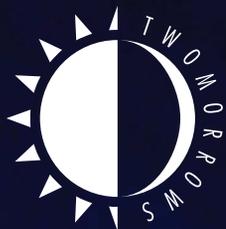


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Issue 26 • November 2013

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LEGO Zoids

Features
Instructions
AND MORE!

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Sean and Steph Mayo
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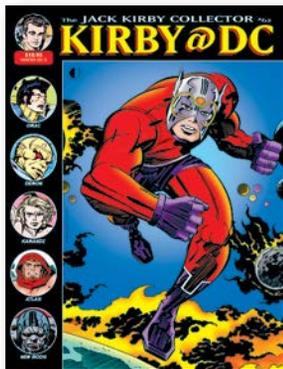


NEW ISSUES:
THE RETRO COMICS EXPERIENCE!
BACKISSUE
AlterEgo
FOCUSING ON GOLDEN & SILVER AGE COMICS

THE JACK KIRBY COLLECTOR
CELEBRATING THE LIFE & CAREER OF THE "KING" OF COMICS

DRAW!
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KIRBY COLLECTOR #62
KIRBY AT DC! Kirby interview, MARK EVANIER and our other regular columnists, updated "X-Numbers" list of Kirby's DC assignments (revealing some surprises), JERRY BOYD's insights on Kirby's DC work, a look at KEY 1970s EVENTS IN JACK'S LIFE AND CAREER, Challengers vs. the FF, pencil art galleries from FOREVER PEOPLE, OMAC, and THE DEMON, Kirby cover inked by MIKE ROYER, and more!

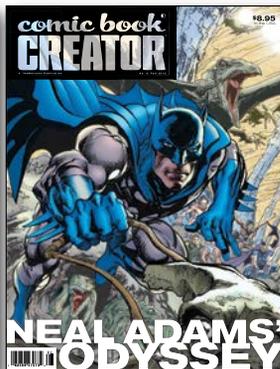
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(Digital Edition) \$4.95 • Ships Dec. 2013



DRAW! #26

JOE JUSKO shows how he creates his amazing fantasy art. JAMAR NICHOLAS interviews artist JIMM RUGG (Street Angel, Afrodisiac, The P.L.A.I.N. Janes and Janes in Love, One Model Nation, and The Guild), new regular contributor JERRY ORDWAY on his behind-the-scenes working process, Comic Art Bootcamp with MIKE MANLEY and BRET BLEVINS, reviews of artist materials, and more! *Mature readers only.*

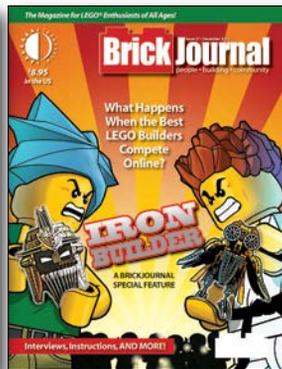
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COMIC BOOK CREATOR #3

NEAL ADAMS vigorously responds to critics of his BATMAN: ODYSSEY mini-series in an in-depth interview! Plus: SEAN HOWE on his hit book MARVEL COMICS: THE UNLTD STORY; MARK WAID interview, part one; honoring CARMINE INFANTINO; Harbinger writer JOSHUA DYSART; Part Two of our LES DANIELS remembrance; a big look at WHAM-O-GIANT COMICS; ADAMS cover, and more!

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BRICKJOURNAL #27

GUY HIMBER takes you to the IRON BUILDER CONTEST, which showcases the top LEGO® builders in the world! Cover by LEGO magazine and comic artist PAUL LEE, amazing custom models by LINO MARTINS, TYLER CLITES, BRUCE LOWELL, COLE BLAQ and others, minifigure customization by JARED BURKS, step-by-step "You Can Build It!" instructions by CHRISTOPHER DECK, AFOLs by GREG HYLAND, & more!

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BACK ISSUE #70

"Incredible Hulk in the Bronze Age!" Looks into Hulk's mind, his role as a team player, his TV show and cartoon, merchandising, Hulk newspaper strip, Teen Hulk, villain history of the Abomination, art and artifacts by SAL BUSCEMA, JOHN BYRNE, PETER DAVID, KENNETH JOHNSON, BILL MANTLO, AL MILGROM, EARL NOREM, ROGER STERN, HERB TRIMPE, LEN WEIN, new cover by TRIMPE and GERHARD!

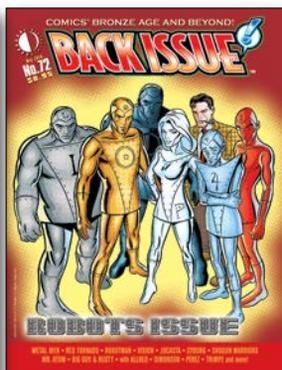
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BACK ISSUE #71

"Tryouts, One-Shots, & One-Hit Wonders!" Marvel Premiere, Marvel Spotlight, Marvel Feature, Strange Tales, Showcase, First Issue Special, New Talent Showcase, DC's Dick Tracy tabloid, Sherlock Holmes, Marvel's Generic Comic Books, Bat-Squad, Crusader, & Swashbuckler, with BRUNNER, CARYD, COLAN, FRADON, GRELL, PLOOG, TRIMPE, and an ARTHUR ADAMS "Clea" cover!

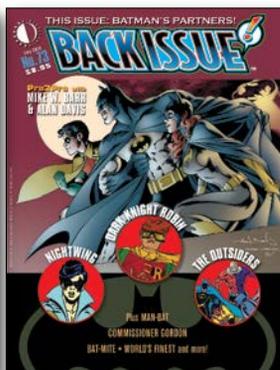
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BACK ISSUE #72

"Robots" issue! Cyborg, Metal Men, Robotman, Red Tornado, Mister Atom, the Vision, Jocasta, Shogun Warriors, and Big Guy and Rusty the Boy Robot, plus the legacy of Brainiac! Featuring the riveting work of DARROW, GERBER, INFANTINO, PAUL KUPPERBERG, MILLER, MOENCH, PEREZ, SIMONSON, STATON, THOMAS, WOLFMAN, and more, behind a Metal Men cover by MICHAEL ALLRED.

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BACK ISSUE #73

"Batman's Partners!" MIKE W. BARR and ALAN DAVIS on their Detective Comics, Batman and the Outsiders, Nightwing flies solo, Man-Bat history, Commissioner Gordon, the last days of World's Finest, Bat-Mite, the Batmobile, plus Dark Knight's girl Robin! Featuring work by APARO, BUSIEK, DITKO, KRAFT, MILGROM, MILLER, PEREZ, WOLFMAN, and more, with a cover by ALAN DAVIS and MARK FARMER.

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BACK ISSUE #74

"Bronze Age Fantastic Four!" The animated FF, the FF radio show of 1975, Human Torch goes solo, Galactus villain history, FF Meگو figures... and the Impossible Man! Exploring work by RICH BUCKLER, JOHN BUSCEMA, JOHN BYRNE, GERRY CONWAY, STEVE ENGLEHART, GEORGE PEREZ, KEITH POLLARD, ROY THOMAS, LEN WEIN, MARV WOLFMAN, and more! Cover by KEITH POLLARD and JOE RUBINSTEIN.

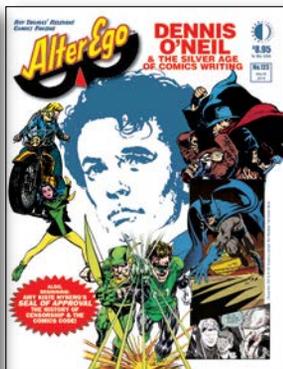
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ALTER EGO #122

Farewell salute to the COMICS BUYER'S GUIDE! TBG/CBG history and remembrances from ALAN LIGHT, MURRAY BISHOFF, MAGGIE THOMPSON, BRENT FRANKENHOFF, "final" CBG columns by MARK EVANIER, TONY ISABELLA, PETER DAVID, FRED HEMBECK, JOHN LUSTIG, classic art by DON NEWTON, MIKE VOSBURG, JACK KIRBY, MIKE NASSER, plus FCA, Mr. Monster, and more!

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ALTER EGO #123

DENNY O'NEIL's Silver Age career at Marvel, Charlton, and DC—aided and abetted by ADAMS, KALUTA, SEKOWSKY, LEE, GIORDANO, THOMAS, SCHWARTZ, APARO, BOYETTE, DILLIN, SWAN, DITKO, et al. Plus, we begin serializing AMY KISTE NYBERG's groundbreaking book on the history of the Comics Code, FCA (Fawcett Collectors of America), Mr. Monster, BILL SCHELLY and more!

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ALTER EGO #124

We spotlight HERB TRIMPE's work on Hulk, Iron Man, S.H.I.E.L.D., Ghost Rider, Ant-Man, Silver Surfer, War of the Worlds, Ka-Zar, even Phantom Eagle, and featuring THE SEVERIN SIBLINGS, LEE, FRIEDRICH, THOMAS, GRAINGER, BUSCEMA, and others, plus more of AMY KISTE NYBERG's Comics Code history, "Sea Monkeys and X-Ray Specs" on those nutty comic book ads, FCA, Mr. Monster, and more!

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ALTER EGO #125

Golden Age "Air Wave" artist LEE HARRIS discussed by his son JONATHAN LEVEY to interviewer RICHARD J. ARNDT, with rarely-seen 1940s art treasures (including mysterious, never-published art of an alternate version of DC's Tarantula!) Plus more of AMY KISTE NYBERG's exposé on the Comics Code, artist SAL AMENDOLA tells the story of the Academy of Comic Book Arts, FCA, Mr. Monster, and more!

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Brick Journal

Issue 26 • November 2013

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About the Cover:

Sean and Steph Mayo's Faerie Dragon glows under a blacklight.

Photo by Sean Mayo.

About the Contents:

Sean and Steph's tree frog.

Photo by Joe Meno

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From the Editor:

I want to build.

No, really. After working on this issue, I got some much inspiration from the articles I want to build.

This issue's theme is Mythical Animals, but it became a little more broad when I started seeing more and more animal-inspired builds. When I was expecting unicorns, I got a lot of dragons. When I was expecting minotaurs, I found LEGO Zoids.

Also Steph and Sean Mayo were set to be a feature of the theme and I had many photos and interviewed them twice... but then they built online for the Iron Builder competition and their incredible work went to new heights. As a result, they are in this issue and in NEXT issue, which will be featuring the Iron Builders.

There is a lot here to look at and build—I hope you will be as inspired as I was.

Now, if you will excuse me, I'll be at my desk building...

Joe Meno, Editor

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

P.P.S... Yes, *BrickJournal* has a website — www.brickjournal.com! Twitter? Yep, there too — <http://twitter.com/brickjournal>. Facebook? Yup — <http://www.facebook.com/group.php?gid=58728699914&ref=mf>. Or you can scan the bottom codes with a QR reader!

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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)

NPU (New Parts Use)

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>.



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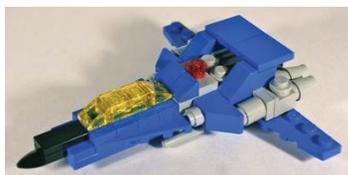
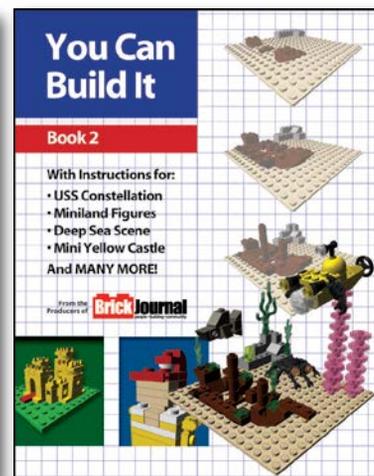
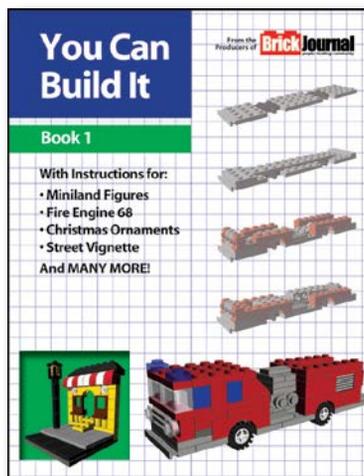
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LEGO fans: You Can Build It!

YOU CAN BUILD IT is a new ongoing series of instruction books on the art of **LEGO®** custom building, from the producers of **BRICKJOURNAL** magazine! Spinning off from BrickJournal's popular "You Can Build It" column, these **FULL-COLOR** books are loaded with nothing but **STEP-BY-STEP INSTRUCTIONS** by some of the top custom builders in the **LEGO** fan community. **BOOK ONE** is for beginning-to-intermediate builders, with instructions for custom creations including Miniland figures, a fire engine, a tulip, a spacefighter (below), a street vignette, plus miniscale models from "a galaxy far, far away," and more!

BOOK TWO has even more detailed projects to tackle, including advanced Miniland figures, a miniscale yellow castle, a deep sea scene, a mini USS Constitution, and more! So if you're ready to go beyond the standard **LEGO** sets available in stores and move into custom building with the bricks you already own, this ongoing series will quickly take you from novice to expert builder, teaching you key building techniques along the way!



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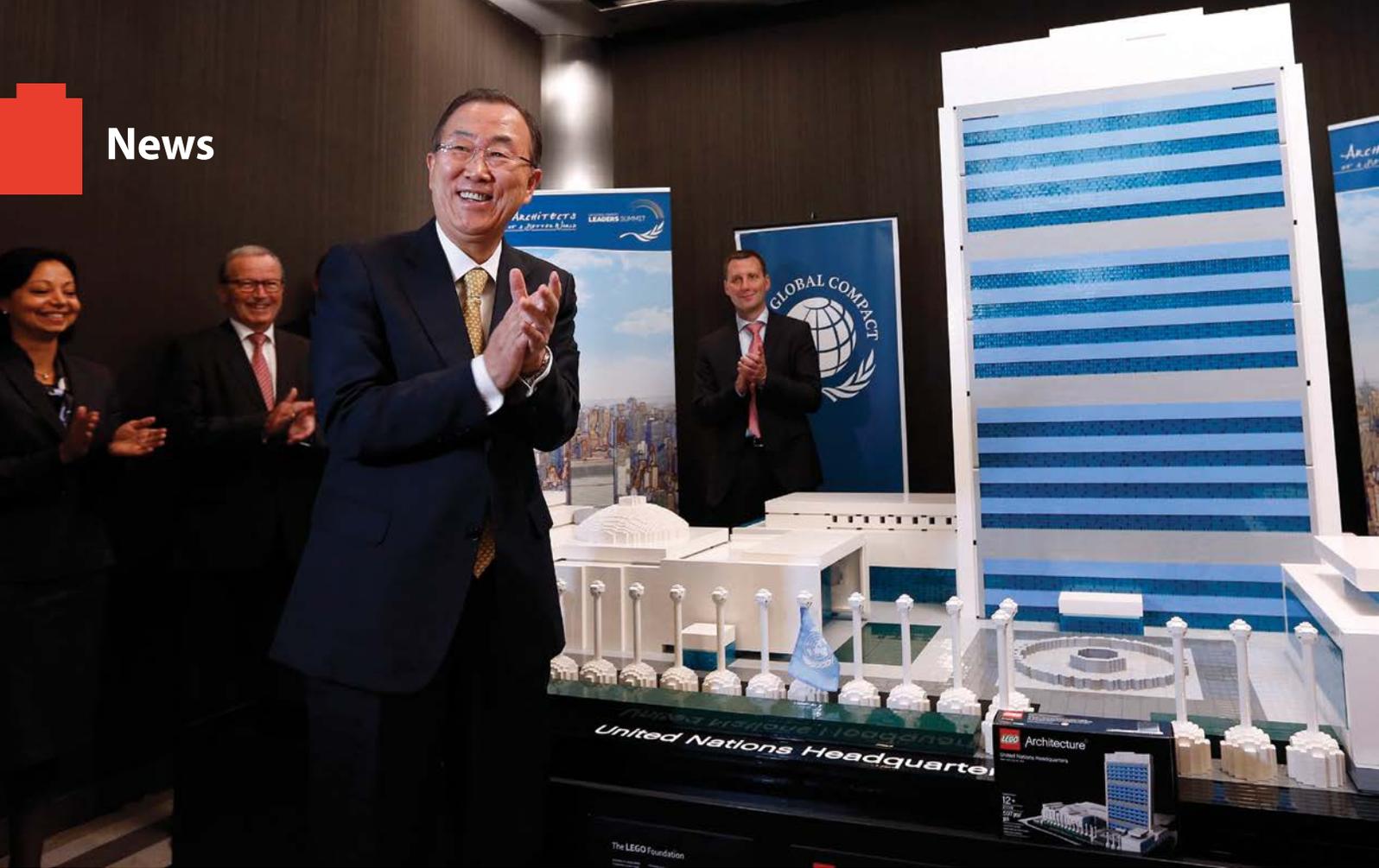
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Building a Better Future with the UN and the LEGO Foundation!

Article and Photography provided by the LEGO Foundation

Above: United Nations Secretary-General Ban Ki-moon (foreground) celebrates completing the LEGO® model of the UN Headquarters with LEGO Foundation Chief Executive Officer Dr. Randa Grob-Zakhary (rear left) and Chairman of the LEGO Foundation, Kjeld Kirk Kristiansen (behind the Secretary General) looking on. The model displayed is 1.65 meters high (5 feet, 5 inches), 2.40 meters wide (7 feet, 10 inches), and 1.68 meters deep (5 feet, 6 inches) and is an authentic representation of UN Headquarters. The model used a total of 90,300 LEGO elements.

On September 20, 2013, United Nations Secretary-General Ban Ki-moon added the last LEGO® element to a large-scale LEGO model of the United Nations' Headquarters, as part of the UN Global Compact Leaders Summit focused on "Architects of a Better World." The Leaders Summit is the flagship event of the world's largest sustainability initiative, designed to bring business and civil societies together in support of UN goals.

The completion of the 1.65m tall model at the United Nations Headquarters in New York City followed a series of exercises in which global CEOs used specially-designed creativity kits of LEGO bricks to build their vision of a stronger future for education, human rights and the environment. The Secretary-General finalized the UN model with the Chairman of the LEGO Foundation, Kjeld Kirk Kristiansen, and Foundation CEO, Dr. Randa Grob-Zakhary by his side.

"Inspiring and helping children to develop is at the heart of everything the LEGO Foundation does," said Mr. Kirk Kristiansen. "I'd like to thank the Secretary-General for all of his efforts to bring focus to the importance of global education and the value of quality learning experiences. Quality learning, like quality play, has an absolutely fundamental role in inspiring children and helping them to develop the vital skills that they need for today's world."

"Just as the UN is a symbol of how we can come together to try and build a better world, I hope that this model will serve as a symbol of the LEGO Foundation's commitment to unlocking every child's potential," said Mr. Kirk Kristiansen.

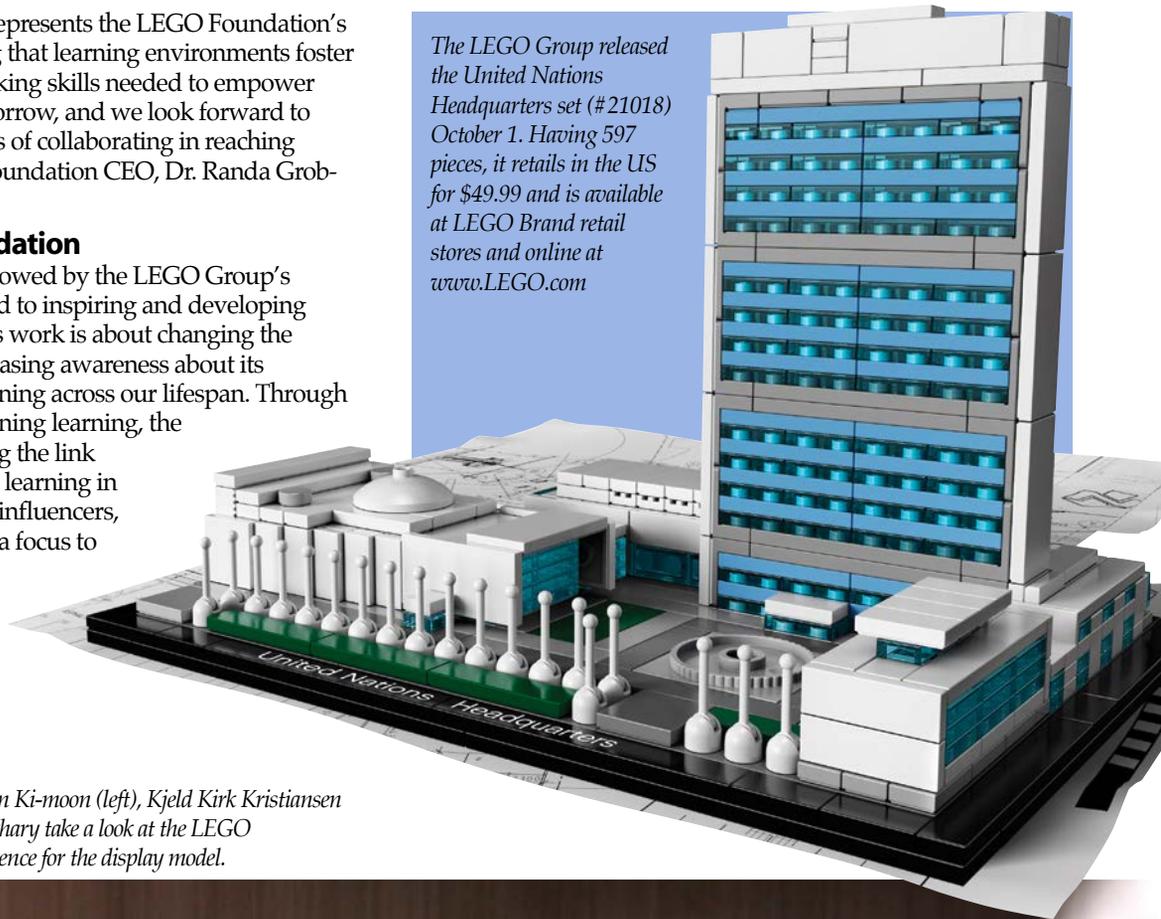
Following the ceremony, the LEGO Foundation signed the UN Global Compact, a policy initiative that commits businesses to align their strategies and operations with 10 universally accepted principles.

"The UN Global Compact represents the LEGO Foundation's shared ambition of ensuring that learning environments foster the creative and critical thinking skills needed to empower our builders of a better tomorrow, and we look forward to exploring with the UN ways of collaborating in reaching this mission," said LEGO Foundation CEO, Dr. Randa Grob-Zakhary of the signing. 

About the LEGO Foundation

The LEGO Foundation, endowed by the LEGO Group's founding family, is dedicated to inspiring and developing the builders of tomorrow. Its work is about changing the perception of play and increasing awareness about its transformational role in learning across our lifespan. Through redefining play and reimagining learning, the Foundation is demonstrating the link between play, creativity and learning in the eyes of thought leaders, influencers, educators and parents with a focus to equip, inspire and activate champions for play. Learn more at www.LEGOfoundation.com.

The LEGO Group released the United Nations Headquarters set (#21018) October 1. Having 597 pieces, it retails in the US for \$49.99 and is available at LEGO Brand retail stores and online at www.LEGO.com



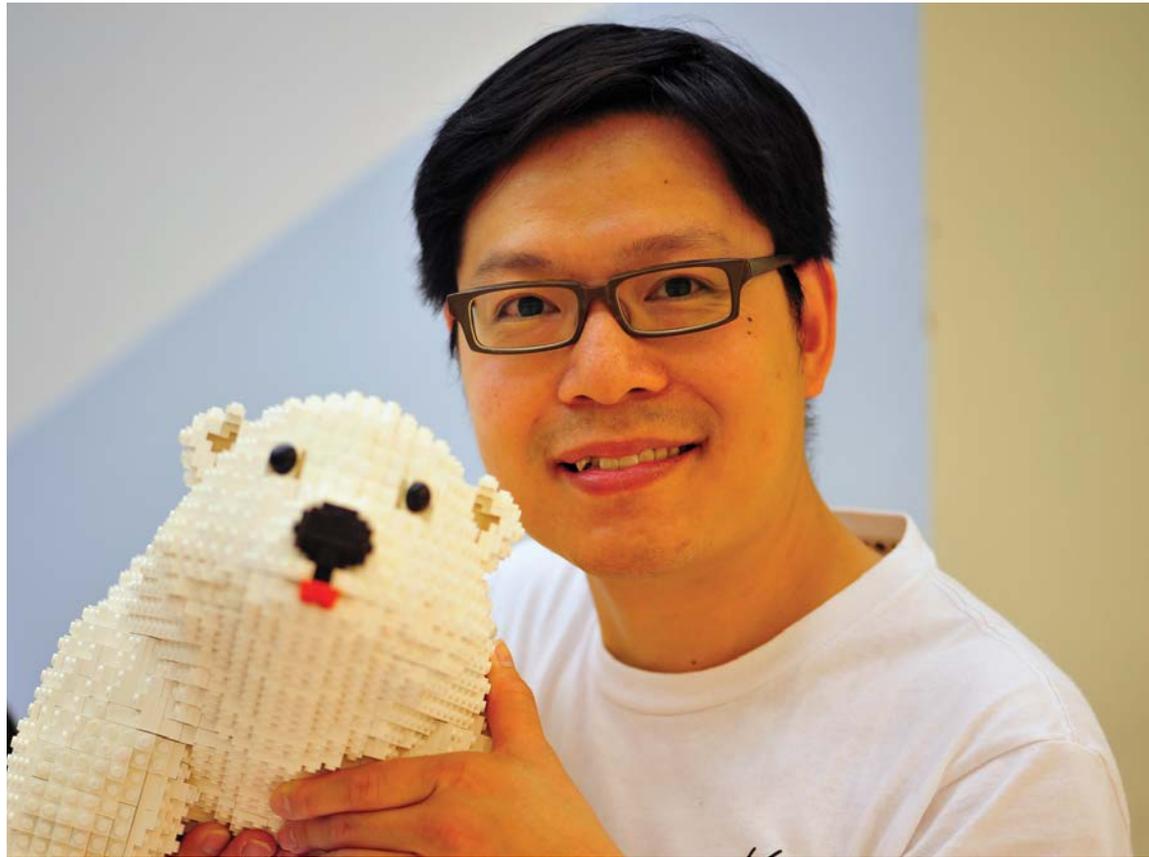
Below: UN Secretary-General Ban Ki-moon (left), Kjeld Kirk Kristiansen (center) and Dr. Randa Grob-Zakhary take a look at the LEGO Architecture set that was the reference for the display model.



Community

You may not know me.

However, you may have seen one of my creations...



Introducing Schneider Cheung (Schfio Factory)

Article and Photography by Schneider Cheung



Some examples of Schneider's work.



I am Schneider Cheung/Schfio factory from Hong Kong!

Like every LEGO Fan, I liked to build LEGO houses, vehicles, and mecha...when I started building. But creating sculpture is my specialty now. With my unique technique (I call it the 6-sides technique), the detail of an object can be preserved in my creations, even though it may be small in size.

