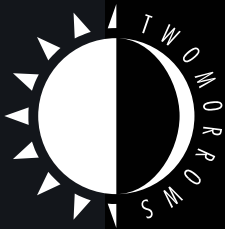


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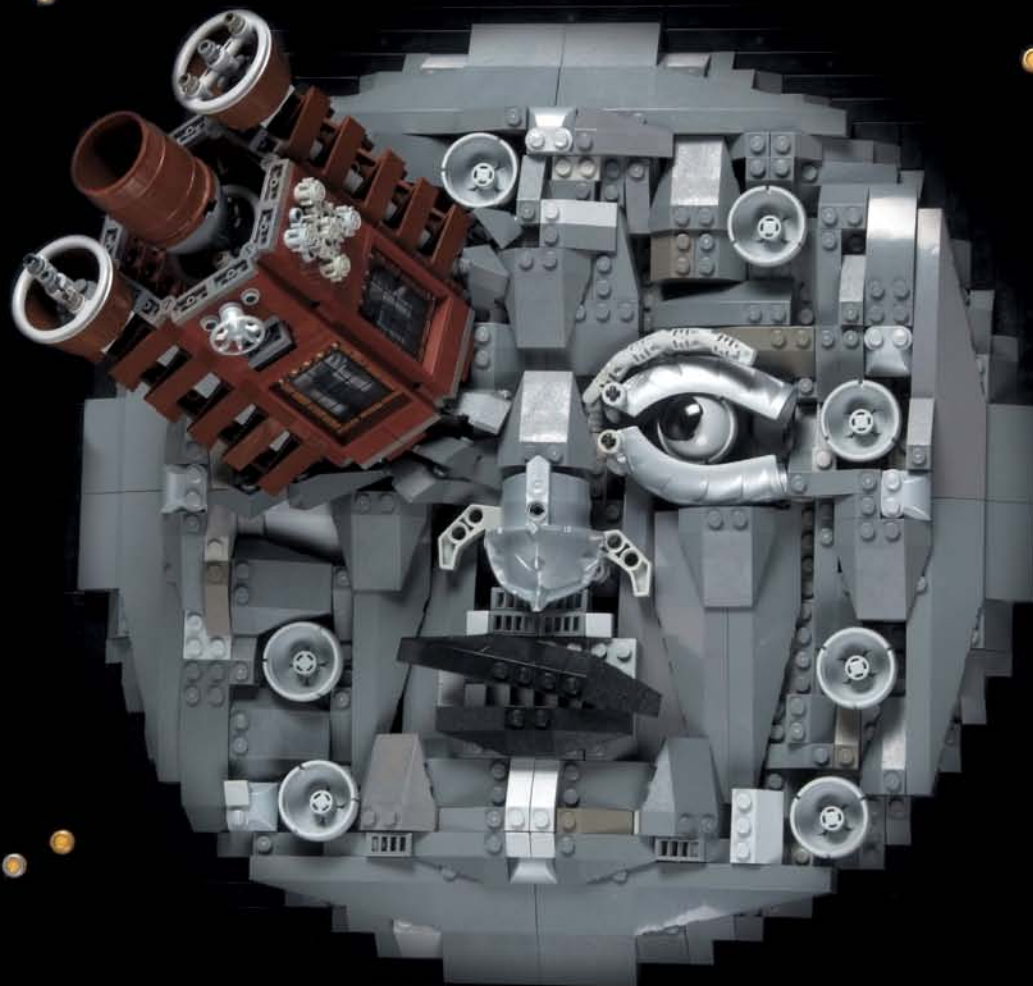


