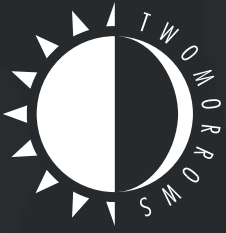


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Issue 23 • April 2013  
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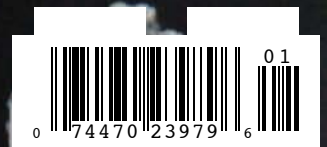
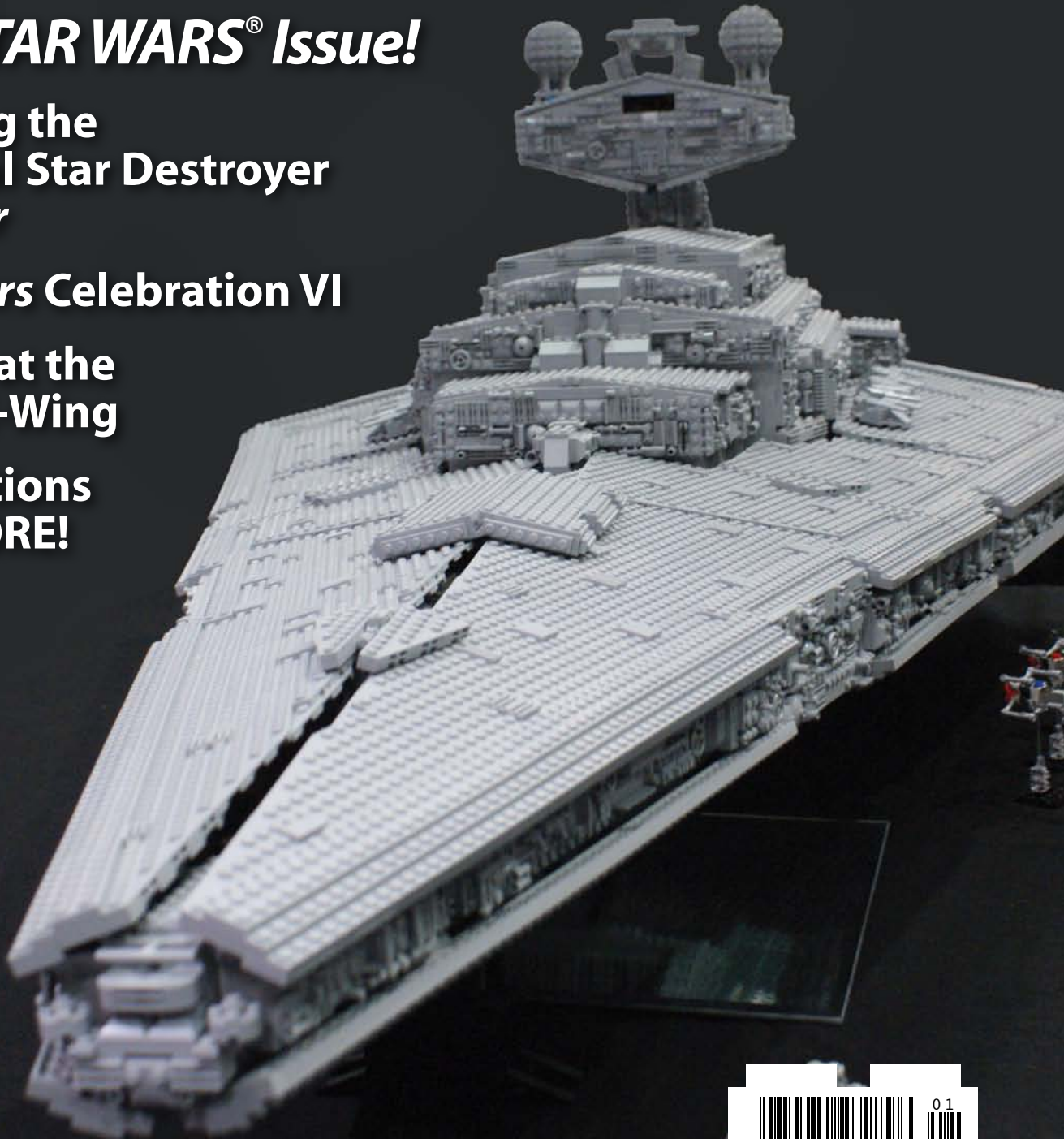
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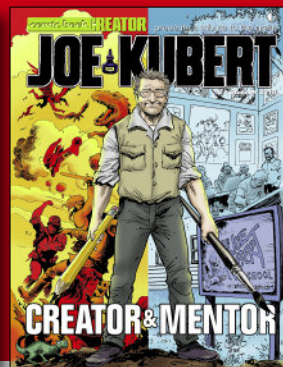
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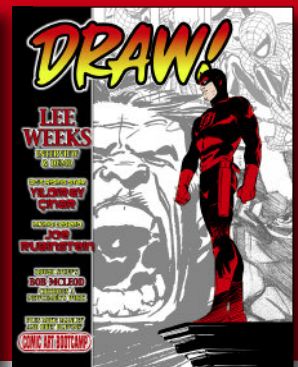
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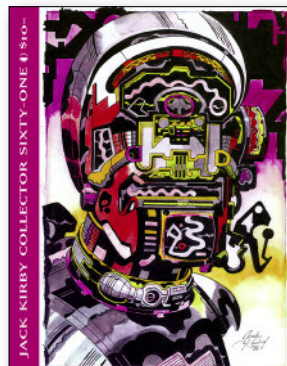
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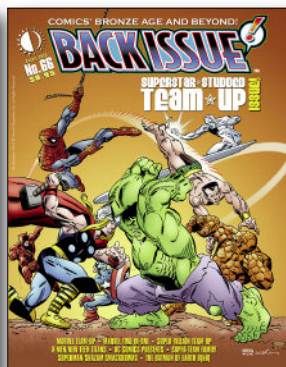
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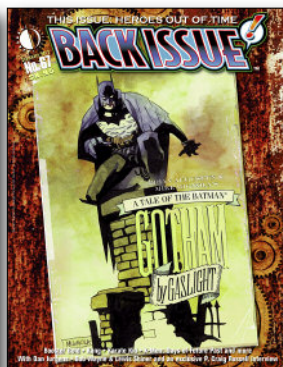
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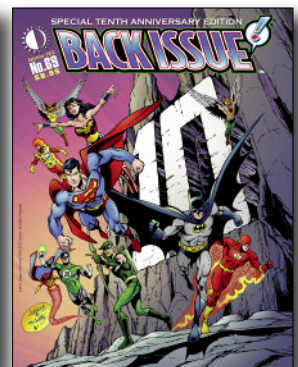
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April 2013

Issue 23

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**Many thanks to the websites who have served as mirrors for BrickJournal:**

www.LUGNET.com, www.Brickshelf.com, www.peeron.com, www.brickmodder.net, www.rustyclank.com

**About the Cover:**

*The Avenger, by Jacob Carpenter.*

*Photo by Joe Meno.*

**About the Contents:**

*A Fun-ette by Simon MacDonald, with Jango Fett flying away from Obi-Wan Kenobi, thanks to a pull of the string!*

*Photo by Simon MacDonald.*



## From the Editor:

*Star Wars.* I saw this movie in 1977 at a theater in Fayetteville, North Carolina. It was a film that changed the direction of my life, as it inspired me to go into art direction. Originally, I wanted to design for movies, but in college I realized how small the field really was and went into advertising instead. Eventually, that led me to what I am doing now, so it's fitting that this issue is devoted to the movie that got me into the profession I enjoy, the hobby I enjoy, and the community I enjoy.

There's a lot going on in this issue. What I thought would be a tough issue to fill became a tough issue to keep to the pages I have. *Star Wars* is a theme that both the LEGO Group and the fan community have kept alive with sets and models from the movies and now television, thanks to the Clone Wars. The result has been a diverse set of layouts and models. The cover model is a Star Destroyer model that has to be seen to be believed. The X-Wing is given a retrospective with help from the LEGO Group, and also a new model (with instructions) by Angus MacLane, who created the Cube Dudes. There's a look at large-scale models and a mini AT-TE, thanks to Chris Deck. And that's just the start, so don't just sit there—start reading! And building!

Joe Meno, Editor

P.S. Have ideas or comments? Drop me a line at [admin@brickjournal.com](mailto:admin@brickjournal.com). I'm open to suggestions and comments and will do my best to reply.

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### Glossary

**AFOL** (Adult Fan of LEGO)

**NLSO** (Non-LEGO Significant Other)

**MOC** (My Own Creation)

**TLG** (The LEGO Group)

**BURP** (Big Ugly Rock Piece)

**LURP** (Little Ugly Rock Piece)

**POOP** (Pieces—that can be or should be made—Of Other Pieces)

**SNOT** (Studs Not on Top)

**LUG** (LEGO Users Group)

**LTC** (LEGO Train Club)

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BrickJournal and its staff would like to thank the LDraw community for the software it makes available to the community, which we use for making all of the instructions and renderings in this magazine. We would especially like to thank Kevin Clague for his continued upgrades of the LPub tool that is a part of the LDraw suite. For more information, please visit <http://www.ldraw.org>. Star Wars and all related characters are TM & © Lucasfilm.



*The Steeles and Mickey, Minnie, Chip, Dale and Goofy pose with the LEGO Wonder.*

# Building Disney Wonder... on the Wonder?

*Article and Photography by Shawn Steele*

## Boarding and Building

Curious stares followed us as we boarded the *Disney Wonder* with several large bags. "Are you sure you don't want to check that?" asked the porters, as most guests let them take their luggage, which would magically appear in their cabin later in the afternoon.

"No thanks, we'll manage," we replied, scrambling to the top deck. The *Disney Wonder* wouldn't sail for several hours yet, and we had a plan. Other people might swim or explore the ship, but instead we found a table and dumped piles of bricks from our bags. The idea: build a model of the ship before it reached Hawai'i.

The LEGO *Disney Wonder* started to take shape quickly, starting with a red outline of the hull on blue plates. With bricks everywhere, other guests and crew recognized that we were starting a major building project. Most deduced that we were obviously building a ship, yet curiously, despite the fact that we were all going to be on the same vessel for two weeks, many couldn't guess which one!

## Questions

The five baseplates we used are fifty inches long and ten wide. Completed, the LEGO *Wonder* would be around 4500 pieces, near 12 pounds and ten (partially fragile) inches tall. If the first question was "Are you building the *Fantasy*?" (DCL's newest ship, and notably *not* the ship we were standing on), these bystanders were more perceptive on the inevitable second question: "How are you going to get it home?"

*Some guests watch the ship take shape.*





The LEGO Wonder.



The *Disney Wonder* is the second ship in the Disney Cruise Line fleet, joining the *Disney Magic* (maiden voyage in 1998) before the *Disney Dream* (maiden voyage in 2011) and the *Disney Fantasy* (maiden voyage in 2012).

**Maiden Voyage**  
August 15, 1999

**Tonnage**  
83,000 gross tons

**Length**  
964 feet

**Beam**  
106 feet

**Draft**  
25.3 feet

**Height**  
171.5 feet

**Total Power:**  
77,243 horsepower



View of the stern.

Um...for the record, I'd like to state that we are reasonably smart people, and clearly a little planning was required to build something like the *LEGO Wonder* in a short timeframe. However, the question of "How are we going to get her home?" had escaped us. Clearly it wasn't going to fit in the overhead bin on the plane back to Seattle from LA.

We had to confess to not knowing. "Um, we'll get back to you on that." Eventually we remembered that later in the summer the *Disney Wonder* would be headed to Seattle herself. After that, when crew members asked, we started dropping hints. "You know, the *Wonder's* going up by our house..."

## Preparations and Instructions

That wasn't to say that we hadn't done some planning. In the middle of the Pacific Ocean, it's hard to find bricks, so we'd had to try to figure out what might be needed.



An overhead look at the pool.

Before boarding, we looked at the features we could see from photos of the ship, and tried to order parts that would cover that detail. One example was the lifeboats. We had a few different ideas and bought exactly enough parts to handle those ideas, and maybe a few other possibilities. Unfortunately, during construction that meant we wouldn't have enough to use them in other non-lifeboat places. And if we found a better lifeboat design that used more or different bricks, we would be stuck.



The bow.



The bridge, with some crew members onboard.



The rear stack.

“Where are the instructions?” was the third unvarying question. I’d whip out my notes, primarily a paper diagram of the deck plans overlaid with a grid, and some photos of the *Magic*. In addition to finding bricks, our planning before leaving was largely collecting photos of the *Wonder* and her sister ship, the *Magic*. We also knew some details, like the ship’s name, were too intricate to render in brick. For those, I printed stickers at varying scales before we left home.

## The Captain and the *Wonder*

Once the LEGO *Wonder* started coming together, she started getting a lot of attention. Not just from the guests, but also from the ship’s crew and Mickey’s Gang as well. The real *Wonder*’s Captain Fabian found our LEGO *Wonder* and stopped by periodically to check on our progress. Captain Fabian used our model to point out details about the ship. I’d accidentally discovered that the front stack is shorter than the aft stack, and he explained the aerodynamic reasons for the difference. Captain Fabian also pointed out how the classic ships the *Wonder* was styled after affected her design. Those ships had lifeboats lining the upper deck. On the *Wonder*, the viewing bay windows on deck 9 echo those boats, with each bay positioned above a real lifeboat.

Captain Fabian’s visit offered a solution to the LEGO *Wonder*’s transportation problem. I barely got the words out, when Captain Fabian offered to take her back to Seattle for us. After that, when

The LEGO *Wonder* is the first LEGO ship built by the Steeles on a Disney Cruise, joining an Egyptian Funeral Barge replica.

### Distance Traveled:

10000 nautical miles, almost 12000 miles, (LA -> HI -> LA -> Vancouver -> AK -> Seattle -> AK -> Seattle)

### Parts Used:

4500 Bricks

### Gross Weight:

11.5 lbs (same as 43,000 1x1 round plates if Bricklink’s right about mass)

### Length:

146 studs

### Beam:

20 studs

### Draft:

<1 plate

### Height:

26.4 bricks (or 79.2 plates)

### Total Power:

1 human and 7 LEGO Horses used during construction (couldn’t figure out where Disney keeps their horses)



Overhead view after the LEGO Wonder's tour, with Disney signatures!



Captain Fabian viewing the completed ship.



The LEGO Wonder with Brickley.

stopping by, he would ask if "is she done yet?", he had "the perfect spot" in his cabin, and "when could he get his ship?" Other crew members warned: *We'd never see her again!*

While sailing in the middle of the Pacific Ocean, we had to find solutions that used the bricks in our bags. For the ship's stacks, we ended up borrowing scissors from the Youth Activities staff and cut some red plates in half. I even confess to using a black marker in one spot. Even our pictures proved insufficient to build all of the details. I grabbed a postcard from the gift shop, and had to take numerous photos of the details on the top decks.

6

Everything else one does on a cruise, like wandering around the islands, interrupted our construction effort. (We do admit to stopping at the Honolulu LEGO Store, where we got a Hawai'i key chain, Brickley the sea monster... and a grab bag for those tiny details we were missing). Despite the pauses and after about ten days, the LEGO Wonder was complete, and just in time for a contest.

### Competition

The Shipboard Activities staff like to find things for the guests to do. Va'a is Hawaiian for canoe or boat, so the Wonder had a Hawaiian-themed Va'a (boat) contest. Max, Goofy, Captain Fabian and other distinguished judges

carefully evaluated the entries. There were a bunch of great entries with wonderful Hawaiian themes, using scrounged materials like coconut husks and tea leaves. Most floated much better than the LEGO Wonder, yet we managed an Honorable Mention!

By this time many of the passengers and crew had been watching the building of the LEGO Wonder, so after the Va'a Contest, the ship's hotel staff found a table to display her on for a few days, allowing people to get a closer look and take some photos. We noticed that one of the guests was blind and invited him to physically examine the LEGO Wonder. That was pretty neat because the model gave him a chance to explore details that he couldn't observe before, like the stacks and antennas above the guest areas.

Eventually it was time to return to port. After a stop in the crew lounge, the LEGO Wonder did travel back to Seattle in the Captains' cabin after we disembarked. The LEGO Wonder managed 4 cruises, totaling 10,000 nautical miles on the Disney Wonder under two captains. We missed picking her up the first week in Seattle, and remembered the crew's warning that we might not see her again, but we did get her the next week. (In truth the delay was because US Customs wanted to see the LEGO ship themselves.)

Before she left Seattle for the summer's end, we visited the real Disney Wonder again. The crew, not knowing we were the builders, told us about the LEGO ship that "one of the guests" had built. Captain Thord pulled out his phone and showed us photos of the LEGO Wonder left in their cabin while Captain Fabian took some vacation. We picked up our ship, and since have displayed it at area displays, including BrickCon. 

We have some more info, pictures, stories and a YouTube video about the LEGO Wonder on our blog at <http://ourrandombits.blogspot.com> or scan the QR code! Thanks Yoel for all those dark blue hull bricks!







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# CABINET OF CURIOSITIES



*Brass Haberdasher - Polymen*



*My Queen,*

*Often my heroic adventures and brave travels take me to exotic locations to mingle with the unenlightened indigenous folk. On one such wandering I was investigating the location of a mysterious object called the 'Ark that walks.' I journeyed to countless ancient temples and sought out strange religious sects in pursuit of this legendary Ark. Finally, through some deliberate and generous palm-greasing, I found myself on a noisy train bound for Katmandu. A dark, scar-faced native approached me and mentioned our mutual friends in Bombay and a desire to help in my quest. A few English pounds loosened his oily tongue further and eventually he led me to a vast and secretive underground cavern guarded by his poor village. The locals had no idea the value of the feared object forgotten within.*

*Upon further investigation of the ancient cave system, I found an odd "device" in the form of a sizable Edwardian or Queen Anne period hardwood cabinet, now a home for crickets and cobwebs. It appears to have somehow been a mechanical masterwork, crafted by an unknown hand, with the ability to somehow move about great distances and collect objects and curios. Nearby, hand-written calligraphy scrawled on the front of a weathered leather picture album simply stated "wunderkammer." No further description or mention was made as to how the strange cabinet had functioned or what arcane magicks empowered it and its thirst for artifacts. It is unknown if the device was somehow capable of creating the enclosed photos itself, or if an unseen inventor created the collected images. The empty shelves evidenced that the original artifacts had been pillaged long ago...*



*Pork Chop - Sir Nadroj*



*Mosaic Orange - Davo Wars*



*Fiji Mermaid - Proudlove*



*Steaminibot - Captain Smog*



*Mini Black Fantasy - Nannan z*



*Micro Crawler Town - DeGobbi*



*Laughing at Gravity - Eilonmy99*



*Cubo Dubo Skull - MacLano*



*Island of Micro - cjadwards*



*Regalall - Arkon*



*Drakon Music Box - Logohaulic*



*The Poo-vil - bikiamilan*



*The Wardrobe - Siaran and Coral*



*Humanoid BOT - Rong YJREN*



*Ferraro POC - SLMOCs*



*Yori's Blight - porscheanz*



*Micro Taj - MadalGal*



*Roboticus - Titilan*



*Anomalocaris - Shannon Ocean*



*Poetry of Bees - D Higdon*



*Time Machine - Pedro Jolly*



*Head of Juju - Lino Martins*



*Mighty Monsanto - Carl Merriam*



*Friendship Faerie - floodlana*

A **Cabinet of Wonder** is the earliest precursor to the idea of a museum. I wanted to create a **Wunderkammer** with a Steampunk sensibility in the form of a large windowed cabinet with articulate mechanical arms and legs that would allow it to wander the world and collect fantastic artifacts. When I approached the idea of building one from bricks, I was also struck with the idea that I would have to somehow fill it with fantastic items of wonder!

The "Eureka" moment came to me partway through the Cabinet's construction. I would reach out to my friends and fellow builders and appeal to their talents and ideas to help me fill the empty shelves.

At present, the collection consists of upwards of 60+ artifacts (just a small sample of which are pictured here). They draw upon all types of disciplines including archeology, biology, mythical machinery and the fantastic.

Represented are mini-MOCs from nearly every continent including items from the U.K., Australia, Germany, Hungary, Belgium, Scotland, Switzerland, China, and throughout the United States and Canada.

The project evolved as more and more pieces of wonder arrived and eventually took the form of an accompanying giant white repository called **The Albinus Cabinet**.

To all of the generous and creative artifact designers who have contributed over the years: Thank You!

- Guy Himer—V&A Steamworks



Zorse Granium - Dr. Morbius



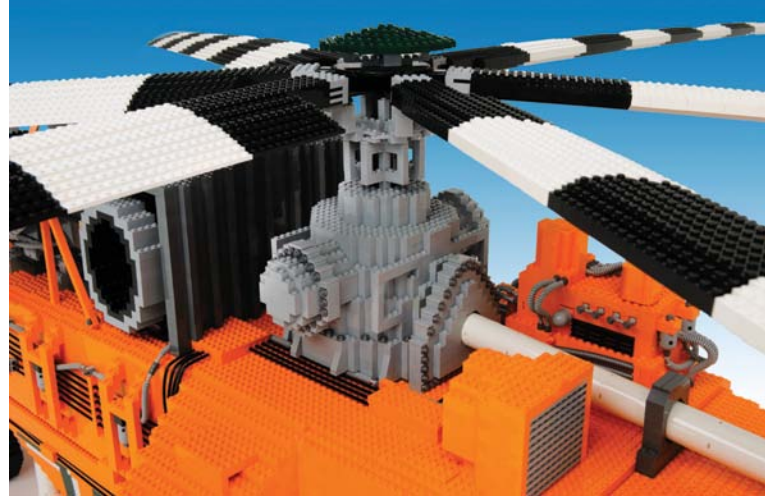
# WUNDERKAMMER



# Elvis the Heli-tanker Lands!

Article by Joe Meno • Photography provided by Ryan McNaught, LEGO Certified Professional





## Building Big... Again

LEGO Certified Professional Ryan McNaught resides in Australia, but is known internationally for his builds that he brings to the LEGO fan convention BrickWorld in Chicago. In past years, he has brought a minifigure scale model of a jetliner and a cruise ship. What made each creation incredible was that they were cutaway models showing the interior of the vehicles, with motorized and lighted details.

For the Australian LEGO fan convention Brickvention 2013, Ryan wanted to build another big thing. After 100,000 bricks, a month of design and building time, he brought an orange helicopter... but not just any helicopter. He built "Elvis," an Erickson Air-Crane used as a firefighting chopper. At just under 4 meters and over 1 meter high, this is by far the largest helicopter he has made.

Because of its size, Elvis posed some structural challenges. As Ryan describes, "Each of the rotors has a steel support in it which goes into a steel internal hub. It's actually designed to be able to be motorized, but I just haven't been bothered doing that side of it—like all good things, when is a MOC finished? I also burned out a few XL motors playing around with it, so had to cut my losses."

As for the rest of the chopper frame and its structural strength, things got a bit tricky. Ryan reveals, "The model is actually designed to be hung from a roof. There are 4 anchor points across the roof section which go into the core of the model. Its center of gravity is well forward of the wheels because of the lightness of the tail."

Ryan's inspiration for building Elvis is pretty simple: "Living in Australia every summer there is a constant threat of bushfires, and pretty much everyone is or has been affected by them in some way. So anything related to firefighting is really cool. Elvis is seen as a hero due to the sheer number of lives he has saved. It's also a really interesting model. Normally each year I'll make a cutaway model, but with Elvis pretty much everything is on the outside, so that worked out well."

Presently, Elvis is on a bit of a tour, as he is booked in at quite a few places around Australia. Normally after Ryan finishes a large model, it tours around for about 2 years before it ends up overseas somewhere. He is hoping to take Elvis over to some AFOL events in the USA, as he has done with other models, but the cost of the logistics over the years has skyrocketed, so it's getting pretty tough.




## Building Elvis: Behind the Scenes



Speaking of touring, Elvis is designed to be broken down into sections and shipped to venues for display. A close look at the rotors in the shipping photo at the left will reveal their steel supports. Above, construction of the odd-shaped model required supports under the fuselage that were replaced by built sections as they were completed.

Ryan finished the model, but as he tells here, he made a mistake: “Because of Elvis’ sheer size when I was working on it, I lost my sense of scale. The first time I got it together and was able to stand back and see it was when the photos were taken, and I then almost instantly realized that the tail rotors were too large. Of course I didn’t have the parts I needed at the photoshoot, but after its pictures were taken I reduced them down to the correct scale size!”

Elvis is now on tour in Australia, and is only one of the many models Ryan has built. One thing is for sure—Ryan likes to build big! 

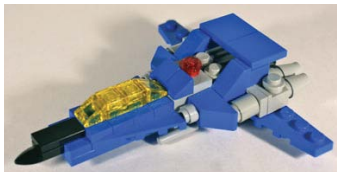
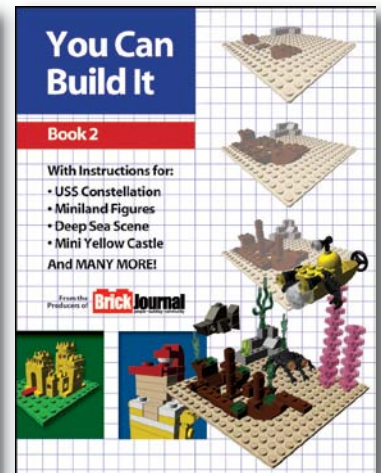
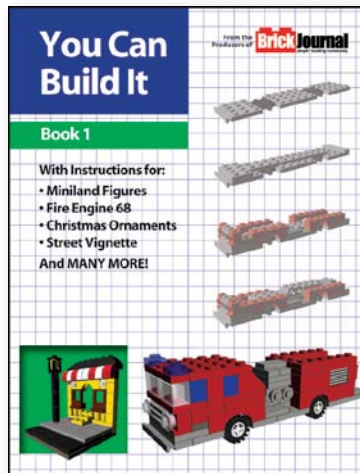


You can find more of Ryan McNaught's models at his Flickr page: <http://www.flickr.com/photos/ryanmcnaught/> or you can scan the QR code here!



# LEGO fans: You Can Build It!

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## The Euromap: An Adventure in Brick Cartography

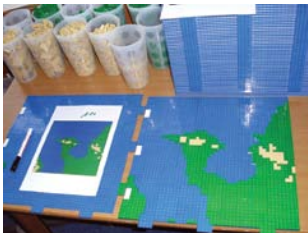
*Article by Tobias Reichling*

*Photography provided by Andreas Overberg and Tobias Reichling*

On the last evening of the LEGO Fan Weekend 2009 in Skaerbaek, Bruno Kurth and Tobias Reichling sat together and built one of the LEGO Architecture sets. Impressed by the model, they were inspired to build other buildings in this style. However, this brought up the question: What could they do with the finished models? How could they display them?

Both were inspired to embed these buildings into a relief map of Europe. Even with the microscale models, though, the map would be huge, measuring over 12 feet by 12 feet! It took several months of planning, but the map design was started in April 2010 with building starting the following June. At the same time, many other European Lego fans offered their building support by building microscale landmarks!

By the time the map was completed in September 2010, there were 43 landmarks by 20 builders, making this not only a Euromap of landmarks, but also a Euromap of LEGO fans! **b**



Map panels were defined using a computer program. From there, instruction sheets were printed and used to build.



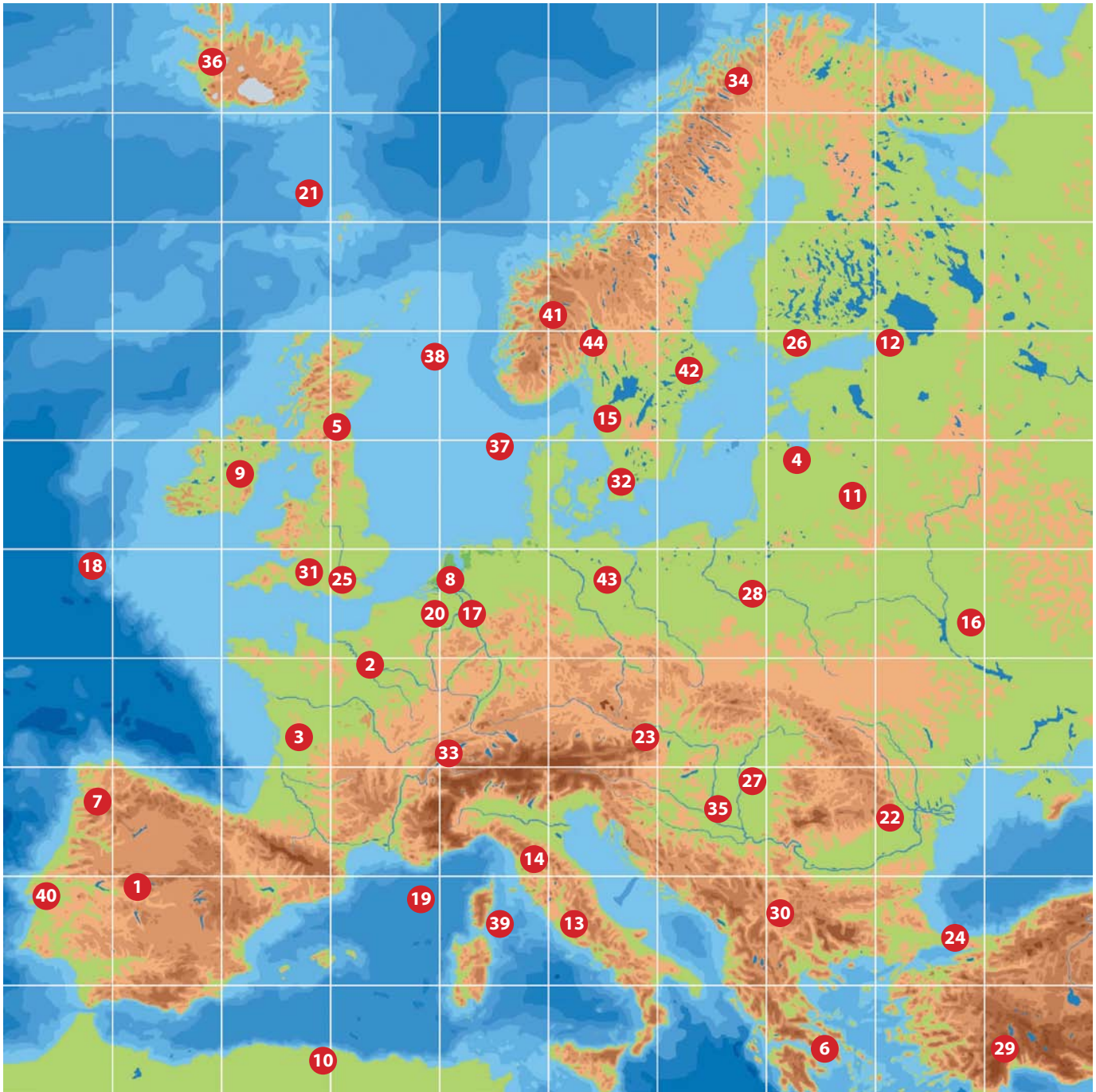
A completed map panel.