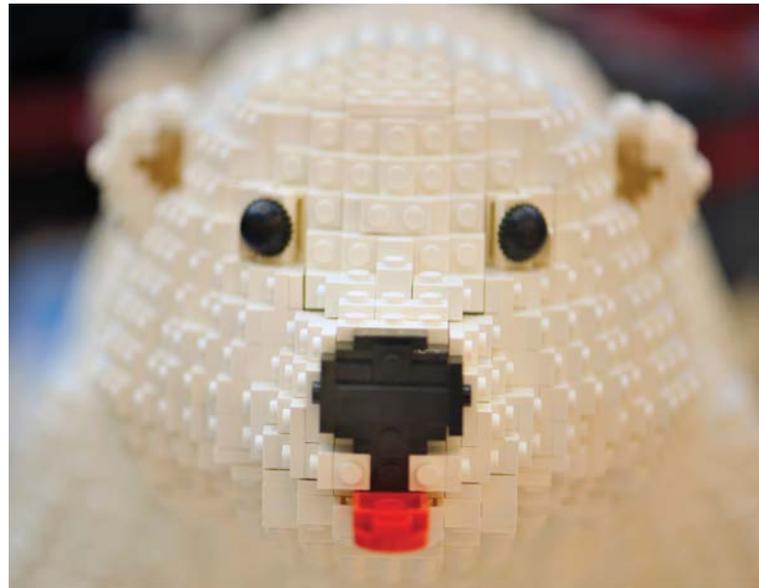
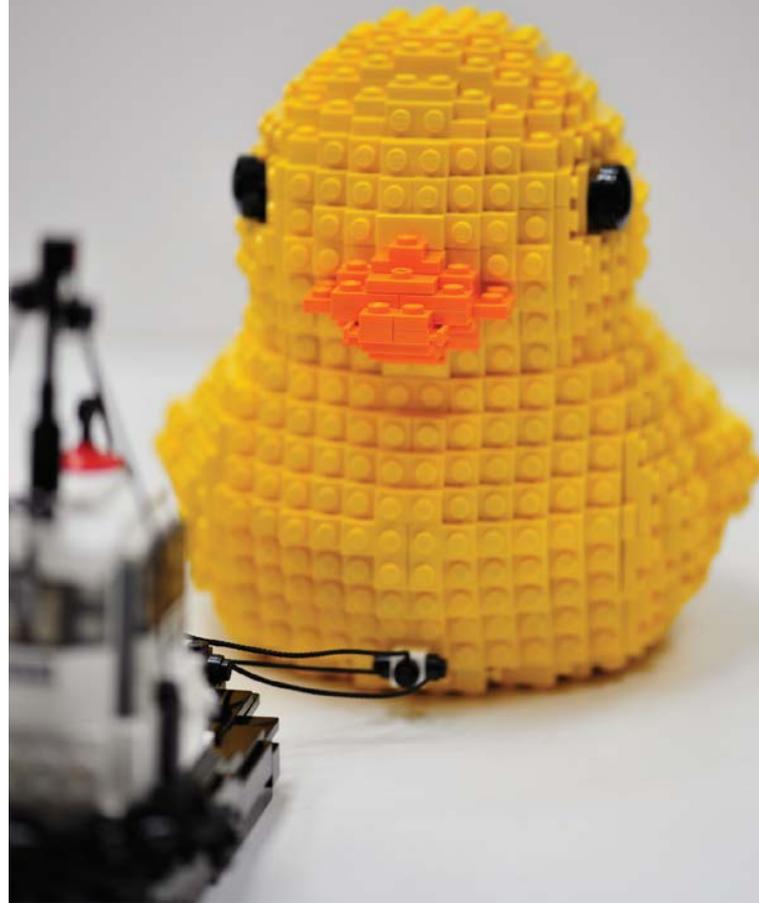
Contrary to some AFOLs, I love to show LEGO studs on the surface of my creations. People can recognize those creations are made of LEGO at first glance, and I want to express that everything can be built with LEGO.



Other examples of Schneider's work.

Developing my technique was not an easy process. It took years. Thanks to Bruce Lowell's LEGO sphere building technique, I was inspired to evolve the technique into another realm with my building experience. The technique is best used for creations with a lot of curves and rounded surfaces such as animals. What is the advantage with my technique? With the studs-up technique (used by the Master Builders at LEGOLand to build their animals), the detail of an object can only be maintained when the creation is on a larger scale, and you can recognize the animal by sight only. However, you can recognize my animal models with touch. Just close your eyes and touch it!

Why is this so? There are many sharp edges on the conventional models. Those corners and edges may distract your touch. As there are relatively few sharp points on my creations, I wonder if my exhibits could be accessed and appreciated by the blind. If this dream comes true, a boundary could be broken.





Schneider poses with his panda cubs.



Schneider with Kazuyoshi Naoe.

Displays

I have participated in LEGO exhibitions and events in Hong Kong, Macau, Taiwan and Japan. However, I am not an official LEGO builder. From these events, I gathered a lot of experience in building and displaying my models.

Amongst my hundreds of creations, the most difficult exhibit I have ever done was the "Panda Mother and Son." I was invited to make them for the exhibition : PIECE OF PEACE (POP) held by the UNESCO (the World Heritage) and LEGO Japan.

Mr. Kazuyoshi Naoe (the Japanese Certified LEGO builder) who was in charge of the LEGO creations in POP, wanted to create something representing the Sichuan Giant Panda Sanctuaries. However, I had never built a LEGO animal with my technique at such a large scale before. Also, there was no technical reference material found online. I could only learn and explore the building by myself through lot of trial and error. Only a month was given to build the creation, so I slept 4 days a week in my LEGO studio that month as well as perform my daily duties in a local hospital. Although the process was tough, I persevered and enjoyed it very much!

Thanks to the invitation and the 'test' from Mr. Naoe, I have become much more prepared to create larger LEGO sculptures.

Panda Mother and Son.



My Design Process

In making my sculptures, I need to have sketches of my topic, whether it be an object or an animal. Since I am not good at drawing big pictures, I make my small sketch and enlarge it with a photocopier. Ideally, I sketch different views of my topic object. They are the top view, side view and the front view. The final creation will be much more accurate in scale if I get all these views.

Whenever I need to build an animal, I try to learn more about its habits and normal posture by viewing videos as well as photos.

Once those sketches are ready, I will follow them entirely throughout my building.

You may find there are axes on my drafts. Those axes facilitate my building process. Following my sketches, I use the axes to make a 'slice' of the model from the front, top and sides. Then I try to merge these slice models from all the dimensions into 3-D in my head to prepare construction.

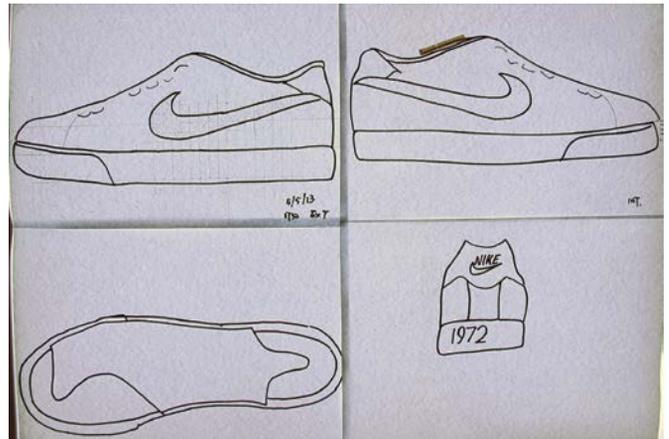
Now I start the building process. I begin the build at the most difficult part of my sculpture. For example, I start at the head of an animal.

The same process of using the contours and axes runs again and again for different parts of an animal. The entire animal is then assembled with different sections. Some modification is required to smooth out the whole creation. The prototype is then completed in a monochrome tone.

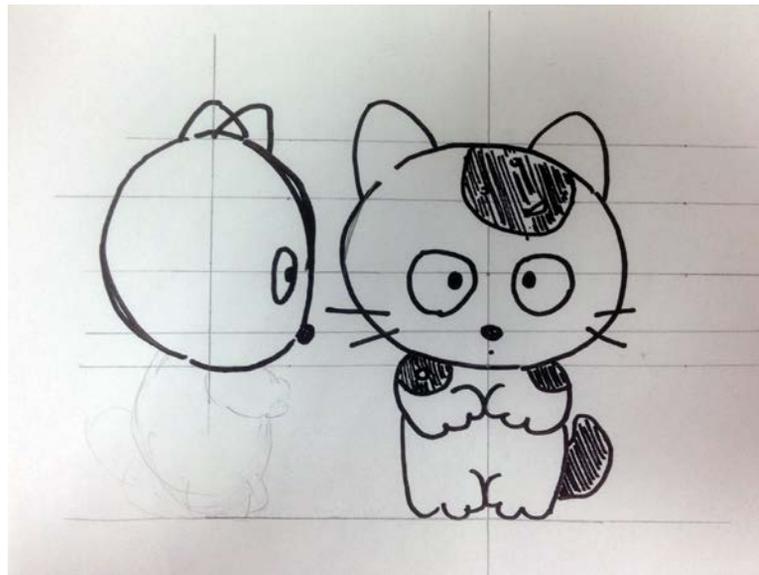
The final step is the "painting" of the prototype. This step is even more difficult than making the shape, as it is not simply replacing LEGO parts with different color, but also modifying my previous building steps. Sometimes I need to modify the bottom layer of LEGO elements in order to change the color of a part at the second layer.

After this, my work is finished. To make my creation better presented, I will have a photo session with it. Sometimes outdoor photography is needed.

A panda model in progress. Note the 'slices' of profile and the shoulders.



Initial sketches of the tennis shoe that Schneider built.



A sketch with axes drawn in to figure 'slices.'

The final result.





The LEGO Tang Horse is one of my recent creations. It was specially prepared for my first visit to BrickFair VA 2013 in USA as an attendee.

Since I come from Hong Kong (part of China), I want to introduce a creation with the taste of Chinese Culture and Art to the Western LEGO Community. The Tang horse is an ancient traditional Chinese decor or exhibit.

Since I was flying in from overseas, the size and the design of the horse was taken in consideration seriously at the very beginning. I tried to design it as an assembly of several units: the head and neck, the trunk, the tail and the legs. Thus, those units could be packed tightly and the size of the parcel could be as small as a shoebox. The box made it easier for hand carrying during my trip.

Since it is not on a very large scale, I was able to complete it within a week. That was a surprise to me!

At BrickFair, the Tang Horse won the award for best sculpture! I was very happy because I just wanted to take part in the event, not win any awards.

The Tang Horse model.

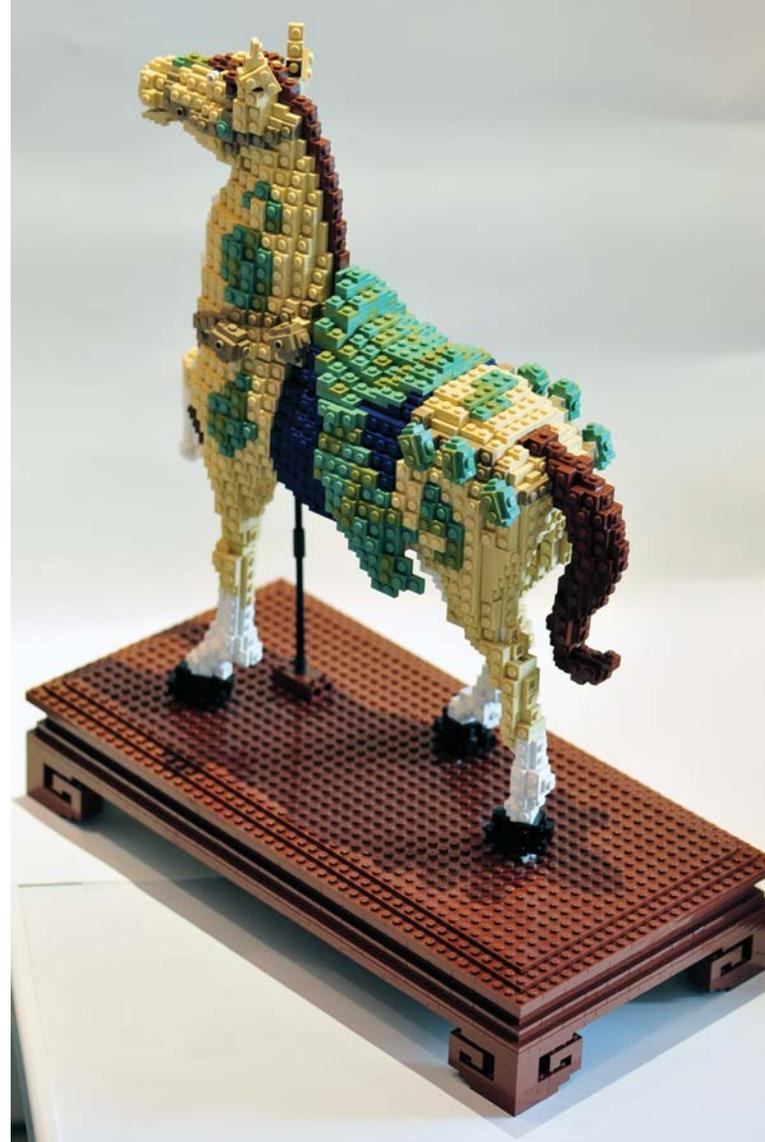


The head unit of the horse separated from the body.



During BrickFair VA 2013, visitors appreciated my works very much. Many of them talked to me. Some of them came again and again to see my creations. Several of the visitors became my friends on Facebook.

I hope I can bring more creations to the United States and introduce more Eastern Culture and Art there via my MOCs. I also plan to bring my works to Europe, share with AFOLs there, meet my friends and make more new friends there in the next couple of years. 🇺🇸



More views of the Tang Horse.



Constructing Mike Mignola's Comic Characters

Article by Tyler Halliwell
Photography by Joe Meno



Hellboy is ready for trouble...

Hi! I'm Tyler Halliwell and I am a freshman at Indiana University studying Anthropology, with a focus on bio-anthropology. I have been building for as long as I can remember and have always had LEGO all around the house, but I really got into the hobby after discovering MOCpages in late 2008. I was stunned by the online community and, after participating in a few contests, finally attended Brickworld Chicago in 2010. I did not bring any creations of my own, but I got numerous ideas and was able to meet some cool people in the hobby. A year later, I volunteered to be a part of what was titled the "MOCpages collaboration" at Brickworld 2011 and surprisingly found myself accepted by the group. I was then asked to build Helm's Deep from *The Lord of the Rings*, a first taste into the amount of money that one can easily spend in this hobby. That was my first experience with Bricklink, and I have not slowed down by much. That collaboration was my entry into the fun and friendship of the LEGO world, and was when I got my foot into the soon-after established VirtuaLUG. Now I'm proud to be the youngest (and tallest) member of that family.

My favorite things to build are either characters/creatures of some sort, and essentially everything in a fantasy genre. I like to experiment with scales that aren't minifigure based, and so like to build things in "miniland" scale and larger. I always find creatures enjoyable because it is a fun challenge to create organic shapes out of generally square blocks and then make those shapes come to life. Along with that, I



such as Gruagach, an elf trapped in a pig's body.

am a huge sucker for large castles and fantasy buildings, being an avid fantasy reader for about as long as I've built with LEGO. I don't always have the space for such castles, but when I do I make sure to build something in the genre.

My *Hellboy* characters, based on people and creatures from Mike Mignola's brilliant comic series, were all brought about by "Mr. Xenomurphy's Superhero Contest" that took place on MOCpages in the summer of 2012. It was for this contest that I built the first version of my large-scale Hellboy. He had long been my favorite superhero, and I knew that Mignola's comic would probably not be represented by another builder. I don't remember exactly how long it took to build version one of Hellboy, but if I remember correctly the contest had a 7-10 day round, so somewhere in that time slot. Once I made the head, I knew that I had to continue. The original character was more based upon Hellboy from the movie and not the comic, which I later remedied. However, I was still extremely pleased with the build and decided that when I had more time I would be sure to build more. This escalated into the eight that I brought with me to Brickworld. Each took between three days and a week of evenings to finish. I wanted to keep the original look of the comic character while also giving them a bit of an action-figure aesthetic.

Of the characters, my favorite to build is definitely Hellboy, due to him being my favorite superhero and the one that I put the most work into to perfect. The trench-coat was a very pleasing construction, and one that happened almost by mistake.



Johann Krauss.



Abe Sapien.



Baba Yaga.



Ragnarok Dragon.



Roger.

I have modified him almost continuously in the year he has been together, just to always try and make him stay as close to the comic version as possible. Along with that, I was extremely pleased at how Gruagach, the little porcine fellow, turned out, due to the fact that he is such an odd-looking beastie in the comics. Gruagach and Hellboy are the two characters that survive on my shelf at home to this day. The hardest to build was the Ragnarok dragon head. This is mainly because the whole build was constructed upon one oddly-shaped octagon that formed the mouth. The inside was filled with structural supports and odd SNOT techniques that somehow managed to keep the build in one piece. I wasn't too smart in its construction, and the entire head should have fallen apart at the slightest touch.

Due to my college dorm room being extremely small, I sadly am nowhere near my bricks. This is made even more depressing since I just recently received a LUGbulk order with many fun bits. I have a few ideas of small creations that I may bring to Brickworld Lafayette, which invades my hometown in early November, but for the time being I am starved of the brick. (Any and all are welcome to send me care packages of LEGO. They will be put to strictly academic use.) So out of me specifically, there is probably little to look forward to until the holidays when I am reunited with my bricks for an extended period of time. And, as always, there is Brickworld Chicago to look forward to for all kinds of cool creations! I hope to see even more attendees there in 2014. 

Tristan Cain: Bird Bilder, er - Builder

Article by Tristan Cain

*Photography by Tristan Cain
and Joe Meno*



When “Birds” was announced as the theme for BrickFair 2013, naturally the first thing that came to mind was to build a model of a bird. However, I wanted to build a bird that is unusual and isn’t seen everyday. My favorite bird, being the toucan, was a perfect fit. I own a toucanet, which is smaller than a toucan, and that was the main part of my inspiration. I chose the Toco Toucan because it is recognizable and it is the most famous species. I also wanted to show the beauty of the bird, which was a task in itself creating it out of LEGO bricks. I built the bird in 1:1 scale, so the model looks exactly as it would in real life. The theme for BrickFair, along with my appreciation for the toucan, prompted me to build this model.



The lower bill of the toucan is two halves that are held together with a white LEGO rubber band that is hidden inside.

The bill fits on the light grey Technic beams seen in the photo above, attaching to the blue Technic half-pins.

The top left photo, while blurry, shows a detailed look at how the rubber band holds the lower bill in position. From here, the head is covered with side faceplates and top plate.





The completed toucan.

Keeping the body stable while not using any external supports made the look more authentic. I didn't want to use any bracing, so the body has two vertical technic beams that are braced in the body, and go into the perch. This keeps the toucan from tilting back and forth. If it leans forward, there are 6 studs of brick and plates that keep it from going any further, as the beams in the back keep those 6 studs held down. Since most of the weight is in the front, it doesn't lean backwards. All of the weight is transferred down to the perch, which consists of technic bricks connected with pins and covered with tiles. From there, the weight goes down to the base which is laced with strategically placed technic beams and solid brick. I am very happy with the build, and the lines of the toucan are captured very well within the bricks. 

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Gonzo and Camilla at Brickfair VA 2013.

Jason Wolfson grew up in a suburb of Philadelphia, PA and has been continually building with LEGO since the age of 5. He received a B.S. in electrical engineering at Johns Hopkins University, and received both a M.S. and Ph.D. at Carnegie Mellon University. In 2003, he became engaged in the AFOL scene when meeting several people from NELUG (the New England LEGO Users Group) at a LEGO store. Jason, as a member of NELUG, participated in a few projects that were sponsored by the LEGO group with the largest being The Amoskeag Millyard Project in Manchester, NH. After moving from New England at the end of 2009, he quickly joined WAMALUG (the Washington, DC Metro Area LEGO Users Group). He has participated in many events including displays at museums and local area schools representing WAMALUG. At age 42, LEGO has given him an outlet for creativity and relaxation. Here, he talks about building a couple of his models:

I am a passionate AFOL showcasing my work in the DC Metro area as a member of WAMALUG. My most recent creation, which I displayed at BrickFair, VA 2013 this past August, are sculptures of Gonzo & Camilla. I thought that for this year's theme, 'Birds,' that this would be a perfect opportunity to build these two adorable Muppet characters. I know Gonzo has been described as many things: A weirdo, Whatever, and so on. However, he does have many bird-like qualities. Secondly, he loves Camilla, who is definitely a chicken and fit well with the theme of BrickFair 2013.

Another reason for building them is that Gonzo is my wife's (Karen) favorite Muppet. For many years she has been asking me to build a near life-size version of him out of LEGO. I am glad she encourages me in this hobby, and succeeding in making a creation like this pleases both her and me. The actual plan started about

Gonzo and Camilla: A LEGO Love Story

Article by Jason Wolfson, Ph.D.

Photos by Jason Wolfson and Joe Meno



Gonzo's first head.



Gonzo's second head.



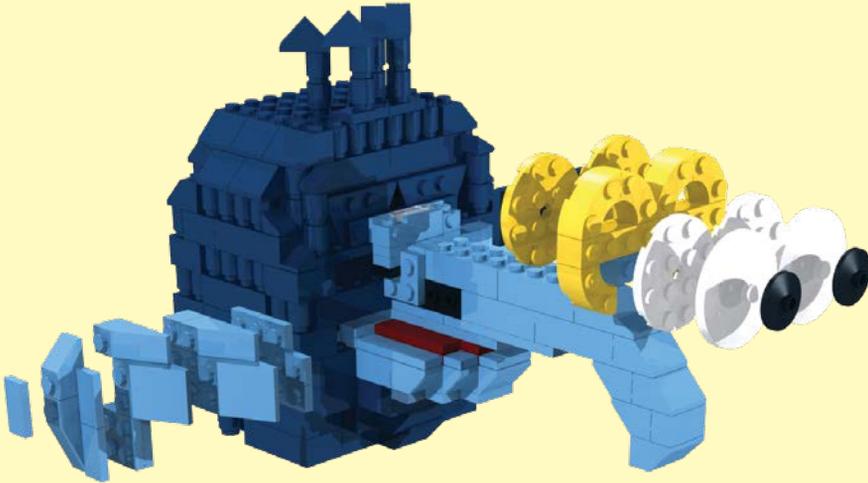
A look at both of the models. you can get a good look at Gonzo's sweater.

a year or two ago by amassing a large amount of purple bricks, which I know was the wrong color. Oh well—but after getting serious I decided on obtaining bricks of the correct colors, dark and medium blue. Once I had enough, I started building.

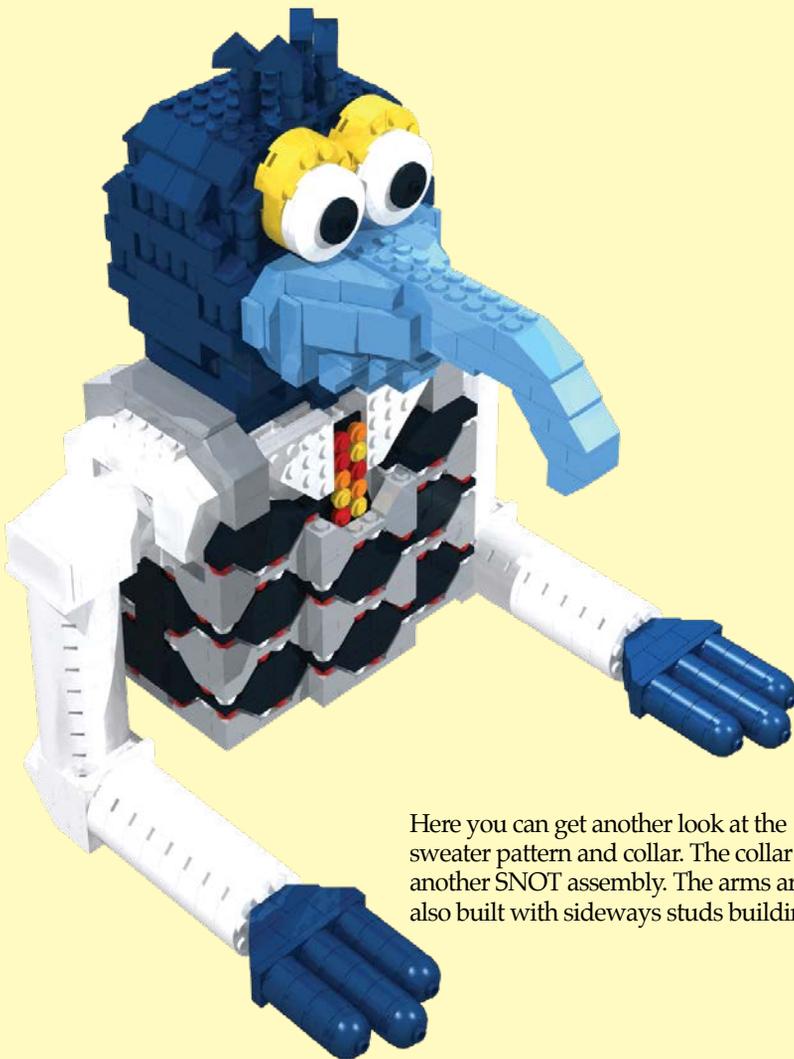
Whenever I start building a MOC of a character, the first thing I work on is the head. The rest of the body is not as critical as it can be built to accommodate the proportions of the character's head. Also, building the head to fit a body can be challenging if you need to fit the details for a given size. I'd rather build the body to accommodate the head. I also believe that for the most part, the soul of the character is in their face. The two photos here show that I did two versions of Gonzo's head. The first version, although identifiable as Gonzo, to be blunt, was too fat. Gonzo is a more slender character, and although I would not put it past him, looked like a bicycle pump inflated his head a little too much. I also forgot the feathers on his head.

The next challenge was to figure out what he should be wearing. Gonzo has worn many outfits since the Muppet show started. The dark purple suit the Muppet orchestra wore? The pink singlet he wore when performing as Gonzo the Great? The final decision was made again by Karen, who decided on an argyle sweater. The biggest challenge with this sweater is the diamond pattern: what would be the best way to implement it? I came up with using mainly 1 x 2 45 degree slope bricks both normal and inverted in black and light gray. Since I could not have fine red and white lines through the center of each diamond of the argyle, we settled on red and white dots on the corners. The neat thing about this technique is that with the right light, you can see through the openings in the sweater to the white shirt underneath, giving a pseudo-knit look. The other neat thing is that if I lift up his collar, his necktie is the correct shape.

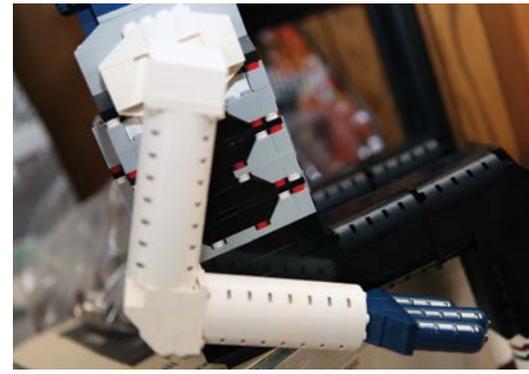
A Close-up of Gonzo



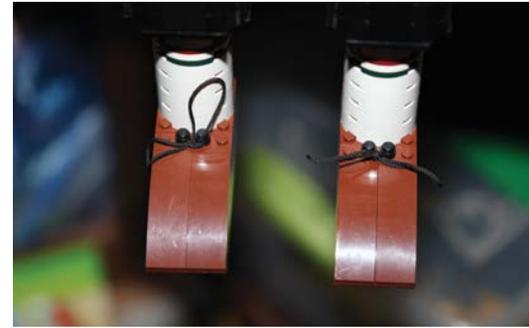
Gonzo's head is stud-up building, except for the eyes and cheeks, as seen here. They are separate assemblies which attach to side studs.



Here you can get another look at the sweater pattern and collar. The collar is another SNOT assembly. The arms are also built with sideways studs building.



Shoulder and arm.



Gonzo's shoes, with laces!

Next step was working on his arms. It was not until a couple of years ago the only 4 x 4 round bricks that were available had technic pin receptacles on 4 sides; now they are available with no openings on the sides. I thought they would make the perfect arms for him. I like the idea of having some articulation to move his arms freely, so I placed 4 x 4 white turntables at his shoulders to accomplish this.

Gonzo wears his pants kind of high so I wanted to emphasize this by having the bottom of his pants end at the halfway point up his calf. I also wanted him to be sitting down as we plan to have him sitting on a bookshelf long term. BrickFair is four days, and I did not think it would be fair to keep him standing all weekend. A second thing I needed to do was make sure his shoes wound up studs-up, and if you observe, his legs are studs-down. This is because to attach his legs at his hip, brackets were placed into the hip structure. To succeed in getting the shoes in the right orientation, technic couplers were used.

