, but with the way the body is built, it is unfortunately physically impossible. Finally, when it comes to Gali, I always thought it was petite, and I go back to mixing Glatorian/Mistika attributes together, I took cues from Kiina when she did. Once again, thank you for your thoughts, and I'm glad you enjoyed my work on these. 1 Like Thank you, I'm glad you liked it. The nozzles are intended to represent internal cooling systems. 1 I like

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