



**BrickFest 2007 Report!**

# Brick

Issue 8 • Summer 2007

# Journal

people • building • community

**All About  
the Market Street:  
Reviews  
Alternate Builds  
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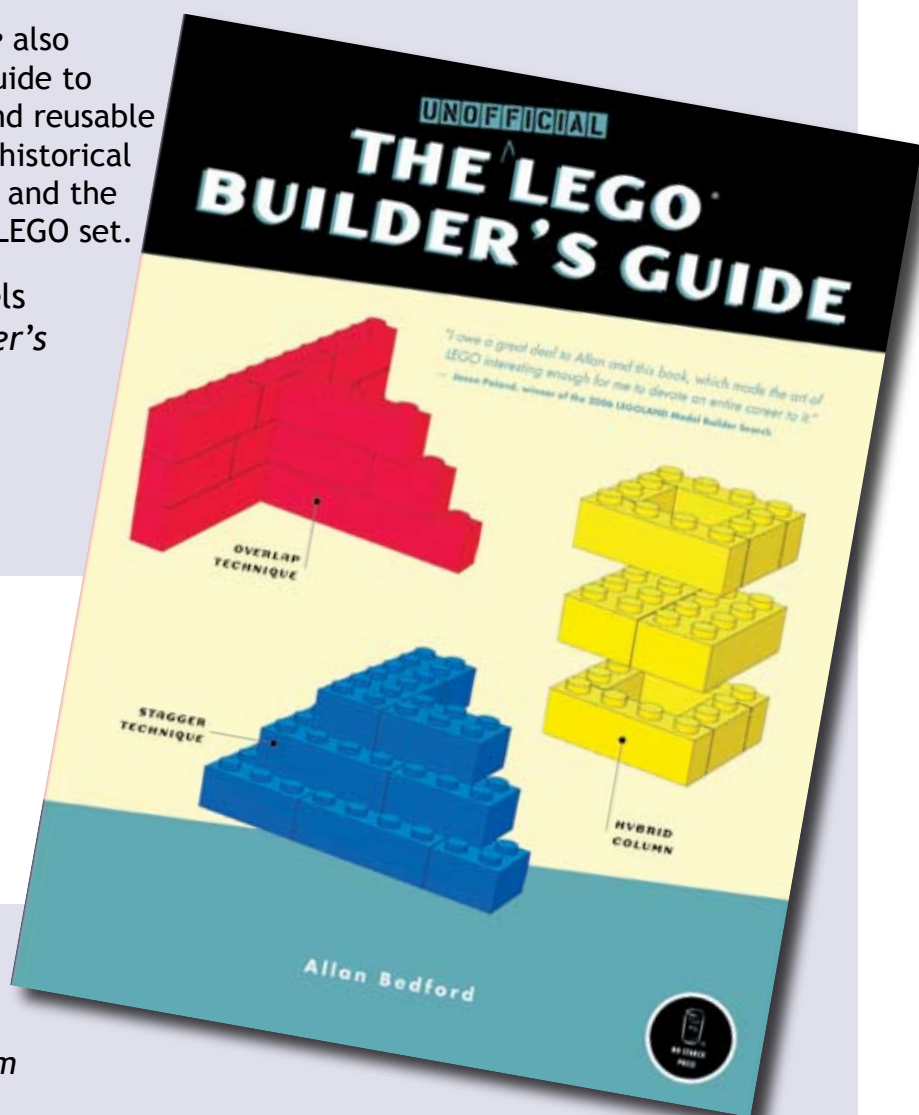
*The Unofficial LEGO Builder's Guide* also includes the Brickopedia, a visual guide to more than 300 of the most useful and reusable elements of the LEGO system, with historical notes, common uses, part numbers, and the year each piece first appeared in a LEGO set.

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## ***The Unofficial LEGO Builder's Guide***

by Allan Bedford  
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**Editor in Chief**

Joe Meno

**Photography Editor**

Geoff Gray

**Business Manager  
and Proofreader**

Carin Proctor

**Copy Editor**

Allan Bedford

**European Bureau Editor**

Melody Krützfeldt

**West Coast Editors**

Todd Kubo

Ashley Glennon

**Layout Artists**

Didier Enjary

Mark Larson

Camille Goureau-Suignard

**Contributors:**

Matthew Crandall, Todd Kubo, Dan Sabath, Jakob Bindset, Brendan Powell Smith, Scott Lyttle, Joe Meno, Melody Krützfeldt, Joe Evangelista, Barbara Werth, Felix Greco, Tormod Askildsen, Phillipe Hurbain, Didier Enjary, Jared Burks, Arvo, Christopher Deck, Steve DeCraemer, Ed Diment, Matija Pazar, Pedro Agnelo, Azumu Kawasaki, Luis Baixihno, ABSTechnology, Greg Hyland, Johannes Koehler, Cynthia Bradham, and Mark Larson.

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**About the Cover:**


*The Café Corner! Photo by Joe Meno.*

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any one subject, but once I laid everything out, things just fell in place to make our spotlight on the Market Street really special.

There's also a lot more stuff inside to read over, from a naval destroyer built with LEGO parts to an interview with a brickfilmer. There's also LEGO Pokemon, and some great event reports from the US and Europe. So relax and jump into this issue! 

Joe Meno  
Editor

P.S. Have ideas or comments? Drop me a line at [admin@brickjournal.com](mailto:admin@brickjournal.com). Or go to [www.lugnet.com](http://www.lugnet.com) and leave a comment on their forums! I'm open to suggestions and comments and will do my best to reply.

P.P.S. Many thanks to the LEGO Group staff for helping us out on getting materials for the Market Street Set. Thanks especialy to Tormod Askilsen and Jan Beyer.

## From the Editor:

It's another issue and another launch - the Market Street set hit the street earlier this week! *BrickJournal* was set to launch with the set, but things did not work out as planned.

What did go as planned were all the articles about the set and all the possibilities it has. Not only did we review the Market Street set, we did alternates, made furniture and built different modules to fit the set. It was initially a little odd to have so much on



Wow...*what a ride!*

BrickFest 2007 has come and gone, and in a whirlwind of three days. I have seen how adults can act like children, and children act like there's magic in the air.

A little background: I've been building with LEGO for 37 years, off and on—mostly on. I thought that with 23,000 elements, I had a good sized collection. (That thought actually got shot to ribbons by joining LUGNET.) I've been a member of the LEGO Club since 1993. I'd been to LEGOLAND California twice, and a number of LEGO retail stores including the first one at the Mall of America. I'd even seen the really huge model of the U.S. Capitol building.

But a convention for “adult” LEGO builders? In *my* backyard?

*This* I **had** to see.

In essence: this was the first AFOL convention for me and my wife. Deena came along for the ride, and the following is a chronicle of what we experienced in the organized chaos that was BrickFest 2007.

### **Four weeks prior:**

I discover that I am going to be able to attend all three days of the convention. A quick change to our hotel reservations, and an e-mail to Matt Chiles to let him know what I can bring to the Classic Space Fly-In. Then I take all my Space models and assemble them, just to make sure all the parts are there. Amazingly, considering that much of my LEGO was stored where others could get to it and then it got moved some 2,000 miles, they are intact. Only one element was broken; the part holding the antenna on the #6834 Celestial Sled snapped. A quick trip to Colene's shop on Bricklink got that resolved in short order. (Thanks again, Colene!) I then find a Shop at Home mailing box, and load the Space models into it. This is quickly dubbed the Box O' Space models.

### **Two weeks prior:**

I send an e-mail off to Steve Witt at LEGO; I've decided to enter the first ever Brickmaster Build-Off. I am going to build to Minifig scale version of set #540, the Swiss Villa. Except when I get done, it is more of a cross of the Swiss Villa and the # 356 Italian Villa. I spend the weekend working on the MOC; I decide to name it the “Cruella d'Villa” as a result. It has to be less than 1,000 elements...and it was. I set it on top of my all in one printer.

### **One week prior:**

My bride loves to ski, so we're up in Bend, OR at Mt. Bachelor. After she's done skiing (I don't ski at all—I went snow tubing), we are back at our hotel. I spend part of the afternoon and evening building the #8272 Snowmobile. (It seems appropriate.) Deena admits she's looking forward to next weekend as much as I am. We still aren't quite sure what to expect, but have a few ideas.

### **Thursday, 3/29:**

It's time to load the car with as much as we can. We are leaving early tomorrow; Deena has a Chamber of Commerce Greeters meeting (which serves breakfast and loves guests!) so I am going to go with her, then we are leaving directly for BrickFest...which means we are leaving at 7:00 AM. That is why I'm loading suitcases, the Box O' Space models and some baseplates, and anything else I can get in the trunk tonight, so as to get as much sleep as I can. If BrickFest is like any other convention I've been to, sleep will be limited.

### **Friday, 3/30:**

We arrive (finally) at the Portland Convention Center. Grabbing the Box O' Space models and the Cruella d'Villa, we head off for Hall “A.” What we find when we get there is interesting. Lego is flying all over the place: A model of a statue is going up. All kinds of houses, spacecraft, castles and trains are being erected. People are laughing, joking, and generally having all sorts of fun. After getting checked in, finding the Classic

**Event:**  
**BrickFest 2007**

## ***\*Some Assembly Required***

*Article and Photography  
By Matthew Crandall*

Space Fly-In Table is easy—it is near the front, next to a fantastically detailed model of the Portland Convention Center created by Jeremy Rear.



*Jeremy's model of the Convention Center.*

Several people are working to get baseplates and Monorail track down. Deena and I build the models I am supplying, then we start to get things built and add to the general craziness. Matt Chiles, in his brown hat, finally shows up—he'd been doing a session. Wolf Read is assembling something like half the monorail on one side of the table. These two are folks you need to meet. I also met René Hoffmeister (webmaster of LUGNET); he was kind enough to look something up for me on LUGNET so I can finish my MOC card. Thanks again, René! Something that amazes me is the number of Star Trek T-shirts I see...for a LEGO convention, at least I think it is quite a few. (I could have worn one of mine; I certainly have enough of them!)

After Several hours of building, taking in two seminars (Creating a Town Layout and "Talk Me Into Bley"), buying some parts for a Bionicle that was missing a few elements (you gotta love garage sales—but it's better if *all* the right elements are there!) and looking at everything, it's auction time. I bid on several items, but only win one of them: A Bionicle clock that will grace my office space. I pay for my clock, and realize it is time to check in at the Red Lion. After we've unpacked, we grabbed some munchies at Windows (The lounge on the sixth floor), then back for the opening session and keynote address. This is the only time I felt like I've barged in on family...everyone seems to know everyone else. (That feeling didn't last long, I might add.) I *don't* win any of the door prizes, but hey—the stuff I really want to win is coming up, so I'm okay with that.



Following this session, there is a little free time. I use it, after talking the ears off Richard Stollery, Senior Director, Consumer Experiences, LEGO Direct from LEGO, to buy some elements I was looking for, then it is off to the LEGO Store for Midnight Madness. If that isn't what it was called, it should be! Imagine this: 200+ people crammed into a store that realistically should hold about 85. Scratch and dent, pick a brick—those items go pretty well and pretty fast. The boxed models don't move quite as quickly—but still move. At the price breaks that we are offered, who can resist? Some stuff looks like it's flying—or at least walking on its own power; all I can see are legs. Deena goes and sits down outside for a bit until the herd thins out, then comes back and asks if she can grab anything else for me. (Now, *that's* love!) Props and a big thanks to ALL the LEGO store employees; I understand that they finally chased the last of us out at 2:30ish AM! Those folks are phenomenal, and were cool under pressure and nice to us all. This is where I feel like I am starting to fit in with everyone. We are laughing, talking, and buying all sorts of stuff. I didn't take my camera with me tonight for good reason: there wasn't enough room for it!

We left after I was done, and retreat back to Windows for a late munchie, sodas and some talk around the table. I meet Todd Thuma and Josette Pieniazek, and a number of others. But...since my day started at 6:00 AM, and it is now approaching 1:00 AM, we finally decide to take our leave.

### Saturday, 3/31:

Deena is going to run a few errands this morning, so I leave her some cash and (having stopped at Burgerville for breakfast) head off to what was supposed to have been the BrickFest meet and greet. Except it is all newcomers, and darned few of us. (Gee, I wonder why?) The Portland group was represented, and at the end of the meeting a few of us signed up for its mailing list. I'm hoping to get to some meetings as I can—Portland is a two hour drive from where I live. I move the Cruella d'Villa to the Brickmaster judging table; it's the first one to show up there.

More assembly at the Classic Space Fly-In, a session on landscaping your display, more looking around and shopping, and then...what do you *mean* it's 12:00 already? Back to Burgerville for lunch (which I also bring back for Matt Chiles, who looks like he needed a meal), some more assembly at the Classic Space Fly-In, then watching some of the NXT Sumo competition. Geez, I want one of those Mindstorms NXT sets like you wouldn't believe! Some of those creations are *really* sharp!

Since we've made plans to meet up with some other folks for a dinner meeting, we leave a little before three. (I confess: I take a short nap once back in the room.) And, because our meeting went short, we make it back in time for announcements and the raffle. That is all good, even though I *don't* win the Mindstorms NXT set. Then, just taking in what we have completed so far, it is almost like walking through LEGOLAND, except it's all indoors and all big people (since we were all big kids, I can't really say adults or grownups). We take our leave a little after 9:00, and catch the MAX tram and ride it around for a bit in the fareless square area. Then it's back to Windows for more libations, chatter and general carousing until the wee hours. Deena and I call it a night just after midnight.

### Sunday, 4/1:

Today's the day. Today is the public exposition. We dress in the official BrickFest t-shirts, add a minifig to my event badge that I now look like down to the blue hat, pack up the car, go to Burgerville for breakfast (and they *really* should have been a sponsor!) and then walk into a very magic place. Spaceships large and small, a hotel with King Kong Jr. scaling the side, Spiderman and Doc Ock battling on a crane, an entire Imperial battle station, and all the 10:34 clock tiles running right on time. Sheep grazing outside ye olde village, complete with a Starbucks hut. A cuckoo clock that is only three minutes different from my watch. A horde of Toa and other Bionicle.



*One of my models on the Classic Space Fly-In. I love the little number bricks; I thought they were classy!*



*Putting the final touches on the Classic Space Fly-In table.*



*The author stands behind **all** his work. (Or in this case, kneels.)*

I do a little last minute shopping; buying an unopened Bionicle. An ILTCO railbox. The handcar from Big Ben. The Cruella d'Villa is joined by creations by Matt Chiles, Todd Kubo, and the ultimate winner of the Build-Off, Nathan Proudlove. Way to go, Nathan!

Speaking of hordes, at 11:00 AM promptly the doors opened to the public. And they come in. Lots of them. Deena is volunteering at the registration table; I am over at the Classic Space Fly-In table. At one point, I feel like a tour guide at a park that shall remained unnamed in Anaheim: "Yes, these are all the Classic Space models, from 1978 to 1999. Yes, they are in date order. Which ones did you have? No, we didn't put the bars up to keep the kids away...they know better. They know how long it takes to put one of these together. No, we put them up to keep the adults from walking up, picking up a model, and going 'I had this when I was a kid!!!"



*...and they kept coming in: Deena is handing someone a LEGO plate-card. You can see her in the corner, in front of the grey door on the right, behind the table.*

I am able to get away for lunch, take a few pictures from the high end of the bleachers, and buy Gary Istok's most excellent LEGO history disk. (I highly recommend this as a resource, by the way.) Then it is back to the table, "No, you can't *buy* this set from



Wal-Mart or Fred Meyer's. It hasn't been made since (insert year here). You might try Bricklink or eBay. Be prepared to spend a bit on it." One guy comes by with two large zip bags of LEGO. He has the idea that there are dealers who will swap or buy. I tell him he could get at least \$20 on eBay for it; I'll buy it for \$10. Since he wants to unload it, I buy it. (And, by using Peeron, LUGnet, and Bricklink, I've found a good chunk of four different models. Not enough to complete one of them without adding some stuff, but the bulk is Technic parts—and there's about a half pound of those!—made it well worth my while.)




*A shot of the crowd from the cheap seats.*

4:00 PM comes all too fast. We shoo the last of the folks out, and have a short closing meeting in which Deena wins a copy of the convention model and I *don't* win the Santa Fe Super Chief. we really get into the sad business of the teardown. Whole towns start coming down. The hotel comes down. All the spaceships are claimed by their owners, including mine. Boxes come out, bubble wrap bubbles, and everything is coming down. We start dismantling the Space Fly-In table—baseplates and monorail track, so carefully laid out, come up awfully fast!

With the knowledge of having to work on Monday and a long drive home, we grab the Box O' Space models and the Cruella d'Villa, and left for a sushi dinner. Having said our goodbyes, I thought that was it... *until* I remembered that I had left a decent pen at registration. Deena drives me back after we eat, and I retrieve my pen. Had we been a half hour later, there might not have been too many people left there. The hall—which just a few hours before had held a lot of people looking at a lot of LEGO, is virtually deserted. I say a few last goodbyes, and walk out the back door, full of raw fish and many happy memories.

## Epilogue:

It is now several days afterward. I'm sitting here, with LEGO all over. I've put all the event models back where they belong, been logging all the new stuff on my list (and will upload it to LUGNET soon enough), built two rabbits and a chick for Easter décor around my office space, fixed the Bionicle that now stands between two ExoForce mecha, and I'm still enjoying the sense of afterglow. The clock I bought has come out of the box and sits right in front of me. I have uploaded my pictures to Brickshelf, so they're all there to share.

The funniest thing is that, while putting the BrickFest t-shirt on Monday morning, I noticed on the back it says, "Some Assembly Required." That is true of the AFOL community as well as LEGO itself: It is a good thing to assemble. So may you all Play Well and Prosper! 



## Event: BrickFest 2007

# BrickFest Returns to Portland

*Article by Todd Kubo*

*Photography by Dan Sabath*



For 2007, BrickFest headed west and landed back in Portland, Oregon; the site of the BrickFest PDX in 2004. Once again the LEGO fan faithful gathered at the Portland Convention Center to show off their latest creations and discuss things all brick.

Over 200 LEGO fans displayed some of their current works. Coming across the country were quite a few builders and clubs, as well as members of the LEGO fan community from Europe. A large contingent from The LEGO Group made the trek from Enfield, Connecticut and also from Europe to be in attendance. Not even the passing afternoon downpour on Saturday was able to dampen the spirits of all who attended.

The models were impressive, as expected. Some of the best builders and clubs from all across the country spent hours preparing and finishing off their elaborate displays, gearing up for Sunday's public exhibition hours. A collection of work there was to be seen! From Space to Town, Bionicle to Technic, Mindstorms, Castle, and so on – it was all here. You could spend hours looking at the creations finding more and more to appreciate with every new display you took in.

A beautifully made train station and skyscraper graced the far end of the hall. The town layout was well represented with ten city blocks replete with the typical tongue-in-cheek humor. Space and Castle themes once again outdid themselves with some impressive displays. The "Classic Space Fly-In" was a highlight of the space display. Every set and theme from Classic Space, beginning with the first Classic sets in 1978, through the last Insectoids sets of 1999 were on display.

Castle themes occupied equally impressive table space. Fighting armored dragons, processions, elaborate castles, a pristine white church and more were here. Raiding Vikings started on one end of the display then moved into the Castles and then moved into yet another period theme - Pirates! Galleons and pirate port, a battle of 3-masted ships on the high seas, small vignettes and more were on display. It was eye candy for LEGO fans everywhere.

As you moved to the far wall of the exhibition space, Technic cranes rose above tables. Covering the spaces below were scores of related creations such as Mindstorms, NXT 'bots and The Great Ball Contraption, to vehicles of all sorts, the displays held almost everything.

Then on to the Bionicle section. One had no choice but to



marvel at the intricately built creations to be seen here. If you even had the question about what to do with a certain part or, "I never thought I could use that LEGO piece *that* way?" You saw it here.

The sessions themselves were just as interesting and entertaining. Discussions on the new NXT system – how to use it, development updates and feedback provided some great interest and was highly informative. The LEGO fans that took part in the designing for the newest LEGO Factory 10183 LEGO Hobby Train held a great forum on their participation and the development effort that went into creating another great fan based set.

Quality and color issues came up again. However, the forums were open and spirited - with fans having the opportunity to provide some feedback directly to people from LEGO who were in attendance. AFOLs left feeling that they had been heard, and that feedback like this would only help their favorite hobby.

The fun events also gathered good-sized crowds. The Dirty Brickster (where you can steal a gift or open one of your own) was fun for all. Noise from tearing open polybags was the only thing to be heard during the Speed / Build-in-the-Bag challenge of the Tiny Turbos set 8813. The NXT Sumo robotic challenge had "oohs" and "ahhs" rising from the crowd around the contest table, followed by raucous applause as Mindstorms creators pitted their 'bots against one another. A fan favorite was the Wacky Racers – building a MOC to race down a ten foot long ramp – the goal *not* necessarily being to make it to the finish line in one piece. It was as much fun to watch as it was to participate.

The public hours came on Sunday and tons of children and adults waited to take in all the displays. The comments overheard were things like, "that's so cool!" and "hey – did you see this?" These were echoed at every section and every new theme table you went to. The enthusiasm and appreciation for all things LEGO was clearly evident everywhere.

It was yet another successful BrickFest. The AFOLs outdid themselves once more with their amazing creations and putting on dazzling displays. It makes you wonder what you'll see next time these LEGO builders gather. The best answer to that came from a boy as he and his family left the hall, "Hey mom, I need to go home and get out my LEGO." 





## Event: Børnernes By

*On the weekend of February 17-18 2007, the LEGO Group, in cooperation with three museums, held an event called "Børnernes By" (Children's City). The event took place simultaneously in three major Danish cities: Odense, Aarhus and Copenhagen.*

# Creating the Children's City

*By Jakob Bindstlet  
Photography  
courtesy of Byggepladen*



*Live video between the three event locations.*



*A city built from the dreams of Children.*



Børnernes By wasn't an event targeted at AFOLs, but rather at LEGO's traditional audience: the children. The idea behind the event was to allow children from all over Denmark to build their dream city. In order to host this event, LEGO had enlisted the help of three Danish museums, Aros in Aarhus, Brandts in Odense and The Experimentarium in Copenhagen, as well as six volunteers from the Danish LUG Byggepladen.

Together with the President of our Danish LUG Byggepladen ([www.byggepladen.dk](http://www.byggepladen.dk)) – Carsten Straaberg – I had volunteered to help with the event in Odense. We arrived at the site of the event a couple of hours before the opening, and helped a couple of designers from LEGO and the local staff set up the tables, unpack all the bricks and generally preparing to receive the guests. In just two short days, the children had to build enough models to cover 16 square meters – something which would prove to be no problem at all.

Since this is LEGO's first attempt at an event of this type, we had no idea of how many visiting children we could expect. Needless to say, we were very happy when families started to line up outside, even before the opening of the event. From the moment the doors opened, until the event closed at night, the large exhibition room was filled with children and their parents. In all, more than two thousand children participated in the event – joined by an equal number of parents and grandparents watching and helping.

On the second day of the event, LEGO had arranged for the three event cities to be connected through a video conferencing setup – this was used both as a source of inspiration





*City under construction*

for the children, as well as a chance for the AFOLs and older children to do some friendly long-distance teasing.

In order to introduce an element of competition to the event, LEGO had sponsored 1000 liters of bricks to the city that build the most impressive city. In addition each and every child was given the opportunity to have his or her picture taken, holding the model they had built – thereby participating in a draw for a weekend trip to LEGOLAND for their entire family.

To judge the cities, LEGO had put together a jury consisting of several prominent Danes, amongst them Jørgen Vig Knudstorp of LEGO. This Jury visited each of the three event cities, before announcing the winning city just before the final day of the event.

The children – sometimes with help from their parents – build almost every structure imaginable, from small shed where a minifig could wait for the bus to gigantic skyscrapers over 2 meters in height, from playgrounds with swings and sandboxes to football stadiums, from small humble huts to huge grey and transparent “steel and glass” building, from ice cream stands to pizza huts, from car, motorcycles and tanks to futuristic VTOL aircrafts and rockets, from small parks to large rows of suburban housing – but oddly enough no schools!?

In the end Odense was announced as the winning city.

LEGO is planning on repeating the event again next year – I certainly plan on volunteering again! 



*Some were more enthusiastic than others*



Jakob Bindslet is 31 years old, and lives in Copenhagen, Denmark. Jakob has been active in the LEGO community for the past five years and has served as LEGO Ambassador for the fourth cycle as well as the current fifth cycle.

As a source of inspiration, the LEGO Group asked two AFOLs from Byggepladen to build a central, well known building for each of the three cities participating in the event.



*Rundetårn – “Round tower” by Ina Hjorth Nilsson.*



*Aarhus City Hall by Caspar Bennedsen.*



*Brandts Museum by Caspar Bennedsen and Peter Vingborg*

## Event: LEGO Art Show



*The Brick Testament on display. Photo provided by Diana Majdakova  
courtesy of SPACE Gallery*

## Looking at LEGO Art with the Reverend

*Article by Brendan Powell Smith  
Photography by Brendan Powell Smith  
except where noted*



*The Reverend Brendan Powell Smith. Photo provided by Diana Majdakova  
courtesy of SPACE Gallery*

*SPACE Gallery, Lazaretská 9, Bratislava, Slovakia  
18 April - 10 June, 2007*

I had never been inside an art gallery before, much less had my own work displayed in one. So it was with great surprise back in January that I received an invitation from a gallery in Bratislava, Slovakia to participate in an exhibit about the use of LEGO in contemporary art. I was flattered of course, but unless they could pay my way over to Europe, it seemed unlikely I could attend. I was then even more surprised when a couple of months later they contacted me again to say they had arranged to use some grant money to cover the cost of my travel. So I packed up a version of "The Last Supper" and "The Garden of Eden" and got on a plane to Slovakia.

I was not the only artist to attend. John Cake and Darren Neave (a.k.a. The Little Artists) from the UK had brought with them a few of their miniature LEGO recreations of well-known works of modern art (along with minifig versions of the respective artists). A talented Slovakian artist named Stano Masar had some of his LEGO work on display. And although not able to attend in person, the infamous fake LEGO box art of Polish artist Zbigniew Libera was on display; featuring the stacked piles of skeleton minifigs in Nazi concentration camps.

Since it was impossible to travel with it intact, much of my first day in Bratislava was spent working at a feverish pace to reconstruct the lavishly-decorated Garden of Eden





*An outside sequence of pages from the Brick Testament*

sprawling over six baseplates. Seeing the Little Artist's work so professionally displayed inside transparent Perpsex cubes atop custom-made plinths made me feel sort of amateurish for just plopping my stuff down on top of a table (with nothing to it set off from the rest of the world as 'art'). But then again, I *am* an amateur in this world, whereas my cohorts from the UK had attended art school and this was not the first time they'd had their work on display in galleries.

I was heartened, however, to see how great the two big enlargements of images from The Brick Testament looked when hung on gallery's walls (even if unframed). And best of all was the eye-catching 50-foot long banner across the gallery's exterior displaying all 17 images "Accept Communism or Die" story from the book of Acts (which curator Juraj Carný chose surely in part for its added meaning to citizens of a former Eastern Bloc nation).

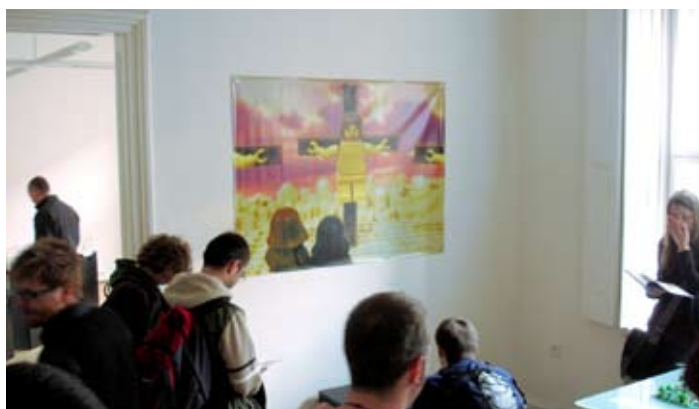
The gallery opening was that evening and drew a crowd of about fifty. After Juraj gave an introductory talk about the show and introduced the visiting artists (all in Slovakian, so we can only hope he said nice things), we mingled with the attendees. For a couple of hours I did my best to field questions about my techniques and motivations with several people who spoke varying amounts of English.

Over the following two days I spent a good deal of time tagging along with Juraj and the Little Artists, visiting just about all of Bratislava's other notable art galleries and even gave a short talk at the city's Academy of Fine Arts. It was a bit of a fish-out-of-water experience for someone far more used to the casualness and unpretentiousness of LEGO conventions. Some of my preconceived notions about art galleries proved accurate (people really do stand around



*The Little Artists display*

*I have to say, giant blow-ups of LEGO images look really freaking cool.*



*Visitors examining a poster from the Brick Testament*



*Closeup of a Little Artist display. Photo provided by Diana Majdakova courtesy of SPACE Gallery*



*Closeup of a Little Artists display. Photo provided by Diana Majdakova  
courtesy of SPACE Gallery*




*Gallery visitors*

sipping red wine), while other things surprised me--after a while I began to notice that it was by and large different configurations of the same 100 artists and art students at each gallery we visited. I hadn't realized how much networking and not-so-subtle self-promotion goes on at such events. I guess I naively expected more curious non-artist types off the street. Probably my favorite moment at the gallery was the day after the opening when a group of ten high school age kids came in and were very curious about The Brick Testament and had lots of great questions.

These observations are certainly not intended to cast any aspersions. I had an absolute blast. John and Darren of the Little Artists were great tour guides into this new world, and were as much at home talking about the nitty-gritty of LEGO-building and the frustrations of hard-to-acquire parts as they were discussing the meaning and merit of various instances of contemporary art. Juraj and everyone at the SPACE gallery were also most gracious and accommodating. I would certainly recommend the experience to anyone in a heartbeat.

And as was likely the main idea behind organizing this show in the first place, the experience really got me thinking about the whole idea of LEGO creations as works of art and LEGO as an artistic medium.

Just don't go looking for me at the local art gallery now that I'm back in the States, unless my stuff is on display. Because I have to say, giant blow-ups of LEGO images look really freaking cool. 

*You can see more photos at the gallery website:*

<http://priestor.crazycurators.org/index.php?Idx1=2&Idx2=1&Params%5Bid%5D=36>



# ***Build, or Build Not - There Is No Try!***

*Building a Larger  
than Life Yoda*

*Article by Joe Meno,  
with Scott Lyttle*

*Photography by Joe Meno*



*Yoda ready to build*

The LEGO Outlet in Discover Mills Mall, Lawrenceville, Georgia, hosted a Yoda Build Event from April 27 – 29, 2007. Mall visitors and their families were invited to help LEGO Master Builder Dan Steiniger construct an eight-foot tall model of the diminutive Jedi Master.

Dan was assisted by staff from the LEGO Outlet and Caron Grandon, Marketing Coordinator for LEGO Brand Retail. The store also invited volunteers to help out with the event, from setting up and shutting down each day to helping the many families that came to participate. Scott Lyttle, one of the LEGO Outlet employees, helped Dan build Yoda. Scott recounts how he was selected and how Yoda was built:

I've been a LEGO Brand Retail employee since the Discover Mills LEGO outlet opened in 2001. In March 2007, store manager Linda



*Building maxibricks*



*Dan and Scott working on Yoda*



*Dan balancing bricks*

Bryson informed me there would be an eight-foot tall Yoda build event with a master builder. I recalled the Yoda event from Star Wars Celebration, and wondered if it would be similar. Linda requested that I be the assistant to Master builder Dan. I was a little nervous if I would pass muster with a Master Builder--I mean, getting to work with a Master Builder? In the eyes of any LEGO fan, you can't get much better!

As the materials for the Yoda build came in, I started to get excited. Several containers of tan, brown and green 2x4 and 2x8 bricks arrived, along with instruction sheets, and the two-foot tall Yoda base model. I was able to figure out how the Yoda build was to be done. The two foot model is made of 2x4 bricks. For each 2x4 brick on the model, event attendees would have to increase the volume of a 2x4 brick by four times. Each 2x4 brick would become a "maxi-brick", with dimensions of 8x16 studs and four bricks high, using three rings of 2x4 bricks and 2x8 bricks laid across the top. This would create an 8 foot-tall Yoda.

Visitors built the bricks at building tables around Yoda. Each table had instructions and bins of bricks in the colors needed for Yoda. For most, it was an opportunity to build and also play. Children were not the only ones building, either – their parents and grandparents also joined in the fun! Scott also enjoyed himself:

Getting to know Dan over the three days, and already knowing master builders Erik Varszegi and Steve Gerling (some of Dan's co-workers), I'm starting to think that being a Master Builder not only requires amazing skill with LEGO bricks, but also a great sense of humor and whimsy. Dan was rather funny...when children built one of the Yoda "maxi bricks" and turned it in to us, they got a slip that could be exchanged for a Yoda build certificate. Every once in a while, Dan would take the brick, hand the slip to a child and say, "it will have your name on it, and in you're case, it's going to say 'Trouble' right on it!" Almost every time, the child's parents grinned or laughed at that comment.

Dan would also test maxi-bricks for balance – by juggling them! It was a pretty funny sight to see him juggle on his ladder and approve the 'balanced' bricks.

It wasn't all building though, as Dan interrupted from time to time to give away LEGO sets and items. But in order to win, people had to answer questions from



him. And for Dan, who is also a professional clown, the questions started easy, "What Star Wars character am I thinking of?" and got humorously more difficult, "How long have I worked at the LEGO Group?" Going from person to person, he made a show out of the answer, whether it was wrong or eventually right. It was a show that never made fun of the answers but rather made fun of the question, and the crowd reacted with growing laughter as the questions got harder and funnier. For a question about a volunteer's age, he got answers like, "35," "40," "20," and "99," and with each wrong answer things got funnier and funnier. And with each right answer a prize was given, until it was time to get back to work!

There were other interruptions, as Scott notes:

Every once in a while, Dan or I would drop a maxi brick, and at a height of more than five feet, onto a hard-tiled floor, the brick had no chance of staying together. As soon as the brick hit the floor, the signature sound of breaking bricks resounded through the area with a good portion of builders turning their heads to see what had happened. One fun moment was at the end of day two; Dan and I converted two of the standard "maxi-bricks" into a 2x8 maxi-brick in a head to head race. We finished at the exact same time!

During this time, what started as a couple of rings on the floor grew upwards and formed the robes and body of Yoda, with bricks from all the builders taken by Dan, and later Scott, put into place. The feet were first to be formed, and by the second day, the cane Yoda leans on took form, as well as his arms and body. Onlookers walked up to see what was going on, and many joined the building effort. The staff acted as hosts and guides, helping the younger builders and also making sure the brick bins were filled.

By Sunday, the last day, all that was left was the shoulders and head. With the help of some competitive groups, the shoulders were done in short time, and the head followed. By 5 p.m., one last brick was left and with a flourish and cheers, Scott placed the last brick into Yoda, completing the build!

The completed model remained on display for photographs by everyone who helped and the staff. After the mall closed, the model was moved, disassembled and packed for the next event in Chicago. Scott describes the packing:

While wheeling Yoda down from the food court to the LEGO outlet store, we positioned him in front of the store's Darth Vader LEGO sculpture for a rather amusing face-off of Good versus Evil. Unfortunately, as Yoda is a traveling event, Yoda had to be broken down after the event and bricks shipped to Chicago for the build



*Finishing up Yoda*



*Last brick in*




*The Force is strong in this one*

at the Northbrook LEGO store. For the next two hours, about 15 - 20 of the volunteers that had helped with Yoda were now tearing down and sorting. Now, sorting is never fun, but I think when you have a group sorting, it's a lot more fun. We were shooting movie trivia questions at each other during the teardown and listening to Dan tell some fun stories about his kids.

Scott continues with some insights and reflections on the event:

Turnout was quite impressive, even for Friday when many kids are normally in school. I think Atlanta has a growing homeschool population. Thanks to the entire LEGO store staff, volunteers, and members from DixieLUG, NGLTC, and NCLUG all the help that was needed was available and it was much appreciated. We even had some children helping out by bringing bricks to each table.

All around, it seemed like families were having a lot of fun. Some were there multiple days and were excited to see Yoda get finished on Sunday evening. For me, the Yoda build was challenging, exhausting, exciting, and a lot of fun.