One thing Karen stated was he needed shoelaces, and LEGO makes parts with string. Of course the only solution was using the studs attached with string and tying loops to work in the laces. Finally, who can make the ultimate fashion statement by combining tube socks with brown shoes? Gonzo, of course.



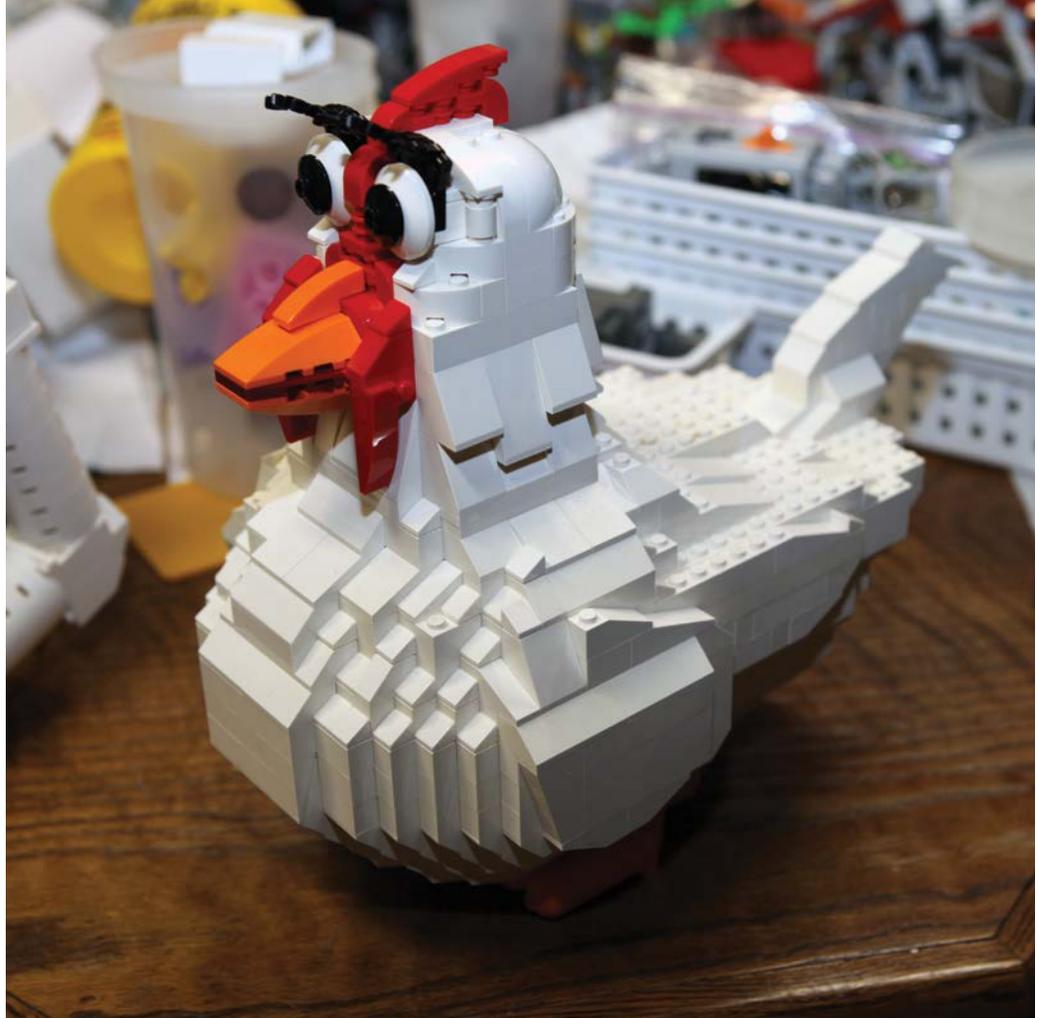
and Camilla without slopes.



Her eyelashes can be seen here.



Camilla's foot.



Camilla with slopes...

Next I needed to work on Camilla. Although she is a white chicken, she needed the same amount of attention to detail that Gonzo required. Her head was a bit more challenging to achieve, surprisingly. Getting her beak, wattle, comb, eyes, and eyelashes correct were important. The final result is seen above. The eyelashes were Karen's idea. The droid arms were perfect in extending them to the luxurious length she needed.

At first I thought her eyes were too big, but by making them smaller they made her look a bit scared or surprised. Also in the photo at the top left corner, it can be seen that I did not smooth and feather out her body with slope bricks. The nice thing about a sculpture like Camilla, it is kind of obvious where slope bricks can be fit in. By carefully taking her apart in those places, I put slopes in and the end result is clearly seen.

One thing I worked on was Camilla's feet. I decided to use 2 x 2 round bricks in orange in addition to some brackets, slopes, bricks, and plates. To get the back toe facing the correct direction, I used a technic axle. Her foot is shown at the bottom left.

I need to thank my friends on Facebook who helped me through this process. It was a means to share my creation with people I trust to give me appropriate criticism. The end result was then setup at the theme table this past summer at BrickFair, VA August, 2013, where they won an award for best BIRDS! 🏆

The one thing about making LEGO creations and sharing them at a convention is getting feedback that helps you build better MOCs and learn new techniques from other people's creations. Most of all, these creations you see at these conventions may inspire someone young to take a path in either art or engineering. LEGO building bricks inspire and work in conjunction with many disciplines. Being a member of the AFOL community reminds me that although this is a hobby, we also have a responsibility to encourage creativity.

Many questions get asked of AFOLs, and here are my answers to two of them:

What is your favorite thing to build?

To be honest, whatever I want. My mood changes constantly from sci-fi, fantasy, space, technic, etc. I have built a remote-controlled Dalek using Mindstorms NXT. I have also built several Great Ball Contraption modules. In addition I have made several statuettes of characters from *Alice in Wonderland*, *Futurama*, and *Doctor Who*. I also have enjoyed constructing a Mosaic, a 5-headed Dragon, and a few military vehicles. Every one of these types of MOCs utilizes different types of building techniques. By building in different styles, everything you learn can only help improve what you build in the future.

What is your favorite set?

Set 497 (or 928 in Europe), the Galaxy Explorer. When I saw that set for the first time, I knew I wanted it. However being a big set at that time, I never thought I would get it. Finally, I got it for my 9th birthday in 1980. For a set with what were considered very specialized pieces at the time, you made a really cool spaceship. I still think it stands up to some sets today with its simplicity and elegance. I also remember making a stop-motion film with it using a super 8mm movie camera that same year with my father's help. Oh, the memories. 



Jason and Karen Wolfson.

Q&A with Jason Wolfson



Dr. Who in his TARDIS, with a Dalek beside.



From Futurama, MINILAND scale figures: left to right: Dr. Zoidberg, Nibbler, and Bender.

Building

Building PrimalBOTS

Article by Joe Meno

Photography provided
by Aaron Anderson

Aaron Anderson is a LEGO fan who can be found on Facebook as Rong Yiren. There, you can see many of his LEGO builds, including this one. His models are built with a keen use of color and elegance of parts use. He doesn't have extra or unnecessary parts clutter his model. Here, he talks with BrickJournal about his model and building in general.

BrickJournal: What do you do outside the hobby?

Aaron Anderson: Well, originally I was a graphic designer, but when a downturn in the job market combined with a desire to do a bit of travelling I ended up in an English teaching position abroad.

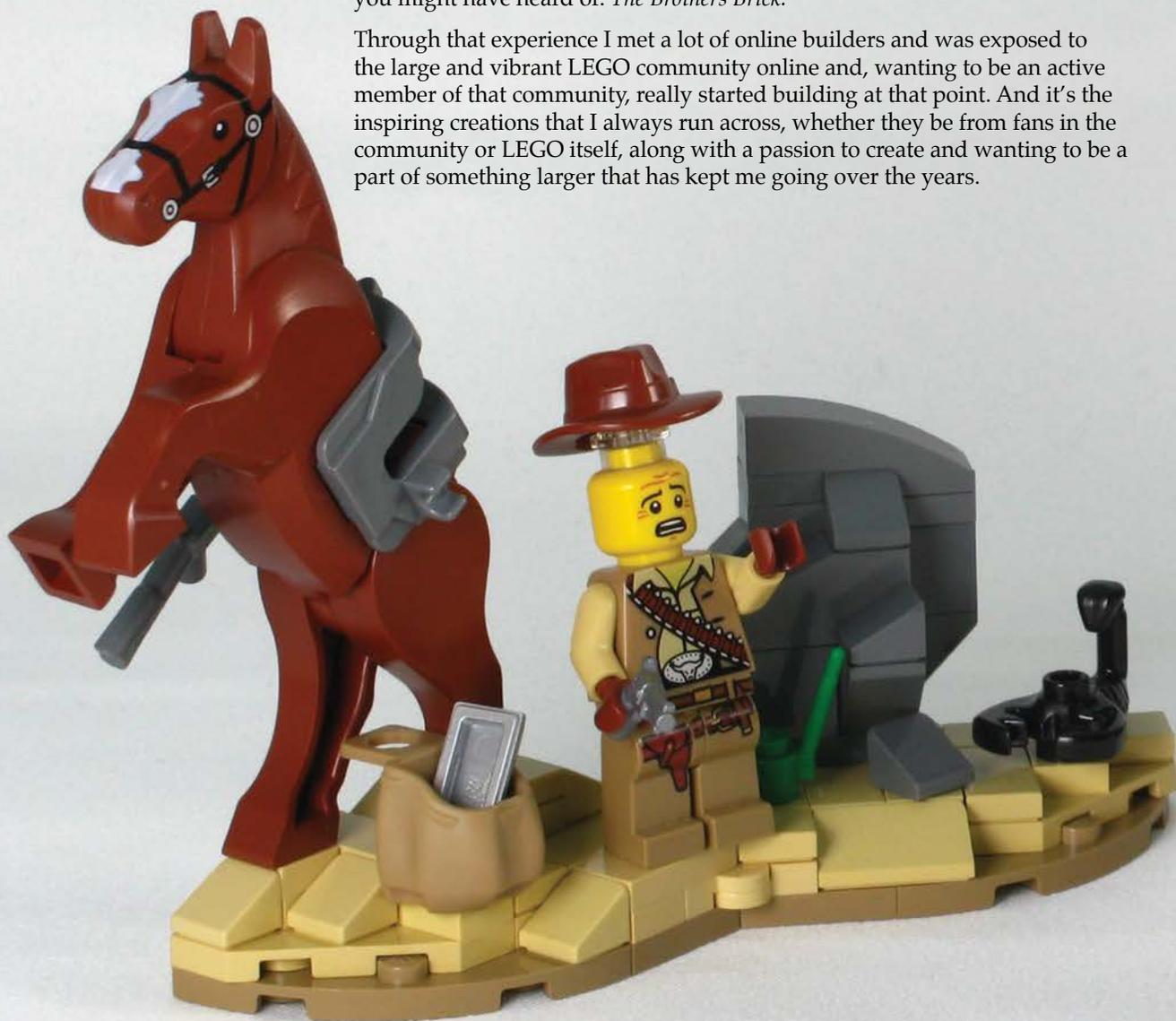
How long have you been building and what got you started?

I picked up my first LEGO set around 2008. It was a Star Wars Battle Pack. Being a huge fan of the movie series I just couldn't resist those little Stormtroopers – I had to have them! And as everyone knows, you can't just have a couple Stormtroopers. So, one Battle Pack led to another and then another and then to... BrickLink.

At first it was just troops but they get a little cranky when they have to walk everywhere, so then came the vehicles. The speeder bike was always a favorite of mine but the LEGO sets at the time weren't exactly the cheapest rides on the block. So, I started ordering parts to build the sets on my own.

However, it didn't take long for me to discover that building my own creations was a far more satisfying endeavor. My first MOC was something I called a microMech, which on a whim I uploaded to the LEGO group on Flickr and to my utter shock and absolute pleasure wound up being blogged on a little site you might have heard of: *The Brothers Brick*.

Through that experience I met a lot of online builders and was exposed to the large and vibrant LEGO community online and, wanting to be an active member of that community, really started building at that point. And it's the inspiring creations that I always run across, whether they be from fans in the community or LEGO itself, along with a passion to create and wanting to be a part of something larger that has kept me going over the years.



What is your favorite theme?

Anything Science Fiction will always get a lot of attention from me. Alien life, starships, mecha, etc. But I am especially into bio-mechanical creature or sentient robot themes. One of my very first LEGO series was primalBOTS, which focused on primeval world life and struggles much like that of our ancestors, but instead of 'cavemen' and 'wooly mammoths' there were sentient mechanical-humanoids and all manner of mechanical beasts. They were tribal with some living in the jungles and deserts while others lived in the oceans or even polar regions of their planet. The primalBOTS have always been my own personal favorite theme and one that I hope to resurrect in the near future after I flesh out the details of their world and origins.

What inspired you to build this dinosaur?

I'm not really sure if there is any one particular source of inspiration for the mechaDINO... ZOIDS, maybe. I absolutely loved building ZOIDS as a child. I will say that when I was designing the head, I really wanted the lower jaw to be oversized like Grimlock's jaw from the *Transformers: Animated* series. There are numerous LEGO dinosaur builds out there from great builders like Mike Psiaki (now a LEGO set designer — Editor) and

'aurore&aube', but where they take a realistic approach to building their dinosaurs, I, of course, wanted to tackle the build with a mechanical or even bio-mechanical approach.

What else do you build?

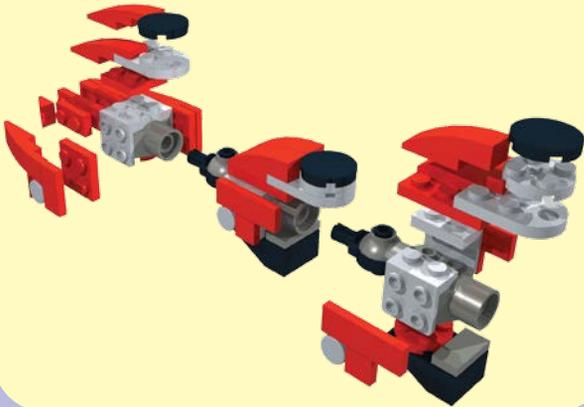
Well, lately my Flickr photostream has been filling up with a lot of bio-mechanical insect builds. The new LEGO *Galaxy Squad* series is without a doubt a heavy influence there but I think I've managed to pull off the builds with my own style, making them feel familiar yet still unique at the same time. I've also recently started working on a new theme — LEGO *Future City*. I've always liked LEGO's City sets but always wished there was a City of the Future theme as well. The rest of my work consists of a new 'Cyber-Ocean' theme that includes bio-mechanical ocean vehicles, as well as a lot of non-themed builds of Robots/ Mechas, Spacecraft, etc. All heavily Sci-Fi influenced except for a few examples of comical human and skeleton sculptures.



A Dinosaur Dissected

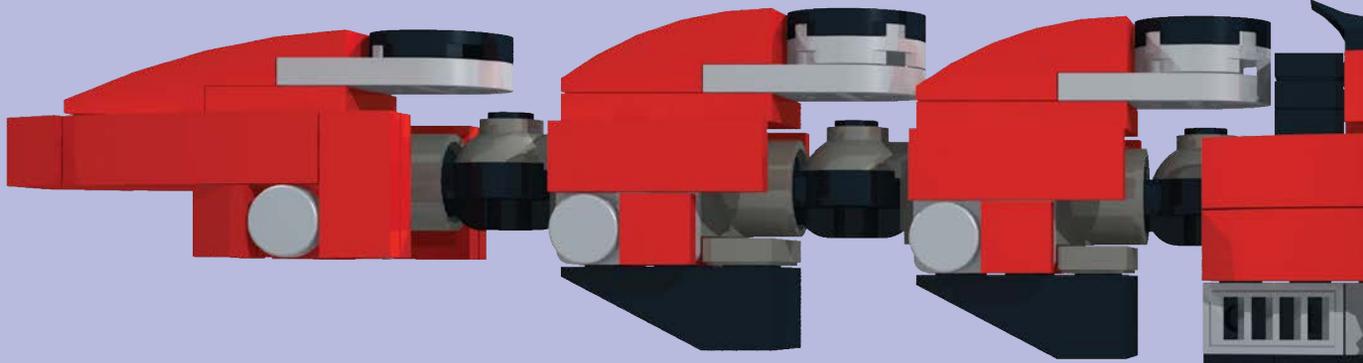
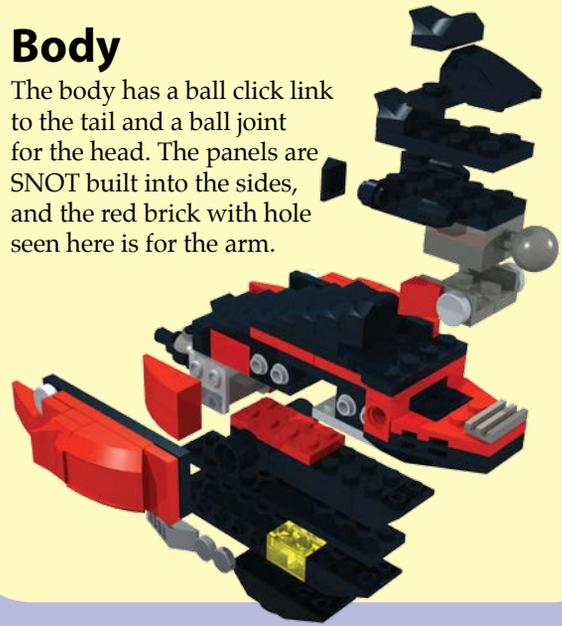
Tail

The dinosaur tail is made of segments that are connected with ball click joints. These give strength and flexibility to the tail, allowing it to rotate and flex.



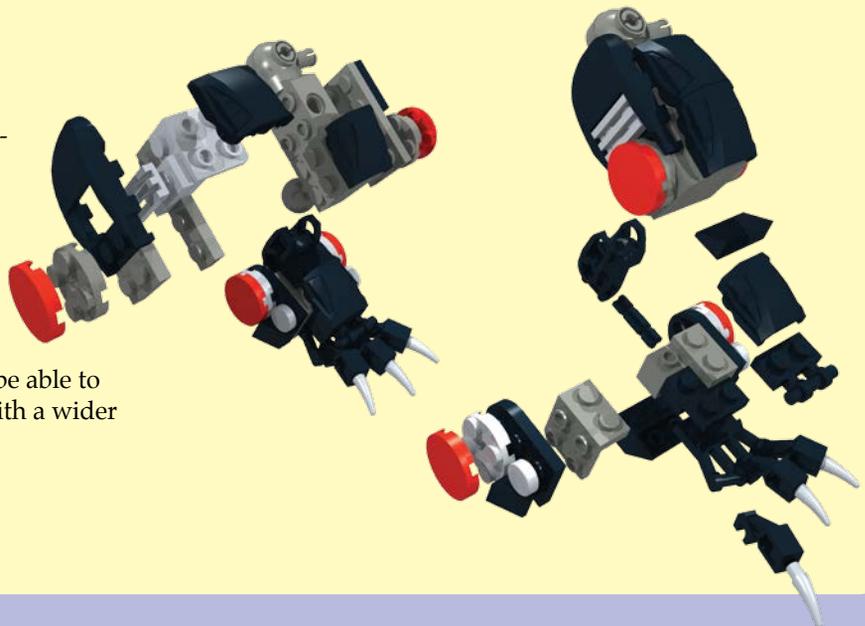
Body

The body has a ball click link to the tail and a ball joint for the head. The panels are SNOT built into the sides, and the red brick with hole seen here is for the arm.



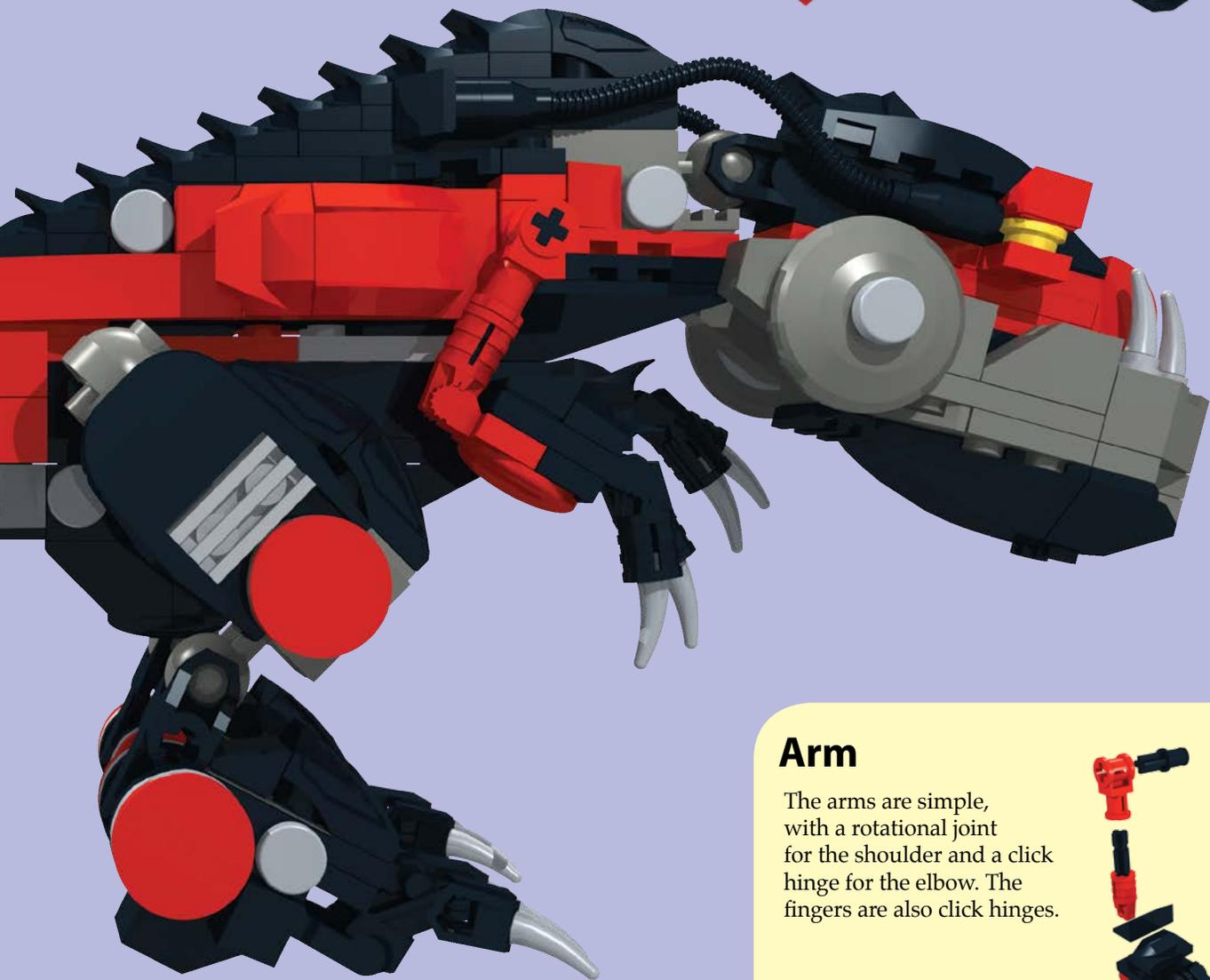
Legs

The legs are the most complex of this model, as they have multi-directional joints. The upper leg has a ball click hinge to join to the body for strength and a ball joint to the lower leg for flexibility. The lower leg has a back support with a 2x2 inverse slope brick and toes to anchor the foot. This allows the dino to be able to spread his legs open and pose with a wider range of positions.



Head

The head is fascinating, as the lower jaw is completely built upside-down. The bridge parts that join the jaw to the rest of the head are 1x2 bricks with studs on opposite sides. By using the bricks on their side instead of a normal vertical orientation, the vertical space is reduced for the lower jaw. The result is a head with an underbiting jaw that gives the dinosaur a menacing and amusing character, like a bulldog's face.



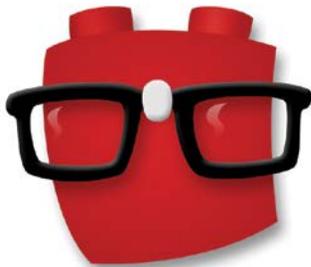
Arm

The arms are simple, with a rotational joint for the shoulder and a click hinge for the elbow. The fingers are also click hinges.





seriously nerdy.



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When it comes to my builds, another aspect that I have been concentrating on in the last year or so is durability and playability. I'm not interested in building sculptures that would fall apart if anyone in the room were to sneeze. This was a problem with some of my earlier work. What I have been doing lately and what I want to continue doing in the future is to make toys—something that looks 'cool' and can inspire your imagination but has play features and can withstand a little rough play. 🧱

Web Links

microMech:

Flickr link -

<http://www.flickr.com/photos/47062214@N00/2391586019>

primalBOTS:

<http://www.flickr.com/photos/47062214@N00/sets/72157614748467711/>

<http://www.flickr.com/photos/47062214@N00/sets/72157606561750251/>

Other Dinosaur Builders

Mike Psiaki (Dino) -

<http://www.flickr.com/photos/pmiaki/3103219759/>

aurore&aube (Dino) -

<http://www.flickr.com/photos/40543176@N03/7002466923/>



You can go to Aaron's Flickr gallery by going to <http://www.flickr.com/photos/47062214@N00> or scanning this QR code!



Sean & Steph Mayo.

Siercon and Coral: Two of a Kind!

Article and Photography
by Joe Meno

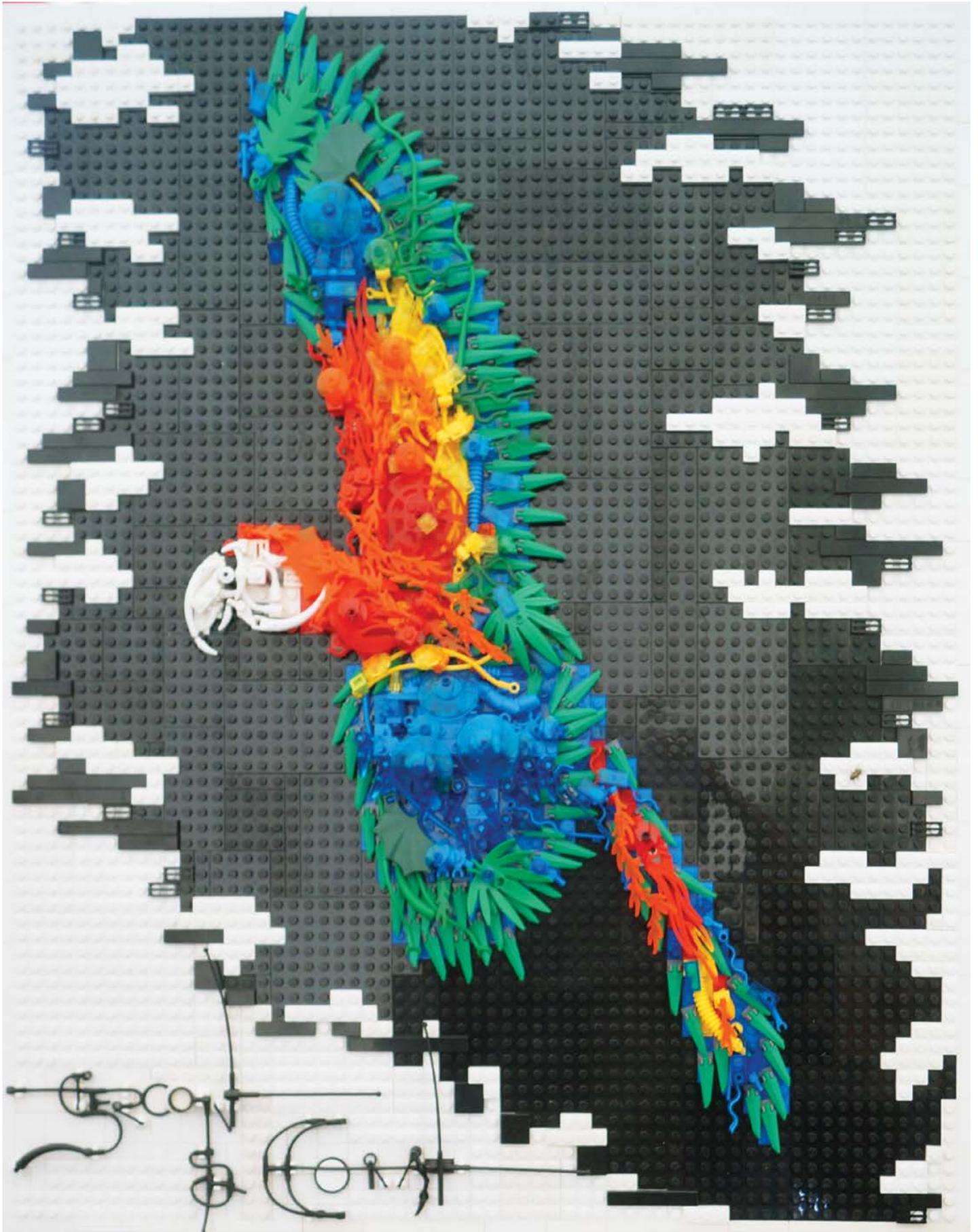
There have been impressive builders in *BrickJournal*, but none quite as remarkable as Sean and Steph Mayo. Known online as Siercon and Coral, this duo (and married couple) has become one of the most well-known builders in the community both online and at events. In only a couple of years, they have pushed LEGO building to new heights with their models of imaginary beasts and places. *BrickJournal* got to talk to them and their building style in this, the first part of two interviews.