Tobias Reichling and Bruno Kurth working on map panels.



Completed map panels stacked for storage.



# The Euromap

Number of elements: Approximately 53,500 (only relief)

Area: 480 studs x 480 studs  
(3.84 m x 3.84 m)

Number of studs: 230,400 studs in the base area  
plus an additional 453,026 studs

Construction Time: April - September 2010

Builders: Vanessa Graf,  
Tanja Kusserow-Kurth,  
Torsten Scheer, Bruno Kurth  
and Tobias Reichling

# The Landmarks of the Euromap

Here is an index of all the landmarks built for the Euromap, along with their builders.



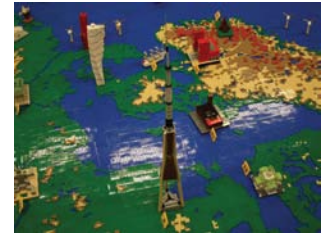
1. Puerta de Europa towers (alias Gate of Europe or Torres KIO), Madrid, Spain, by Carlos Mendez Potes



2. Eiffel Tower, Paris, France, by Eric Borrega



3. Tour St.-Nicolas and Tour de la Chaine, La Rochelle, France, by Eric Borrega



4. Riga Radio and TV Tower, Riga, Latvia, by Heiner Berg



5. Edinburgh Castle, Edinburgh, Scotland, by Heiner Berg



6. Parthenon (Acropolis), Athens, Greece, by Torsten Scheer and Bruno Kurth



7. Cathedral, Santiago de Compostela, Spain, by Torsten Scheer



8. Windmill, Rotterdam, The Netherlands, by Bruno Kurth



9. St. Patrick's Cathedral, Dublin, Ireland, by Johannes Köhler



10. Monument of the Martyrs, Algiers, Algeria, by Johannes Köhler



11. National Library, Minsk, Belarus, by Bruno Kurth



12. Bronze Horseman, Saint Petersburg, Russia, by Bruno Kurth



13. Colosseum, Rome, Italy, by Luca Giannitti



14. Leaning Tower, Pisa, Italy, by Luca Giannitti



15. Barken Viking, Gothenburg, Sweden, by Marco Chiappa



16. Mother Motherland, Kiev, Ukraine, by Marco Chiappa



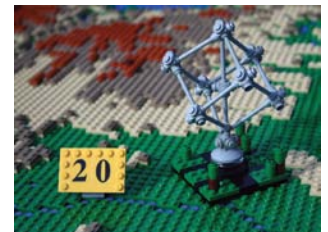
17. Cathedral, Cologne, Germany, by Michael Jasper



18. Titanic, Atlantic, by Patrick Bendt



19. Aircraft carrier Charles de Gaulle, Mediterranean Sea, by Patrick Bendt



20. Atomium, Brussels, Belgium, by Serge Belsack



21. Ferry boat, Atlantic, by Serge Belsack



22. Arcul de Triumf, Bucharest, Romania, by Sever-Mihai Alicu



23. Prater (travel wheel), Vienna, Austria, by Thomas Muskovich and Verena Schaden



24. Hagia-Sophia-Museum, Istanbul, Turkey, by Thomas Muskovich and Verena Schaden



25. Big Ben, London, England, by Volker Draschka



26. Cathedral, Helsinki, Finland, by Volker Draschka



27. Chain Bridge, Budapest, Hungary, by Torsten Scheer



28. Palace of Culture and Science, Warsaw, Poland, by Torsten Scheer



29. Yivli Minare Mosque, Antalya, Turkey, by Torsten Scheer



30. Millennium Cross, Skopje, Republic of Macedonia, by Tobias Reichling



31. Stonehenge, Amesbury, England, by Tobias Reichling



32. Turning Torso, Malmö, Sweden, by Tobias Reichling



33. Jet d'eau, Geneva, Switzerland, by Tobias Reichling



34. Arctic Cathedral, Tromsø, Norway, by Tobias Reichling



35. Genex Tower, Belgrade, Serbia, by Tobias Reichling



36. Hallgrímskirkja, Reykjavík, Iceland, by Bruno Kurth



37. Offshore wind farm, North Sea, by Bruno Kurth



38. Oil rig, North Sea, by Bruno Kurth



39. Cruise ship, Mediterranean Sea, by Bruno Kurth



40. Belém Tower, Lisbon, Portugal, by Bruno Kurth



41. Stave church, Borgund, Norway, by Ina Nilsson



42. Stadshus, Stockholm, Sweden, by Ina Nilsson



43. Brandenburg Gate, Berlin, Germany, by Jürgen Hoffmann



44. City Hall, Oslo, Norway, by Jürgen Hoffmann



Two fellow LEGO fans Euromappers, (from left to right) Patrick Bendt and Heiner Berg, are thanked for their contributions to the map by Bruno and Tobias.



Tobias setting up the Euromap.

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You can go to the Euromap webpage at [http://t-reichling.de/en/MOCs\\_euromap.shtml](http://t-reichling.de/en/MOCs_euromap.shtml) or by scanning this QR code!



*Eric Tetangco's whimsical figures.*

# Think Outside the Blocks!

*Article by Tyler Clites*

*Photography provided by Eric Tetangco, Thorsten Bonsch, Jason Allemann, and Tyler Clites*

**C**reativity can come in many shapes and forms. It is the foundation upon which the LEGO company was built and it is also the fuel that powers all LEGO builders, both young and old. Whether you are simply constructing an official set, or building your own creation, creativity is always present. LEGO bricks by their nature are designed for creativity. If three ordinary 2x4 bricks can be connected in 1,060 ways, just imagine how many connection possibilities are possible with the thousands of different types of LEGO bricks that have been created over the years.

In the past, LEGO would often provide inspirational models on the backs of instruction booklets to encourage kids to literally think outside the set on the box. Many LEGO fans have done just that and more. You need look no further than the LEGO fan community to see websites, LUGs, and conventions all centered around creativity with LEGO bricks.

However, I wonder if it is possible to get bogged down in a creative quagmire. No, I am not talking about builder's block. What I am referring to is a creative plateau where, as creators, we have stopped looking for ways to be more creative. We have reached a high point on the creative mountain, and we seem content to stay there instead of venturing further up the creative mountain. How many spaceships, castles, or trains have you seen that all look essentially the same? At conventions you see displays with dizzying train layouts, massive skyscrapers and castles big enough to stand in. Sure, there are subtle differences which make each one unique to the builder and maybe some new creative techniques sprinkled about, but in a way, they are all the same. This can also be applied to the creations seen online. Another spaceship, another mech, another train, another castle, and the list goes on. There is certainly nothing wrong with this, but it seems that as a whole, LEGO builders have stopped looking for the next new thing, and are content to build the same things over and over again.





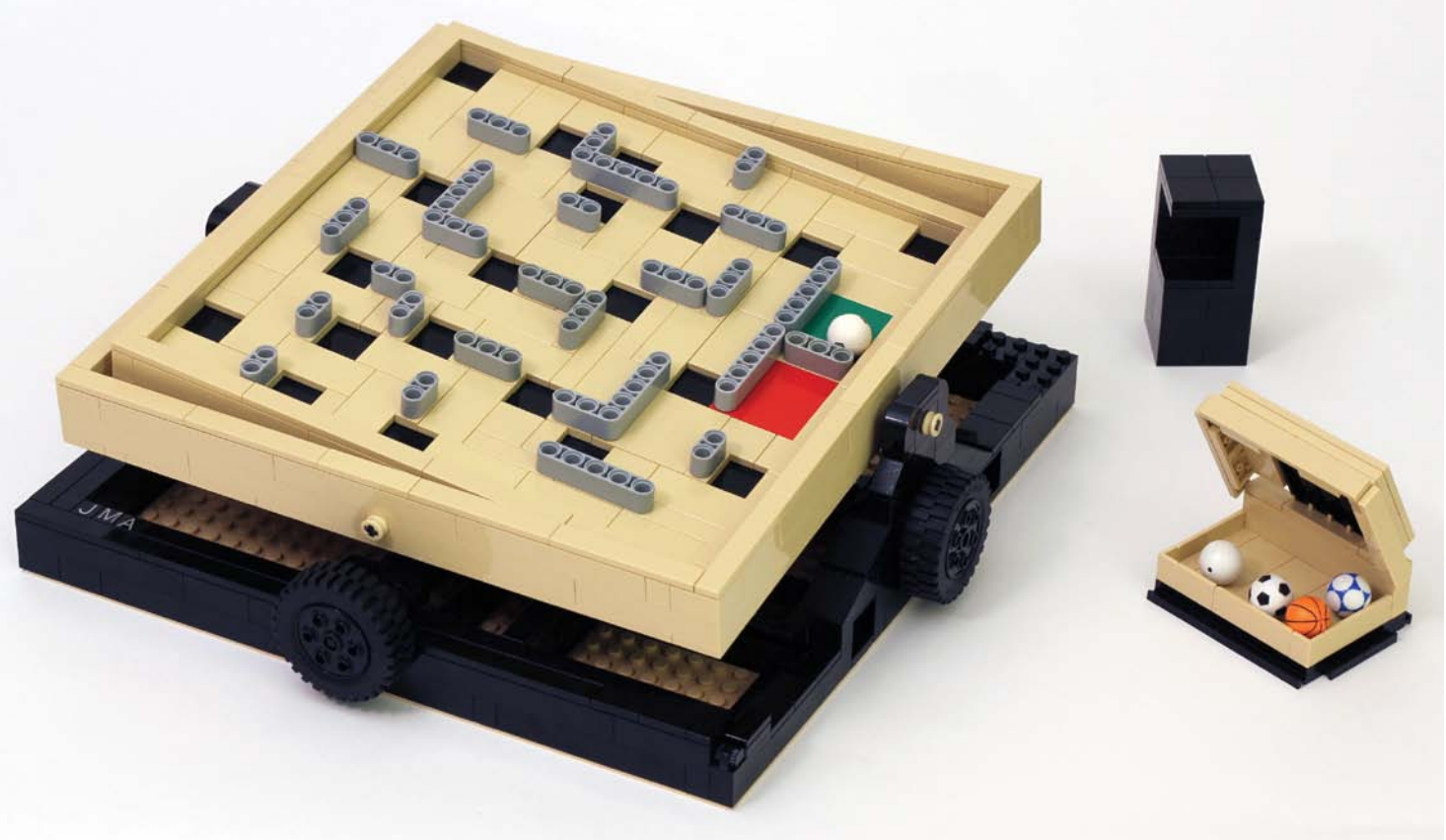
Thorsten Bonsch's mosaic.

What happened to our creativity? Did we just reach a point where we stopped thinking of new ways to use the bricks? New parts and colors come out every year, but rarely can you find anything that could be considered 'new' or truly creative. As a whole, LEGO fans seem to have limited our creativity to within certain parameters. AFOLs often say things like, "I build space" or "I build castles", or they ask what your favorite theme is. Why do creations have to be built within the confines of a theme? Instead of building within the 'box' of a theme, why not build something that does not fit a theme or that bridges multiple themes?

However, all is not lost. A number of LEGO builders have taken this leap and begun to explore the world outside the box. It may be a strange and scary world but a few builders are doing it with style. Like ancient explorers, they are not content with their current locale but are fascinated by what lies beyond the horizon of LEGO. Is it even possible to build outside established themes or genres? You bet your ABS it is.

Eric Tetangco, or SPARKART! has broken the proverbial mold with his original characters. *Star Wars* and comic book fans will be easily enthralled by these creative models. Eric makes creative use of the printed windscreen parts from LEGO's *Cars* line. Since LEGO has made *Star Wars* and super-hero minifigures, many people would tend to be content with making a model in these genres that would suit the already established figures. You could certainly refer to these as *Star Wars* or super-hero models, but they are also sculptures, and cartoons.

Thorsten Bonsch or Xenomurphy has really taken mosaics to a truly original level. If the number of connections within the thousands of LEGO elements is essentially infinite, think how much is possible if you did not have the restriction of connecting the pieces to one another. Thorsten has created his Spider-Man mosaic without connecting any of the bricks. Yes, he literally created a stunning image with just a bunch of random bricks. Do unsorted bricks plague your build area? Think creatively and turn those loose parts into a mosaic. Thinking outside the box may just mean dumping the bricks out of the box.



Top: Jason Allemann's maze and above, puzzle game.

Below: Marion Weintraut's illusory creation.

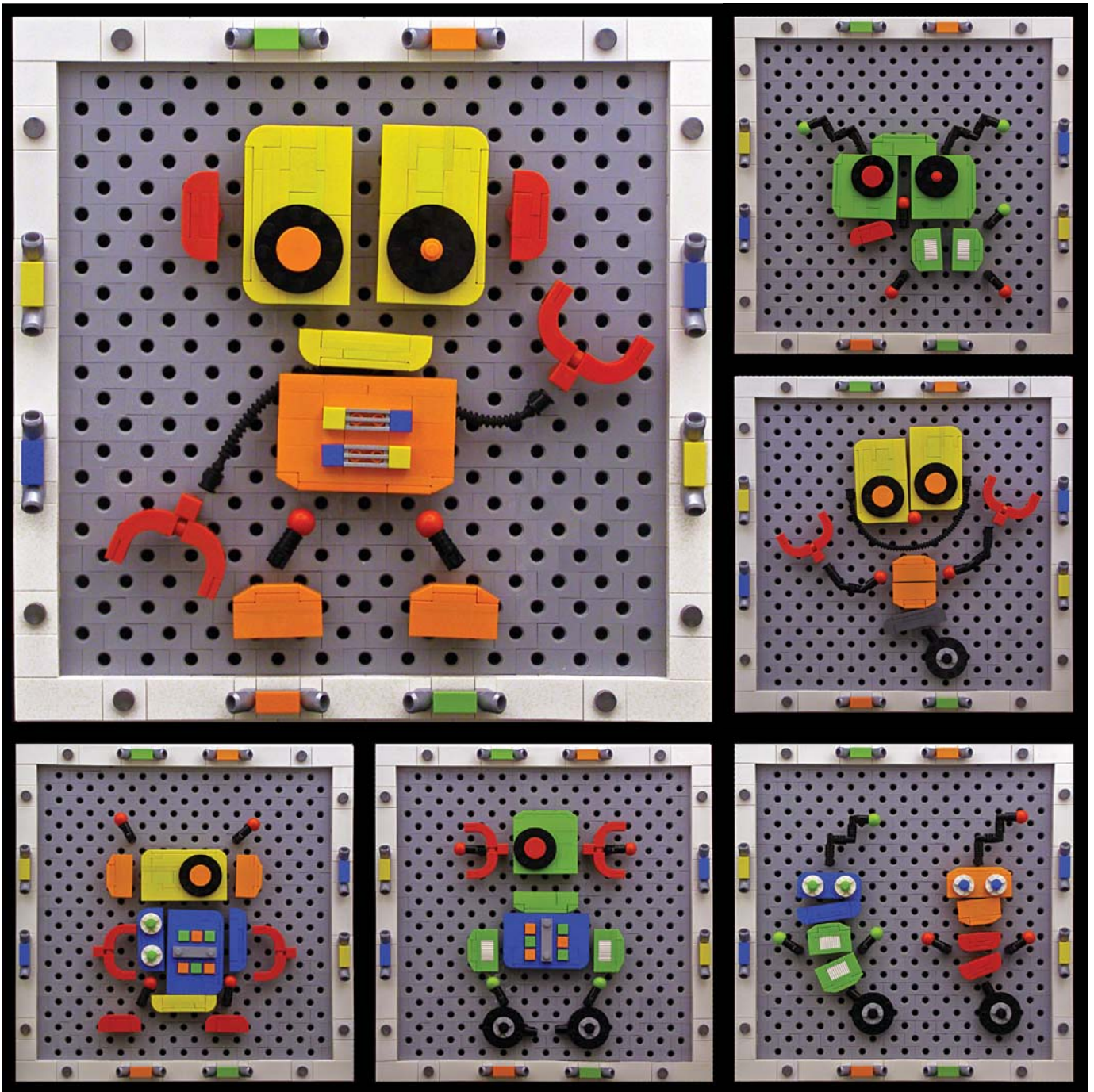


LEGO is a fun toy, but can it be a game? Jason Allemann, or True Dimensions, has created some fun games with LEGO bricks. Everyone loves those ball mazes that you move with the knobs on the sides, and everyone loves LEGO. It only seems natural to combine the two. Apart from LEGO's official line of video games and other small buildable games, I have seen very few people who have created games like this in LEGO. What about puzzle games? Jason has also created some small puzzles to both tease your brain and inspire innovative creativity.

Someone else who truly sees the world differently is Marion Weintraut or Brix63. Marion has created impossible optical illusions in LEGO. What makes her illusions so astounding is the fact that she creates them without any image manipulation. It would be easy to create something like this in Photoshop by combining two separate photos, but Marion has done no such thing. This illusion and others by her have been carefully designed to allow them to actually be possible in LEGO.

I too have been inspired by builders like these to take a journey outside the box. As a Christmas gift, I created a frame with a backing of Technic bricks. This provides the ability to create your own creative robots out of pre-fabricated shapes and elements. While the concept itself is something that I consider to be original and creative, it also allows further creativity in using the robotic elements to create a wide variety of mechanical characters.

LEGO is something we all love and the subject matter should also be something we love. Sometimes though, we tend to be influenced and inspired by what has already been created in LEGO rather than things outside of LEGO. If you like spaceships and trains, that is wonderful, but what if you have other interests outside of LEGO that can be combined with LEGO? Builders like Eric Tetango are



Tyler Clites' robot creation pinboard.

combining a love of cartoon characters, movie characters and LEGO into one. Thorsten Bonsch has combined his love of super-heroes with a unique painterly style of creating an image in LEGO. Jason Alleman has blended a love of games and puzzles with LEGO. Marion Wientraut has used a passion for optical illusions and LEGO to create mind-boggling images.

What will you do? What happen if a lover of theatre, animals and LEGO combined their passions? What would a musician with a love of history create in LEGO? The possibilities are utterly endless. I encourage all LEGO builders to try something new, or do something crazy. It may turn out terrible, or it may be the next big thing. However, you will never know until you try. So to all my

fellow LEGO enthusiasts, do not be content with your spot in the creative quagmire; get your creativity out of the rut and think outside the blocks. **b**



You can find more of Tyler Clites' models at his Flickr page: <http://www.flickr.com/photos/legohaulic/> or you can scan the QR code here!

People



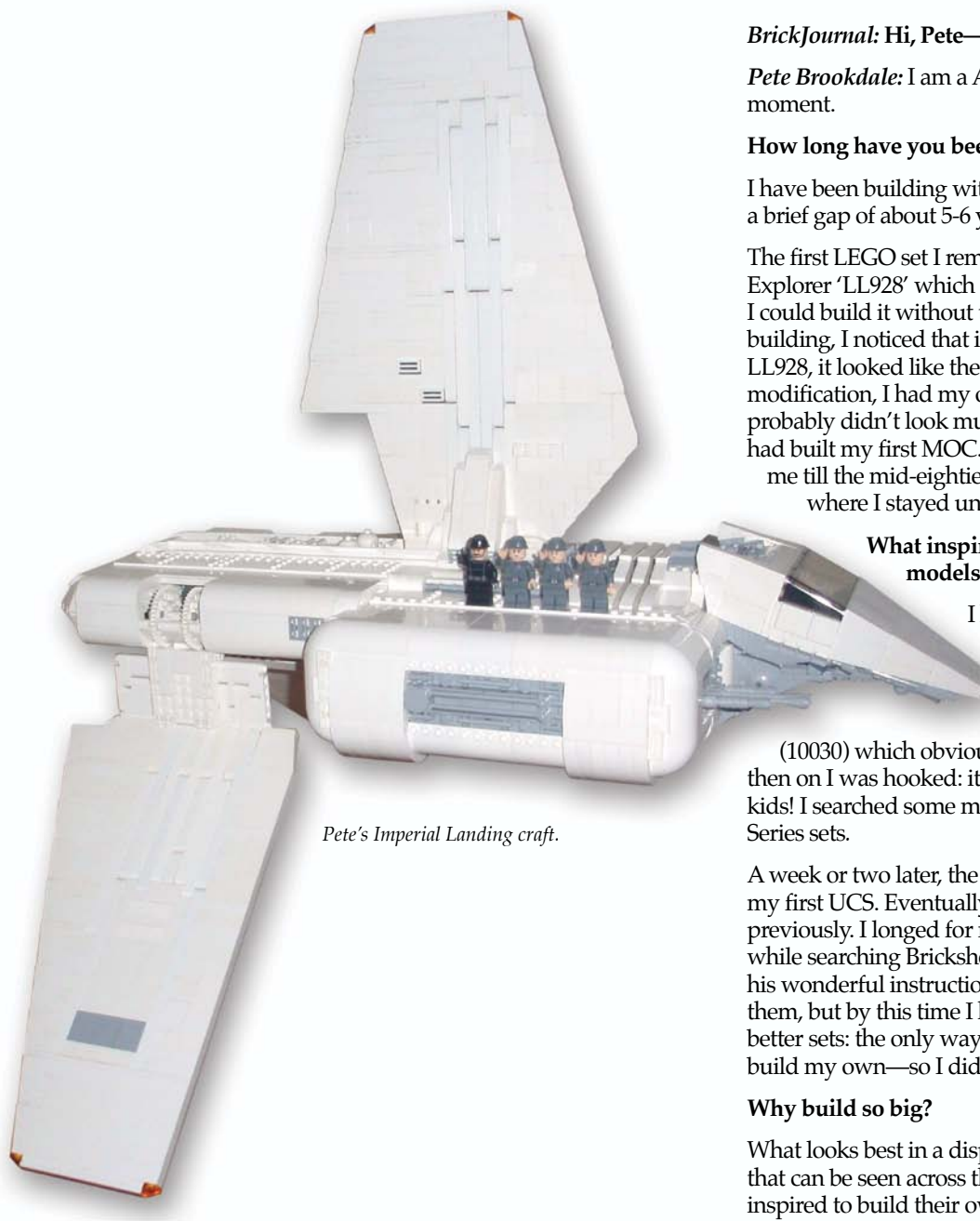
# Pete Brookdale: Building on a Different Scale!

*Article by Joe Meno*

*Photography provided  
by Pete Brookdale*

British builder Pete Brookdale's creations have become well-known at events. Besides building *Star Wars*-related models, he builds them in LEGO Ultimate Collector Scale. His models are large, complex, and impressive. *BrickJournal* talked to him about his growing collection of creations.





Pete's Imperial Landing craft.

**BrickJournal:** Hi, Pete—what do you do outside of building?

**Pete Brookdale:** I am a Automotive Vehicle Technician at the moment.

**How long have you been building and what got you started?**

I have been building with LEGO since the age of 5, albeit with a brief gap of about 5-6 years when I was 20.

The first LEGO set I remember getting was the 928 Galaxy Explorer 'LL928' which I loved and rebuilt so many times, I could build it without the instructions! One time while building, I noticed that if I turned around the rear end of LL928, it looked like the front of the Falcon. With a bit of a modification, I had my own Falcon completely out of scale! It probably didn't look much like what it was supposed to, but I had built my first MOC. Classic Space LEGO carried on with me till the mid-eighties when I strayed to LEGO Technic, where I stayed until 2005.

**What inspired you to begin building *Star Wars* models in UCS (Ultimate Collector's Scale)?**

I have loved LEGO *Star Wars* from the first time I saw it; during a browsing session looking for old Technic sets I missed buying, I stumbled across the Imperial Star Destroyer (10030) which obviously caught my attention, and from then on I was hooked: it was LEGO *Star Wars* that wasn't for kids! I searched some more and discovered the LEGO UCS Series sets.

A week or two later, the postman delivered Y-Wing (10134), my first UCS. Eventually, I got all the UCS sets that I missed previously. I longed for more sets in this style and again while searching Brickshelf I found Rgeiger's page with all his wonderful instructions for UCS models. I built a few of them, but by this time I had developed a need for bigger and better sets: the only way I could sustain my hunger was to just build my own—so I did!

**Why build so big?**

What looks best in a display: Small models, or great big ones that can be seen across the room and get the kids and adults inspired to build their own when they get home?

**Fair point. You have built spaceships, ground vehicles and even creatures; how do you decide what you want to build next?**

In my view, deciding which of the many *Star Wars* vehicles/spaceships to build is far harder than building them most of the time. Sometimes something catches my eye or another builder's MOC inspires me to build. Most of the time, though, I look for something that will be interesting to look at, or requires me to build outside my comfort zone; basically I like a challenge.

My first MOC of this type was my version of the Lambda shuttle built in minifig scale to match the Millennium Falcon (10179). I had no parts to build it, so everything had to be sourced from Bricklink (online). Nearly all my parts are ordered for my MOCs as I never break the official sets for parts. This can get frustrating at times as I am always waiting for parts to arrive so I can carry on building a MOC. I sometimes build more than one at a time for that reason.

*I spend between 2-7 months building MOCs. It all depends on what parts I need and have in my collection at the time, but in reality, they are never truly finished. Every time I display at shows/exhibitions I am always looking for ways to improve the look or construction of them.*



A UCS speederbike.

Having finished the Lambda Shuttle, I had the building bug and started my next MOC soon after: the TIE Defender. The hardest part of this MOC was building the tri-wing supports and somehow making them strong enough to support the heavy wings. Looking at it, you wouldn't think that click hinges hold them together strong enough to swoosh around!

**After deciding your next build, how do you proceed to build?**

When I have decided upon a new MOC I build it in my head. I am always thinking about or mentally building my MOCs most of the time; I go to sleep at night building in my head. Some people use LDD (LEGO Digital Designer) or Ldraw or some other software, but I prefer the in-house method! That is not to say that I don't try my ideas in LDD to visualize them. With the planning done I get the bricks out and start sketching my ideas in the brick, and depending on what reference I am using, it's a matter of measuring and scaling up or down to get the right shape. The rest just continues from there. With my latest MOC I had built the frame of the ship and most of the hull and greeblies and then decided it would be better a different way, so I rebuilt it all again to fit the parts I was keeping. Sometimes asking my other half if it looks okay helps wonders, as she can see problems I am oblivious to.

When deciding what scale to build, it really is just a matter of checking whether it can be built in minifig scale; does a larger scale suit it better? Take my Jedi Starfighter (seen on the next page), for example. Minifig scale would be too small for a UCS MOC, so I built it around the part that I couldn't change: the cockpit canopy. It's just a case of finding a decent image of the ship I want to build and using a ruler and calculator to scale it up, and then finding the best parts to suit that scale, which in this case were the wedge plates for the wings.

I build all my MOCs on my bed mainly due to limited space in the house and my two little girls and baby son that try and help by mixing all the parts up after I have spent hours sorting them in the first place! It is always funny when me and my other

half go to bed, as she always finds a couple of stray pieces under the covers—which of course I have been looking for the past few hours!

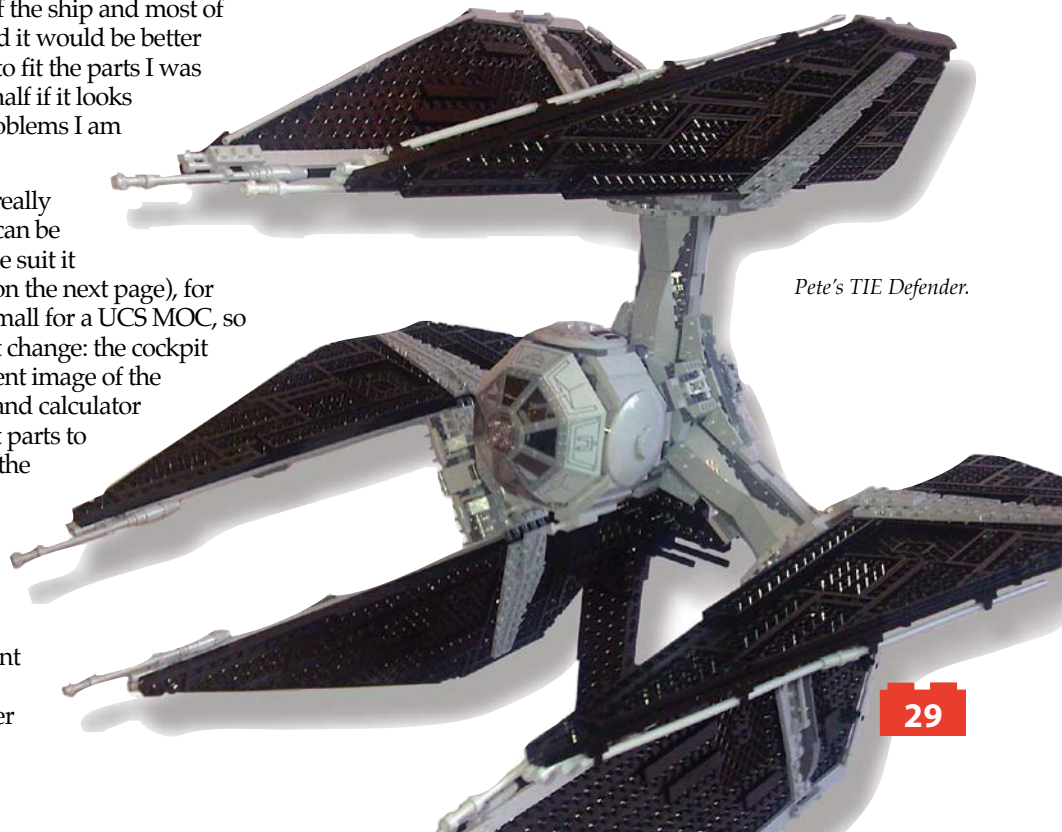
I spend between 2-7 months building MOCs. It all depends on what parts I need and have in my collection at the time, but in reality, they are never truly finished. Every time I display at shows/exhibitions I am always looking for ways to improve the look or construction of them.