Oh, and I found that the best tool for really large LEGO sculptures is a rubber mallet. 

# Let There Be Light



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*Guy Bagley in his element*

**1. How long have you been at LEGOLAND Windsor? Has your position always been the same and what is the best part about working for the park?**

I trained at university as an industrial model maker. My work was all contract work but I made models of new buildings for architects and also made models and special effects for film and television. I was contacted by an architect in the Windsor area who asked if I could work on a model. It was for a new development in Windsor and had to show the landscape with all the proposed new buildings and installations...

I started initially at what is now known as LEGOLAND Windsor in the summer of 1992. I was employed on a short term contract to make a model of the terrain the park was to be built on - this model was made in materials other than LEGO. The work on the models took about eight weeks to complete, and the project at this time was called 'LEGO WORLD'

## ***Constructing a Park:***

### ***An Interview with Guy Bagley, LEGO Master Builder, LEGOLAND Windsor***

*BrickJournal is happy to  
present this interview with  
one of the model builders  
at a LEGOLAND park!*

*Interview by  
Melody Krützfeldt*

*Photography by Melody  
Krützfeldt and Guy Bagley*



*Bagley by his office*



*A large-scale model by Bagley - a Virgin Airlines plane nose*



*Another large-scale model by Bagley - a Virgin train*

After making the landscape model I was contacted by the park concept team and was offered an interview for a job building models in LEGO. The interview was very informal, but involved being given a box of mixed LEGO elements, I was then given a choice of three items to design and build! We were given pens, paper and one hour.

I built a parrot. The interview team liked the model and the drawings/ designs that supported the model and I was offered a job.

I was one of about 30 model makers working in a studio in central Windsor. We, along with a similar team in Billund, Denmark, then spent the next three to four years researching miniland buildings, and designing and building models for the rides and getting everything ready for the Windsor park opening in 1996.

In 1996, after LEGOLAND Windsor opened. I was moved to work on the LEGOLAND California project. I was then moved to production supervisor/ cluster manager on a lot of the Californian miniland models.

Each cluster/ area in miniland was given a 'manager' to oversee the production but to also ensure that all the models were at the correct scale and size. But each area also required power, water, and control cables to be designed so when the models were installed everything could be connected and wired-up to allow the animations to work...

In 1999 California opened so I returned to the Windsor park. The studio in central Windsor was to close as the lease for the building was up for renewal. It was decided to move the staff up to the main site to work on the park. In 1999 I was promoted to 'chief model maker' looking after the day to day operations of the park, and the models in it, - and I now manage the team of model makers and the animators/ engineers who make the models move.

In 2000 I was also invited to join the group of LEGO master builders. As a result I went to the worldwide launch of the 'make and create' range.

The best part about working in the park is that every day is different! You can be doing repairs to models one minute and then be designing new builds later in the same day. It's great to be out and about in the park on a sunny day hearing the visitors having a good time.

## **2. How many other Model Makers do you work with? Have you seen many come and go since you have been there?**

I currently work with seven model makers and six animators. When we were based down in central Windsor I was part of a team of 30 modelmakers. In 1999 it was decided to split this big team up and some staff went to the park in Denmark, some went to set up the park Model shop in California, while others moved to other parts of the LEGO company. I went to the Windsor park; since then the team has not changed a great deal, model makers generally stay here - they don't leave - I think we have only had one model maker leave our employment in the last five years!

## **3. How different is the park today from when you first started?**

The park has changed a lot over the years. When we opened there was no dragon coaster, no adventurers area, and a lot fewer attractions and rides. The park has also matured, the trees and landscape has changed, and also the park has also spread into the expansion zones that were designed in from the start. We have also noticed that the age of our visitors is getting younger.

## **4. What would you consider to be your best model within the park? And what is the most difficult model you have built so far?**

I think this is probably the hardest question to answer- best model in the park.... all of them!

I suppose the most challenging model was the Empire State Building in miniland in Carlsbad. Apart from the fact it's huge and I made it single-handedly, the model needed to be designed with the fibre optic lighting and also with a steel structure through the centre of it, as California is prone to earthquakes and I did not want it to fall over!

It's also the same model that was made for the Toys "R" Us store in New York's Times Square.

## **5. How have the park and your work changed since Merlin Entertainment took over?**

Since Merlin has taken over our day-to-day work has not really changed, it's business as usual. We have, however, been involved with lots of ideas and designs for possible new models and locations. We built the new miniland London area for Windsor, we also





produced some new models for other Merlin attractions to promote LEGOLAND parks so Sealife centres in the UK now feature LEGO.

Merlin is definitely investing heavily in new models, new rides and new areas for the parks. There is also an impressive programme for new 'LEGO locations' like the Berlin LEGOLAND Discovery Centre. You will be seeing more LEGO models in the near future!

Merlin's plans are for steady growth of the LEGOLAND brand.

**6. What are Merlin's plans with incorporating Sealife into the park and what will you be participating in?**

Merlin opened the new Atlantis attraction in Billund this year, which incorporates the Sealife aquarium brands within LEGOLAND. The fish tanks feature LEGO models and LEGO theming. I think if this attraction is well-received then this could be rolled out elsewhere. I know there are designs and plans already to potentially add a Sealife type attraction at other LEGOLAND locations. Watch this space!

**7. What would you consider to be your most favourite element and colour of all time?**

Favourite element has to be the classic 8 stud brick. It's what everyone thinks about when they think of LEGO - it's also the basis of nearly every model we ever build. As for favourite colour - then I like the good old classic retail colours, red, blue, yellow, black... I suppose I am a bit of a traditionalist!

**8. What LEGO element would you like to see LEGO produce that has not already been produced?**

I wish LEGO produced a long jumper plate... Say a 2x4 jumper plate, not just 1x2, I love

*Above: LEGOLAND's England at night*

*Below: Bagley working on a bridge with other LEGOLAND workers*







Above: Another view of LEGOLAND London at night

Below: The Empire State Building in New York's Toys 'R Us, built by Bagley



to build boats in LEGO - the stepped contours in the hulls mean we often build in jumpers, having jumpers in 1x2 is great, but 2x4 or 2x6 or 2x8 would be great, it would allow for a quicker and much stronger build!

**9. How many bricks/elements would you estimate to be held within your studios? And how many bricks/elements do you go through within 1 year?**

I would guess we have around 25,000 kilograms of stock at present here at Windsor. Some is old and deleted stock as we have some models that are now ten years old which we need to repair and maintain. We try and keep a small stock of the most commonly used parts, but we often special order the parts we need for new models we are designing. The quantity of bricks we use each year varies dramatically; during the build of miniland London we used a whole truckload!

**10. Are you ever asked to build anything outside of the park for other companies, projects or other LL parks?**

Yes we have built models for external companies before. These are usually businesses that LEGO run promotions with so they become 'business partners'. We once built a purple and white cow for Suchard chocolate! We also built a train for Virgin trains in London Euston.

We often build models for other parks, it's the only way at times we get our requirement for new models fulfilled. Our colleagues in the United States and Denmark have built models for us in the past. We also repay the favour. We've built about 60% of the models for California and about 25% of the models for the German park (Günzberg). We all help each other out with both model building and with brick

supply!

**11. Is model making just your profession or would you also consider yourself an AFOL? What about the other model makers you work with?**

For me, model making is both my job and my hobby. If I am not at work building models then I can often be found in my studio at the end of my garden creating stuff. I fly radio controlled planes and I build radio controlled submarines!

Am I an AFOL? - then yes, I would say yes.

I have LEGO at home and with a young family I also have Duplo all over the house. My daughter loves Duplo, my son is now leaving Duplo and building with LEGO so he and I build together. I generally build and he makes all the design changes! Boats are of particular interest to me!

The other thing is sometimes I go home and use Technic LEGO to work out animation techniques/movements - it's a great design tool to replicate the simple movements required in the new models we are designing.

Most of the model makers here have some LEGO at home. It seems the Star Wars stuff is a big hit with a lot of the team...

**12. Many AFOLs cringe at the thought of modifying their bricks, what are your thoughts with having to cut or paint parts to get the right look? It is something you do your best to try and avoid or does it mean very little to you?**

LEGO bricks are perfectly formed - why modify them? We avoid cutting or painting at all costs, we have only had to paint LEGO a couple of times and we have had to obtain written



consent from the LEGO legal department prior to any painting! But when replicating the queen's crown jewels we needed gold elements we had no option but to paint bricks, and especially as the queen was coming to visit and view the models!

The cutting of bricks is only done if the model is damaged and needs repairing, as each brick is bonded together with a chemical cement it's often very difficult to remove the individual damaged brick without totally destroying a large section of the model, so it sometimes requires cutting out, it is then replaced. The only other time we need to cut or modify the bricks is if we need to install motors, or mechanisms inside the model to make it move or if we need to add a metal structure to satisfy the safety inspectors!

**13. Is there ever a day that you find your job monotonous?**

No, never... and that's after 15 years!

**14. How do people react to your job outside of the park?**

A lot of people don't believe what I do for my job. They think I am joking, or they ask for free entry tickets to the park!!!


Most people are genuinely interested, many see it as a great 'fun job' - they often ask what we do when the park is closed. But there is the serious side to it: design is a career and it constantly evolves and develops. It's not just a 'job' and the park is a business, so we all have to meet business targets. We also work often very long hours, we have to carry out a lot of maintenance and also comply with safety legislation - the model makers also take part in park special events, TV and Radio and media interviews, exhibitions, and shows. Also staff with my experience and length of service take part in park management duties for the day to day running of the park, so I can be asked to deal with anything from a broken model to a flood or gas leak!

**15. What would you be doing if you were not building with LEGO all day?**

If I was not doing this I think I would go back to making models for the film and TV industry.

**16. What would your advice be to anyone who dreams of becoming a model builder for a LEGOLAND park? And are there any special requirements needed to be a model maker?**

My recommendation would be to document/photograph your creations, designs and drawings - create a 'portfolio' that shows your models and designs, this helps when we recruit. A picture paints a thousand words!

The only qualification/skill we look for in a model maker is a desire/passion for LEGO, everything else can be developed or be learnt so keep building! 



*Bagley with a sculpture of Queen Elizabeth*

# ***Building Brickfilms with Blunty!***

*Article by Joe Evangelista*

*Photos by Nathan Burr*



He's a sarcastic, quick-witted Australian who can find more uses for the word 'funny' than are even available in the dictionary! Meet Nathan "Blunty" Burr – brickfilmer, animator, and wise-guy extraordinaire! If you think that animating little pieces of plastic won't get you much notice, then you haven't seen the following that Nathan has online – he even has his winning animation from a Warner Bros. contest available for download on iTunes. If that doesn't say success, I don't know what does!

## **What spurred the idea to get involved in making little pieces of plastic move on the screen?**

I got into brickfilming around six years ago, I rediscovered LEGO through the new Bionicle line, thought they looked cool brought a few sets and in putting them together remembered why, in my youth, I'd loved LEGO. My collection started to grow.

Many years ago I used to produce comic books with a friend, it was my creative outlet, animating was an outgrowth of that love of telling a story in a visual medium, I'm always looking for a challenge and to learn something new. Stop motion animation gave me all these things, challenge, visual storytelling and a creative outlet.

## **Throughout the progression of your work you have steadily improved in both the technical aspects of the film and the storytelling side – to the point where a number of fans will rush to download the latest Steve & Dave film. Do you see yourself turning this love of filmmaking into a profession one day?**

When I first started it was just a creative outlet, I had no hopes or plans to turn it into a profession. At the time it was before sites like YouTube ([www.youtube.com](http://www.youtube.com)) were even dreamed up. I first started using YouTube as an alternative way to distribute my films in a convenient easy way without having to worry about ensuring my viewers had the right media player or codecs on their computer - and without the increasing bandwidth costs my website was racking up.

But YouTube also allowed me to reach a new, wider audience - the "general public" not just my peers, fellow animators and LEGO fans. My fan base grew, and along with the non-brickfilm related content on my YouTube account my profile and viewership grew.

My animated music video "circle circle dot dot" won a competition run by Warner Bros. That film clip is now available on iTunes and is being played nationwide on music television across the USA. It's racked up many millions of views on my YouTube account alone.

The exposure that gave me has now brought me to a point where I've been able to sell an animated series to a show called Good Game, produced by a national TV station here in





Australia, ABC2 - my show "MeatSpace" can be seen as part of the video game show called Good Game. Also, production companies and ad agencies have contacted me interested in using me and my work. It's been a funny path, but I can now put "professional animator" on my resume.

**So how long does it take for you to make a film, and have you learned anything along the way that helps to cut down the time?**

Yeah, over the years I've developed a workflow that works pretty well for me, my basic process breaks down like this: Idea, script, script editing, record dialog, lay the dialog down in video timeline, build sets and character design (if needed), animation, polish editing, sound design, video effects (if any - I like to do as much effects work in-camera as I can) and render high-quality video, check product - fix anything I missed, render out again and relax.

Working as a one man band for so long, my workflow has become second nature to me now, it's almost an automatic process, there's not a lot of standing around thinking "uuh what's next?" And I work surprisingly quickly too - for an uncomplicated animation I can push out a few minutes worth in a day or two of solid work. When I get in "the zone" time can really just float away from me and a day can disappear without me realizing it. I've had many a day where I've simply forgotten to take a break and actually eat something, heh.

**Why do you think most AFOLs are reluctant to give it a shot?**

I suspect that most AFOLs are more interested in the actual toy rather than what I think is the true focus of Brickfilming, and that's telling a story. Brickfilming in my opinion is more about filmmaking than it is purely about LEGO. We use LEGO because we love it, but it's a tool for us, not an end point, and that's a distinction that separates a lot of brickfilmmers from those who call themselves AFOLs.

**Your movies usually have a lot of wit in the dialogue, where do you get your inspiration for writing these very funny stories?**

As for my inspiration - I don't know if any writer or comedian can actually answer that question honestly - we simply don't know. It's just a function of how our brains work (or malfunction) I think.

**What is the most important lesson you've learned from all of the films you've made?**

I really don't know if I've learned any "lessons" per-se by making my films - I've certainly learned more about the craft of visual story telling, film making and the like, and that's something I'm always hungry for, new experiences, new skills. We should all be striving to learn new things constantly.

**How do you handle being compared to other filmmakers, and (in general) dealing with the brickfilming community? Have you run into any troubles?**

I really haven't been directly compared to other filmmakers, or even other brickfilmmers. too often, and in general the brickfilming community at [www.brickfilms.com](http://www.brickfilms.com) is a good place for anyone wanting to learn more about brickfilming, it's a pretty good mix of kids and the older group. The only real troubles I've had with them are the same thing you find in any internet community.

**Are there any pieces that you wish LEGO would make that would make brickfilming easier?**

I can't really think off the top of my head of any specific pieces I wish LEGO would make - but I'd like to see less big one-piece pieces, I feel they limit creativity as usually they're so specifically built it's hard to use them for anything else. If anything, I'd like to see LEGO bring someone like me on board to help them relaunch the LEGO studios line, this time with a camera that doesn't suck, software that is more flexible, and a "web 2.0" way to build into the strong but mostly "underground" community that's been built. I'd like to see a product that's more rewarding and versatile then the first attempt. With the explosion of user created video on the web, thanks to sites like YouTube, I think now's the right time to try again with LEGO Studios and do it better than before.

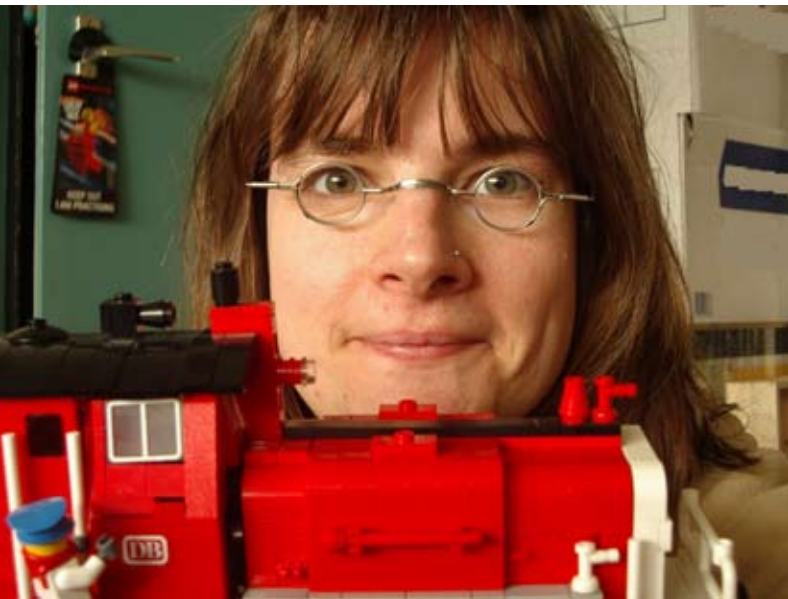
**Is there any other advice you would like to give to fellow brickfilmmers, aspiring artists, and the AFOL community in general?**

Do I have any advice? Have fun! That's what LEGO is for. Play well ;) 

For more information on Nathan Burr, check out his website at [www.bluntmation.com](http://www.bluntmation.com)



## In Her Words: Barbara Werth



# Making a Perfect Minifig World With Barbara Werth

Article and Photography by  
Barbara Werth



*The Anatomy Lesson of Dr. Nicolas Tulp, as done by Werth*

The radiator didn't yet look like the one we had in the basement; some bricks had to be added. Now I could repair that radiator just like the mechanic did in the morning. No one could imagine that these bricks were nothing more than just bricks. That happened when I was six years old. With the same enthusiasm I build my recent MOCs, the only difference is, people know what they're supposed to be.

I am Barbara Werth and I'm 33 years old. Since I left my Dark Ages in 2000 and I came back into the "brick", most of my life is inspired by LEGO. My childhood LEGO addiction began with the Snack Bar (#675), which is still my favorite set. At the age of 12 I thought that growing up meant all toys had no meaning anymore, so I sold some LEGO sets and my grandmother finished off the rest of the collection by giving it away to some unknown cousins. A mistake I will never forgive. This started a long period without LEGO. I even went years without thinking about about it.

To leave my Dark Ages nothing more was necessary than a Star Wars™ Gungan Sub. While doing groceries I stumbled over this set. It was cheap, it was there, so I bought it and thus began my adult LEGO addiction. While building, I got that old feeling back: rummaging through a box. I got more and more interested in old and new LEGO sets from different themes but especially Town and Train.

Two years ago I wanted to see my favorite band *Runrig* live in concert in Germany, but I had no tickets. A friend said, "You have minifigs and you have a DVD of their last concert, build it yourself!" I did it and my first MOC was born. In the end this same friend managed to get two tickets to the real concert.

Often I reread one of my favorite children's books, "The Letter for The King" by Tonke Dragt, and I did so one and a half years ago. This book is about a squire expecting to receive a knighthood, but circumstances hold him back from that to happen and he gets involved in a big adventure. I decided to build a picture story from the book and I began with the scene around a chapel in the first chapter. I published it on the forum [www.1000steine.de](http://www.1000steine.de). The most beautiful part of that MOC is, I got an e-mail from Casper van Nimwegen, also a big AFOL and great builder from the Netherlands, who loves the book as much as I do. It soon became very clear, why everything has to do with LEGO. I fell in love with him and I moved to the Netherlands.

I found out that I also love building houses and creating town scenes. Living in the Netherlands with all the cute, little houses is very inspiring. With some people of the Dutch LEGO community Lowlug ([www.lowlug.nl](http://www.lowlug.nl)), I was in some model shows in the Netherlands, showing in a big display my own street.

Despite the fact I build little houses, my favorite MOCs I made were the "repainting" of two works of the painters Karl Spitzweg and Rembrandt van Rijn. *The Poor Poet* of Spitzweg was painted in 1839. In this picture nothing special happens. You can see an obviously poor man, sitting in bed and writing his poems. The water is running through the roof and the oven is cold. *The Anatomy Lesson of Dr. Nicolaes Tulp* gives a snapshot of medical studies; the professor is showing the anatomy of a human being to the students more or less attentively listening. For the time of Rembrandt 1632 it was a scandal, as such paintings were more reverential to the subject - all the students






*Cinderella cleaning*



*Cinderella at the graveyard*

would be very attentive to the teacher.

Recently I built the story of Cinderella as told by the Grimm brothers. The inspiration came from LEGO's biggest rival. The original set was divided into three parts. I liked the idea of showing the whole story from the begin to the... well, there's no happy ending, but everybody can imagine what happens to Cinderella after losing her shoe. I have always planned to build a graveyard. Just a graveyard, I thought, was a little bit too morbid but in this scene it fits perfectly. So after Cinderella cleaned the mess the stepmother left, she walks to the graveyard to get the wonderful dress she impressed the prince with. Cinderella always was and is my favorite fairy tale. Which child doesn't dream to meet the prince to get out of their daily life?

To me having LEGO as a hobby enables me to make my idea of a perfect world a reality. 

My Brickshelf gallery

<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=McBricker>



*Cinderella at the ball*



*The Poor Poet*



*Cinderella running as the clock chimes midnight*

# *Building Outside the Box*

*LEGO Ambassador  
Felix Greco comments  
on building techniques  
and interviews a non-  
traditional builder  
surrounded by  
controversy.*

*Article by Felix Greco  
Photography by nnenn*



I first ran across the word purism in 1996 when I discovered other adult LEGO builders on the internet. At that time, a LEGO purist was someone who built only with LEGO brand plates and blocks. These purists generally shunned any element that appeared that strayed from this form. More recently, the word purist is used within the AFOL community to describe those builders that will use only LEGO manufactured parts; clones such as Mega Blocks and Tyco are not used and original LEGO pieces remain unmodified. In my experience, most AFOLs define themselves as purists but the definition is often accompanied with a small amount of tweaking. For example, stickers often accompany official sets, but many view their use in original creations as a modification. In a recent discussion at the classic-space forum ([http://www.classic-space.com/plugins/forum/forum\\_viewtopic.php?47040](http://www.classic-space.com/plugins/forum/forum_viewtopic.php?47040)) I asked users to create a spectrum of their own building philosophy and describe which practices they viewed as off limits and why. The result was that for each participant a grey area existed that was acknowledged as far from purism but still “permissible”. Examples included cutting hoses, use of engraved bricks, and removing print (Brasso). Each builder had a very well defined area they would and would not explore.

This discussion raised many good points but I was left with the question, why do builders impose limits on themselves? Or more to the point, what prevents builders from exceeding their own limitations? More often than not, builders will mention the quality of LEGO over its competitors as a reason for not incorporating clone brands. Additionally, modification is often frowned upon because reusing a modified piece may not be possible or may limit the builder’s palette in the future. The answer to the above questions is likely complex and would make for a lively debate (or follow-up article). In the classic-space forum discussion, many raised the point that the fun of building with LEGO is finding solutions; how can a specific angle be achieved or how can the right combination of pieces be used to create a specific illusion. In this context, the use of clone products or brick modification would be seen as cheating. Or, because children often mix clones with their LEGO collection and have little compunction about modification, these practices are seen as juvenile.

Use of clone brands and piece modification has always been a hot topic for builders. But the recent introduction of a new builder has spurred a lot more conversation than usual. Online, he’s simply known as nnenn. Because of possible conflicts with his professional career, he asked that his real name be withheld for this article. Nnenn has made many builders reevaluate the use of clones and piece modification. While he primarily uses LEGO pieces in his creations, he has no compunction about using a Mega Blocks piece if it fits. He sometimes details with tape and stickers. If necessary, he cuts pieces in order to achieve the look he desires.





*Outrageous blasphemy! Anathema! An abomination!*

I can hear the reactions already. Indeed, the reaction to nnenn has been mixed by most in the space community. Though some are aghast at his technique, almost all recognize him as an outstanding builder. One of the reasons for this is the exceptional quality of nnenn's creations. While the immediate reaction by some was that his nontraditional techniques were undesirable, he has quickly won over many fans. In addition to being a unique artist, nnenn is very prolific. Just about every week, he is able to produce a new and exciting creation that is outside the norm. The following is an exchange I had with nnenn in order to learn more about him:

**BrickJournal:** What is your professional background?

**nnenn:** I am currently a professor of art at a state university. I've worked as a graphic designer, freelance illustrator, and gallery artist. Decades ago, I was that "best drawer" kid.

**BJ:** Why do you build?

**nnenn:** I build for the same reason I make art: to satisfy my creative drive and feel the joy this process brings. My final creations usually surprise me, as I rarely start with some preconceived idea. But I'm not much of a player; after I finish a model, there is little enjoyment left... so I take a few pictures, give it to my 6-year-old demolition agent, and start something new.

**BJ:** How long have you been building as an adult? And as a follow up, how much has the online AFOL community influenced your building?

**nnenn:** I dug out my bag of 1970s LEGO several years ago for my son to play with. I used them more than he did, but infrequently. About two years ago I found myself building with seriousness and sustained effort. Then I (serendipitously) discovered the online AFOL community and gave myself permission to pursue toy as hobby. This, combined with increasing frustration over my limited collection, led me to drop about a grand on various sets (childhood wish fulfillment felt pretty good I might add.) As my building progressed, I would occasionally lurk through the forums out of curiosity (read psychological suspicion) but not really for specific technique or style: I wasn't at that level and it did not occur to me. The influence of the AFOL online community came more as inspiration and motivation. Nowadays my creations incorporate every new technique I stumble upon but my subjects remain at my whim.

**BJ:** What do you feel distinguishes you as a builder?

**nnenn:** My subject matter, SNOT work, and polish can all be seen elsewhere; less common are my unofficial materials like tape, tubes, stickers, clones, and modified pieces.

**BJ:** Do you have a building philosophy? If so what is it?

**nnenn:** I want my creations to look like miniatures of what they represent: more like models, less like toys. I avoid studs because they are visual identifiers synonymous with "toy," aesthetically monotonous, and interfere with design. Studs can be useful on occasion, but never as a one-sided coating applied to every creation. I do not enjoy the sculpted look, though I can appreciate it. Although organic shapes can be achieved with rectangular bricks, the "jaggies" are always there. I prefer to use each piece to its unique, best possible potential: if I need a wedge shape, I'll try to use a wedge piece first.



**BJ:** What techniques/parts are permissible versus off-limits to you?

**nnenn:** I use any technique, modification, clone, or material that does not “close” future building opportunities. So gluing a model together is a no-go, but gluing individual parts to create some original, reusable piece is just fine.

**BJ:** You said you build studless because it identifies your models as toys. So, why use LEGO which is a very toy-like medium (as opposed to clay, glue and plastic, etc.)?

**nnenn:** Clay, glue, plastic, etc. are sticky, messy, require more time, preparation, clean-up, and are either too heavy, fragile, or fickle. Lego is clean, instant, and reusable. After I finish a model, there is little enjoyment left, so the bricks return to my collection: the only thing I want left from old models are photos. To the modeling community my creations may look toyish, but I’m not interested in their ultra-realism. I prefer a depiction akin to good concept art: something sufficient enough to help suspend disbelief and take the imagination for a ride.

**BJ:** Is your interest in lego building purely science fiction (space) related? Are you attracted to any other themes or ideas? Also, what is it about science fiction building that appeals to you?

**nnenn:** Actually, I don’t read science-fiction, follow space events, or think much about it; I endure an occasional movie for the eye-candy. My interest is mostly in the visuals: for me, science-fiction has greater opportunity for unique formal expression than other themes. An unexplored universe seems the ultimate fertile field ready for the imaginative: almost anything can be depicted. Other building areas tend to channel creativity into personal variations on established tropes of their genre. Note: I could create pure, non-representational arrangements, but the disconnect from human experience is too alien (no pun intended) and would get the confused response modern art tends to gather.

**BJ:** When I had asked how the AFOL community affected your building, I had a hypothesis in mind: Because you already have a high degree of artistic ability, my guess is that you are not subject to the same mores/anathema as most AFOLs because you independently evolved your building style. Would you say that is correct? I, for example, have fostered my building style with years of feedback from other AFOLs. Hence, I tend to build more like them.

**nnenn:** Yes, I think you’re mostly right. Designing something by committee is a two-edged sword; it immediately eliminates the extremes, both positive and negative. An amateur builder that takes feedback will eventually match the community’s quality or style; but conversely, a building savant, visionary (or uniqueness in general) will only be stifled in the same environment. I’m mostly the former, but occasionally feel like the latter. Also, my background as an artist has trained me to pull away from the mainstream, so I sometimes purposefully lean towards creations that may be not as universal.

The controversy surrounding nnenn resulted in a heated debate at the classic-space forum. Mostly due to this debate, a new forum called the Mutant Hive was created at CSF. According to the forum directive, “The Mutant Hive exists as a forum for MOCs that contain: Clones (non Lego Elements), Cut bricks (Lego elements altered), Crafts (using non building materials for attaching elements) or any Combo of these.” The directive adds “Do not come in here to complain about the elements used here. This is what the forum is for.”—an indication of the disagreement nnenn’s creations have encountered.

**BJ:** How do you feel about the recent controversy at CSF in which your name came up quite a bit? Is the creation of the new Mutant Hive a




good idea, an attempt to marginalize you... or something else in your opinion?

**nnenn:** Well, the controversy is petty. And right now the “Mutant Hive” seems to be an afterthought and an unwanted compromise thrown up to appease a resistant majority. In chat I have been the target of quite a bit of derogatory comments from a certain established group. I’m not exactly sure why my building style elicits such personal meanness, but I have my theories.

**BJ:** Why do you believe builders impose limitations on themselves? My guess is that most people are just trying to ‘fit in’ by doing what is commonly acceptable. But, ‘commonly acceptable’ is just the style of long time builders and contributors like the CSF moderators. Those guys are personal friends so I’m not going to attack them, but I don’t think they realize how influential everything they say and do is to space builders as a whole.

**nnenn:** Remember what I said about convention and exclusivity? Both can be great human failings and will often control the unwary mind. A great deal of my teaching is spent trying to create critical-thinkers of students, that otherwise will behave and make decisions “because that’s the way it’s been done.” Great leaders, however, are aware of this and strive to allow for better unities and positive changes. I don’t think CSF has these type of leaders. A few years hindsight will tell us that the clone/mods issue didn’t need all this attention. I don’t think either one of us seriously imagine CSF breaking down into a “bubblegum, string, and kitbashing” site. Perhaps some foolishly do, and is the reason why they get so upset about it. Or perhaps someone simply has their underwear on too tight... we’re talking about toys and fun for god’s sake, not human-rights decisions. The word “chill” comes to mind.

I believe most AFOLs would give the advice “build as you please.” And yet, even in mentioning that I was writing an article about a builder who used clones and modified pieces, friends of mine were cynical and had harsh things to say. Nnenn’s work will undoubtedly continue to create debate among many.

As I reviewed nnenn’s creations and got to know more about him I found myself introspective about my own creations. Why won’t I use clones? Why won’t I modify pieces? After ten years of building as an adult, it’s hard for me to break old habits. But the fact that I’m asking myself these questions is a testament to the powerful effect a good builder can have on others. 

You can see nnenn’s models at:  
<http://www.flickr.com/photos/nnenn/>




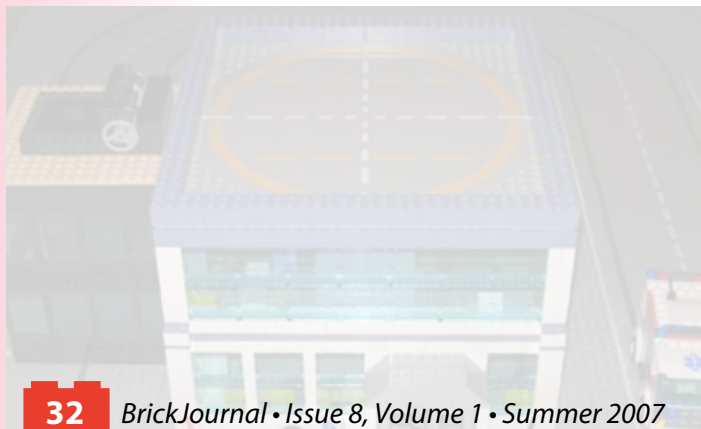
## *The AFFOL (Adult Female Fan of LEGO)*

Over the past few issues I have searched the world for female fans of LEGO. Many of them have shared with me their views on products for girls as well as what they would like to see in the future. Of course, they've also shown me the amazing models they build and in turn I've shared those with *BrickJournal* readers. It is interesting to read through their answers to my questions and to find many of them fall in certain age ranges, and the fact that few of them want to build with the stereotypically female colors like pink.

While this is a mostly male dominated hobby (boys and men), it is also exciting to see the girls and women being able to build so well and as time goes on, maybe there is hope for more of us girls, yet! Girls throughout the world are encouraged to build and use the LEGO product, and as you can see, age is no barrier. You do not need to be an artist, designer, sculptor or anything else, just be yourself, have fun, and build with your imagination! There is plenty of inspiration out there and loads of fantastic parts and colors with which to build and create some of your wildest dreams!

So, let's hope for more female minifigs, more females in advertisements (personally I think these things are also lacking) and many other exciting things for both boys & girls in the future!

If you are a female AFOL, have a website, Brickshelf folder or pictures of your MOCS and would like to see your MOCs in *BrickJournal*, please email me at: [mel@brickjournal.com](mailto:mel@brickjournal.com) 





**Name:** Jessami Pastor  
**Age:** 30  
**Country:** USA  
**Your hobbies:** Collecting Xena and Buffy the Vampire Slayer memorabilia, water volleyball and of course LEGO.

**Brickshelf Folder:**

<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=jessami>

**When did you start building?**

I was around eight years old. My absolute favorite was having castle battles with my brother. I used LEGO to make tunnels for hot wheels and as a little girl I played with Strawberry Shortcake, Barbie, G.I. Joe, Transformers and LEGO. My favorite theme as a child was City.

**Why are you an AFOL?**

As an adult, I can now afford to build all the creations in my head from childhood and now as an adult.

**How many hours do you spend building with LEGO?**

Many upon many of countless hours have been spent building LEGO. When I get spare time, I'm either building new creations or improving on older models.

**What are your favorite building themes (both what LEGO produces and what you like to build yourself?)**

The city and train themes will always be my favorite. I still love the classic forest men and castle. Harry Potter has been a new interest for me, as the sets themselves and for the parts for buildings of my own.

**What do you like most about LEGO and their products?**

LEGO is always making new pieces and colors allowing for endless building possibilities.

**Five parts you would love LEGO to produce:**

Ewok village from Return of the Jedi, RV or camping sets, a minifig sized zoo, Equestrian sets and a Windmill.

**What is it like to be as a female in the AFOL world, which is dominated mostly by men?**

It's become more acceptable for women and young girls to share the "interests" of men i.e. skateboarding, comic books and LEGO.

**What would you suggest to LEGO to make their products more popular for girls?**

Girls have not had their own line of classic LEGO since Paradisa.

**Is LEGO doing enough to promote their products towards girls?**

LEGO should insert a comic for girls in the LEGO magazine. Girls need a booth at Comic-Con International.

**What would you like to see from LEGO in the future in relation to girls?**

Barbie, (including her dream house) and Strawberry Shortcake.

**Any other comments you would like to share?**

While boys like battle themed LEGO, girls enjoy happy themes: Belville, Scala and Clukits. Girls and boys, more importantly, sisters and brothers need a way to meet in the middle with LEGO. When the knights get tired in battle they need a place to unwind. What better place than an ice cream parlor or seaside restaurant. Or even take a day off from fighting to visit a zoo.



Jessi





# Saskia

**Name:** Saskia van Doesburg  
**Age:** 33  
**Country:** The Netherlands  
**Your hobbies:** Besides LEGO, I like to read a book from time-to-time.  
**Website:** [www.lowlug.nl](http://www.lowlug.nl)  
**Brickshelf folder:** <http://www.brickshelf.com/cgi-bin/gallery.cgi?m=stuifzand>

## When did you start building?

I started playing with LEGO bricks when I was a little girl. I remember getting the knights procession set as a gift, and also the great town sets of the eighties. Going through my childhood collection it seems my favorite theme was space, as I have an almost complete classic space collection. When my sister and I played together I built cars and furniture for her Barbie dolls. I don't remember what else I've built, but I do remember being completely happy sitting on the floor of my room surrounded by my bricks and just building with them.