BrickJournal: What do both of you do?

Sean and Steph Mayo: We are both commissioned artists. We love to create art in all mediums. From LEGO, sculptures, casting, painting, jewelry, cosplay, and wedding decor, to writing; we try to have a wide range in the choice of materials and uses. The one thing that ties much of it together is that we generally love anything to do with Science Fiction and Medieval Fantasy! Turning this part-time hobby into a full-time profession has been difficult, but is sincerely rewarding and a joy to pursue. Feel free to visit our Tumblr (SierconCoral.tumblr.com) to take a look at what we're up to, or to drop a note if you're interested in a specific commission!

When did you start LEGO building? Did you have a Dark Age?

Steph had a bin of LEGO that she played with from around 9-11 years old. Sean played with LEGO throughout his childhood, mostly collecting armies of Forestmen. He boxed everything up when he went to college, and neither of us really had a true "Dark Age" due to the fact that we entered the AFOL scene after college and after we became married. If we had to label a Dark Age, trying to pass college and working new jobs through engagement and early marriage would be it. As sad as Dark Ages can be we see them as often important. Many of the things we are most appreciative of in our LEGO building resemble experiences, places, and things we have seen throughout life. Playing sports, passing college, loving our family, cultivating a wide range of experiences, and investing in friends all help to widen our perspective and enable us to think outside the box in our art! Our building has truly benefited from a healthy combination of imagination and living and loving life.



Iridescent Flight



Macaw Details (Iridescent Flight).

When did you start building together?

We got married summer 2010, and when we moved into our apartment, Sean pulled out his old box of LEGO, thinking it would be fun to build something together. We've been building ever since then! We hadn't really known about the online LEGO community before that point, but in looking for LEGO fantasy builds we noticed a bit of a gap in things we would've liked to have seen. So we found out about Flickr and began posting small things at first. We started building together, and we never want to separate that into two different identities.

What was the first model that you posted online?

Our first online post was in January 2011. And skipping "sig figs," our first real MOC we posted online was the Ent Wizard. <http://www.flickr.com/photos/LEGO-cy/5374181138/>. One of the first things we wanted to do online as new artists into the community was to learn from everyone who had gone before us. This build took inspiration from Aaron D. and ArzLan.

Treeman by ArzLan:

<http://www.mocpages.com/moc.php/131894>

Treeman by Aaron D:

http://www.flickr.com/photos/cbla_member/3364204311



Paint Brushes (Iridescent Flight).



Some photos of Spinel Faerie Fox.

What inspires you to build?

Everything! We find inspiration from nature, movies, games, books, and other artists and people. Our nature and creature builds are often a fantasy twist on an actual creature or well known mythological beast. For example, giant battle scorpions would be built using a detailed picture of a real scorpion for reference, and embellished from there. Fantasy creatures like our Pegasus would be informed by movies or artwork. We always try to keep the mundane fun, and enjoy imagining the world around us with extra bits of magic. Hopefully, that childlike imagination and fantastical mindset comes out in our building style.

When we are running low on inspiration there are always tons of contests and fun building challenges which can spur you on to join in the inspiration of others. For the competitive among us, it often stretches us to be better than we were before. Contests also help newer builders get involved and known in the community.

How do you both build? Are there different aspects that either of you focus on, or do both of you work on the same things?

We work on our projects together, from brainstorming ideas to pulling out parts that we want to use. Then, while sometimes one of us will work on a project without the other building right there alongside them, we will always get input along the way. No MOCs are ever completed without having been a combined effort. This often looks like encouragement, throwing around ideas, editing, and building on the same project. If one of us is excited about something, we both get involved in whatever way we can. Essentially, our 'building together' is not simply adding two people's building skill and thus doubling the speed, but rather always having each other there to help with ideas, critiques, and support. We often serve the other as reminders for patience when one of us simply wants to post a project online that could be better.



The end result is that, rather than projects being built faster from two people working together, we come up with a more refined product, and have a lot of fun along the way.

Encouraging patience in building is very important. It is all too easy to get on a builder's high and become completely satisfied with a MOC that was thrown together in a few short hours. Then, the other person can step in and stand as a reminder to sleep on the project, offer advice on it, and come back the next day with ways to improve the MOC. What often follows is a major overhaul of the build and an end result that is far better than the original. Essentially, we see that our building is very dependent on each other, from inspiring a love of LEGO and art, to the actual building process, to all the encouragement and support along the way. Ultimately, both of us feel that neither of us would be building in this community without the other.

How do you build your animals?

We start building by addressing the following questions:

1. *What are the primary, secondary and tertiary colors I am going to use?*
2. *List the most important parts. Then list the most important parts of those parts.*
3. *Assume you can find the answer in connecting great sections together.*

We are also color builders. When we built the Faerie Dragon, we simply dumped out our trans clear, white, and trans blue bins of random parts (the standard ones having been organized out) and fiddled around with them until we found various bits that looked like they belonged as claws, teeth, or wings of a faerie dragon. Most objects in general can be loosely defined by one color, even more objects will look more realistic with two. Lastly, there is often a third color that in small accents adds that final touch, without going overboard. This is typically how we start a build. Which pieces you own in the specific colors you're looking for often determines size, scale, and if you can build your idea at all.



Photos of the Lava Dragon.



Faerie Dragon.

Faerie Dragon top.



We approach creatures by trying to choose the best piece or combination of pieces for the body part or limb of whichever animal we are working on. Rather than starting with a skeleton and working our way from the structure out; we often build portions in order of importance. This typically makes the build more organic, while sacrificing some strength. For example, if we were to build a butterfly we would rank the body parts of priority. The charismatic wings are the most important part, followed by the unique coiled antennae. What is a LEGO butterfly if the wings look bad? The body and legs really range from one butterfly to the next, so they are of less importance when it comes to choosing the perfect pieces, even though they are crucial to the assembly of the whole butterfly. Essentially, we build all the components in order of priority, and then assume there will be a way to assemble them together. The assembly is the final puzzle. We will often have various portions that we love, but have no clue how to put them together to finish the build. We simply assume there has to be a way with LEGO, and try not to sacrifice the inspirational NPU in order to accomplish the final assembly.

Our Faerie Dragon is essentially a hybrid of a butterfly and a dragon. That initially told us that the wings and head were the two most important parts. Thus, we built the wings and the head without regard to how we were ever going to manage to connect them together. That did not mean we disregarded scale, but we focused on making the priority sections as perfect as possible. As the wings were of greatest importance and happened to be the most parts intensive, we built a pair of wings as large as we could with the pieces we had. We saved as much as we could for a ratio needed for the rest of the body. We then built the head, keeping in mind that it would hold all of the emotions and character of the dragon. In this case, the most important aspects of the head were antennae and eyes, not teeth. We wanted the Faerie Dragon to look serene and kind, but insectoid enough to look like a fairy. This meant larger eyes, a tiny or unseen mouth, and delicate antennae. The rest of the build flowed from there. We had to allow



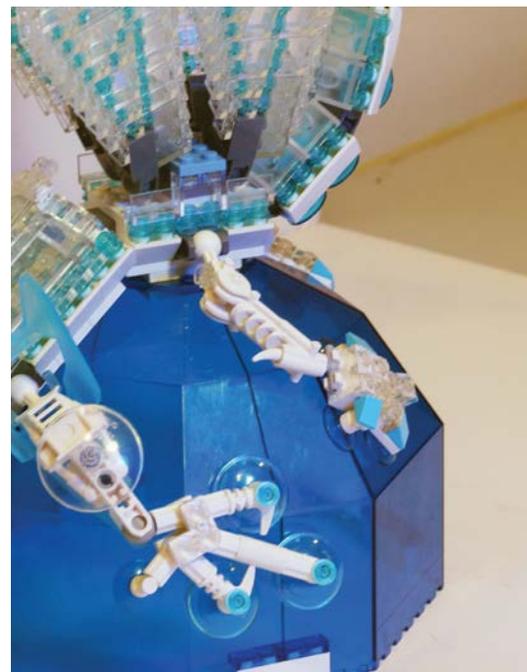
Faerie Dragon's salamander-like body.

ourselves to let the creature grow organically as we built, by paying attention to how it was developing. Little suction cups for the feet were inspired by tree frogs, and fins at the end of the tail were drawn from a mermaid's ethereal quality. It's not easy, but slow and steady wins the race. Start small, and tackle little bits at a time. The wonderful thing about LEGO is that if you look hard enough, there always seems to be an answer to that final connection you need to put two inspired pieces together. You just have to find it. **b**

Next Issue: Sean and Steph talk about building in the Iron Builder competition, where some of their best and most unusual work has been done!



Faerie Dragon's head.



Faerie Dragon's tree frog inspired feet.

Building

We've all heard of a *Tyrannosaurus Rex*, a *Triceratops*, and a *Stegosaurus*, but not too many know about the fish-eating *Suchomimus*. Armed with 130 curved teeth, a huge sickle-shaped claw on the thumb, and measuring in at 36 feet and tipping the scales at 4 tons, this dinosaur was nothing short of huge! For paleontologists, recreating the missing parts of an incomplete skeleton is no easy feat. For a LEGO builder, creating a LEGO one from scratch isn't exactly a walk in the park either.

Beginnings

It all started back in 2010. After truly getting into building, I discovered rather quickly that brick-built is much, much better than molded pieces, so I ditched TLG's Dino Attack and Dino 2010 dinos and built my own. Since then, I've hatched my own little *Jurassic Park* that contains everything from the well-known *T-Rex* and *Stegosaurus* to the lesser known *Dilophosaurus* and *Tenontosaurus*. After displaying at BrickMagic 2011 in Raleigh, NC, I worked for a year behind the scenes slowly building my collection, and unveiled a completely overhauled *Jurassic Park*, complete with *T-Rexes*, *Stegosaurus*, *Ankylosaurus*, *Velociraptors*, *Pteranodons*, *Tenontosaurus*, the famous entrance gate, and even a working tour car that ran on the old 9V train tracks. After that, I took a long breather, not even touching a single brick for months. Then, one day I got inspired. I built twice as many dinosaurs in half the time that it took me to build for BrickMagic. I built everything from an *Apatosaurus*, to a *Dilophosaurus*, to a *Spinosaurus* to a *Parasaurolophus*. But

Building Ancient Monsters!

Article and Photography by William Pugh

there was always a grey area I was missing: the medium-sized dinosaurs. I got all the large and small carnivores and herbivores, but nothing in between. So I set off to fix that. I built a *Therizinosaurus*, a *Carnotaurus*, and a *Suchomimus*.

Making First Steps

Before I even remotely got close to building those medium-sized dinos though, I had to figure out the feet. The big ones were easy; just use slopes and bricks like I did for my Rexes. The small dinos were easy too. I just put down one or two clips with a plate to hold it all together and that was that. It wasn't so easy with the medium ones though. The feet were either too big or too small. But when TLG came out with the *Ninjago Ice Dragon Attack* set, the part that caught my eye was the modified plate with the three hinge bars used to create the dragon's wings. I thought, "Wow! That looks like a dinosaur's foot!" Thus, the piece I longed for had been created. But, of course, it was just too perfect, and the project quickly went downhill. The only thing that stood in the way of a completed *Suchomimus* was, well, the exact part I needed!

You see, theropods (the two-legged dinos like *T-Rex* and *Velociraptor*) aren't the easiest dinosaurs to build; they have nothing but their own two legs to stand on. One can either balance them just right and make the joints strong, or be forced to add some type of support beam. That was the problem with this guy. The bars are just that; bars. They aren't clicking hinges, or something equally as sturdy. I knew I was going to build around the feet, so I just went ahead and ordered those pieces, along with some simple hinges and slopes off BrickLink, and started building. Absolutely nothing worked, but I knew I was bent and determined to finish this dinosaur, so I tossed the feet aside and started to work on the rest of the dino in LEGO Digital Designer (LDD). I built, rebuilt, and built some more. He went through a lot of cosmetic changes during that time. He started out with a dark green and red paint job with a three-stud wide head instead of two wide. That just didn't scream narrow-jawed, fish-eating dinosaur, so I changed him to blue and red, and slimmed the head, but he still didn't

look right. Out of boredom, I changed him to my favorite colors, lime green and blue, and he all of a sudden looked pretty good, but something was still missing. I sat and looked at the computer screen for a good ten minutes thinking. I thought about the coloration of present day animals and what a lot of ambush predators have. They have patterns that break them up, like stripes on a tiger, or speckles of green and yellow on an alligator. Stripes seemed like the best way to go, so I slapped some yellow stripes on him. It looked so perfect; it could have been a picture reference (in my mind at least). I took the next step and ordered the pieces, and built like a madman. Those feet though... the whole time, they were just gnawing away at the back of my brain, and so, for a week, there sat a brilliantly colored, legless dinosaur on my desk, just staring at me with his black stud eyes.

Taking a Stand

Then, one day while dabbling around with some hinged plates for a different project, it hit me. The 1x1 upright oriented clips are stronger than both the sideways clips and the robot arm clips. I attached the robot arm clips to two bars on the modified plate, the upright clips to those





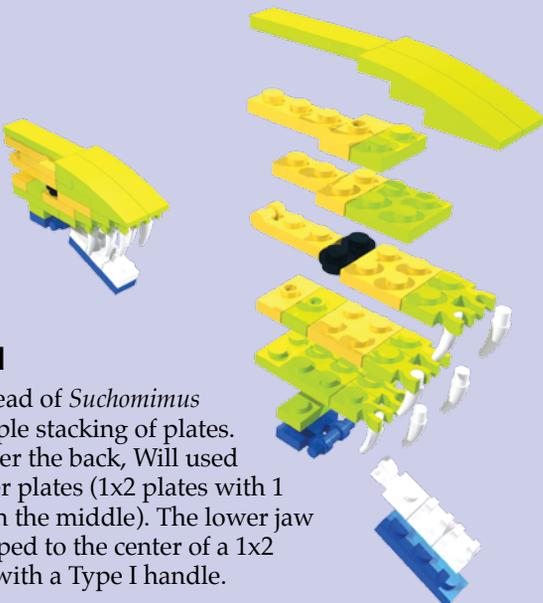
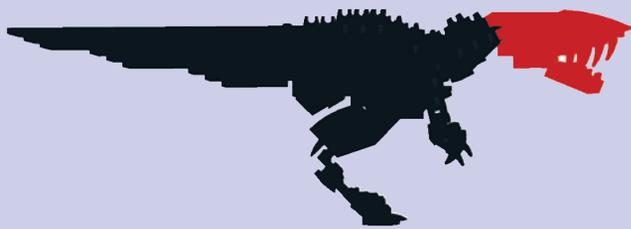
Looking at the length of the Suchomimus.

bars, and another upright to the bar on the modified plate in the middle. The middle clip was rigid enough to keep the leg standing! Finally! A monumental breakthrough! I quickly did the same on the opposite leg, but the toes just didn't look right, so I just kept that design on one foot and attached both middle toes to plates. Somehow, the dinosaur miraculously stood up without any support and could even be posed. It was an overwhelming feeling of joy to see this dinosaur, one of my favorite projects, finally come together.

This dinosaur has a little over 20 moving parts, one of my most poseable yet, and when set next to a terrified minifigure, it looks absolutely tops. He looks even better fishing over a pond of translucent 1x1 round plates. I look forward to adding this guy to my *Jurassic Park* and bringing the updated and overhauled Park again to BrickMagic, and hopefully to other conventions on the East Coast.

Moving On

As for my long list of other ongoing projects, I'm super excited about every single one. As just a little teaser to what everyone can expect, I still have tons of dinosaurs in the works, but I'm also working on scenes from both *The Hunger Games* and *The Hunger Games: Catching Fire*, and a large-scale mech called a Titan from the upcoming video game *Titanfall*. I'm even thinking about making *Cirque du Soleil's* show *TOTEM* into a stop motion film, complete with a brick built Grand Chapiteau, the circus tent the



Head

The head of *Suchomimus* is simple stacking of plates. To taper the back, Will used jumper plates (1x2 plates with 1 stud in the middle). The lower jaw is clipped to the center of a 1x2 plate with a Type I handle.



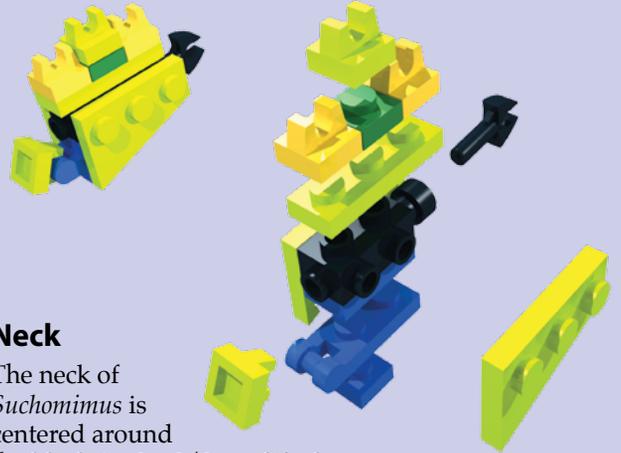
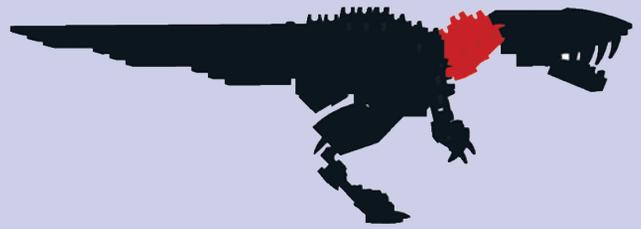
Having a snack.

show is performed under. That's in the very early stages of development, so whether or not it ever sees the light of day has yet to be determined.

With LEGO, it isn't about piling more stuff on; it's about taking stuff off and replacing it with something new to get something bigger and better than you started with.

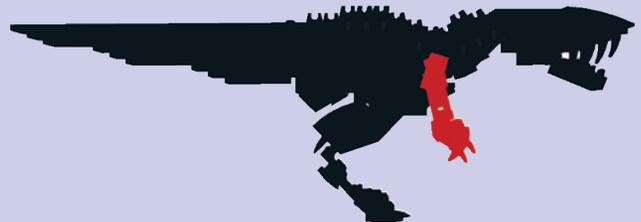
But what will certainly see the light of day eventually is my biggest project to date. I don't want to give too much away right now as I'm still developing the idea, but I will say that I plan to utilize, and push, both Power Functions and MINDSTORMS to their absolute top performance. In doing this, I hope to achieve a build that will automatically react to and interact with people and the environment using the MINDSTORMS functionality, while simultaneously being controlled from a distance using Power Functions and the Power Functions remotes.

It'll certainly be a build that will test both my skills as a builder, but also as a designer, which I believe is what this hobby, and even profession for some, is all about. We



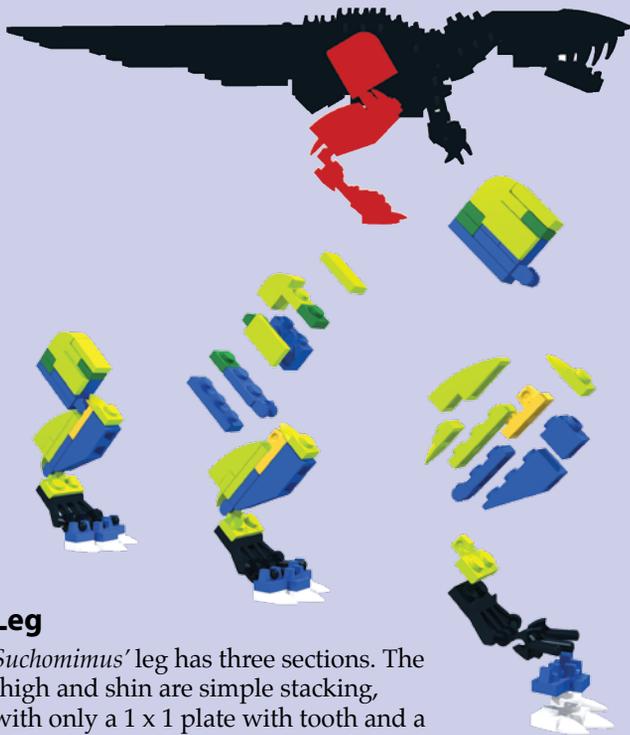
Neck

The neck of *Suchomimus* is centered around the black 1 x 2 x 2/3 modified brick. The black robot hand attaches to the head, allowing it to rotate and nod. The 1x1 tile with clip is the attachment to the body, which gives another point of rotation and nodding.



Arm

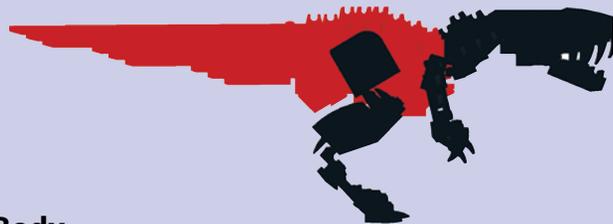
Suchomimus' arm uses studs to act as joints that rotate. To give the wrist some movement, a 1 x 1 plate with clip is attached. Another plate with clip is used for the thumb claw, and the other fingers are composed of minifigure binoculars and horns.



Leg

Suchomimus' leg has three sections. The thigh and shin are simple stacking, with only a 1 x 1 plate with tooth and a 1 x 2 tile being built sideways. The foot is explained by Will, but is composed of parts that are clipped together. The upper sections are held by click hinges.

On another note, the leg is attached to the body at the rearward 1x1 blue headlight brick.



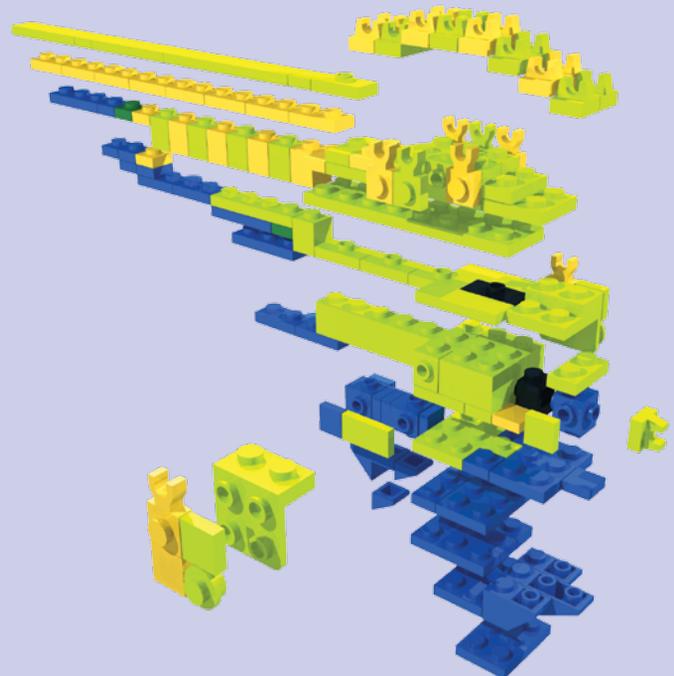
Body

The body of *Suchomimus* is, like the rest of the model, mostly stacking elements. The tail has a few yellow and blue 1 x 4 hinge plates to allow movement. However, the hinges only turn in one direction.

There are lime-green 1x1 bricks with side stud on the top of the back to SNOT build spines. Further down the body, there is a lime-green 1x1 brick with side stud for attaching the leg. A lime-green 1x2 - 2x2 bracket is used to add more detail. To attach the neck, a blue 1 x 1 brick with studs on four sides is placed with a 1x1 black headlight brick behind. A lime-green 1x1 tile with clip is then attached.

Further below, blue 1 x 1 bricks with studs on four sides are placed to round out the body shape. As used on the head, there are jumper plates to taper the body.

as LEGO builders and designers strive to push ourselves for bigger and better creations. I've personally come a long way, from building rainbow houses out of 2x2 bricks, to building these colorful, poseable dinosaurs that get featured in a magazine of all places. I look back, see what I've posted on MOCPages or Flickr, then look at the newest model I have on my desk, and I'm almost tempted to remove what I posted; it's so bad. It's even better to be able to share that experience with fellow builders who you can call a friend. Seeing a friend's WIP (work in progress), then a month later seeing it complete, is one of coolest things. You can see just how much they changed. With LEGO, it isn't about piling more stuff on; it's about taking stuff off and replacing it with something new to get something bigger and better than you started with. That said, I can't wait to catch up with all my friends and fellow builders at a future event, and meeting everyone new. We all push and support each other, and all strive to build bigger and better, and that's why I love being a part of this community. Without everyone I know and met at BrickMagic, I probably never would have built my *Suchomimus* and be writing this article. So a big thank you goes out to them, and all the fellow builders out there! We are the reason we all build! 





**Minifig
Customization 101:
Modification Is
Necessary for
the Ingenious
Origination
of Neoteric
Subordinates!**

by Jared K. Burks

Every evil genius minifig customizer requires a horde of minions to support their evil plans. This horde can be so helpful; they can Brasso parts, clean brushes, and clean the work bench! Creating M.I.N.I.O.N.S. is fairly straightforward if you follow the blueprints. We caution that this task does require some forethought to keep from cutting your figures. This is because M.I.N.I.O.N.S. creation requires the modification of several small parts.