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# Brick Journal

Issue 16 • November 2011

people • building • community



## STEAMPUNK

**Featured Builders:**

**Guy Himber, Rod Gillies and Nathan Proudlove**

**Interview: Kjeld Kirk Kristiansen**

**Instructions and MUCH More!**



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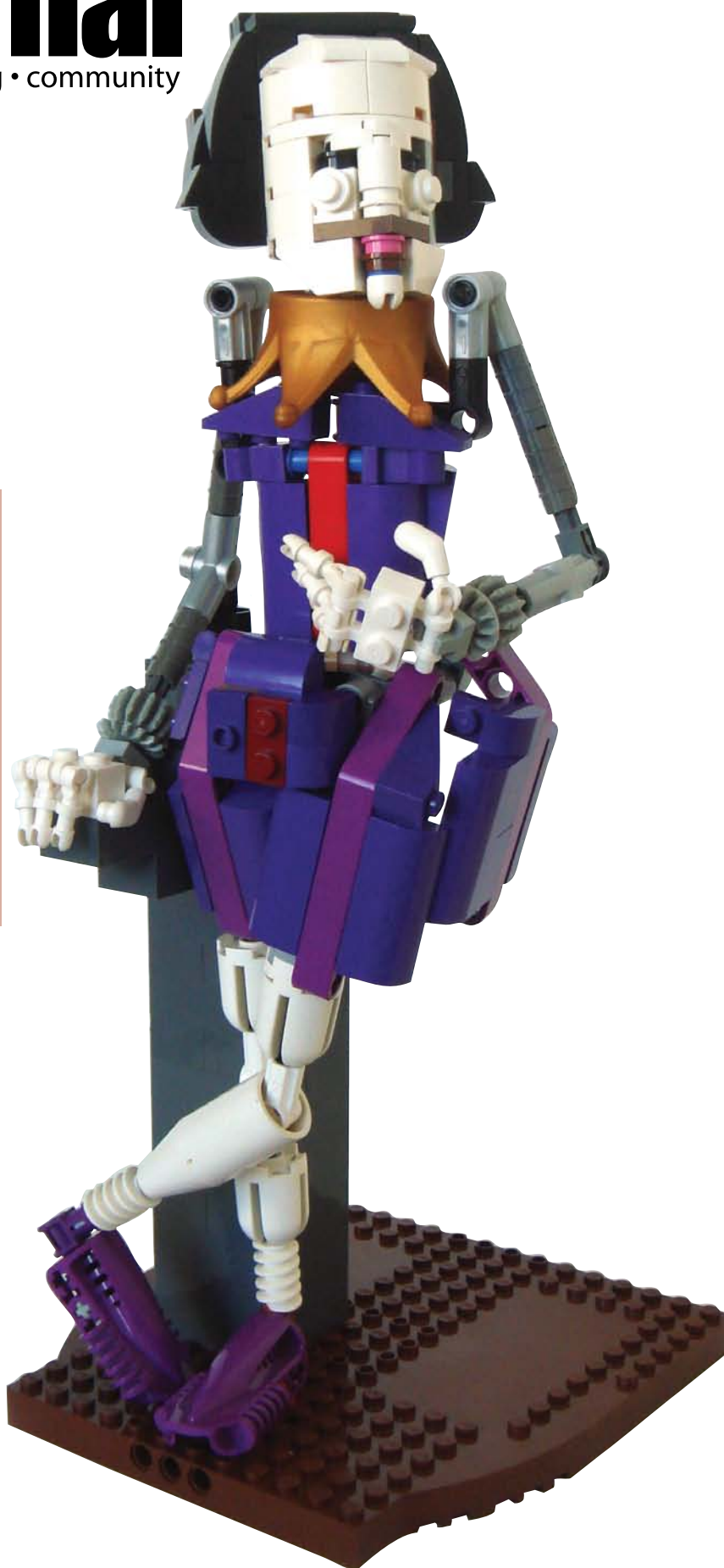
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Right: William Shakespeare, a model from Guy Himber.

Cover: Moon Model by V&A Steamworks,  
photography by Mike Spatola - [www.msdi.com](http://www.msdi.com)





November 2011

Issue 16

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builders and creations. There are also some instructions to build a Steampunk model or two, and a look at the history behind this relatively new fan theme. However, this isn't a complete record, but an introduction. There's much more out there to build and explore. The Steampunk theme, like all other themes, is growing... and you are invited to join us. Have fun!

On another note, there is a new page toward the end of the magazine. Mike Doyle, an AFOL behind some beautiful works we will be spotlighting, is also a graphic designer who is working on a project — a LEGO visual index. We'll be adding more in following issues!

Joe Meno  
Editor

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

P.P.S... Yes, *BrickJournal* has a website — [www.brickjournal.com](http://www.brickjournal.com)! Twitter? Yep, there too — <http://twitter.com/brickjournal>. Facebook? Yup - <http://www.facebook.com/pages/BrickJournal/32409707828>. Or you can scan the bottom codes with a QR reader!

