

Jorshan's Very Quick Guide to Production and Invention, or What I Did To Start Building Crap

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Introduction

Let me first preface this short guide by saying production and invention is not the easiest path to follow in EvE. With that said, there are no real "easy" paths in EvE. Production and Invention have a lot of skills involved to do it right, and I'm still training skills after almost 2 years in EvE. I expect that will continue to be the case for some time before I can consider myself experienced in all forms of production.

Scope

This article will cover strictly what I know, and that is T1 and T2 manufacturing and invention. There are more resources online for what is needed to build T3 and Capital Class hulls, and I won't go into those here, as I have no experience with them yet.

How I Started

I joined MicroCon Enterprises roughly two months after my born-on date with EvE Online. I've been with them ever since. MicroCon offered me a real nice opportunity to learn and grow at my own pace. There were no skill requirements or experience and already was an established corporation with access to labs and research. My CEO recommended I pick a T2 ship to start building and head for the skills necessary to build it. After a little reading and under his advice I picked the Caldari Falcon force recon ship, which is based on the Caldari Blackbird cruiser hull. I wanted to make sure I could build the ship from scratch using T2 raw materials, as well as provide my own researched BPOs, invented BPCs, and datacores. So I read a lot of pages of documentation on the process, looked at a lot of guides online, and started training skills. I can currently build most of the T2 ship hulls, save battleship class hulls, can invent Amarr and Caldari BPCs, and just about anything T1.

How You Can Start

The first thing you have to decide is your path. T1 modules, ammo, and ships are easy. T2 ships take a lot of research. T3 more on top of that plus acquisition of wormhole components, and capital ships require even more time than that plus facilities to build them in. I'm currently working toward T3 ship building, and then on to Capitals after that. I recommend starting with the skills to build T1 stuff (which are relatively painless skill-wise) and then progress through T2 and beyond. T2 will give you a good basis of skills required to build a lot of different things as well as invent BPCs if that's what you want to do.

Then pick your specialty. If you only want to build, you don't have to train invention skills. You may also want to consider datacores. They can be expensive, and the invention process is a chance based activity, so you could stand to lose a lot of datacores. There's a lot of flexibility there, and if you're in a corporation that has an establish hierarchy of production, you may not want to do everything. In a small corp like MCE, it's almost required that you have the ability to do it all.

Pick your ship. What do YOU want to build? Look at the BPC on contracts and see what is required to build it. See what it goes for on the market. Pick something that is popular at the moment, and don't worry if it gets nerfed like they did with the Falcon just after I was able to build it. At that point you'll have the skill set to build other ships, and you'll be in great shape.

Once you have the above selected, start training your skills. It will be a while, so take the time between skills to run missions (which can be useful because you'll need standings for datacores), mine and store up the ore/mins for winter (you'll need it later), and whatever else you want to do. It's OK to take a little time to train other stuff if you want, or you can be hardcore and go right for the production/invention skills. Defintely train your learning skills first, as it will improve your training time, and if you're in Empire space, and when you can afford them, get some good quality implants.

What Skills Do I Need?

You are going to want to have the basic skills done first. Engineering, Science, Mechanic, Industry, and Research should all be at level V before thinking about Production (Building) and Invention. Once those are done, expand into Mass Production (more slots for manufacturing) and Laboratory Operation (more slots for researching BPOs). Get those as high as you want, but I would suggest going to level V on both, as then that unlocks Advanced Mass Production and

Advanced Laboratory Operation. This gives you even more slots respectively, and if you take them both to level IV, you'll have 10 slots in both manufacturing and research to work with. Training to level V in the advanced skills takes a lot of time, so I would wait on those until you get more of the core skills under your belt first. Getting to 10 slots of manufacturing is important later as it will help with making T2 raw materials in one group rather than having to do it in two separate blocks over the course of a couple days. It saves time.

If you plan on researching BPOs at a lab, then look at Scientific Networking. This allows you to run research jobs remotely. The more levels of skill you have, the further out you can run jobs from. Great for if your corp is wardecided and you want to run jobs at your POS remotely, or if your POS is in lowsec and you don't really feel like running low sec to change jobs out. Same goes for Supply Chain Management, only Supply Chain works for manufacturing jobs. Both of these require access to the materials in the hangar you need to run jobs from, so be aware of that.

Then get Metallurgy. Get it to V. It will be very useful for ME (material efficiency) research on BPOs (in fact, without level V, you won't be able to research T2 component BPOs for ME).

Once these are done you can start specializing in Science skills (if you're inventing). The Science skills allow you access to specialty skills for invention and BPO research, as well as manufacturing. If you're inventing, start by training the skills necessary to build the ship you're looking at, such as the Caldari skills: Encryption Methods (which requires Hacking II) and Starship Engineering. Get these to level IV at least as you will improve your chances at invention with them trained well. Also train Mechanical Engineering to IV as well, as coupling Mechanical Engineering with Starship Engineering for whatever race allows you to invent and build that race's ships. Note: The way I did it as once I could afford every single Science skill related to T2 ships, modules, and ammo, I bought them and started training them. Some are not as high as others yet, but I figured I'd prioritize them and go back and train them up when I needed to have them.

After science skills are to the level you need for building your T2 ship, you will be in good shape and then can start moving into other areas. At this point you can think about Research Project Management and start datacore research. Remember that corporation you've been running missions for? It's a major R&D corporation that supplies datacores for your T2 ship right? If it's not, then get a corporation for the faction your T2 ship is under that does have R&D agents. For example: Lai Dai, Kaalakiota, or Ishukone are major R&D corporations that supply Caldari Starship Engineering datacores. Get very good standings for one (or two) of those corps while you're training the basics, and you can have datacore R&D agents running datacores for you to supply your invention needs. This is a grind, but worth it in the end.

To actually build the T2 ship, you'll need Mechanic skills for building the hull you're looking at. Frigate Construction, Cruiser Construction, Industrial Construction, and Battleship Construction are what these are. There is also Capital Construction, but that is outside the scope of this article. These are essential to T2 ship building, and for instance, for assault frigates, you must have Level V in Frigate Construction. The level you train them to depends on what ships you want to build, but I would say eventually get them all to V.

Conclusion

That's where I'm at now. I am just about able to start thinking about T3 production, but first I must add the Battleship Construction to the list. Then I'll need to train some of the other Science skills to level V. Of course, I made it a point that I would be able to fly what I build, so I'll be taking some time to work on that as well.

Manufacturing, Production, Research and Invention in EvE is a rewarding and sometimes profitable experience in EvE. It is also very good for those who don't have the hours to sit in PVP roams due to real life (RL) issues. You can stop and start when you want, and you control how deep you get into it. I enjoy it, and even as I have the urge to try PVP for a while, I will always have my industrial character there, for if nothing else than to build the ships I blow up.