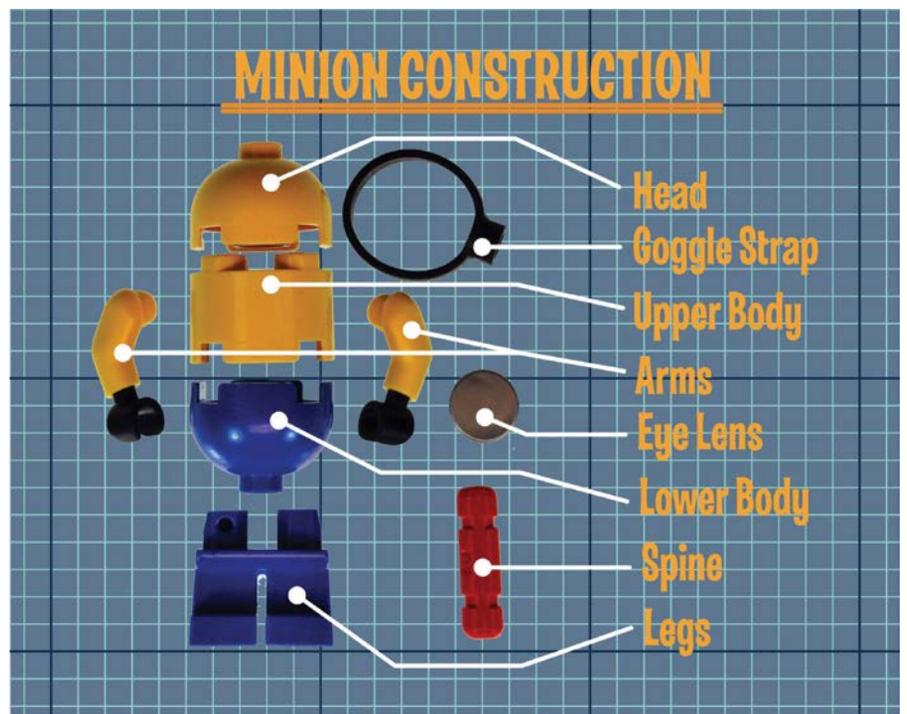
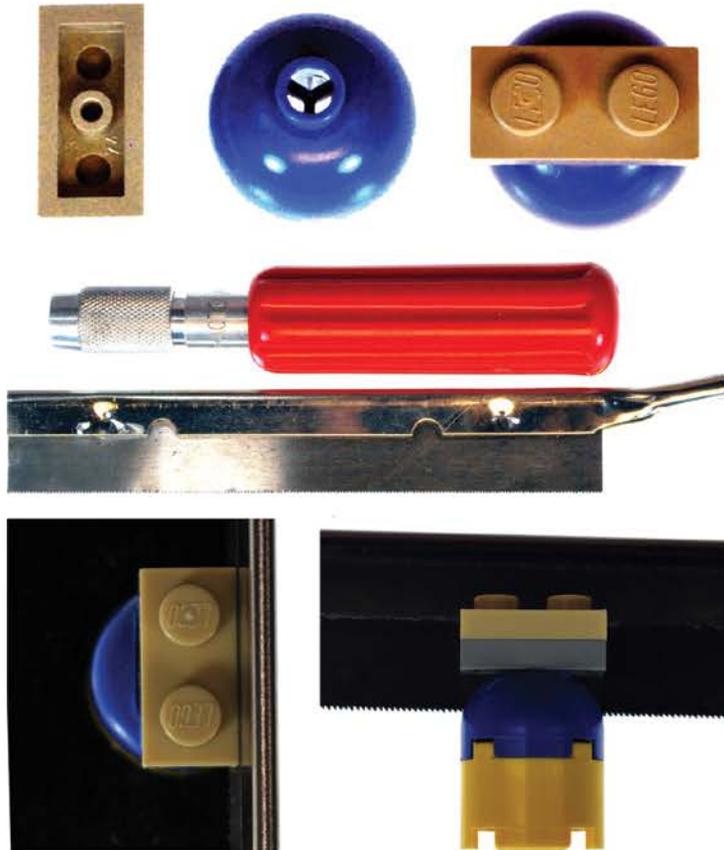


Diagram of M.I.N.I.O.N.S. Construction.





When creating subordinates one has to consider their size. If they are too large they might not be able to adequately perform their duties. It was therefore determined that these M.I.N.I.O.N.S. must be smaller in height than a minifigure sporting stubby legs; this will allow them access to all the smallest spaces to recover all those lost LEGO elements (this was also done to keep them in proper scale to other figures). Since the M.I.N.I.O.N.S. will feature stubby legs, this means we must use something other than a traditional figure torso to lower the height of the finished M.I.N.I.O.N.S. When considering the pill-shaped form of the M.I.N.I.O.N.S. we can consider the round 2x2 brick for the torso and the 2x2 round dome for the head and lower body. Both of these parts will require modification, however the head dome will not.

The lower body dome must be modified to allow the stubby legs to fit inside. While cutting something so small with a razorblade or X-acto knife would risk your fingers, there is a better way. One can use a razor saw and guide. Minifigure Legs are the same width as a LEGO plate. Since there is a central round tube on the bottom of the plate, this tube can be used to center the plate guide on the dome. The tube will fit inside the stud acceptor on top of the dome. By using two plates we can also use the guide to help set the depth of the cut. The edge of the razor saw has a top banding; when this banding touches the top of the top plate the cut is the correct depth into the LEGO dome (lower body). Please see the associated instructional figure for the completion of this step. Once these regions have been cut with the razor saw the interior must be removed using a rotary tool (Dremel). This will allow the cut piece to be removed and allow access for the stubby legs.

Construction diagrams for the cutting of the lower body via razor saw.





Construction diagrams for the sanding of the upper and lower body and creation of the central spine.

Once the lower body has the opening cut to allow the stubby legs to fit inside the stud acceptor cutouts on the dome, the studs on the top of the legs and the stud acceptor region on the upper body need to be removed. All three of these regions can be shortened by using sheet sand paper (220 grit). Sand slowly and smoothly to ensure even removal these areas. Once the sanding is complete, the internal axle acceptor of the upper body must be shortened slightly with a rotary tool (Dremel). Now the central spine must be created to hold the body of the M.I.N.I.O.N.S. together. This spine holds the lower and upper body together by sticking between the studs of the stubby legs. In order for this to fit, the axle must be trimmed on the outer sides of the lower portion. Please see the construction diagram.



Now that assembly of the M.I.N.I.O.N.S. body has been completed, attachment of the arms is critical for production work to be generated by said M.I.N.I.O.N.S. This is easily achieved by marking the side of the M.I.N.I.O.N.S. straight up from the side of the leg in the middle of the upper body. Now simply take a nail or screw and mark the upper body element where this mark is located. This gives the 5/32 inch drill bit a small dent to rest in to keep the bit from walking and scratching regions of the middle body. Be sure to drill through the axle acceptor support. This will allow room for the ball portion of the arm. Repeat on the other side.

The M.I.N.I.O.N.S. husk is completed with the addition of a BrickForge Headlamp strap. This allows for the addition of the Eye Lens. Once the Eye Lens is in place the M.I.N.I.O.N.S. husk is ready for the implantation of the M.I.N.I.O.N.S. personality to be imparted onto the husk. This is performed by attaching waterslide decals (see previous article on the subject) that genetically encode the M.I.N.I.O.N.S. Be sure to create a full complement of M.I.N.I.O.N.S. for all your needs. They could be created in a wide variety of colors; simply be very careful of the color purple. **b**



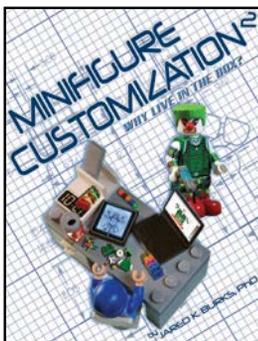
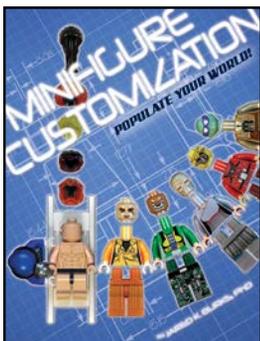
Construction diagram for the creation of the arm holes.



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

Next Time:

Minifig Customization 101 – Collectible Minifigure Series



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





Tommy Williamson is no stranger to *BrickJournal*, having been featured previously for his Jack Sparrow miniland scale figure. Since then, he has gone farther into building, making some remarkable *Star Trek* props and other models. He's now doing a new column for *BrickJournal*: DIY Fan Art. Here,

Tommy takes a little time out from his busy schedule to make a model of his choosing for the magazine.

What is he busy on? Tommy's now a LEGO community blogger with his own website: BrickNerd (www.bricknerd.com) As he says, "I've been a fan of LEGO all my life, and got into the AFOL scene about 8 years ago. I decided it was time to take my unhealthy obsession to the next unhealthy level and start a fan site. Not only do I cover great MOCs and LEGO news, I host a bi-weekly web series. I also do reviews and feature artist bios and interviews. If you're nerdy about the bricks, BrickNerd is for you!"



Mushu

Design and Instructions
by Tommy Williamson

About this issue's model:

When Joe told me the theme of this issue of *BrickJournal*, I have to admit I was stumped for a bit. There aren't actually all that many pop culture mythical creature references. The first thing that popped into my mind was the minotaur from *Your Highness*, but if you've seen that movie, you'll understand why it was quickly overruled. Then I thought "dragons, yeah dragons are mythical". My first thought was the greatest dragon ever to grace the silver screen, Vermithrax from *Dragonslayer* (I love that movie). Then of course I thought of Smaug, but we really haven't had a good look at him yet. The three dragons from *Game of Thrones* came to mind, but they don't really have any character. Wait, character, that's the key... Mushu! Yes, Mushu from Disney's *Mulan*, talk about a character. Well, here he is, at roughly life size — hope you enjoy him! 

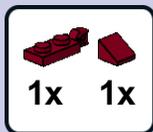


Parts List (Parts can be ordered through Bricklink.com by searching by part number and color)

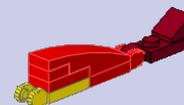
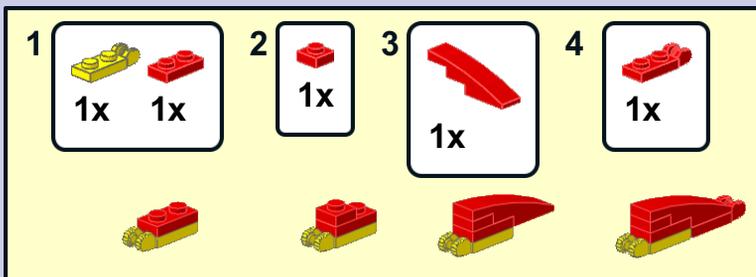
Qty	Part	Color	Description
2	43892.dat	Yellow	Animal Tail
10	87087.dat	Red	Brick 1 x 1 with Stud on 1 Side
4	3004.dat	Red	Brick 1 x 2
2	4589.dat	Dark Blue	Cone 1 x 1
1	2654.dat	Red	Dish 2 x 2
10	2654.dat	Yellow	Dish 2 x 2
1	3937.dat	Red	Hinge 1 x 2 Base
1	3938.dat	Red	Hinge 1 x 2 Top
1	44302.dat	Yellow	Hinge Plate 1 x 2 Locking with Dual Finger on End Vertical
3	44302.dat	Red	Hinge Plate 1 x 2 Locking with Dual Finger on End Vertical
10	60471.dat	Yellow	Hinge Plate 1 x 2 Locking with Dual Finger on Side
4	44567.dat	Red	Hinge Plate 1 x 2 Locking with Single Finger On Side Vertical
10	44567.dat	Yellow	Hinge Plate 1 x 2 Locking with Single Finger On Side Vertical
1	44301.dat	Red	Hinge Plate 1 x 2 Locking with Single Finger on End Vertical
1	44301.dat	Dark Red	Hinge Plate 1 x 2 Locking with Single Finger on End Vertical
2	2429.dat	Red	Hinge Plate 1 x 4 Base
2	2430.dat	Red	Hinge Plate 1 x 4 Top
6	3024.dat	Red	Plate 1 x 1
2	4073.dat	Medium Blue	Plate 1 x 1 Round
8	6019.dat	Red	Plate 1 x 1 with Clip Horizontal (Open U-Clip)
4	4085c.dat	Red	Plate 1 x 1 with Clip Vertical Type 3
2	49668.dat	Black	Plate 1 x 1 with Tooth
12	49668.dat	Dark Red	Plate 1 x 1 with Tooth

Qty	Part	Color	Description
2	3023.dat	Red	Plate 1 x 2
3	3023.dat	Dark Red	Plate 1 x 2
2	60470a.dat	Red	Plate 1 x 2 with 2 Clips Horizontal (Open U-Clips)
2	2540.dat	Red	Plate 1 x 2 with Handle
2	48336.dat	Red	Plate 1 x 2 with Handle Type 2
8	60478.dat	Red	Plate 1 x 2 with Handle on End
1	4623.dat	Red	Plate 1 x 2 with Vertical Bar on Long Side and Long Arm
4	3794a.dat	Red	Plate 1 x 2 without Groove with 1 Centre Stud
1	3022.dat	White	Plate 2 x 2
3	3022.dat	Red	Plate 2 x 2
1	3021.dat	White	Plate 2 x 3
1	3021.dat	Red	Plate 2 x 3
1	3020.dat	Red	Plate 2 x 4
2	50746.dat	Red	Slope Brick 31 1 x 1 x 2/3
5	50746.dat	Dark Red	Slope Brick 31 1 x 1 x 2/3
1	3300.dat	Red	Slope Brick 33 2 x 2 Double
1	3049b.dat	Red	Slope Brick 45 1 x 2 Double / Inverted
9	3044b.dat	Red	Slope Brick 45 2 x 1 Double
4	3660.dat	Red	Slope Brick 45 2 x 2 Inverted
1	50950.dat	Red	Slope Brick Curved 3 x 1
3	50950.dat	Dark Red	Slope Brick Curved 3 x 1
1	61678.dat	Red	Slope Brick Curved 4 x 1
4	2555.dat	Red	Tile 1 x 1 with Clip
5	3069b.dat	Red	Tile 1 x 2 with Groove
2	63864.dat	Red	Tile 1 x 3 with Groove
2	2431.dat	Red	Tile 1 x 4 with Groove
5	3068b.dat	Red	Tile 2 x 2 with Groove
2	98138p07.dat	White	Tile Round 1 x 1 with Eye Pattern

1

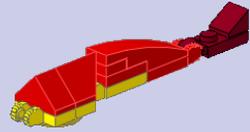


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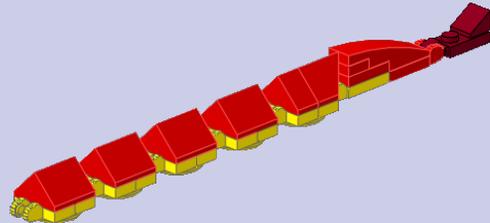
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4

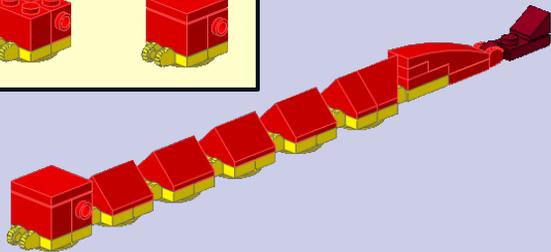
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4x



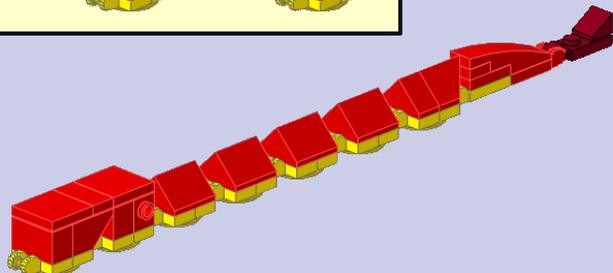
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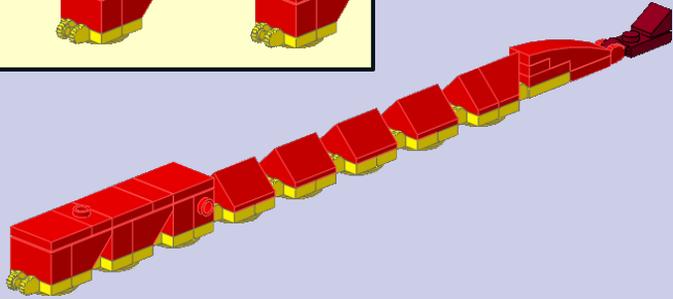
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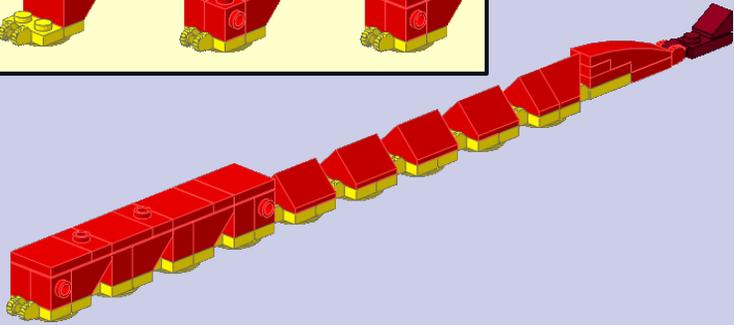
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1	2	3	4
1x 1x	1x 1x	1x 1x	1x



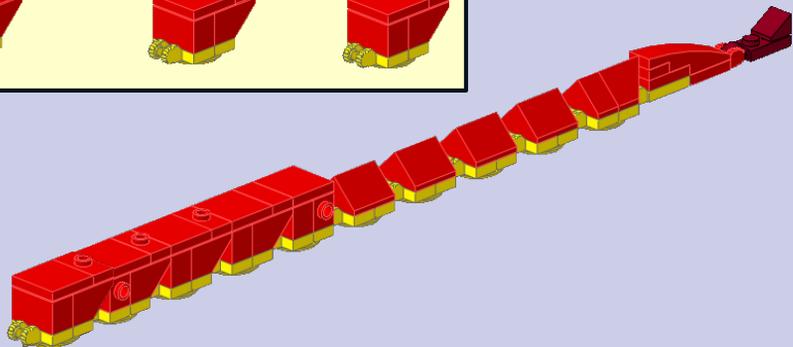
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1	2	3	4	5
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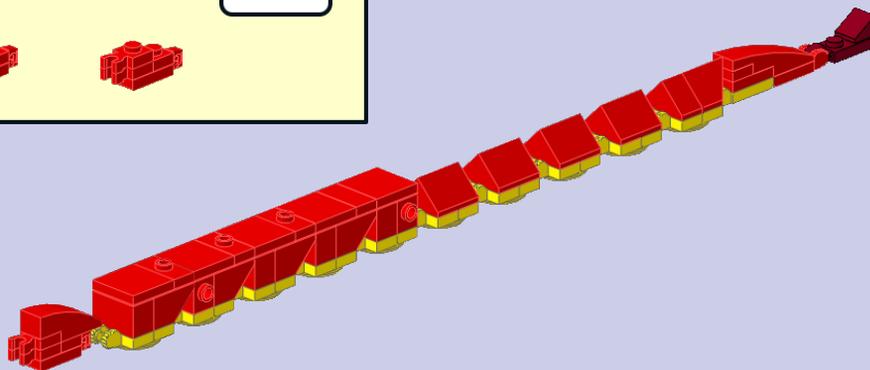
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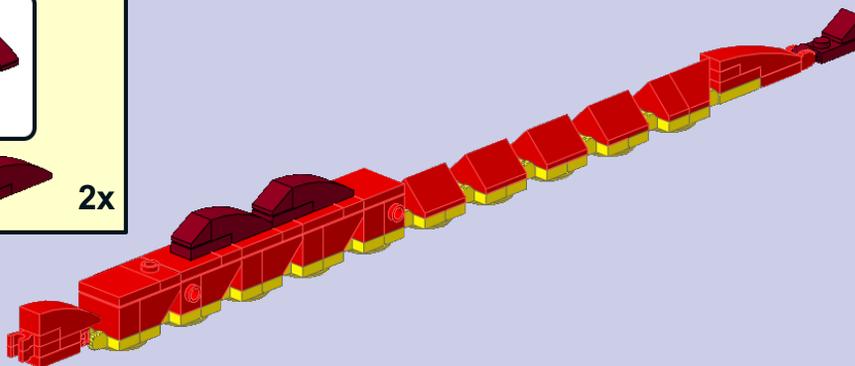
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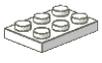
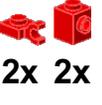
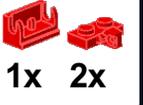
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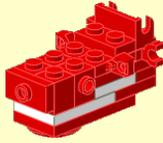
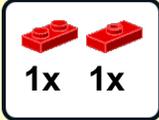
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1	2
 1x	 1x
	 2x

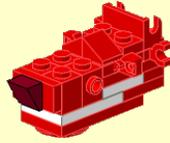


1	2	3
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 1x		
4	5	6
 1x	 2x	 1x
 2x		
		

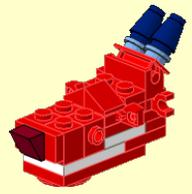
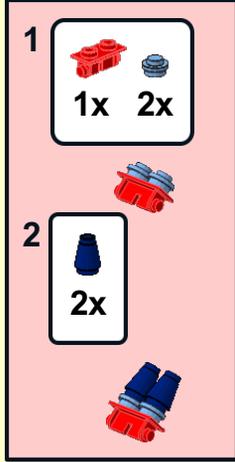
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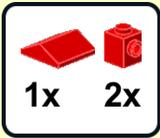
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9



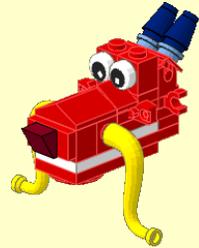
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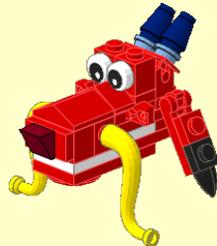
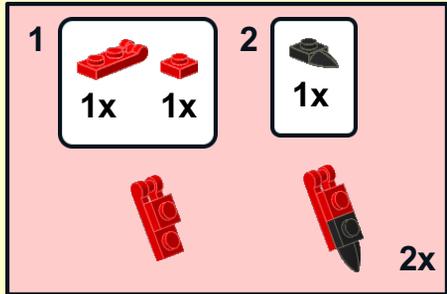
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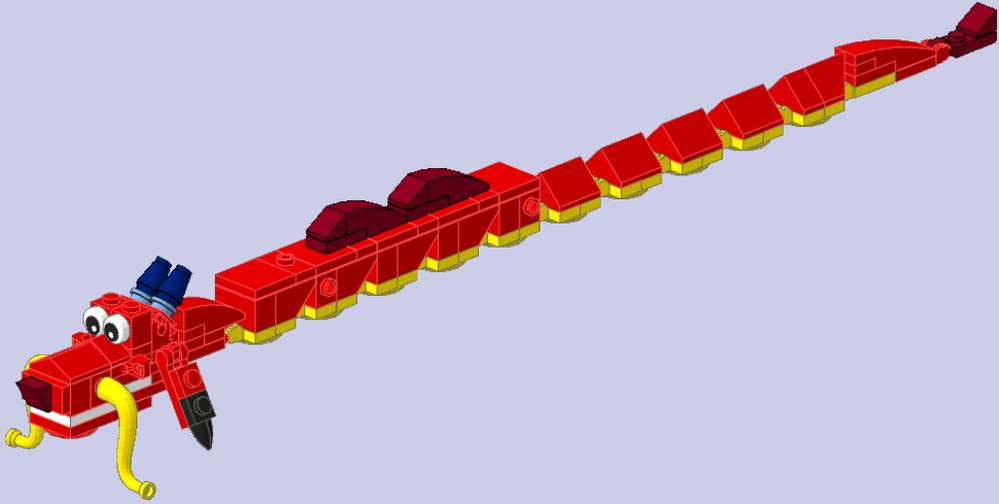
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13



12



13

1  
1x 1x

2 
1x

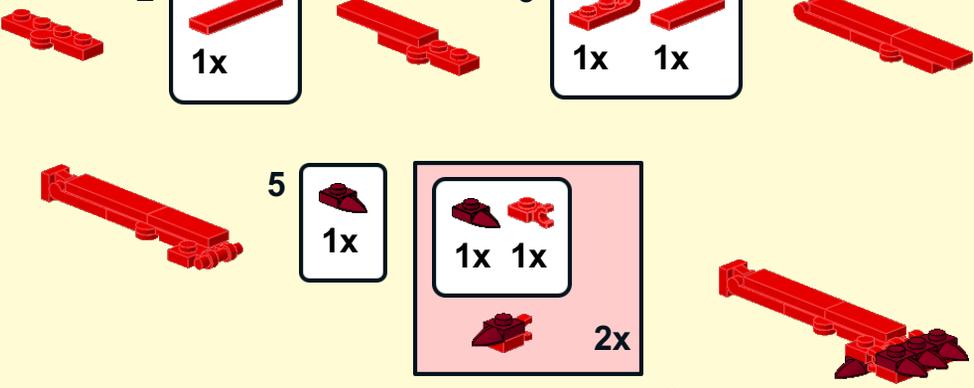
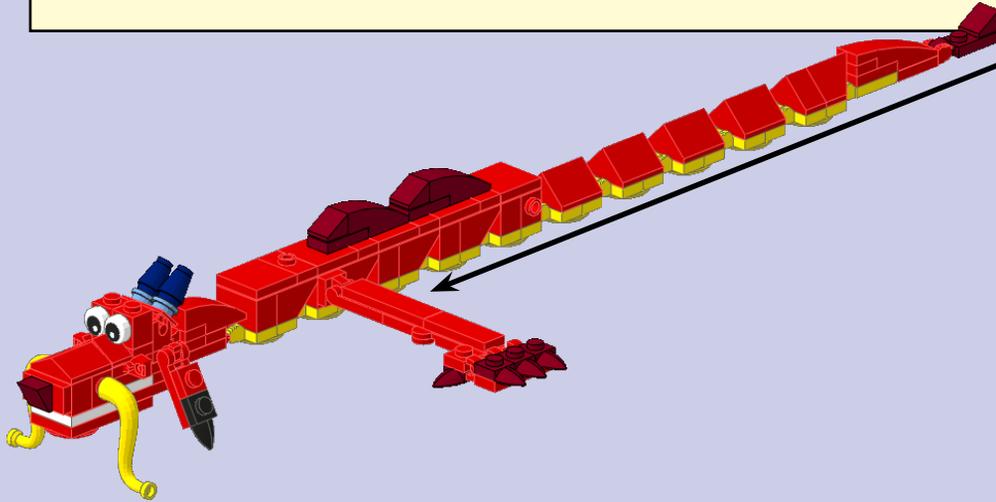
3  
1x 1x

4  
1x 1x

5 
1x

 
1x 1x


2x

14

1  
1x 1x

2 
1x

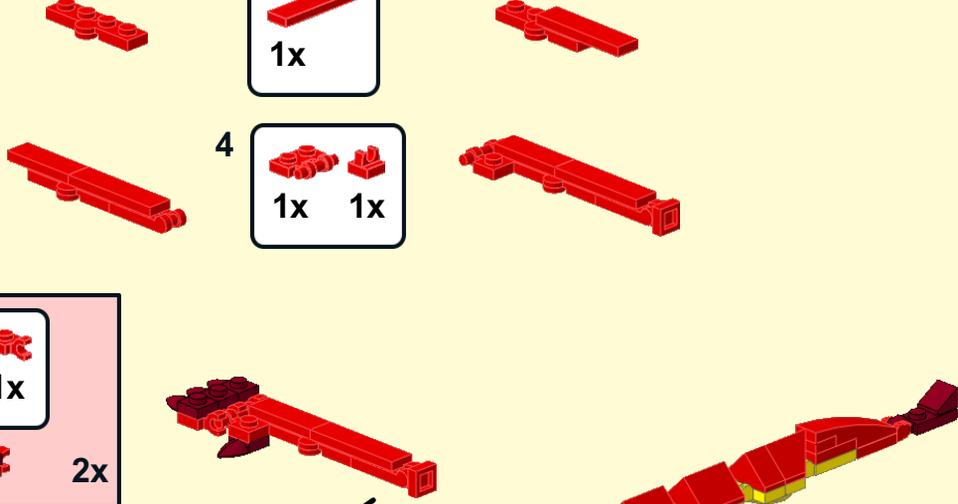
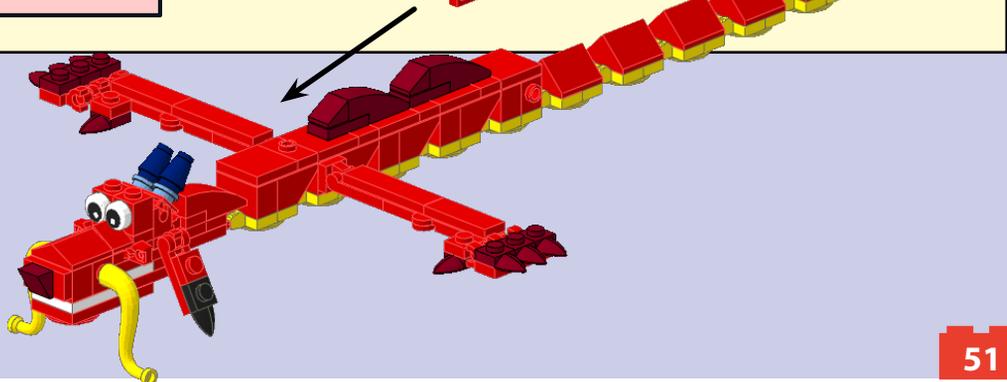
3  
1x 1x

4  
1x 1x

5 
1x

 
1x 1x

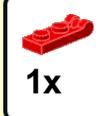

2x

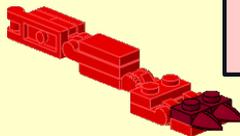
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2  1x  2x

3  1x  1x

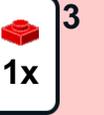
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5  1x

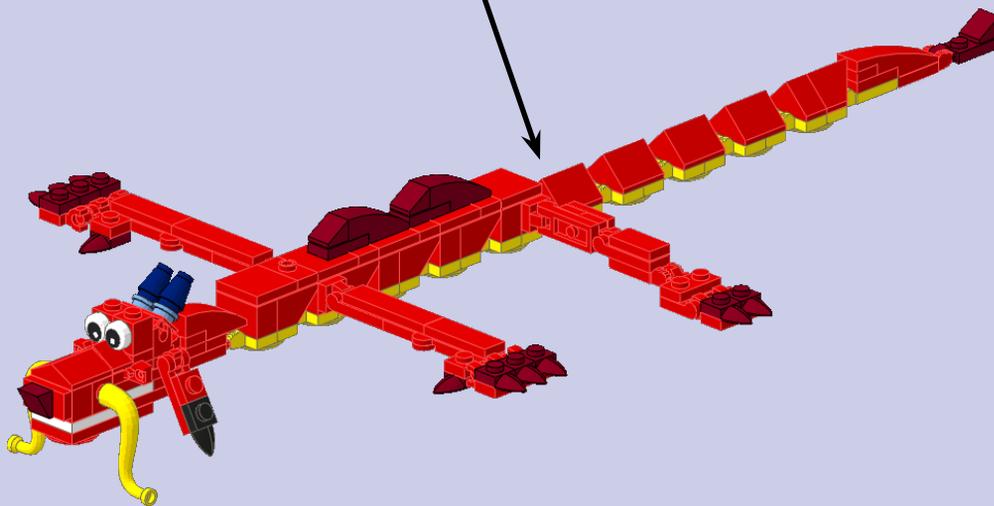
6  1x

7  1x

1  1x

2  1x  1x

3  1x



1 1x

2 1x 1x
 2x

3 1x 1x

4 1x

5 1x

6 1x 1x 1x

7 1x

The last spinal fin is like the lower two, but can only be placed after Mushu is posed.