**What was the toughest model you've built?**

Apart from what I'm working on at the moment, I think the most challenging build so far would have to be my version of the Imperial Landing Craft from the special edition of *Star Wars: A New Hope*. It is on screen for less than 10 seconds and there is no studio prop or reference to use since it was all computer graphic renderings. I had to watch the clip over and over again and again, zooming in and freeze-framing the shot in numerous different angles, just so I could get an idea of the overall shape of the craft. In the end, the finished MOC turned out well: it's as accurate to the film as I could get with a few added details that I thought gave it a bit more volume. Obviously, if Disney /ILM releases the CGI artwork I will rebuild it to match.

**What is the most satisfying model you have built?**

The AT-AT from *Empire Strikes Back* and *Return of the Jedi* is the one vehicle from the *Star Wars* universe that won a place



Pete's TIE Defender.



Pete designed and built his Jedi Starfighter before the LEGO Group produced one.

in my heart from the first time I saw it stomping across the screen. It's iconic to *Star Wars* and no other vehicle does it for me. I have always wanted one but have never been satisfied with what was offered by LEGO themselves. It was only right to build my own version. It always draws the crowds at shows probably due to its size. The AT-AT was quite a pain to build, due to all the weight being supported by only four 4-stud length Technic axles. The head and neck are supported from the rear of the body, which makes the entire MOC very wobbly! It took me around 3 months to build and contains about 7500-8000 parts.

#### What are you working on now?

I am currently working on a UCS GR-75 Rebel Transport as seen on Hoth and in the Rebel fleet in *Return of the Jedi*. I don't know why I chose to build it, but I have not seen one built yet in UCS scale, and it's certainly a challenge with all its curves! I am hoping to reveal it at the 'Great Western LEGO Show' later this year.

So far things are looking promising! 



Some views of the Rancor Pete built and co-designed with Daiman Mardon.



You can find more of Pete's models at his Flickr page: <http://www.flickr.com/photos/42956921@N08/> or you can scan the QR code here!





# A Closer Look at the AT-AT

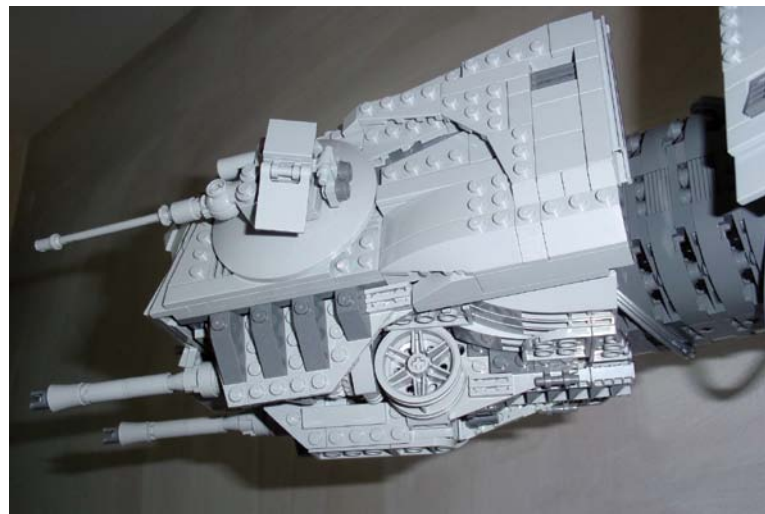
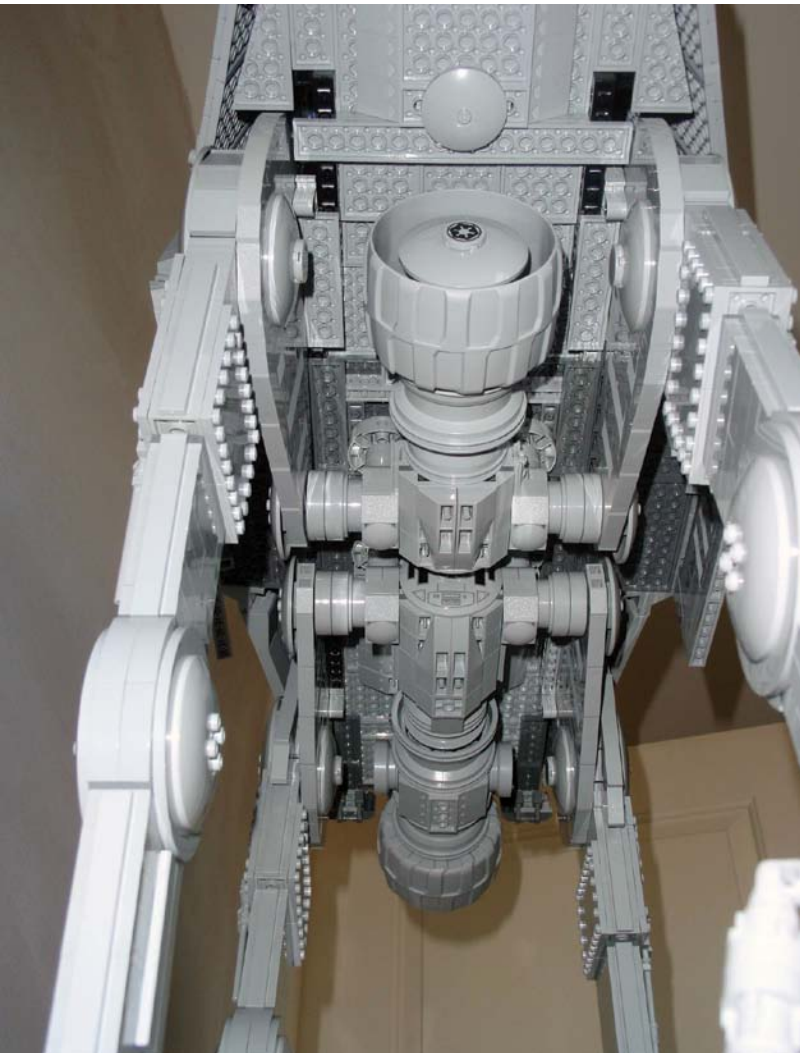
Here are some other views of Pete Brookdale's walker model. Some of the detail can only be seen by looking under the model, so take a look!



*A forward view showing the head.*



*A forward view looking under, like a snowspeeder's view.*



*Side view of the head.*

*View of the underside.*



# Intergalactic One-Hit Wonders!

*Article and Photography by John Cooper*

Few people know the name of the band (Figrin D'an and the Modal Nodes), but the sound of their hit song is instantly recognizable. The Mos Eisley Cantina band from *Star Wars Episode IV: A New Hope* is very iconic, despite only appearing on screen for a brief time.

This MOC was first displayed during *Star Wars* weekend at LEGOLAND California. *Star Wars* weekend is one of the most popular park events each year and features many costumed characters from the 501st Legion. Weekend events also include a Fan Gallery showcasing many *Star Wars*-themed LEGO MOCs. Local AFOLs are invited to display MOCs, and several local LUGs and organizations participate, including SANDLUG (San Diego LEGO Users Group), LUGOLA (LEGO Users Group of Los Angeles), FBTB (From Bricks to Bothans -[www.fbtb.net](http://www.fbtb.net)) and LGauge Museum ([www.lgagemuseum.org](http://www.lgagemuseum.org)).



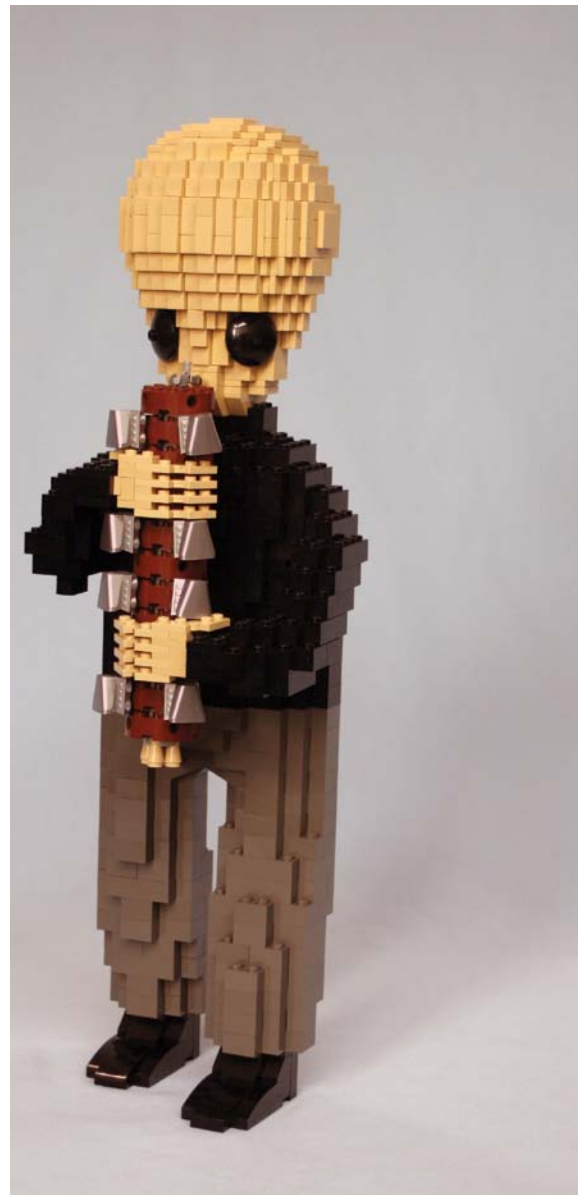
*Each musician has a slightly different pose to give a sense of motion as they rock to the music.*

The band was chosen as a model subject because I wanted something widely recognizable, but that hadn't been built in LEGO many times. The spacecraft from *Star Wars* are built often by AFOLs, but the band proved to be a unique and popular model.

The model build started with the head design since that is the most unique part of the characters. The largest portion of time building the model was spent designing and fine tuning the first head. Once I was happy with the prototype, the remaining heads were built.

The head design is a highly modified version of the Lowell sphere (<http://www.brucelowell.com/lowell-sphere/>). For any readers that aren't familiar with this, the Lowell sphere is a great building technique for studs-out spheres. The traditional design uses six identical segments that overlap at 90 degrees to each other, forming a uniform spherical shape. The concept is adaptable for spheres of any size.





The technique required extensive modification to achieve the characteristic shape of the band members, but the fundamental design still applies. For the band, further modifications were also made to achieve the smooth tiled surfaces facing outward in all directions. Even the vertical indentation in the foreheads of the band members was included in the models.

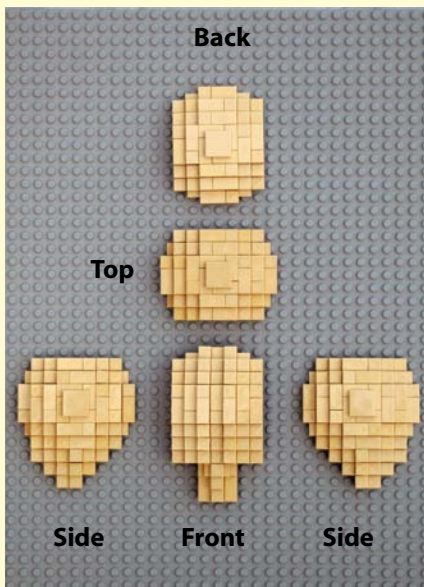
The size of the finished heads in turn established the overall scale of the band members. The bodies are simple sculptures using basic LEGO bricks, and the completed figures stand 17 inches tall. The scale of the figures worked out well so that hinge plates could be used to form poseable fingers on the hands.

The band instruments were loosely based on the movie. I wanted to capture the variety of basic instrument shapes, without worrying too much about matching the originals. Instead, I enjoyed the fun of trying to incorporate various odd parts into the instruments. Elements including engine intakes, a trash can, droid arms and light saber hilts were used.

# How to Build a Head

The heads of the musicians are built based on the construction of a Lowell Sphere. To the right, you can see how the inner structure is set up to fit the head panels. Below, you can see the head panels and how they are built up using plates and tiles.

The neck, mouth and eyes are part of the support frame. By extending the side panels, the head smoothly transitions from the face to the rest of the head.



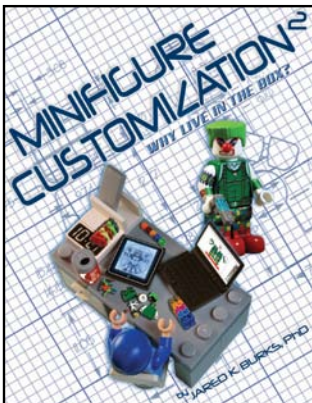
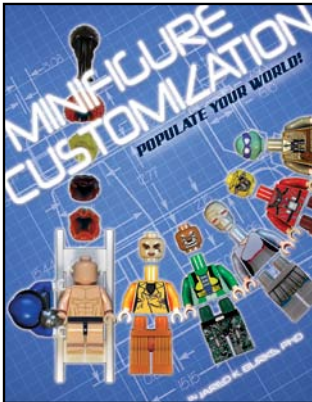
It's fun to watch the reactions of park guests when they see the band. Everyone seems to instantly recognize the band and they usually have a big smile. It's also fun to display *Star Wars* MOCs with other AFOLs. While many of the models are minifig scale, there is usually also a variety of microscale, larger sculptures, mosaics, and even sculptures using Bionicle/Hero Factory elements. Some of the other terrific models have previously been showcased in *BrickJournal*, such as Brandon's three awesome *Star Wars* chess sets (*BrickJournal* #20).

The next *Star Wars* Weekend is just a few months away, so it's time for me to start planning and building a new model for this year. 🧱

### Minifig Customization 101:

# Skill Building!

by Jared K. Burks



Want more of Jared K. Burk's amazing minifigure customization ideas? Don't miss *Minifigure Customization: Populate Your World!* (available now at [www.tvomorrow.com](http://www.tvomorrow.com)) and its just-announced sequel (shipping in November 2013).

## Jar Jar Binks Carbon Freeze



## Missa preserved

Minifigure customization is all about building and combining skills to create new and different figures. By combining skills, the resultant figure is made dramatically better by customizing multiple parts and pieces. By mixing very different skills, your result could be classified as thinking outside the box. I recently had such a challenge, but more on that in a minute.

After writing the last article on vacuum-forming, I couldn't wait to track down a former and start honing my future skill. I had been thinking of all the items I could build and make with a former, but I hadn't thought about how I would create the forming molds. This was one of the greatest difficulties with my learning to vacuum-form. Honestly, creating any original part is always the most difficult step and it is commonly the one overlooked; we have our eyes on the finished prize and not on the steps we need to conquer to reach that prize. When you take these steps and master them along the way, you have a greater sense of accomplishment from the end result. You also get something you can truly call your creation.

I had been invited to attend a Maker Faire as a Maker and I wanted to make something on-the-spot that I was able to give away to the public. I needed it to be quick to make and cost-effective enough to be able to give many of them away. The vacuum-former is the perfect tool to do just that: inexpensive part creation, easy replication, and quick production (part creation in less than 5 minutes). So I had my challenge, now I had to figure out how to do it. Typically in these articles I present a step-by-step on how to do something. In this article I am going to present the whole process chronologically with all the stumbling steps, so that the skill-building learning process is displayed.

I acquired a vacuum-former, plastic, silicon spray, and foam. I thought I was all ready to go, but as I will reveal I had gotten way ahead of myself. The purpose of this article is all about learning through trial and error, researching what you are trying to do, and problem solving. These skills can be applied to most any creation and can allow you to create some awesome custom figures. I can tell you I made lots of mistakes and I learned a lot from each and every error.

The first mistake I made was trying to create something extremely complicated as my first project. Essentially I was going to make a vacuum-formed-suit of armor for a minifigure. While this is likely possible, the level of accuracy for this type of creation is beyond a novice former. So I had to take a step back from this grand project and start with the basics. I decided to create a vacuum-formed Jar Jar Binks in carbonite, inspired by the current Han Solo carbonite LEGO part. Who hasn't thought about stashing this *Star Wars* character in carbonite to finally keep him quiet? Simple thought, just take Han off the carbonite and add Jar Jar — however Jar Jar is taller than the typical minifigure. This meant everything had to be scaled up. Even scaled up this was still a one-sided creation where the mold would be easily pressed out of the back of the mold. So the concept was sound, but how to start...?

I decided I needed to start with the simplest portion of the mold, the carbonite block. By creating the block separately from the figure portion I could change out the figure and create several variations, i.e, place multiple people in carbonite freeze. The first thing I discovered was I had the wrong foam. I thought this would take simple foam blocks to create, but what I discovered was that I needed stronger foam that could easily be sanded and sculpted. A quick trip to Google and I discovered RenShape foam. RenShape foam is available in quite a few densities and the most common is similar to bass wood, a commonly used wood for carving. I used to carve wood all the time before I emerged from my LEGO dark ages. I have always been a subtractive sculptor, essentially a wood carver. Now I had some RenShape foam and I carved out the sides of the carbonite block. The hard part was keeping the angle correct and consistent while carving in the carbonite control pads. I then took the final part to a hobby 4-inch table saw and added the kerf cut around the top edge. My carbonite block was finished. The next step was to cut Jar Jar Binks in half, a difficult task to perform safely.



Finished foam carving.

Well, I had a vacuum-former and I had a Jar Jar minifigure: why not simply vacu-form Jar Jar and then fill the formed part with resin or plaster, and pop out the filling agent? I would have what I need. Much to my dismay, even with lots of mold release, the resin stuck to the forming plastic, as I thought it might. So on to the art supply store to find plaster. Plaster worked well and released reasonably well, but wasn't strong enough for the hand regions, so they often broke. This was especially true as I sanded down the molded Jar Jar to the correct thickness. With persistence I was able to make a good plaster Jar Jar mold that I was even able to form, but the mold was fragile and I broke it, so back to the drawing board again with Jar Jar.

I had successfully formed a couple of pieces before the plaster had broken, so my first thought was to fill one of these with molding rubber (stiff molding rubber) and use this as a vacuum-forming mold. Does anyone see the flaw in my logic? Well, I didn't either; I had discounted the importance of using the foam to create the carbonite block. So I filled one of the parts with silicon rubber and let it set. Then I tried to vacu-form from this mold and it didn't



Vacuum Formed Jar Jar for Mold creation



Plaster Casting Jar Jar for Mold Creation



Jar Jar Refined for use as Vacuum Mold



Rough Jar Jar from Plaster Casting

*Jar Jar Vacuum-Form Failure. Step one was to vacuum-form Jar Jar. This had to be done cautiously as I could seal him into plastic and not be able to get him out, thus he was surrounded by foam blocks to ensure his easy removal. The resulting formed plastic was filled with plaster, which solidified in 20 minutes. This was then sanded, safely while wearing a mask, to remove excess plaster to make Jar Jar for the vacuum-form mold. This technique worked, but was fragile, so it wasn't good for the purpose.*



*Rubber mold created from initial vacu-formed plaster Jar Jar.*

work. I got this non-detailed result that looked more like product packaging than a tight formed product. The reason why is because no air could penetrate the rubber to help pull the plastic tight to the mold, so another miscalculation.

I was on to something using rubber, though, so I decided to mold the front half of Jar Jar. I created a mold box and used a modified brick 1x1 with a stud on one side to suspend Jar Jar off the side of the mold box. This allowed me to fill the lower portion, thus molding the front half of Jar Jar. After the mold set, I poured in some resin and I had half of Jar Jar; I only needed to clean it up a touch by sanding the back, an activity safe for my fingers.








*Completed form for molding.*

So now I had my front half of a figure and the carbonite block, and I was finally ready to vacuum-form the final part. Forming was actually the easiest part, because I had taken time and created the forming mold correctly. I had made many mistakes, but I had finally gotten the result I was after; now to finish the part. This would take paint, decals, and some scissors. I had to spray the interior of the part, so the finished part would be nice and shiny. Then I had to create the waterslide decals to replicate the carbonite surface and Jar Jar's clothing. I applied the decals and grabbed a Sharpie to color Jar Jar's eyes. I had the perfect item to use at Maker Faire Houston.

While at Maker Faire I had yet another idea as I found myself across the aisle from a custom soap maker (Feto Soap). Why not fill one of the carbonite Jar Jar's with soap? This will complete the reason to place Jar Jar in carbonite in the first place, now using the soap you can wash Jar Jar from your mind as you use the soap, and the figure disappears from the surface of the soap.

So in my quest to learn to vacuum-form I used the following skill sets: sculpting/carving, RTV silicon molding, resin casting, painting, decal design, and decal application. I also got to work with plaster, a new medium for me. So sometimes the journey is really the most important part. I utilized almost every skill I have developed as a customizer in the process of learning to form this one part. I also learned quite a bit about vacuum-forming. 

You can see a video of his process here: <http://www.youtube.com/watch?v=hYvISnb5rws>



*Molded soap bar.*



You can go to Jared's webpage by going to <http://www.fineclonier.com/> or scanning this QR code!

**Next Time:**

**Minifig Customization 101 – Customizing the Collectible Fig Series**

**Building**

# *Avenger* **Assembled!**

*Article by Jacob Carpenter*

*Photography by Joe Meno*



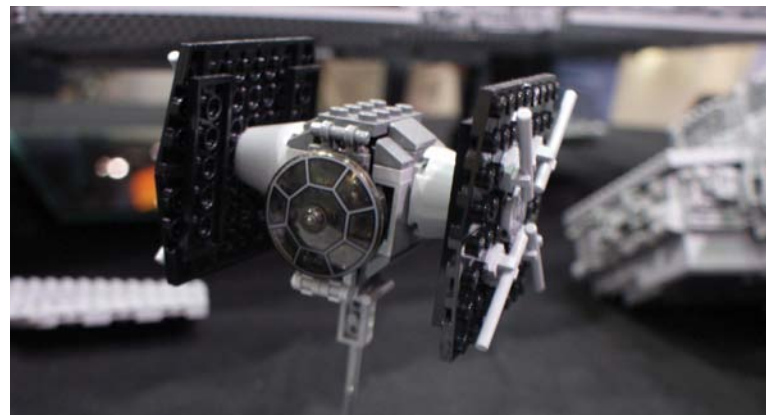


*The Avenger on display.*

**M**y name is Jacob Carpenter, I am 35 years old and live in Clarksville, TN. I am an active duty United States Army soldier, stationed at Fort Campbell, KY. My job description is a Armor Crewman on the M1 Series Main Battle Tanks. I have been doing it for just shy of 16 years and plan on retiring from the Army at 20 years and move on to other interests.

When I was about 5 years old my mom bought me my first LEGO set, which was the LEGO Gas Station. Then it was all downhill from there so to speak, as I became quite obsessed with LEGO after receiving that set. I was a huge LEGO fan throughout my childhood, but typically began my dark ages starting around my later years of junior high.

I watched *Star Wars: A New Hope* for the first time at my grandparent's house when I was about 8 years old. I remember being quite terrified of Darth Vader at that time. After watching it again some years later, I became quite enthralled with the movie and watched it, *The Empire Strikes Back* and *Return of the Jedi* every chance I had. When the first lines of *Star Wars* LEGO sets were released in 1999, I was still in my dark ages. I remember my mom would buy me LEGO *Star Wars* sets for my birthday and Christmas each year, which I would build and display. When LEGO released the UCS Star Destroyer in 2003, I remember being really impressed with the set. Despite still being in my dark ages, I ordered the UCS Star Destroyer from LEGO and had fun putting it together. It displayed on my entertainment center and made a great conversation piece. I did not purchase another LEGO set until many years later. In late 2008/early 2009, I broke free of my dark ages and began buying LEGO sets again. This was due to the fact I had just recently married my very loving and understanding wife Jennifer, and became a father to my stepsons Dylan, age 10, and Devon, age 8. I guess you could say being around younger children unleashed my inner childhood. With my *Star Wars* interest rekindled, I began buying *Star Wars* LEGO sets at a rapid pace, collecting both the Clone Wars and Original Trilogy (OT) sets. After a short period of time, I realized that I was running out of display room and that it was costing me quite a bit of money. Since I favored the OT sets more, I sold all my Clone Wars sets and just concentrated on the OT LEGO line. I would like to say for the record that my wife is very supportive of my hobby, although



*One of the Avenger's TIE fighters.*

she does think I am quite the geek due to my interest in both LEGO and *Star Wars*. My boys think differently, however.

To talk about my inspiration for building the Star Destroyer I would have to start from the beginning. First and foremost, my inspiration and creativity comes from God. It is because of Him that I was able to design and build the *Avenger*. Initially I wanted to build a Star Destroyer, but decided against it due to cost and size. So when LEGO released the *Venator*-Class Republic Attack Cruiser LEGO Set, I bought six of them with the intent to combine all the sets into one big one. I started looking at the website MOC Pages to see what other builders had done. I found that a lot of builders had already done a lot of big renditions of the *Venator*. I was a bit deterred since I wanted to do something different. I remember coming across a builder who took the LEGO Ultimate Collector Series Star Destroyer and put a mini-figure interior in it. Seeing that model was my inspiration; I knew at that moment I wanted to create a Star Destroyer with an interior on a much larger scale than the one on MOC Pages. The intent was to create one of the most iconic starships in the *Star Wars* universe and to design the exterior close to the actual screen model. After all, everyone remembers that pivotal part in *Star Wars: A New Hope* when the Star Destroyer, Devastator, ominously comes into view in the opening scene, which really set the tone for the movie. That was the starting point, which would launch me into the most extensive, frustrating, fun, and rewarding build I had ever completed. So I started the Star Destroyer in February of 2011 and finished in August of 2012.



On display with decks removed.

I used the basic building plans to build my frame, using what LEGO had done with their UCS Star Destroyer. I then drew a rough sketch as to how I wanted to layout the rooms for my mini-figure interior. I knew I wanted an engine room, infirmary, living quarters, briefing rooms, hanger bay, Darth Vader's chamber room, command and control center, etc. The hardest thing was deciding on how long I wanted to make the Star Destroyer. I knew I would first have to figure that out to get the scale for the rest of the model. I decided on just under 5 feet long, due to cost and being able to move the model around. Then I had to decide what Star Destroyer to build. There are two classes of the *Imperator* Star Destroyer, Class I and Class II. I decided on the *Avenger* which is a Class II Star Destroyer and was in *The Empire Strikes Back* and it was in the opening scene of *Return of the Jedi* where it brings Darth Vader to the Death Star. I started building the frame, then moved to the main frame floor, then moved to ventral covering, then the main frame floor interior, then moved to the command tower, then moved to the upper superstructure, then top covering, then the engines, and lastly the details along the outside of the main frame. I remember finishing the *Avenger* and just sitting back with an ear-to-ear grin on my face, amazed at not only how cool it looked, but as to how far it had come since I put the first two bricks together.

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The hardest part was designing and building the *Avenger's* exterior close to the movie model. The

lines and dimensions were really hard to achieve, especially in LEGO. LEGO does not come in specific shapes and sizes, which presented me quite the challenge at times throughout the build. Getting the right dimensions was my main mission, and I spent hour upon hours poring over pictures and diagrams of a Class II Star Destroyer. While it was very challenging, the end result was also very rewarding. I was quite pleased with the outcome.

The easiest part was the greebling. Coming out of the dark ages, I became aware of terms used by Adult Fans of LEGO (AFOL), one of which is "greebling." Greebling is using small pieces of LEGO to achieve a textured/detailed look on a model. I used greebling on the outside of the *Avenger* along all the sides and front of it. While I was a bit apprehensive at first, the more I did it, the more I liked it. I did not use a specific pattern, and enjoyed the free play, if you will, as I used the technique. Overall, I think it turned out quite well.

In terms of part count, I did not keep count due to constant building and rebuilding. I would estimate it to be around 50,000 to 60,000 pieces. I would also guess it to weigh around 100 lbs. You would be surprised how much tiny pieces of ABS plastic can add up to in weight.

The *Avenger* has earned a number of achievements and awards. The first achievement was being able to unveil it at *Star Wars Celebration VI* in Orlando, Florida last year in



*Another view of the ship at Celebration VI.*


August. I had already planned on attending Celebration and purchased my 4-day pass months earlier. I was days away from completing the *Avenger* when I discovered online that a local Florida LEGO club, Greater Florida LEGO Users Group (GFLUG), was doing a display at Celebration. I contacted the president, Robin Werner, and member Michael Huffman, about displaying the *Avenger*, despite it being late notice. They responded requesting pictures of it. Noting the time crunch, I pulled an all nighter and completed the *Avenger* 0600 the next morning. I then promptly sent the requested pictures. Robin and Michael said they could fit me and allowed me to display the *Avenger*. It was a mind-blowing experience, as I was able to meet some amazing people, plus the *Avenger* was well received by the fans who attended Celebration. The *Avenger* was also given two thumbs up from LEGO Master Builder Erik Varszegi, who designed and built the 7 foot *Venator*. It was an honor to meet him and receive his praise about the *Avenger*. The GFLUG members made it a very memorable weekend, and I thank them for their hospitality and making me feel welcome.