## Why are you an AFOL?

When I was 27, I fulfilled a childhood dream and bought a LEGO train. This made me buy more and more sets and bricks to go with the train. I found out that LEGO bricks are the ideal material to build whatever you want, and that I can be creative and relax at the same time building my own creations.

## How many hours do you spend building with LEGO?

It varies from 15 minutes to 30 hours a week. I spend a lot of time working on our community website, so sometimes building comes second.

## What are your favorite building themes?

My absolute favorite theme is castle. Most of my MOCs are castle buildings, although most of them never make it to the galleries. Town comes next. For shows I mainly build town creations. I also build MOCs in a Victorian setting.

## What do you like most about LEGO and their products?

LEGO bricks give you basic material to create something unique over and over again. The concept of creating your own buildings/cars/ships/whatever and when you're done break it down and start all over again is very appealing to me. It never loses its value.

## Five parts you would love LEGO to produce.

- Farm animals (cows, pigs, sheep etc)
- Female hats (classic hats as well as modern)
- 1x1 round tiles
- Minifig accessories are always good (a folded umbrella!)
- Anything in old grey or old brown

## What is it like to be a female in the AFOL world, which is dominated mostly by men.

I don't really think about it that way, although I don't like the adult content MOCs some guys make, and I don't like those jokes. Seems like that is a guy thing. For the rest, it goes that my ego is as big as theirs ;-)





**What would you suggest to LEGO to make their products more popular to girls.**

I don't think pink is the answer. Produce more regular / generic town sets. Shops (how about a jewelry shop, a pharmacist, a florist, a supermarket, a bakery etc. etc.), town scenes, a school, a post office, a library, that kind of stuff. In castle you could do the same thing but then in a medieval way (give us town sets instead of fighting!).

I think girls like to build the same way boys do. Their mothers/aunts/grandmothers just don't want to buy them the evil looking killing un-dead army for their birthday. And I can't blame them!

**Is LEGO doing enough to promote their products toward girls?**

I actually have no idea. I never see any commercials, but that's because I don't watch these TV channels I guess. Clikits went very well (it did, right?), so I think they do.

**What would you like to see from LEGO in the future in relation to girls?**

Picking up my suggestions from the questions above and produce general town sets that boys and girls like. Paradisa sets without the pink.



# Ann

**Name:** Ann V. McKee  
**Age:** 54  
**Country:** USA (Minneapolis, MN)  
**Your hobbies:** Along with LEGO, I love movies, books and playing with my family!

**Brickshelf Folder:**

<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=avmckee>

**When did you start building?**

I was a late bloomer! I began building with LEGO when I was about 47! Someone gave me a small promotional package as a joke, and I thought that since I had a 1-year-old girl at the time, it would be great if I learned a bit about these brightly colored bricks so I could promote them as an alternative to typical girl toys. And now, hundreds of thousands of bricks later, I am hooked...incredibly hooked! My daughter, who is now 8, still loves building right next to me.

When I was young in the 50s, I was not really aware of LEGO; I played with Lincoln Logs and trucks, occasionally joining in with male friends to discover more about Erector sets, etc. Along side my father at his tool bench I spent a lot of time learning about fixing things and making gadgets. He also had a taste for working with miniatures which I think influenced my building of small MOCs.

**Present:**

**Why are you an AFOL?**

I am an AFOL (and now, I guess, an AFFOL) because I love the precision of building with LEGO and the sensation of the bricks as they lock onto each other. It's fantastic to create something for someone else and have them enjoy the details as much as I do. To begin with one brick and end up with a whole new structure is a rush!

**How many hours do you spend building with LEGO?**

Before I had hand surgery this spring, I would try to build a couple of hours a week. If I am working on a MOC as a gift for someone, I work more hours to hit that deadline and keep track of the hours it takes to make it.

**What are your favorite building themes (both what LEGO produce and what you like to build yourself?)**

Theme sets like City, Batman, Harry Potter and Creator provide me with what I need for MOCs. I tend to buy sets for parts rather than themes because I create smaller versions of actual things like rooms, cubicles, scenes or household items. In my office I display an actual-sized LEGO stapler and tape dispenser (they look so real that I have to keep people from using them).

**What do you like most about LEGO and their products?**

In my current profession as a Continuous Improvement Manager, I expect quality in all aspects of our business. LEGO consistently incorporates quality...in their product and service. Only having discovered a few misshapen bricks in my time has greatly impressed me! I also value the education that occurs when my daughter learns to follow step-by-step instructions for building LEGO sets.

**Five parts you would love LEGO to produce:**

Being that I enjoy building MOCs of everyday / household items, I would like to see:





- 1) an instruction booklet holder (I occasionally use the "Duplo Plate 4x4 Cross-shaped with slot for cardboard" piece - #42058 )
- 2) more female minifigs with diverse accessories (hair, hats, tools, skirts, dresses)
- 3) business and household objects (office supplies, appliances, decorated tiles)
- 4) more landscaping/ outdoor pieces (logs, trees without leaves, grills, sports items)
- 5) more animals and creatures (real or imaginary)

**What is it like to be as a female in the AFOL world, which is dominated mostly by men?**

I don't mind being a minority; I know that females bring a unique perspective to the LEGO world. However, it is very cool to commiserate with other females and get a glimpse of what their imagination builds.

**What would you suggest to LEGO to make their products more popular for girls?**

Appealing to females is not difficult if one really does the research. Not all of us like pink or frilly things. We do not always want sets with walls already made or need our minifigs to go shopping. My daughter was disappointed when we bought the "City Passenger Plane" set and it came with a male pilot. I'm sure many females would enjoy building sets or MOCs related to school, movies, careers, fantasy, etc. Belville sets were a good start.

**Is LEGO doing enough to promote their products towards girls?**

Not enough. Maybe when more females enter the corporate LEGO world, it will change.

**What would you like to see from LEGO in the future in relation to girls?**

Would definitely like to see more movie-related sets. There are all types of movies that capture girls' imaginations: The Wizard of OZ, Shrek, The Chronicles of Narnia (a big one!), and Bridge to Terabithia, to name a few. Wouldn't have to be separate sets, but could be Creator sets with items suggestive of these cinema themes.

**Any other comments you would like to share?**

Like a brick...plain and simple...the kid in me loves playing with LEGO and unless this kid grows too old, I'll still be playin' years from now. Thank you for the opportunity to be part of *BrickJournal*!





Photos on this page by Calum Tsang

# Janey

**Name:** Janey "Red Brick" aka Janey Cook  
**Age:** 38  
**Country:** Ontario, Canada  
**Your hobbies:** LEGO, Painting, Sculpting, Beading, Educational Advocate, Promotion of the Arts, Writing, Hiking, Camping and Deck Hopping

## Brickshelf Folder:

<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=bccook>

## When did you start building?

I am an artist by trade and proud parent of two teen boys currently residing in the northern limits of Southern Ontario, Canada. I was born and raised near Windsor, Ontario and for as long as I can recall creative arts has always been a primary focus in my life. I started to build so young that I don't have any tangible memories of it although I fondly recall pouring over the catalogues and making lists for Santa and then joyfully receiving basic building sets and the "Homemaker Family" set. My parents were cognitively aware of what building toys (such as Meccano) provided in a sense of development for children and were generous on promoting and purchasing building toys for both my older sister (my only sibling) and I. I spent my childhood creating with various mediums, from cut and pasting, sketching, painting to playing with various building toys. LEGO was by far, my most favorite toy, followed up by the perennial favorites such as the slinky, silly putty, etch a sketch, hand held video games and numerous fashion dolls with a plethora of accessories. Make believe and pretend was a primary focus of my play and LEGO allowed me to create little worlds that I could make exactly how I wanted the world to be. As a young girl I was mesmerized by scaled miniatures and tiny treasures one could hide in secret places and that still holds a level of intrigue for me. As a youngster my favorite LEGO theme was the Homemaker series which appealed to me because I could design furniture and homes with endless details to portray the worlds I wanted to create. When Minifigs entered my collection, I started to build apartment buildings, homes, shopping malls and countless theme parks for them to "visit". Eventually I hit my early teens and put away my bricks to pursue my interests in education, the arts and dating. Twenty years, and two children later, I rediscovered the enjoyment of building and the intoxication of the addiction. That addiction not only led to a house brimming with containers of sorted bricks waiting to be transformed into one of the many things left to build on my "to do" list, as well as the LEGO brick tattoo I proudly bear on my right shoulder.

## Present:

### Why are you an AFOL?

Anything that allows anyone to explore their creativity is something I want to embrace. I proudly suffer the "Peter Pan" syndrome... "I will never, and must never, grow up!" and although it's a total Cliché LEGO appeals to my inner child that refuses to conform to the realities of adulthood.



**How many hours do you spend building with LEGO?**

On average I spend a number of hours a week building with LEGO, and when there is a deadline for a display show I have been known to sit on the floor building for hours at end forgetting to stop to eat until I get to the point that my back gives out and my legs fall asleep, much to my children's amusement. Many more hours a week are spent perusing online LEGO forums and surfing through various other fans online picture folders and trying to attend as many LEGO events as my finances and time allows.

**What are your favorite building themes (both what LEGO produce and what you like to build yourself?)**

I tend to be "Jill of all themes, and Master of none". I have been known to build in all scales from micro to maxifig and have included almost all the popular themes. Exploring many themes became a personal goal when I found the online community, I wanted to experience it all. I believe that some of themes I have worked on fit more into my natural interests and artistic endeavors so if forced to stay with one theme, it would have to be sculpture and mosaics. Although I do have a hard time resisting anything that resembles a traditional Doll house and tend to be recognized for the many red brick houses I have built. Therefore the sets that most appeal to me are the old Homemaker, some of the Belville, but mostly I purchase creator and mosaic sets or just basic bulk tubs.

**What do you like most about LEGO and their products?**

The quality of the product, the tactile joy of running your hands through a bin of your favorite colored bricks, the ability for it to be something different each and every time you sit down to start a new project and the near limitless possibilities.

**Five parts you would love LEGO to produce:**

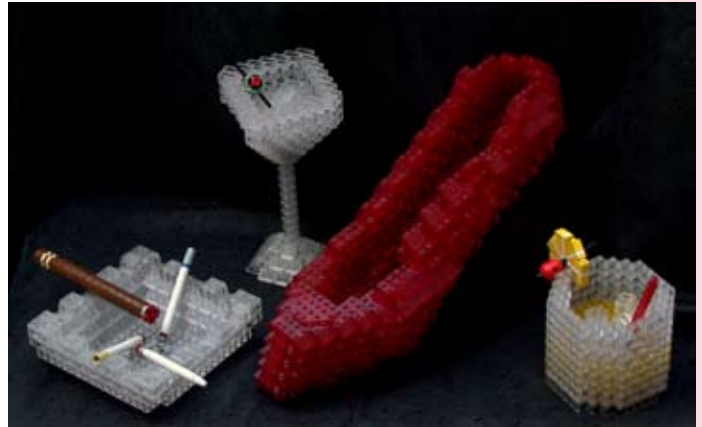
I am actually very satisfied with the parts that LEGO already provides. If I was forced at gunpoint to pick, I guess I would choose more windows and doors in different styles and colors and perhaps more varieties of foliage or flowers.

**What is it like to be as a female in the AFOL world, which is dominated mostly by men?**

I have mixed feeling about this. In many ways I feel comfortable with the fact that I just happen to be interested in something that is dominated by men since this has been an ongoing theme in my life. I'm the type of girl that would rather go target shooting or do a house renovation than go to the mall shopping for shoes or to get my nails done. The community on a whole has been never openly or unfairly judged my ability to build due to my gender, although it has created some interesting dynamics at times. Perhaps women that build, that tend to be more demure may have a problem feeling they fit in but since that is not my nature I choose to let very little of that influence me. When push comes to shove, I build for myself first anything after that is purely a bonus. If the community can embrace that, that is wonderful, but if they can not, that will not discourage me. Having said that, I have been fortunate to make some remarkable friends from this hobby that goes beyond our shared building interests.

**What would you suggest to LEGO to make their products more popular for girls?**

I think that LEGO has always fallen into a "pink and aqua" mentality, which may hold a small market share but overall



does a disservice by disregarding the fact that a majority of girls want to build things just as boys do. They do not need to make “girly” products to appeal to young ladies, they just need to promote the excitement of what makes LEGO the wonderful product it is; a new toy everyday.

**Is LEGO doing enough to promote their products towards girls?**

No, I think they are trying but failing miserably. I do not think LEGO should ever have a “girl” theme or line of products. I think products like their bulk bins, creator sets or the new mosaic sets are a perfect product for both boys and girls. Assuming girls just want to make jewelry and picture frames is a mistake they have been making way back from the beginning of the Scala lines right up to the more current Clikits lines. Another bone of contention is the continual mistake in all sets that contain Minifigs by not providing a better girl to boy ratio of the figs themselves. I am not the only parent asking “What has happened to gender equality?”

**What would you like to see from LEGO in the future in relation to girls?**

Simply LEGO needs to stop assuming that girls need “femininity” to be enthused or attracted to a product that has proven itself over time. The ability to conceive of an idea, design, and then bring that idea to some sort of satisfying culmination is a skill set both males and females can and should develop. It's proven that building toys provided for young children increases their ability to perform better in many other scholastic endeavors. Therefore, I think a promotion reminding parents that building is a cornerstone to skills that every child needs regardless of gender would be way more persuasive.

**Any other comments you would like to share?**

Motivating young girls to build is a passion with me. I encourage other AFOLs that already share their hobby with young children to go out of their way to include girls in this process. Over the years, I have asked countless girls that I come in contact with, if they build and do they have any female Minifigs. I am always surprised with how many girls have access to bricks but not a single female Minifig. I often discreetly give those young girls (that show a genuine interest in building) a small handful of female Minifig heads and hair pieces, frequently including my “Sigfig” (representational Minifig of myself) at smaller shows or talks that I give. It's my hope that if this is something a AFOL club or individuals can afford to do, it's one of the simplest ways of reaching the neglected building gender.

This hobby has some amazingly talented builders, both male and female. I am continually in awe of what my peers are building and sharing with this community. I am honored to be involved with many of the builders I have had the satisfaction of encountering and I am continually motivated by their high standards, principles and contributions.



*Photo by Jason Allemann*



*Photo by Allan Bedford*



exclusive

LEGO Set:  
Market Street



FACTORY

*The Factory  
Now Has a  
Street!*



**Exclusive:  
Market Street**

# A Look Behind Market Street

*Interview by Tormod Askildsen and Joe Meno*

*Photography courtesy of the LEGO Group*



The newest fan-designed LEGO set to come from LEGO Factory is Market Street. With over 1200 pieces, the set is not only an impressive companion to the already-released Café Corner, it's also the first set to use a new theme, called 'Modular Houses'. This new series will let aspiring house designers create and purchase their own and other users' house modules on [www.LEGOFactory.com](http://www.LEGOFactory.com).

The Market Street set designer Eric Brok, a Dutchman, has been building for about ten years. His initial interest was in the Technic theme, but later expanded to include almost everything. It was only a matter of time after he joined the Dutch LEGO club, De Bouwsteen, that he would begin building not only models, but a great reputation.

Eric designed large-scale models, from a model of a brewery plant to a tugboat and even a functional amusement park ride. He has also traveled to LEGO conventions in the United States and Europe, including MINDFest and BrickFest in the US and LEGO World in the Netherlands. This all culminated in Eric being selected as one of the first LEGO Ambassadors...and later to designing this set.

*BrickJournal* interviewed Eric about the Market Street.

**BJ:** Since this was a fan-based design, you had to work with some LEGO designers. Who did you work with?

**Eric Brok:** When I developed the LEGO Market Street model, I worked with the LEGO Creator design team in Billund, a great bunch of people. They were hospitable, helpful and fun. In particular I worked closely with Jamie Berard, who had just designed the Café Corner set (#10182).

**BJ:** What was the goal of the set and your design?

**EB:** As a LEGO Factory set, Market Street was to showcase a fan design, thus promoting the Design-it-yourself vision of LEGO Factory. The modularity of the resulting model also may inspire people to design their own floor modules (or furniture sets) in Factory, without having to build an entire house.

**BJ:** That's a great idea, but also challenging. How did you decide to work with modularity?

**EB:** For the Market Street model I concentrated on modularity within a single set. So I chose a simple 16 x 16 square footprint for each floor. This way, the floors can be turned around as well as stacked in different ways.

After I sketched out the main building, I absolutely wanted to add a simple side structure to it, if only to supply a second base and roof. This way, floor modules from the main building could be rearranged over two bases. I chose simple arcades with a flat roof. And that's what made the set a Market Street.

**BJ:** Tell us about how you made the roof – it's a clever building solution!

**EB:** A typical feature of the building is the stepped front top. I used this style before, not just because it is common in old Dutch cities. I never liked the look of classic LEGO roof building, where the slope bricks produce a roof with jagged underside. So I used the stepped front to hide the roof bricks from sight.

However, I didn't want the model to look exclusively Dutch/Belgian. So I did a second roof in international style, slopes at front, like in Café Corner.





Then I realized the set could offer both, allowing the customer to turn the roof around to best fit his or her town. At another side, a balcony was added for variety and play value. The roof module can also be exchanged altogether for the flat roof of the side structure, resulting in a classic American building.

**BJ:** There are places that may not fit as well rearranged as they could in the set. How did you deal with that?

**EB:** When rearranging floor modules, the balconies may end up in strange places, such as the ground floor, so the balconies were redesigned for easy removal.

Also, there are several fixtures sticking out from the front, such as lamp and flag poles. When rearranging the modules, these fixtures may have to be moved. So I consider the headlight bricks spread over the front as a 'modular' system in itself: at each spot you can fit a fixture or a pneumatic t-part as filler.


**BJ:** Was there anything you discovered while designing this set that was unexpected?

**EB:** We are all aware that it is expensive for The LEGO Group to develop new shapes or new colors. But I didn't realize before, that even a new combination of existing shape and existing color is costly. So if a project does not have a budget for 'new parts, or that budget is spent, it means the designer is restricted to use only the shape/color combinations that are already in production. TLG calls this the 'active components'.

In practice this means that a basic door may be only currently available in few colors, and you're lucky if they aren't purple and pink.

So if you're a LEGO fan with a wide piece selection at home, you may well have a wider palette to build with than professional LEGO designers!

**BJ:** What was the best part of designing the Market Street set?

**EB:** The freedom I had, so I could make something I really liked myself. I liked some gimmicks, such as the green cabbage. 

## General information

1. Market Street is a LEGO Factory Exclusive and is online at <http://factory.lego.com/modularhouses/>
2. Recommended age is 10+
3. The set contains 1248 pieces
4. Price point is 89.99\$
5. The set comes with printed building instructions.
6. The building instructions are also available online in LXF format from LDD at <http://factory.lego.com/gallery/buildinginstructions/>
7. You can integrate Market Street with other modular buildings like Café Corner and hence create a whole street. Café Corner (set number 10182) was launched in April 2007 and is a Direct Exclusive set.

## Packaging

The packaging is available in an International version which will be sold-where LEGO SHop@ Home is available.

## LDD

Market Street was designed using the LEGO Digital Designer software. Consumers can learn more about the software and download it for free at [www.LEGOFactory.com](http://www.LEGOFactory.com). The Modular House page is at <http://factory.lego.com/modularhouses/coolmodular-Houses.aspx>

## LEGO Factory

At [www.LEGOFactory.com](http://www.LEGOFactory.com), they can design and build:

- Market Street their way
- Their very own LEGO house or town

## Set Review: Market Street

*BrickJournal is happy to have two reviews on this set, so without further ado -*

# A Look at the Market Street

*Review by Joseph Evangelista*



Grab your basket of fruit and follow me down to the local market! Why? Because that's where the excitement of a brand new Factory set is happening -- it's also the only place you can find a 9 lb squash for \$3! At first glance the color scheme is simple; the architecture well thought out, and there's even some cabbage in the fruit basket. The cabbage itself is quite scary though because it's actually a new green headpiece from the Exo-Force sets. If kids are still as impressionable as they have always been – and I've seen nothing to the contrary thus far – we're going to have a big problem in the coming years with kids running around with lettuce on their heads!

From start to finish though, this set is fun to build. As with the Café Corner set, the interiors are empty, leaving room for your imagination to run wild setting up a bakery on the first floor and apartments on the top two levels. The only concern is that the stairs were built in the center of the building, which makes it difficult to build any real rooms. It's not too hard to reconfigure the stairs to one of the walls, but it may take a few extra pieces to make them work properly. The really nice part though is that the main level of the building is above street level, forcing the minifigs to walk up a curved staircase to get to their destination. For the Chicago gangsters reading this, you'll be happy to know there is a cellar with street-side access that can easily be turned into an illegal alcohol production facility, a secret meeting room, or a morgue. Sometimes things can get a bit scary with all that corruption, and people start pushing up daisies but, "that's the Chicago way!"

In recent years the LEGO Group has been utilizing more dark grey instead of black in many of their creations. This is also the case here, and while it sometimes earns mixed reviews, on this set the black detailing above the archway along with the iron gates really helps to bring this set to life. Even better are the sections of stripped paint on the sides of the apartment which gives the set very much a "lived in" feel.

While at first glance the street seems like any other, this set proves that with just a little creativity it can become any number of different streets by switching a rooftop or moving around the floors of the building. Putting the set together is pretty straightforward. Be warned though! Messing up the pattern of the tiles on the street is *very* bad – I did it incorrectly the second time around and the prices all doubled at the market!

That said, there are a number of neat features that help enhance this set, which usually aren't seen. From the unique awnings, to the rooftop ledges and clever balconies, and even the croissant on a stick – yes, sadly that took me a minute to




*The set opened*



figure out – this set will have at least one or two things you don't usually see. Even if you're an experienced builder this will be a lot of fun to put together and make additions to. The real surprise is that the number of female minifigs is more than the number of male minifigs... thus bringing the total count of female minifigs to two!\* (\*Reviewer's own observation, no actual numbers were tallied for this)

What isn't apparent though, is how the minifigs are able to access the top floor balcony. Yes, there is a staircase that goes all the way to the top, but the penthouse suite is setup so that the door to the balcony is right across from where the stairs meet the floor, thus sending anyone walking back in from the outside to a frightful fall down the steps as they perform a classic cartoon "walking on air" routine. Maybe the minifigs in this sophisticated city have been using "the Force". I still haven't figured this one out yet, but perhaps they put it in the drinks at the Café Corner.

Whatever the case, Market Street stands out as a set designed for people who appreciate completion – four complete walls, two complete buildings, and one completely outrageous price for a one-bedroom apartment with a big hole in the floor! With great attention to detail, this set begs you to build the rest of the buildings on the street and put them out on display. The real enjoyment comes when taking a step back to look at the completed model and think, "I built that?!" Simply put, if I were a minifig, I can't think of a better place to live. *Speaking of which, does anyone know of a place like that in NYC? I'm trying to find an apartment there!* 

## A Second Look at the Market Street

By Melody Krützfeldt

First, congratulations to Eric Brok from the Netherlands for designing such a wonderful set. It was a lot of fun to build and is a great addition to the Café Corner; both which have the potential to allow you to add even more buildings of your own or any other possible future sets. This series is designed by LEGO fans, and the Market Street set in particular, by Eric Brok.

### The box art:

This time, unlike the Café Corner set, they do not show what it looks like if you have more than one set placed together with the original set. There are pictures of the set being designed using Factory.com (LEGO Digital Designer) and of the actual set built. The pictures also show you what the inside looks like with the staircases attached. There you can see how much room is left to build any interiors (there is no interior included). The front of the box sports a nice clear picture of the set and that you can turn and place the modules of the building in more than one way. The age shows 10+ which is OK, but children younger are also able to build this set, if they don't mind spending the time it takes to build. The back of the box shows a quote from Erik, "I chose a square shape for the floors so the house could be rearranged in many ways." Another interesting thing about the back of the box is that some of the information for LEGO Factory ([www.LEGOFactory.com/](http://www.LEGOFactory.com/)) is written in more than one language; German, Italian, French, English, Spanish, Finnish, Danish, Hungarian, Greek and more - but not for everything on the box. In fact, there is a lot of advertisement for LEGO Factory. The sides of the box show images of the parts that are contained within the set, the size of the minifigs and accessories. The box size is: 47.5 x 28.5 x 9.5cm.

### The instructions:

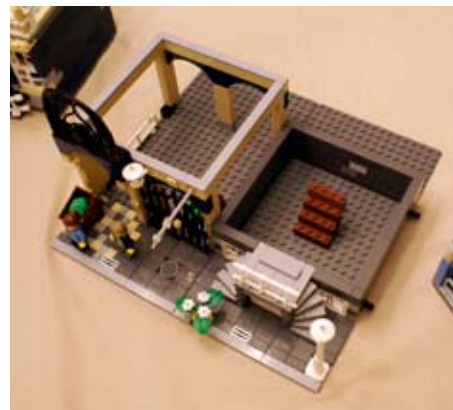
The instructions are presented as a single book consisting of 84 pages (including the covers). Personally, I find it more fun when there are at least two booklets as this allows for more than one person to help build the set. The steps are easy enough to follow.



Completed penthouse



Another view of the penthouse



Overhead view of the ground floor



Another view of the ground floor



*Second floor with flat roof*



*An alternate setup of modules*



*Another alternate setup of modules*

## The Set:

The set weighs approximately 1,786g - contains two 16x32 'dark bluish grey' baseplates, one instruction book, 17 poly bags and loose parts (did they run out of poly bags? ;)), three minifigs – yes, there is a female minifig in there too and two male figs. I do not know what Erik Brok looks like, but I can't help to wonder if one of these male minifigs is meant to look like him. On average, it takes just over two hours to build, depending on your pace. It helps if you empty most of the bags into lots as you will find yourself picking parts from several bags for each step.

Some of the bags are fabulous! There are bags of just dark blue bricks and just medium blue bricks, and some are a combination of of both. I never thought I would see a whole bag of just dark blue bricks! Yum!

The actual set is built over the two baseplates. This allows for many exciting alternative builds. It is a busy looking set with many features and a charm to both the eye and the busy street to which you can add it.

The whole Market Street is built modular, meaning you can take sections away without having to take the entire set apart. You can move sections around and change the levels into different areas of the building where it allows. The modular idea is fun, it isn't original, but it works as a treat in sets like this, which allows you to have a different look each time.

You can also place the modules on either side (the bottom part of the set where the black Technic pins are placed) by exchanging the baseplates over. There are six modular parts here: the main building's basement, the Bakery (I assume this is to be a Bakery?), the 1<sup>st</sup> living level, the 2<sup>nd</sup> living level, the under roof Market/alley way (not 100% sure if that is what it is meant to be!), and the roof top.

The way the module is designed is by using four 6 x 10 plates and allowing a 'hole' in the middle for the stair case/s – (The only issue with this is it makes the inside tiny if you wish to build an interior, or compact living in this case). For each level using this style means you can change the modules around to your desire and needs. It is ideas like this that make the overall set both enjoyable and playable.

The design of the building is nice but compact. The colours are great and different from many previous products TLG has produced in the past. It is great to see the company changing and allowing for such ideas to make the whole world of LEGO fun and exciting.

**The Basement:** This is more or less of what you would expect, although there isn't a lot of headroom for a minifig to move around, but it still works. The windows on the outside look great behind the gorgeous little curved staircases leading to a nifty balcony. And once again the pins are in place to attach other buildings or to move this part of the building with the Market part.

**The Bakery:** I am going to call this a Bakery; I assume it is one due to the Croissant on the outside. While it doesn't really look like your standard bakery (at least not where I am), it still has the potential of being one (see the interior article). The windows are offset giving it an interesting look, rather than flat and no character. The grilled bricks which can be seen over the whole building also add to the real-life charms and texture that represent many buildings of today. There is also a cute little annex over the door.

**The Living area, Level 1:** For its size it is quite cute, compact and still has plenty of detail. A flag flies from the side and a door leads to a balcony for your minifigs to see the hustle and bustle of the Market Street coming to life. Above the windows is a fabulous idea for decoration. Once again, this adds to the charm.

**The Living area, Penthouse:** I am not sure if this is meant to be separate from the level below it or not. If it's meant to be separate, then it is a very small living space for a poor ole' minifig. While the roof is adorable and there is plenty of detail, design and character, I am not so fond of how the terrace door is connected to where the hole for the staircase is. I feel that maybe it would have been better to have the door where the plates at least meet, for inside purposes anyway. For the exterior it is no problem. The terrace has plenty of room and privacy for your minifigs to relax while drinking their



coffee or reading the local newspaper. There is somewhere to sit and a plant in the corner.

**Market/Car Park/Alley Way with roof top:** A part of this I like and a part of it I do not. There are plenty of details here: the gate, the lamp, flag, the wrought iron-look decoration, the fruit and veggie stall and more.


There are two crates of fruit and vegetables filled with both lime and red cherries, apples and an Exo-Force hair piece that also acts as a lettuce! What a great idea!

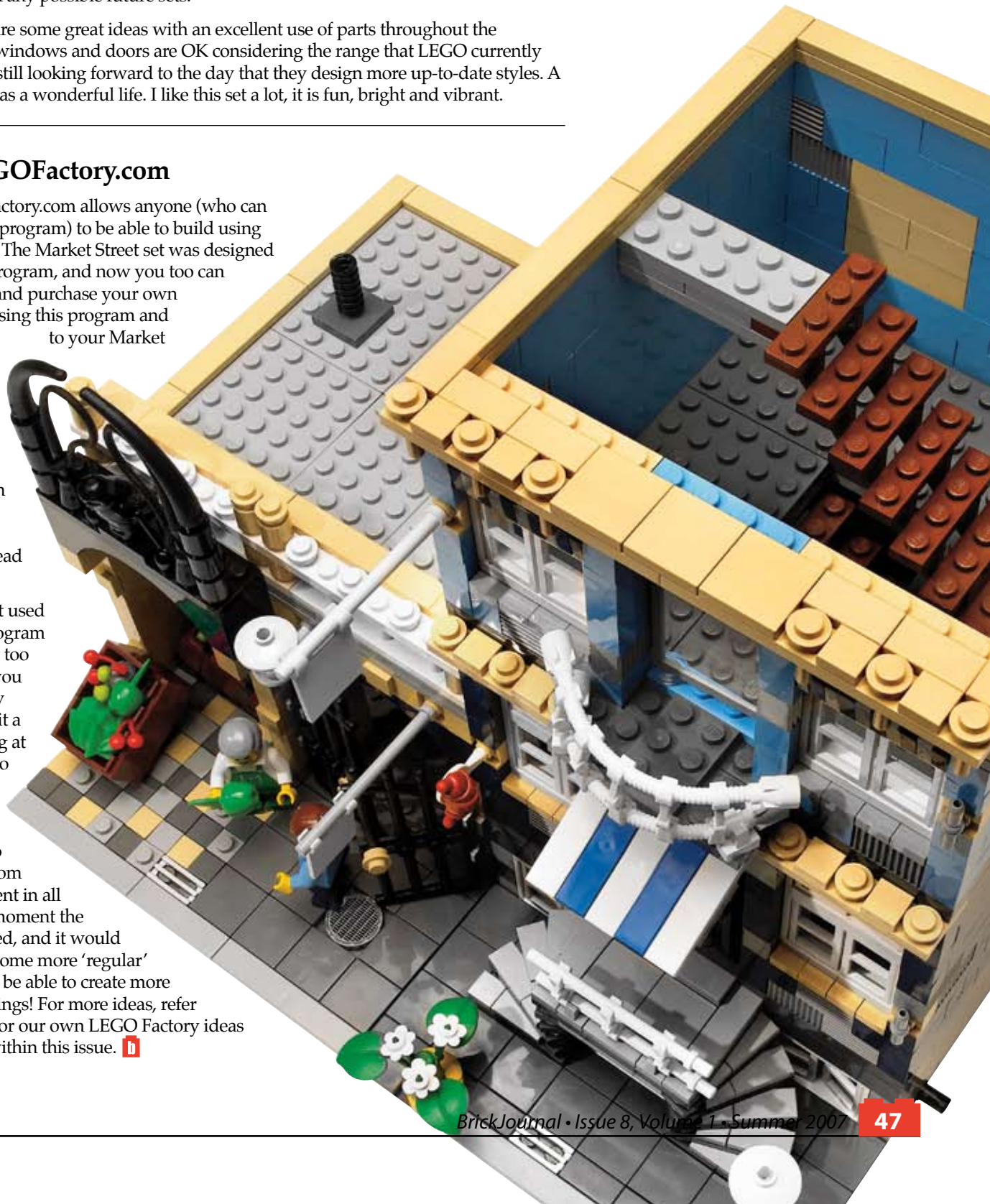
On the pavement area there is also one flower, but I wish these sets had a little bit more greenery added to them. While a flower is better than nothing, it would be nice to see more foliage in any possible future sets.

Overall there are some great ideas with an excellent use of parts throughout the building. The windows and doors are OK considering the range that LEGO currently has. But I am still looking forward to the day that they design more up-to-date styles. A minifig truly has a wonderful life. I like this set a lot, it is fun, bright and vibrant.

## www.LEGOFactory.com

www.LEGOFactory.com allows anyone (who can download the program) to be able to build using virtual bricks. The Market Street set was designed by using the program, and now you too can make, design and purchase your own buildings by using this program and the add them to your Market Street set or your new town layout. The parts used for the Market Street set will be soon be available (if not already by the time you read this).

If you have not used the Factory program before, it is not too difficult once you learn your way around. I find it a little frustrating at times, but try to bear in mind that it is still new. It has a long way to go and there is room for improvement in all areas. At this moment the parts are limited, and it would be nice to see some more 'regular' parts added to be able to create more fantastic buildings! For more ideas, refer to the website or our own LEGO Factory ideas and pictures within this issue. 



# Furnishing the Market Street

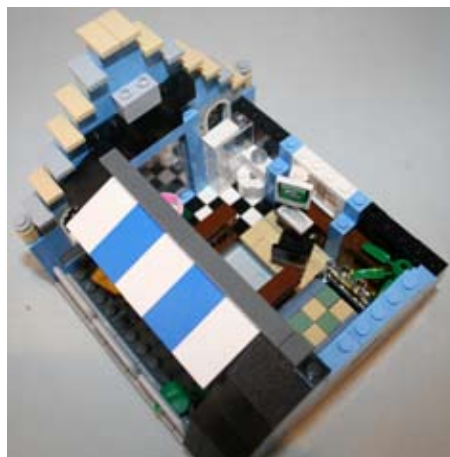
*Article and photography  
by Melody Krützfeldt*



Rather than build an alternate model for the Market Street set, I have decided to build an interior for each floor without moving any of the exterior around. This was sort of like renovating just the insides of a building, and moving in with your own furniture.

The exterior is compact in size and design and so is the interior. In many cases there is not a great deal of room to plan anything too extravagant. But, you will be surprised by just what can fit into a tiny space. It is compact living at its best. You can actually find 'tiny' houses on the internet. Some of the houses are very small and the living area we have here is no exception. Many of them are not only tiny in size but also compact within all parts of the house. For example:

<http://www.tumbleweedhouses.com/> - I found this website *after* building the interiors to the Market Street set.



## 2<sup>nd</sup> Floor/Penthouse:

### Living area

First of all, you'll need to look at your options and the building you are working with. I started with a quick plan and layout of what would go where and what was needed on each level. I began with the 2<sup>nd</sup> floor; the penthouse. On this level I needed a bedroom, a bathroom and a study area. Unfortunately, the poor ole' minifig doesn't have a lot of room to move around, but then again the design of the building allows for you to use your imagination rather than sticking to a 'real-life' scale.

The room is an open-plan. This leaves room for more space and fewer walls, which is great in a compact living area. The bed is small, but the minifig can actually fit on it. The bed has a quilt cover, bed ends and a pillow. Near the bed are shelves with a jar and a plant on it. Underneath the shelves is a suitcase for those worldly travels. There is also a desk with a computer and a swivel chair. The flooring is birchwood in colour, to give it more of a homely feel and to take away the 'stud' look. The stair case has 'wooden' rails to add more support to the room. There is also a shower and a set of drawers with a lamp on top. The bathroom is in the corner with a small shower and toilet. The bathroom floor is tiled and a doormat leads to the balcony door.





## 1<sup>st</sup> Floor:

### Living area

After the 2<sup>nd</sup> floor, this was much easier. You start to get a feel of the size and accessibility of things.