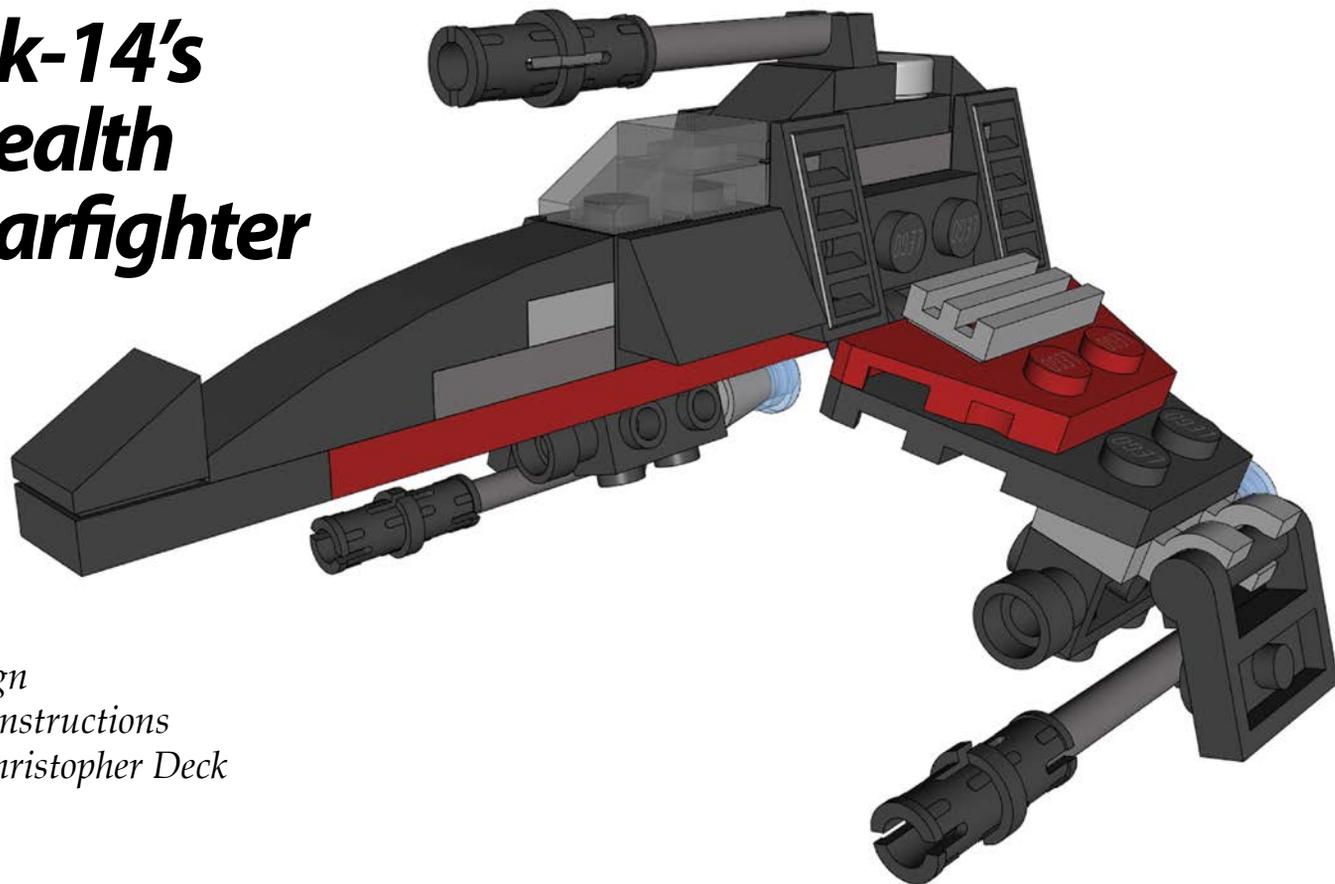
1 1x 1x

2 1x

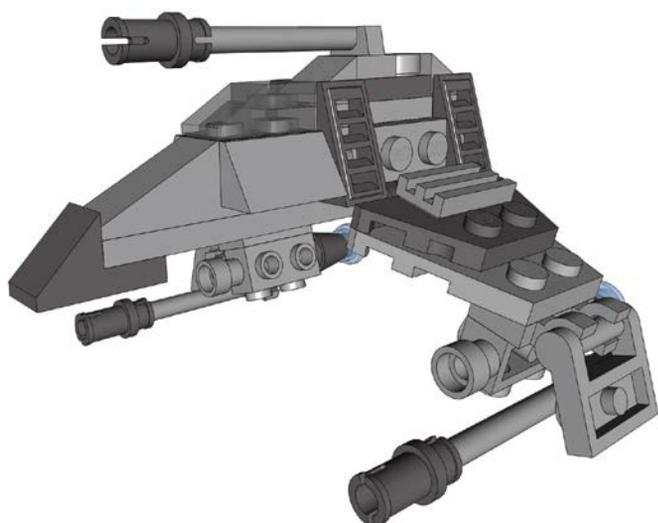
You Can Build It

MINI Model

Jek-14's Stealth Starfighter



Design
and Instructions
by Christopher Deck



The New Republic E-Wing starfighter.

Hello everybody, and welcome back to our next mini building session! I am certainly glad to build another model with you in this fantastic issue of *BrickJournal*! When you look through the recent LEGO® catalogue you will stumble over the brand new Star Wars™ set 75018 "Jek-14's Stealth Starfighter", a challenging model due to the multiply angled wings. If you are now having a déjà-vu feeling when looking at that starfighter, you are not mistaken. Apparently its design is based on the New Republic E-Wing Starfighter which was first introduced in the year 1992 as a part of the Expanded Universe comic series *Dark Empire*. To do this justice, you can build the E-Wing Starfighter using the same instructions as for Jek-14's Stealth Starfighter with some minor changes to the nose which is slightly shorter and thicker for the E-Wing. Presented below are now the building instructions for the exciting new stealth starfighter of clone pilot Jek-14! Enjoy building and see you next time! 🧱



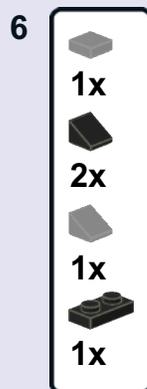
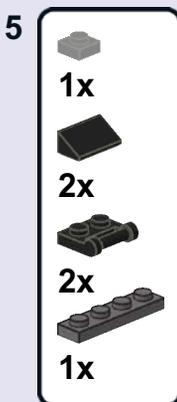
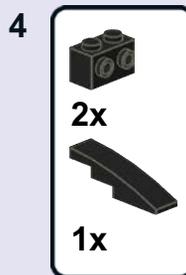
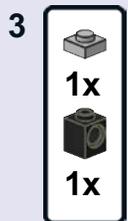
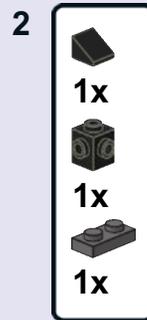
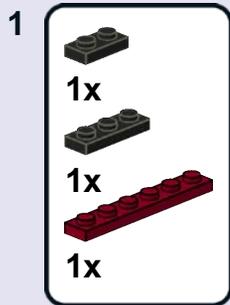
You can go to Christopher's webpage by going to www.deckdesigns.de or scanning this QR code!

Parts List

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

Qty	Color	Part	Description
3	Dark-Bluish-Gray	30374.dat	Bar 4L Light Sabre Blade
1	Black	4733.dat	Brick 1 x 1 with Studs on Four Sides
2	Black	52107.dat	Brick 1 x 2 with Studs on Sides
1	Trans-Black	3024.dat	Plate 1 x 1
1	Light-Bluish-Gray	3024.dat	Plate 1 x 1
2	Black	3023.dat	Plate 1 x 2
1	Dark-Bluish-Gray	3023.dat	Plate 1 x 2
4	Black	48336.dat	Plate 1 x 2 with Handle Type 2
1	Black	3623.dat	Plate 1 x 3
1	Dark-Bluish-Gray	3710.dat	Plate 1 x 4
1	Dark-Red	3666.dat	Plate 1 x 6
5	Black	61409.dat	Slope Brick 18° 2 x 1 x 2/3 Grille
3	Black	50746.dat	Slope Brick 31 1 x 1 x 2/3
1	Trans-Black	50746.dat	Slope Brick 31 1 x 1 x 2/3
2	Black	85984.dat	Slope Brick 31 1 x 2 x 2/3
1	Black	61678.dat	Slope Brick Curved 4 x 1

Qty	Color	Part	Description
1	Black	6541.dat	Technic Brick 1 x 1 with Hole
3	Black	2780.dat	Technic Pin with Friction and Slots
1	Light-Bluish-Gray	98138.dat	Tile 1 x 1 Round with Groove
3	Black	2555.dat	Tile 1 x 1 with Clip
1	Trans-Black	3070b.dat	Tile 1 x 1 with Groove
2	Black	4595.dat	Brick 1 x 2 x 2/3 with Studs on Sides
2	Light-Bluish-Gray	64288.dat	Cone 1 x 1 with Stop
2	Trans-Light-Blue	6141.dat	Plate 1 x 1 Round
2	Black	60470a.dat	Plate 1 x 2 with 2 Clips Horizontal (Open U-Clips)
2	Light-Bluish-Gray	60470a.dat	Plate 1 x 2 with 2 Clips Horizontal (Open U-Clips)
2	Light-Bluish-Gray	2412b.dat	Tile 1 x 2 Grille with Groove
2	Dark-Red	51739.dat	Wing 2 x 4
2	Black	48183.dat	Wing 3 x 4 with 1 x 2 Cutout with Stud Notches



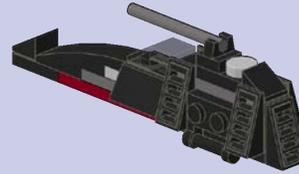
7

-  1x
-  1x
-  1x
-  4x



8

-  1x
-  1x



9

-  1x



10

1

-  1x
-  1x



2

-  1x
-  1x



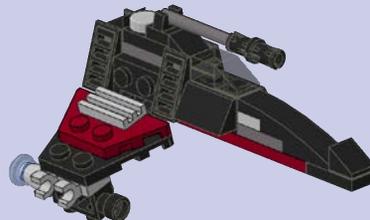
3

-  1x
-  1x



4

-  1x
-  1x



11

1

1x
1x

2

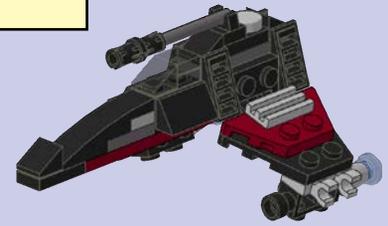
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12

1

1x
1x

2

1x
1x



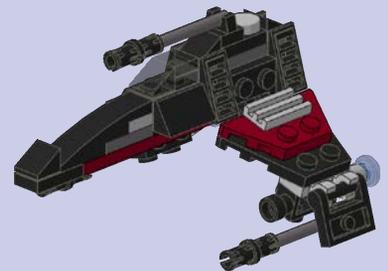
13

1

1x
1x

2

1x
1x





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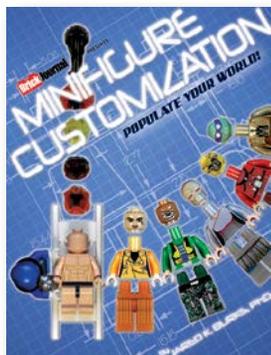
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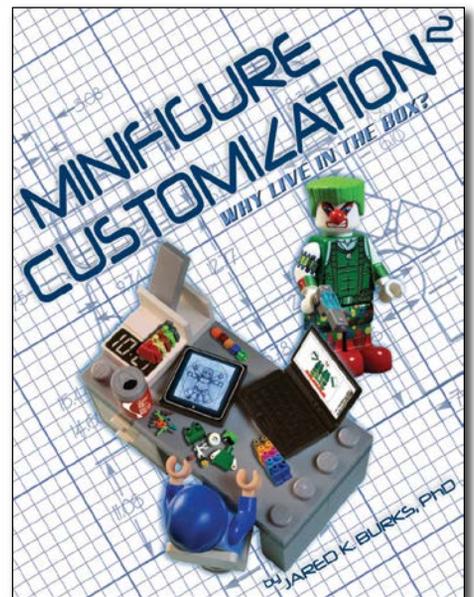
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THE LEGO® BUILD-IT BOOK

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VEHICLES

THE LEGO® BUILD-IT BOOK
MORE AMAZING
VEHICLES

BUILD 10
LEGO
MODELS!

BUILD 10
LEGO
MODELS!

Nathanaël Kuipers
Mattia Zamboni

Nathanaël Kuipers
Mattia Zamboni

Community

Nathanaël Kuipers has been something of a legend in the LEGO® community for building his alternate models. Using a single set, he creates different vehicles from the same pool of parts, using a lot of creative parts use and imagination. He did this initially online (where you can still see his work) and then did a brief stint in *BrickJournal*. From there, he went on to work at the LEGO Group as a set designer in the Technic theme. He has since returned to build alternates, and has authored two books that have just been released by No Starch Press, seen above. Here, he talks to *BrickJournal* about building and authoring the books.

BrickJournal: You have built many alternate models. What got you interested in making these?

Nathanaël Kuipers: As with so many other people, there was a point in my life that I got interested again in those little plastic building blocks after a long break. I considered this a new period in my life, and therefore didn't want to mix my newly obtained sets with the old bricks from my childhood. With just a few new sets to start with, it only made sense to see what else I could build with each one individually. Basically that's how the concept of building alternates started. I really seemed to enjoy the challenge, but over the years also started to see the potential and get a better understanding of the benefits of this whole concept...

When did you meet Mattia Zamboni? How did you start working with him?

In the past few years I have really tried to push this concept further, coming up with more and more alternates. Still, it seemed like only a few could fully understand and appreciate my motivation behind it. Mattia Zamboni was one of them, and got thrilled when he found my models. Imagining that this could be a great theme for a book, he got very excited. In his enthusiasm he started to reverse engineer a few of the models, put his versions in CAD, and created building instructions for a couple.

Looking at the LEGO® Build-it Books

*Interview by Joe Meno
Photography provided
by No Starch Press*



A photo spread and an instruction spread from the LEGO Built-It Book: Amazing Vehicles, Vol.I. Here you can see the clarity of the instructions and photography, which makes the book a joy to look through for the LEGO fan!

Review:

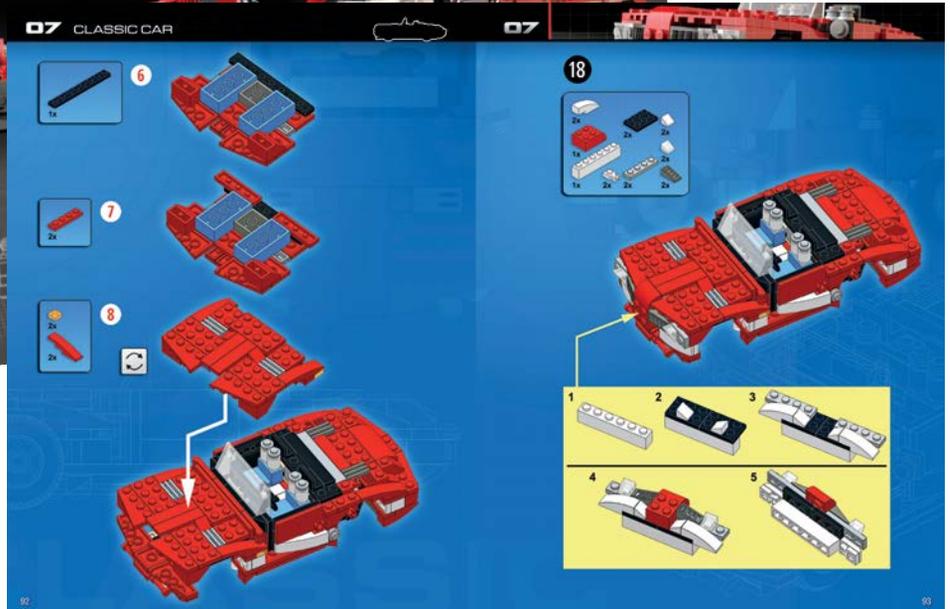
The LEGO Build-it Book: Amazing Vehicles, Vols. 1 and 2
 Authors: Nathanaël Kuipers and Mattias Zamboni
 No Starch Press, \$19.95

There have been instruction books before, but nothing as clear as this set of books. Nathanaël's previous job experience working at the LEGO Group shows in the clarity of the building steps shown on each page. Nothing is left to the reader to figure out, except the techniques he uses to make his vehicles.

Mattias' work can be seen in all of the graphic work in the book. The presentation of each model is done in pages that are clean and beautiful. They set the stage and the desire to build the model in the following pages.

The only flaw in the book is that the set these models are based on is not easy to find. However, the parts list included in the book will help the new builder.

Overall, an outstanding set of books for the budding builder—so when's Vol. 3 coming out?



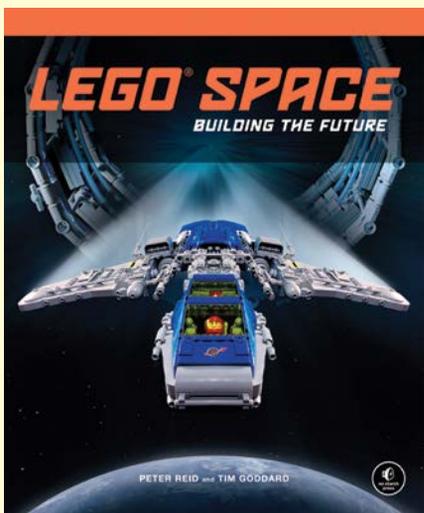
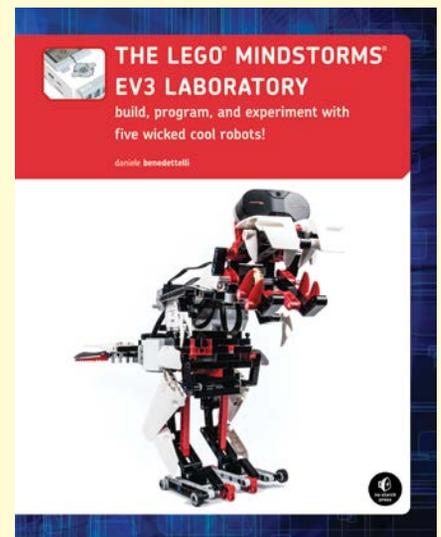
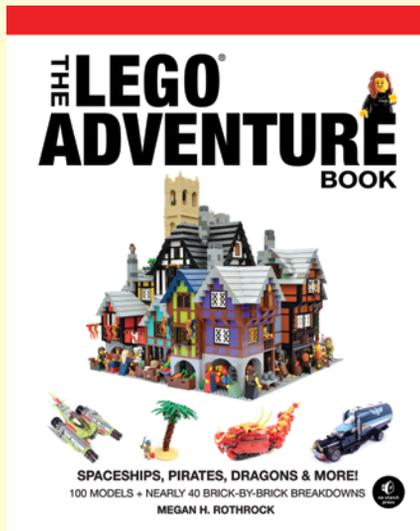
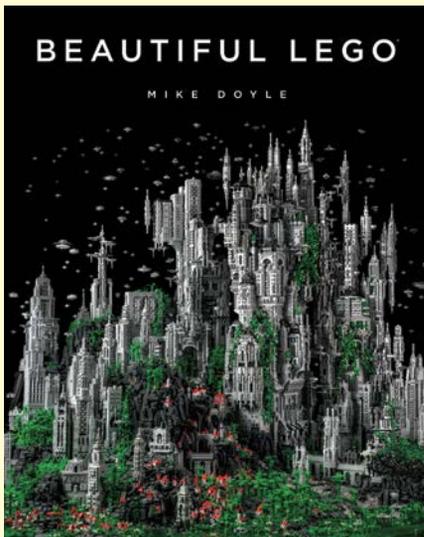
Meanwhile, several other persons suggested me to create a book about my alternates. Although I was convinced about the idea myself and started to work on it, I felt something was missing that didn't do the models justice. It was exactly then, in March 2012, when Mattia contacted me through email, told me his story, and showed me a preview of what he had done so far. I was highly impressed with the material he showed, recognizing immediately his high standards for graphics, which is lacking a bit in my own skills. While the graphics looked fantastic, the construction of the models themselves was not up to my standard, also considering my background as a former LEGO designer. So to me it made only sense to combine our strengths, something that Mattia agreed on. That's basically when things took off...

How long did it take for you to complete your models and choose what would be in the book?

The selection of the models for the book was a delicate process in which I considered several factors. Most important was a nice collection of iconic, differentiated vehicles covering several interesting techniques, from easy to advanced. Meanwhile I had to make sure that material for the planned 2nd volume would be equally as good, if not better than the 1st. I even had to come up with a few more alternates, as not all the ones I had were useful material. Generally speaking I'm quite pleased with the selection of models and how we distributed them between these 2 books.

How long would it take you to create an alternate model, starting from design to instructions?

Creativity is not something you can force; it comes randomly and naturally. But once I get inspired, it can go really fast. Most of the models in the book I created in a few hours. Sometimes I struggled a little, so then it took me a bit longer. Then for each model I needed about a day to re-create a digital version in CAD. Then another day to generate the instructions layout with all the steps. So in average it would take me about 3 days for one of those alternates, but then we're talking about ideal conditions...



More Books by No Starch Press

By press time, No Starch Press will have a few more books for the LEGO fan available. As seen here, the books are diverse, yet are all common in that they spotlight the LEGO community.

For those wanting to build, the second *LEGO Adventure* book (by *BrickJournal* staffer Megan Rothrock) is a book that explores several themes with LEGO builders and constructions. *LEGO Space: Building the Future*, written by Peter Reid and Tim Goddard, can best be described as a science-fiction book using LEGO models to illustrate its text. It also has instructions for some models. Those who are interested in robotics and the new LEGO MINDSTORMS set need to take a look at *The LEGO MINDSTORMS EV3 Laboratory*, written by Daniele Benedettelli. Here, you can learn programming and building by building the five robots included in the book.

Last but certainly not least, *Beautiful LEGO*, by Mike Doyle, is a coffee-table book of LEGO building by some of the best builders in the community. If you want to see some truly astonishing models, this is the book to get!

BrickJournal will have reviews of these books on its website—watch for them!

Sometimes I wasn't so happy with the building process of the model or the structure, so then I had to go back and try to figure out if the model could be designed and built differently. This is particularly tricky with alternates, because you only have a certain parts palette to work with. Therefore, in the end, some models turned out better than others.

Which model in Book 1 are you most proud of?

This I find a very difficult question to answer. What I like is that everybody seems to have his or her favorite(s), which proves to me that all these models meet a similar standard. Furthermore I think that all of them have something unique that makes them interesting. Personally I would say that in general the models got better over time; the more I got familiar with the inventory the easier it became to design a well constructed model. However, to come up with new, interesting models got increasingly tougher, because there are only so many iconic vehicles you can do, especially with limited pieces. Considering this factor, I'm quite pleased with how the rescue truck turned out, because it is rather big and good looking. It's also a nice example how to maximize the surface area, but still have a decent structure underneath.

And what should we expect in Volume 2?

In a nutshell, same concept, different models. Because this volume pretty much closes our story on wheeled vehicles, instead of another section on building tricks, there will be some advice on things to consider when you create your own vehicles. For example what defines the shape, proportions and ultimately character of your designs. But the biggest chunk of the book consists again on how to build 10 different, iconic models with step-by-step instructions. I'm particularly excited about this volume, because I think we've slightly upgraded it compared to volume 1. And besides, this second book contains quite a few of my personal favorites... 

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Here Come the LEGO Zoids!

Article by Joe Meno

Photography by Sage Clouston and Kyle Peckham.



Storm Swords by Sage Clouston.

Sage Clouston (<SAGE> on flickr) and Kyle Peckham (Kyle Peckham or kpstormie online) are high school students that have been building online LEGO models of a specific fan theme: Zoids robots. The Zoids are Japanese-created science-fiction robots that are loosely based on animals, both present day and prehistoric. Sage's models were first seen at Brickfair VA 2013, and Kyle's were displayed at a competition in Burlington, NC. Here, BrickJournal talks to both of them about their building and their theme.

BrickJournal: When did you start LEGO building?

Kyle Peckham: I first got into LEGO building back in late 2007 and early 2008. I had always had a basic tub of bricks (and a few Bionicle sets), but never showed much interest until I got to help a friend build a Star Wars battle pack in early 2008. From then on I was hooked. I started to save money in order to buy the new Star Wars sets that were out at the time. I had been involved in my elementary school's LEGO Robotics team for two years, but after I left elementary school I found myself almost at a "dark age." It wasn't until I discovered MOCpages that I got back into building. I first got involved in the online community by posting minifigures on LEGO's Star Wars gallery in 2008, and once I outgrew that, I joined MOCpages in late January of 2011. I joined Flickr a year later and since then it has become the site where I post most of my builds.

Sage Clouston: Well, I've played with construction sets all my life but I didn't get into playing with LEGO until I was 6 or 7. I didn't start building seriously with LEGO until I was 11 or 12, around the same time I started to discover the online LEGO community.

What inspired you to build Zoids?