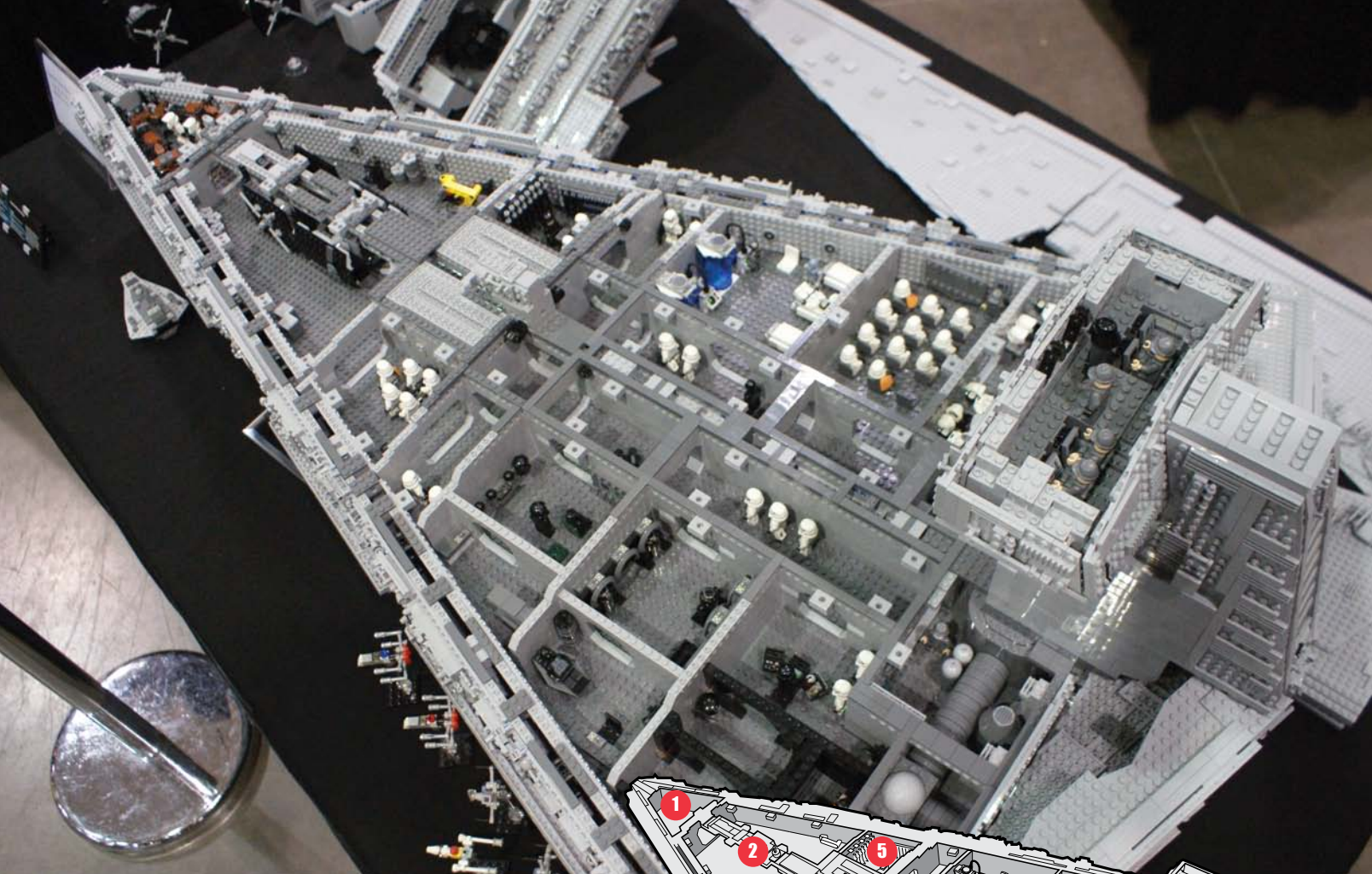
The second achievement was showing the *Avenger* at Brick Fair, Alabama this January. This was my first LEGO event, I knew the competition would be stiff due to the fabulous builders that were out there. Overall it was an awesome experience; there were a lot of amazing models. I was able to meet a lot of new and old acquaintances. The *Avenger* was voted on by fellow exhibitors and won the Most Inspiring trophy; it also took the top honor, the People's Choice Award, when it was voted on by the general public. I was blown away by both, and did not expect to win against such wonderful



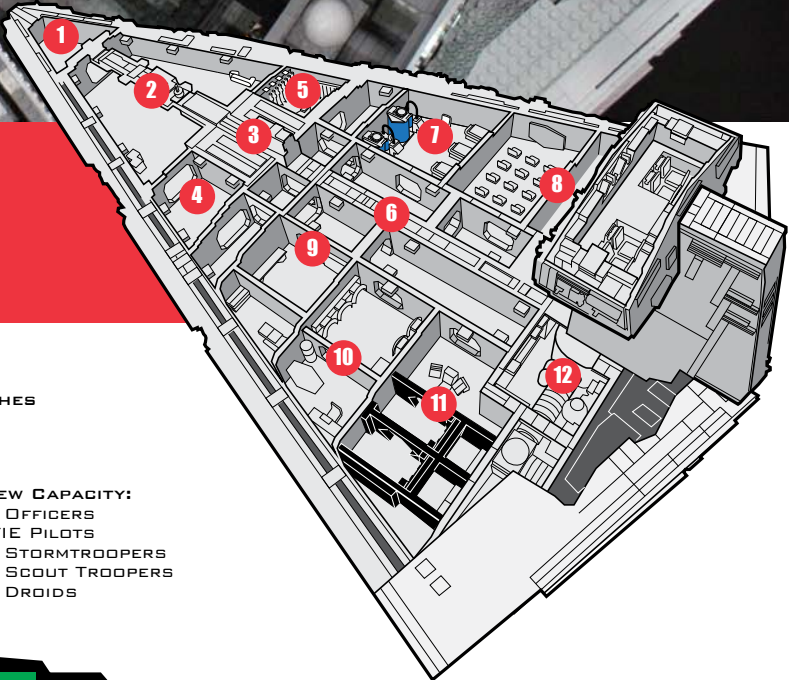
*Erik Varszegi (left) discusses the *Avenger's* construction with Jacob.*

creations that I felt were better than mine. I look forward to my next event.

Currently, I have two projects that I am deciding on building, but keeping them under wraps for now. Due to my very hectic work schedule for the next 12 months, I am hoping to unveil it at the next *Star Wars* Celebration VII in 2014-2015 in Orlando, Florida. 

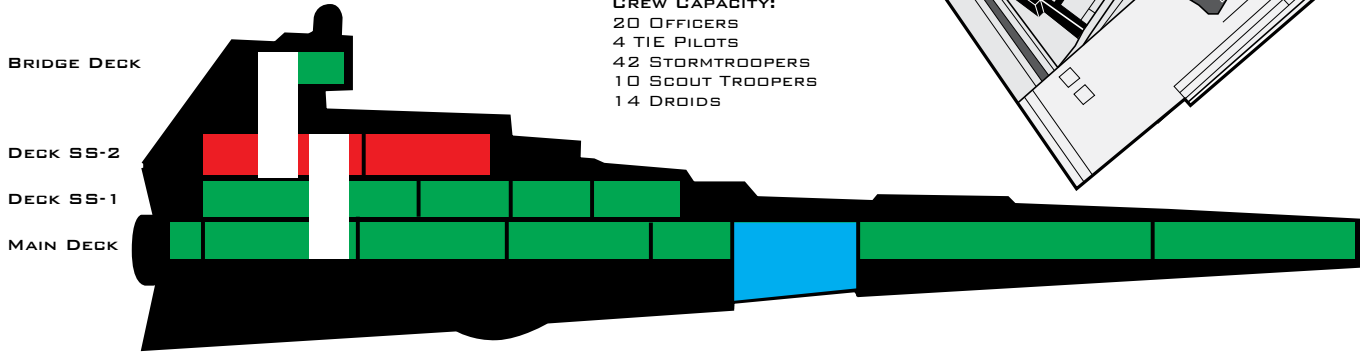


# The Avenger: A Visual Tour

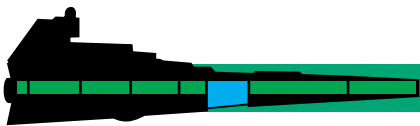


**IMPERIAL STAR DESTROYER AVENGER**  
 LENGTH: 58.5 INCHES    WIDTH: 37 INCHES    HEIGHT: 23 INCHES  
 SUPREME COMMANDER: LORD DARTH VADER  
 AVENGER COMMANDING OFFICER: CAPTAIN PETR JODL  
 AVENGER EXECUTIVE OFFICER: COMMANDER ROLF KYPHUR

**CREW CAPACITY:**  
 20 OFFICERS  
 4 TIE PILOTS  
 42 STORMTROOPERS  
 10 SCOUT TROOPERS  
 14 DROIDS



- BRIDGE DECK:**    COMMAND BRIDGE • TURBOLIFT TO DECK SS-2 (FUNCTIONAL)
- DECK SS-2:**    **CLASSIFIED AREA** • HOLOGRAPH ROOM • TURBOLIFT TO BRIDGE (FUNCTIONAL) • TURBOLIFT TO SS-1 AND MAIN DECK (FUNCTIONAL)
- DECK SS-1:**    COMMAND AND CONTROL CENTER • CAPTAIN'S OFFICE & QUARTERS • OFFICER'S QUARTERS • OFFICER BRIEFING ROOM • MEDITATION CHAMBER
- MAIN DECK:**    SPEEDER BIKE STORAGE • MAIN HANGER • LAUNCH BAY • ARMORY • INFIRMARY • STORMTROOPER AND SCOUT TROOPER QUARTERS • STORMTROOPER AND SCOUT TROOPER BRIEFING ROOM • TIE PILOT QUARTERS • TIE PILOT READY ROOM • DROID RECHARGE AND MAINTENANCE ROOM • DETENTION BLOCK • ENGINEERING



## MAIN DECK

**1 Speeder Bike Compartment:** This is where the Scout Speeder Bikes are stored and maintained. The Scout Troopers also keep their backpacks stored here as well. The compartment holds four Speeder Bikes and the equipment that is needed to support their mission.



**2 Main Hanger:** This is where the TIE Fighters are stored and maintained. The TIE Fighters hang on a functional rail system that moves them from the Hanger to the Launch Bay. It is also a place where various maintenance crates are stored until needed by the Star Destroyer crew. The *Avenger* has three TIE Fighters and one TIE Advanced Fighter on board.



**3 Launch Bay:** This is where the TIE Fighters are launched and retrieved from. The Hanger is lit by Lifelites function.

**4 Port Side Corridor:** This corridor is the only passageway from the Hanger compartment to the rest of the *Avenger's* compartments.



**5 Armory:** This is where the *Avenger's* weapons are stored, ranging from pistols to rifles. Macro-Binoculars are stored in their designated crates. Rebreathers are stored here in case the Stormtroopers are needed to operate in a desert environment. This compartment is secured by a functional blast door.



**6 Starboard and Port Side Main Corridors:** These are the two main corridors of the *Avenger*, which allows the crew to access the various compartments of the *Avenger* to maintain mission effectiveness. The front of the corridors are separated by a functional blast door. The rear of the port side corridor is the entrance to the engine compartment, while the rear starboard side corridor has a functional turbo-shaft so that the crew can gain access to the second and third floors of the upper superstructure. The third floor is the only access to the bridge turbo-shaft, thus making the third floor a restricted level. Access is limited to authorized personnel only.

**7 Infirmary:** This is where the *Avenger* crew receives medical treatment for various ailments. It has the capability to perform from routine to urgent life-threatening medical care, due to the three medical analysis beds, and the two Bacta Tanks it has on board. It is staffed by two 2-1B Medical Droids, which are a much needed asset due to the *Avenger's* mission.



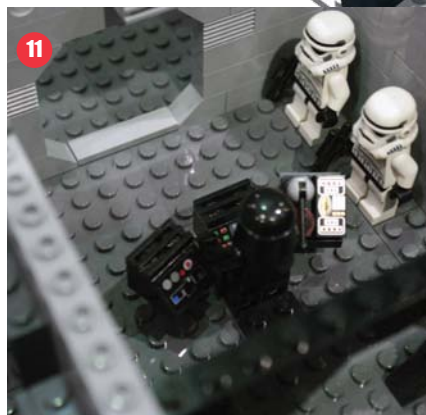
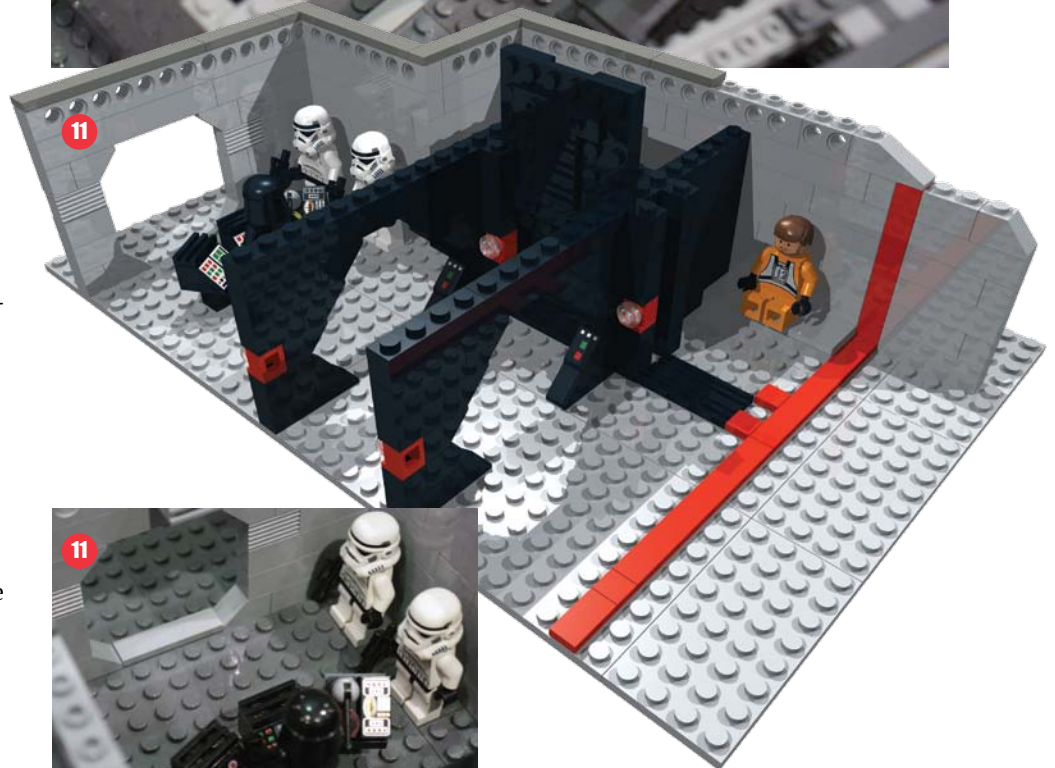
**8 Stormtrooper and Scout Trooper Quarters and Briefing Room:** This is where the *Avenger's* Storm and Scout Troopers live and receive their training, or mission briefs. The briefing room has a digital screen used to outline training briefs, or to give detailed Operation Orders for an upcoming mission. The living quarters can sleep up to 14 troopers at a time, which works out since the *Avenger* has shifts that work around the clock to ensure mission readiness at all times.

**9 TIE Pilot Quarters and Ready Room:** This is where the *Avengers* TIE Pilots live and receive their training briefs, and their flight mission briefs. The *Avenger* has 3 TIE Pilots on board who work around the clock to provide close air support to the *Avenger* and its missions.

**10 Droid Recharge and Maintenance Compartment:** This is where the *Avenger's* droids are serviced and recharged. The *Avenger* has an assortment of protocol, astromech, and mouse droids on board to meet the demands of the day-to-day tasks and duties. It has 3 recharge stations for each of the protocol and astromech droids. It has a replenisher oil bath for the protocol droids. The maintenance room is used to perform services on the droids, and repair the small electrical components that are vital to the *Avenger's* performance.

**11 Detention Block:** This is where the prisoners are processed, detained, and interrogated. It has two cell banks where prisoners (rebel scum) are held for crimes against the Empire. Part of the detention staff includes an interrogator droid who is very useful in extracting information from the prisoners.

**12 Engine Compartment:** This is where the main reactor for the sub-light engines and the sub-reactors for the hyper-drive engines are. All power, electrical, and drive come from the engine compartment. The reactor tubes actually run from the main reactor to the sub-light engines. The sub-light engines also light up using Lifelites.





The next level is the first deck of the upper superstructure. I will start at the front of the superstructure.

**1 Command and Control Compartment:** This is the brain of the *Avenger*. This is where the missions are planned and controlled from. The officers and staff that work here are highly trained and very knowledgeable on the Empire's tactics and know how to effectively employ and execute them.

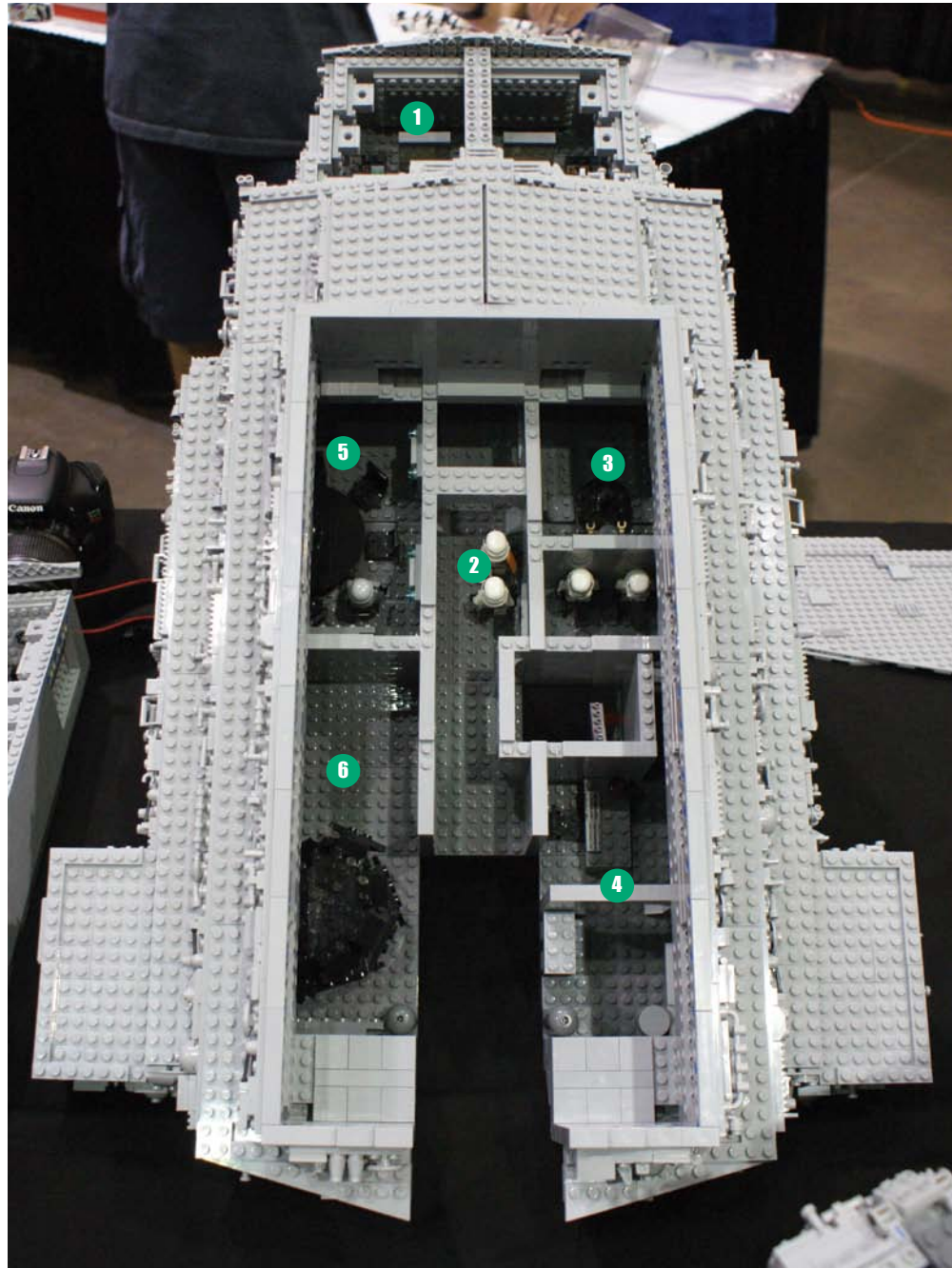
**2 Main Central Corridor:** The main corridor for the crew to access this level. The turbo shaft door is on this level between the Officer and Captain Quarters.

**3 Officer Quarters:** This is where the *Avenger's* officers reside. It has 4 berths where the officers can sleep, and has a community room for them to share.

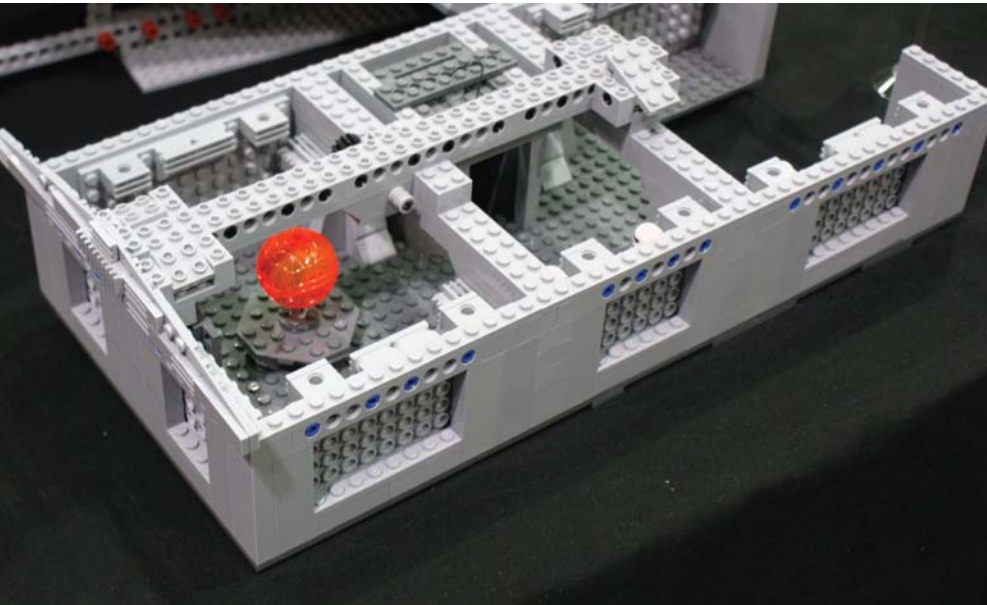
**4 Captains Office/Quarters:** When not on the bridge, this is where the *Avenger* commanding officer performs his day-to-day duties and operations. He has his own personal office connected to a spacious bedroom.

**5 Officer Briefing Compartment:** This is where the officers of the *Avenger* meet to plan routine to complex missions. It is also where the daily Command and Staff meetings are held, to ensure the *Avenger* performs to its highest mission capacity.

**6 Meditation Chamber Compartment:** This is where Darth Vader's Meditation Chamber is. It is where Darth Vader can remove his helmet to help provide minor relief from the suit that offers him life support. It is also where his communicate pad is located when he needs to communicate with the Emperor. He also has a large view screen as a means to communicate his orders to the crew.



## DECK SUPERSTRUCTURE - 2

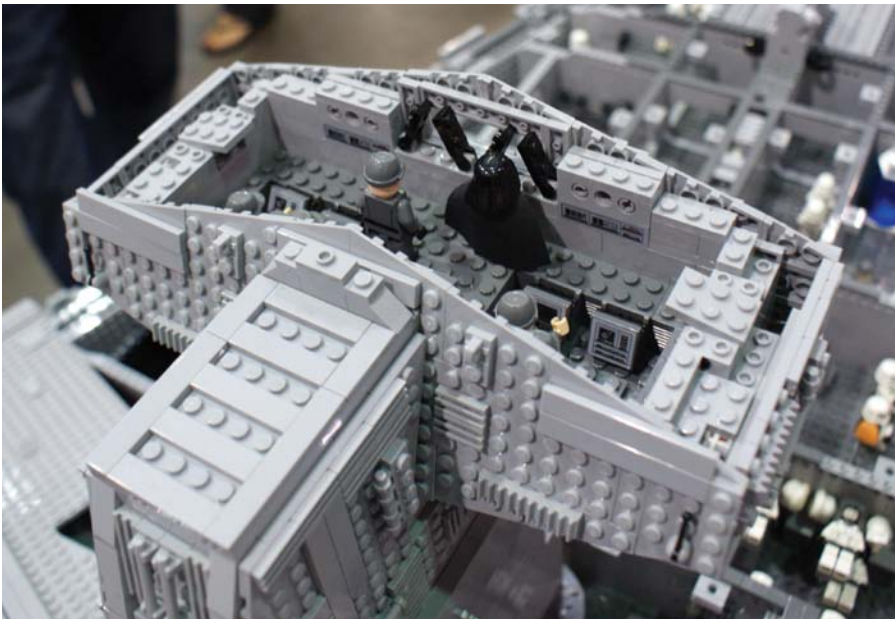


The next level is the second deck of the upper superstructure. This level is the only level that has bridge access. Like I mentioned before, it is a restricted level and admittance is allowed only to authorized personnel. This level is heavily guarded by Stormtroopers.

**Holograph Room:** Located in the front compartment is the Holograph Room. In the center of the room is an orange sphere that projects classified data.

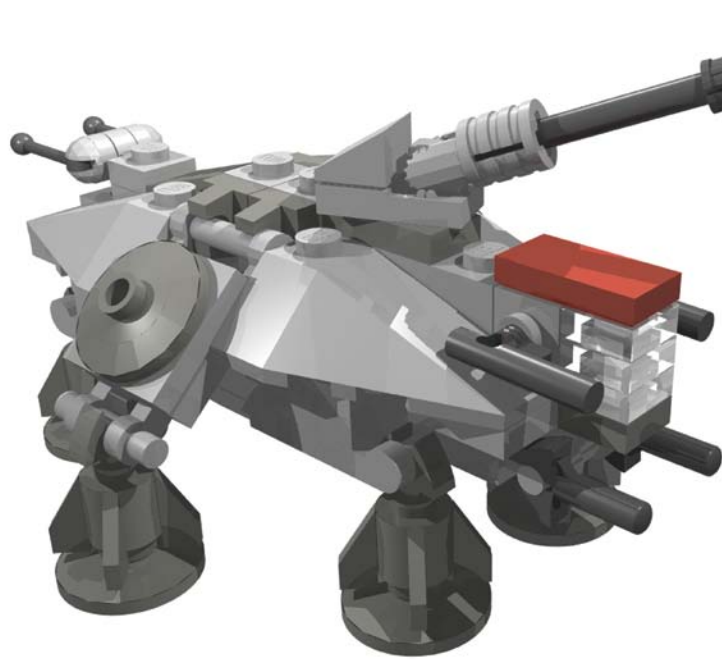
The starboard side of the rear compartment houses the turbo-shaft entrance to the second and main levels of the *Avenger*. In the rear of the compartment is the functional turbo-shaft to the command bridge.

## BRIDGE DECK



**Command Bridge:** This is the primary command center of the *Avenger*. It is also where the *Avenger's* weapons systems are controlled, i.e. turbo lasers, ion lasers, and tractor beams. The command walkway is used by the *Avenger's* commanding and executive officers, and on occasion Darth Vader, to ensure that the duties are performed in accordance with the strict regulations of the Empire.





# You Can Build It

MINI Model

## AT-TE Walker

Design and instructions  
by Christopher Deck

Hello everybody, I am glad to join again for this issue of *BrickJournal*! This time we want to build a popular *Star Wars* vehicle from the movies, the AT-TE (All Terrain Tactical Enforcer). This particular walker can be seen not only in the prequel movies but also in many of the *Clone Wars* episodes, and thus became one of the most portrayed *Star Wars* vehicles these days. There

have been two official playsets (4482 and 7675) and even two mini models (4495 and 20009) by the LEGO Group. As the first mini set from 2004 (4482) is pretty hard to find today, and the second one from 2009 (20009) was a rare BrickMaster exclusive set, I am happy to present another mini version of the AT-TE to you here. It uses completely different design approaches and techniques compared to the earlier models, and comes complete with instructions and parts list as usual. Take care and have fun building!