This floor contains:

Kitchen: cupboards, stove, oven, overhead refrigerator and a sink

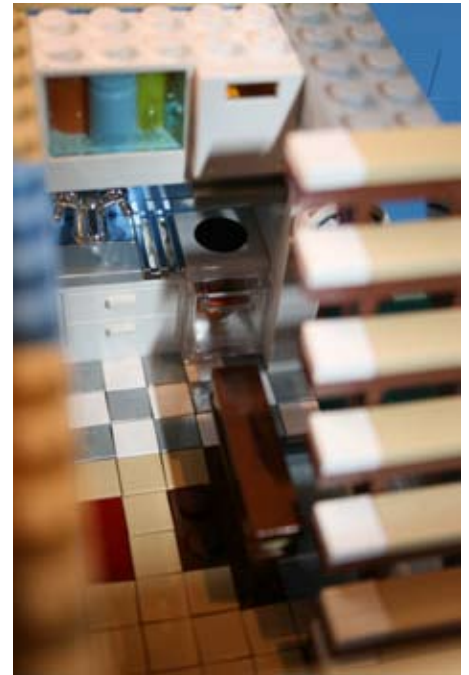
Dining area: round table, chairs, drawers and flower pot

Bedroom: bunk beds, wardrobe, lamp

Lounge room: TV unit with fish ornament, couch, lamp and stand

I also covered the staircase with a 'carpet runner' to give it a bit more style. Due to the openness of this level, it was easier to build inside, without having to take too much apart (in order to place everything in), usually lifting the staircase helps as you have more room to build around.

Of course you can select many colours and styles to add inside for your own interiors, but this is just an example of what can be done with what you have.





## Ground floor:

### The Bakery

The bakery is more simplified as it does not need as much furniture as the living areas. Still, there was room for the store part, with standing tables where you can eat a snack or two, shelves, cupboards and a counter with a display case.




## Basement:

### Storage

Everyone needs somewhere to store goods, their bicycle and odds and ends. But remember that sometimes rats like the darker dingy places the most, so don't forget to store a broom down there to sweep them out!

You will note that on each level I have used a combination of both tiles and plates on the floors; this is to allow the furniture to 'stick' into place without falling out or around.

Given more time, I would have built a bakery van or even a van for the grocer who sells his fruits and vegetables, but I can leave that part up to you!

Note that the Market Street set does not come with any parts that can be used for the interior with the exception of the staircase that is included. The interior builds described above are just examples of what you can do with your own collection and your own imagination. 

You can find Melody's LEGO Factory items on her account: *weetbrix*, or here: <http://factory.lego.com/gallery/?parameters=2116728bc2c-557b-be0b-7a87-bb091f051fce>







## Building: Market Street Alternates

# More Than the Market Street

Article by Joe Evangelista  
Photography by Joe Meno

If you looked at the pile of pieces from this set and said to yourself, “I want to build a castle!” ... you’d be out of luck. If you said, “I want to build a space ship!”, you’d be sadly mistaken. And if you happened to say, “I want to build something Galidor!”, well, that’s a whole different story, and we have a special place for people like you. However, if you looked at the pieces and said, “I want to build something for a town, city, village, province, etc” then you are in luck – we can do that!!

Finding use for these pieces and letting the creativity run wild was extremely difficult with this set. While I was able to *think* of some great ideas, given the pieces included, I found that the set lacked the essential pieces needed to make the creations that my mind was coming up with. In the end, it seems I was forced to rethink ways to make something else in the Town theme but make it different enough from a typical street-side market.

The result – a Carnival! Now some may say, “Hey that’s not fair! You just made another Town model.” But all I can say in reply is, “Well, life’s not fair; it’s not a carnival either, but it is bizarre!” What’s more bizarre are the new methods I had to come up with to connect pieces so that my ideas would work out properly. This was a tough build simply because I like to use rounded parts and there are very, *very* few of those in this set. There was also a lack of pieces that would give me the ability to build on angles and other sides of the brick (i.e. SNOT).

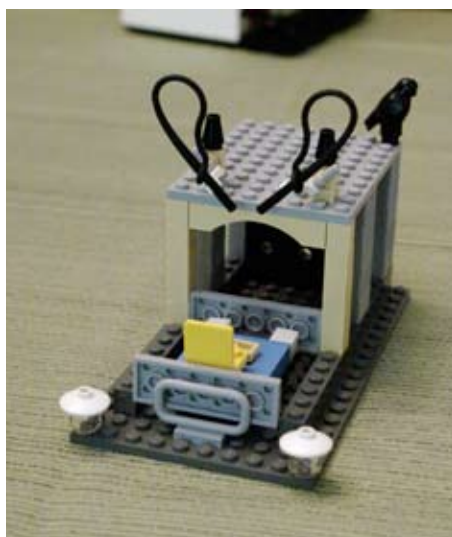
This alternate is just like the classic carnivals you remember going to when you were a kid. Capturing the feel of a hometown carnival was not easy as most people will instantly think of ferris wheels, go-karts, and funnel cakes. Actually, I *wanted* funnel cakes in my build, but as I still haven’t found the LEGO equivalent of powdered sugar I was forced to abandon that idea. But I found myself able to create some of the classic scenes – testing your aim by knocking over milk bottles with bean bags, racing your character across the board to win prizes, and a vegetable toss. What? Your hometown carnivals didn’t have vegetable tosses?! Kids in my neighborhood saved up their uneaten vegetables all year just for this booth!






When looking at the pieces I knew I would have to build *something* on an angle. And what better to build than a big slide?! I was surprised I still had so many tiles to make this slide in a proper color pattern. Using a simple click-hinge piece to angle the main slide, the rest was built from some stairs and some 1x4 bricks to make scaffolding in the back. I can almost imagine a small kid sitting at the top of the platform holding on for dear life because of the very steep angle of descent they would soon be facing. In reality the slide *should* be at a lower angle, but this slide proves that there's nothing more fun than sending little plastic figures to their doom ala "Slidez".

Ah, the Tunnel of Love. What carnival wouldn't be complete without one? Unfortunately the organization running this carnival couldn't afford the traditional Tunnel of Love. They were able to find a similar, less pricey alternative – the Tunnel of Broken Love.



With a heart split in half made from black whips, a lonely one-seater boat, and a very short ride – this carnival module was fairly simple to build but even more fun to watch other people's reaction as I explained it! Though I'm not sure if I'd want a ride attendant helping me in and out of the boat... seems like adding insult to injury!

With some of the leftover pieces I was able to build two overhangs – one as a general entrance to the carnival, and a second as a link between the main carnival and the Tunnel of Broken Love. Both are fairly simple but help to bring the set together to give the small town feeling. The general entrance has the big iron gates and a lion's head on the other side, whereas the second overhang is simply a hanging garden over some pillars that adorn the walkway.

I was actually quite happy with the way this alternate build turned out. As you can see from the overall picture there are many different structures that can be created from the pieces. Each one is self-contained and can easily be rearranged to fit various layouts. What started by just starr[ing] at the pieces turned into a fairly cohesive model by finishing time. Sadly, by the time you read this the alternate set will long have been demolished. But it will live on in the minds and dreams of all those who come across a tunnel of love. *Trust me, you'll laugh.* 





## ***Taking it to the Street: Building Modules in LEGO Digital Designer***

*Article and Photography  
by Joe Meno*

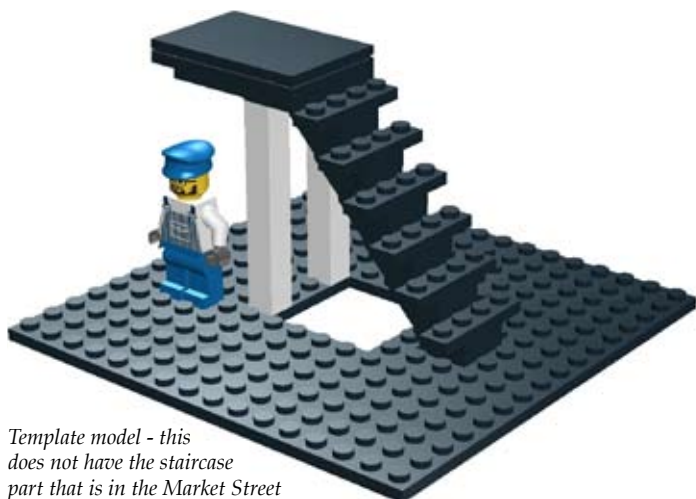
The Market Street set is a new set that follows in the footsteps of the Café Corner: it's a large town-themed set that has a nice general appeal. In building it with another reviewer, I had a great time!

The set has a large piece count, and is a full evening's work to build it. The result is a set of building modules that can be arranged a number of ways to make different looks. The instructions are nicely done, and easy to follow. What's fun about this set is that it has a set of models to build, so the builder doesn't get too tired building without having something to show for his or her work. For me and the other reviewer I worked with, it was basically building a model then handing off the instructions for the next one.

The construction starts out a little delicate, but the models become surprisingly sturdy as more bricks are placed. The modules fit into each other, so it's easy to arrange as desired. One very nice touch was the inclusion of a flat roof module – there's a roofed penthouse as a module, and this roof makes it easy to change things around and have everything covered.

One question that did pop into my head as I built was, "why are the stairs centered?" It's a unique way of doing things, but it limits the interior possibilities. There's no room for a dining room table, for example. There is logic to this – the center hole and stairway allows each module to meet consistently from floor to floor. Seeing this work as I built made things a little clearer, and also impressed me the attention to detail that was placed in the set.

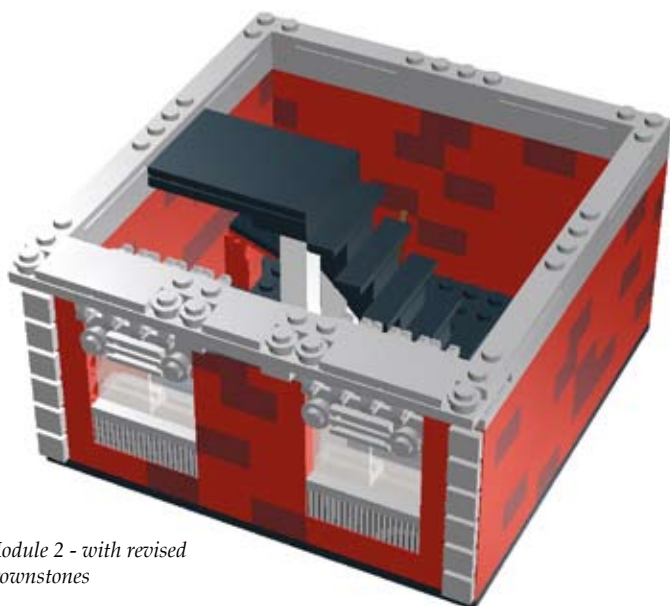
Another nice detail is the balconies that can be removed from the modules. I initially wondered about this feature when I saw the box art but again, building this made things much more clear. This also plants a seed of an idea for module building – parts that can be attached or removed depending on placement.



*Template model - this does not have the staircase part that is in the Market Street set, as that wasn't in the palette*



*Module 1 - Some revisions were made after building this: the flowers and flowerbeds were revised*



*Module 2 - with revised brownstones*

Like the Café Corner, I found myself slowing down to build - part of the fun in building both sets was seeing new ideas in the building instructions. Also, the complexity of this model in terms of detail work will definitely make this a common set on LEGO train layouts. I really like the color of the buildings broken by the corrugated bricks: things look very lived in. The top ledges of each module also are nicely done.

So what else can be done? I decided to find out. I was asked if I was interested in building some modules using LEGO Digital Designer (LDD), and I thought, "why not?" The only problem was that I didn't have the set to work with - but I did get sent some pictures for reference. From there, I started my 'secret project'!

Building with LDD takes a little getting used to. While it has an unlimited number of parts in its palette, it doesn't have every part LEGO has available. Finding parts is a bit tricky too, especially if the part is a special piece, like a headlight brick.

Using one of the photos, I built a template floor plan that was 16 studs by 16 studs in size. For my reference, I built the bottom plating so the module would be able to sit on all the other modules. I also built a flight of stairs and the stairway top so it would join with the wall. This also gave me a base height to work toward for the module. Finally, I added a minifigure to make sure that my windows were the right height. Here's the template at the top left.

I was ready to start building. I began with the simple idea of building another apartment module with windows, and found that the colors with the widest selection of parts are white and red. This is important, because you will need a lot of a particular color to make a module. I decided to make a white module and use black accents. I chose black because the window sills were in black and red, and I wanted to try black first. Since the shutters were in green, I made some accents in green to match. This is Module 1 - seen at the middle left.

*Note: Since this article was written, the element palette from the Market Street set have been added to LEGO Factory. New parts and new colors have added more building options.*

I also decided to add some interior items: a table, a chair and a painting on the wall. And just out of curiosity, I moved the stairs to the back. This was meant to open up room on the higher floors for larger furniture, like a dining room table. However, this would require another module set with the stairs in the back, which I built. But it's not Market Street standard.

So I went another direction. Using the template, I went with an office building in a brownstone motif. Using red and dark red bricks, I was able to make a nice aged pattern on the walls. The corners were done using small tiles to create brownstone corners. Originally, this was done by using 1 x 1 Technic bricks with holes and pins to attach the tiles to, but they were loose, so the tiles settled in all sorts of directions - so I used red headlight bricks instead. I also got to do some architectural detailing on the top, which was fun to build. You can see Module 2 at the left.



The next idea was to do a module that had a broken surface. What I mean by that is to have a module that wasn't a smooth box completely – the top and bottom of the modules are 16 by 16, but there's no rule stating how big the module is between. However, expanding the size creates limitations on where the module could be placed, especially if modules are lined up in a row. The module is square so not only can modules be placed on top of each other, they can be rotated. The drawback is that for rotation, the square size has to be maintained. So I made an efficiency apartment, which is a one-room apartment.

This module has a built-in balcony that is part of the standard 16 x 16 footprint, so it can be rotated. The top is set up so other modules can be placed on it, or another efficiency (I would like to see a row of these done on a layout!). You can see this on the right - Module 3!

I also built a cap for the efficiency since it is a smaller size than the standard.


From there, I went to the ground level. My modules had been built with the thought that they would be above the basement level that is on the Market Street set. I wanted to see how the standard would work with making lower level shops. The windows have to be more open, so I went to using transparent bricks. The resulting model has interior space to show displays and merchandise. This also has no baseplate, which only was included with the new palette on LDD, so plates were substituted. This is Module 4 on the middle right.

From there, it seemed logical to try and push the standard by seeing if I could build a garage. By this time, I had gotten used to building with LDD, so it didn't take that long to build this garage, with car included! You can see this one as Module 5 on the lower right.

I'm still building modules, and you can see them on my LEGO Factory account, jmenomeno or here: <http://factory.lego.com/gallery/?parameters=211f9e93320-ae33-af58-bc12-6b2742ad0c04>. If you want to build modules for yourself, download the template file and build whatever walls you wish. As I mentioned before, it will take a little trial and error, but building will become easy with experience.

Some building tips: Use two colors – one for the basic color, the other for accent, so you can outline the middle of the module with a color. For architectural details, use special plates, such as the 1 x 2 plate with rail. Also, use different shades of the same color to make things look older, like red and dark red, or gray and dark gray. Slope bricks can be awnings or roofs of bay windows.

Also, to keep your model from falling apart, make sure your parts overlap each other by a stud. You can check this while building by clicking on a part and then seeing the parts around it that get outlined. If they all line up on an edge, the model will not be very stable.

For inspiration, take a look at the downtown area where you live and see what kind of buildings are there. Also, check out photos online for buildings and shops that can fit this standard. There are a lot of ideas just outside your doorstep! 



Module 3 without cap



Module 4



Module 5

# Power Functions Motors compared to old 9V motor

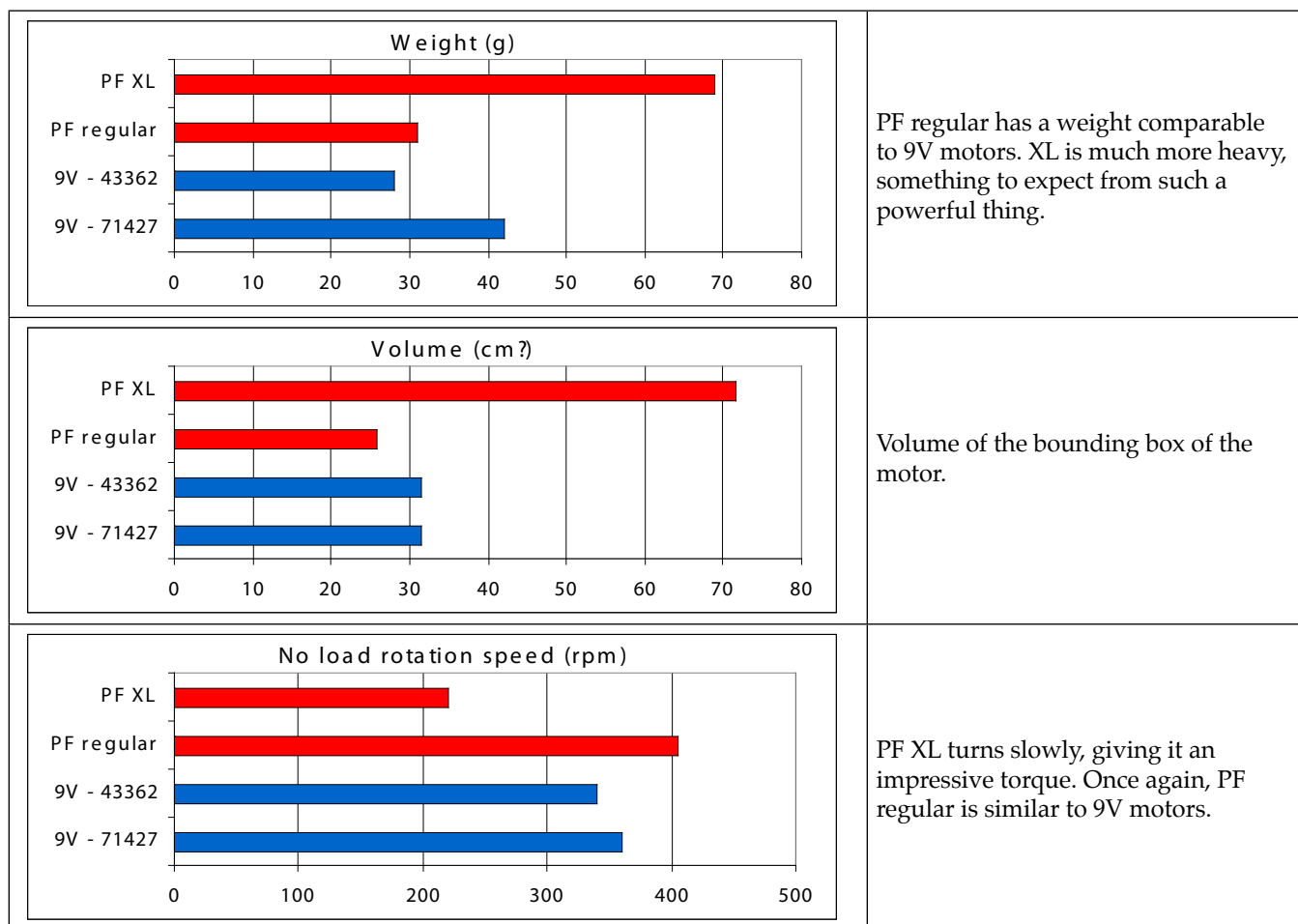
*The new motor system from LEGO will be coming out this summer. Here's a comparison between the new and old motors.*

*Article and art by Phillipe Hurbain*

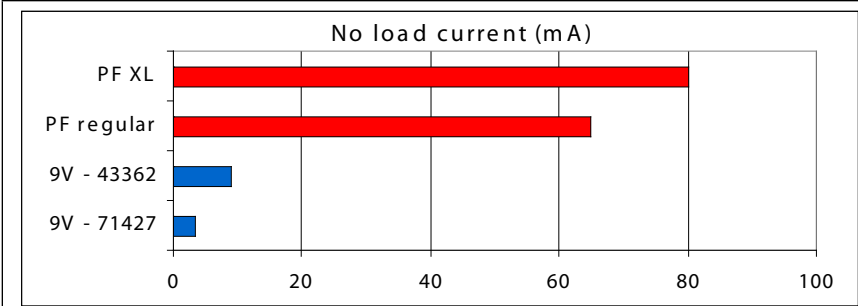
*We will compare here PF motors only with regular 9V mini-motor in its two versions: the 71427 produced from 1997 to 2002 and the 43362 motor produced from 2002 to 2006. Externally these motors are identical but differ mainly in the weight, 43362 motor is much lighter.*



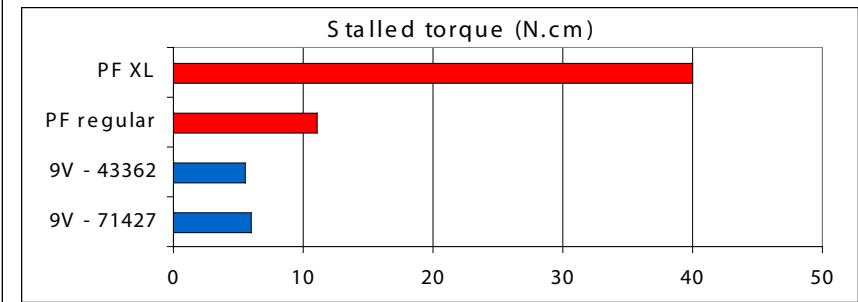
\*Note: All the tests below are performed with motors directly connected to a laboratory power supply.



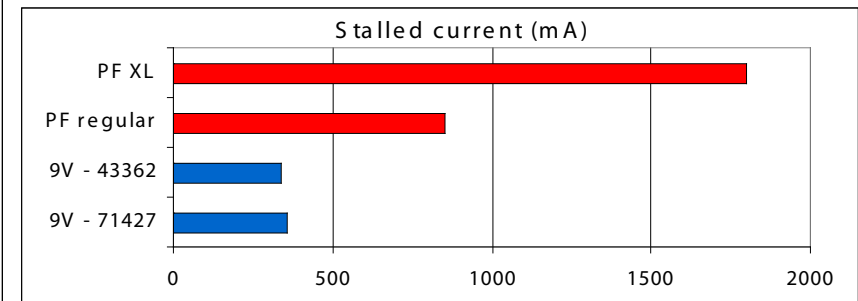




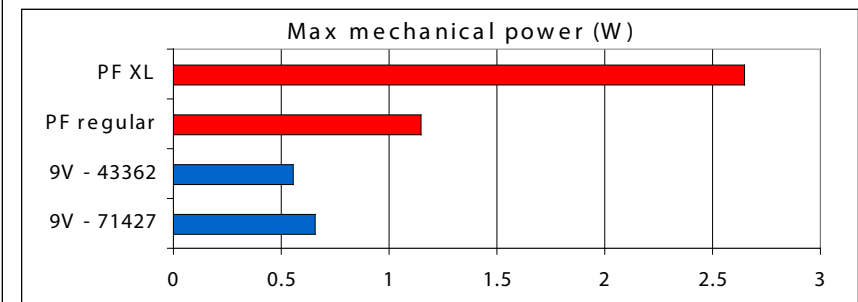
A weak point of PF motors: their no-load current is high, denoting internal friction. They are not well suited to low power applications such as solar panel supply. The 71427 was exceptionally good for that.



Maximum torque delivered by the motors (motor is blocked). PF regular provides twice the torque of 9V motors, while PF XL outdoes its rivals with an axle twisting torque!

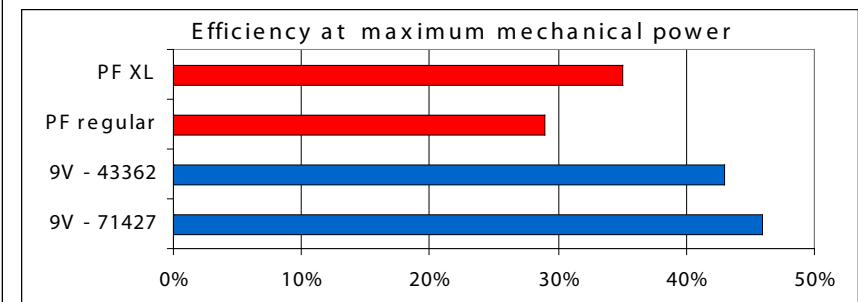


High torque comes with a price, current consumption. Note that the high stalled current of XL motor exceeds maximum current delivered by the PF remote receiver (800mA) and of its own internal protection. Maximum torque is only obtained with direct battery connexion for a short time.

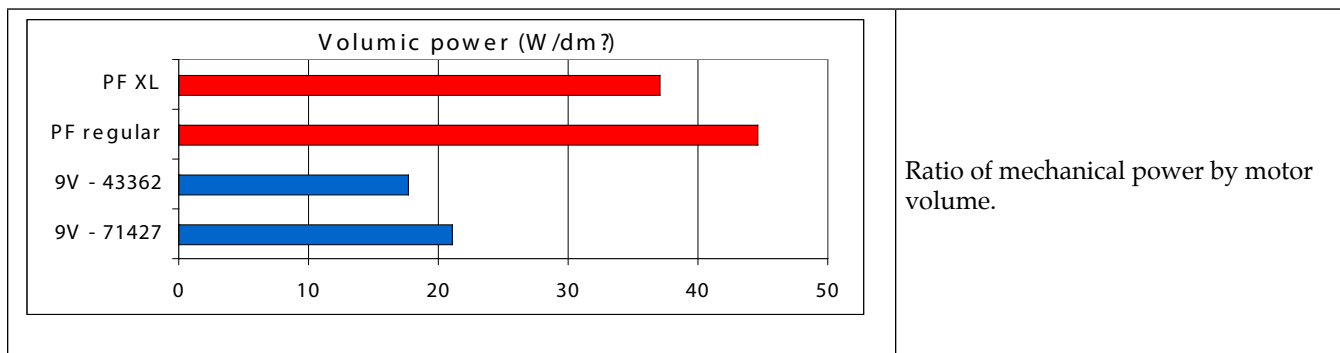


Maximum mechanical power is delivered when load halves its no-load rotation speed. PF motors easily outdo their elders here but with a reduced efficiency.

Efficiency is the ratio between delivered mechanical power and electrical power provided. Note that the best efficiency is obtained when load decreases rotation speed by one quarter.




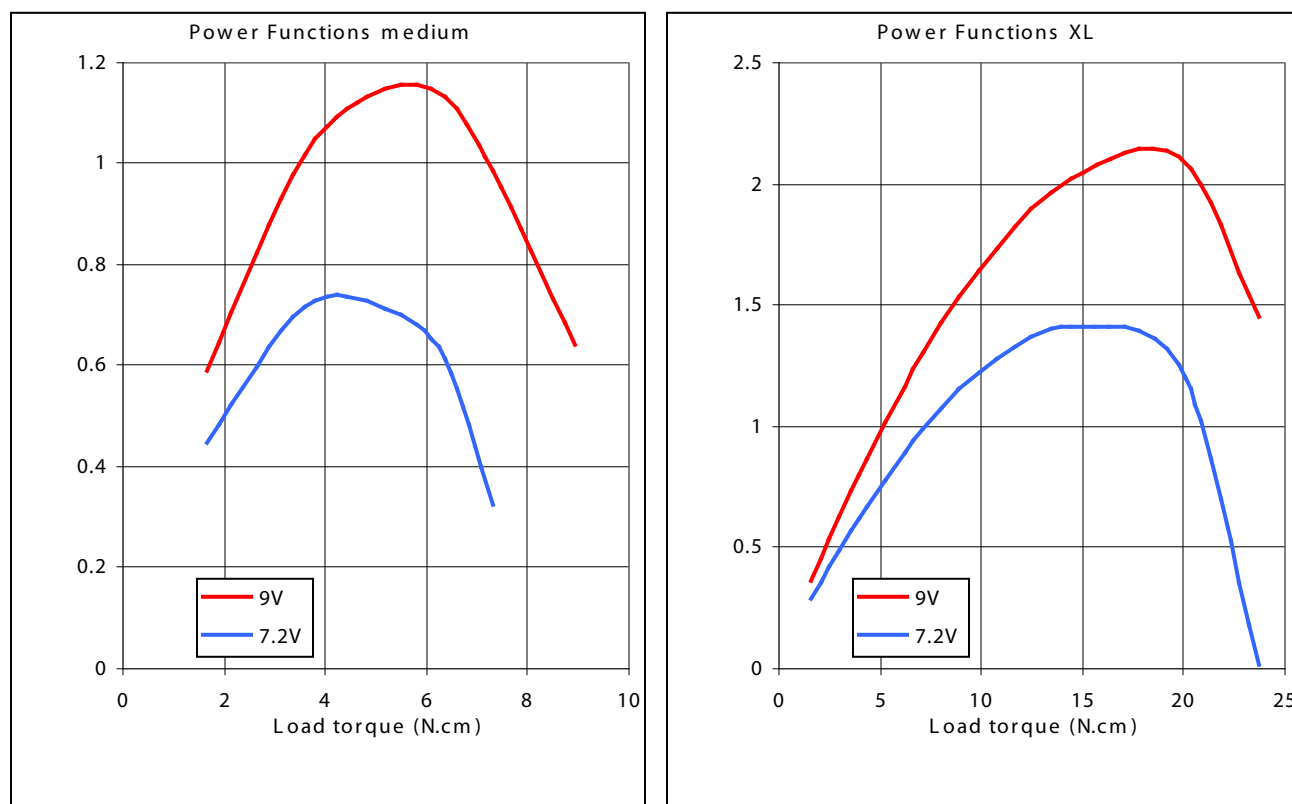
Ratio of mechanical power by motor weight.



Conclusions are clear: PF motors outperform their elders in all respect except energy efficiency, sometimes with a huge difference.

## ***PF motors power curves when connected to IR remote receiver***

Since the motor driver inside remote receiver has some dropout and current limitation, the charts above don't tell the whole story. The two curves below show the mechanical power of PF motors driven by the remote receiver. These characteristics were measured at 9V (alkaline batteries voltage) and 7.2V (NiMH rechargeable batteries voltage). 





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# Building: Power Functions

*Article and Photos  
by Philo & Didier Enjary*

Power Functions is the new electric building system by the LEGO company to be released this year in TECHNIC and Creator sets. The Power Functions family is composed of remote control (RC) elements, motors and a brand new type of electrical plug and wire. Let us introduce the family members.



**Battery box**

The battery box powers the system. A green light indicates that the power is on. The orange control switch can be pushed to either side driving a motor in either direction. In the middle position the power is turned off. The plug is of female type and throughout the whole system, female plugs are the feeding plugs just like the domestic AC plugs are. The battery box need to be filled with 6 AA batteries.



**XL motor**



## Power Functions wiring

The motors are internally highly geared down, turning slowly and delivering high torque. See the technical measurements in the second part of this presentation. They receive power through an incorporated cable. There are two types of motors : a "regular" one and an XL one.

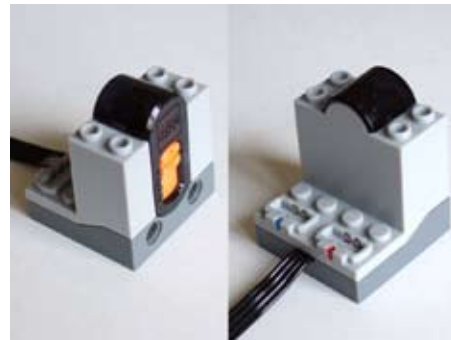
The motor fits both studded and studless elements as shown in the illustration below. It is 6studs long and 3studs wide and tall. The XL motor is studless only and its diameter is 5 studs wide.



**Motor**

The RC handset and receiver work together, the handset sends IR signals to the receiver. The RC system has four channels and you will find channel selectors on both the remote and receiver. They need to be set on the same channel to communicate

The receiver has two outputs, red and blue coded, corresponding to the two control buttons on the handset. This way you can independently control up to 8 different functions in your models.



**RC receiver**

Just like the motors, the receiver is powered through a cable. As the battery box, the outputs plugs are of the female type.



**RC handset**



The RC handset also includes two small black direction switches on each side of the channel selector, below each control buttons. They allow you to flip the direction of the corresponding output. The handset has to be filled with 3 AAA batteries.

The Power Functions plug is of a new type. It has four connections offering new possibilities for the future. An extension wire gives to Power Functions system compatibility with the existing 9V electrical system and with NXT.

Power Functions (PF) is a range of motors and control devices to be introduced by TLG in the fall of 2007. PF will progressively replace the old 9V system while maintaining compatibility with it.

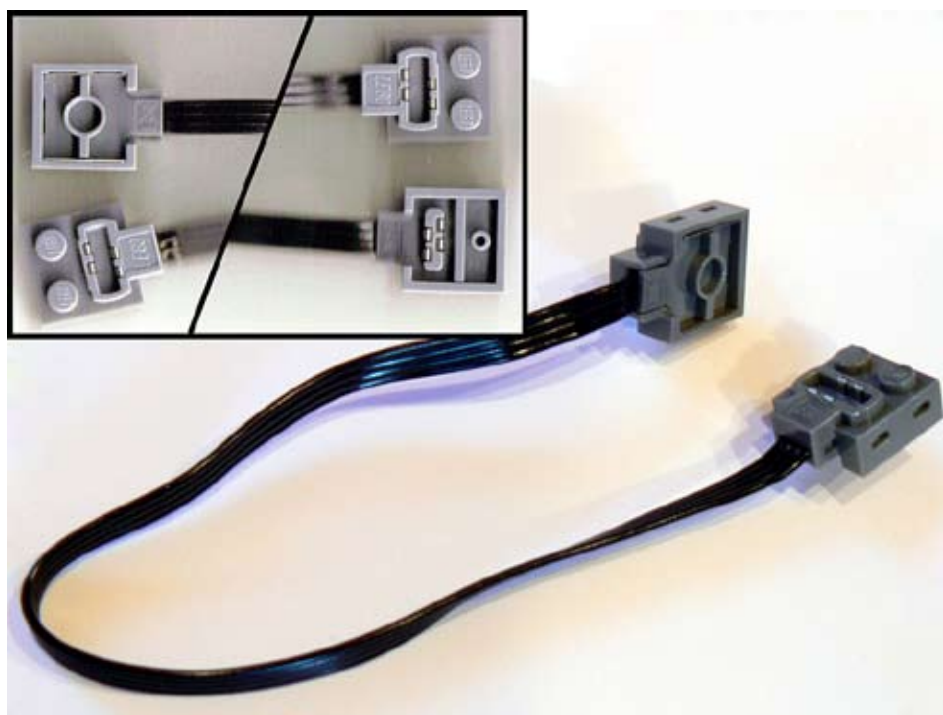
The backbone of PF is a 4-wire cable ended by a new stackable connector. This connector is keyed so it is always plugged the right way.

Power lines carry supply voltage from the battery box to all devices that need it, such as the remote control receiver. Note that since all devices that have input and output plug pass through power lines, devices can be daisy chained.

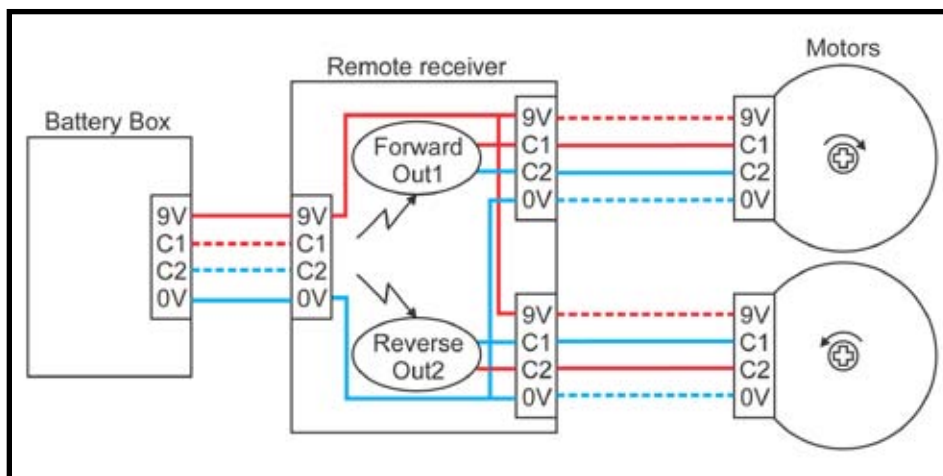
Control signals may be outputs (the remote receiver creates C1/C2 according to IR commands) or inputs (the motor takes power from C1/C2 and turns according to their state).