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## Glossary

AFOL (Adult Fan of LEGO)

NLSO (Non-LEGO Significant Other)

MOC (My Own Creation)

TLG (The LEGO Group)

BURP (Big Ugly Rock Piece)

LURP (Little Ugly Rock Piece)

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

SNOT (Studs Not on Top)

LUG (LEGO Users Group)

LTC (LEGO Train Club)

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



5000 miles from home. No family, few friends, no LEGO collection.  
How can he survive?

People



# AN AMERICAN AFOL IN LONDON

TOMMY WILLIAMSON PRESENTS  
A BRICKJOURNAL PRODUCTION  
AN AMERICAN AFOL IN LONDON  
STARRING TOMMY WILLIAMSON  
PETER RIED & THE BRICKISH ASSOCIATION  
ORIGINAL MUSIC BY DJ CLUTCH  
PRODUCED BY BRICKJOURNAL MEDIA, LLC  
ARTICLE AND PHOTOS BY TOMMY WILLIAMSON



## Opportunity Knocks

When the opportunity to live and work in London for several months was presented to me in mid-2010 I had several things to consider. First and foremost was my family. I'm married with two boys, and a long term separation like that would be a real challenge. Another consideration was life in a foreign country. While I had been overseas before, this was far more complicated than just a week supervising a commercial on the beach in Acapulco or doing a press event in Japan. Another thing to think about was the separation of me and my LEGO collection. I have to admit, I underestimated this one. Yes, it was a long time from home, and yes, it was not going to be easy, but Cinesite London was offering me a job on *Pirates of the Caribbean: On Stranger Tides* as stereoscopic supervisor (3D nerd) and this was a very tempting offer.

After weighing the pros and the cons, my family and I decided it was probably worth it. I accepted the position and packed my bags. I arrived in London in late July 2010. My family came with me to see London and help me settle in. I knew it was going to be important for them to all know where I was and what I was doing. They helped me find a flat and we did some of the usual tourist things. After a couple weeks though, it was time to say goodbye. I escorted them to the Heathrow and choked back the tears as they sadly boarded a plane without me.



*Luckily my family was able to come to London for the first couple of weeks there. They helped me find my flat and got to see some of the city.*

## Life in London

I resolved to try and make the most of the trip. I wanted to sample life as a temporary citizen and LEGO fan in the United Kingdom. I was going to live like a Brit, eat like a Brit, travel like a Brit, and play like a Brit. I contacted the Brickish Association, the UK's largest LUG, shortly after I arrived and inquired about signing up. I soon learned that one of their biggest events of the year, the Great Western LEGO Show at

STEAM was coming up. I contacted *BrickJournal's* own Joe Meno to see if there was any planned coverage of the event and learned that there wasn't.



*Dateline: London England. Giant nerd terrorizes central London, film at 11:00.*

I planned to attend the event, join the BA and cover the event for *BrickJournal* all in one fun-filled weekend. (You can read all about it in issue #13.) I made several friends there and met some people I've been in contact with online for some time. It was great to put names and faces to the user IDs I've come to know very well.

I settled in a little village called Blackheath, just south of Greenwich. Blackheath is a fairly quiet area filled with old mansions and Victorian terraced houses all surrounding a very large heath (a meadow or grassland). Contrary to myth, Blackheath's name has nothing to do with the Black Death and there's no bodies there. In fact the name predates the Black Death by nearly 200 years. Its name comes from the rich, black soil that makes up most of it. I found a little studio flat, sort of furnished, on the edge of the village just across from the iconic church on the heath. Every day I would make my way to Blackheath rail station and catch the train to Charing Cross, and from there catch a bus, walk or use Barclays Cycle Hire (rent-a-bikes) to get up to Soho where I worked. Now when I say "catch a train or bus," I have to confess to a slight twinge at the base of my skull and the clenching of my jaw. If I learned anything in London, it was that my day really wasn't complete unless I had been mercilessly throat-punched by Transport for London.