KP: I first was inspired to build LEGO Zoids after re-watching episodes from one of my all-time favorite animes called "Zoids New Century." I was always a fan of the model sets, but I could never afford them. I had seen many LEGO Zoids models before I started building them, but there wasn't as many of them as there are now. It wasn't until I saw Apocalust (<http://www.flickr.com/photos/apocalust/>) build a microscale Zoid that I was interested in making them in LEGO. His versions were so small, yet they had an incredible sense of motion to them. I replicated one of his builds and I found a theme I enjoyed.



SC: Other builders online mostly. Probably the first Zoid builder I discovered was Kyle Peckham on Flickr who's creations really reminded me of when I used to play a Zoid video game when I was young and his creations really made me interested in looking into the LEGO Zoids community. Shortly after that I found Kyoupon's Zoids on Brickshelf which made me really want to start building my own Zoids and so I did!

How do you build a Zoid? Do you use a reference model, or photos, or do you make drawings?

KP: I build Zoids mainly by using pictures of the actual Zoids model kits, using pictures or clips from the anime, or by using fan-drawn art. All have different takes on the same thing. Where the model kits are more technical (where I draw most of the detail from), the clips from the anime show how a Zoid moves (these show how I can build the joints to replicate the movement in them).

SC: First I like to find a Zoid that I want to build, that idea can come from anywhere and mostly I just surf through the Zoids Wiki until I find something I like. Next I like to find some pictures from that Zoid's HMM model kit, HMM is Zoid's current model kit range and the models tend to be really detailed which helps in the building process. After I've found some pictures then I just start to build and I tend not to think really hard about it, I just work on it until I'm happy with it. Another thing I really look out for when building a Zoid is scale, I always try and make my Zoids scale well together so they look good as a group!

Which is your favorite?

KP: My favorite build out of all the ones I currently have is a close tie between two of them. I love the Blade Liger (clearly replicating the red one seen in New Century), but my Command Wolf's simplicity reminds me of the wind-up model kit.

SC: Hmm, that's a tough one, I tend not to pick favorites but I'd probably have to pick Iron Kong. Because building him was really fun and like how the articulation came out and how the pose is just right!



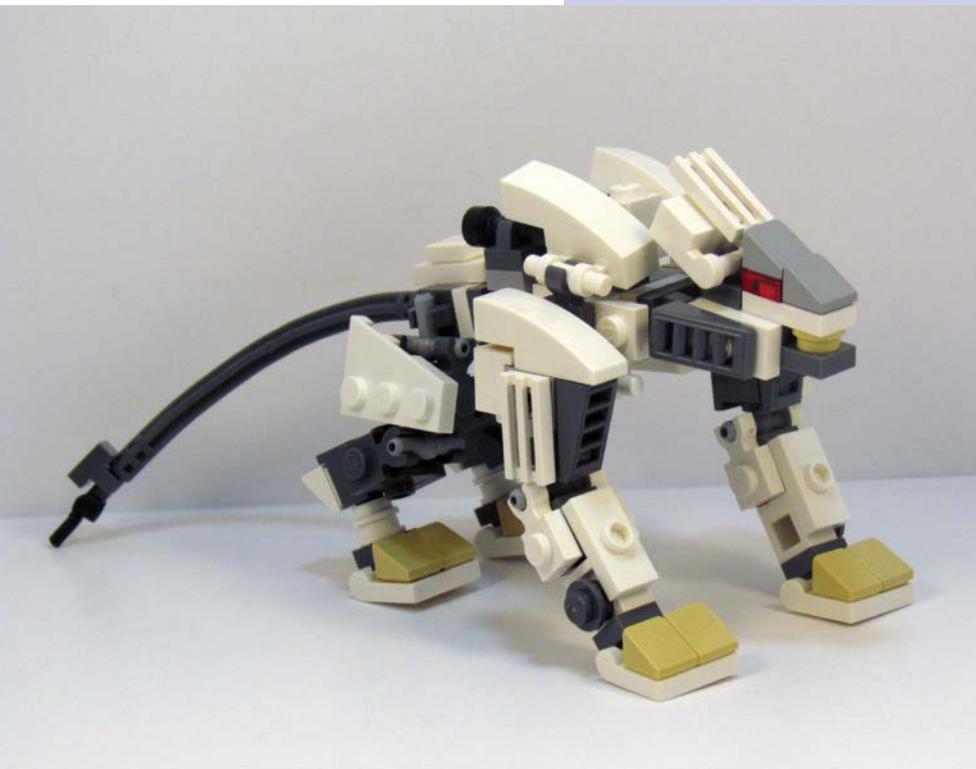
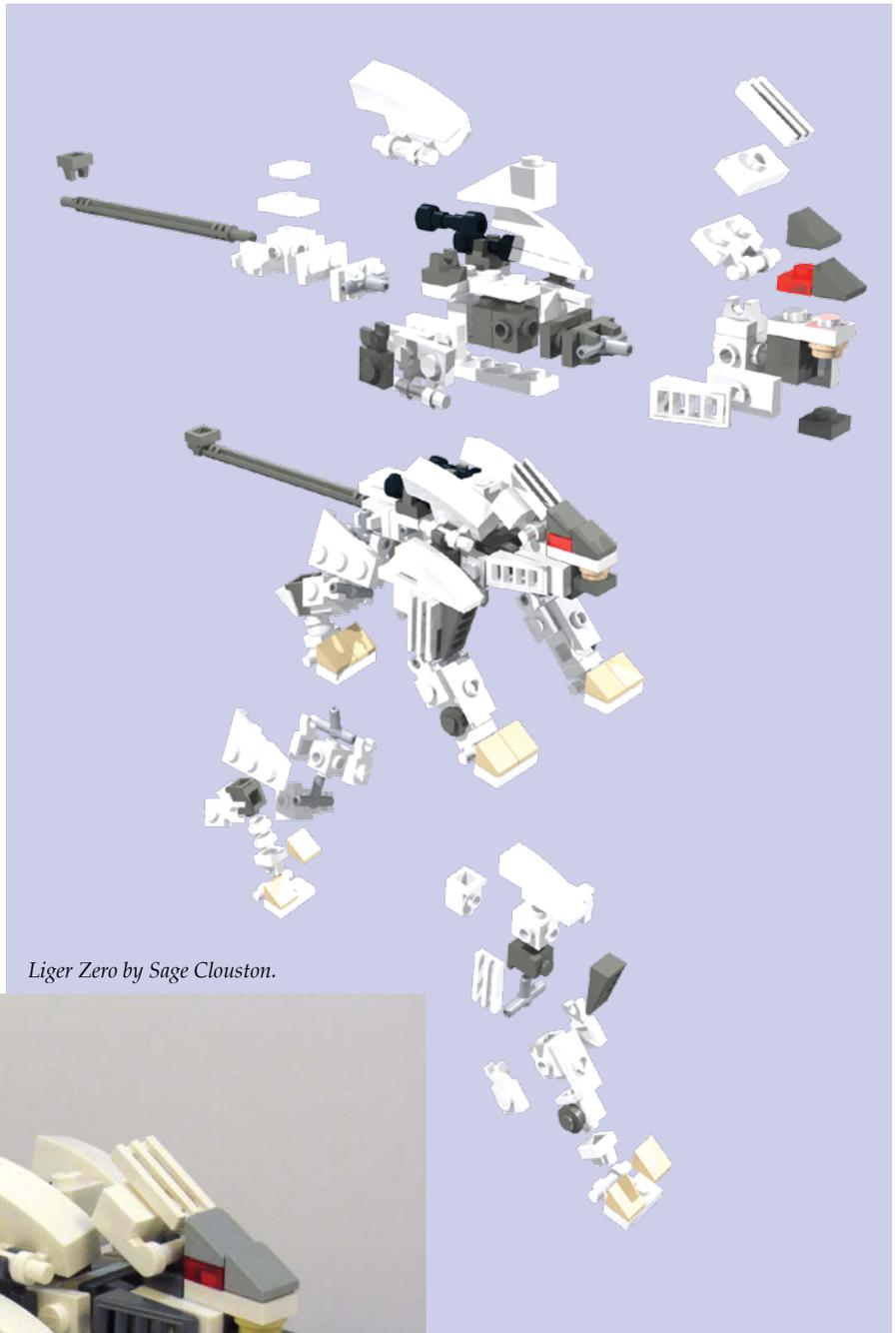
Blade Liger by Kyle Peckham.



Cannon Tortoise by Sage Clouston.



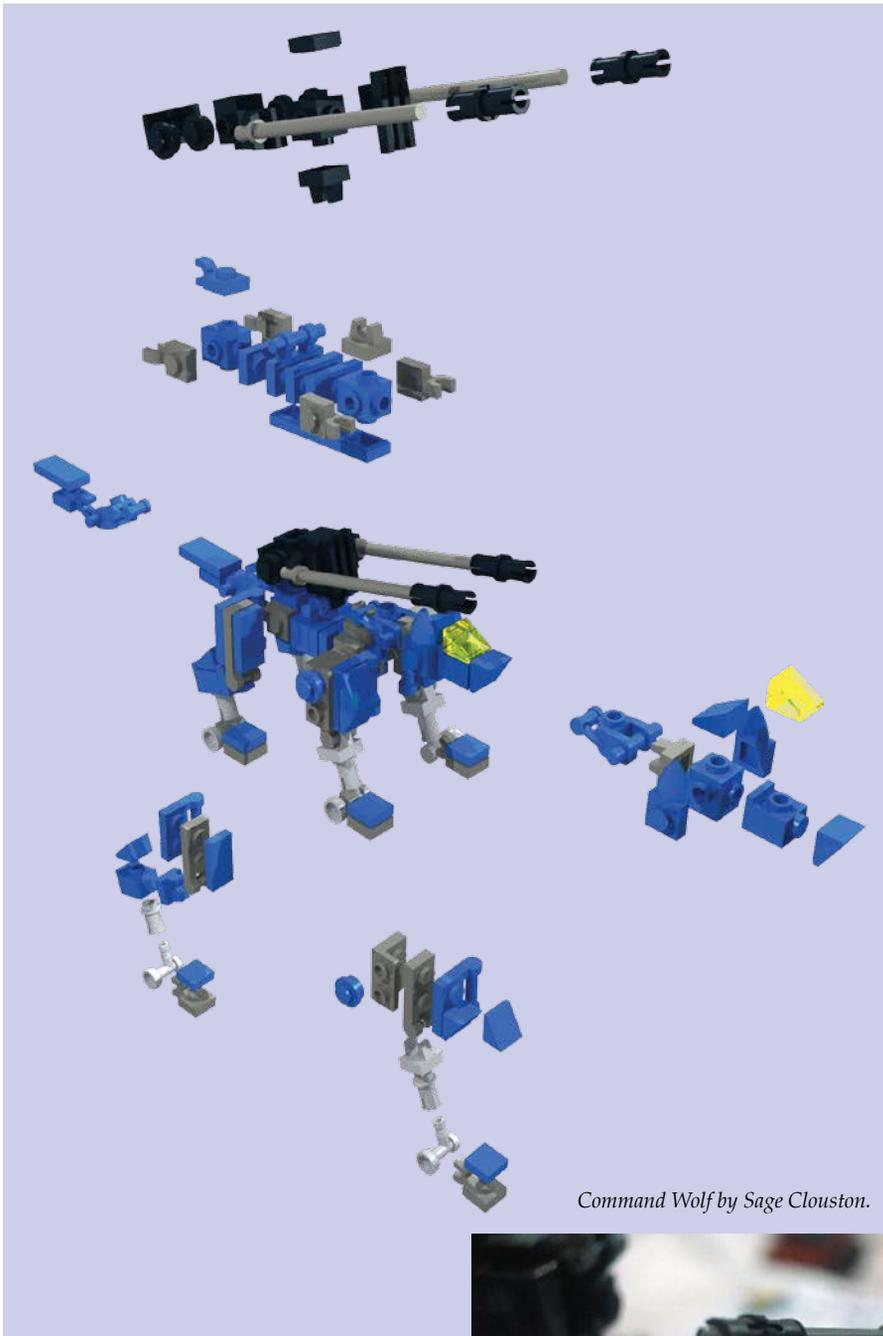
Liger Zero by Sage Clouston.



Which was your hardest?

KP: The hardest one to build for me was the Dibison. I never had a frame for it that worked, so it took a lot of trial-and-error to get it right. I decided to revamp it with some aftermarket pieces (mainly more accurate horns courtesy of Brickwarriors) and it essentially doubled in size. Although it was one of my more challenging builds, I enjoyed the time designing it.

SC: I'd probably have to say Gojulas was the hardest. He was so much bigger than the Zoids I did in the past and it was really difficult to keep in the right scale while still making him as detailed as possible and keeping him structurally sound.



Command Wolf by Sage Clouston.



Command Wolf by Kyle Peckham.

What else do you like building?

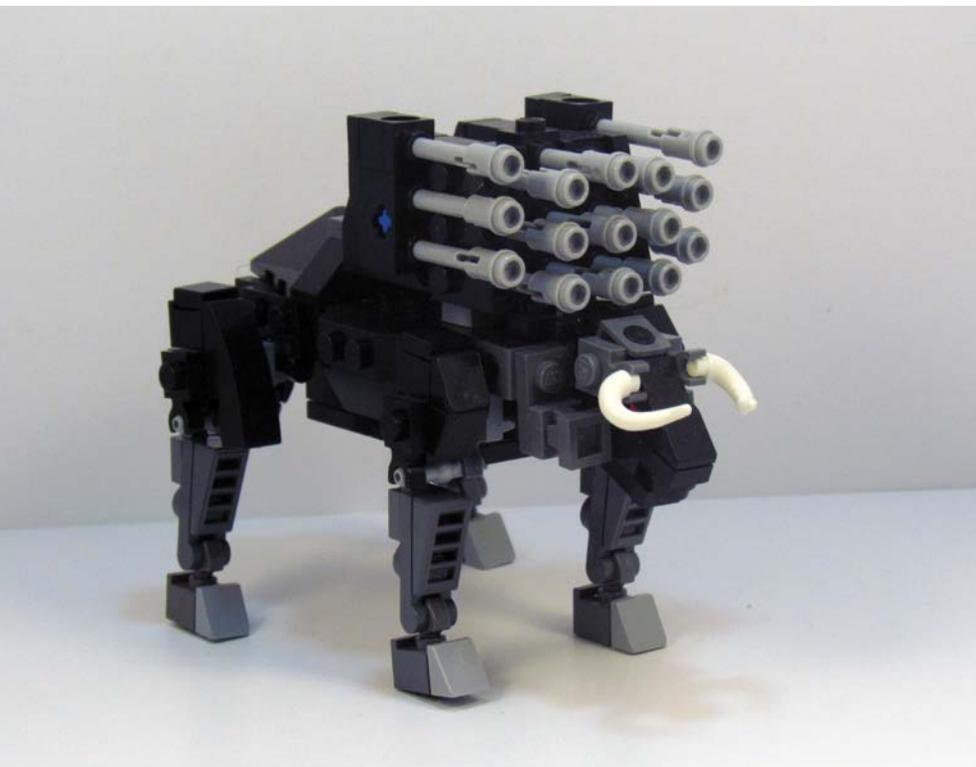
KP: I enjoy building anything from Technic builds (Bionicle/Hero Factory) to custom minifigures. One of the things I mainly enjoy building are mecha. I don't really have a specific build style, but I've taken a lot of joy in building my mechs.

SC: Really anything that I find interesting or that would make a cool build. Most recently though I've been trying out the world of Bionicle builds just for something different than system building. I try to not stick with one theme for too long or else I find myself bored and out of ideas.





Iron Kong by Sage Clouston.



Dibison by Sage Clouston.

What inspires you to build?

KP: Seeing the work of other mecha builders inspires me to build (Zoids at least). I'm quite involved in a few Bionicle groups (even if I don't build many Bionicle figures) and members of those groups always have something they are working on and trying to make better. This enthusiasm is what makes me build.

SC: don't really know honestly, I guess just the fact that its something I'm good at and I find it enjoyable is enough to keep going. Ever since I've started building I haven't stopped and I don't really see of any reason to stop now or in the future.

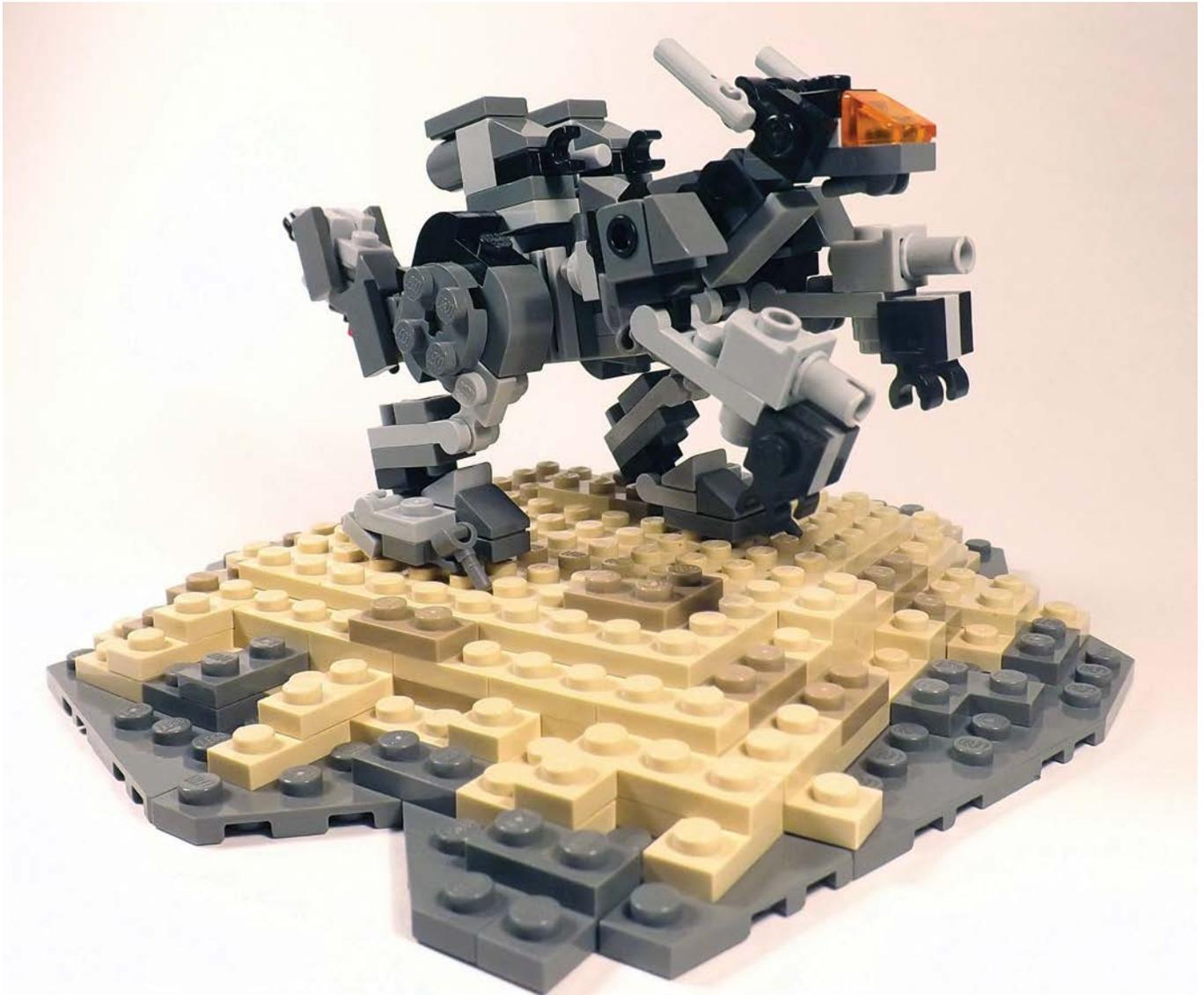
What are you planning to build in the future?

KP: I am actually planning on building more Zoids in the future, but unfortunately my wallet catches up to me! The Zoids use a lot of parts for something so small and can get a little expensive, but the reward of a finished build is great. I'm currently trying to figure out how to build a Raynos (which would require a massive amount of old teal bricks) or a Red Horn.

SC: I try not to plan too far ahead since most of my plans end up failing due lack of interest or just lack of time. But something Zoids related that I always wanted to build would be a Hover Cargo. Since I think it would be really cool to have a huge vehicle to load my Zoids into just like in the anime but that'd definitely be a huge project. Something a bit more realistic would be to build a Ultrasaurus but that's still a pretty large project!

How did you guys start working on the Zoids together? Was it a collaborative process or a slightly competitive process—a process where both of you shared building ideas online and combined methods, or a process where each person improved the others work (sort of one-upping each other)?

KP: I started building Zoids before Sage did, but we started working together on them once we both shared a common interest to build as many of the canon Zoids as possible. We gave each other criticism and advice on every build, so it's been a team effort. It wasn't so much "one upping" each other, mainly just the drive to see who could make more Zoids. Sage won that round! We both worked off of each other's designs and more



Gun Sniper by Kyle Peckham.

and more Zoids were built. Sage used my Liger design (which was actually an Apocalust design) in order to build his Command Wolf, and in return, I used Sage's Command Wolf to revamp my version. The process was slightly competitive, but the outcome wasn't—it ended up more like a collaborative project. This actually led to the creation of the LEGO Zoids group on Flickr (<http://www.flickr.com/groups/LEGOzoids>) and our goal to jump-start a Zoids theme of building that was mainstream. We both agree that essentially all mecha animals are Zoids, so there are a lot in the group that aren't built as Zoids but fit the theme perfectly anyway. It's been a great way to share the theme with the community and to really get the word out. While the theme is still under the radar, it's becoming more of a popular thing to build now. That really makes us happy! 🍷

Gojulas by Sage Clouston.



Community

Our Big Summer Project!

Female members of PennLUG gathered to build a museum display. The Result: Beauty in Bricks.





KC Ross (right), Kirsten Myers (center), and Nicki Toizer pose with their model.

Article by Michelle Stem

Photography provided by Gary Blatt

What do you get when you add together 200 pounds of LEGO® bricks, 80+ hours and 3 women?

A LEGO version of the Memorial Hall that was displayed in the *actual* Memorial Hall, also known as the Please Touch Museum in Philadelphia!

The inspiration for this remarkable creation came during the January 2013 PennLUG (Pennsylvania LEGO Users Group) Meeting. Members were asked if they had any display ideas. Kirsten Myers, a member of PennLUG since 2012, came up with the idea of displaying at the Please Touch Museum since she had recently visited here. Kirsten states, "I recalled wall after wall of display cases throughout the museum full of toys. After contacting the museum, they were all over the idea of not just a display but an entire weekend dedicated to 'The Brick.' They were dead set on a model of the iconic Memorial Hall as a focal point for the Event. After discussing the prospect of this build and encouraged by the members of PennLUG, I spearheaded the project."

Kirsten soon realized that she would need some extra help in achieving her goal, and reached out to the club for some extra

help. She found herself with two new recruits, Nicki Toizer and KC Ross, who jumped in to share their LEGO expertise in this unique experience.

"I found the reception towards other LEGO enthusiasts overwhelming. I was especially glad the club had two other active female members," Kirsten states.

This was not an easy project, and it took a lot of both time and effort in order to achieve their goal. "It took 2.5 months to coordinate an event plan, research parts, plan the build and order the necessary parts, followed by 3 more months of stressing, recalculating and second guessing the decision to attempt this while I waited for the parts to arrive. On June 13th, 250 pounds of LEGO arrived on my doorstep and I started to build."

KC, who discovered her love of LEGO in 1980, was very excited about the project, stating, "Why wouldn't I agree to this project? It is during the summer, when I have time to build!" As for the collaborative effort, KC states that this particular project had something unique: "The whole PennLUG club is always a collaborative, and I have done several things where each person brings something, and we make a scene out of the parts. This is the first time I have worked with other people to make one large single building."



Some of the details of the model can be seen here.



Nicki's love of LEGO started back when she was a child, "I had LEGO as a kid, building mostly space MOCs and a little bit of castle at that time. But in terms of 'serious' building as an adult, I've only been into it for the past 3 years or so. And I tend to build small-scale, Star Wars®-related scenes." Due to her history with LEGO, this project was something new for Nicki as well, "I have never helped on a build this large before. I prefer to build on a smaller scale and rarely construct buildings out of LEGO. This was a lot of fun, especially when I realized that only the women of the club were involved – and that's only 3 of us!"

Between the three women, they found out that they were able to use their common interests and coordination skills to be able to work together and get the job done. The women really pulled together and were able to work as a team. "KC focused her attention to the statues on the top of the building and Nicki was able to replicate parts I had built one of where I needed 3 more. KC also contributed to some major components of the structure itself but you can see the artistry in the details of her statuettes. This is nothing short of a collaborative work which would not have been possible without any one of us," says Kirsten.

As with every great project, hardships and frustrations can occur, as Kirsten states, "A few days before I placed the order and committed to doing this project I was at the local LEGO store complaining to an employee that I might call it off." The employee then offered her some encouragement that ultimately kept her going, "There is no shame in having tried something and failing, only in having never tried." Despite



it all, Nicki clarifies that she “never doubted we would get it done in time.” Despite those difficult times and frustrations, they were able to produce and complete one amazing structure.

Afterwards, these three women who had never completed something like this before, worked together and were able to make a LEGO Memorial Hall. Their project was on display from August 10th -11th 2013, along with a free LEGO play area for the children who were visiting the museum to enjoy. The ladies also offered LEGO flowers for the children to be able to add on the “grass” on the project.

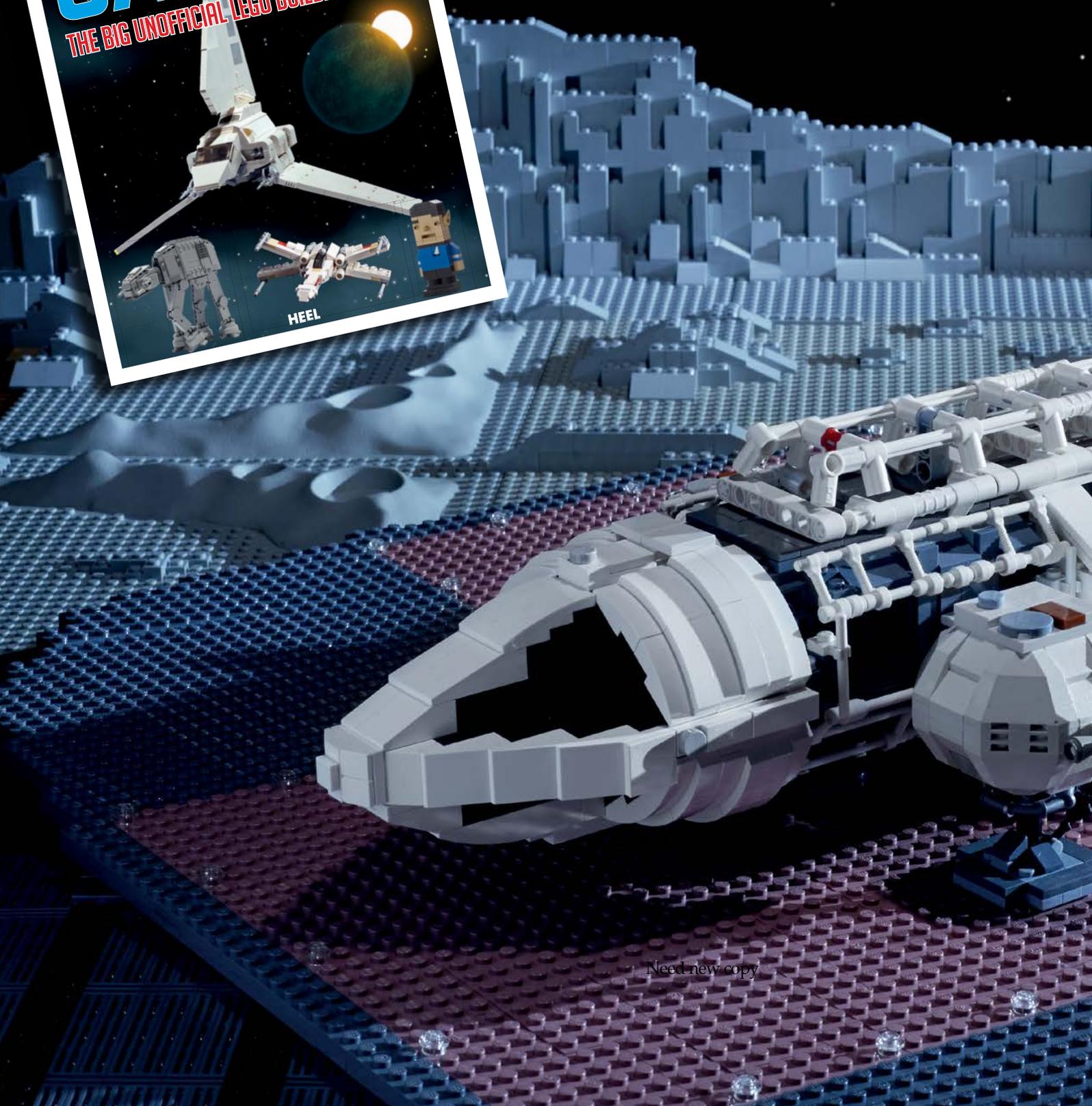
This upcoming April, the structure will be on display at the Philly Brick Fest for everyone to view and the women will be able to further discuss their experience with the project.