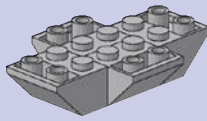
Yours, Christopher Deck 

### Parts List (Parts can be ordered through Bricklink.com by searching by part number and color)

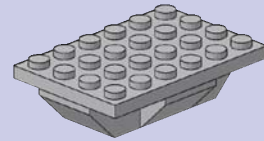
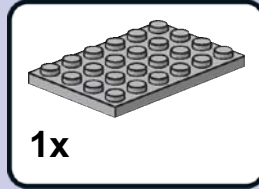
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2	Black	48729.dat	Bar 1.5L with Clip
6	Dark-Bluish-Gray	48729.dat	Bar 1.5L with Clip
1	Black	30374.dat	Bar 4L Light Sabre Blade
6	Dark-Bluish-Gray	4588.dat	Brick 1 x 1 Round with Fins
3	Light-Bluish-Gray	47905.dat	Brick 1 x 1 with Studs on Two Opposite Sides
1	Light-Bluish-Gray	3622.dat	Brick 1 x 3
8	Dark-Bluish-Gray	4740.dat	Dish 2 x 2 Inverted
1	Light-Bluish-Gray	482.dat	Hinge Arm Locking with Dual Finger and Axlehole
2	Black	4593.dat	Hinge Control Stick
2	Light-Bluish-Gray	4592.dat	Hinge Control Stick Base
1	Light-Bluish-Gray	30383.dat	Hinge Plate 1 x 2 Locking with Single Finger On Top
2	Black	60849.dat	Minifig Hose Nozzle with Side String Hole Simplified
1	Dark-Bluish-Gray	3024.dat	Plate 1 x 1
3	Trans-White	3024.dat	Plate 1 x 1
1	Light-Bluish-Gray	4081b.dat	Plate 1 x 1 with Clip Light Type 2
2	Light-Bluish-Gray	3023.dat	Plate 1 x 2
3	Light-Bluish-Gray	2540.dat	Plate 1 x 2 with Handle
2	Light-Bluish-Gray	48336.dat	Plate 1 x 2 with Handle Type 2

Qty	Color	Part	Description
4	Light-Bluish-Gray	60478.dat	Plate 1 x 2 with Handle on End
12	Light-Bluish-Gray	3794a.dat	Plate 1 x 2 without Groove with 1 Centre Stud
1	Dark-Bluish-Gray	3794a.dat	Plate 1 x 2 without Groove with 1 Centre Stud
2	Light-Bluish-Gray	3623.dat	Plate 1 x 3
2	Light-Bluish-Gray	87580.dat	Plate 2 x 2 with Groove with 1 Center Stud
3	Light-Bluish-Gray	3021.dat	Plate 2 x 3
1	Light-Bluish-Gray	3032.dat	Plate 4 x 6
2	Light-Bluish-Gray	43710.dat	Slope Brick 2 x 4 Triple Left
2	Light-Bluish-Gray	43711.dat	Slope Brick 2 x 4 Triple Right
1	Dark-Bluish-Gray	61409.dat	Slope Brick 18° 2 x 1 x 2/3 Grille
1	Light-Bluish-Gray	54200.dat	Slope Brick 31° 1 x 1 x 2/3
4	Light-Bluish-Gray	3660.dat	Slope Brick 45° 2 x 2 Inverted
1	Black	2780.dat	Technic Pin with Friction and Slots
4	Dark-Bluish-Gray	2555.dat	Tile 1 x 1 with Clip
1	Light-Bluish-Gray	3070b.dat	Tile 1 x 1 with Groove
1	Dark-Red	3069b.dat	Tile 1 x 2 with Groove

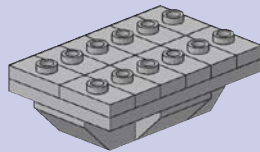
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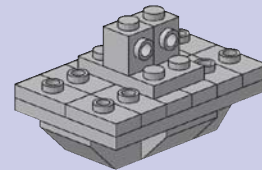
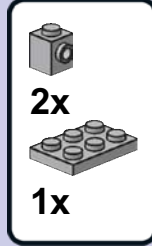
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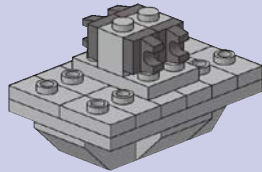
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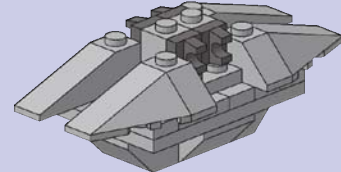
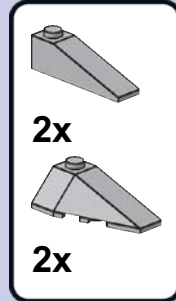
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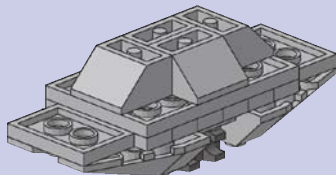
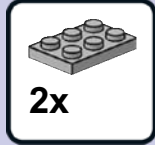
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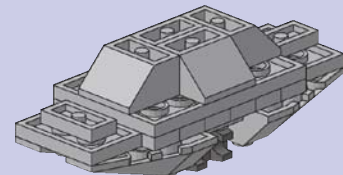
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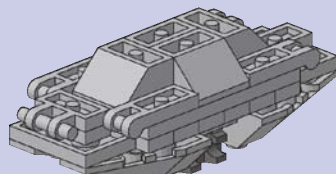
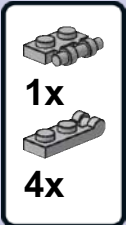
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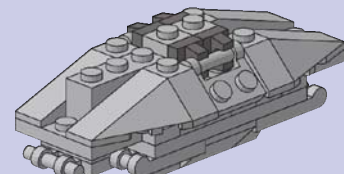
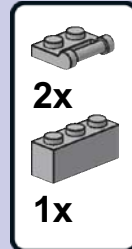
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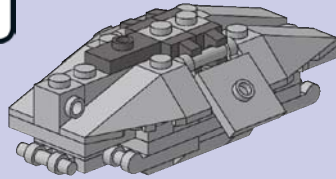
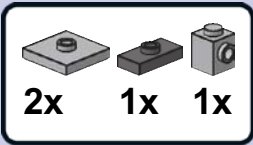
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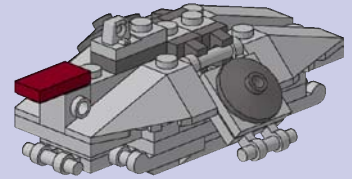
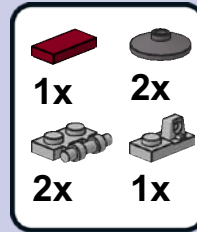
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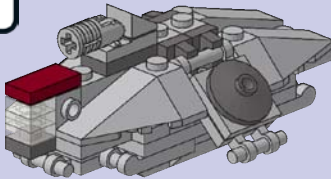
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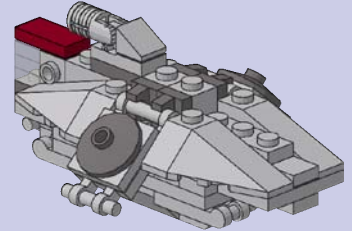
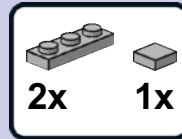
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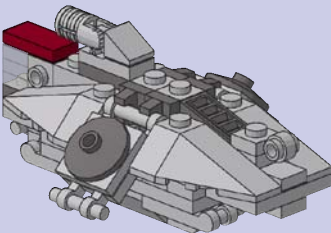
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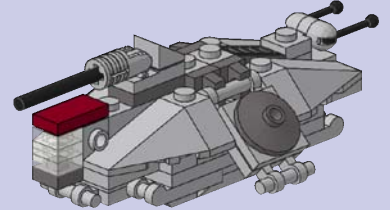
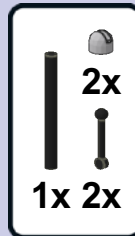
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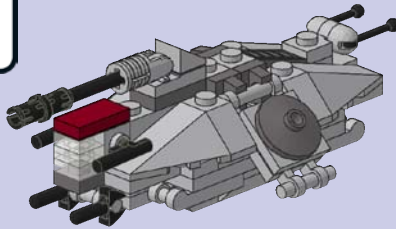
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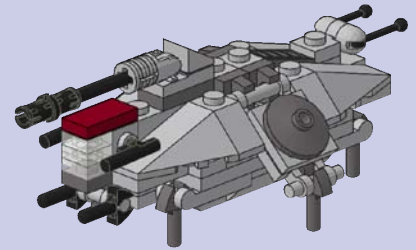
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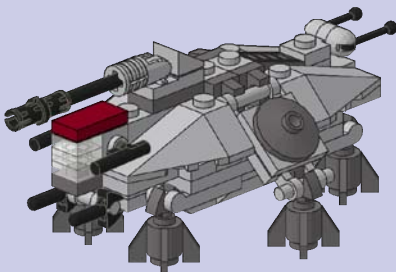
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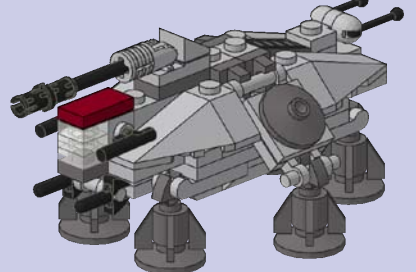
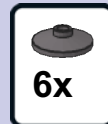
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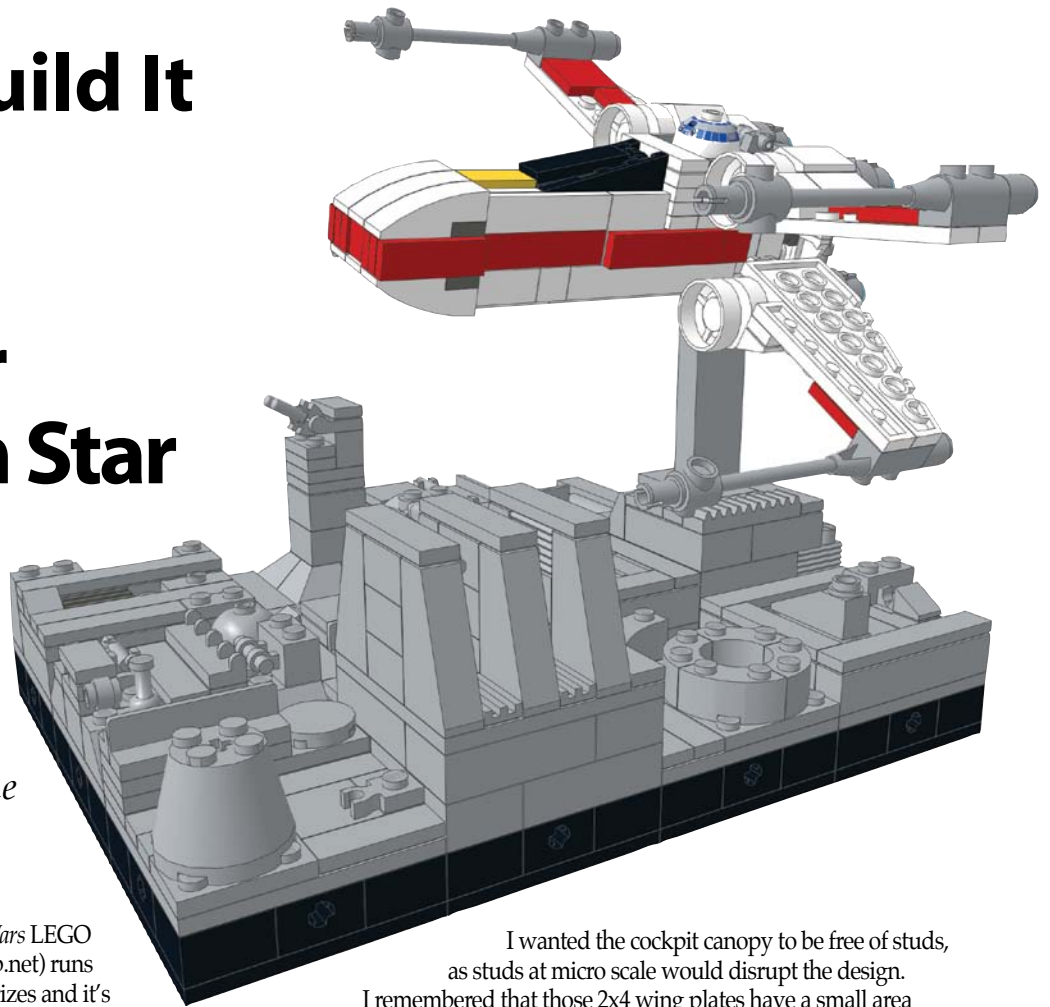
# You Can Build It

MINI Model

## X-Wing Starfighter with Death Star Base

Design by Angus MacLane

Instructions by Joe Meno



A couple of times a year, the AFOL *Star Wars* LEGO fansite From Bricks To Bothans ([www.fbtb.net](http://www.fbtb.net)) runs a building contest. They have generous prizes and it's always interesting, so I try to enter whenever I can. At the beginning of 2013, FBTB announced the "Palpatine's Shrink-O-Matic Ray Contest". The challenge was to build a *Star Wars* vehicle, starfighter, or capital ship in microfig scale.

First I needed a subject matter. I knew I wanted to build something from the original trilogy. For some reason my thoughts turned to Porkins. Good ol' Jek Porkins. A refresher: He was the X-Wing pilot whose ship exploded as it neared the surface of the Death Star in the first *Star Wars* film. I had always liked Porkins and his death was, in my opinion, tragic and memorable. What better way to pay tribute to Red Six than to immortalize the moment in LEGO? However when I looked at the scene from the movie, I realized that the particular shape of the explosion was going to be a building challenge that I might not have time to solve.

I decided I'd start building the X-Wing and if I had the time, I might try to blow it up. The rules of the contest said that the ship could be "Super-Deformed" or "Chibi," and as that stylization can be appealing, I decided to start there. I remembered that the toy company Playskool had made some Super-Deformed *Star Wars* ships and figures a few years back, so I looked at their approach. The hexagonal fuselage was going to be tough to match, but I noticed that the shorter the X-Wing, the cuter it was. Okay, so I'm going to make this thing the shortest I can while still having the iconic yellow stripe on the nose.

Next came the cockpit. I had thought I could use the original X-Wing canopy piece, but when I remembered that I was trying to keep this build as short in length as possible, a seven-stud-long canopy was going to be a little counter-productive. Maybe I could use some sort of trans-clear elements but I couldn't think of any that would work. Then I had the idea of just making the cockpit all black. That would allow me many more construction options.


I wanted the cockpit canopy to be free of studs, as studs at micro scale would disrupt the design.

I remembered that those 2x4 wing plates have a small area without studs, and if oriented vertically, they would be able to form the correct taper needed for the cockpit. Not only that, but if I placed tiles to cover the existing studs on those wing plates, the cockpit would appear inset. With the cockpit design cracked, I moved onto the nose.

Two studs ended up being the ideal length for the nose stripe after I had settled on the nose and cockpit construction. The wings and engines came pretty quickly and I decided that a full-size R2 head would make it 30% funnier.

Since it is difficult to display the ship with the S-foils (wings) in locked position, I decided to make a display base. I thought the easiest and most appropriate background would be the surface of the Death Star. I had heard once that for the original film, the ILM model shop had made modular greeblie molds and then placed them in a semi-random order to create the surface of the Death Star. That gave me the idea to make a series of squares that could be assembled in any order.

I decided to make twelve 6x6 modular greeblie plates with 1x2 brick technic axle holes on each of the four vertical sides, so that the plates could snap together. I guess 1x2 bricks with technic pin holes might have been better, but I had acquired a huge bag of the former at Brickfest 2007 and still had a surplus. After I assembled the baseplates, I built up each square independently so that when I put them together they would truly be random. I made sure to make a variety of heights and included the iconic surface laser towers. I made one tall grey post with a hinge on top to connect my X-Wing to. All in all I'm pretty happy with the result.


Maybe someday I'll get around to adding the explosion around the build. For now, it's up to you. 

# X-Wing Parts List

(Parts can be ordered through Bricklink.com by searching by part number and color)

Qty	Color	Part	Description
1	White	553ps1.dat	Cylinder 2 x 2 with Dome Top and R2-D2 Pattern
4	Red	2431.dat	Tile 1 x 4 with Groove
2	White	2431.dat	Tile 1 x 4 with Groove
4	White	2444.dat	Plate 2 x 2 with Hole
2	Lt Bluish Gray	2540.dat	Plate 1 x 2 with Handle
2	Lt Bluish Gray	2555.dat	Tile 1 x 1 with Clip
1	White	2654.dat	Dish 2 x 2
1	White	3004.dat	Brick 1 x 2
1	Reddish Brown	3005.dat	Brick 1 x 1
2	White	3021.dat	Plate 2 x 3
1	Lt Bluish Gray	3022.dat	Plate 2 x 2
4	White	3022.dat	Plate 2 x 2
1	Yellow	3023.dat	Plate 1 x 2
9	White	3023.dat	Plate 1 x 2
4	Dk Bluish Gray	3023.dat	Plate 1 x 2
2	White	3024.dat	Plate 1 x 1
1	Lt Bluish Gray	3040p04.dat	Slope Brick 45 2 x 1 with 5 White Red Green Controls Pattern
4	Trans Med Blue	3062a.dat	Brick 1 x 1 Round with Solid Stud
5	Lt Bluish Gray	3062b.dat	Brick 1 x 1 Round with Hollow Stud
4	Red	3068b.dat	Tile 2 x 2 with Groove
2	White	3068b.dat	Tile 2 x 2 with Groove
1	Yellow	3069b.dat	Tile 1 x 2 with Groove
4	Red	3069b.dat	Tile 1 x 2 with Groove
2	White	3069b.dat	Tile 1 x 2 with Groove
2	White	3300.dat	Slope Brick 33 2 x 2 Double
1	White	3460.dat	Plate 1 x 8
9	White	3623.dat	Plate 1 x 3
2	Dk Bluish Gray	3623.dat	Plate 1 x 3
2	Lt Bluish Gray	3623.dat	Plate 1 x 3
4	Red	3623.dat	Plate 1 x 3
5	White	3666.dat	Plate 1 x 6
4	Black	3673.dat	Technic Pin
1	White	3700.dat	Technic Brick 1 x 2 with Hole
1	Lt Bluish Gray	3710.dat	Plate 1 x 4
3	Dk Bluish Gray	3794b.dat	Plate 1 x 2 with Groove with 1 Centre Stud
2	White	3795.dat	Plate 2 x 6
1	Lt Bluish Gray	4150ps7.dat	Tile 2 x 2 Round with Hatch Pattern
4	Lt Bluish Gray	4274.dat	Technic Pin 1/2

Qty	Color	Part	Description
1	Lt Bluish Gray	4697b.dat	Technic Pneumatic T-Piece - Type 2
1	Dk Bluish Gray	4733.dat	Brick 1 x 1 with Studs on Four Sides
1	Black	6019.dat	Plate 1 x 1 with Clip Horizontal
1	Dk Bluish Gray	6541.dat	Technic Brick 1 x 1 with Hole
2	White	6636.dat	Tile 1 x 6
2	Lt Bluish Gray	30010.dat	Panel 1 x 2 x 1 with Square Corners
2	Red	30039.dat	Tile 1 x 1 with Groove
6	White	30039.dat	Tile 1 x 1 with Groove
2	Dk Bluish Gray	30244.dat	Tile 1 x 2 Grille with Groove
4	White	30285.dat	Wheel Hub 14.8 x 16.8 with Centre Groove
4	Lt Bluish Gray	30359a.dat	Bar 1 x 8 with Brick 1 x 2 Curved Top End
1	Lt Bluish Gray	32028.dat	Plate 1 x 2 with Door Rail
4	Lt Bluish Gray	32187.dat	Technic Transmission Driving Ring Extension
1	Black	41769.dat	Wing 2 x 4 Right
1	Black	41770.dat	Wing 2 x 4 Left
4	Lt Bluish Gray	44301.dat	Hinge Plate 1 x 2 Locking with Single Finger on End Vertical
1	Dk Bluish Gray	44728.dat	Bracket 1 x 2 - 2 x 2
1	Lt Bluish Gray	47905.dat	Brick 1 x 1 with Studs on Two Opposite Sides
1	Dk Bluish Gray	47905.dat	Brick 1 x 1 with Studs on Two Opposite Sides
2	White	50304.dat	Wing 3 x 8 Right
2	White	50305.dat	Wing 3 x 8 Left
16	White	50746.dat	Slope Brick 31 1 x 1 x 2/3
6	White	50950.dat	Slope Brick Curved 3 x 1
2	White	51739.dat	Wing 2 x 4
1	Black	52107.dat	Brick 1 x 2 with Studs on Sides
1	Reddish Brown	54200.dat	Slope Brick 31 1 x 1 x 2/3
4	White	60471.dat	Hinge Plate 1 x 2 Locking with Dual Finger on Side
1	Black	60478.dat	Plate 1 x 2 with Handle on End
1	White	60478.dat	Plate 1 x 2 with Handle on End
1	Black	63864.dat	Tile 1 x 3 with Groove
2	Red	63864.dat	Tile 1 x 3 with Groove
1	White	63864.dat	Tile 1 x 3 with Groove
2	White	85984.dat	Slope Brick 31 1 x 2 x 0.667
4	White	87087.dat	Brick 1 x 1 with Stud on 1 Side
1	Lime	87087.dat	Brick 1 x 1 with Stud on 1 Side



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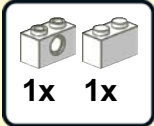

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1  1x

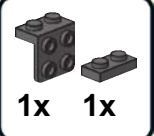
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3  2x


4  1x 1x


5  1x


6  2x

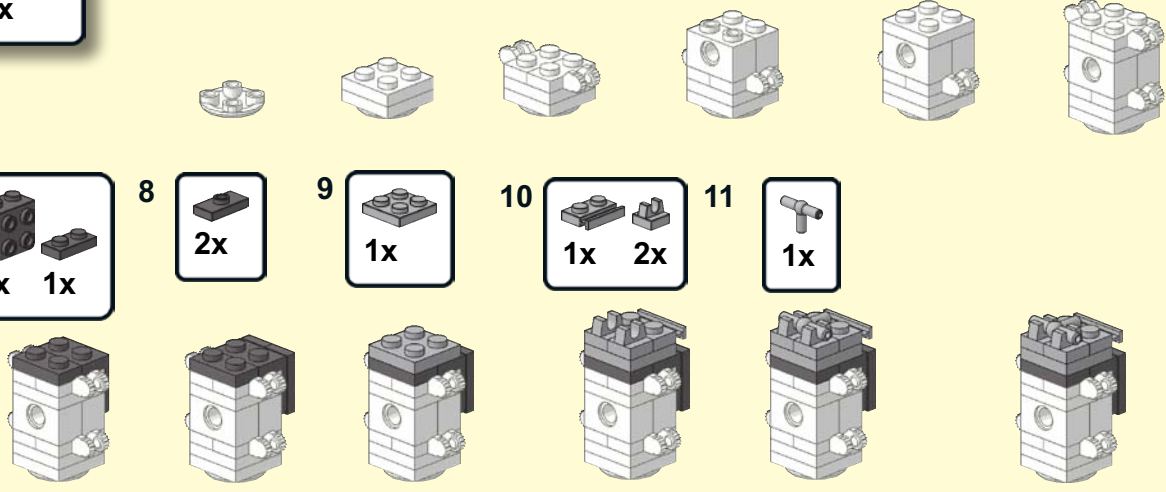
7  1x 1x


8  2x


9  1x


10  1x 2x


11  1x

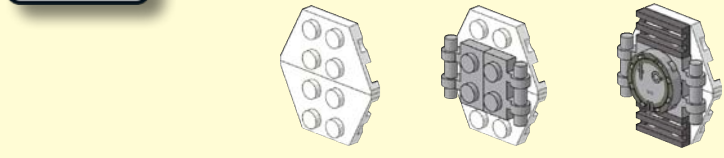



**2**  1x

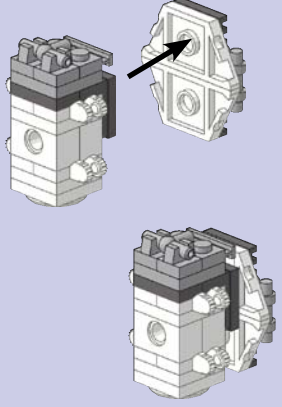
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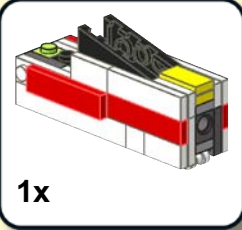
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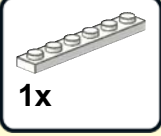
3  2x 1x

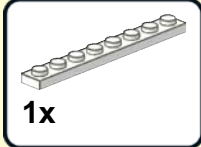





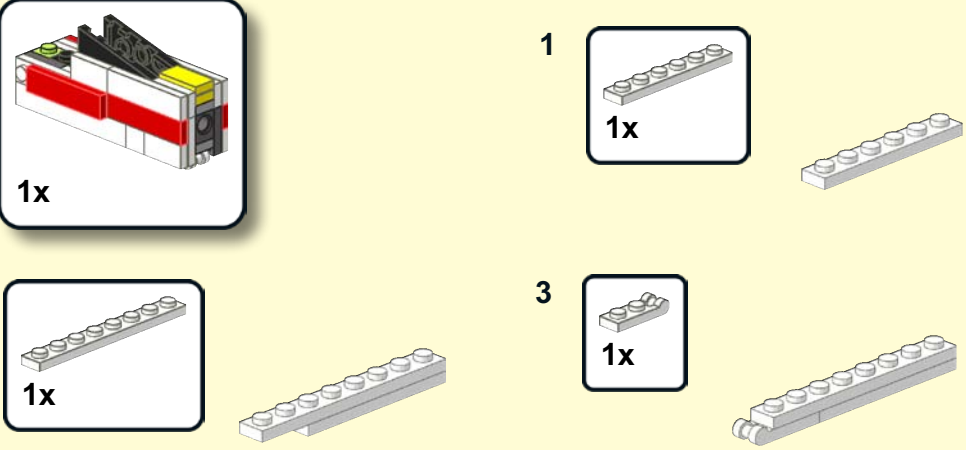


**3**  1x

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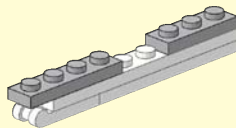
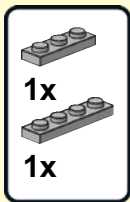
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3  1x

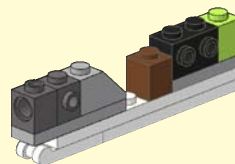




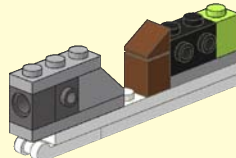
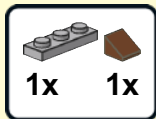
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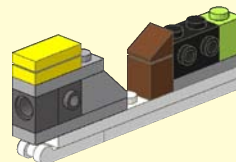
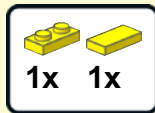
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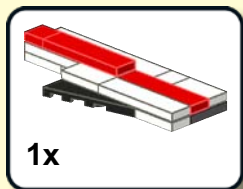
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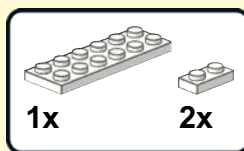
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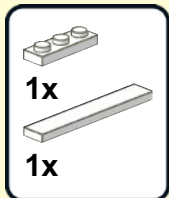
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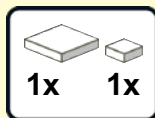
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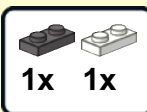
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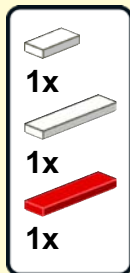
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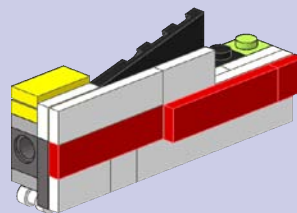
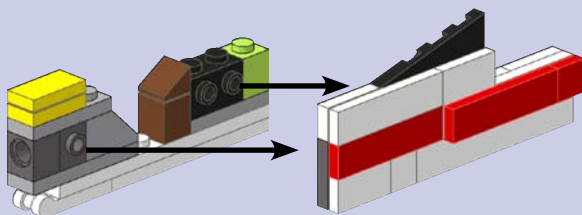
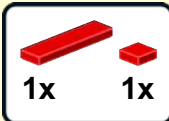
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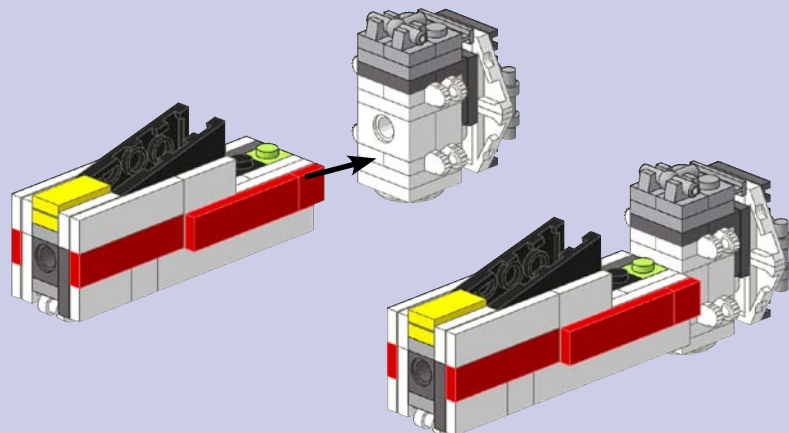
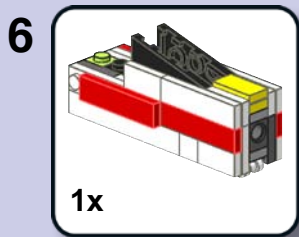
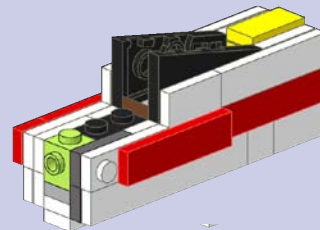
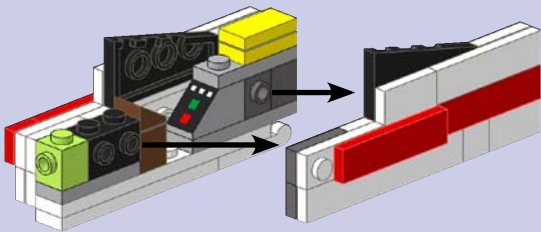
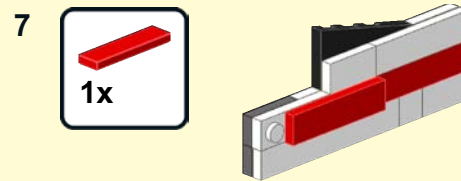
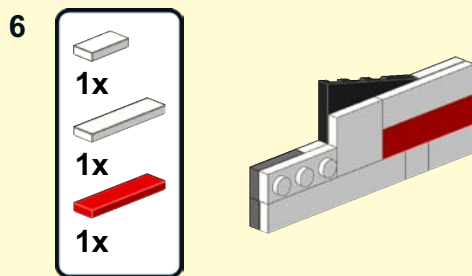
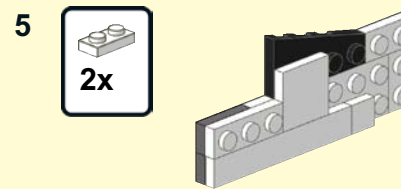
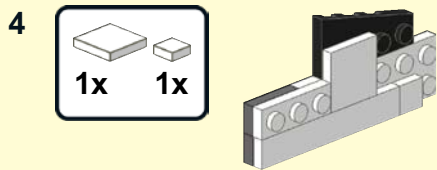
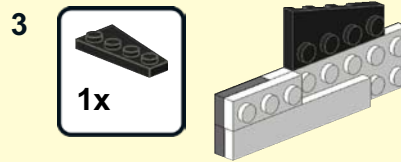
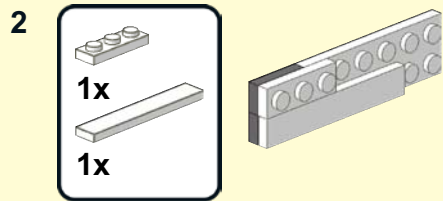
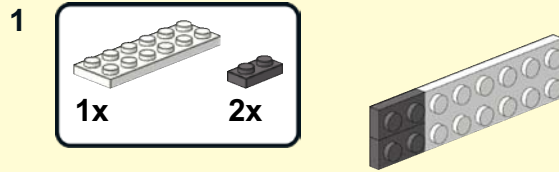
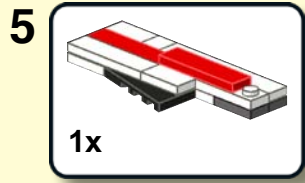