The table and diagram beside show how the system works.

So what are YOU going to create? 



Extension wire - Compatibility with previous 9V system



Note: dotted lines indicates lines not used in the described application.

Signal name	Description
+9V	Power supply
0V (Ground)	
C1	Control signals
C2	



IR command	Remote control outputs		Motor
	C1	C2	
Forward	+9V	0V	Turns CW
Reverse	0V	9V	Turns CCW
Stop	0V	0V	Brake

## *Minifig Customization 101: Custom Cloth Accessories*

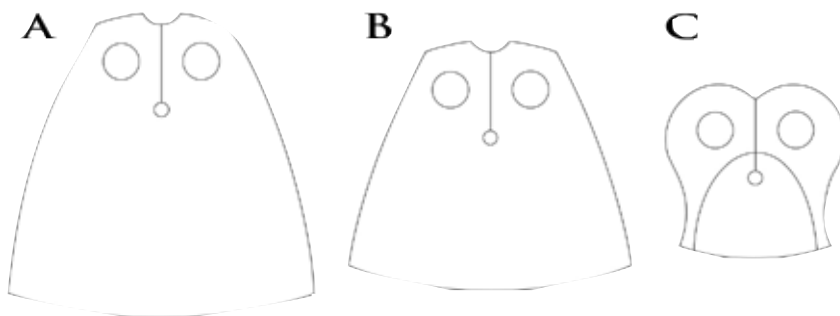
*Article by Jared K. Burks and Mark Parker*

Ever thought to yourself your minifig needed a pink fur vest. How does one make a pink fur vest using paint or decals? I couldn't think of a way, so I turned to cloth. Honestly, I never thought I would need a pink fur vest, but alas, I would have been wrong. Cloth accessories can be anything from the simple LEGO style cape to cheerleading skirts and everything in between. It can take that customized minifig to the next level.



*Figure 1: A. Amazia sports the one accessory I never thought I would make: a pink fur vest. B. Texas' Spirit Cheerleader is sporting a custom skirt designed by Mark Parker, photo and minifig by Matthew Rhody, used with permission.*

I am a relative newbie when it comes to making my own cloth accessories so I have pulled in the resident expert, Mark Parker (MMCB, <http://www.mmcbcapesservaus.net>). Whenever I need cloth, I turn to Mark. Before we begin discussing the different types of materials, designs, and tools we need, let us look at some of the cloth LEGO offers us. LEGO offers the cape, short cape, and the pauldron. Maybe your needs are simple and you would like it in a new color, or with slight modifications. Here are three templates made from the LEGO cloth. This gives us something to work with in the article.



*Figure 2: Templates to scale of a cape (A), a short cape (B), and a pauldron (C), displayed above for your use. Additional templates are located at MCN (<http://www.minifigcustomizationnetwork.com/templatecentral>).*



Now that we have a few templates, we need to discuss materials. What can we make a cloth accessory out of and get good results? We can use a piece of LEGO cloth (Cape or Sail, don't throw things it is merely a suggestion), paper, fabric (printable or regular), or even leather. All of these are good options and fairly easy to work with if you are patient. Let's say you are using a LEGO cape, it can be easily modified into a short cape or pauldron using a pair of scissors. This is likely the easiest custom cloth piece to make as LEGO has already treated the material so it won't fray. Fraying is the unraveling of the material at the edges; even LEGO cloth will fray if played with enough.



Figure 3: Frayed cloth, notice how the material unravels at the edges. Never throw away that frayed piece of cloth; it could be useful to make a custom figure sporting the worn look, just think about some of those tattered superhero capes. Photo by Mark Parker, used with permission.

Want to go beyond the basics? Well as Fryslayer (MCN and Classic Castle; <http://www.brickshelf.com/cgi-bin/gallery.cgi?m=Fryslayer>) pointed out originally, we believe, you can even use paper and your printer. Print any design on paper in the shape of a cape (for this example). Make sure you print both sides and then trim out your accessory. Then cover both sides in clear packing tape or spray both sides with a couple of coats of clear spray paint. This will give your paper a bit more rigidity and a bit of a shine. Now you have a new accessory with items already lying around your house. Also try using matte photo paper with semi-gloss spray paint; you can give your paper accessory a completely different look with a matte finish. Want to see this idea ramped up; check out Armothe's (MCN & Brickforge) work (<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=armothe>), where he uses paper to wrap the figure much like a doll to customize the figure.



Figure 4: Armothe (<http://www.brickforge.com/>) makes complete custom figures with nothing more than paper, by wrapping the figure in a design. Notice the flat design, with neck and armholes on the left and the figure wearing it on the right. Photo and figure by Armothe, used with permission.

Printable cloth is another option, which is readily available at hobby and fabric stores. This works much the same way as paper, only you do not need the tape. The advantage of printable cloth is you get to print the designs and the background color, so you can make your cloth part any color you want. Printable cloth is typically treated with an anti-fraying solution, but read the instructions that come with your package to make sure. If you need to add an anti-fray agent, stay tuned and we will go into the details shortly. Customizers in the know favor the Jacquard's printable cloth brand, but most any brand will work. If you cannot find printable fabric locally, check online. Some brands of printable fabric only allow you to print on one side, so if you are wanting the cloth to be the same color on both sides you might have to pull out your hobby acrylic paints, which work well on most cloths, including LEGO cloth. If you want to make it all you can even make your own printable cloth, according to the HP website (Instructions: <http://h71036.www7.hp.com/hho/cache/313-0-0-39-121.html> - Special thanks to Ethan Hunt (Pharazon at MCN) for pointing these out).

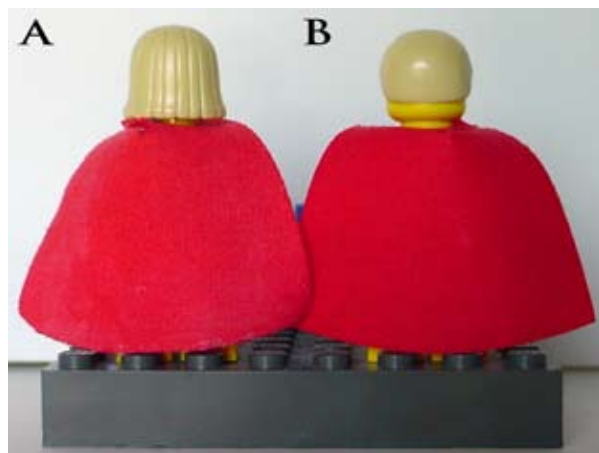


Figure 5: Printable cloth (A) compared to an official LEGO cape (B).

The last two options are leather and broad cloth, the later is similar to LEGO cloth. Leather is simple, merely cut out your shape in thin leather and you are done. Leather can add a texture to your figure as one side of the material can be polished and the other suede.



C. Leather is also useful to make accessories, as seen on this minifig. Very sharp scissors are needed in trimming out this type of material. Photo A-B by Chris Campbell, used with permission.

Broad cloth is a bit more difficult and has been covered in a previous issue of this publication by Norbert Black, check his article for another perspective. The main issue with cloth is fraying. You have to stop it without making your cloth so thick that it does not work/bend/fold well. One of the issues is that if you are making a complex cloth accessory, it can become visibly thick and interfere with the arm or waist studs. There is no right or wrong way to stop fraying. It can be as simple as running a small bead of glue along the cut edge, or as complex as painting the cloth with acrylic mediums. Try different things and see if they work. No matter what you apply to your cloth, it is going to have an instant stiffening effect. More on the anti-fraying solutions in a minute just remember the more you apply, the stiffer your final piece will become.



Figure 6: A. Notice the areas where the cloth pieces on this figure attach to the figure. If the anti-fray treatment causes the thickening of the cloth, attachment to the figure can be difficult. B. Mark's templates make sure he gets the high precision required to make these types of accessories. Photos and minifig by Mark Parker, used with permission



Now that you have worked with the patterns that LEGO has given us and used the different materials, you are ready to make your own patterns and completely new cloth items. Try starting with a piece of paper and a ruler. Draw out the shape you are after and figure out how to connect it to the minifig. Will you use the neck stud, the armholes, the leg studs, or all three? These are all options and Mark has figured out most of them, so you might look at his work for inspiration, or merely talk him into making the piece for you. Whenever I am trying to make something new, instead of cutting up my treated fabric, I draw it out on paper and cut up paper. I refine the pattern and then transfer it to cloth. Mark goes a bit more high tech, draws his designs up in CAD (Computer Aided Drawing), and then cuts his patterns out of special materials. The result is the same, however, which is a pattern that you can use repeatedly.


The most important tool for this work is a sharp pair of scissors. If you are a younger reader ask for help from your parents. We recommend Fiskas' brand scissors, which are a bit more expensive, but are worth every penny. If you want to get techie and are planning to make a lot of cloth, get a set of punches to more accurately cut your neck and arm holes in your cloth.

There are a number of different methods and products you can use to stop your cloth from fraying. These range from diluted White (PVA) Glue to Acrylic Medium or even artists Acrylic Varnish. I find it a lot easier to treat a small swatch of cloth big enough to get a few pieces out of (around 15cm by 25cm). Both the PVA glue and the acrylic medium can go milky on some fabrics, especially dark colored fabric. I use artists Acrylic Varnish for some of my accessories as it is very easily applied with a small hobby roller and doesn't require any thinning. One major advantage of using the varnish is that you can paint it on any colored fabric and it will dry clear. So if you are able to get cloth that matches the LEGO color you want then you can just treat it with the varnish and cut out your design. Another good thing about the varnish is that you can actually mix it with acrylic paints to both color and stiffen your cloth. Works great for unusual colors! Just make sure you follow the directions on the bottle. I also find it easier to work on a clean, glazed tile. This provides a firm surface to work on, and nothing will stick to it.

As we began this article don't limit your figures to wearing mere capes and pauldrons, dress up those figures in true Jedi Robes, skirts, and even ponchos. Some things just don't look right when only done with decals. Give your minifigs that extra dimension of realism. I know the purists are cringing in the corner at the moment, but LEGO has set the example for all of this customization, just check out the Star Wars Geonosian's plastic/vinyl wings, Harry Potter Troll's vest and loin cloth or the Deatheater's cloak, or if you want to get really extreme check several of the Belville sets. Don't think these concepts can translate into a cool figure, just check some of the examples below.



Figure 7: Here are some examples of advanced cloth accessories made by A. Mark Parker and B. Victor Sobolov (Unknown Artist, <http://www.unknown-artist-studio.com/>). Cloth items in photos are patent pending by the respective individuals, photos and figures by the respective individuals and both are used with permission.

Remember that cloth isn't limited to minifigs, you can make flags, banners, sails, and even animal accessories, using the techniques outlined above. Just get creative, make new items and really customize your figures to the extent you can. 

**Next Time:**

**Minifig Customization 101 – The Review: Making a Complete Customized Figure!**

## You Can Build it: Commodore 64

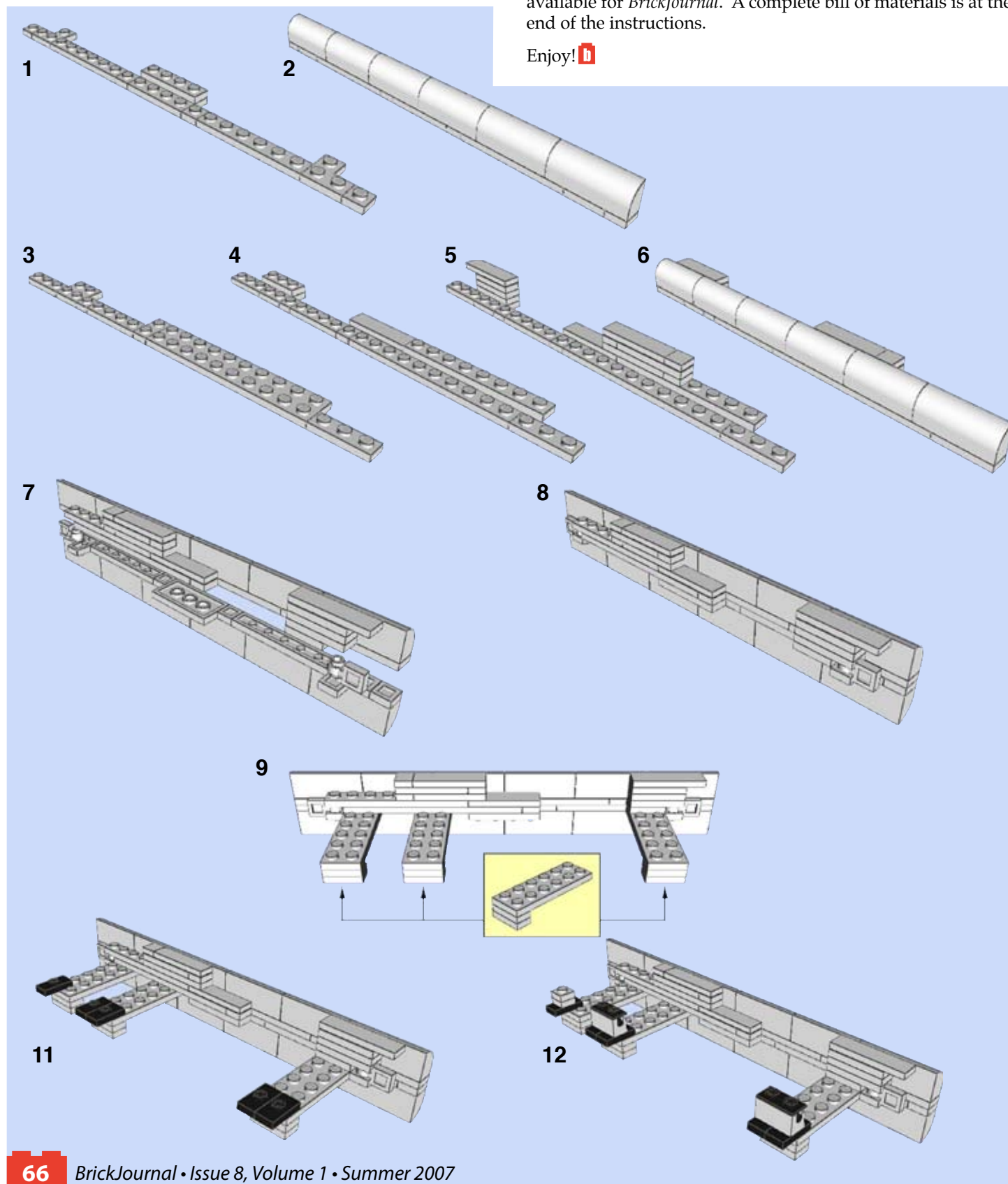
# Commodore 64 Keyboard

*Design and Instructions by Arvo*

This model was shown in *BrickJournal* 7 in Arvo's gallery. As a model, it is outstanding in detail, and one of our staff wanted some instructions. Arvo was more than happy to make them available for *BrickJournal*. A complete bill of materials is at the end of the instructions.

Enjoy! 

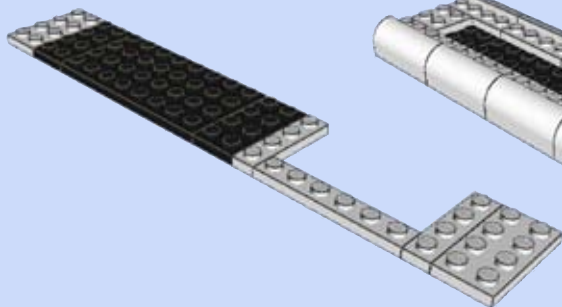
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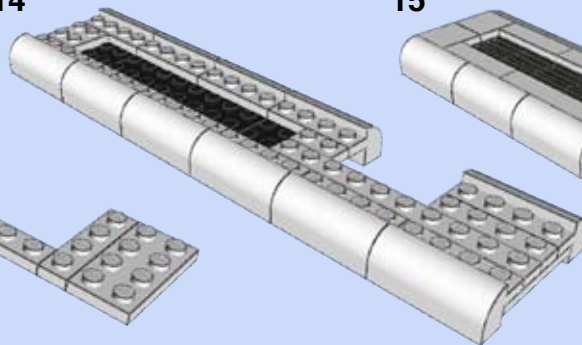


## Back Panel

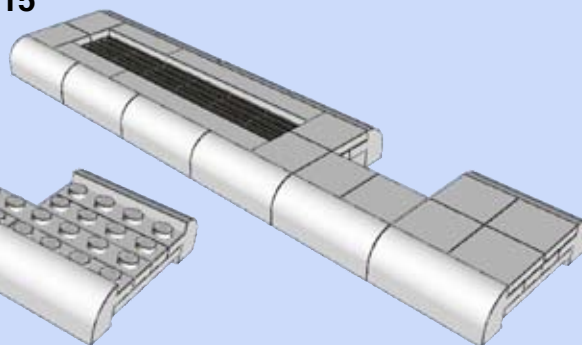
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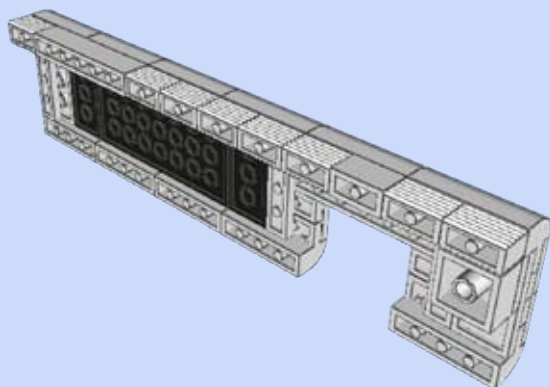
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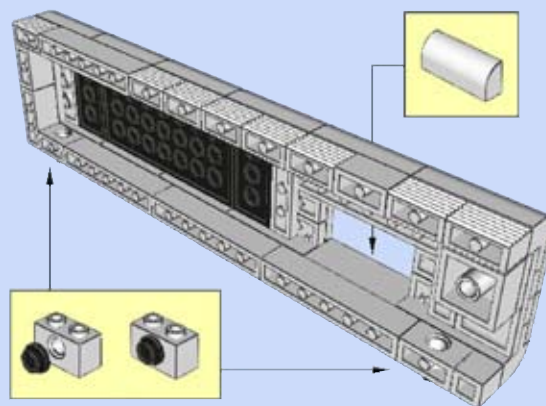
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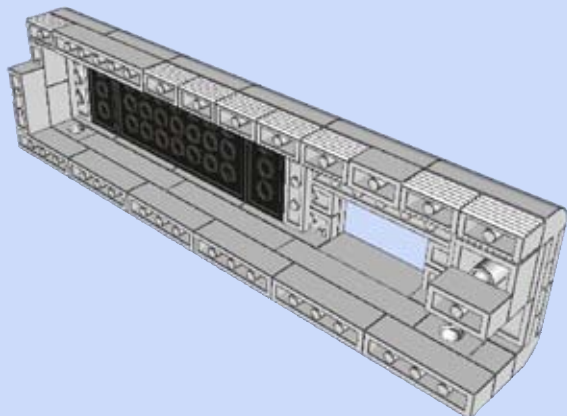
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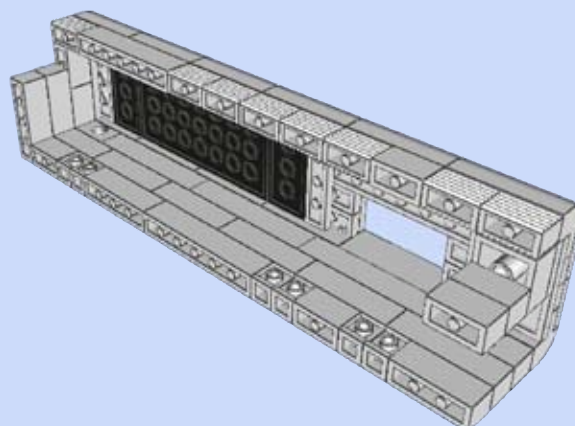
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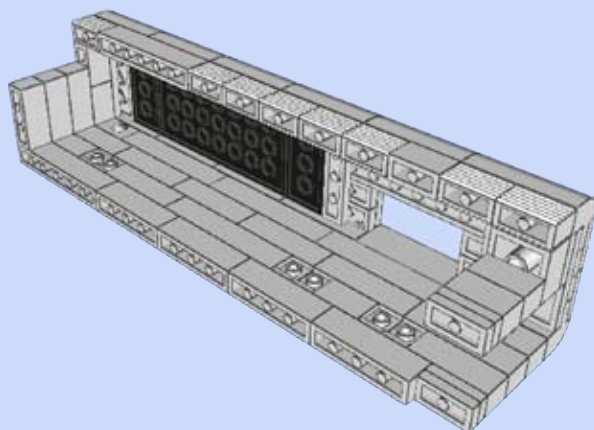
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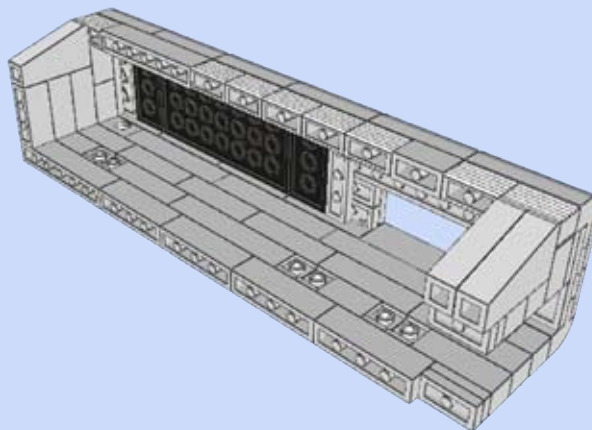
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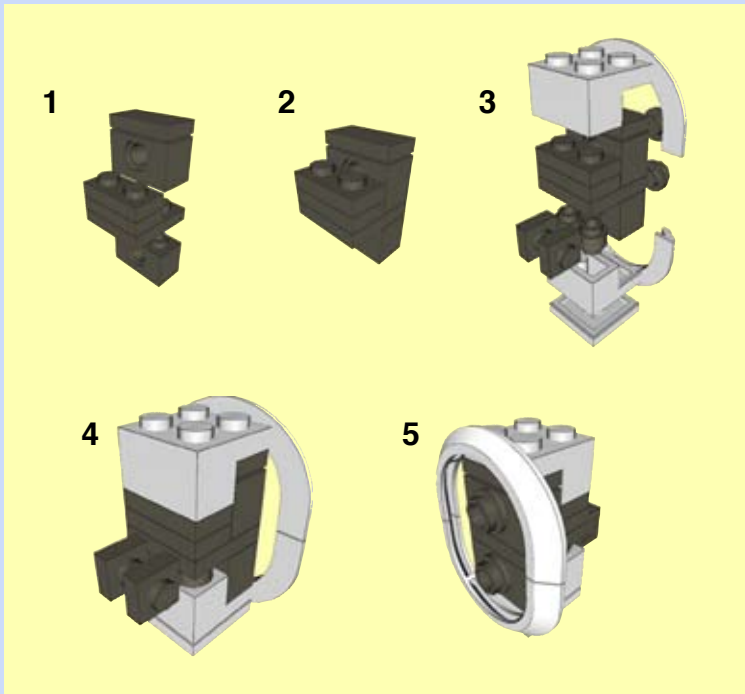


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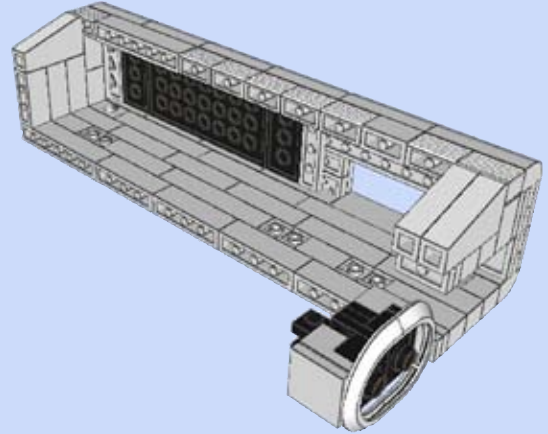


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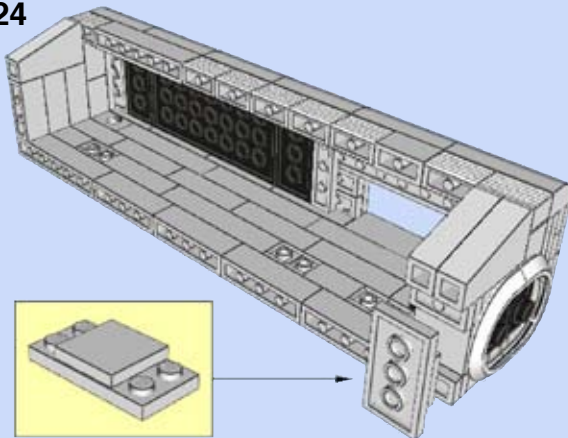




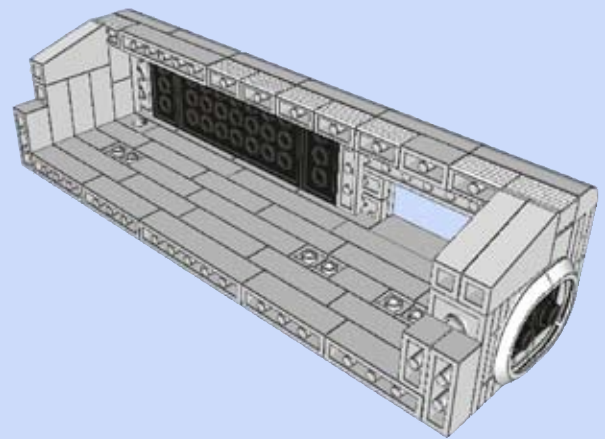
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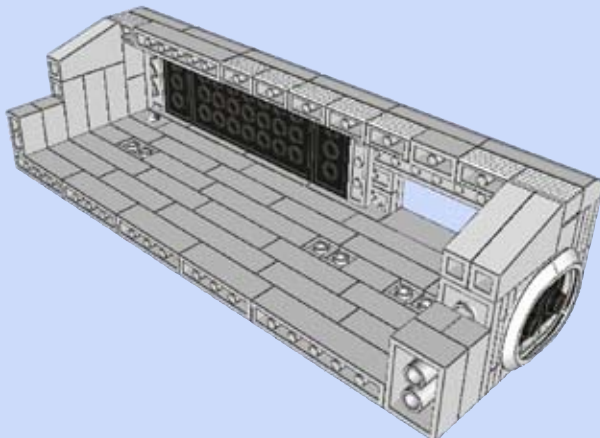
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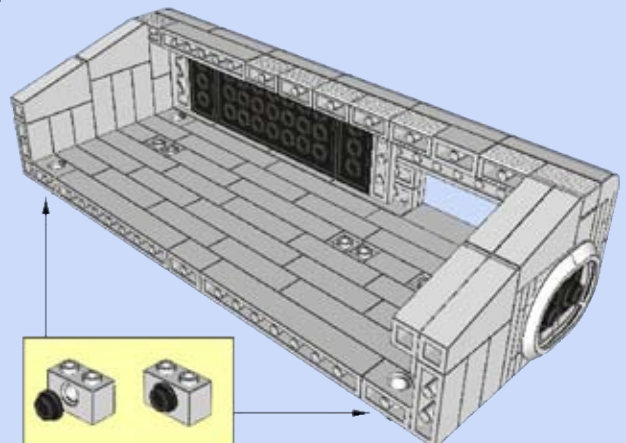
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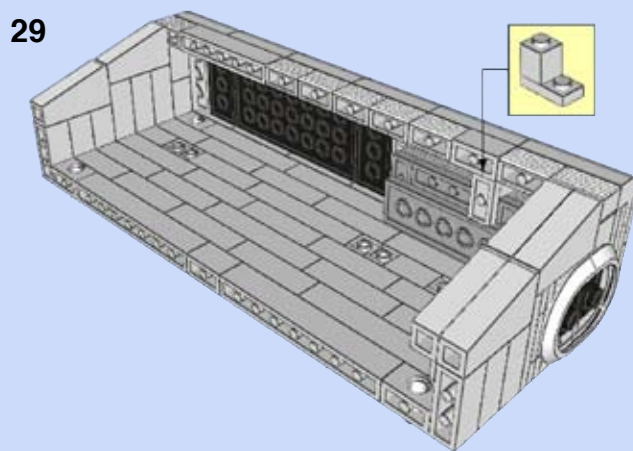
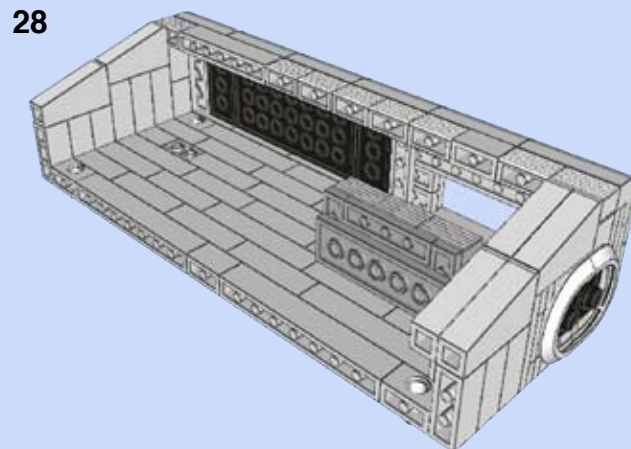
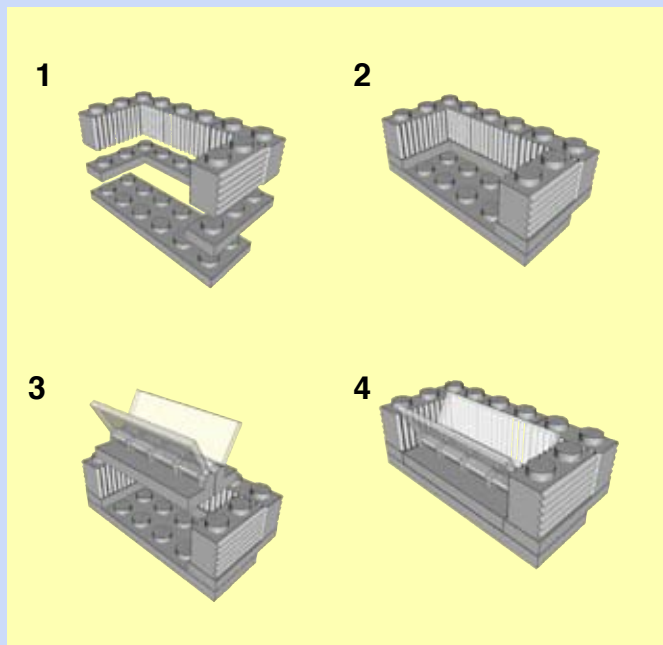
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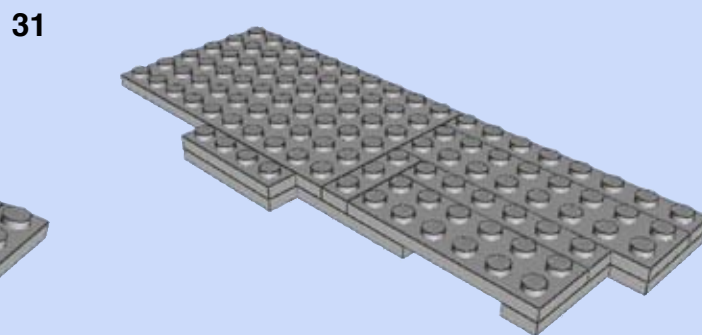
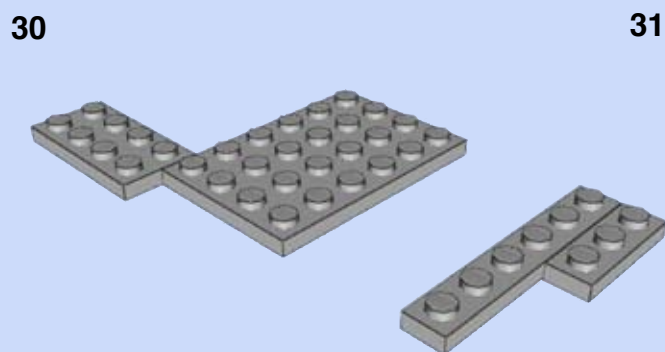
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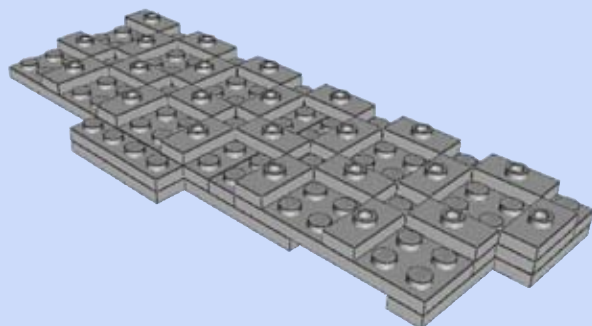




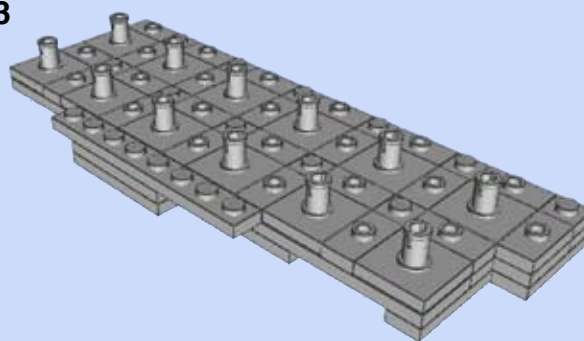
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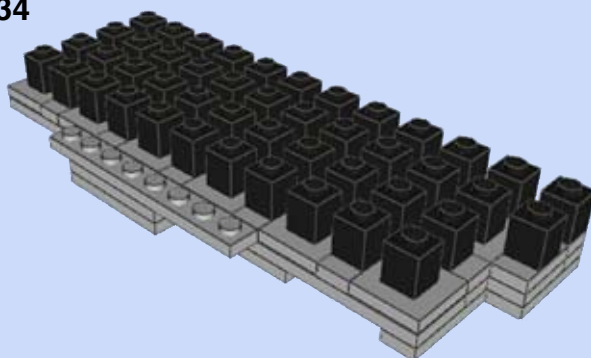
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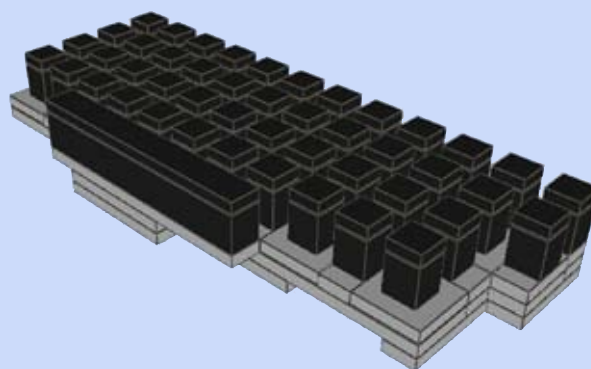
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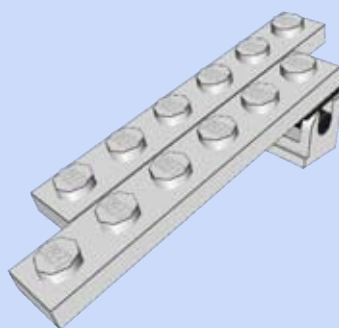
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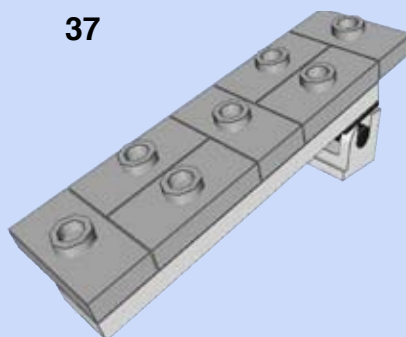
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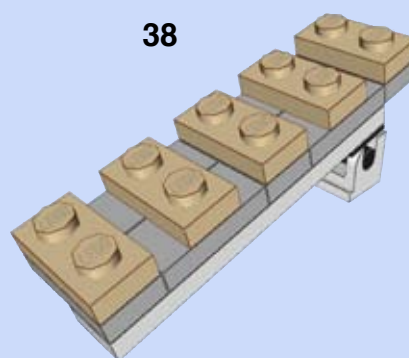
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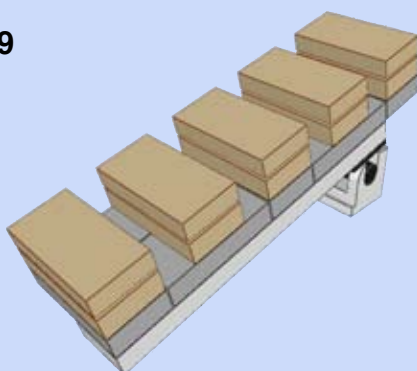
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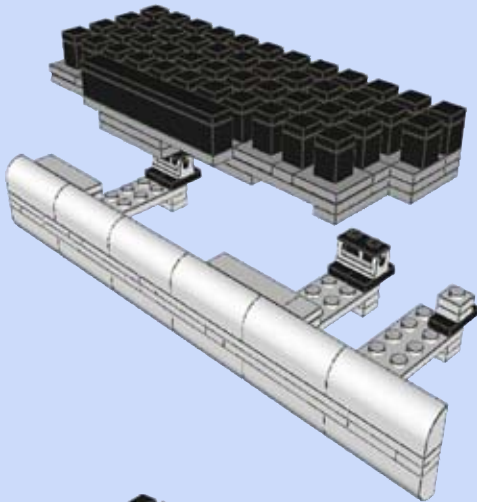
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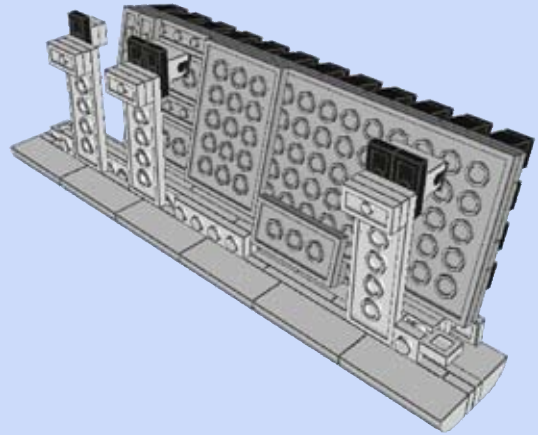