## Living Without LEGO (or not)

I don't know what I was thinking way back in July. When I packed for London, I did go out to my collection and selected a couple small sets to bring with me, #7749 Echo Base and #8086 Droid Tri-Fighter, but I really thought "I'll just have to do without". I unboxed both sets and packed them in Zip-Loc bags in my luggage. Living in London taught me a few things about myself. I now know, for instance, my personal consumption rates of items I didn't know before. I know how to appreciate a properly prepared cup of tea. I know my thresholds for loneliness and television deprivation. And I know I really rather enjoy my fairly large collection of LEGO, and being without it sucks. I had the two sets I brought with me put together within a week. Within two weeks I was scavenging parts off them to build table scraps. Within three weeks I was at the LEGO store at Bluewater in Dartford walking around like a junkie, shivering and sniffing the boxes. Over the months, I picked up a set here and a set there, and a grab bag at STEAM, and filled my holiday pick-a-brick box. Before too long, I had a pretty decent collection of bricks. Building, however, was uncomfortable and difficult owing to the rather loose London standards of what qualifies as a furnished flat. I decided to pick up a small table to build on. But life in London is hard, and if you want something, prepare to pay dearly for it, in either money or tears. My first attempt was to head to Argos. Argos is a catalog-based furniture store with locations all over the UK. The experience is as follows: you go in, rifle through one of the many catalogs bolted to counters, enter the secret code number of the item you want into an archaic keypad so that it can tell you there's no stock, repeat. Once you do find an item in stock you write it down on a slip of paper, go to the counter or a kiosk and request and pay for it. Then you wander around aimlessly for 10 minutes waiting for your number to be called and pick up your item.



Ahh... sanctuary.



So much for comfort. My bed for the last few months in London.

My modest LEGO collection on my hard-won table.



A typical care package from home, note the fresh supply of tan bricks.

I searched through the catalog and eventually picked out a small picnic table, followed the steps outlined above and was rewarded with a comically small and short table. I thought I was ordering something you might share a meal on; this was more like a stunted TV tray. I've confirmed with a couple people showing them the picture in the catalog and revealing the table, they all agree, it was deceptive (and hilarious). I am happy to say however the table comes in quite handy as a snack table and I've passed it on to some friends. I searched everywhere for something even remotely close to the folding tables I bought at Costco at home to no avail. I finally gave up and ordered one from amazon.com. Ask me some time how much fun it was to haul a heavy, large, awkward table from Soho in central London to my flat in Blackheath. Throw in a shifty cab driver, forgetting my keys at work, two bus rides, and a dash of rain, and you have all the ingredients of heart-break. After my adventure I finally had a place to build, and for my computer. The table dominated the center of my dinky flat from that day on, and served me well. Best £50 I spent.

As I said, life in London is hard. It seems everything is a bit of a struggle. My flat didn't include a bed. Instead, I was presented with a futon — an evil, EVIL futon. After only a few nights on it, I had to take action, but buying a bed meant I would miss work waiting for it to be delivered, and then in a few months I'd have to figure out how to get rid of it. Enter Argos again. For the rather extravagant sum of £80 I picked up an Aerobed, a glorified air mattress. Yes, me, a fairly successful professional artist working in the motion picture industry, abroad in a foreign land working on a major blockbuster movie... sleeping on a damn air mattress. I'm sorry to report that after only



WHERE'S MY FRIGGIN' BUS?

Transport for London, the bane of my existence. I don't think anything challenged my patience more than my morning commute, especially in winter. Crowded trains, absent buses, grumpy commuters, cancelled routes... I won't miss any of it.



five months, my Aerobed developed just the slightest of leaks. It would lose just enough air overnight to be just squishy enough to destroy my back. In hindsight, it's like any other air mattress I've ever slept on, but for some reason I was really lucky for a few months. I spent the last four months sleeping on the pad from the futon on the floor of my flat... \*sigh\*.

## Work and Play

I have always been a fan of *Pirates of the Caribbean*. My earliest memories of it are actually not at Disneyland, and serendipitously in 3D. I can recall sitting on the floor in my room, gazing in wonder at Disneyland reels in my View-Master before my family ever made the journey down to Disneyland. I remember the reels with the *POTC* images were my favorite, and I looked at them all the time. That started my fascination with that ride, and stereoscopy. These days I'm one of a handful of Hollywood professionals that truly understands stereoscopy as it applies to entertainment. It's been a hobby all my life; now I get paid to wear these silly glasses. *POTC* was a great challenge and I think everyone is going to love the film. And if you like the 3D, I did my job well. Speaking of serendipitous, what kind of planet alignment is going on? My View-Master sparked my interest in 3D, and my fascination with *POTC*. I'm also a huge fan of all things LEGO. And now I'm working on the 3D of *POTC* as the LEGO *POTC* sets are being released. How cool is that?