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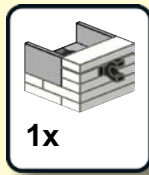


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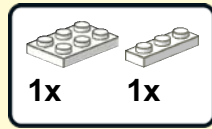




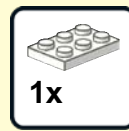
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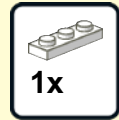
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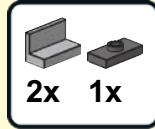
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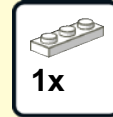
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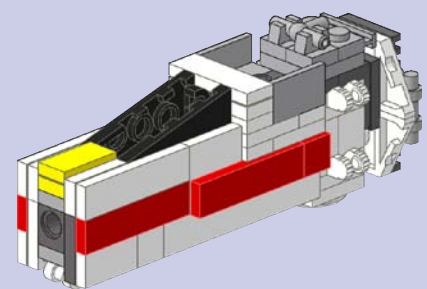
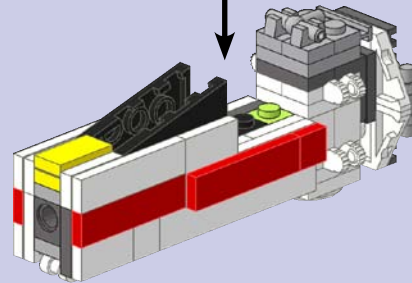
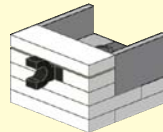
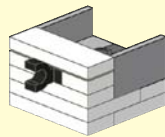
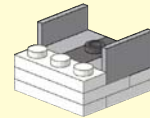
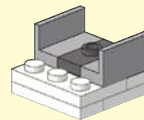
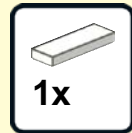
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5



7



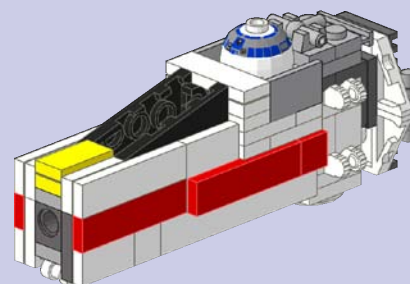
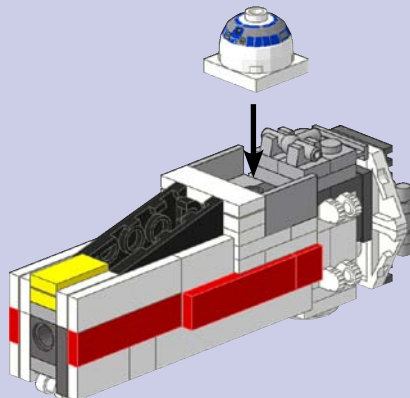
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1



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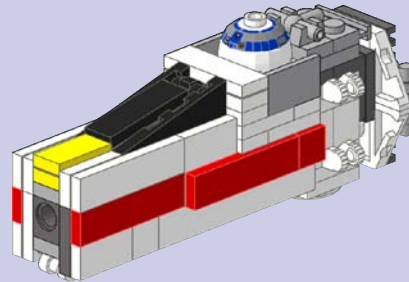
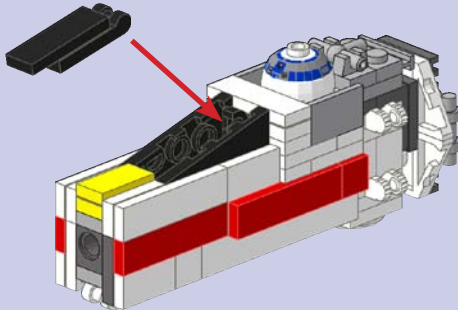
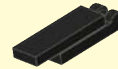
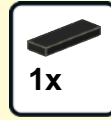
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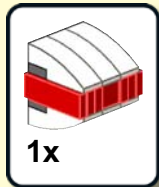
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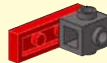
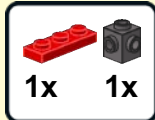
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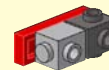
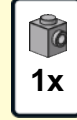
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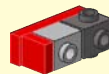
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2



3



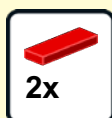
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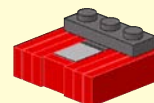
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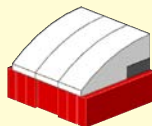
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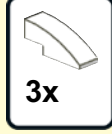
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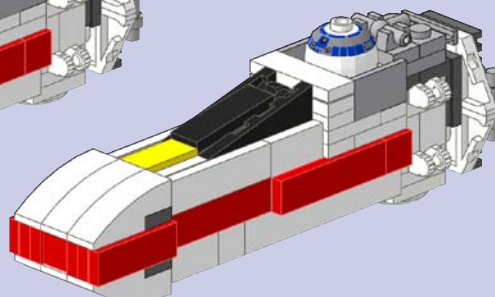
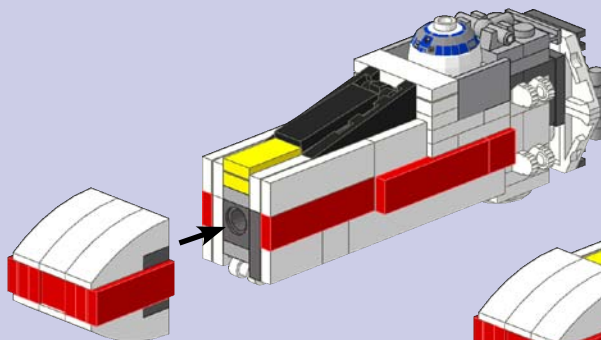
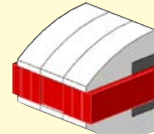
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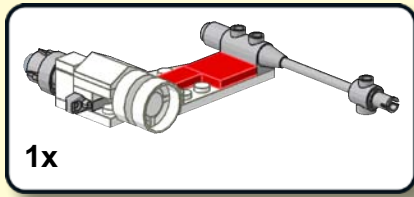
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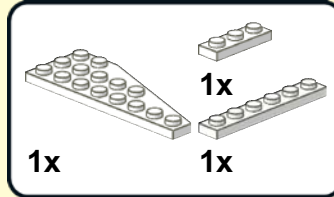
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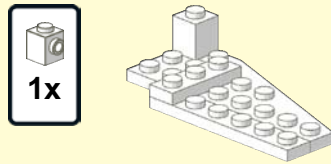
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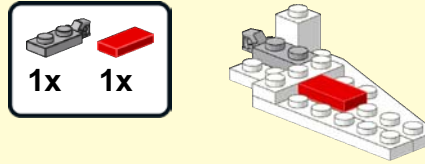
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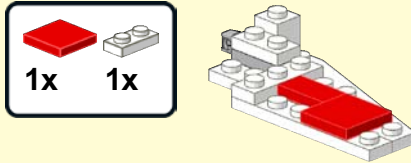
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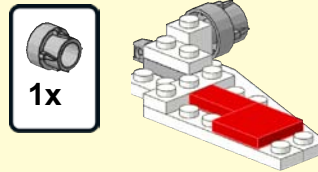
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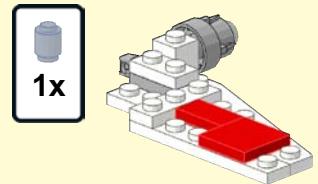
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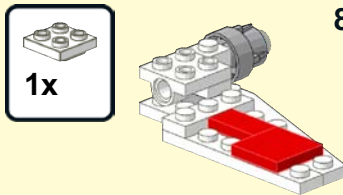
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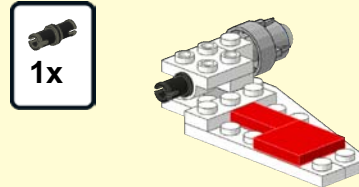
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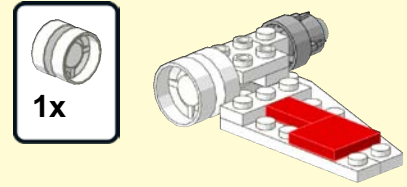
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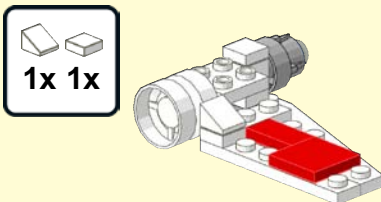
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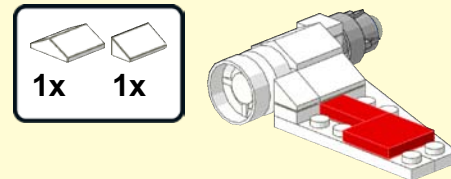
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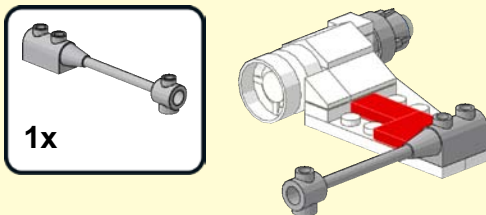
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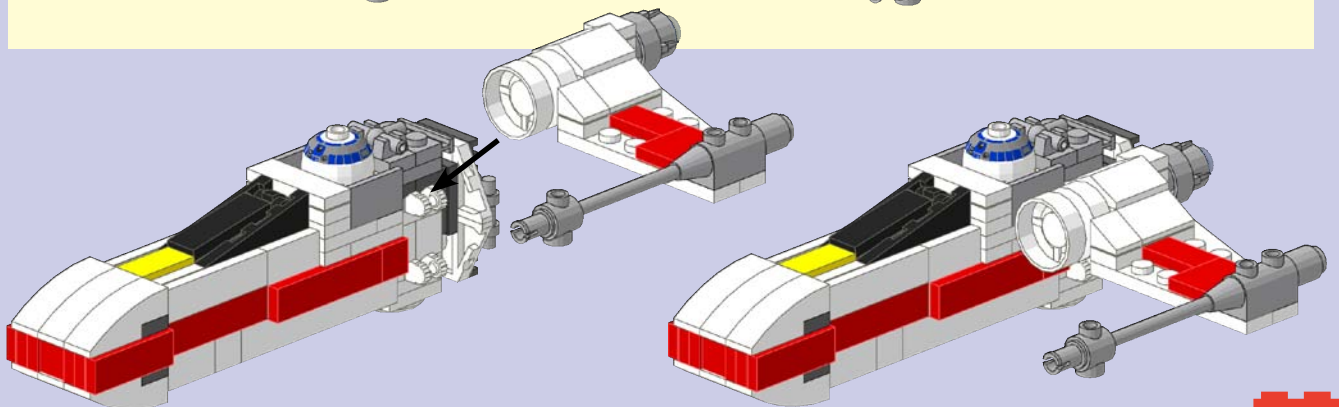
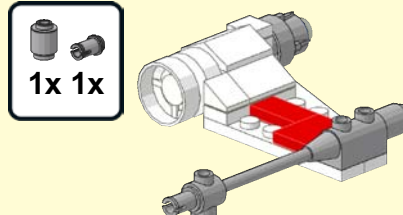
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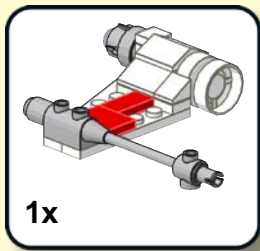
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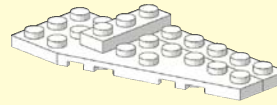
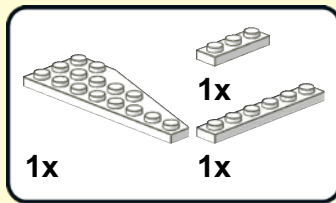
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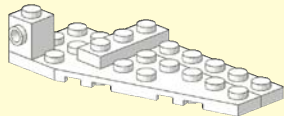
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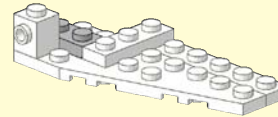
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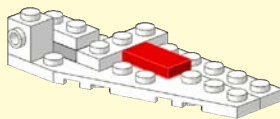
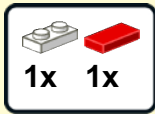
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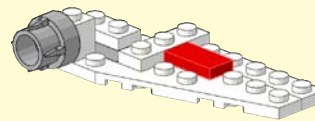
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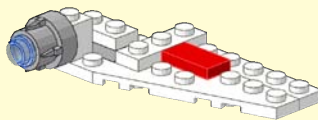
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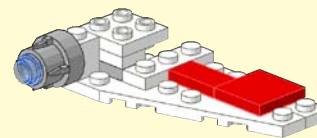
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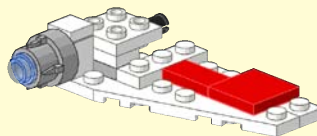
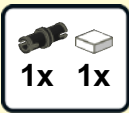
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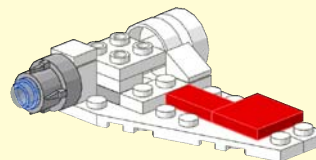
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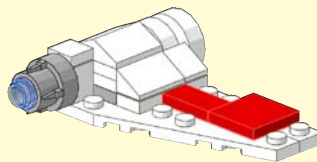
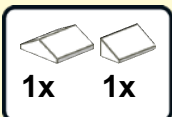
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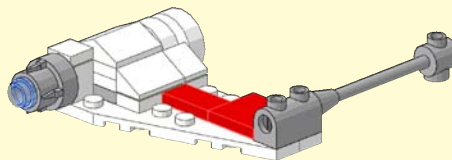
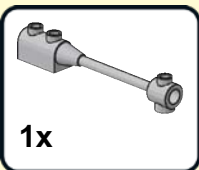
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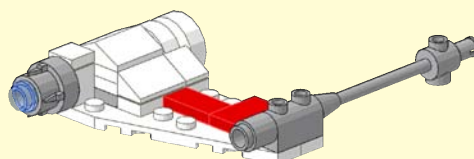
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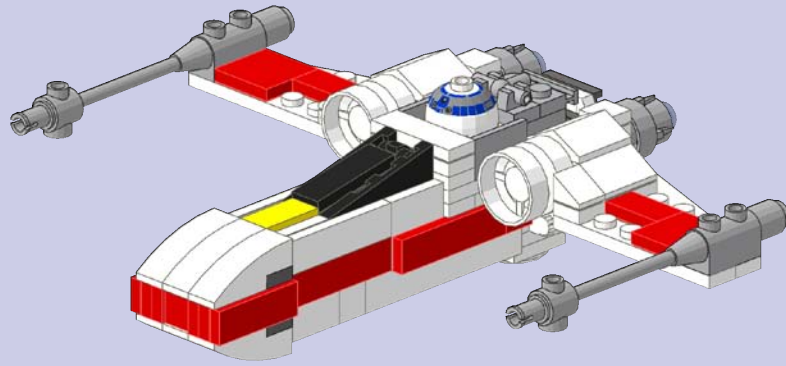


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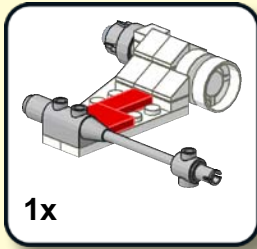


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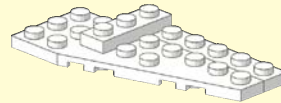
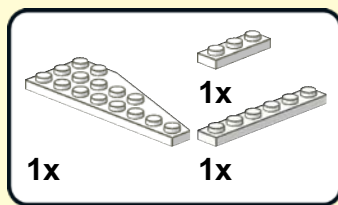




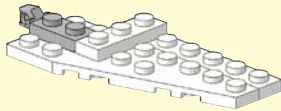
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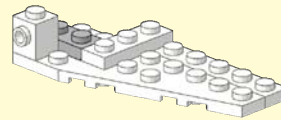
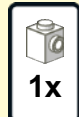
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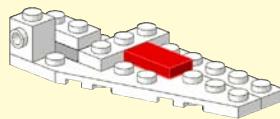
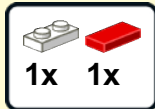
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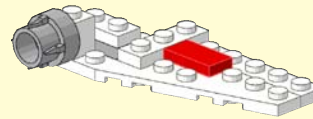
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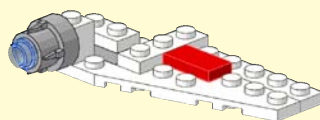
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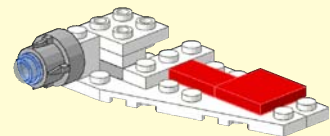
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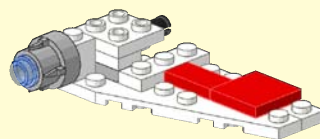
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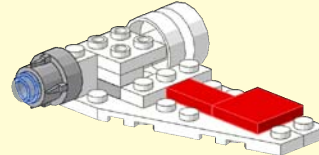
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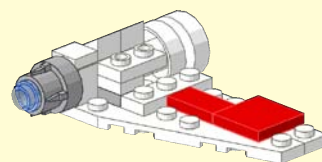
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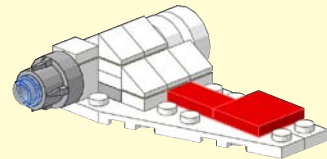
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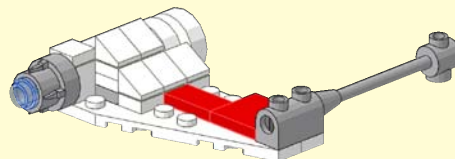
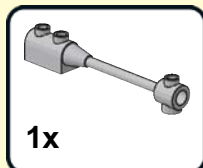
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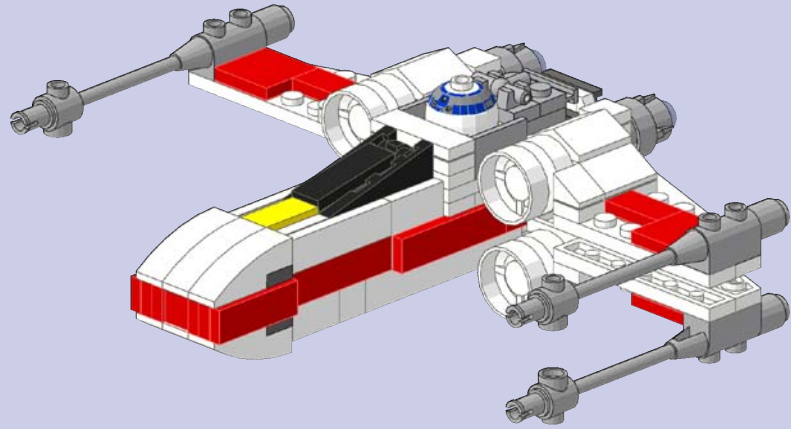
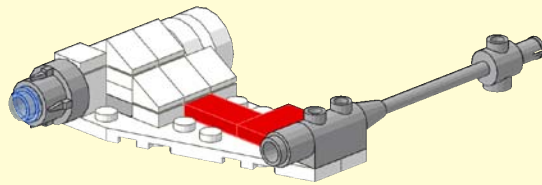
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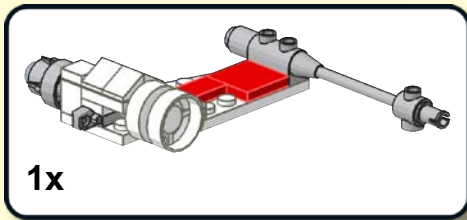
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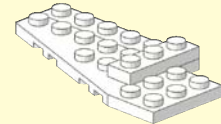
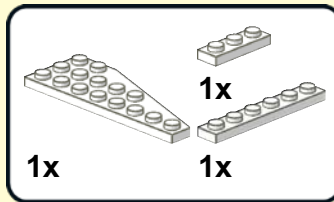
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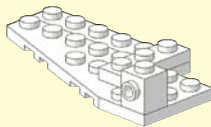
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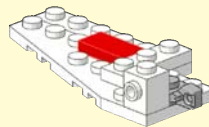
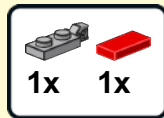
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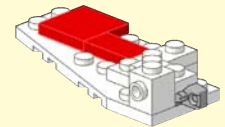
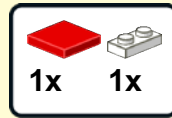
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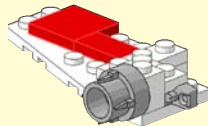
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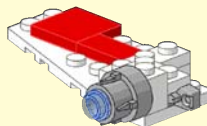
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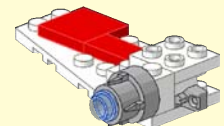
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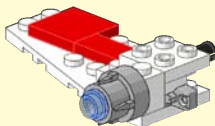
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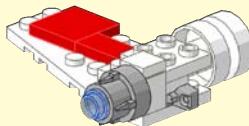
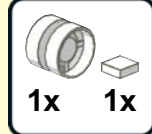
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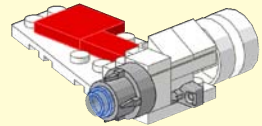
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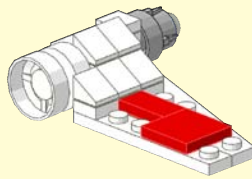
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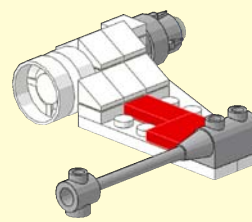
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5x



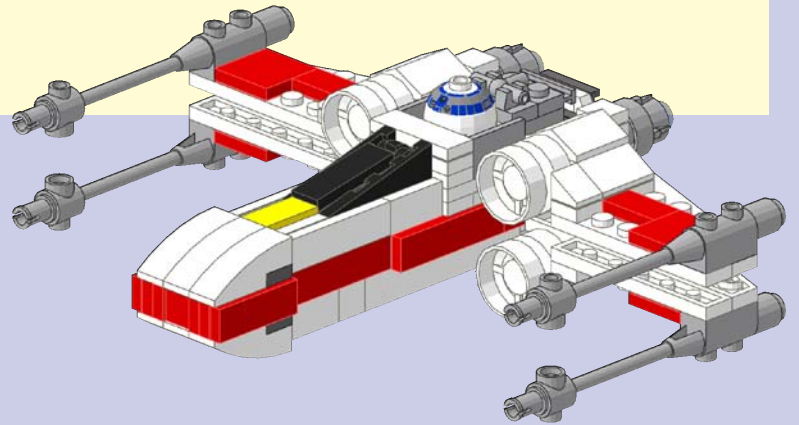
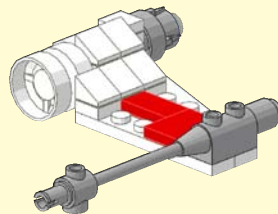
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1x



13

1x 1x



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# Death Star Modules Parts List

The parts listed below will make all of the base modules that are shown in this article.

(Parts can be ordered through [Bricklink.com](http://Bricklink.com) by searching by part number and color)

Qty	Color	Part	Description
15	Lt Bluish Gray	2431.dat	Tile 1 x 4 with Groove
1	Lt Bluish Gray	2432.dat	Tile 1 x 2 with Handle
1	Lt Bluish Gray	2454.dat	Brick 1 x 2 x 5
4	Lt Bluish Gray	2555.dat	Tile 1 x 1 with Clip
3	Lt Bluish Gray	2877.dat	Brick 1 x 2 with Grille
36	Lt Bluish Gray	3001.dat	Brick 2 x 4
12	Black	3001.dat	Brick 2 x 4
3	Lt Bluish Gray	3002.dat	Brick 2 x 3
9	Lt Bluish Gray	3003.dat	Brick 2 x 2
48	Black	3003.dat	Brick 2 x 2
7	Lt Bluish Gray	3004.dat	Brick 1 x 2
22	Black	3004.dat	Brick 1 x 2
5	Lt Bluish Gray	3009.dat	Brick 1 x 6
3	Lt Bluish Gray	3010.dat	Brick 1 x 4
7	Lt Bluish Gray	3020.dat	Plate 2 x 4
2	Lt Bluish Gray	3021.dat	Plate 2 x 3
1	Lt Bluish Gray	3022.dat	Plate 2 x 2
9	Lt Bluish Gray	3023.dat	Plate 1 x 2
1	Lt Bluish Gray	3024.dat	Plate 1 x 1
1	Lt Bluish Gray	3031.dat	Plate 4 x 4
1	Lt Bluish Gray	3032.dat	Plate 4 x 6
1	Lt Bluish Gray	3037.dat	Slope Brick 45 2 x 4
7	Lt Bluish Gray	3039.dat	Slope Brick 45 2 x 2
4	Lt Bluish Gray	3045.dat	Slope Brick 45 2 x 2 Double Convex
4	Lt Bluish Gray	3063.dat	Brick 2 x 2 Corner Round
7	Lt Bluish Gray	3068b.dat	Tile 2 x 2 with Groove
12	Lt Bluish Gray	3069b.dat	Tile 1 x 2 with Groove
1	Lt Bluish Gray	3623.dat	Plate 1 x 3
1	Lt Bluish Gray	3666.dat	Plate 1 x 6
2	Lt Bluish Gray	3678b.dat	Slope Brick 65 2 x 2 x 2 with Centre Tube
1	Lt Bluish Gray	3680c01.dat	Turntable 2 x 2 Plate (Complete)
1	Lt Bluish Gray	3710.dat	Plate 1 x 4
3	Lt Bluish Gray	3743.dat	Technic Gear Rack 1 x 4
1	Lt Bluish Gray	3794a.dat	Plate 1 x 2 without Groove with 1 Centre Stud
3	Lt Bluish Gray	3794b.dat	Plate 1 x 2 with Groove with 1 Centre Stud
6	Lt Bluish Gray	3795.dat	Plate 2 x 6
1	Lt Bluish Gray	3937.dat	Hinge 1 x 2 Base
1	Lt Bluish Gray	3938.dat	Hinge 1 x 2 Top
11	Lt Bluish Gray	3958.dat	Plate 6 x 6
12	Black	3958.dat	Plate 6 x 6
1	Lt Bluish Gray	4081b.dat	Plate 1 x 1 with Clip Lt Type 2
1	Lt Bluish Gray	4085c.dat	Plate 1 x 1 with Clip Vertical Type 3

Qty	Color	Part	Description
2	Lt Bluish Gray	4150.dat	Tile 2 x 2 Round
1	Lt Bluish Gray	4287.dat	Slope Brick 33 3 x 1 Inverted
6	Lt Bluish Gray	4460.dat	Slope Brick 75 2 x 1 x 3
1	Lt Bluish Gray	4599.dat	Tap 1 x 1
2	Lt Bluish Gray	4625.dat	Hinge Tile 1 x 4
5	Lt Bluish Gray	4865a.dat	Panel 1 x 2 x 1 with Square Corners
1	Lt Bluish Gray	6091.dat	Brick 2 x 1 x 1 & 1/3 with Curved Top
1	Lt Bluish Gray	6141.dat	Plate 1 x 1 Round
2	Dk Bluish Gray	6141.dat	Plate 1 x 1 Round
2	Lt Bluish Gray	6191.dat	Brick 1 x 4 x 1 & 1/3 with Curved Top
1	Lt Bluish Gray	6231.dat	Panel 1 x 1 x 1 Corner with Rounded Corners
1	Lt Bluish Gray	6233.dat	Cone 3 x 3 x 2
15	Lt Bluish Gray	6636.dat	Tile 1 x 6
3	Lt Bluish Gray	30039.dat	Tile 1 x 1 with Groove
3	Lt Bluish Gray	30236.dat	Brick 1 x 2 with Handle
10	Lt Bluish Gray	30244.dat	Tile 1 x 2 Grille with Groove
1	Dk Bluish Gray	30244.dat	Tile 1 x 2 Grille with Groove
1	Lt Bluish Gray	30367.dat	Cylinder 2 x 2 with Dome Top
1	Lt Bluish Gray	30374.dat	Bar 4L Lt Sabre Blade
2	Lt Bluish Gray	30413.dat	Panel 1 x 4 x 1 with Rounded Corners
14	Red	32062.dat	Technic Axle 2 Notched
1	Lt Bluish Gray	32063.dat	Technic Beam 6 x 0.5
48	Black	32064b.dat	Technic Brick 1 x 2 with Axlehole Type 2
1	Lt Bluish Gray	32523.dat	Technic Beam 3
2	Lt Bluish Gray	47457.dat	Slope Brick Curved 2 x 2 x 2/3 Triple with Two Top Studs
1	Lt Bluish Gray	48092.dat	Brick 4 x 4 Round Corner
1	Lt Bluish Gray	48336.dat	Plate 1 x 2 with Handle Type 2
2	Lt Bluish Gray	48729.dat	Bar 1.5L with Clip
1	Lt Bluish Gray	50943.dat	Car Engine 2 x 2 with Air Scoop
4	Lt Bluish Gray	54200.dat	Slope Brick 31 1 x 1 x 2/3
1	Lt Bluish Gray	60481.dat	Slope Brick 65 2 x 1 x 2
1	Lt Bluish Gray	60849.dat	Minifig Hose Nozzle with Side String Hole Simplified
2	Lt Bluish Gray	63864.dat	Tile 1 x 3 with Groove
1	Lt Bluish Gray	87079.dat	Tile 2 x 4 with Groove
3	Lt Bluish Gray	87580.dat	Plate 2 x 2 with Groove with 1 Center Stud
1	Lt Bluish Gray	92280.dat	Plate 1 x 2 with Single Clip On Top