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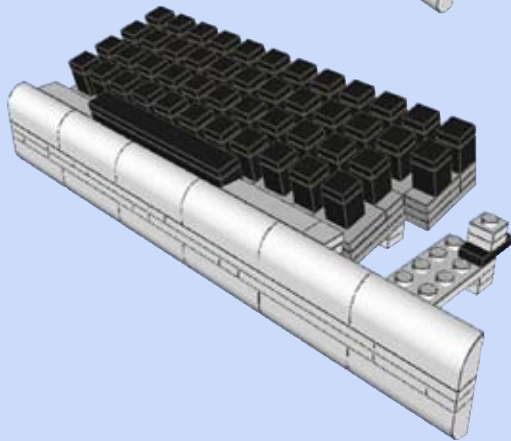
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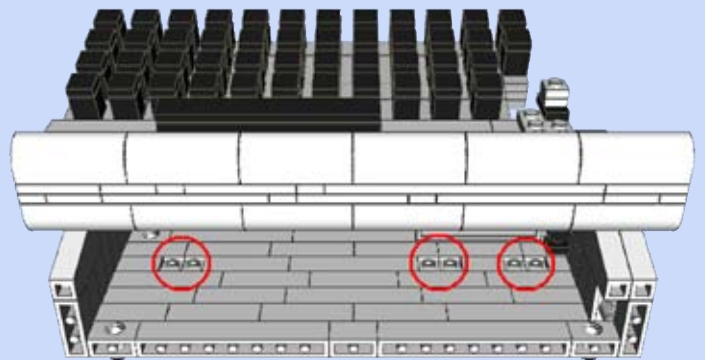
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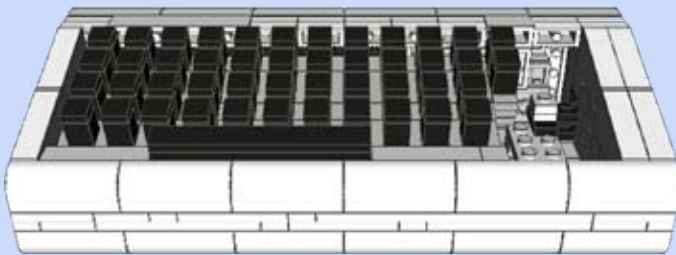
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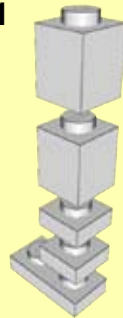
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44



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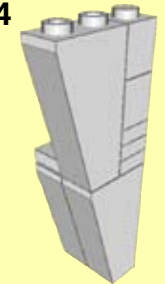
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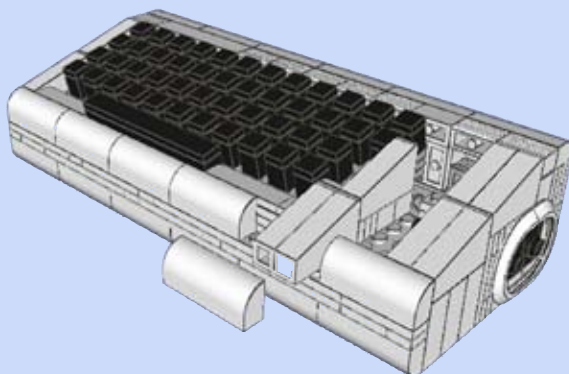
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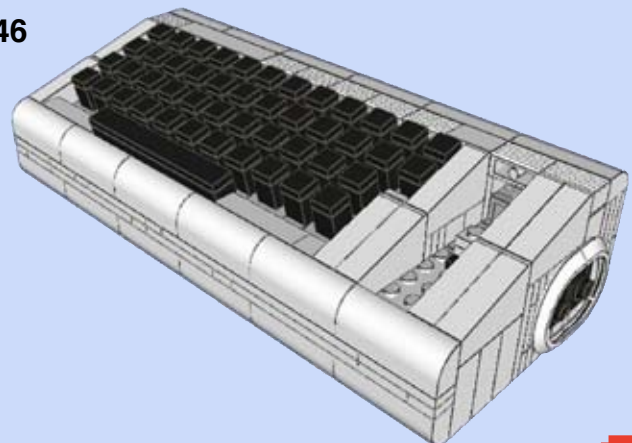
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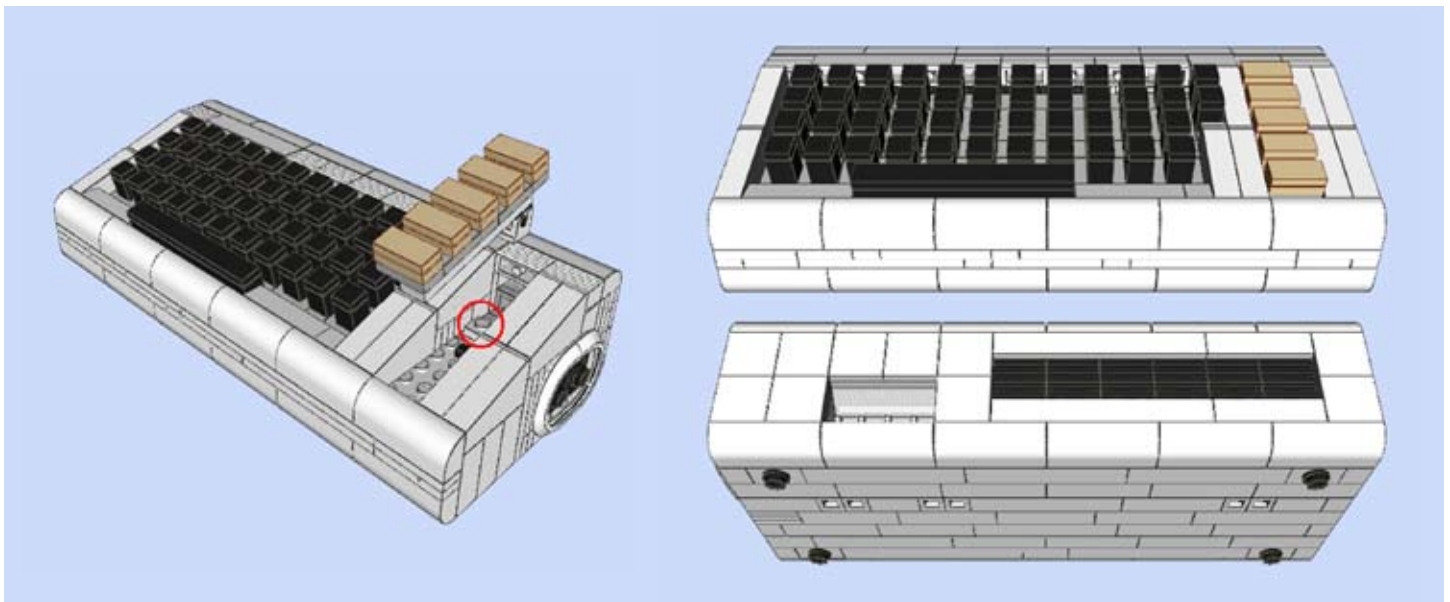


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46





Numb.	Color	Part	Description	Numb.	Color	Part	Description
46	Black	3005.DAT	Brick 1 x 1	7	White	3710.DAT	Plate 1 x 4
4	White	3005.DAT	Brick 1 x 1	2	Light-Gray	3666.DAT	Plate 1 x 6
6	White	4070.DAT	Brick 1 x 1 with Head-light	5	White	3666.DAT	Plate 1 x 6
9	White	3004.DAT	Brick 1 x 2	2	Light-Gray	3460.DAT	Plate 1 x 8
5	Light-Gray	2877.DAT	Brick 1 x 2 with Grille	1	White	3460.DAT	Plate 1 x 8
8	White	2877.DAT	Brick 1 x 2 with Grille	1	White	4477.DAT	Plate 1 x 10
8	White	3622.DAT	Brick 1 x 3	1	Black	3022.DAT	Plate 2 x 2
20	White	3010.DAT	Brick 1 x 4	3	White	3022.DAT	Plate 2 x 2
13	White	6191.DAT	Brick 1 x 4 x 1 & 1/3 with Curved Top	2	White	2420.DAT	Plate 2 x 2 Corner
8	White	3009.DAT	Brick 1 x 6	2	Black	3020.DAT	Plate 2 x 4
1	Black	3008.DAT	Brick 1 x 8	1	Light-Gray	3020.DAT	Plate 2 x 4
2	White	3008.DAT	Brick 1 x 8	4	White	3020.DAT	Plate 2 x 4
1	White	3003.DAT	Brick 2 x 2	2	Light-Gray	3795.DAT	Plate 2 x 6
1	White	3002.DAT	Brick 2 x 3	3	White	3795.DAT	Plate 2 x 6
11	White	6081.DAT	Brick 2 x 4 x 1 & 1/3 with Curved Top	1	Light-Gray	3034.DAT	Plate 2 x 8
2	White	50745.dat	Car Mudguard 4 x 2 1/2 x 2	1	White	3832.DAT	Plate 2 x 10
3	White	3937.DAT	Hinge 1 x 2 Base	1	Light-Gray	3032.DAT	Plate 4 x 6
3	Black	3938.DAT	Hinge 1 x 2 Top	1	Black	3035.DAT	Plate 4 x 8
2	Light-Gray	4625.DAT	Hinge Tile 1 x 4	1	Light-Gray	3033.DAT	Plate 6 x 10
11	Light-Gray	3024.DAT	Plate 1 x 1	9	White	2449.DAT	Slope Brick 75 2 x 1 x 3 Inverted
11	White	3024.DAT	Plate 1 x 1	2	Black	3700.DAT	Technic Brick 1 x 2 with Hole
6	Black	4073.DAT	Plate 1 x 1 Round	4	White	3700.DAT	Technic Brick 1 x 2 with Hole
2	Black	4081B.DAT	Plate 1 x 1 with Clip Light - Type 2	46	Black	3070B.DAT	Tile 1 x 1 with Groove
2	White	4081B.DAT	Plate 1 x 1 with Clip Light - Type 2	2	White	3070B.DAT	Tile 1 x 1 with Groove
2	Black	3023.DAT	Plate 1 x 2	12	Black	2412B.DAT	Tile 1 x 2 Grille with Groove
14	White	3023.DAT	Plate 1 x 2	1	Black	3069B.DAT	Tile 1 x 2 with Groove
5	Tan	3023.DAT	Plate 1 x 2	5	Tan	3069B.DAT	Tile 1 x 2 with Groove
5	Black	3794.DAT	Plate 1 x 2 with 1 Stud	5	White	2431.DAT	Tile 1 x 4
30	Light-Gray	3794.DAT	Plate 1 x 2 with 1 Stud	1	Black	4162.DAT	Tile 1 x 8
4	Light-Gray	3623.DAT	Plate 1 x 3	2	White	4162.DAT	Tile 1 x 8
5	White	3623.DAT	Plate 1 x 3	12	White	3068B.DAT	Tile 2 x 2 with Groove
2	Light-Gray	3710.DAT	Plate 1 x 4	12	Light-Gray	2460.DAT	Tile 2 x 2 with Pin
				2	Trans-White	30161.DAT	Windscreen 1 x 4 x 1.3 Bottom Hinge




## MINI Droid Starfighter

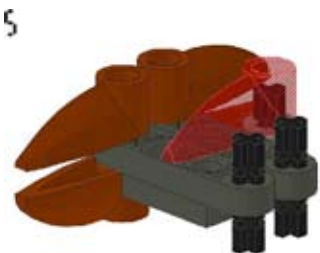
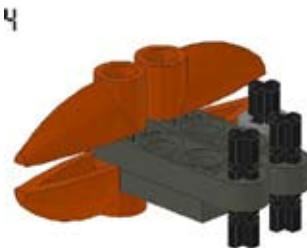
*Model and Instructions by Christopher Deck*

Hello again, I'm certainly glad I could join again for this issue. For those being looking into BrickJournal for the first time now, my name is Christopher Deck from Germany, and I am a passionate science fiction mini model builder. The model was already designed last year, but when I realized the special use of parts, I decided to save it up for this great issue. We talk about the *Trade Federation's Droid Starfighter* as seen in *Star Wars: The Phantom Menace*. It features rounded side-wings, and for a long time I did not see an appropriate way to build this in bricked form. Until I stumbled over those tooth pieces which also come in some Bionicle® sets. These represent the main part of the model. Their colour is *dark orange*, the best possible match, as these pieces don't come in brown yet.

Although it's a quite tiny and not so tricky model, I hope you enjoy building this one if you like. My motivation for this model was to show that TECHNIC® pieces have a great potential for all building styles. I wish you happy building, and see you next time.

Yours,

Christopher Deck 



Number	Color	Part	Description
1	Dark-Gray	3176.DAT	Plate 3 x 2 with Hole
5	Black	32062.DAT	Technic Axle 2 Notched
2	Dark-Gray	32449.dat	Technic Beam 4 x 0.5 Liftarm
1	Trans-Red	41669.dat	Technic Bionicle 1 x 3 Tooth with Axlehole
8	DkOrange	41669.dat	Technic Bionicle 1 x 3 Tooth with Axlehole
2	Light-Gray	4265C.DAT	Technic Bush 1/2 Smooth

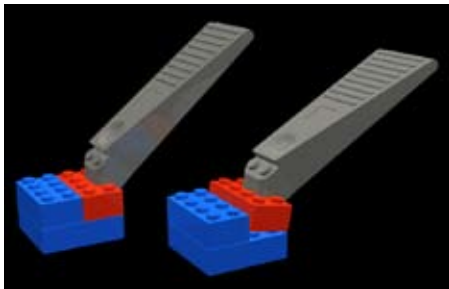
## Building: Brick Separator

# Saving your teeth and nails

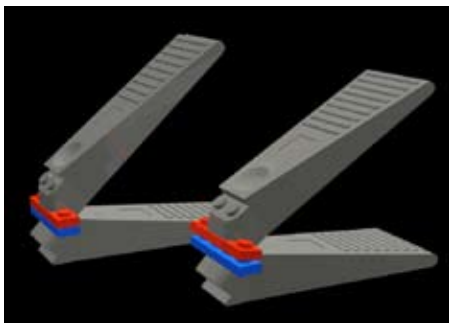
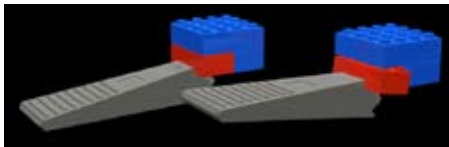
You probably know this strange part. With its two studs, there is no doubt this is a LEGO part, but what it is intended for ? Is it a deep sea diver flipper? or a dinosaur foot? No, its original use is as a brick remover!

In some configurations, parts are pretty hard to remove. Kids will use their teeth and scratch the surface of bricks and plates. Adults are no less dangerous as they use metal tools leaving the worst traces in the plastic.

Brick separator use is quite simple, you stack it on the part to remove, and then you push down the handle so the part is pulled up.




You can also use the brick separator from the top like this :



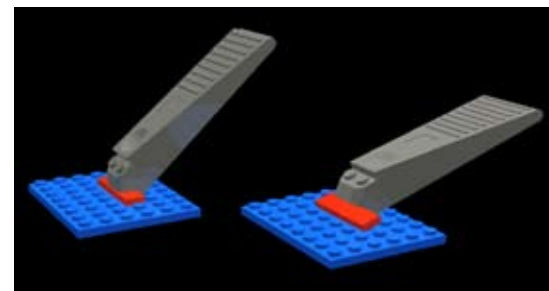
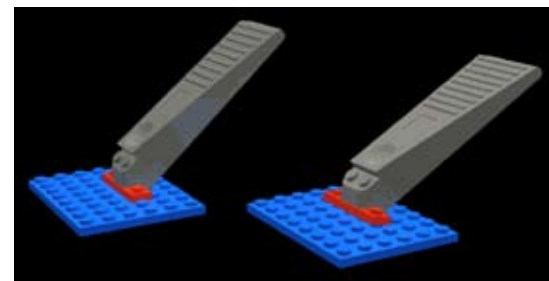
Taking apart two identical small plates is another specific situation you can solve combining the previous uses with two brick separators.

The brick separator works very well on small parts but you have to be cautious with larger plates (4x8) and you may even damage the largest ones (6x10).

A less known use of the brick separator is as a tile remover. The way the brick separator works on tile is different. It does not draw out the parts from the top with the help of studs but it lifts the tile off with help of the groove. The last thing to not about the brick separator is that while it works on plates, bricks, tiles (including tiles with grille), it does not work on jumper plates due to their offsetted stud. Now you can dismantle it! 

Link : <http://www.philohome.com/remover/remover9.htm>

*Article by Didier Enjary  
based on an original idea by  
Philippe "Philo" Hurbain*





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# What would you build?

*Here are the results  
from last issue's contest!*

*Article and instructions  
by Steve DeCraemer*

First I want to thank everyone who entered our first W.W.Y.B. contest. The contestants were from all over the globe and the judging was tough. The winners for the first W.W.Y.B. contest here in *BrickJournal* are..... Third place goes to Geoffrey Baxter's "Trade federation quad droid" from Wyoming U.S.A., second place goes to Dr. Vincent Cheung for "Ben & Jim" from Hong Kong, and the big winner is Sean Rayson of Alberta, Canada for his Rhino. As promised (not actually promised, just mentioned) we are posting building instructions for his creation. He's also going to get a free copy of set #7657 AT-ST (just because we're nice). For those just tuning in. Last issue we challenged our readers to build an alternative model using the pieces from the #7657 AT-ST and email them in.

Next issue's W.W.Y.B. will be to see who comes up with the best alternate model with pieces from the #7092 Skeleton's Prison Carriage. Once again the winner will get his creation posted along with building instructions for his creation along with a free copy of the set (because we're nice). Second and third place get pictures of their creations posted too,....Hey! Just like this issue! Please join in, all you need is a copy of set #7092. Simply email a photo of your creation (or questions) to: [steve@brickjournal.com](mailto:steve@brickjournal.com) before July 20, 2007!

Good luck! 

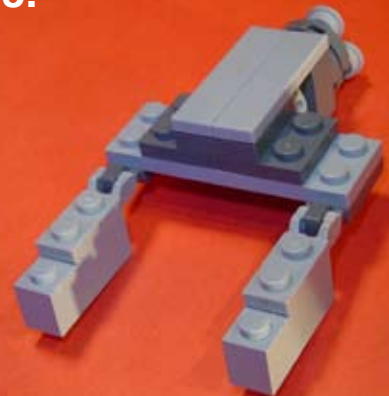
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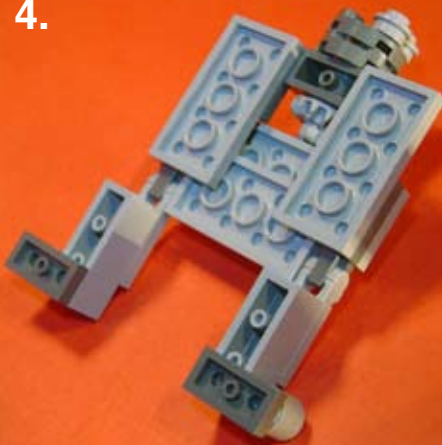
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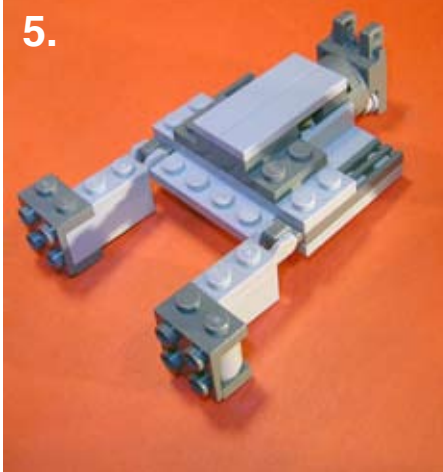
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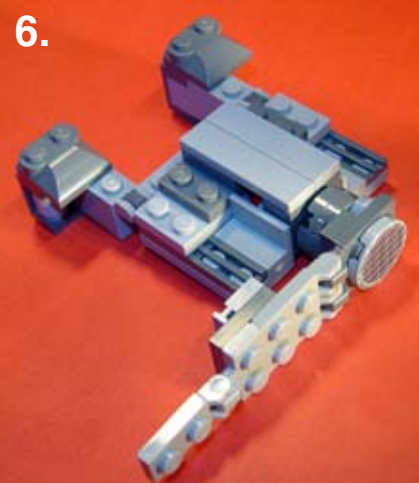
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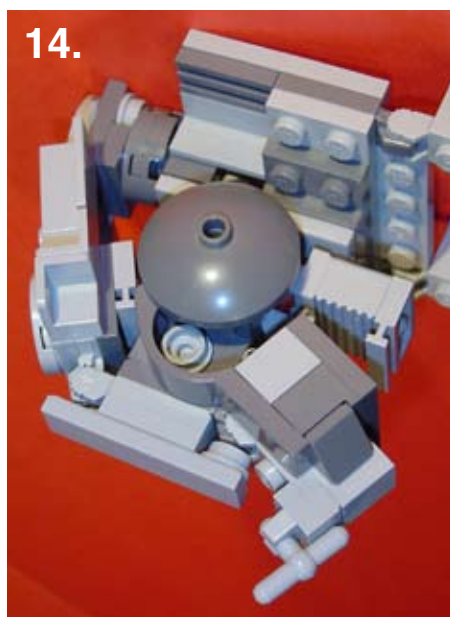
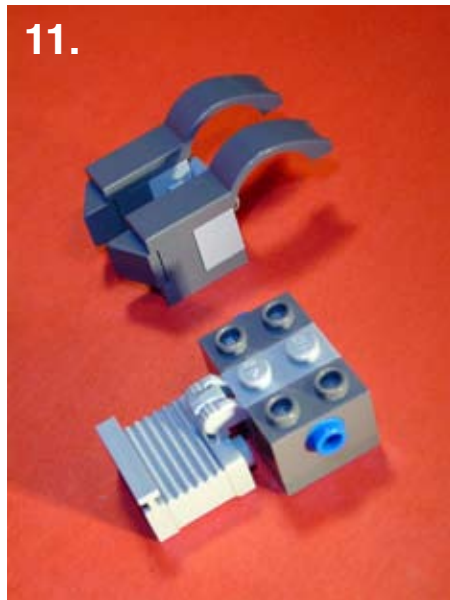
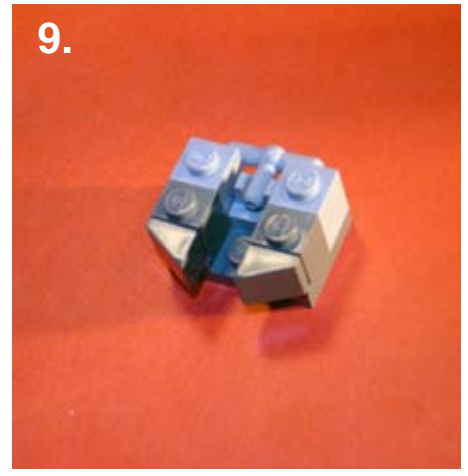
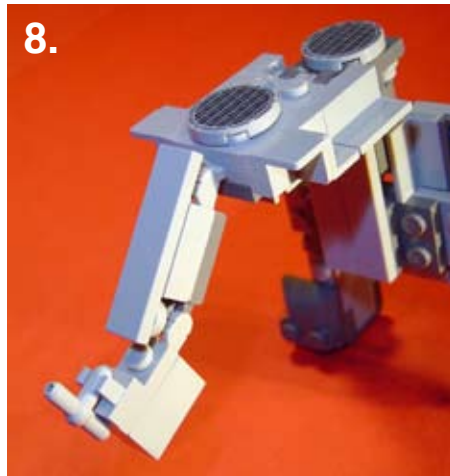
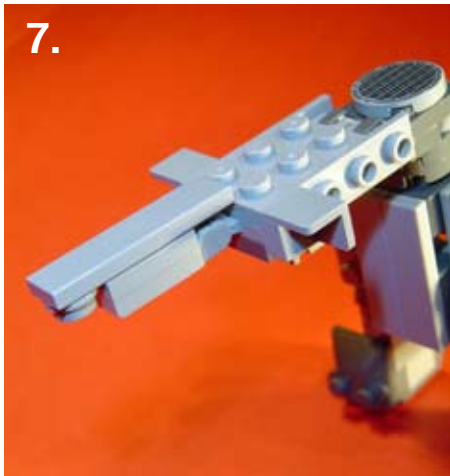
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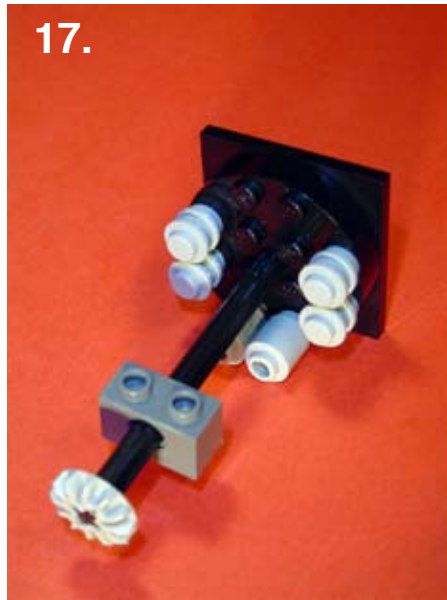




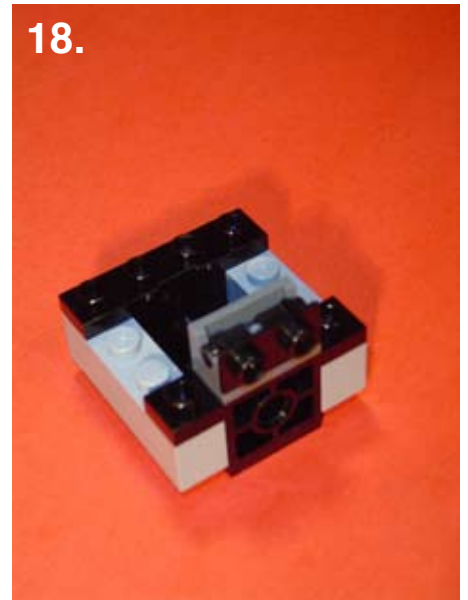
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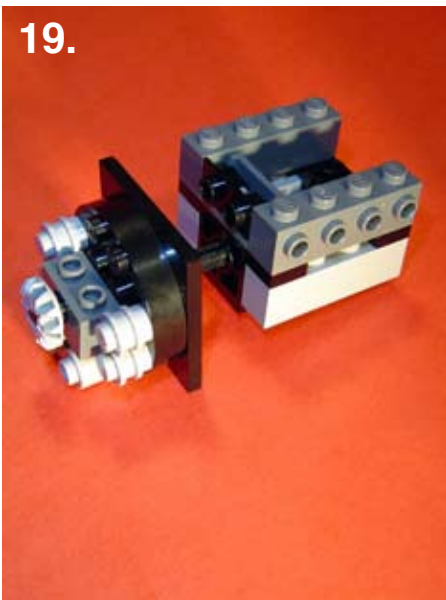
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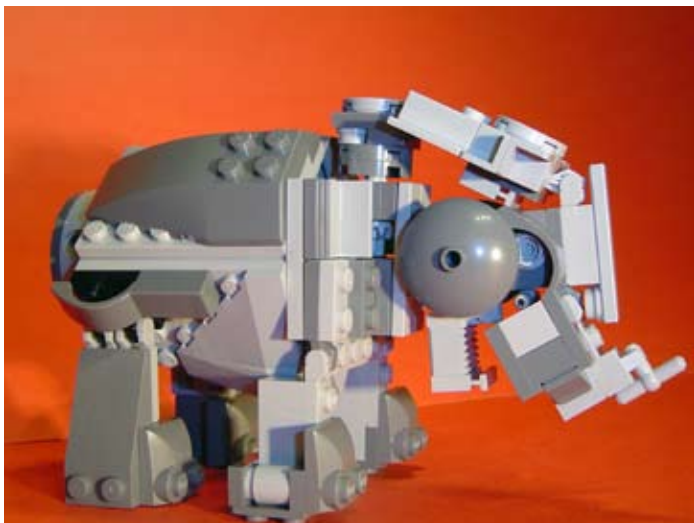
23.



24.







### **First Place**

Rhino

by Sean Rayson  
Alberta, Canada



### **Second Place**

Ben and Jim

by Dr. Vincent Cheung  
Hong Kong

Online instructions can be found at:  
<http://www.minifigs.net/forum/viewthread.php?tid=10197&highlight>



### **Third Place**

Trade Federation Quad Droid

by Geoffrey Baxter  
Wyoming, USA

## Building: *HMS Edinburgh*



# New Destroyer Makes Waves

Article and Photography  
by Ed Diment

*HMS Edinburgh*  
(HM Royal Navy Type 42 Destroyer)

### SPECIFICATIONS:

#### Actual ship

Length: 141.1m (462ft)

Beam: 14.9m (49ft)

Displacement: 4,675 tonnes

Launched: 1986

Berthed: Portsmouth, England

Weapons: Sea Dart air-to-air missile in twin launcher, Vickers 4.5" Dual purpose gun, 2x Vulcan Phalanx CIWS, 2x Triple 21inch torpedo tubes, 2 20mm cannon, 2x heavy machine guns, Westland Lynx helicopter

#### MOC

Length: 3.15m (10ft 4inches)

Beam: 33cm (13inches)

Weight: 33kg (72lbs)

Time to build: 2 years

Elements: Approximately 30,000

The building of *HMS Edinburgh* stemmed from a long time interest I have had in naval vessels; ever since I was a child in fact. I have always built ships out of LEGO to minifig scale (I use roughly 1:45 scale as being fairly accurate, but anything from 1:42 up to 1:48 is acceptable) and used to build oil tankers and freighters of around 1.5m (5ft) long when I was a kid. I started building minifig scale naval ships around 10 years ago, starting with an American *Oliver Hazard Perry* class frigate (a little smaller than *Edinburgh*), but wasn't satisfied with the shape, so that got dismantled part-way through construction. I next tried another American ship, a *Spruance* class destroyer, but soon realized I had bitten off more than I could chew since a *Spruance* would be more than a meter (3ft) longer than *HMS Edinburgh* and considerably bulkier. Even choosing a smaller ship like the *Edinburgh* was still quite a building challenge.





I finally settled on the *Edinburgh* around four years ago. My first attempt went reasonably well, but I lacked sufficient reference materials and made one fundamental mistake: I built the hull in one piece. Having a hull over 3m (10ft) in length made the model quite unmanageable. This is something I know Malle Hawking realized early on when he built the *Harry S. Truman* – *BrickJournal* Issue #5. So, that meant starting again, this time with a ship built in three parts.

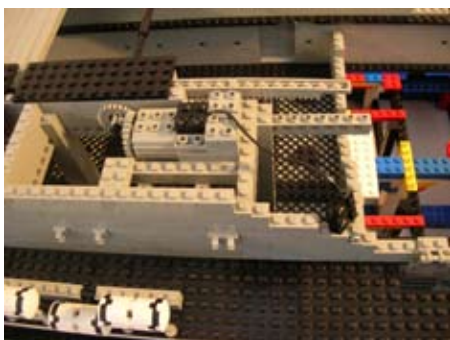
I chose *HMS Edinburgh* because I have always liked the shape of the type 42 destroyer. It has a low slender profile that makes it look fast and aggressive, and since it's powered by Rolls Royce Olympus engines (the same used on Concorde) it is fast. The main problem is that the ship has lots of curves and strange angles to try and reproduce, which also means a more interesting shape than more modern stealth technology ships. I concluded that the only way to go would be to build each of the main elements before I even moved on to the hull.

The main elements built first included: the 4.5" dual purpose gun, the Sea Dart missiles, the radar domes, the main (air search) radar, the masts, the funnel, the Vulcan Phalanx and the Lynx helicopter. I discovered the Lowell/Bram sphere around this time, which was a god-send for doing the radar domes and making them look so much better than my first prototypes. For anyone who hasn't come across these, I highly recommend discovering them if you need to make anything ball shaped. (<http://lego.bldesign.org/sphere/>)

*continued on next page*



*Closeup of main gun*



*Above: Closeup of bridge superstructure*

*Left top: Construction of ship hull*

*Left top and bottom center: Closeup of hanger drive*

*Left bottom: A catwalk on the top of the hull!*

The funnel was a real challenge and took two or three attempts to get right. The internal structure is a tightly knit web of Technic beams, plates and brackets holding it all together. Not long after I'd finished it, my fiancée decided we should get two kittens. I think you can guess what happened next! After another week or so of rebuilding the destroyed funnel, all the upper elements of the ship were complete. It had actually taken the first year of the project to do all the planning and build all the detail elements.

Having built the details, the entire hull and superstructure of the ship took another nine months to build. I decided early on that I would not use brick for the hull for three reasons: (1) to save on weight, (2) because it is not a technique that I have seen used for ship hulls, and (3) it allowed for a much better line through the bow. The skeleton of the ship comprises a spine of bricks to which are connected Technic beam ribs. The ribs are pinned together by Technic beams at right angles, which also allow the large grey plates to be attached to form the skin of the hull. Coincidentally, this is actually the way that such ships are really built. The bow section, of my scale version, was the most difficult and used a large number of hinges, turntables and brackets to hold the panels at unusual angles to form its shape. Another difficulty with this section on the real ship is that it slopes upward to the weather bow allowing the ship to cut through waves in heavy seas. This meant using long strips sloping up at an angle to the line of the hull and gradually stepping plates from the bridge forward to form a gently sloping deck.

I decided early on that the ship should have functionality and as a consequence the 4.5" gun, Sea Dart missile launcher, air search radar and surface search radar (on top of the main mast) are all motorized. I actually re-gearred the large air search radar four or five times until I got it to turn at exactly the right speed. The hangar door on the helicopter deck also raises and lowers to allow the Lynx in and out of the hangar. This, of course, necessitated building the Lynx with folding rotors and tail, just like the real thing.

I have to give some credit to Ralph Savelsberg (builder of Vandy One – BrickJournal Issue #2) for coming up with the design for the folding netting around the helicopter pad, and for inspiring me to build the Lynx. I had built two or three Lynx helicopters previously and never been happy with them.