*I often get asked if I design models ahead of time: here's proof that I do on occasion. This sketch of Jack was done weeks before I even started him.*

I decided fairly early in my adventure that I was going to commemorate the experience in the best way I know how: with some MOCs. I started building Jack Sparrow and Barbossa in September if memory serves. I was in no hurry and decided to take my time and get them right. Over the months I built and rebuilt them, trying new shapes and colors. I studied shots from the new movie at work for inspiration and guidance. I made lists of parts I needed and my very patient wife sifted through my collection and dropped little bags of parts in care packages from home. I ordered some parts from Bricklink, picked up sets from the LEGO store that had useful pieces, and got some from new friends that I had made in the UK. I finally finished the figures in March and posted them to Flickr. The reaction was overwhelmingly positive. It's a great feeling to create something that makes so many people happy. If you want to build your own Captain Jack Sparrow, check issue #15. Joe Meno made some amazing instructions for him.

While I met a great number of people during my visit, one friend stands out of the bunch: Peter Reid. You may know him as LegoLoverman on Flickr. He's an exceptional builder and a genuinely great guy. Pete was a great sounding board for ideas on Jack and Barbossa. He was also very generous with needed parts and the space and camera to photograph them. Pete and I met very briefly at STEAM and again at the BA Christmas Party at LEGOLAND Windsor. There we



*Living in STEREO. This picture is in cross-view 3D. Cross your eyes to merge the images and it's like I'm in the room with you (yeah, scary).*



*Get your 3D glasses (red/cyan) out for this one, this picture is in spectacular anaglyph 3D!!!*



*The notorious Captain Jack Sparrow and Captain Hector Barbossa.*

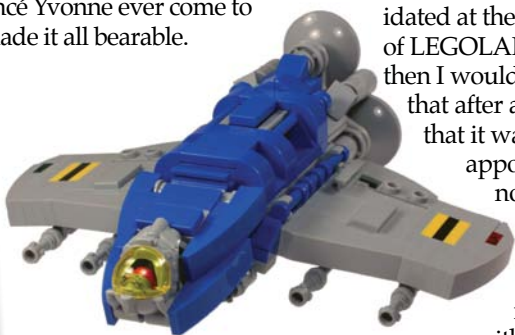




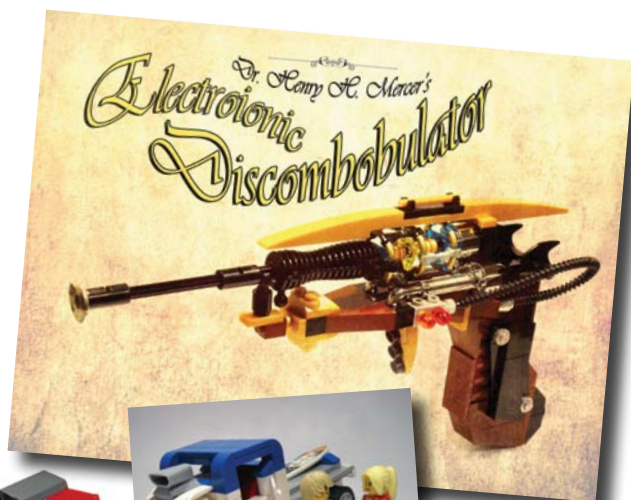
*Me and Pete building our MOCs for the 2011 FBTB Podracer Challenge.*

had an opportunity to speak for a little while. He was kind enough to invite me to his flat to geek out LEGO style one day and we discovered we had many of the same interests. We both love sci-fi, great and cheesy movies, total nerd stuff, and of course LEGO. After spending all day hanging out, we decided we should do it again some time. It was only a couple weeks before I was back at his flat and I spent many days thereafter. I showed him some photography and lighting tips; he hooked me up with parts. I imported some Twinkies for him and he introduced me to the finer points of Neo-Classic Space. NCS is a building style that takes its inspiration from the classic space sets of the '70s and brings them up to date with modern building techniques and design. Pete is a master and his ships have been dropping jaws for years. We also had some great times building together. We both decided to enter the fbtb.net Podracer Challenge and spent a great day building our racers and photographing them. I was quite surprised a few weeks later when I actually won with my silly McPod!