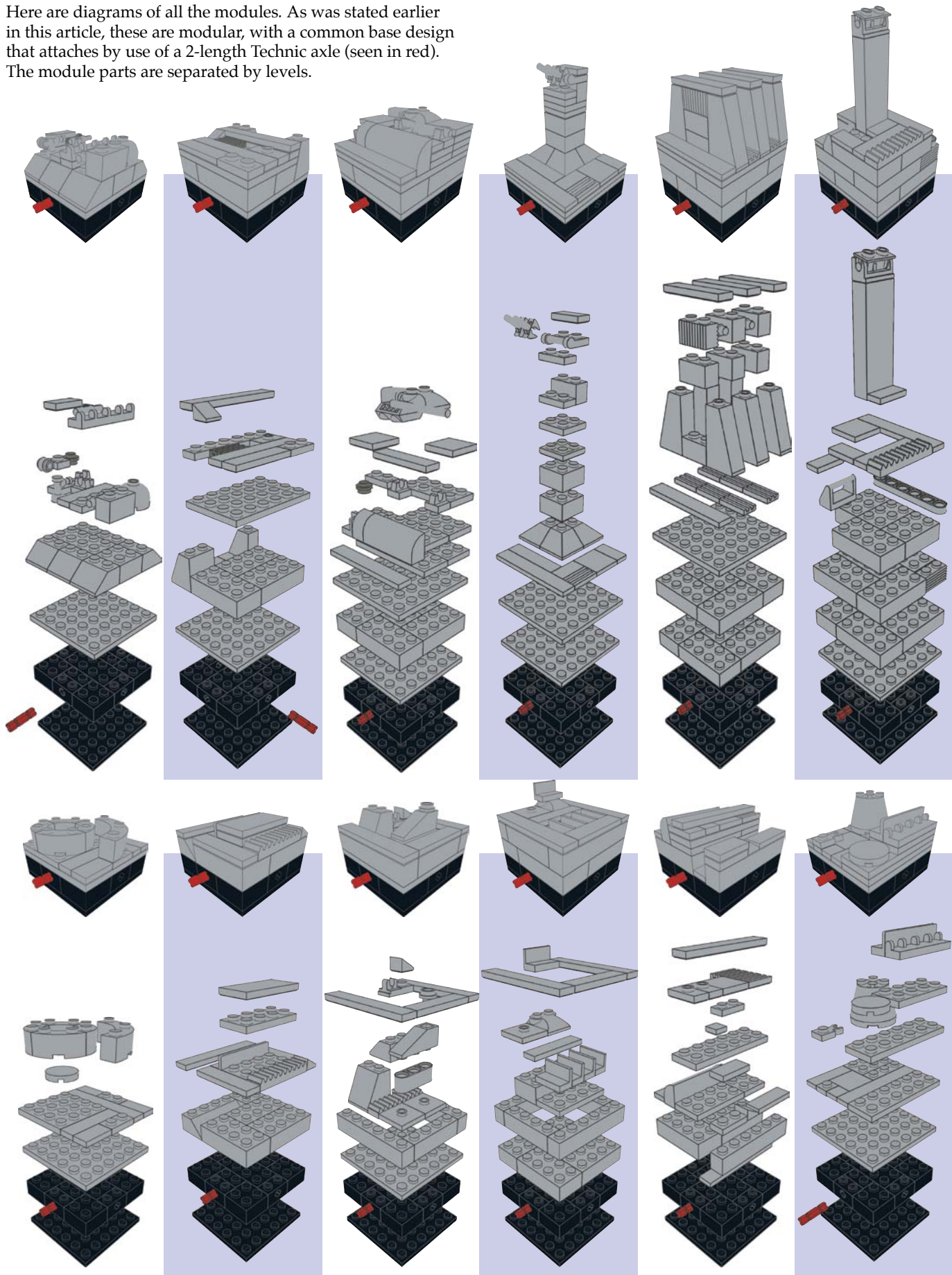
## CORRECTION FROM LAST ISSUE:

We accidentally printed the wrong parts list for the Curiosity Rover on page 28 of BrickJournal #22. You can download a PDF file with the correct parts list at this link:

<http://www.twomorrrows.com/media/CuriosityParts.pdf>

# Death Star Modules

Here are diagrams of all the modules. As was stated earlier in this article, these are modular, with a common base design that attaches by use of a 2-length Technic axle (seen in red). The module parts are separated by levels.



## Building

# Simon MacDonald: From Costumes to Fun-ettes!

*Article by Simon MacDonald  
Photography by Joe Meno and  
Simon MacDonald*



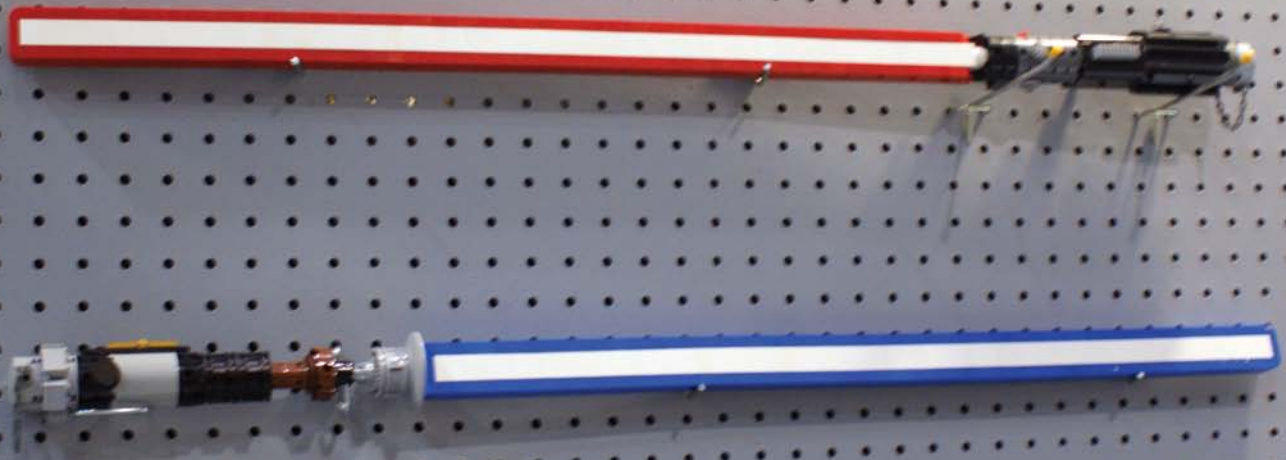
*[Simon MacDonald (also known as SIMAFOL online) has built LEGO costumes and props as well as other science-fiction creations as a member of the Greater Florida LEGO Users Group. He talks briefly about his costuming and other building here and in the following pages.]*

I started making and wearing LEGO based costumes in 2004. My first one was LEGO Darth Vader at DragonCon. I conducted a “LEGO and *Star Wars*” panel at the *Star Wars* Track and filled up the room with attendees. I’ve made enough costume accessories for 5 costumes. I’ve even made wearable elements for my wife and daughter. The full costumes can run up to \$400 for all the materials, LEGO bricks, pleather, VELCRO, fabrics, etc. They have more than made up for each cost.

*Above: Simon (center, as Boba Fett) poses with a couple of Mandalorians.*

*Left: Salacious Crumb, another model by Simon, guards Boba Fett’s helmet.*





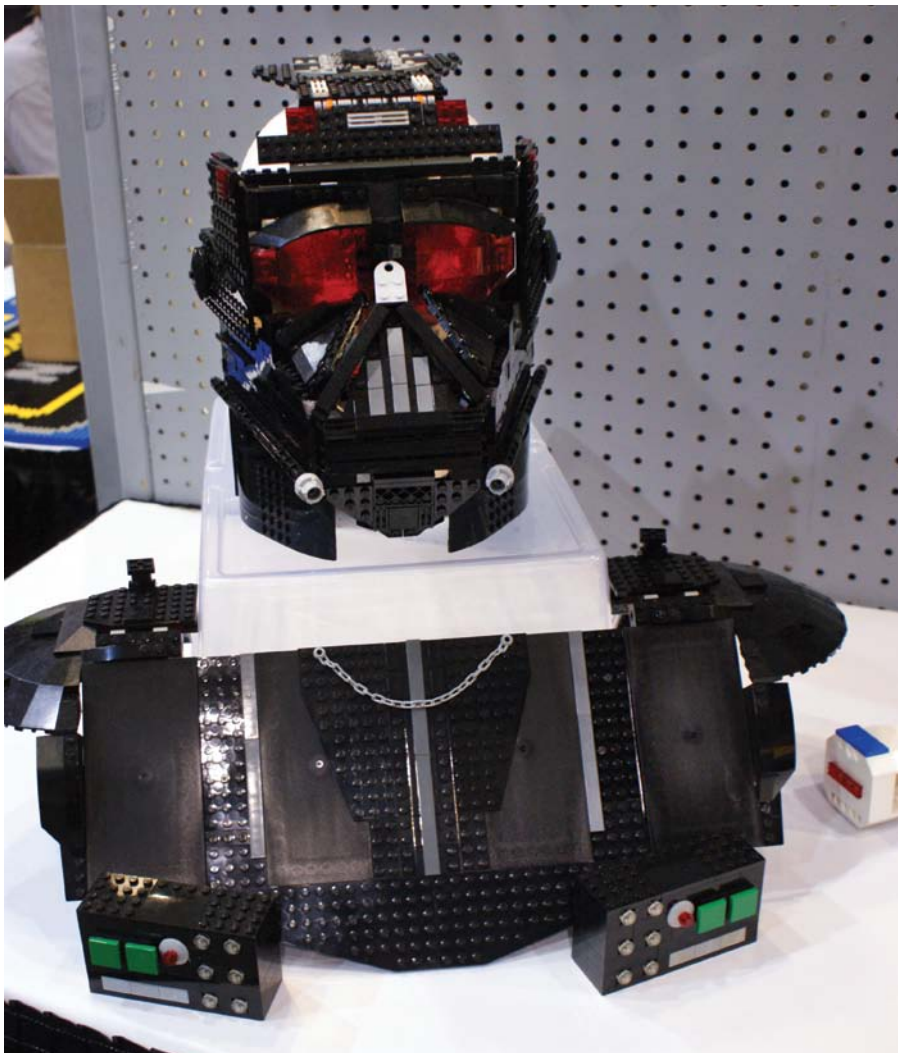
*Darth Vader's lightsaber (top) and Luke Skywalker's lightsaber at Celebration VI.*



*Boba Fett's blaster rifle, which is reinforced and glued for use with Simon's Boba Fett costume.*



*Han Solo's laser pistol.*



The blasters and lightsabers are much easier props to build. They don't have any corresponding costumes yet, but can easily be displayed on their own. Most of them, with the exception of Boba's rifle, are not built with durability in mind. All the source images were easily found in *Star Wars* books or online. There were plenty of costume building sites that really aided in my development of the costume parts. I have a pipe dream of making a LEGO Iron Man costume, because I've been one-upped and goaded by Benny Brickster (Ben Caulkin) and his LEGO Halo Costume (*which was spotlighted in BrickJournal #17 — Editor*).



You can go to the Simon's Flickr page at <http://www.flickr.com/photos/simafol/> or by scanning this QR code!

*Part of Simon's Darth Vader costume was seen at Celebration VI.*



The Fun-ette above rotates the carbonite panel with a twist of the front handle...



...to reveal a thawed Han Solo!



Here's a look at the interior gears to make this Fun-ette work.



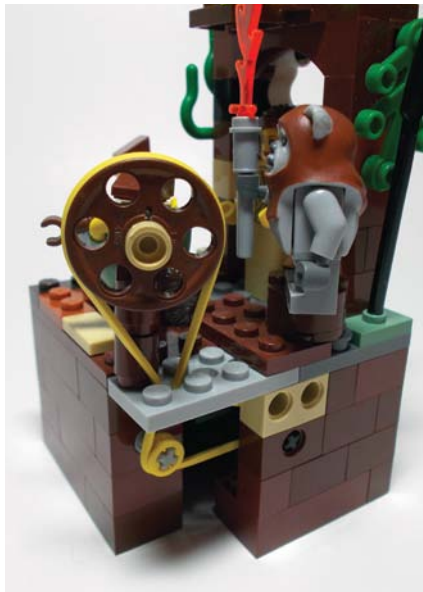
Simon's first Fun-ette above 'floats' the boxes beside Luke...



...again by twisting the handle.



This Fun-ette turns the spit that Han is tied to.



Here you can see how he set up the mechanism to spin. The center axle goes to the handle on the other side.

## Fun-ettes Defined!

Article by Simon MacDonald  
Photography by Simon MacDonald

The Fun-ettes were started as a way to bring scenes from *Star Wars* to conventions easily. I had gotten tired of lugging big displays to shows and packing up the ships to go with them. People would always be amazed by the set up, but kids would be daunted by the build. I would then give them an estimate of the amount of brick and probable price and I would see their 'amazement' disappear. I knew about the vignette format (8x8 plate and build up) and thought it would be a great way to bring small, memorable scenes to shows. I thought that if I could give the scene more 'life' then the vignette would get more attention. I had exactly zero experience with Technic and was not a gear-head, but I went ahead anyway and made a vignette with a moving part. The first Fun-ette was Yoda training Luke. I really liked it and told myself to make one from each film. I then went beyond that.

The reason, I think, that people like the Fun-ettes is because they are little bite-sized moments that you can play out again and again. Some of them you have to reset, like Obi-Wan cutting off Ponda Baba's hand or Han going in the carbon freezing chamber, but fans still get a real kick out of them. They also have at least 2 minifigs with them. If they were actual sets, they could run \$20 - \$30.



*This trash compactor has a wall that moves.*

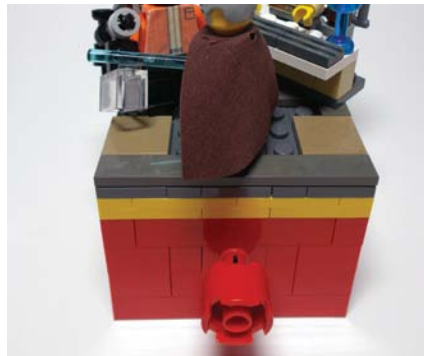


*Looking through the bottom, you can see the gear that drives the wall. The handle is in the back.*



*The side view reveals the track for the door and the handle.*

Fun-ettes are based on an 8 x 8 build space on top of a 4 brick high base where you can place any sort of mechanical invention to make the scene move. Overlap is okay.



*Ben Kenobi has his lightsaber here, and with a twist of the handle...*



*...disarms Ponda Baba.*



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## Community

# Star Wars Celebration VI

Article by Peter Crone

Photography by Joe Meno



The event sign was built during Celebration VI.

Star Wars Celebration VI was held at the Orange County Convention Center in Orlando, Florida this past August 23rd through 26th. It's an astounding event with activities and panel discussions encompassing all aspects of the *Star Wars* universe, from the people involved in the creation of the films and television shows, to the various licensees and publishers, and of course, the fans.

The LEGO Group was on hand with an interactive 8-foot tall Darth Maul bust build, a retail shop that featured *Star Wars* themed sets as well as the highly sought after CVI exclusive "Boba Fett's Mini Slave I" kit, as well as two play-areas with LEGO and DUPLO, for children of all ages to have a chance to relax and play on the main convention hall floor.

Fan contributors are a large portion of the *Star Wars* community, including movie-accurate costuming organizations, filmmakers, artists, droid-builders, diorama builders, and even people who have customized their automobiles into land-based star-fighters.

And in this mix are LEGO and some *Star Wars* loving AFOLs.

The Greater Florida LEGO User Group (GFLUG) returned to the exhibit hall floor, after their popular display at Celebration V in August of 2010. "It was much bigger this time. We had new members coming out to display their MOCS, and more space to spread into," said Michael Huffman, head of GFLUG. "We had thirty-three participants, of which twenty-five were standing GFLUG members."

Comparing a LEGO convention to *Star Wars* Celebration, Huffman explains, "is like apples and oranges. A LEGO convention is a different entity unto



A Hoth layout that made a scene at the GFLUG display.



Star Wars figures made of basic LEGO bricks were shown.

itself. GFLUG has been doing a show called MegaCon, for the last three years. I've always had the idea of pushing the group out of the model train shows and into the sci-fi / comic book conventions. We're a kind of geekdom that fits in with that comic book model."

Mark Fontanella, the LEGO Group's Coordinator for In-Store Events, explains, "With a lot of events, AFOLs are a great addition. They bring unique and detailed models, so having them with us is great. Convention attendees really enjoy [the AFOL displays]. When we get ready for these types of events we try to plan for their presence. The beauty of *Star Wars* Celebration is that there's plenty of space to fill, so LEGO can have a multifaceted presence, with LEGO retail, the play areas and the AFOL area."

"A LEGO convention has many aspects," Huffman explains. "Instead of cosplay (costumes), comics, anime, artists and celebrity autographs that you have with a comic convention, at a LEGO convention we're united by our love of the brick. You have gear-heads, castle-heads, space-heads... there's some division between groups or cliques, but in the end you're all unified by having a creation on display."

GFLUG member Simon MacDonald is a bridge between the LEGO and sci-fi worlds, and a bit of a legend on the convention circuit, having created a suit of Boba Fett armor from LEGO elements, carving a unique spot at the midpoint between cosplayers and armor builders, and AFOLs. "It started back in 2007 with my Darth Vader, LEGO-fied. My wife, Sydney, was wearing an EP III pregnant Padme costume with LEGO jewelry. I was the first person to make a LEGO Costume. We wore them to DragonCon for a *Star Wars* LEGO panel that I hosted."





*A Republic Cruiser lands alongside AATs.*

"The following year I wanted to do something colorful, memorable and with more LEGO elements. So, I made LEGO Boba Fett. I've worn it over thirty times to various conventions and holidays and it has won five awards and /or contests." MacDonald adds that since his first appearances in the Fett suit, "I get mobbed for photos. As my wife can attest, it does *no* damage to my ego."

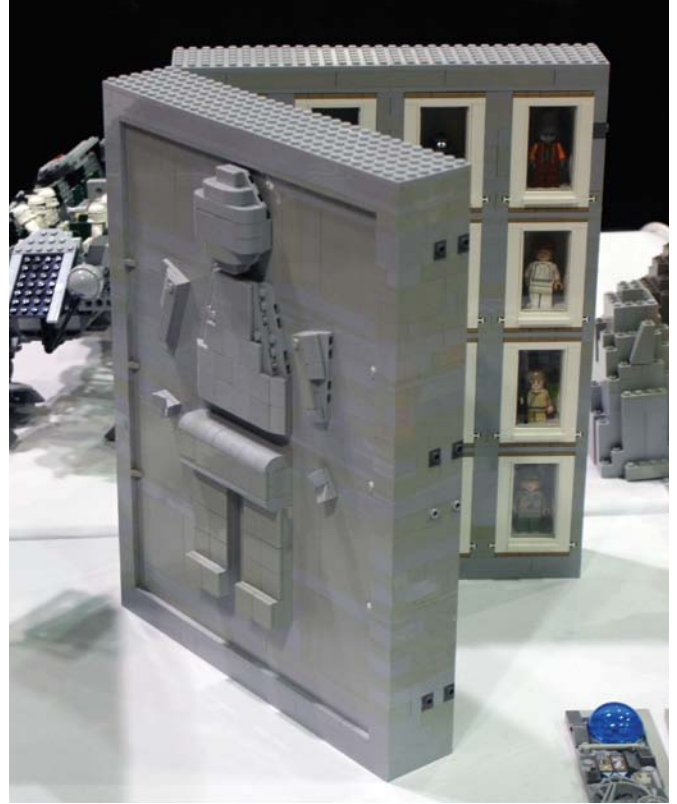
As to the overlap between his build style and more traditional costumers, MacDonald explains, "'Real' costume designers and cosplayers are actually impressed by my costume. Everyone always asks, 'Is it glued?' For the most part, no, just some small elements and protruding parts. The armor has a Velcro strip glued to the back [to connect the plates to the jumpsuit]."

Another aspect of LEGO fandom at Celebration VI were the panels, such as GFLUG member Todd Thuma's "History of LEGO *Star Wars* Sets," which was presented to a packed lecture hall. Thuma reviewed the first thirteen years of the original licensed theme, and ended by opening the floor for questions, most of which were from enthusiastic kids asking when a particular vehicle or character was going to be produced by the LEGO Group.

The LEGO Group's presence at CVI was enormous, dwarfing the presence of other high-profile licensees, such as Hasbro and Gentle Giant. Fontanella explains LEGO's approach to a show if this scale: "Our key demographic is kids, so we want a fun, hands-on area, but at events like *Star Wars* Celebration we also want to cater to adult collectors and fans. Builds that keep kids interested and special items and raffles for the adults, are a good mix between the two."

Fontanella addresses the logic of hard-to-find show exclusives that cause stress for some of the more obsessive collectors. "We have to make the choice between a giveaway or saleable collectible item. With exclusives, we want to make sure it's unique and different, and only available at that event. Something that will become a keepsake that says, 'Oh yeah, I was there!'"

Right now, Celebration Europe II is scheduled for Germany in 2013, and the next one in the States, Celebration VII, is planned for 2014. Though the location has yet to be announced, Orlando is on the short-list to host once again. Celebration VI featured guest AFOLS from Ohio, Tennessee, Massachusetts and even as far as Australia. Huffman looks forward to another Celebration, and hopes to open up the GFLUG space to more AFOLS from other regions. "I personally want to encourage other fans to come out for it. I'd like to see more amazing builders come out for this event." **b**



*A carbonite minifigure case!*



*One of the bars at the Mos Eisley display.*

*Jedis duel on Mustafar.*



### Erik Varszegi:

## Head Builder of Celebration VI

Article by Peter Crone  
Photography by Joe Meno



Erik Varszegi is a Model Builder for the LEGO Group and a veteran of large-scale builds held at *Star Wars* Celebrations. During CVI, Erik could be found building an enormous Darth Maul bust in LEGO's section of the exhibit hall. We caught up with Erik to get his perspective on the event!

**BrickJournal:** Do you think the build-experience changes in an environment like the floor at SWCVI?

**Erik Varszegi:** We simply can't build models on this scale in a weekend's time without a crowd such as this. I'd be here quite literally all month if I had to do it alone. And it's a great crowd too. I get a huge kick from seeing fans young and old in costume helping out and building with bricks.

**At Celebration V you built a realistic, life-sized Boba Fett statue, and at CVI it was an oversized Darth Maul bust. Was the Maul chosen this time around as it was a way to get more attendees involved in helping with the build? Does either type of build hold more appeal for you?**

Well, we also did the *Empire Strikes Back* anniversary mosaic at CV. It wasn't my plan to do both the mosaic event and a model demonstration, but it was getting close to a deadline when we had to choose what kind of presence we were to have, and I pitched both ideas. They went for both ideas and we scrambled to pull them both off.

Since CVI was in Orlando again, only two years later and fresh in everyone's memory, we didn't want to seem like we were repeating ourselves. Our 4x builds, like Maul, are tried and true. We've been doing events like this for years at the LEGO Brand Stores and

in fact our very first 4x build was the 10-foot-tall Yoda we built at the second Celebration in Indianapolis in 2005. We thought it was time to try it again. It's a great way to get the public involved in the building process. Whenever possible I like to take one of the built bricks from the kids as they finish them and put it directly on the model. It gives them a sense of ownership and they often come back the next day and point to the model and say "Hey dad... that brick there? I built *that* one!"

Maul was a good candidate being as he is only black and red. We try to limit the colors for the 4x builds so we don't have to ship a huge assortment of stock. We just had to make him big enough so his tattoos resolved themselves well. Add in the prebuilt spooky eyes and scary teeth and he looked pretty cool.

**The LEGO area seemed to be a fun mix of chaos and progress throughout the weekend. Can you describe the energy/demeanor of the crowd as they helped make the bricks for you to use?**

On paper, you'd think it wouldn't work, building the same giant scale brick over and over, but you'll get kids in our booth for hours, mass producing dozens of bricks. They rarely get bored of it and even afterwards, when I finished Big Maul, we just opened it up so the fans could build whatever they like. Lots of red and black TIE fighters and Imperial Walkers were built that day. Lightsabers too. Lots and lots of lightsabers.

**Was there anyone who seemed to discover LEGO Star Wars while at the booth?**

LEGO and *Star Wars* have enjoyed a successful partnership for quite a while now, so I think people know what to expect. That doesn't stop us from trying to surprise them though. Our video wall was a big draw. That might have brought some new people in... with our sneak peek of *LEGO Star Wars: The Empire Strikes Out* television special.

**How many bricks were used to build the Darth Maul bust?**

The actual number we always try to keep secret. We'll build Maul again and we often hold Guess The Number Of Bricks contests. But I can tell you a model of this size will have somewhere in the neighborhood of 4000 bricks in the prototype. Multiply that by the number of bricks in one of those giant bricks and you'll come up with a pretty good number.

**How tall was it when complete?**

The prototype is twenty-four inches, making the final model eight feet tall.

**How long did it take start to finish?**

We had four days for the convention, but thought it would be a good idea to get it done in three. That'll give the fans plenty of time for photographs. I ended up finishing it in two and a half days though. After all, I wanted to get away from the booth and have a bit of fun seeing the sights.


**Was the design yours?**

I've designed plenty of *Star Wars*-themed models in my time at LEGO, but not this one. The Giant Maul was Dan Steinger's brainchild with help from Pete Donner. Dan has been thinking about this one for years and I'm glad he got a chance to realize it. From a technical standpoint it's a very well thought out design and a pleasure to build. The only part that was a challenge was the black color. The dim lighting on the convention floor made for a lot of eye strain on my part. But that aspect was non-negotiable; what Sith doesn't wear black?

**Are you a big *Star Wars* fan?**

Yeah, I've been a fan of *Star Wars* much longer than I've been a fan of LEGO. My head is full of all the useless trivia, like who's who in the cantina and what-not. So yes, I've become sort of the de-facto go-to guy in the office when *Star Wars* projects come up.

**If you had the time and brick to do it, what *Star Wars* character would you like to build life-size or larger?**

It was a nice challenge when I designed a life-size Vader, but ultimately a bit blah with all the black. Fett was great with his riot of color. Someday I'd like to update him to his *Return Of The Jedi* armor, which is even more vivid. But the one I'd really like to take a crack at is an X-Wing pilot Luke with the orange jumpsuit and that helmet... that helmet would be cool. 



One of the display models shown at Celebration VI.

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## X-Wing Fighter (#7140)

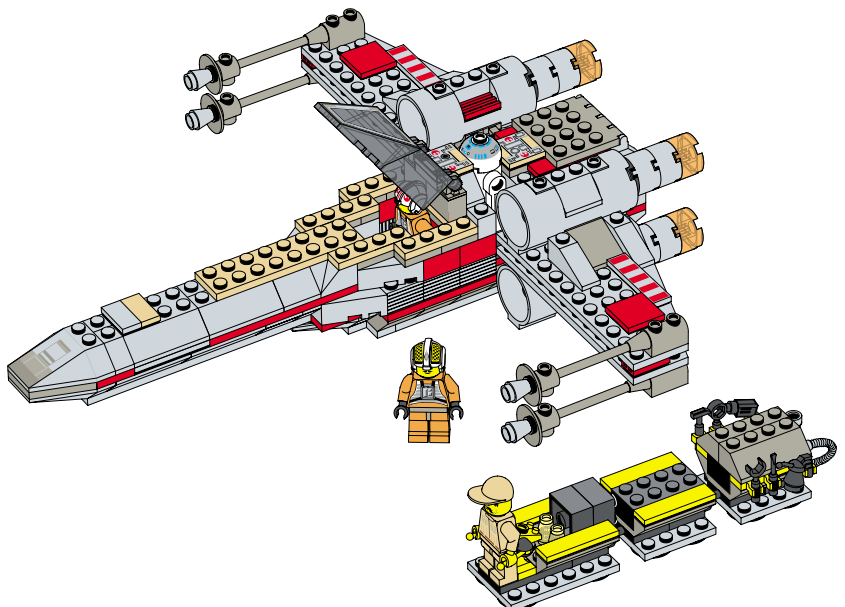
Rereleased in 2002, (#7142)

Pieces: 266

Minifigures: Biggs Darklighter, Luke Skywalker, R2-D2, Rebel Technician

Price: \$29.99 USD

1999



# X-Wing: A Look Back—and Forward!

Article by Joe Meno

Photography provided by the LEGO Group

One of the staples of the LEGO® *Star Wars*™ theme has been the X-Wing Starfighter. One of the symbols of the Rebel Alliance in *Star Wars: A New Hope*, *The Empire Strikes Back*, and *Return of the Jedi*, the ship has also become a model of many versions, from its first set design in 1999 to its current versions, both in minifigure scale and in UCS (Ultimate Collectors Scale). In the past decade, the X-Wing as a set has progressed as the years have passed. *BrickJournal* spoke to Jens Kronvold Frederiksen, Design Director to the LEGO *Star Wars* theme, about Luke's favorite fighter.

The first *Star Wars* sets were released to coincide with the release of *Star Wars Episode One: The Phantom Menace*. Among those sets was the first X-Wing set, which was set 7140. Our chat starts with how the theme began. This was the time that Frederiksen joined the LEGO Group, so that's also where he began.