Closeup of funnel

Much like Malle (when building the *Truman*), I had to place quite a few orders from Bricklink during the building of *HMS Edinburgh* and I think my local post office was probably beginning to wonder what all these parcels from strange places were all about. Hail to the power of the Internet! I actually had most of the grey plates and bricks I needed, but the quantity of grey slopes of various types and small clips, taps etc. was frightening.

Finally, drawing the ship together took some more Internet research to find as many pictures as possible from as many angles as I could track down. There were still a couple of details I could not resolve and was wondering what to do next when an amazing stroke of luck occurred. I found an old roll of film I had not developed for about five years, so I took it to be printed. When I got the photos back I was stunned. I had completely forgotten a visit I had paid to Portsmouth years ago to watch a parade of tall ships (squared-rigged sailing ships). Amazingly, leading out this great precession of ships, there was *HMS Exeter*; one of *Edinburgh's* sister ships! I had snapped several good photos which captured just the sort of details I needed.

My version of *HMS Edinburgh* was first shown at the Petersfield LEGO festival in the UK in March 2007. It was at a small event, open to the public, where it generated quite a lot of interest. Hopefully it will be able to attend a few more events and I have yet to get in touch with Royal Navy or the crew of the real *HMS Edinburgh*. Strangely, and completely unrelated, a good friend of mine used to serve on *HMS Edinburgh*.

Observant readers who know something about ships may realize that this model of *HMS Edinburgh* is something of a montage. *Edinburgh* was launched shortly after the Falklands war and lessons from this were quickly applied to these ships (such as the fitting of American Vulcan Phalanx guns either side of the funnel for better self defense). As a result the ship has been modified over the years with different systems and layouts. Due to the wide variety of pictures used as reference, the *HMS Edinburgh* MOC actually provides something of a running history of the ship.

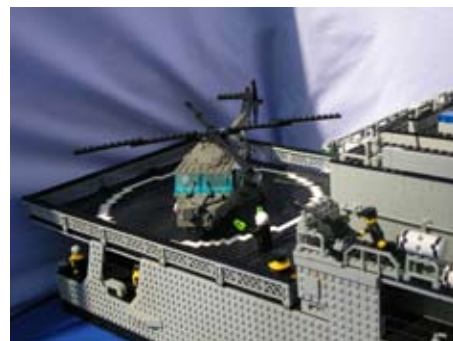
*HMS Edinburgh* is one of four batch 3 type 42 destroyers, the last to be built, and was launched in 1986. These ships are now reaching the end of their service life and will be decommissioned by 2012 as they are replaced by the new type 45 '*Daring*' class. Hopefully my MOC will outlive them and provide an unusual historic record of this class of vessel. 



Radar



Gunner's position



Lynx on landing pad



Sea Dart missiles



Torpedo launch tubes and gun closeup

## Building: IFI2



*The completed Department of Informatics*

# To Build a Building

Article and photography by  
Matija Pužar

The auditorium is packed. People are murmuring to each other, waiting anxiously to see what is actually going to happen. And there she is, the minister herself! We didn't have to wait much longer for the big news - the budget has finally been approved and the long awaited new building of the Department of Informatics at the University of Oslo, so called IFI2, will become reality!

OK SUM P8: C+114.80

The talk was quite short, not offering many details on the project itself. Afterwards, I went down to see the miniature model and, I can't say I felt very enlightened about what it was going to look like. A wild idea started brewing inside of me.

OK SUM P8: C+111.25

I tried not thinking about it too much, but I knew that little ideas, that tickled and nagged and refused to go away, should never be ignored (yes, I do love the movie "Babe"). I shared the idea with my co-workers and friends - the amount of support was extraordinary, mostly between "you're completely crazy" and "oh grow up". That was exactly what I had to hear - it finally gave me the courage to go to Terje Knudsen, the project's User Coordinator at the Department, and ask directly, "Do you think that the Department might be interested in having a LEGO version of the new building?" The next morning the two of us were sitting in a cab on the way to the office of the architects who designed the building, *Lund Hagem Arkitekter AS*. The architects were thrilled by the idea! But none of us had a clear picture on how big the model should be. Minifig scale was clearly out of the question, so my initial idea was to have it relatively small, maybe 50-100cm long. The decision was quite unanimous - it was to be in a 1:100 scale, giving it the approximate length of (sigh!) 2m. OK, a bit more than I planned, but hey, that meant the possibility for more details, more challenges, and last but not least, more LEGO! And since I was not the one paying for the bricks, how could I say *no*? I was given a few kilograms of drawings with a "good luck" note attached.

The next few months were spent planning how to transform the design into a LEGO construction, as well as how to get hold of all the pieces I needed. This was to be by far my biggest LEGO project ever (considering that by that time I had only built train models, this was not hard), so I had to be careful. And the fact that all I had were drawings and nothing real to look at didn't quite help either. The initial calculations had shown that a bit more than 10,000 pieces ought to be enough (Hey, the last guy I know that used a phrase like that became the richest man in the world! We'll see whether it still works.) Could I have been more wrong? This ended up being merely a quarter of the final amount of pieces needed. Another question popped up, and that was how in world I would move a two meter by one meter model to the Department. The solution was to make it modular; having the modules on a total of 18 baseplates (ten 48x48, seven 32x32 and one 16x32).

OK SUM P1: C+85.50

OK SUM P0: C+81.20





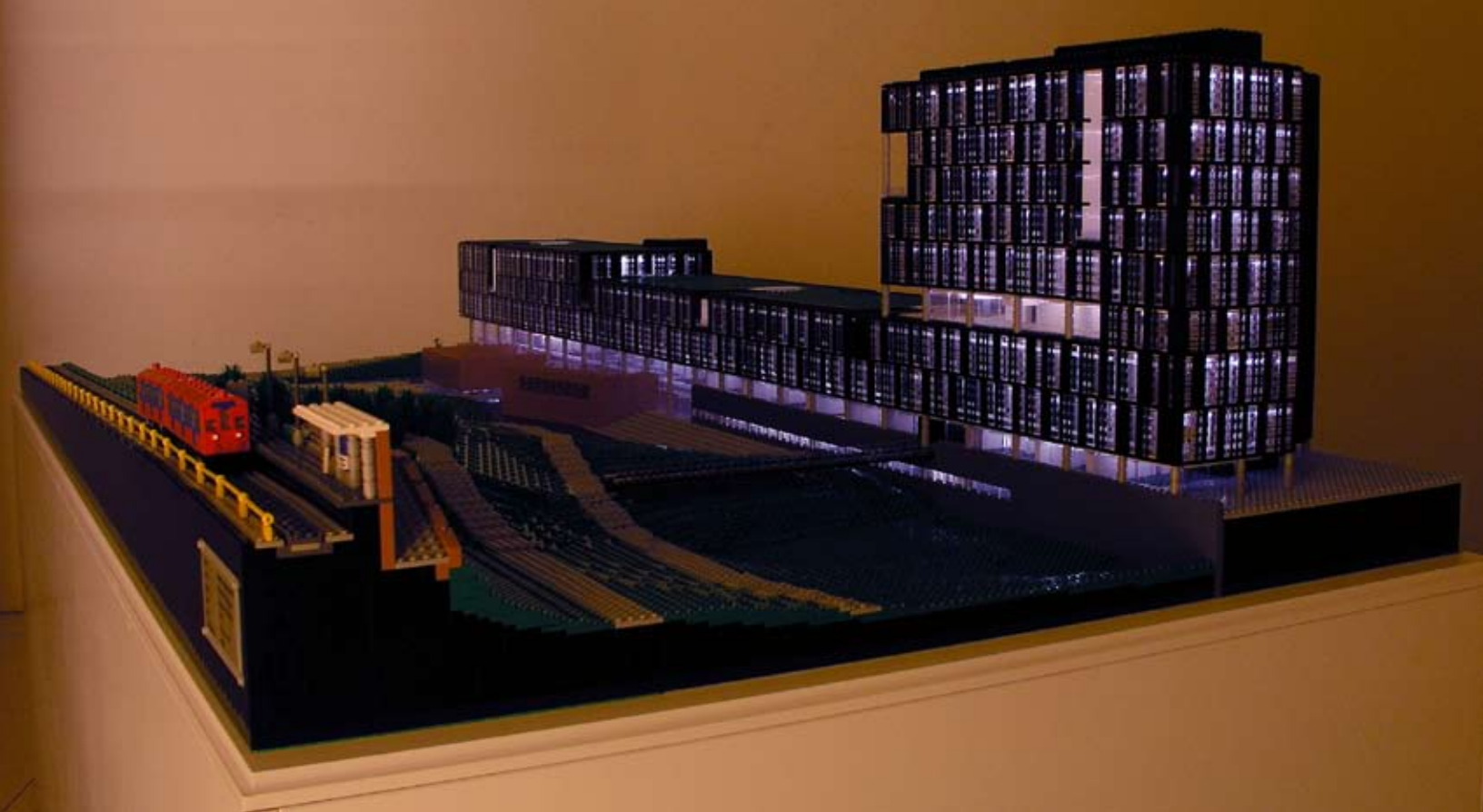
Above and right: Construction on the model in progress

I was just ready to place the first order and, while checking about some budget details with Terje, I suddenly found out that the window pattern of the whole façade had *slightly* changed. Back to the drawing board (in my case, MLCad). Luckily I had not been *that* eager to draw the whole building before building it, but just the pattern, so not a lot of work had been lost. However, the new design, with narrow vertical windows, left only one possible solution - SNOT all the way, with a *lot* of black and transparent plates in different sizes. And the width of the windows coincidentally matched almost perfectly the height of LEGO plates!

After I managed to study a few kilos of new architectural drawings, the first of many kilos of LEGO (approximately 20,000 pieces) had finally arrived, marking the official start of the building process, and half of my bedroom officially not usable for anything else.

The following period of time went between building and waiting for new orders (as I was continuously finding out that I needed extra special pieces), and always keeping the architects up to date. They were constantly bombarded with questions about details not shown on drawings (producing megabytes of mails with new PDFs attached), meanings of specific types of lines used in them, as well as colours to be used. Colours were a bit hard for me to guess out of plain black and white drawings, and it was quite an essential issue when placing orders. The outside of the building, as well as the landscape, was done as best as I could according to the drawings, while the interior (small offices, toilets, stairs, etc.) was only done inside the lowest two floors, where there is glass all around and it can actually be seen. The whole building process has been carefully documented and put into the IFI2 gallery on Brickshelf. One curiosity is that by 2010, when the real building will be finished, the present





Above: The model at dusk, with lighting system in place. 1

Below: The model at its temporary display in the old public building



old red underground trains (which I chose to include in the LEGO model) will be replaced by a completely new series, making the model a nice bridge between the present and the past. By pure coincidence, the old ones also happen to be more LEGO-friendly.

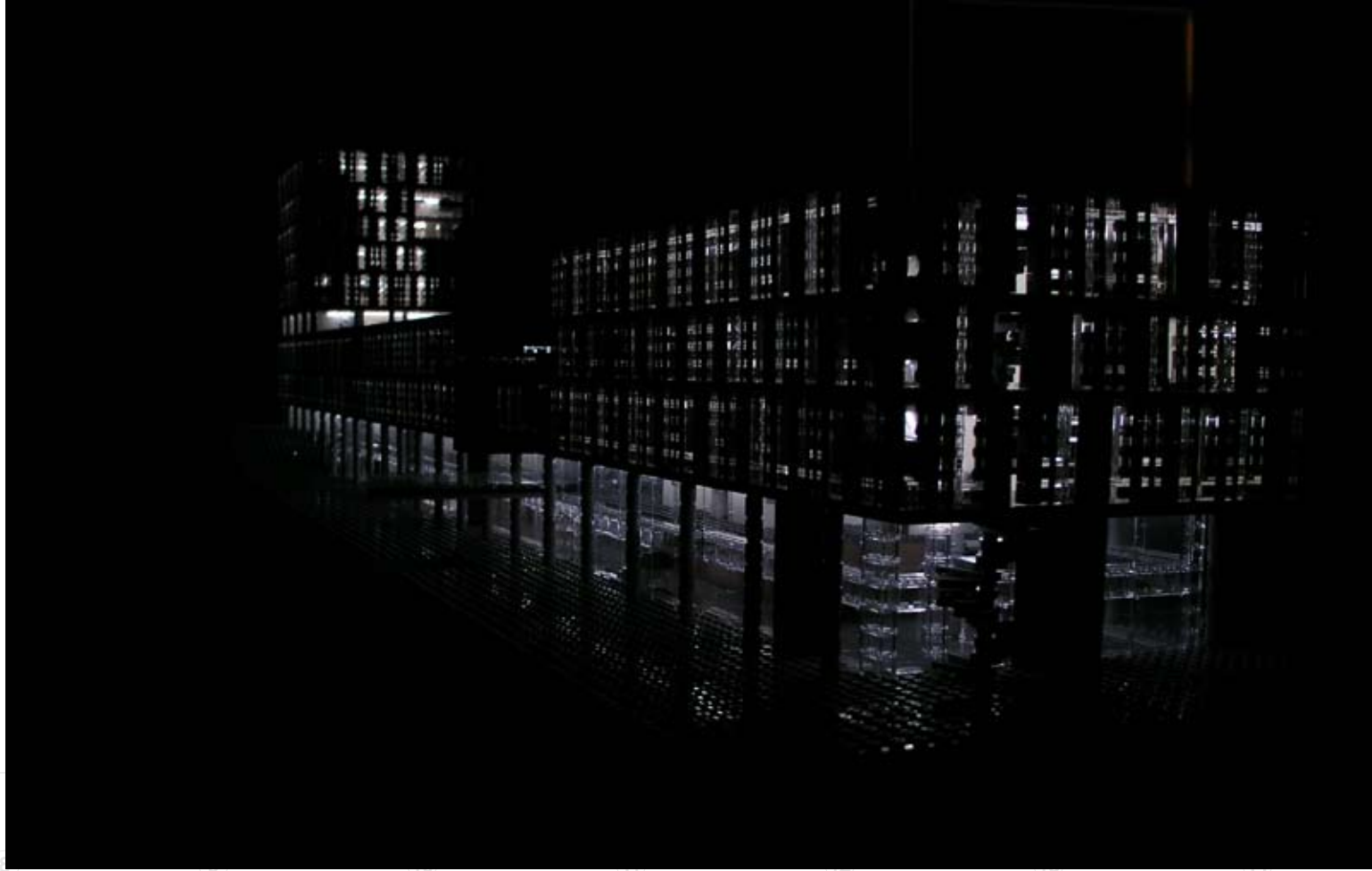
So, after four months the new building was ready for inspection. The designers were finally going to see their design implemented. They were allowed to find errors, as long as they kept those to themselves, but somehow they missed the last part of the message. Luckily, the details to be changed were quite small and the building was ready to move out soon, which somehow coincided with the exhibition in Skærbæk in Denmark. Boy was I glad having that monster out of my bedroom! So was my wife (whom I thank immensely for the patience!)

I was a bit anxious on whether the relatively fragile building would survive the long trip from Norway to Denmark, having in mind bad Norwegian roads and the ferry connection between the two countries. But it did and people seemed to like it, which made me happy. It had passed the first big test.

The model also survived the way back and it went (incognito) directly to the Department of Informatics, where the boxes were hidden in a small room for a few days, and then moved to another hidden room where I spent a few afternoons putting the modules together in the display case. Needless to say that not everything went as planned - one side of the glass cover literally exploded when it was moved, but it happened before the model was inside and it was repaired in time. One of the University of Oslo's internal magazines, as well as other Oslo newspapers, announced the official opening. I was amazed by how surprised and curious the journalists were about something like this going on (one of them even saying that it was, "the most fantastic thing since UNIX!" - and *that* was a compliment :-). Everyone was impressed by the fact that such a model could actually be built with LEGO, and that someone was crazy enough to try to do it and in such a large scale.

A few days later, the Department organised a nice unveiling ceremony for the model, which now stands on public display in the old building (the idea is to later have it on permanent display in the new one), giving us hope that all the noise we have to endure each day, coming from the IFI2 construction site out the window, *will* be worth it. **b**





*Above and below: The model at night.*

## Technical facts about the model:

- Amount of pieces: *about 45,000*
- Dimensions: *240 x 128 studs (192 x 102.4 cm)*
- Scale: *1:100*
- Building period: *May-September 2006 (the real IFI2 is to be ready by January 2010)*
- Lightning: *a single 25m lightning thread going around on ceilings of all the floors*
- Total cost for LEGO pieces and display stand: *about 5400 EUR*
- Location: *Institutt for informatikk, Universitetet i Oslo, Gaustadalleen 23, Oslo*

Brickshelf gallery:  
<http://www.brickshelf.com/cgi-bin/gallery.cgi?f=180950>



*Background images throughout the article:  
 actual architects' drawings used as a reference during construction  
 Courtesy of Lund Hagem Arkitekter AS*

## *Constructing a Big Rig*

*Getting back into the LEGO hobby after a Dark Ages usually means building a small model.*

*Not in this case.*

*Article and photography  
by Pedro Agnelo*



My name is Pedro Agnelo, I'm 24 and live in Coimbra, Portugal. My passion for LEGO began at the tender age of 1, playing with my first set, a 2705. But the real "addiction" would only begin in 1987 when my father gave me an 8040 Technic Universal Builders set. From that day on I stuck to Technic and I kept on building and collecting until the age of 13, when I entered my "Dark Ages" that wouldn't end until April 2006 at the age of 23. I rediscovered the pleasure of playing with LEGO by mere chance in a casual talk with my girlfriend (who still regrets it). I started by reorganizing my collection and only after that began building and buying new sets.

I came in touch with the whole AFOL scene after emailing some guy who had a blog, Luís Baixinho (whom I later became friends with) and he sent me some links. Of course I followed them and after some search I was stunned with the immensity of the beautiful constructions by other adults worldwide.



The decision to build the crane actually evolved from another model I built. I started by building a truck, and every truck needs a trailer, but a simple trailer wouldn't cut it so I added a crane. That crane was too small... so I decided to build a proper crane. Plus at that time, most Technic fans were or had already built cranes or some sort of other big machines.

The real Demag 2800 has two versions, the CC, which is a crawler crane and the TC, a truck crane; other than that they're almost exactly the same. The main reason to choose this model was (other than the looks) the sheer size of the thing. It has a maximum boom length of 192 meters, a lifting capacity of 600 metric tons, two huge diesel engines (one on the superstructure) and an 18 meter long carrier with eight axles.

I began by gathering information, both on real models and LEGO models. I've always liked to create things from scratch, so I tried to find out what everyone else was doing and go in the opposite direction (if I only knew...). As I always liked big machines, it was decided almost for sure my first post dark age creation would be a crane; a big one, I just didn't know how big. I found out that telescopic booms were very hard to build big and functional so I went for lattice boom. Then it hit me... I'll build a big lattice boom truck crane that actually works!

The scale was the next issue, although I already knew I'd be limited by the wheel size. I had recently bought a set that had 62.4x20 wheels and I liked their design, so I did the math and came up with a nice round number for the scale: 1 to 20. That was really nice as the Technic men were the same scale/size.

When I began the project I committed to build a functional model rather than a static one because "playability" is what I like best about Technic.

So I started building in early May 2006. The chassis came first, then the cabin and so on, until I had to build the slewing mechanism – the part that elevates the frame of the crane. This took me at least one and a half months to get right as I could only build on weekends and holidays. This was the first of many times I regretted choosing such a scale. But by then I found out there was a huge hollow gear wheel that would do exactly what I needed. After a lot of trial and error and different schemes, work carried on and the superstructure was nearly finished by late June. Then one day I accidentally dropped the whole thing on the floor! I thought about quitting but decided to carry on. Actually the accident helped to make some major changes to the turntable and carrier structure. The end result for the slewing mechanism was a cross with rollers on all 4 ends attached to an old-style inverted Technic turntable and the drive located on the superstructure. From this moment on (September 2006) I just had to build the boom, derrick, jib and some other small things like the hook block and outriggers, which were rather simple except maybe for the jib's final section whose sections vary in two different axles; it took one whole day!

This would seem to be the end of the project, not being for the fact that it was built in "rainbow" colour scheme. From mid November 2006 to January 2007 I just played with the crane, did some test lifts and some small modifications, and mainly bought lots of parts.

The model made its debut in Coimbra, on the 24<sup>th</sup> of March 2007 at Coimbra 0937, the first public show by our club,



*The Demag TC 2800 mobile crane (real one)*



*The Demag TC 2800 mobile crane (LEGO model)*



*Working on the slewing mechanism*



Working on the lattice

Comunidade0937 ("0937 Community" in English). Being one of the main attractions, it reached an impressive 5.40 metres high and almost collapsed during set up due to lack of counterweight. *mea culpa*, I forgot... it was the first time it was set up like this.

In conclusion I'm really pleased with the final outcome for various reasons, like learning new techniques, discovering new parts and how to use them, but above all, the creative process itself and the feeling of accomplishment. Right now I've finished a new creation closer to the Model Team line rather than Technic, and already started on another MOC. I also want to dedicate more time to community projects like the creation of the wiki0937, a LEGO wiki in Portuguese or the setting of Rail Racers contest rules, and of course, take part in as many exhibitions and meetings as possible. 

Brickshelf galleries:

<http://www.brickshelf.com/cgi-bin/gallery.cgi?f=204219> (mocs)

<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=pedroagnelo> (main)

<http://www.brickshelf.com/cgi-bin/gallery.cgi?f=204468> (demag)

### The model in numbers

Number of parts used	<i>approximately 10,000</i>
Heaviest load lifted	6 kg in SSL setup (derrick and main boom)
Total time building	11 months
Number of parts modified	two 2x3 plates and all the pulleys (centre bored out), everything else but the thread is pure original LEGO parts
Maximum boom length	5.40 metres in SWSL setup (derrick, main boom and fly jib)





Everybody knows about “Pocket Monsters” or “Pokemon” these days. It is one of the most popular video games amongst children across the world, and has been translated into anime, toys, and more.

The reason I started to build Pokemon characters out of LEGO bricks relates to my job. I am a game creator and my main work is to create game plans and scenarios.

At the time I began building them, I was a member of the scenario team for a game called “Pokemon Colosseum” for Nintendo Game Cube. There were lots of little Pokemon figures on my desk, and I thought it would be fun to add some LEGO Pokemons to the display. My team members liked my LEGO Pokemons, so I kept adding them.

So they should not disturb my workspace, I made them relatively small, about five centimeters tall, which is 1/10 scale of the size in the game, and somehow I have used the same scale for my other LEGO Pokemons.

My first LEGO Pokemons were Treecko, Torchic, and Mudkip which are the characters in “Pokemon Ruby and Sapphire,” the newest Pokemon game at that time, and the most famous character of all, Pikachu. Since Pikachu is so popular, even people who don’t play Pokemon games know it, it was the most well responded to.

As all Pokemon characters have their distinct designs, I carefully observe character materials and visualize LEGO parts that would match the character when I build one. How should I show unique features of the character? Is my selection of colors correct?

## ***Gotta Build Them All!***

*Article and Photography by  
Azumu Kawasaki*



Azumu Kawasaki

Most of all, does it look pretty and adorable? These are the things I always keep in mind when I build each one.


I think imagination and creativity are required when making small figures, as they require showing unique features with fewer parts. It always makes me smile when I'm satisfied with the each expression of the characteristic features of Pokemon I create.

How best to make eyes is also important. When I began to make eyes by putting lever parts from the back of the base, it gave me a wider range of expression for the characters. We have a saying in Japan that goes "eyes are as eloquent as the tongue." When I make good facial expression including eyes, I find higher satisfaction in it.

As most of Pokemon characters are colorful and their designs based on animals, it is fun to build them. The recent increase of color variation of LEGO parts is also very helpful, but there are many colors that don't have enough parts. On the other hand, it gives me a challenge to build a character with limited parts and I enjoy the challenge.

After "Pokemon Colosseum" I became one of scenario staff of "Pokemon XD: Gale of Darkness." And, after that, I haven't been engaged in Pokemon games as a creator. But it doesn't mean I'm no longer attached to Pokemon. In fact, I am. So I still build Pokemon sometimes.

When my son became old enough to play Pokemon, I started to show him my LEGO Pokemon when I build and ask him if they look good. His opinion is really helpful and encouraging.

It is amazing that the Pokemon world has grown to about 490 characters. I have only built about 40 characters. That means I have 450 more to make! Will I ever be able to make all of them? Pokemon is still growing with new games with new characters, and I have a long way to catch up. I must say I'm lucky to have kind and patient AFOL friends, because they never argue when I show them new LEGO Pokemon which they've never seen or heard of. 

Azumu's Pokemon Brickshelf Folder:

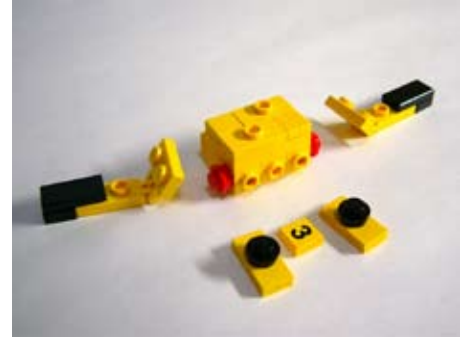
<http://www.brickshelf.com/cgi-bin/gallery.cgi?f=57571>





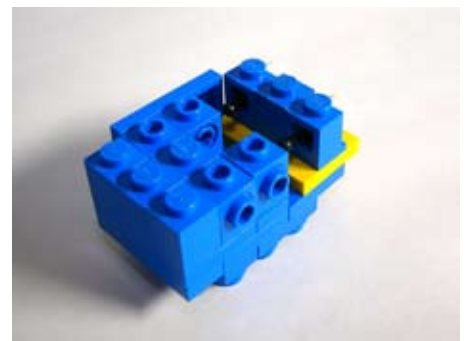
# Azumu's Gallery

## Pikachu





**Blacky Umbreon**



**Hassboh Lotad**



# ME Models

## NEW 2007

ME Models has been working diligently to bring to you exciting new models for 2007. We are excited to show you a preview of our hard work. In addition to the sets shown below, the Aviation Series and Railway Series will also both soon be available for purchase as part of the 2007 lineup.

Please visit our website, [www.me-models.com](http://www.me-models.com), to place your order.



Sedan



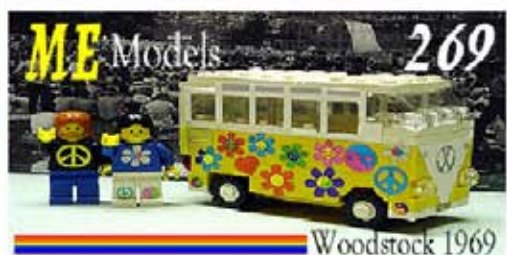
Beetle



Kombi



Police Cruiser



Woodstock 1969



Kombi & Camper



Det's Diner



Auto Dealership

## Community: Comunidade 0937

# A community based around a forum

*The Comunidade 0937 (0937 Community) is an informal community based in Portugal, which gathers around the LEGO hobby.*



*Article by Luís Baixinho  
Photography  
by Comunidade 0937*

### Origins

The community originated from an internet forum devised by Luís and Tânia Baixinho, with the former being a LEGO Ambassador at the time, and Pedro Silva. Launched in August 2006, Forum0937's goal was to provide a platform for LEGO-related exchanges between people who spoke Portuguese as their mother tongue, especially in Portugal and Brazil. The website is <http://forum0937.miniancora.com/index.php>.

### Growth and projects

The community's first project was its Wiki ([http://wiki0937.miniancora.com/index.php?title=P%C3%A1gina\\_principal](http://wiki0937.miniancora.com/index.php?title=P%C3%A1gina_principal)) appearing on October 2006. The Wiki0937 is an open encyclopaedia dedicated to the LEGO theme. Through it, senior members of the community translate and explain the lingo and technical terms used worldwide, as a means of "fading" the natural barrier that sometimes is a foreign language. Growing steadily thanks to a number of regular contributors, it has a feature that allows members to "ask" for a topic or concern to be answered.

As in most virtual communities, bonds between members matured into true friendships and the desire to know each other in person appeared. Out of this a second project emerged: the 0937Map. This is a tool used to identify the geographic location of members and thus to

promote informal and casual meetings!

By its eighth month, the forum reached the 10.000 (10,000) posts milestone which reveals the dynamic trade style of the whole community, presently having around 110 members including some foreign-language guests who have since become regulars and act as links to the Spanish and Polish communities. Because of this an international board was created and is open to anyone who doesn't understand the Portuguese language.





We were also recently graced with the choice of one of our own members to enter the LEGO Ambassador Program. She is Tânia Baixinho; one of the few women taking up the hobby.

Other features of the forum include an "Ask LEGO" board, where questions posed by members are answered by Jan Beyer of the LEGO Group, a set review board and of course a creation discussion section where our members' and other known AFOLs' creations are analyzed in search of innovative building techniques. This all happens in a specialized environment where everyone is aware of the difficulties each MOC represents and focuses on quality. Although most creations are based on System themes, we also have Technic and Mindstorms fans and almost every theme has at least one enthusiast. Lately two of our own creators have been under the international scope: Rupi with his LEGO-comics (among other things), and Evil-dead who's gone the Vignette way.

## Real world

Our community isn't limited to the ethereal world of the internet, and in late 2006 there was a first informal gathering of members marking the birth of the community.



The first major event was held in Coimbra (in Central Portugal), on the 24<sup>th</sup> of March 2007 as a one-day public exhibition. Since we are a very young club we decided to do a public display rather than a private one, to show ourselves and our hobby to the public as well as to inspire others to create and join us. The show was considered a success by everyone involved, having around 1000 visitors, and as a direct consequence we've drawn some media coverage from nationwide news outlets, TV included.

## Future

We hope to keep on growing as a community, although we're also aware the same pace of growth can't go on indefinitely; our target population is limited and scattered in two continents. Nevertheless, we have a number of projects in line, such as a larger public display and maybe even a visit to LEGOWorld later this year. Of course, we hope to meet you there! 🧱





# ABSTechnology: A Brief History

## Article and photos by ABSTechnology members

ABSTechnology (<http://www.abstechnology.org>) is a group of Italian AFOL specializing in Technic MOCS. The group formed in 2004, when four members of ITLug (Italian LEGO Users Group) - Andrea D. (aka Gearman), Fabio S. (aka Fabione), Andrea G. (aka Sixlovers) and Stefano P. (aka SteP) - decided to put up a website showcasing their building efforts; hoping someone would notice them and give them the opportunity to show off or even sell some model.

Since this group was born from regular «LEGOfest» events, as the Itlug group members increased in number, ABS Technology became larger and larger, as well as its construction yard layout, which we call «il cantiere technic».

Now ABSTechnology counts ten members from every part of the country, each having its very own building style, but always featuring top-notch technical and aesthetic solutions. Every MOC we create is fully working, stuffed with details and sophisticated mechanics. In the last year we have decided to add more realism to our models by making them radio controlled with the standard LEGO Racing R/C, and we also have added lights (with high luminosity LEDs, like the Miniland models in the LEGOLAND Parks)

As the number of our MOCS increased with time, we have decided to put them working together on a construction yard layout (just because many of our models are earth moving machinery) which at the moment counts a total surface of approximately 20 m2, everything built with countless genuine LEGO bricks.

Usually our MOCS are scaled to 1:20, which is the approximate scale of the Technic minifig.

But ABSTechnology does not only mean «construction yard machinery», so at our shows you'll find racing cars, trucks and every sort of vehicle or building which stimulates and challenges our imagination. As everyone is free to build whatever one likes, ABSTechnology is a free group - that means everyone can join our projects, layouts and events, just for the sake of it. And by the way, another great thing is helping each other!!



ABSTechnology members (from left to right) Aetan, Tristian, Panzer and Fabione

### In 2007 ABSTechnology is:

Andrea "Gearman" Donadello  
Andrea "Sixlovers" Grazi  
Cristian "Tristian" Sala  
Fabio "Fabione" Sali  
Luca "Rosco PC" Rusconi  
Marco Chiappa,  
Italian LEGO Ambassador  
Paolo "Panzer" Panzone  
Riccardo "Rik" Grego  
Stefano "SteP" Prosseda  
Willy "Holly Wood" Tschager

<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=Gearman>  
<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=grazi>  
<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=Tristian076>  
<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=FabioSali>  
<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=roscopc>  
<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=chmar>  
<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=zetone>  
<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=stepro>  
<http://www.holly-wood.it>







**Luca "Rosco PC" Rusconi**  
(above) says :

"My MOCs are Formula 1 cars in big scale, with working suspensions, steering wheels, engines, and other peculiarities. Recently I focused my attention on those historic F1 cars that introduced a new feature in Formula1: the wings era in 1968, the 6 wheels in 1976, and the «ground effect» in 1978. The old cars are so fascinating and very different from each other compared to the present ones!

My working procedure is very similar to that used by my ABSTechnology friends, but I used to completely build my models in MLCad before starting the final assembly, and the model scale is not always exactly the same.

First I collect many pictures and technical data of the real car, then I have to fix the model scale based on the existing dimensions of LEGO tyres: these parts are normally controlling the overall model dimension.

As a modeler, I try to reproduce as well as possible the suspension geometry and all the proportions of the chassis and bodywork, including the internals: most likely a LEGO fan may appreciate the construction, while only an F1 addicted person could really understand the quality of the replica."

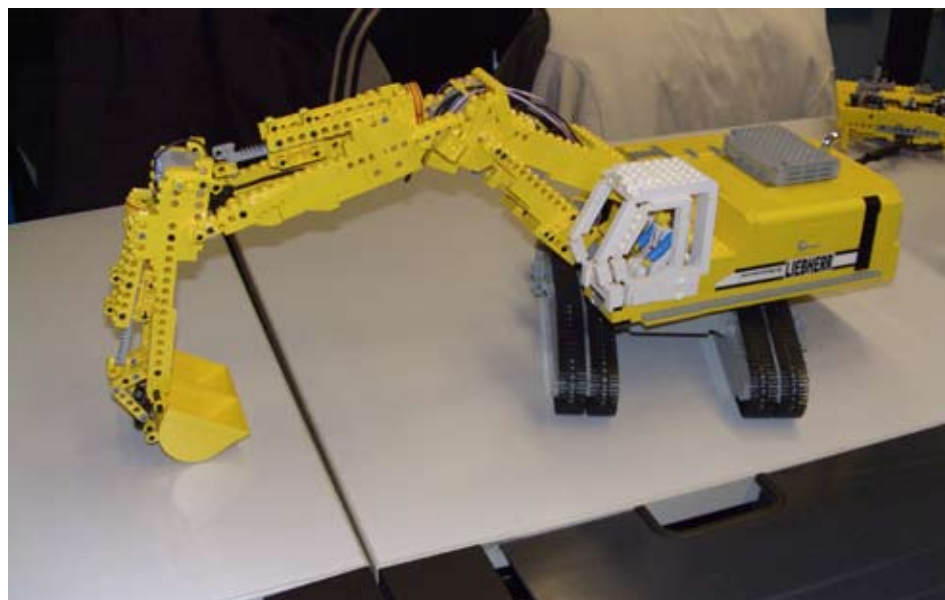


## Fabio "Fabione" Sali says:

"I'm specialized in building earth moving machinery. I was always fascinated by mechanical machines and in general by working mechanisms. Usually I look at various kind of machines on the internet, then when I'm hit by a particular model I begin to think if it's possible to reproduce it with LEGOs, just because some models are impossible to build with only LEGO parts! When I decide that I can build it, I start searching for photos and brochures with measurements, then I begin to do the calculation for the 1:20 scale.

I try to reproduce at best the working of every part of the model: trucks with Ackermann steering correction, working self-balancing suspensions, etc.

I like very much not only the mechanical details but even the playability, so recently I've abandoned the pneumatic system on my excavators because it's not very precise, and I've replaced it with a rack system that makes the model very fun to play with."



## Cristian "Tristian" Sala says:

"As a member of ITLug I joined ABS Technology at the beginning of the last year when Panzer persuaded me to move from sculptures to scaled Technic models. I was very excited by this trial because I like LEGO constructions in all of its aspects.