One thing that stands out when I reflect on my time in London was loneliness. I lived alone, commuted alone (with several million other lone Londoners), ate most of my meals alone, and even worked alone most of the time. Don't get me wrong, I enjoy my own company, and genuinely like to be alone sometimes, but this was testing my limits. When you start chatting with your minifigs it's time to seek some social interaction. Spending days at Pete's was a welcome change to the endless, soul-crushing solitude. We've been good friends and I'm going to miss him. Thanks to Flickr and Facebook, we'll stay in touch though. I hope someday I'll be able to repay the hospitality if he and his fiancé Yvonne ever come to California. Thanks Pete, you made it all bearable.



*Pete mentioned on more than a few occasions that I should try my hand at Neo-Classic Space. So as a goodbye gift I built my first NCS ship. I dubbed it 525 (my wife's birthday).*



*Just a few of the things I built while in London, including my first Steam-punk creation and my award-winning (and bafflingly popular) McPod.*

## Trip of a Lifetime

My last little adventure in the UK was a pilgrimage to the AFOL holy land, Billund, Denmark. As the weeks counted down to this trip, I became more and more excited and intimidated at the same time. As a child, I remember seeing images of LEGOLAND and the home offices in Billund. I swore back then I would visit there someday. I was a little bit worried that after a lifetime of yearning to see that place, and now that it was imminent, I could be setting myself up for disappointment. I'm very happy to report that this was not the case. I really didn't have high expectations of Billund itself. I've read about it many times and I knew there wasn't much to it — just a tiny little village in the middle of nowhere. But my trip was amazing. It began with a lovely dinner with *BrickJournal's* European editor Megan Rothrock, LEGO designer Mark Stafford, and LEGO designer intern Jordan Schwartz. All of these names should sound familiar to *BrickJournal* readers. We enjoyed a nice dinner and got to know each other. The next day, I got a private tour of the LEGO Idea House, an amazing little museum dedicated to





*I had an absolute blast in Billund.*

the history of the company and its legacy in Billund. After lunch came the highlight of the trip, a walk through the wonderland that is the factory: more specifically, the decorating and packaging area. I watched with child-like wonder as LEGO elements were precisely printed, assembled, bagged, and boxed. It was an absolute thrill. Watching a

minifigure being assembled is a magical thing. Unfortunately I wasn't able to take any pictures while inside, so I'll only have the memories to cherish. But it was a phenomenal experience. At that point, I decided the trip was well worth it and everything else was icing on the cake. And let me tell you, there was plenty of icing to come. The next day I visited LEGOLAND and enjoyed several hours of walking around admiring the park. That evening, I was invited to another LEGO designer's house for a BBQ. I had a great time getting to know a number of prominent LEGO designers and traded stories of working on the *Pirates* movie with their stories of designing the toy line. I can't wait to get 4193 The London Escape as it is the primary sequence we did the effects for on *POTC*.

On my last day in Billund, I made a quick visit to the park with Megan then went with her and Mark to the neighboring village of Vejle for Klodsfest 2011. We spent a few hours admiring the hard work of Byggepladen, one of Denmark's premiere LEGO clubs. We spent the rest of the afternoon and evening at Mark and Megan's home and had another dinner out. But all good things (totally awesome things too) must come to an end, and they drove me to the airport so I could catch my flight back to London. I didn't get back to my flat until after 1 am, but I didn't care; I was on cloud nine.

## Heading Home

As I write this closing, I'm less than two weeks away from flying home. My flat is getting more empty by the day and I've already bagged up and organized my LEGO collection. Over the months, I've been tossing the instruction booklets in the drawer of my night stand. It wasn't until I pulled them all out to organize them that I realized just how much I've accumulated during my stay here. Well, the rows and rows of colorful Zip-Loc bags on my table were also a clue I suppose. I even packed up three very large Zip-Loc bags and gave them to friends and I'm still wondering if I'm going to be able to stuff it all in my luggage. It's either a testament to my dedication to the LEGO hobby or a symptom of mental problems (or both). I'm also getting ready to send a goodbye message on the Brickish forums. I'm very glad I decided to join them for my brief but eventful time in London. They're a great bunch of people and I hope I can keep in touch with them once I return home. While I'm very anxious to get home to my family, I have to admit to a touch of sadness. I've made some great friends here in this country. I've had some excellent adventures as well. I owe a debt of gratitude to the members of the Brickish Association and all the people that have shared their home and time with me. I may be American, but I like to think there's just a hint of Brit in me now. Cheers England, it was a crackin' good time! 