**BrickJournal:** When did the LEGO Group start working on *Star Wars* sets?

**Jens Kronvold Frederiksen:** We started off developing *Star Wars* in 1998, when the contract was signed between

Lucasfilm and the LEGO Group. At the time we knew that in 1999 *Episode One* would be released.

**You had a great amount of material to pull from in terms of Episodes Four, Five and Six, but for Episode One you weren't as sure as what to pick, I would have assumed.**

There was a lot of *Episode One* stuff... already in 1998 we were getting references from Lucasfilm. They were sharing all they knew with us for us to actually deliver *Episode One* models in 1999.

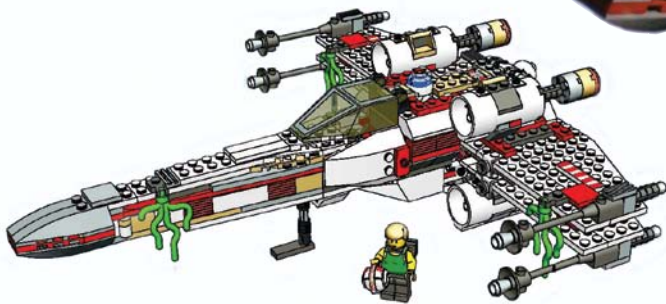
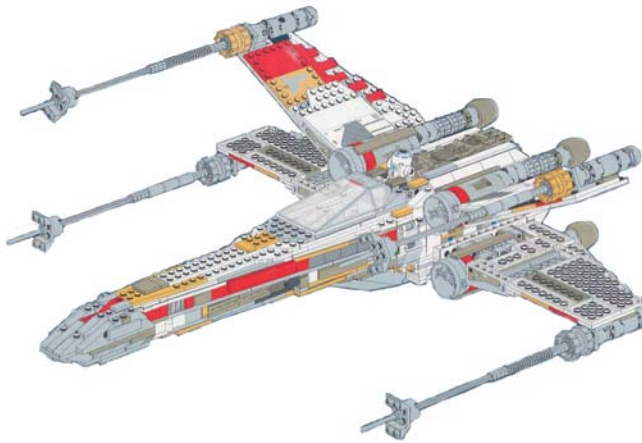
**How did the designers take on the LEGO *Star Wars* contract? How did they react?**

People were extremely enthusiastic with the contract with Lucasfilm and doing *Star Wars*. It was a big thing. At that time we were not that used to making IP (intellectual property) product lines, so it was all extremely new. It was at that time that they were working on this before the contract was signed—about the time that I joined the LEGO Group in 1998. When I saw the first sketch models, I thought this was the most fantastic thing and the most fantastic merging between two companies!

## X-Wing Fighter Ultimate Collector Series (#7191)

Pieces: 1300  
Minifigure: R2-D2  
Price: \$149.99 USD

2000



## X-Wing Fighter (#4502)

Pieces: 563  
Minifigures: R2-D2, Yoda, Luke Skywalker  
Price: \$49.99 USD

2004

Did Lucasfilm suggest what to be done in terms of waves for the first wave of sets, or did you guys pick the X-Wing and all the ones for the first wave?

I don't know all of the strategy behind the assortment in 1999 because I had just joined the company. The obvious approach was to make sets relevant to the new movie coming out and also to go for the really iconic and well-known things like the X-Wing Fighter and snowspeeder and stuff like that. Since there are so many vehicles and ships in the *Star Wars* universe, it was easy to go with them first. We also wanted to go into the *Star Wars* story and bring all the figures with the vehicles. The ships that came out in that original wave were awesome.

The first selection of the models included the X-Wing. There were some new parts that came in that set so the *Star Wars* line made the way for new parts to be designed and added. Is that correct?

Yes. In the first years of start-up with something new, especially an IP, there were a lot of new elements designed. For *Star Wars*, there were a lot of things that are super iconic like the lightsaber, as well as

the cockpit, and the wingtip guns of the X-Wing. When we design these parts, we always try to make the parts good LEGO elements that can be used creatively by the kids, so for us it is about making cool usable LEGO parts that of course look like they are *Star Wars* elements, but with a LEGO twist to it. These elements can be used on many different ships and other things.

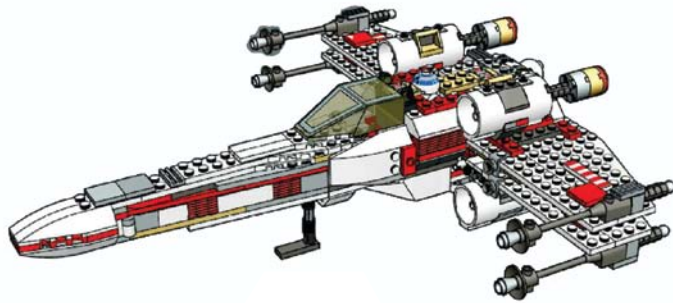
I did notice the generic use, although I do know those parts were specifically for the *Star Wars* sets, at least initially. You're not going to see a *Star Wars* gun in a Creator set. Speaking of guns, the company was not going to make weapons, but at the same time there are some items that were going to cross the weapon boundary, like the light saber. Have you guys considered doing anything like a life-sized prop as a set, like a lightsaber?

Yes, we have considered that. It's unlikely for these to be produced because we are opposed to making weapons. Still, the *Star Wars* universe is a dangerous universe. We have made sketch models for something like that just to try it out. Overall, though, we

## X-Wing Fighter (#4502)

Pieces: 266  
Minifigures: Chewbacca, R2-D2,  
Han Solo, Wedge Antilles, Luke  
Skywalker, Princess Leia.  
Price: \$49.99 USD

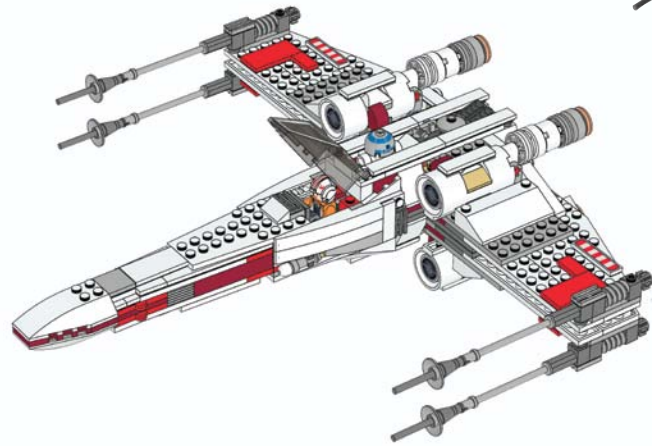
2006



## X-Wing Fighter (#9493)

Pieces: 266  
Minifigures: R2-D2, Jek Porkins,  
R5-D8, Luke Skywalker.  
Price: \$59.99 USD

2012



think that UCS ship models and R2-D2 are better.

There are some sketch designs for life-size props, but we have a problem making chrome parts. That is a big problem as the lightsaber is mostly made of metal. Another problem would be trying to fight with the lightsaber. That actually is not possible with a LEGO-built lightsaber. That's some of the reasons we haven't done that yet. There's also still a lot of cool ships that we want to make as UCS models.

UCS started and is still basically with *Star Wars*. That was a gamble at the beginning, as that UCS sets are higher-end and at the time, there was no consumer defined for the sets. Did the LEGO Group definitely know there was an audience out there?

76

I don't know how much research was done, but we always knew that there would be a large fanbase. There

would be an interest in this theme in particular and also from adult fans. We saw the potential and I do remember the first UCS models came out in 2000 (the X-Wing and also the TIE interceptor). They were a little bit of a test, but still, it was like an easy thing to try out. They sold very well, so it was obvious to continue.

We are committed to the UCS models, and we will continue that line, as we have with the new X-Wing!

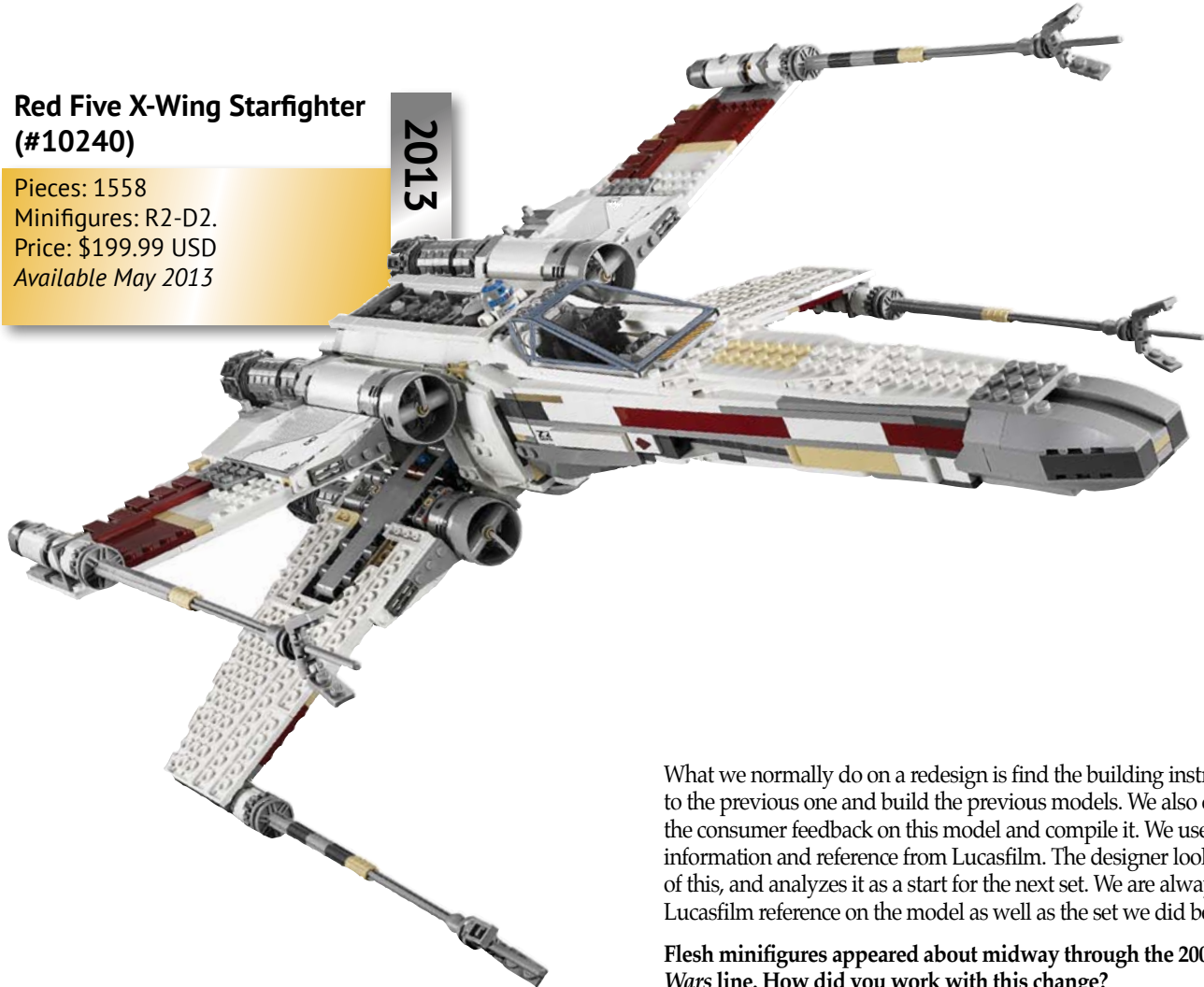
**The minifigure scale X-Wing is something of an evergreen set because it's such an icon. The design between the first one and the third one (the second set was a rerelease of the first) was radically changed. The overall color was switched from gray to white and all the round slope pieces were added. That also was the set which had Yoda's hut. You went from the X-Wing with the little rebel transport to the X-Wing in Dagobah. What was the motivation behind the switch?**

I remember that model because I actually designed that model! The thought behind the change was that by adding Yoda's hut it was a good way to include him in a *Star Wars* set. We wanted to get Yoda, one of kids' favorite characters and super-iconic, in the sets. We

## Red Five X-Wing Starfighter (#10240)

Pieces: 1558  
Minifigures: R2-D2.  
Price: \$199.99 USD  
Available May 2013

2013



thought about making Yoda and his hut a set but did not know if it would have enough play value and be a strong enough set on its own. I thought a nice set would be “a Yoda training of Luke in the swamp” themed set...we also had these swamp parts that we could attach to the wings and the hut. We thought it was a good choice. We also thought this would justify a higher price point, which ended up almost doubling the price of the initial set. We wanted to make a dramatically improved X-Wing, which also pressed a higher price, so why not add Yoda?

**I got that set and thought of it as an impressive play set for Luke and Yoda. The other thing that struck me about the set was that in looking over its listing on Brickset, it turns out that this X-Wing was the first one that actually had wings that opened. The ARC-170 set released at the same time has the same mechanics, but the X-Wing was first. How did you come up with that?**

I really don't know. We had so many technical ideas for the X-Wing I can't recall how the final came about.

One thing I do want to stress is that when each new version of a model is designed, it is redesigned from scratch. The main reason we do that is that there are collectors out there that have the previous versions and we want always for people who buy these sets to say “Wow, there's something new in this set!” We also pay attention to consumer feedback so the next model is better than the previous one.

**The X-Wing in appearance has basically been the same since the third version, and following versions have been a tightening up, so to speak. With your approach of starting from the ground up, it's not just a tightening up, it's a complete redesign. How do you keep track? How do you redesign something that already has a preconception?**

What we normally do on a redesign is find the building instructions to the previous one and build the previous models. We also check the consumer feedback on this model and compile it. We use this information and reference from Lucasfilm. The designer looks at all of this, and analyzes it as a start for the next set. We are always using Lucasfilm reference on the model as well as the set we did before.

**Flesh minifigures appeared about midway through the 2004 *Star Wars* line. How did you work with this change?**

It was a bit of a swapping out. We had a problem in *Star Wars* when we were launching the Cloud City set. The problem was that we wanted Lando Calrissian in the set, but it was very hard to make a person of color with a yellow LEGO minifigure. We eventually decided that the minifigures that were based on real people or movie characters would reflect the different skin tones of the real people or the actors. All other minifigures remained yellow. That meant that *Star Wars* sets from then on would have flesh tone minifigures.


**The minifigure assortment has changed, especially in the last couple of X-Wing sets. With the 2006 set X-Wing, you had a surprisingly high number of minifigures. Part of the motivation of that was for the collectors, but could you give a little more insight on that decision?**

The reason for having those figures in that set was that we wanted an X-Wing with some added stuff, because it was pretty much just an X-Wing set with no extras at that time. We also wanted to give the kids an option to get a bigger selection of minifigures and we wanted to make a Leia that was a special version of Leia. The minifigures were simply added value to the set.

**You didn't redesign the X-Wing for another six years—what took so long?**

The second to last set was on the market for five years because of its popularity. We did our last version because we wanted to update the design.

**Finally, is the X-Wing going to be an evergreen set forever?**

The X-Wing should be on the shelf all the time because they are such an iconic ship! 

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## Hey Kids! Comics!

by Greg (AFOLs) Hyland

*Lethargic Lad: Topics of Unclear Importance* is a complete collection of seven years of Lethargic Lad comics! Presenting over 350 strips from the lethargiclad.com website and all the Lethargic Lad three-page comics that originally appeared in the pages of *Dork Tower* comics.

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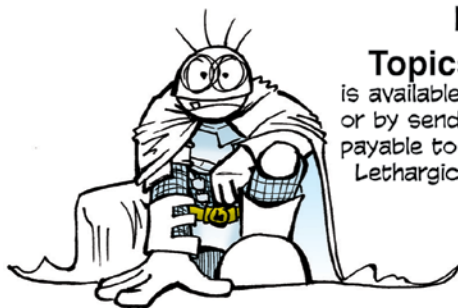
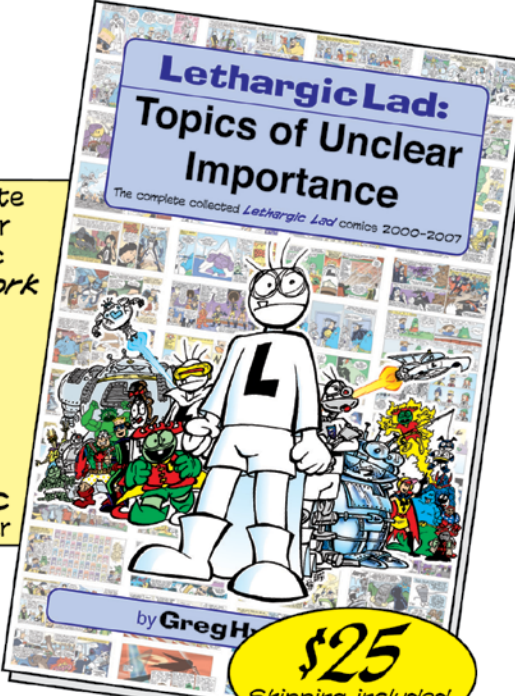
-John Kovalic  
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Here's a really quick Last Word. Because the inspiration to Jacob Carpenter's *Avenger* was Erik Varszegi's *Venator* that was built for the LEGO Group, it had to be shown somewhere in the magazine. Built for Celebration III, this was last seen at Enfiled at the LEGO US Headquarters. Here it is, as it was seen in Washington DC in 2005 at BrickFest.

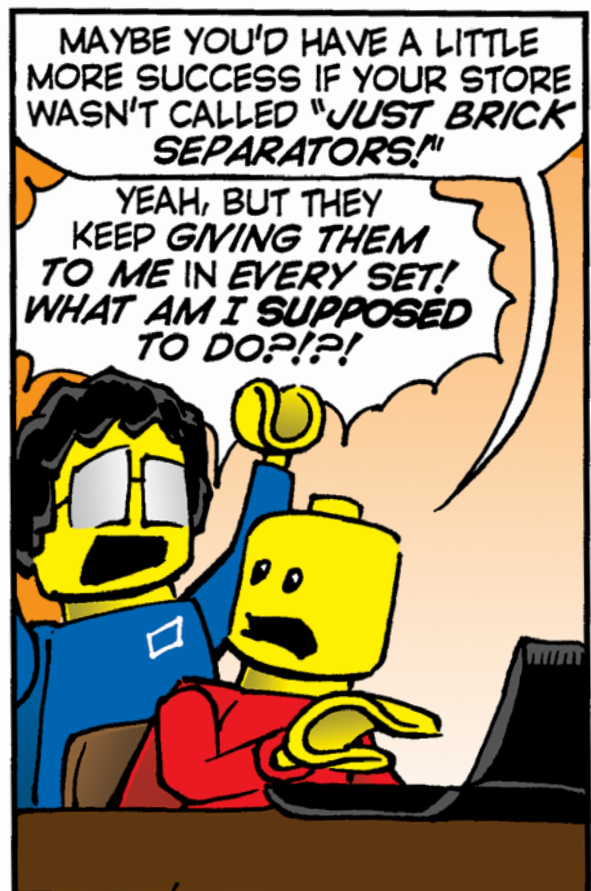
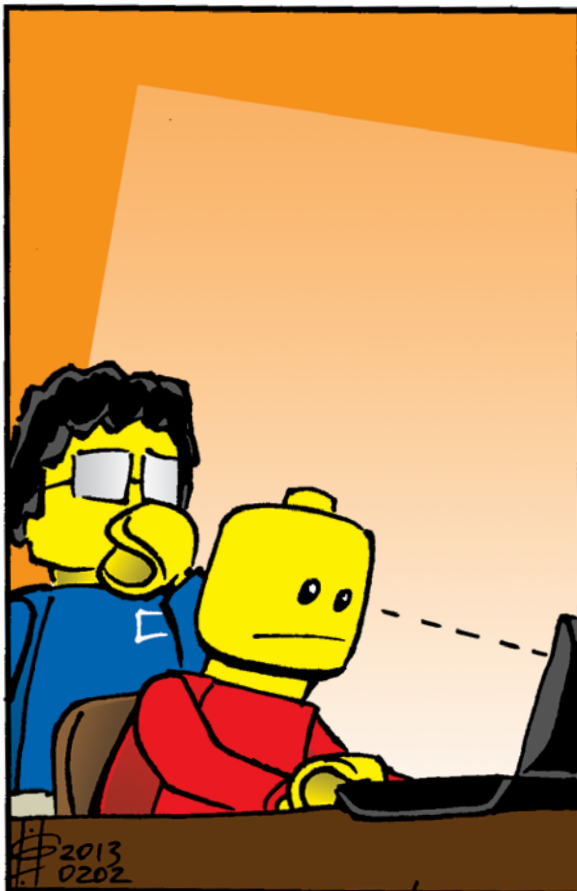
I hope everyone enjoyed our look at *Star Wars*—see you next issue when we look at trains!



And Darth Maul says bye to Lily Morrow at BrickMagic 2012.

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### BRICKJOURNAL #5

Event report on the MINDSTORMS 10th ANNIVERSARY at LEGO HEADQUARTERS, Pixar's ANGUS MACLANE on LEGO in film-making, a glimpse at the LEGO Group's past with the DIRECTOR OF LEGO'S IDEA HOUSE, event reports, a look at how SEAN KENNEY's LEGO creations ended up on NBC'S 30 ROCK television show, instructions and spotlights on builders, and more!

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### BRICKJOURNAL #6

Spotlight on CLASSIC SPACE SETS and a look at new ones, BRANDON GRIFFITH shows his STAR TREK MODELS, LEGO set designers discuss their work creating the SPACE POLICE with PIRATE SETS, POWER FUNCTIONS TRAIN DEVELOPMENT, the WORLD'S TALLEST LEGO TOWER, MINI-FIGURE CUSTOMIZATION, plus coverage of BRICKFEST 2009 and more!

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### BRICKJOURNAL #7

Focuses on the new LEGO ARCHITECTURE line, with a look at the new sets designed by ADAM REED TUCKER, plus interviews with other architectural builders, including SPENCER REZKALLA. Also, behind the scenes on the creation of POWER MINERS and the GRAND CAROUSEL, a LEGO BATTLESHIP over 20 feet long, reports from LEGO events worldwide, and more!

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### BRICKJOURNAL #8

We go to the Middle Ages, with a look at the LEGO Group's CASTLE LINE, featuring an interview with the designer behind the first LEGO castle set, the YELLOW CASTLE. Also: we spotlight builders that have created their own large-scale version of the castle, and interview other castle builders, plus a report on BRICKWORLD in Chicago, and still more instructions and building tips!

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### BRICKJOURNAL #9

BrickJournal looks at LEGO® DISNEY SETS, with features on the Disney LEGO sets of the past (MICKEY and MINNIE) and present (TOY STORY and PRINCE OF PERSIA)! We also present Disney models built by LEGO fans, and a look at the newest Master Build model at WALT DISNEY WORLD, plus articles and instructions on building and customization, and more!

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### BRICKJOURNAL #10

BrickJournal goes undersea with looks at the creation of LEGO's new ATLANTIS SETS, plus a spotlight on a fan-created underwater theme, THE SEA MONKEYS, with builder FELIX GRECO! Also, a report on the LEGO WORLD convention in the Netherlands, BUILDER SPOTLIGHTS, INSTRUCTIONS and ways to CUSTOMIZE MINIFIGURES, LEGO HISTORY, and more!

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### BRICKJOURNAL #11

"Racers" theme issue, with building tips on race cars by the ARVO BROTHERS, interview with LEGO RACERS designer ANDREW WOODMAN, LEGO FORMULA ONE RACING, TECHNIC SPORTS CAR building, event reports, instructions and columns on MINIFIGURE CUSTOMIZATION and MICRO BUILDING, builder spotlights, LEGO HISTORY, and more!

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### BRICKJOURNAL #12

A look at school sculptures by NATHAN SAWAYA, builder MARCOS BESSA's creations, ANGUS MACLANE's CubeDudes, a Nepali Diorama by JORDAN SCHWARTZ, instructions to build a school bus for your LEGO town, minifigure customizations, how a POWER MINERS model became one for ATLANTIS, building standards, and much more!

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### BRICKJOURNAL #13

Special EVENT ISSUE with reports from BRICKMAGIC (the newest US LEGO fan festival, organized by BrickJournal magazine), BRICKWORLD (one of the oldest US LEGO fan events), and others! Plus: spotlight on BIONICLE Builder NORBERT LAGUBUEN, our regular column on minifigure customization, step-by-step "You Can Build It" instructions, spotlights on builders and their work, and more!

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### BRICKJOURNAL #14

Discover the world of stop-motion LEGO FILMS, with brickfilmmaker DAVID PAGANO and others spotlighting LEGO filmmaking, the history of the medium and its community, interviews with the makers of the films seen on the LEGO CLUB SHOW and LEGO.com, and instructions on how to film and build puppets for brick flicks! Plus how to customize minifigures, event reports, step-by-step building instructions, and more!

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### BRICKJOURNAL #15

Looks at the LEGO MECHA genre of building, especially in Japan! Feature editor NATHAN BRYAN spotlights mecha builders such as SAITO YOSHIKAZU, TAKAYUKI TORII, SUKYU and others! Also, a talk with BRIAN COOPER and MARK NEUMANN about their mecha creations, mecha building instructions by SAITO YOSHIKAZU, our regular columns on minifigure customization, building, event reports, and more!

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### BRICKJOURNAL #16

Focuses on STEAMPUNK! Feature editor GUY HIMBER gives a tour with a look at his work, DAVE DEGOBBI's, NATHAN PROUDLOVE's, and others! There's also a look at the history of LEGO Steampunk building, as well as instructions for a Steampunk plane by ROD GILLIES! Plus our regular columns on minifigure customization, building tips, event reports, our step-by-step "You Can Build It" instructions, and much more!

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### BRICKJOURNAL #17

LEGO SPACE WAR issue! A STARFIGHTER BUILDING LESSON by Peter Reid, WHY SPACE MARINES ARE SO POPULAR by Mark Stafford, a trip behind the scenes of LEGO'S NEW ALIEN CONQUEST SETS that hit store shelves earlier this year, plus JARED K. BURKS' column on MINIFIGURE CUSTOMIZATION, building tips, event reports, our step-by-step "YOU CAN BUILD IT" INSTRUCTIONS, and more!

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### BRICKJOURNAL #18

Go to Japan with articles on two JAPANESE LEGO FAN EVENTS, plus take a look at JAPAN'S SACRED LEGO LAND, Nasu Highland Park—the site of the BrickFan events and a pilgrimage site for many Japanese LEGO fans. Also, a feature on JAPAN'S TV CHAMPIONSHIP OF LEGO, a look at the CLICKBRICK LEGO SHOPS in Japan, plus how to get into TECHNIC BUILDING, LEGO EDUCATION, and more!

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### BRICKJOURNAL #19

LEGO EVENTS ISSUE covering our own BRICKMAGIC FESTIVAL, BRICKWORLD, BRICKFAIR, BRICKCON, plus other events outside the US. There's full event details, plus interviews with the winners of the BRICKMAGIC CHALLENGE competition, complete with instructions to build award winning models. Also JARED K. BURKS' regular column on minifigure customizing, building tips, and more!

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### BRICKJOURNAL #20

LEGO SUPERHEROES! Behind-the-scenes of the DC and Marvel Comics sets, plus a feature on GREG HYLAND, the artist of the superhero comic books in each box! Also, other superhero work by ALEX SCHRANZ and our cover artist OLIVIER CURTO. Plus, JARED K. BURKS' regular column on minifigure customization, building tips, step-by-step "You Can Build It" instructions, and more!

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### BRICKJOURNAL #21

LEGO CAR BUILDING! Guest editors LINO MARTINS and NATHAN PROUDLOVE of LUGNUTS share secrets behind their LEGO car creations, and present TECHNIC SUPERCAR MODELS by PAUL BORATKO III and other top builders! Plus custom instructions by TIM GOULD and CHRISTOPHER DECK, minifigure customization by JARED BURKS, step-by-step "You Can Build It" section, and more!

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### BRICKJOURNAL #22

LEGO PLANE BUILDING! Top builder RALPH SAVELSBERG takes off with his custom LEGO fighter models, there's a squadron of articles on Sky-Fi planes by FRADEL GONZALES and COLE MARTIN, find instructions to build a Sky-Fi plane, plus our regular feature on minifigure customization by JARED BURKS, AFOLs by GREG HYLAND, other step-by-step "You Can Build It" instructions, and more!

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### BRICKJOURNAL #23

STAR WARS issue, with custom creations from a long time ago and far, far away! JACOB CARPENTER'S Imperial Star Destroyer, MARK KELSO's Invisible Hand, interview with SIMON MACDONALD about building Star Wars costume props with LEGO elements, history of the LEGO X-Wing, plus our regular features on minifigure customization by JARED BURKS, "You Can Build It" instructions, and more!

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### BRICKJOURNAL #24

LEGO TRAINS! Builder CALE LEIPHART shows how to get started building trains and train layouts, with instructions on building microscale trains by editor JOE MENO, building layouts with the members of the Pennsylvania LEGO Users Group (PennLUG), fan-built LEGO monorails minifigure customization by JARED BURKS, microscale building by CHRISTOPHER DECK, "You Can Build It", and more!

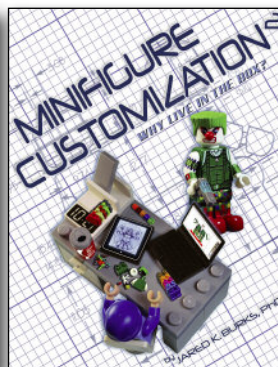
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### BRICKJOURNAL #25

MEDIEVAL CASTLE BUILDING! Top LEGO® Castle builders present their creations, including BOB CARNERY's amazingly detailed model of Neuschwanstein Castle, plus others, along with articles on building and detailing castles of your own! Also: JARED BURKS on minifigure customization, AFOLs by cartoonist GREG HYLAND, step-by-step "You Can Build It" instructions by CHRISTOPHER DECK, and more!

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