What did the women get from all of their efforts besides a sense of pride in their efforts? KC states that she “learned a few new, unconventional ways to connect certain parts,” while Nicki “just enjoyed the social interaction of building with others on a common project.”

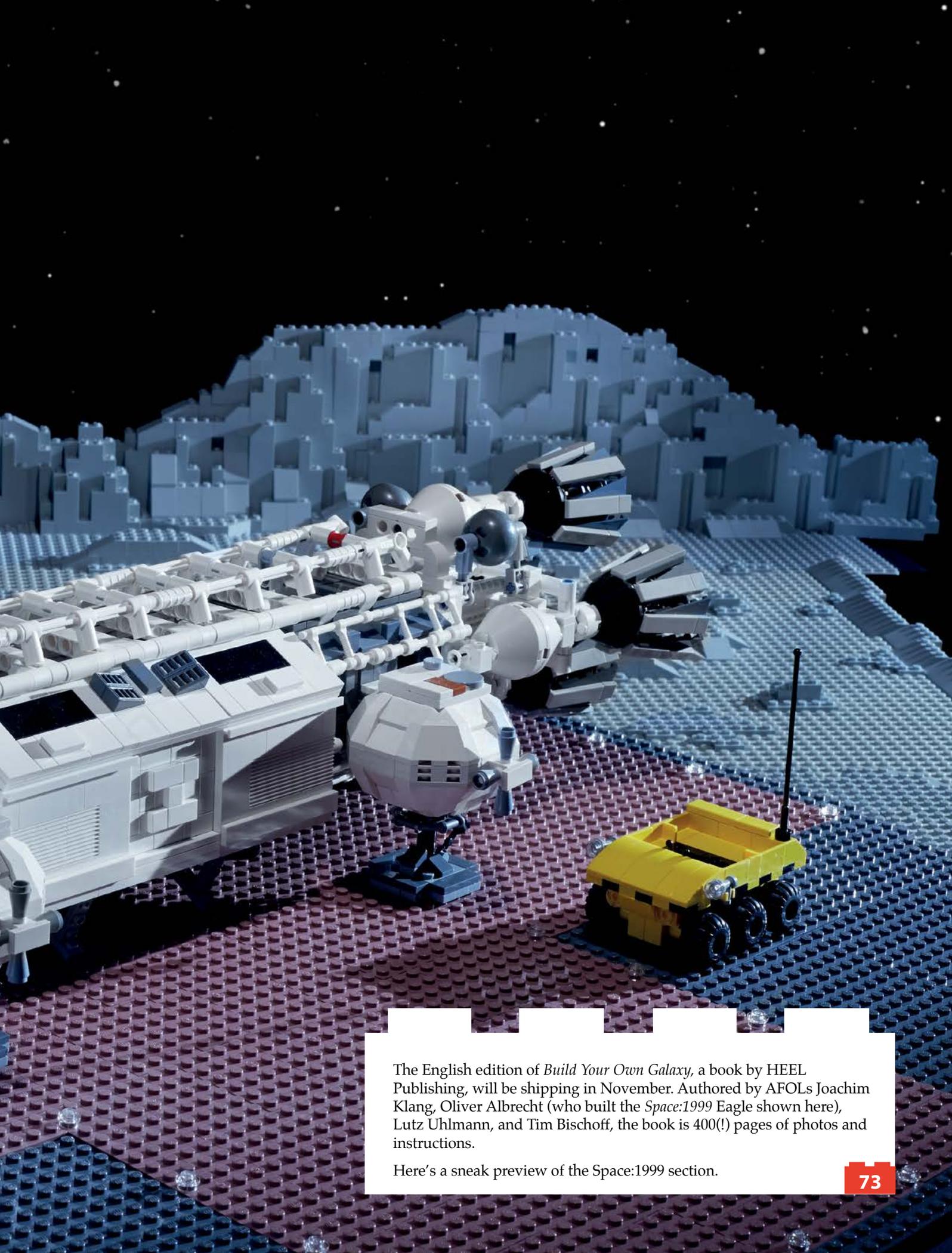
Although it was a group effort, Nicki wanted to point out that “Kirsten really shouldered the vast majority of the work. She had to figure out which parts to order (and how many); how to pay for it; and design the build. KC and I just swooped in to help actually build it. The kudos go to Kirsten... and for her first big build, she deserves a lot of kudos! I could not have done this on my own.” 📌



Sneak Preview



Need new copy



The English edition of *Build Your Own Galaxy*, a book by HEEL Publishing, will be shipping in November. Authored by AFOLs Joachim Klang, Oliver Albrecht (who built the *Space:1999* Eagle shown here), Lutz Uhlmann, and Tim Bischoff, the book is 400(!) pages of photos and instructions.

Here's a sneak preview of the Space:1999 section.



Here are some more samples of the photography and instructions in the book. Other models and instructions come from *Star Wars*, *Star Trek*, *Battlestar Galactica*, and a German science-fiction TV series, *Raumschiff Orion*.

Models are in three scales: LEGO Game System, minifigure scale, and "Brick Head" scale, which can be seen on the cover with the Spock figure.

A German edition of this book, *Bau Dir Deine Galaxie: Das Grosse LEGO Buch*, has already been released. Both paperback books are available through Amazon.com. 

(English Edition) *BUILD YOUR OWN GALAXY THE BIG UNOFFICIAL LEGO BUILDER'S BOOK*
 Authors: Joachim Klang • Oliver Albrecht • Lutz Uhlmann • Tim Bischoff

400 pages, 10 ¼ x 8 ¼ inches, Paperback

ISBN 978-3-86852-777-3

List Price: 29.99 USD

Date of Publication: November 2013
 HEEL Verlag GmbH

Ordering Information:
sales@accdistribution.com

(German Edition) *BAU DIR DEINE GALAXY DAS GROSSE LEGO BUCH*

Autoren: Joachim Klang • Oliver Albrecht • Lutz Uhlmann • Tim Bischoff

400 Seiten, 210 x 260 mm, Paperback

ISBN 978-3-86852-778-0

List Price: 19.99 EUR

Date of Publication: October 2013
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Ordering Information: www.heel-verlag.de



*From the LEGO
Idea House:*

Dagny Holm doing what she did best.

Educated as a classical sculptor, Dagny Holm lived and worked for many years in Copenhagen with her husband Gustav Jensen. In 1961 Dagny Holm, now a widow, decided to move to Billund where she was hired by her cousin Godtfred Kirk Christiansen to work for the LEGO Group. Dagny Holm was no stranger to the LEGO Group. From various vacations visiting the Kirk Kristiansen family in Billund and also from a three-month stint as an LEGO employee in 1936, she knew the town and the company. A lot had changed though, during the 25 years Dagny had spent away from the company. In 1936 she had designed various toys made of wood which, back then, was the material of choice. In 1961 she returned to a much bigger company, now with the sole purpose of producing construction toys made of plastic, LEGO® bricks.

Systematic Model Building

Though she had an artistic background, Dagny Holm needed some time to get accustomed with the new hard plastic bricks which was very different from the materials she usually worked with such as clay. But Dagny proved to have a natural talent for model building. She soon discovered the endless possibilities of LEGO bricks and in the process she revolutionized model building with new artistic ways of combining the bricks. Her talent for building beautiful creations earned her the task of creating scale models for the first LEGOLand Park, which opened in Billund in 1968. It was Dagny and her team who developed and systematized model building for the family park, creating various scale models depicting everything from famous real life buildings to castles and animals, which together with amusements made up the LEGOLand Park.

Dagny Holm

Dagny Holm, a niece of LEGO founder Ole Kirk Kristiansen, became the epitome of LEGO® model building in the 1960s, 1970s and most of the 1980s.

*Article by Kristian Hauge
Photography provided by the
LEGO Group*

Today, Dagny Holm's legacy of model building can still be seen all over the world in LEGOLand Parks, Brand Retail Stores, LEGO Discovery Centers and LEGO Imagination Centers.

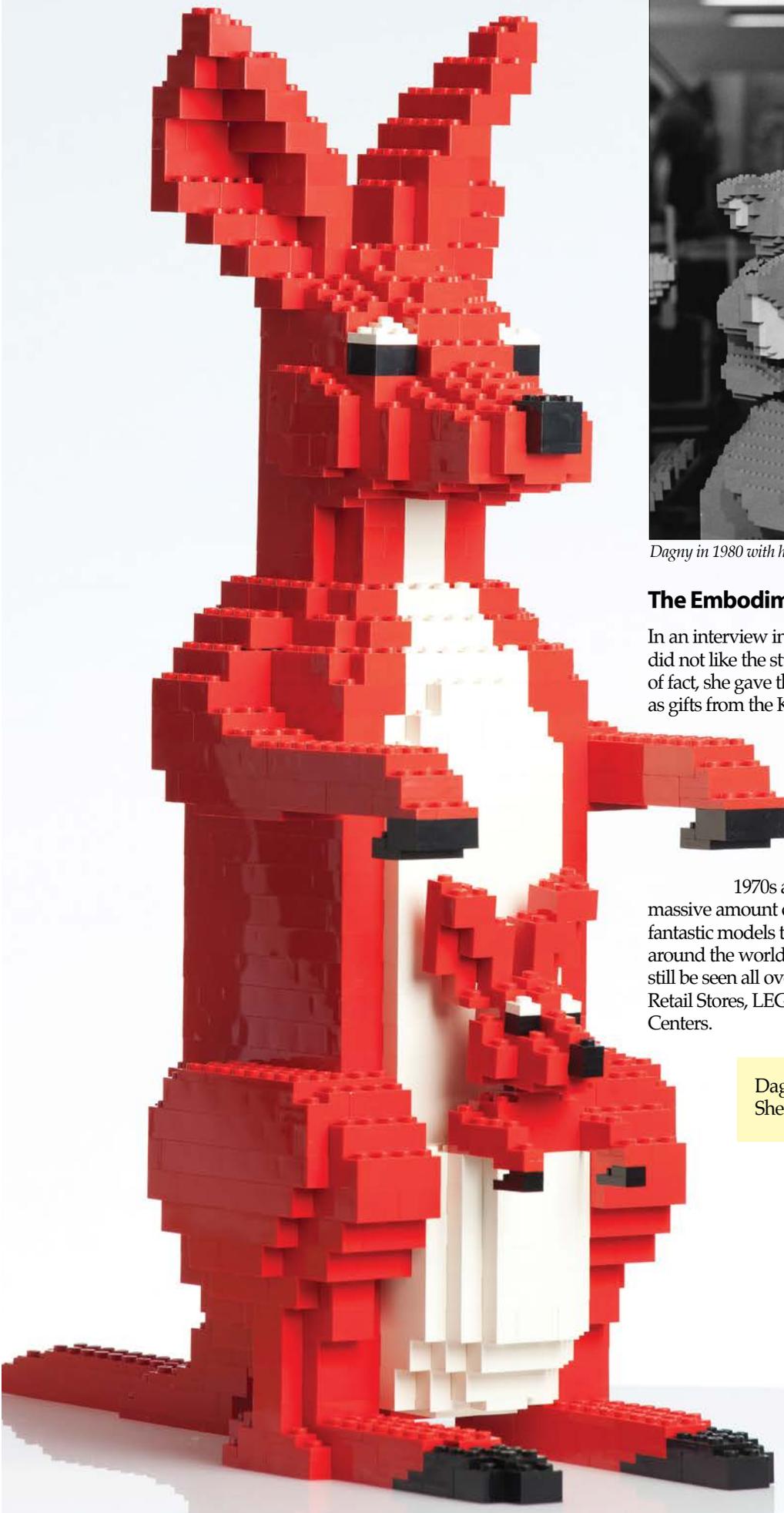


Dagny and her team had a very meticulous approach when it came to building the models of real life buildings. They relied heavily on photos of the buildings to be able to create a copy worthy of the original. On occasion the team even traveled onsite to take a closer look at the buildings they wanted to create.

*Above and Below:
Examples of Dagny Holm creations.*

Dagny was also the creator of another iconic piece in LEGOLand Billund. In 1967 she was asked to build a LEGO Train to carry visitors around the Tivoli Gardens in Copenhagen; in November that year the train was invited to be a part of Macy's Thanksgiving Day Parade in New York. In 1968 when LEGOLand Billund opened, it was an obvious choice to install rails and let the train carry visitors around the park, a task it continues to do to this day.





Dagny in 1980 with her model of two koala bears.

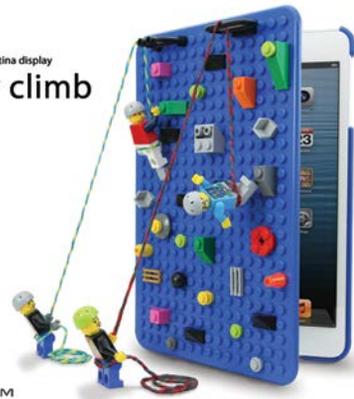
The Embodiment of Creative Model building

In an interview in 1985 Dagny Holm mentioned that at first she did not like the sturdy and shapeless bricks and that, as a matter of fact, she gave the LEGO boxes away whenever she got them as gifts from the Kirk Kristiansen family. For the same reason her initial thought was to decline when she was offered a job at the factory in 1961. Despite her reluctance towards the LEGO brick, Dagny Holm came to love the bricks and their many possibilities and she excelled to become the embodiment of model building. Through the 1960s, 1970s and 1980s Dagny and her team created a massive amount of impressive creations. Her creativity brought fantastic models that inspired thousands of LEGO builders around the world. Today, her legacy of model building can still be seen all over the world in LEGOLand Parks, Brand Retail Stores, LEGO Discovery Centers and LEGO Imagination Centers.

Dagny Holm retired in 1986 at the age of 70. She died on March 1, 2004.

Community Ads

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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.

"Greg just gets it right: the situations, the ongoing storylines, the characterizations, the understated but gut-busting payoffs... Fans of the Lad are fans for life!"

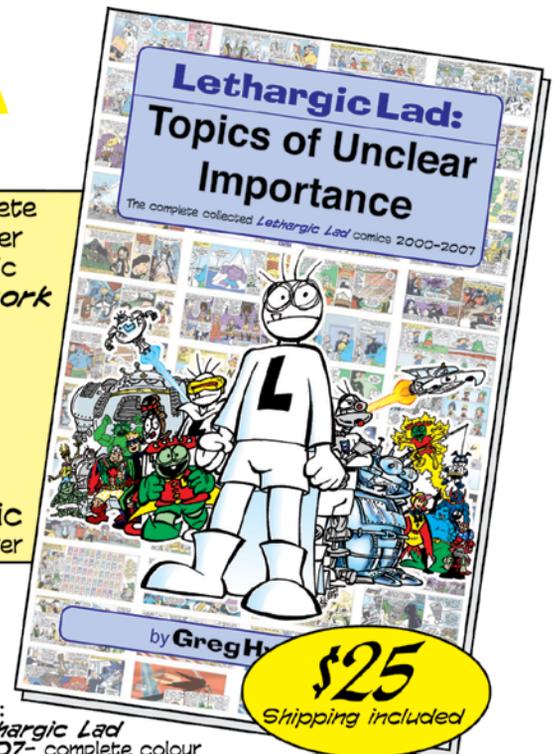
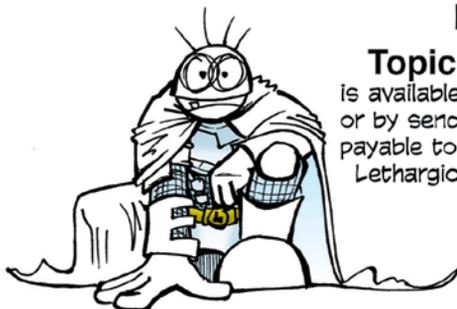
-John Kovalic
 Dork Tower

Lethargic Lad:

Topics of Unclear Importance

is available exclusively at www.lethargiclad.com or by sending check or money order made payable to "Greg Hyland" to:

Lethargic Lad: Topics of Unclear Importance
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 Canada
 L8L 5H5



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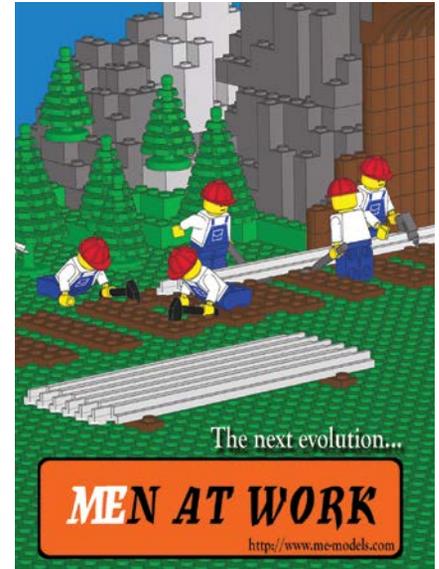
Some of the goofiest things happen at conventions. In this case it was Brickcon, over at Seattle. The second person from the left is Todd Kubo, who should be in this issue for his model of Gamera. He didn't tell me about it though, so it'll be in a later issue. He's the West Coast Editor of *BrickJournal*. Beside him to the right is Heidi Lovette, who is one of the senior volunteers at the event. We all won these in the random drawings...but not in the right order.

Todd won the *Prince of Persia* set at the Saturday night meeting and I was beside him as he was looking at the other sets up for the drawing, and he saw the Dino set. "Wow, that's a nice set," he blurted. I replied, "If I win it, we'll talk." As luck would have it, I won the Dino set! So we traded, as I never bought the *Prince of Persia* set.

At that point, Heidi sent a text from the stage asking if the table where we were was a winning table... then she won the Mining set 15 minutes later! We met up at the end of the meeting and I traded her for the Miner set!

And the guy on the very left? That's Wayne Hussey, the Event Coordinator. He won too. Great set for a great guy!

Hope you have fun at your events and during the holiday season!

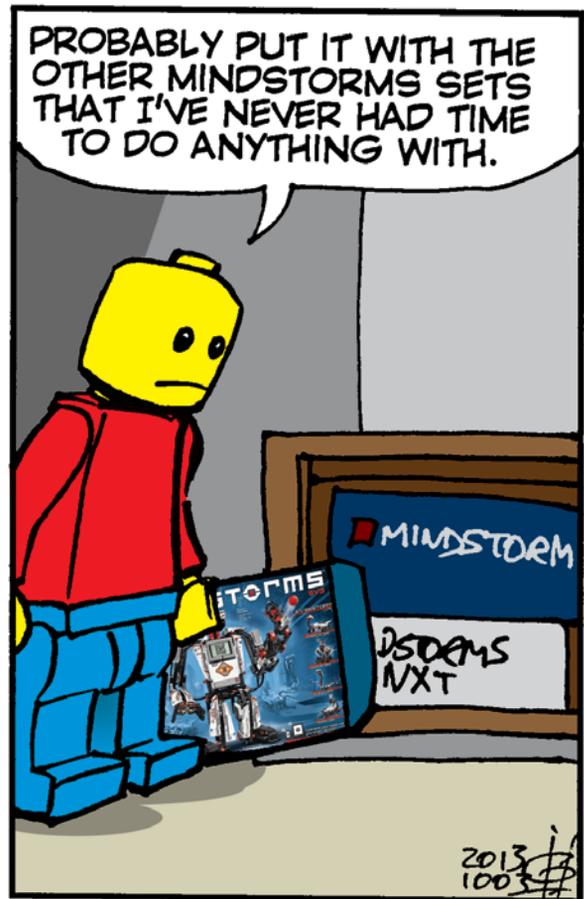
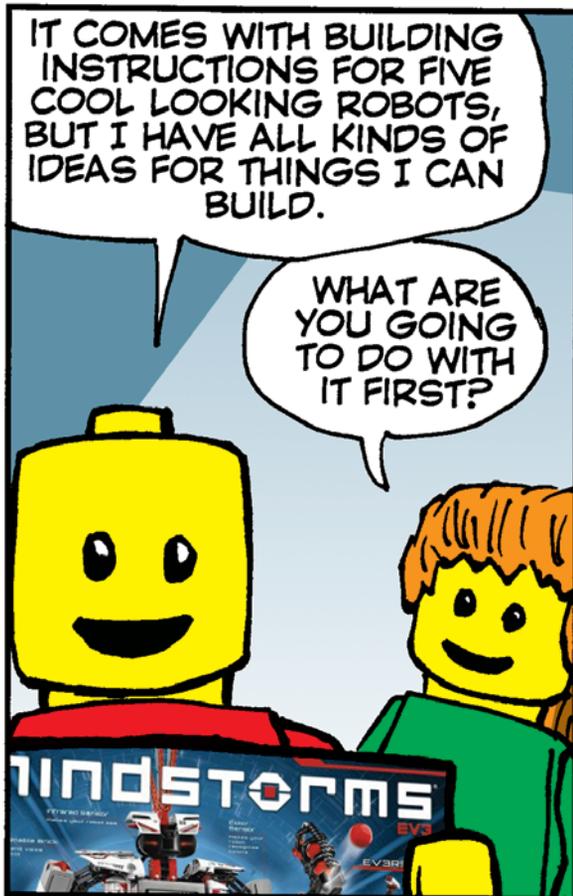
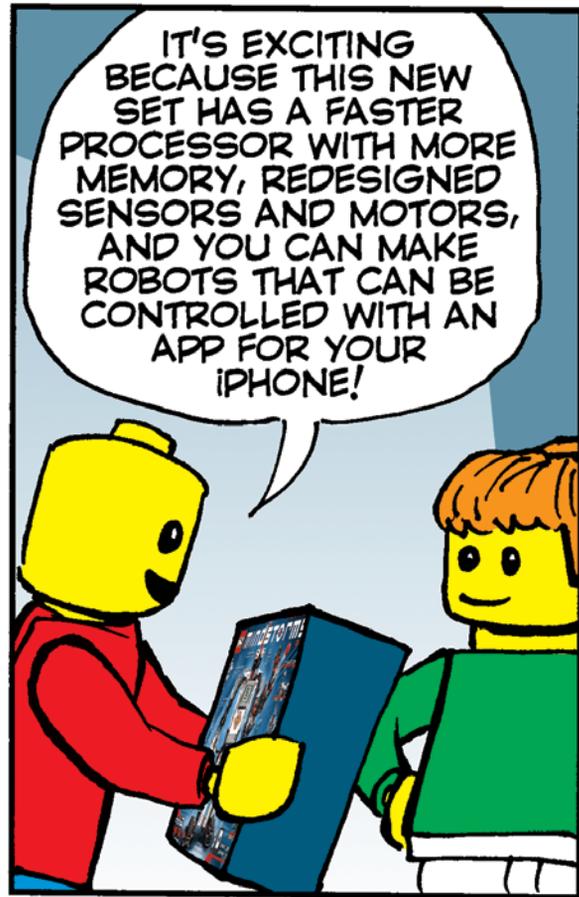


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A photograph of five LEGO minifigures standing in a row against a blue, futuristic background. From left to right: a minifigure with a red helmet and white body, a minifigure with a purple top and black pants, a minifigure with a tan body and a glowing pink lightsaber, a minifigure with a red helmet and white body on a red motorcycle, and a minifigure with a grey body and a grey skirt.

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Brick Journal

people • building • community

THE MAGAZINE FOR LEGO® ENTHUSIASTS OF ALL AGES!



BRICKJOURNAL magazine (edited by Joe Meno) spotlights all aspects of the LEGO® Community, showcasing events, people, and models every issue, with contributions and how-to articles by top builders worldwide and product intros, and more. Available in both FULL-COLOR print and digital editions. Print subscribers get the digital version FREE!

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BRICKJOURNAL #1

The ultimate resource for LEGO enthusiasts of all ages, showcasing events, people, and models! FULL-COLOR #1 features an interview with Certified LEGO Professional NATHAN SAWAYA, car designs by STEPHAN SANDER, step-by-step building instructions and techniques for all skill levels, new set reviews, on-the-scene reports from LEGO community events, and other surprises!

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BRICKJOURNAL #2

This FULL-COLOR issue spotlights blockbuster summer movies, LEGO style! Go behind the scenes for new sets for INDIANA JONES, and see new models, including a MINI FLYING WING and a LEGO CITY, a lifesize IRON MAN, plus how to CUSTOMIZE MINIFIGURES, BUILDING INSTRUCTIONS, a tour of the ONLINE LEGO FACTORY, and lots more!

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DIGITAL SUBSCRIPTIONS: \$23.70 for six digital issues



BRICKJOURNAL #3

Event Reports from BRICKWORLD, FIRST LEGO LEAGUE WORLD FESTIVAL and PIECE OF PEACE (Japan), spotlight on our cover model builder BRYCE MCGLONE, behind the scenes of LEGO BATMAN, LEGO at COMIC-CON INTERNATIONAL, FIRST LEGO LEAGUE WORLD FESTIVAL, plus STEP-BY-STEP BUILDING INSTRUCTIONS, TECHNIQUES, and more!

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BRICKJOURNAL #4

Interviews with LEGO BUILDERS including cover model builder ARTHUR GUGICK, event reports from BRICKFAIR and others, touring the LEGO IDEA HOUSE, plus STEP-BY-STEP BUILDING INSTRUCTIONS and TECHNIQUES for all skill levels, NEW SET REVIEWS, and an extensive report on constructing the Chinese Olympic Village in LEGO!

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BRICKJOURNAL #5

Event report on the MINDSTORMS 10th ANNIVERSARY at LEGO HEADQUARTERS, Pixar's ANGUS MACLANE on LEGO in filmmaking, 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 brickfilmer 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!

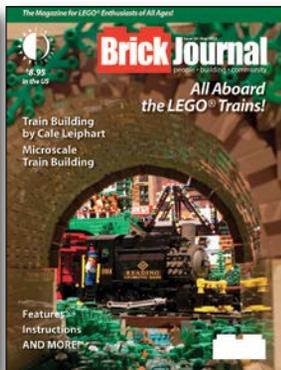
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BRICKJOURNAL #23

STAR WARS issue, with custom creations from a long time ago and far, far away! JACOB CARPENTER's Imperial Star Destroyer, MARK KELSLO'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!

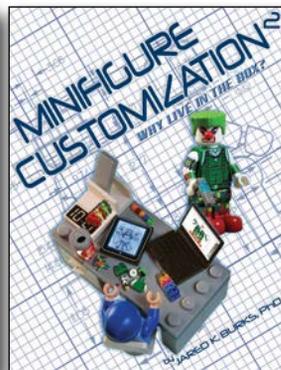
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BRICKJOURNAL #25

MEDIAeval CASTLE BUILDING! Top LEGO® Castle builders present their creations, including BOB CARNEY'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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MINIFIGURE CUSTOMIZATION 2: WHY LIVE IN THE BOX?

JARED K. BURKS' sequel presents more advanced techniques to alter minifigures: virtual customization; designing decals; custom part modification and creation; 3-D printing; painting techniques; lighting with LEDs or EL wire; ideas on displays and digital photography; plus a custom Gallery with tips & tricks.

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