*A little peek behind the curtain, or bunting as it were: some behind-the-scenes photos of the location in Greenwich where we shot Jack's daring escape.*



*A little going-away gift for my boss at Cinesite.*



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[www.brickcon.org](http://www.brickcon.org)



## Kjeld Kirk Kristiansen: Growing Up with the LEGO Group (part 2)

*Interview by Joe Meno  
and Megan Rothrock  
Photography by Joe Meno*

*This is the second and last part of an interview with Kjeld Kirk Kristiansen, the owner of the LEGO Group. Last issue, we began by tracing Kjeld's career with the growth of the company, starting with his building as a schoolboy. Progressing from building LEGO® bricks to building the company, Kjeld told Joe Meno and Megan Rothrock how the LEGO Group entered the digital age with the LEGO MINDSTORMS® sets. This article continues the interview from the launch of the LEGO MINDSTORMS sets in the late '90s, beginning with a discussion of the building aspects of the robotic set.*

**Joe Meno:** It's a nice extension of the building experience, because you build with this (the LEGO brick), and LEGO MINDSTORMS added the building to the digital level with its programming.

**Kjeld Kirk Kristiansen:** That connection between what is going on on the screen and what you build is so fascinating to me. If the model doesn't exactly do what you want it to do, there are two ways to go change it — you can change the program or you can change the model, until you reach the result you want.

**JM:** I've learned to change the model! (laughing)

**KK:** I love both!



**JM:** I still work with LEGO MINDSTORMS, just not as much because of the magazine. But one of the things I learned is that I can build and I'm happy that I'm able to build in a new way. It's the programming that is difficult....

**Megan Rothrock:** It's a whole other type of building.

**JM:** Yes, it's an entirely different animal. It's not like a LEGO brick!

**KK:** I think it is, in a way. It is, of course, a different media, but it's still the same logic. The different building blocks equal different programming modules. You can combine them in many different ways. And when you start on a task you know that there is a solution.

**JM:** You just gotta get there!

**MR:** So tell us about FIRST LEGO League.

**KK:** FIRST was founded by Dean Kamen in the early '90s. When we learned about the FIRST Robotics competitions and what Dean Kamen did in the FIRST Organization, Peter Eio (who was President of LEGO Systems Inc. US at the time) got in contact with Dean. We got involved by sponsoring a LEGO team for the FIRST Robotics competition. This was fairly early, even before we had LEGO MINDSTORMS.

We also worked with the Media Lab and I remember seeing some fantastic robotics competitions FIRST held at MIT using LEGO robots. So when Dean contacted us in Billund to suggest that we should develop a "little league" together using LEGO MINDSTORMS, we jumped on the idea pretty quickly. Where the FIRST robotics competitions were for high school students, we could reduce the entry age from 15 to 9 years. This competition would be fantastic and give children a meaningful task, give them time to build and create their robot, and then compete with each other. So that idea materialized, and we decided to name the new competition for the younger children FIRST LEGO League. We had the FIRST LEGO League pilot in Chicago at the Museum of Science and Industry in the fall of 1998 and then started to roll it out in the US and internationally the year after. We worked closely with the FIRST Organization on the format. It took a little while, but already from the beginning we had a clear idea that this was going to be a learning experience that involved the whole team. It wasn't just a question about building a robot that could solve as many tasks as possible, but also a research challenge given to the team that provided an opportunity to get much more deeply into a very relevant issue, whether it be global warming, or how it is like to live as a disabled person. So it has been wonderful to see how that is going. Now, it is 17,000 teams next year, I think. It has grown almost exponentially over the years — we are in more than 50 countries now.

**JM:** FLL World Festival is a great indicator of what a single LEGO set can do. But also, when you go in there and you come out, the feeling is basically, "you know, when you give a bunch of kids something to think about, they just take off." I hung out with one team during the entire competition and from there I learned so much from them just seeing how the team worked and how they dealt with whatever was thrown at them. It was just amazing.