My models are not so complicated in mechanics as the models of the other friends, I'm more oriented in the "visual" part, so I try to reproduce closest as possible the details of the models. But I like to have the model fully working too, so many times I have to sacrifice some details for making room for the engines, battery boxes, radio receiver

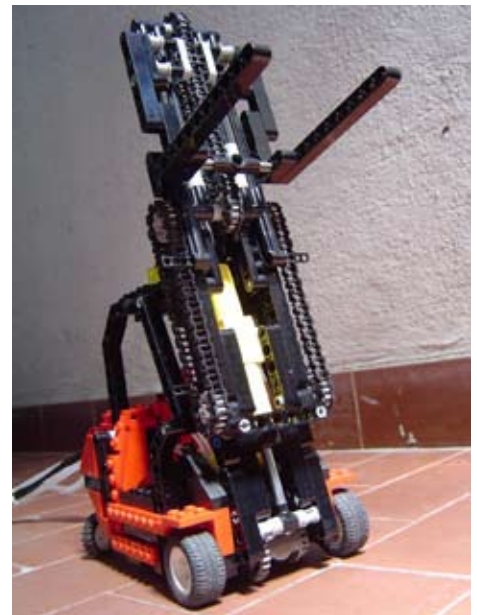
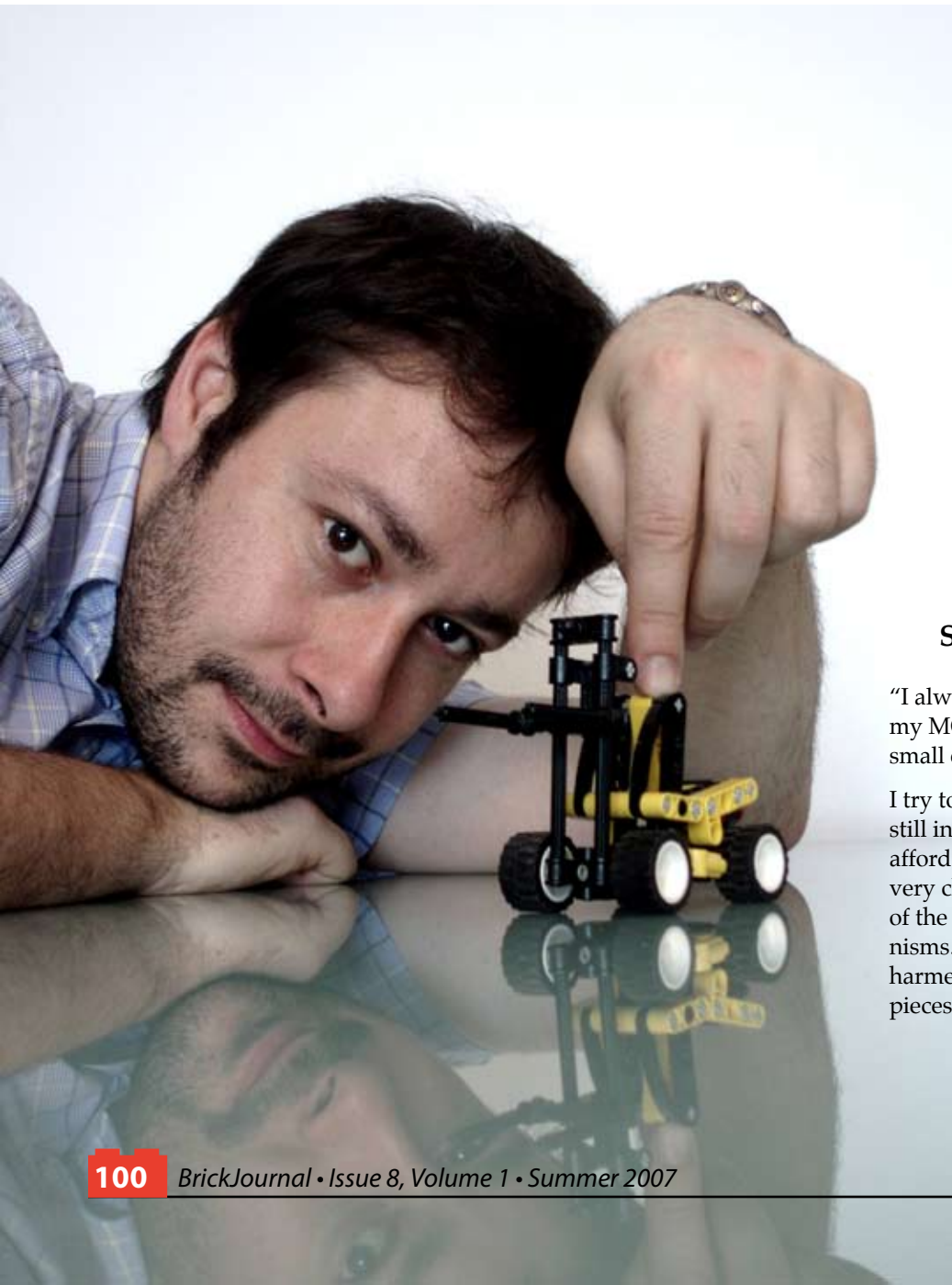


and Technic mechanics.

I also pay attention to the scenery on our construction yard; so I build (and stimulate other members to do the same) little surrounding details such as a chemical bathroom, prefabricated offices and other thing that make the environment



much similar to a real construction site. I like very much the MOC of the ARVO group... I hope to meet them somewhere along the way."



## Stefano "SteP" Prosseda (left) says:

"I always try to introduce novelty mechanics into my MOCs - mostly elevators and forklifts - my small efforts against gravity.

I try to keep them as small as possible (though still in Technic minifig scale): a compact MOC is affordable, quick to build and playable, but still very challenging to design and develop, because of the lack of space for gears and mechanisms. Even if the space is limited, no bricks were harmed in my designs - I only build with original pieces."



### Riccardo "Rik" Grego says:

"Hi to all... I'm Rik, a young member of ITLug ABSTechnology, so I don't have so many MOCs like my "older" friends. I like to build many details in my models, and for this reason I analyze many pictures before putting my energy in a new project.

My last MOC is a complete concrete batching plant with a twin shaft mixer. The preloading zone is built with a belt-conveyor fixed on a turntable and the mixer is loaded with a loading skip and ... it really makes concrete... (I used light gray Technic pins to simulate concrete material, which are moved from the loading zone to the discharge zone without human help). Every belt conveyor is moving, like the loading skip and the twin shaft of the mixer. The aggregate storage hoppers have a pneumatic system to open the discharge gate.

Moreover, I like to have a real image of my MOC, so I'm the print factory of my models, even if sometime I can't get real colors.


Many thanks to Gearman, my «Jedi teacher...» "



### Andrea "6Lovers" Grazi says:

"I like to range from Technic to Model Team, because I think that the ideal result comes from the fusion of these two building styles. I always try to reach this compromise without renouncing to sturdiness and playability; the originality of a mechanical solution or a novelty design is the starting point for all my



MOCs. I mainly build transportation vehicles or construction machinery, taking therefore inspiration from reality; but I always give a «playable» side to my models, which are deliberately without stickers and somewhat disproportionate in some detail." 



### Paolo "Panzer" Panzone says:

"As many of the other members of ABSTechnology I build 1:20 earth moving equipment too. Usually, I like every kind of machine (excavators, dumpers, crane etc.) and I try to replicate them as close as possible in the mechanical and aesthetic part. The most important thing for me is to reach the right balance between beauty and playability. It's not always so easy to reach this objective because the scale in which we build brings on a lot of space problems and the LEGO electric parts are not so tiny!! Just like the other friends I start up searching information and pictures of the real model and often I buy the 1:50 scaled model of the machine I've chosen to build. I also enjoy drawing the stickers to attach to the models, and often I draw stickers for the other guy's models."



# ME Models Railway Series

Engine wheel-sets by: **BIG BEN** Bricks LLC  
New 2007

New for 2007 from ME Models! We have designed exciting rolling freight for your train layout. Each set comes in a sealed collector box, high quality laser instruction booklet and NEW for 2007 - high resolution vinyl "die-cut" decals! The decals are easy to apply and do not leave any residue upon removal! Be on the lookout for both U.S. and European designs. Boxcars, refrigerator wagons, flatcars with a variety loads, hoppers, tank cars, cabooses and later this year passenger wagons and ENGINES featuring BIG BEN BRICKS Wheel Sets! Go to [www.me-models.com](http://www.me-models.com) for additional information and to place your order.







Ever since LEGO released their popular LEGO Batman line, I've been hearing fans speculating on LEGO's relationship with DC Comics and saying things like, "they should do Superman," or "they should do Justice League," or "they should do Teen Titans!" While it remains to be seen if LEGO will actually produce anything like this, Art Asylum's two-inch block-figure line, MiniMates, gives us the next best thing with their new DC SUPERHEROES line.

MiniMates and DC characters aren't anything new, as most AFOLs may remember Art Asylum's C3 line, which combined Batman and Justice League character MiniMates with terrible clone-brick vehicle sets (I know a lot of people bought these for the figures and threw away the bricks!). The line started in 2004 with a series of Batman sets; a second line of smaller sets, using both Batman and animated Justice League characters came out in 2005. Art Asylum showed plans and prototypes for sets based on the *The Batman* animated TV show, and the *Batman Begins* movie, and also for more Justice League sets with characters like Wonder Woman and Hawkgirl. Possibly due to low sales and low interest in these new sets, the line was cancelled, the license from DC was never renewed, and this third line never came out. Not too long after, LEGO announced their own Batman line, and this was surely the final nail in the coffin for C3 and DC Minimates.

That is, until spring of 2006.

It was announced that Art Asylum would produce a new line of DC MiniMates, without the crappy construction set component, much in the style of their successful Marvel MiniMates line. While this line did encounter some production delays, the first run finally came out this past February, and is promising to give us an interesting range of DC Universe characters beyond the usual Superman and Batman figures seen in other DC toy lines.

I want to take a look at the first three lines of figures that have come out so far.

Each package comes with two figures in classic pairings. In the first line it's Superman and Lex Luthor, Joker and Harley Quinn, Green Lantern and Star Sapphire, Batman and OMAC. OMAC? Now I haven't been reading a lot of DC comics recently, but I can't figure out why this obscure 1970s Jack Kirby character is packaged with Batman!(1) Or would packaging Batman with Robin just be too obvious?

With this one exception, the character line-up is great! Art Asylum's attention to detail makes these figures both fun to play with and to collect. They all have 14 points of articulation; with good attention to detail while maintaining the simplicity (and lack of noses!) that makes these sorts of block-figures appealing to LEGO fans. Along with the standard body, each figure has many unique parts, like hair pieces,

## Buiding: Not Quite LEGO

*It's time for another edition of "Not Quite LEGO" – the column that takes a look at some of the other toys out there that are "not quite LEGO." No, we're not talking about MegaBlocs, but about other toys that are sometimes similar to LEGO, or may be of interest to LEGO fans in general!*

## This issue: DC MiniMates!

*Article and Photography  
by Greg Hyland*






cap, belts, gloves or boots. Unlike what we see with LEGO and mini-figures, there's very little reuse of parts between characters! Also, most figures come with individual accessories, for example, Lex Luthor comes with some Kryptonite, Green Lantern comes with his lantern battery, Harley Quinn comes with a giant hammer. Also, characters with masks, like Batman, come with a hair piece, so that when you remove his cowl, Bruce Wayne isn't bald!

One strange detail is that Batman's cowl piece covers his whole head, so the exposed parts of Batman's face are painted on, and not cut away as it was with the many Batman figures made in the C3 line, or with characters like Captain America, Daredevil and Wolverine in the Marvel MiniMates line. This design decision allows Batman to have an angrier mouth as Batman than he does as Bruce Wayne. The drawback with this design is it makes the mask really difficult to get off. I really would have preferred using the same mask design for Batman that was used in the C3 line. Harley Quinn also uses a similar full-face mask design (allowing her to not be in white 'make-up' without her jester hat).

The second line gives us very recognizable figures, like Battle-Damaged Superman and Brainiac 13, Robin and Penguin, and some lesser known characters, like Booster Gold and Blue Beetle, and Powergirl and Dr. Fate. Art Asylum seems to have a real thing for battle-damaged superheroes, as several of their Marvel MiniMate figures were seen in torn up costumes, and even some figures in their up-coming Star Trek line will be "Battle-Damaged." Brainiac 13 has to be one of the best figures in the whole line. Brainiac 13 uses the larger MiniMates two and a half inch body (originally seen in the MiniMate Lord of the Rings line, where this body was used for humans and elves, while the two inch body was used for the hobbits). So with the bigger body and six mechanical tentacles coming from his back, Brainiac 13 looks quite imposing (as imposing as a block figure can be, that is!) –giving Superman a reason to be battle-damaged! Oddly enough, this time around, Blue Beetle and Booster Gold, who wear masks, don't get the full face treatment like Batman did. This is probably because their masks both use clear yellow plastic over their eyes, to let their painted eyes show though. A nice little detail!

Arguably, one of the worst figures is also on this line: Powergirl. In the comics, Powergirl is supposed to be well-endowed (but seriously, what female character in comics isn't portrayed in an unrealistically exaggerated manner?), and to reflect this, the figure is given a sort of vest piece that fits over her torso. This idea has been used before on characters like The Thing to represent muscles and bulk, not to represent breasts. Besides drawing attention to her cleavage (as if her costume design doesn't), it just makes her look strange.

DC Superheroes' recent third line gives us another great mix of characters: Aquaman and Ocean Master, Battle-Damaged Batman and Killer Croc, Green Arrow and Deathstroke (who I thought was more of a Teen Titans villain, but has become a Green Arrow villain more recently), and Wonder Woman (finally!) and Ares. Both Killer Croc and Ares use the larger MiniMate body. Green Arrow has to be the standout character in this line, as he comes with so many accessories—his bow (naturally) and three different arrows, including a handcuff arrow (how that would work, I don't know) and the classic boxing glove arrow! This set is worth it for the boxing glove arrow alone! Deathstroke is also well armed: with a staff, sword, rifle and pistol! While not favorite characters of mine, both Ocean Master and Ares have a lot of detail that make them great looking figures.

Future lines promise to give us a continued mix of recognizable characters (Supergirl, Hawkman, Captain Marvel, Batgirl), lesser-known fan-favorite characters (Guy Gardner, Deadman) and ones that make you scratch your head (Ma Hunkel?). Regardless, this seems like a fun line that will hopefully continue on for a few years (like the MiniMates Marvel line!), and looks like it could get to every DC hero you could want (and maybe a few you don't want). Look for these figures at comic or specialty toy stores everywhere. The two-packs should be between \$6 and \$10 (and remember, there are no 'chase figures' in this line, so nothing is rare—don't get ripped off!). And if you missed any of the Batman or Justice League C3 sets, a quick look on eBay, or possibly even the discount aisle in your Toys "R" Us or Wal-Mart, should yield some results. 



(1) Doing a little research, I found out that Batman has been tied in to OMAC's origin in the recent Infinite Crisis storyline. Still, wouldn't we all rather have a Robin or Nightwing than the weird blue guy?



## DC MiniMate checklist

### Series 1 - February 2007:

- ☐ Classic Superman & Armored Lex Luthor
- ☐ Green Lantern (Hal Jordan) & Star Sapphire
- ☐ Joker & Harley Quinn
- ☐ Modern Batman & OMAC

### Series 2 - March 2007:

- ☐ Battle-Damaged Superman & Brainiac 13
- ☐ Booster Gold & Blue Beetle (Ted Kord)
- ☐ Powergirl & Doctor Fate
- ☐ Robin & Penguin

### Series 3 - April 2007:

- ☐ Aquaman & Ocean Master
- ☐ Battle-Damaged Batman & Killer Croc
- ☐ Deathstroke & Green Arrow
- ☐ Wonder Woman & Ares

### Series 4 - July 2007:

- ☐ Batgirl (Barbara Gordon) & Bane
- ☐ Steel & Cyborg Superman
- ☐ Golden Age Flash & Wildcat
- ☐ The Spectre & Deadman

### Series 5 - September 2007:

- ☐ Captain Marvel & Mary Marvel
- ☐ Hawkman & Hawkgirl
- ☐ Guy Gardner & Kilowog
- ☐ Red Tornado & Ma Hunkel

### Series 6 - November 2007:

- ☐ Battle-Damaged Wonder Woman & Cheetah
- ☐ Bizarro & Supergirl
- ☐ S.T.R.I.P.E. & Stargirl
- ☐ Sgt. Rock & Blackhawk



## Review: King's Castle Siege 7094

# The Return of the Castle

Review by Johannes 'Jojo' Koehler



"There lived a king in Thule,  
Right faithful, to the grave.  
He loved a golden goblet  
His dying sweetheart gave."

*-The King of Thule  
Johann Wolfgang von Goethe,  
translated by John Frederick Nims*

<b>Set Number:</b>	<b>7094</b>
<b>Set Name:</b>	<b>King's Castle Siege</b>
<b>Theme:</b>	<b>Castle</b>
<b>Piece Count:</b>	<b>973</b>
<b>Minifigure:</b>	<b>5 minifigs, 4 skeletons</b>
<b>Instructions:</b>	<b>2 booklets</b>
<b>Stickers (Y/N):</b>	<b>Yes</b>
<b>Year Released:</b>	<b>2007</b>
<b>Price:</b>	<b>\$99.99</b>

LEGO Castle is back! I'm not going to say, "In all its old glory," but it definitely has made its return. And maybe it will earn new glory. Let's have a look at the new King's Castle Siege (set #7094).

The box is huge and adequately filled with lots of material. There are 973 pieces to be precise, as well as two thick instruction books and a small sticker sheet. Even those LEGO enthusiasts who don't collect models but rather build their own creations should consider getting this set. It provides you with a heap of bricks, most of them light grey and very useful.



The second resemblance is this castle's modularity. Each section, including the gate, the towers flanking the gate, the sidewalls and the rear wall, with its high tower, is built separately. They can be combined in different ways; be it as an elongated town wall or assembled in smaller portions. Like in the old days, Technic 1x2 bricks with Technic pins are used to attach the individual wall sections to each other. Some hinges in the sidewalls would have enhanced the possibilities. But they do include some extra Technic bricks to allow different combinations.



The most reasonable combination, though, is attaching them as the photo on the box shows it. Finally we see a completely closed castle again! No holes, no weaknesses through low wall sections. Except for the gate in the rear, there is no way to



secure or lock it. There is plenty of space within the walls; it's enough for the dragon to alight. Also there are many secluded rooms inside the towers to barrack the troops. Though there is quite a clever mechanism used to hoist the drawbridge manually and lock it in this position, a solution using some real winch would have been nicer. They spared that for the Skeleton Tower (set #7093), though. Also, I don't like the portcullis



which is the usual one-piece lattice that slides through the one-piece arch (part #30272), as seen in the Knights' Kingdom castles from 2000 and 2004. Needless to say it is operated manually as well, without any cord to hoist it up. The overall arrangement with the two rounded towers flanking the gate makes up for it, though. Another feature that's not executed very well is the door of the prison cell. This prison is located in the corner tower at the back. And there's not a real door but only two fences you have to take away in order to get into that cell.



However, the castle as a whole looks fine. Not quite perfect, though. There's a rather huge gap in the left rear corner of the castle next to the large tower. Maybe it's meant to be the entry lane for the dragon to land. Only a small turret that's clipped to the side of the rear-tower extends into this gap a bit. Be that as it may, this castle, as different as it is from previous sets, reminds me of the legendary yellow castle (set #375/6075) in a way. A drawbridge in the front, a second door under a large tower in the back, sloped buttresses alongside the

walls - we have seen this before. Admittedly it's only a minor resemblance, maybe it's wishful thinking.

Naturally this model has all the (more or less nifty) features we can expect from a LEGO castle these days. Besides the already discussed drawbridge and portcullis and the prison door there is a throne room and three catapults; two small ones on top of the towers by the gate and a bigger one on the left sidewall.



This last one is a one-piece catapult arm built with Technic parts and cooking pots but without rubber bands.

Also, the right sidewall offers a predetermined breaking point for the enemies to attack. The defenders can reach the battlement by a stair inside.

That leads us to the minifigs. You may have noticed I didn't mention the figs and accessories before, but they are well worth mentioning. The castle is good, but the figs are the actual eye-catcher. Let's start with the enemies. I'm really glad LEGO offered neither a preconceived storyline nor names for the protagonists but left that to the imagination of the builder. So I call the skeletons "Skeletons".



I know the kids will be going nuts about these Skeletons. The morbid charm of an undead army is ever so fascinating. I wish I could say I like them, but I don't. First of all, I'd have liked it


Finally, I don't even like these actual figs. Their arms are too long; they reach almost to their knees. And they have, unlike previous skeletons, remodeled shoulders - their arms don't hang loosely anymore but are stable in order to handle a weapon. But these shoulders are sloped! Thus they are not able to hold a utensil upright since they don't have adjustable hands. This leads to the figs tipping over unless you have a studded surface.

So while the kids will probably love the Skeletons the most, my stars are the crown knights. I'm going to call them "Crown Knights", for that is what their coat of arms looks like.



There are two types of soldiers with different torsos. They are beautiful, both in their color scheme and in their printed patterns. They both have the crown emblem on them. The helmets of the soldiers - the classic nose protector helmet and the not-so-classic yet great broad-rimmed helmet - are silver. Combined with the dark blue and grey from their uniforms they are a vision of delight and look very noble. Each figure has

A collection of LEGO Star Wars pieces, including a blue and white droid, a yellow and black droid, a blue and white shield, a yellow and black shield, a blue and white sword, a yellow and black sword, a blue and white helmet, a yellow and black helmet, a blue and white armor piece, a yellow and black armor piece, a blue and white cross, a yellow and black cross, a blue and white dagger, a yellow and black dagger, a blue and white sword, and a yellow and black sword.

Overall, it is a good set with lots of classic elements, which make it worthwhile getting, both for its looks and for its parts. Have fun! 



We have a new batch of LEGO Castle sets for 2007 and a new set of bad guys - the skeletons. I had an opportunity to build on of these sets and review them for *BrickJournal*, the King's Castle Siege (set #7094). This set has 973 pieces and sells for \$100 USD. It is a large set and produces a reasonably big castle. The accent colors are dark blue and gold. The castle has four sides that join together using Technic pins, so that the whole thing is modular and can be joined in different configurations. The parts come separated in seven separate polybags (one of which is minifigs and the dragon), which makes the building go pretty fast. There's nothing too challenging here. This set would be appropriate for a fairly young child to put together by himself. I built the first five sections of the castle the first night and hooked them all together. This was the front gate and towers, the two side walls, and the back. I thought the castle looked pretty good at this point. The next day, I built the central tower and put it in position. Better still. Then the last two bits. One is a side tower that kind of hangs there in space. Finally, I built the 'bridge' unit that connects the prison tower on the side with the central tower in the back. It seems to me that the designers should have stopped before adding these last two components, which detract from the overall design, in my opinion. Nevertheless, this is a pretty decent castle. The play value is definitely there. There are plenty of minifigs (nine total), a working drawbridge and a portcullis (that's the grill that moves vertically up and down behind the drawbridge), a breakaway wall for the bad guys to enter through, a prison cell, a throne room, a dragon, and three catapults. There are no trap doors, but the bridge-thing tilts for added minifig battle action. I like the minifigs - they are the best castle minifigs since before the rainbow squad (Knights Kingdom), and there's one gorgeous metallic visored helmet that's pretty awesome. The new skeletons are also pretty cool, since the arms are posable, unlike the old, floppy-armed skeletons we're used to. I have one nit-pick about these new arms though; the wrists are fixed which means you can't rotate the weapons or shields that they're holding. Oh well. The skeleton shields are also very nice. They are rounded with skulls on them.

What are the pros for this set? Well, first, there's a bunch of dark green plates and three BURPs (large rock elements) that are new dark gray and dark green. An unexpected bonus are the two large foliage pieces in fabulous dark green! Then there's

# An Alternate Look at King's Castle Siege

*Review and Photography by Cynthia Bradham*



*Cyndi's alternate model for the King's Castle Siege set: a boat and dock*






*Cyndi's alternate model dock*

the dark blue pieces, which include 14 2x2 round bricks, a variety of slopes, a horse barding, and four flags. We also get four flags in gold, which are pretty nice looking, especially with the dark blue. This is a good set to buy in order to stock up on new gray parts. There are a large number of basic bricks in this set. For example, there are 112 1x2 light gray bricks. There is a pretty good assortment of parts, although there's a shortage of small plates. There are some of the large pieces that many AFOLs abhor, but not too many. The dragon is pretty good. It has a one-part body, four legs that each move, and standard wings in dark red and black. I like it better than the Viking dragons with the Technic bodies and limbs. It's more similar to the dragon in the Harry Potter set Harry and the Hungarian Horntail (set #4767), but it has four legs. Some people might not like the chunkiness of the dragon parts, and it would be pretty hard to think of an alternative use for them.

What didn't I like about this set? Well, I have my nitpicks about the design. The overall impact of the castle is less than "wow." It is fine but not really special. The drawbridge and portcullis designs are new. In older castles, these were usually controlled by strings that often attached to a reel. In this castle, the drawbridge is connected by chains to two long Technic beams that stick out of the front of the castle. To raise the bridge, you tilt the whole beam structure back, and it pulls the bridge up. It's chunky, clumsy, and unattractive. Also, this design doesn't seem to have much to do with historical accuracy (though I could be wrong - I'm not an expert on medieval architecture). As noted, the portcullis is held up by Technic pins that catch the bars in the gate. This is fine, but not terribly clever. I would have liked the strings better. One other thing, I would have liked more interior details. In Vladék's Dark Fortress (set #8877), we had some suggestions of interiors. This castle has a throne for the king in the high back tower, and just below it, we have a little room with a treasure chest. There's also a weapons rack in one of the side walls. But there are no fireplaces, no hints or suggestions of anything else in the interior. Finally, no alternate models are suggested.

That brings me to topic of an alternate model. I was asked to create something different from this set. There are quite a few of the turret pieces in the set (eight in total) and I wanted to try to do something different with them. I ended up stacking them one on top of another, filling in the gaps with 1x1s, and using that as the basis for a boat hull. I took some inspiration from an alternate for the Black Monarch's Castle (set #6085). It turned out pretty well, though the sail was something of a challenge to produce. Constructing this ship made me realize that there is an absence of hinges and turntables in this set. There are only a few click hinges, no brick hinges, and just one large turntable. There are not a lot of parts for SNOT work either, but enough to manage. Using the leftover parts, I made a dock to go with the ship.

Overall, I think of this set is quite worthwhile. For any medieval setting, one needs a castle, there's no getting around that! The skeleton set is really pretty cool, and I'm looking forward to getting the skeleton tower as well to go with the carriage. Happy building everyone! 





## Reviews: Ultimate Collector's AT-ST



# Bianca & Gavin join the Rebellion

Review by Mark Larson with additional commentary by Bianca Lamb & Gavin Gorilla from BrickZone.net's Fabuland® Housewives

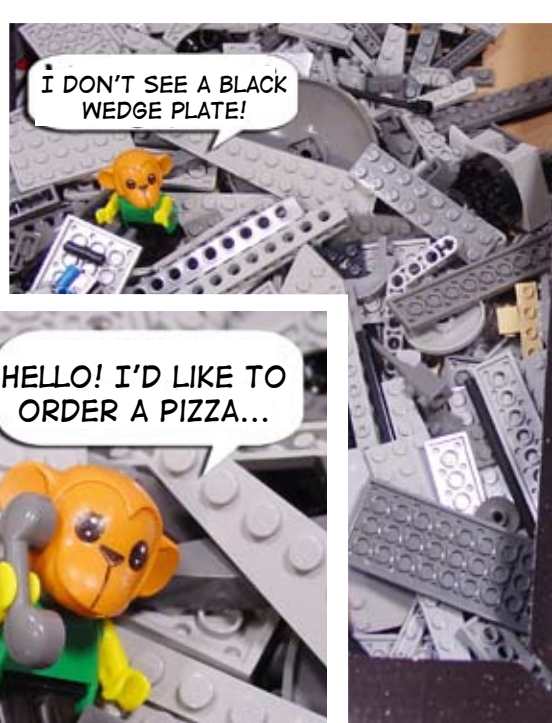
In the year 2000 The LEGO Group brought us the first sets in the Ultimate Collector's Series; 7181 Tie Interceptor and 7191 X-Wing Fighter. Ever since then this series has given us the most advanced and detailed designs in the LEGO Star Wars Universe. This tradition of amazing sets continues with **10174 Ultimate Collector's AT-ST**.

## Set Details

Set:	Ultimate Collector's AT-ST
Set number:	10174
Number of parts:	1068
Price:	79.99 USD







As a Star Wars fan I've been looking forward to a nicely detailed LEGO AT-ST since the first year of the license agreement. **This set is it!** Measuring over 16.5" (42cm) tall and containing 1068 pieces, the UCS AT-ST is impressive.

LEGO has been relatively consistent in the last few years with numbering the content bags for easier construction. The first part of the instructions uses bags numbered one, the second part of the instructions uses bags numbered two and so on. Unfortunately **this set does not use the numbered bag system.** You have to build this one the old fashioned way, by opening all of the bags and dumping all of the pieces out and going blind searching for the next piece. That's unfortunate here because despite a few pieces this set is mostly compiled of grey and dark grey

bricks. Since it is sometimes difficult to tell the difference between dark grey and black in the instruction manuals, make sure to take advantage of LEGO's handy **step inventory window.** I'm not sure what the official name for it is, but it's the window at the top of each step that



shows you what pieces are added during that particular step. It's usefulness is very well demonstrated with this set. If this is your first build, pay close attention to this window to make sure you don't miss anything. Backtracking through two books and step after step of grey bricks can be pretty frustrating.

That's right, it's also another set that has two books worth of instructions. This set does take a while to build, but it's well worth it. Even though the bags aren't numbered, the instructions are divided into three main sections. The first section consists of the two legs. Everything is here including the **Joint Shield** and the **Fence Cutting Blade** on the toe. The legs are a highly accurate replica of the machine in the movies.

The second section is the **Drive Engine** and **Gyro System** also known as, "the thing that connects the two legs and the head." It's impressive how the LEGO Group didn't leave out even the smallest detail of this awesome piece of Imperial machinery.

The third and final section consists of the head of the AT-ST. There is some ingenious **SNOT technique** used here. For those of you who don't know, SNOT stands for Studs Not On Top and is a non-traditional LEGO building technique. Here the armor of the head is constructed with an ingenious and unique technique. The base holds four Technic axles held vertically at angles which the side armor plates are connected to using technic beams and rubber bands. The front and the back armor plates are attached using traditional and click-hinges. All of the weapons are here; the **Twin Blaster Cannons**, the **Light Blaster Cannon** and the **Concussion-Grenade Launcher**.

I wish there was enough room inside for a detailed cockpit. All of the other Ultimate Collector's vehicles have really cool detailed cockpits. I think the challenge here was not to make the head too heavy, otherwise the model wouldn't balance on it's own. I remember trying to build my own AT-ST using just the schematics from the Star Wars books and I never came up with a version that didn't have to be supported by other means than the legs. Keeping the head light is key to keeping the AT-ST upright. However, it still would have been nice to see some controls, monitors and seats inside.

The only other thing I found lacking in this set was the ability to pose it in different stances. The legs are incredibly sturdy but they are locked in that one position. The head can swivel from side to side but not very far before it runs into the Joint Guard. Even though you can't pose it in a cool battle position, it still looks amazing next to the other UCS models on the display shelf.

Unlike the other System (mini-fig scale) versions of the AT-ST, the proportions of this one are correct. The head on the current System version (7657 AT-ST) is about the same size as the legs. In order for the set to look right, the height of the legs should



WHAT'S THE MATTER, GAVIN?

I'VE BEEN LOOKING FOR THE SAME TINY PIECE FOR WHAT SEEMS LIKE DAYS. IS IT HERE AT ALL? I DON'T KNOW. ALL I KNOW IS THAT I THINK I'M GOING BLIND IN ALL OF THIS GREY.

BANG! BANG! LOOK AT ME! I'M AN AT-ST!

GAVIN, QUIT FOOLING AROUND. WE HAVE WORK TO DO!


OKAY, GAVIN. NOW, WE'RE DONE.

YAY!

WHAT ARE THEY TRYING TO WARN US ABOUT?

MAYBE TINY HANDS...

be greater than the height of the head. In the pictures on the next page you can see a mini-fig scale version I built based on the UCS scale with the pieces from this set.

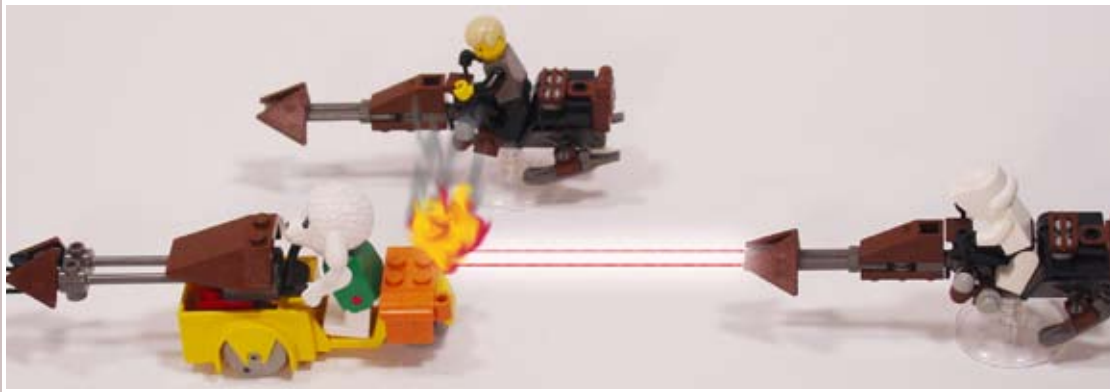
The Ultimate Collector's AT-ST is a must-have for any collector. At around \$80 (US) it is reasonably priced compared to the other sets in the Ultimate Collector's Series. The LEGO Group has done an excellent job of creating a very detailed model of one of the coolest vehicles in the Star Wars universe! 

Mark Larson is an AFOL who has been interviewed by BrickJournal for his LEGO series, "Fabuland Housewives," which can be found at [http://brickzone.net/fabuland\\_housewives.html](http://brickzone.net/fabuland_housewives.html)



*Here are some of the fun ways that Bianca and Gavin found to play with the 10174 Ultimate Collector's AT-ST, along with some fun alternative models you can build with this set!*

*\* these pictures contain LEGO elements that do not come with this set.*




And we leave you with another fabulous issue with lots of great articles from all around the world.

In this issue, we took a walk down Market Street and right up to the Factory. Battled in Castles and sailed the high seas, caught Pokemon, chatted with Guy the Model maker and attended an event or two.

For many AFOLs, this is a fantastic opportunity to see and read what other AFOLs from all over are doing. This is our 'world' where we get together and share what we are doing, gathering inspiration and knowledge from others.

Huge thanks to Guy Bagley, Joe, the staff, ALL the contributors', and not to forget, the fabulous people at LEGO! And of course, to you, for reading *BrickJournal* and giving us a reason to keep on going and going and...

Cheers and bricks! 

Mel. K

European Bureau for BrickJournal

[mel@brickjournal.com](mailto:mel@brickjournal.com)

Dear Eric, you may have gone, but your legend still lives with us, with the many things you have built, the people you have met and the gorgeous set you have designed for us all! You are an inspiration to many.

The AFOL world is and will be saddened to hear of your loss, but I can promise you, you will never be forgotten! Your memory will live on forever in Market Street!

May you rest in peace, you will be missed. Thank you for such a beautiful gift you left behind!

On behalf of the AFOL world, our condolences to your family and friends.

R.I.P

*Sadly Eric Brok passed away on the 11th of June - just as the Market Street set was released. We wish his family all the best and comfort they may need in this unfortunate time.*



AFOLs

by Greg Hyland





# NOT YOUR TYPICAL BRICKS.



If you have seen THE engraved Brick Badges at Brick-Fest™ and other LEGO conventions, you have seen the work of Tommy Armstrong, the Brick Engraver. He can engrave names and line art directly to a brick, making it a unique item for things like keychains, badges, and models.

A new innovation from Tommy is WoodStitches®, where a wood veneer is bonded to LEGO® elements. These elements can be used with other LEGO bricks and also to create beautiful mosaics (such as the one at left) and desk nameplates.

If you're interested in seeing the wide assortment of brick engravings and finishes that Tommy offers, you can go to **[www.brickengraver.com](http://www.brickengraver.com)** and browse through his catalog.

You'll see that his work is not typical.

And neither are his bricks.