**KK:** It gives those children who are participants a great collaborative experience. They have a lot of fun together, socialize, and they work hard on finding the best solutions to whatever challenges they face.

It also gives them so much self-esteem — "Wow, we did it!" It's really very good for the children...

**MR:** It gives them teambuilding skills and social skills. It's brilliant.

**KK:** It is. And there is another kind of competition that is going on also using LEGO MINDSTORMS robots which is called the World Robotic Olympiad.

**JM:** That is over in Asia.

**KK:** It's Asian, yes. That's also growing a lot. It's also very interesting. It's a different format, but it has come about a little later. I don't know quite how that came about. It seems also to be growing nicely.

**JM:** FIRST LEGO League is something that I am very much behind.

**KK:** It's wonderful, and the relationships we have enjoyed with Dean Kamen and his staff in Manchester have been fantastic.

**JM:** Now we get to talk about the dark times.

**MR:** The crisis.

**JM:** Chronologically, we are right now at that point. The big question for me is... I came in literally at the beginning of that and what I saw was as a consumer/hobbyist was really not that much. There was a return to the brick, which meant that we got a bunch more sets in the end that weren't so license-based, but outside of that, if I wasn't a fan, I wouldn't have been terribly aware of what was going on.

**KK:** That's good. (laughs)

**JM:** There was a lot of press at that point coming out about...

**KK:** Following the way our company was going then, it was like a roller coaster. We had some good years, but also some very bad years. After some fantastic years up through the '80s and early '90s, our growth slowed down and we were not meeting our plans so an uncertainty was spreading in the organization. We were launching way too many new products to sort of push more growth, which was not the right approach. Our product program was more or less exploding in terms of numbers of components, for instance.

**MR:** The parts palette was way out of control.

**KK:** Yes, out of control. And we were starting too many new initiatives. As we didn't have enough focus on our core business, and maybe many didn't believe enough in it, so it became very distracting when we then introduced watches and clothes and new LEGOLAND parks and video products and so on.

I was changing my organization quite a lot over those years. I wanted also, after all those years, to hand over more responsibility for the daily operations, but I wasn't too lucky. (laughs)

Until I found Jørgen.



**MR: How did you find Jørgen?**

**KK:** Jørgen was hired in 2001 as head of our Strategic Development department. He came as a young, fresh McKinsey consultant, but he was not a typical McKinsey person! I spotted him very early. He was not only very bright, but he also had a lot of heart in what he was doing. It was very fortunate that I could hand over to him.

Jørgen first developed the survival plan, so to say. The plan was simply an action plan to begin with. Then, as things were starting to move in the right direction, the strategy of Shared Vision (*the seven-year strategy to lead the company from survival over stabilization to growth, Ed.*) came about. It is fantastic what has been achieved in just seven years, because nobody expected this. I always knew we had to make it and that we would make it, but it has been such a turnaround and we reached such fantastic results in such a short time. It was phenomenal.

**MR: A lot of AFOLs are now commenting on how the company is diversifying out again, in terms of licensing,**

**KK:** Yes, but the learning has been done — *don't do everything ourselves*. That was exactly the problem. What we did for the second half of the '90s was spread ourselves too thin with this and that, which took our focus away because we did it ourselves. We thought we could make a fantastic watch business. Now there are as many LEGO watches, but they are made by someone else and sold in different channels. We thought we should be much more involved with clothes and children's clothing — we should sell it through our sales companies. That took focus away and we were already in a situation where we weren't doing quite as well as we should.

Okay, so now should we start selling this and that? Major learning has been done. We have fantastic opportunities with fan products around our primary core products, but we should not do that ourselves. It should support us and our core business, and it should be done the right way by cooperating with the right partners who know those different businesses.

**MR: Like LEGO video games...**

**KK:** Yes. We've had fantastic success with media products developed by TT Games during the last years. Video games like LEGO *Star Wars*, *Batman*, *Indiana Jones*. We used to develop games in-house and actually, Tom Stone (Managing Director of TT Games), used to be a LEGO employee. TT Games is now owned by Warner Brothers.

**JM: What's your take on licensing with Disney?**

**KK:** It's a great license. It's something we tried with Winnie the Pooh, but also Mickey and

Friends (in 1999) and so on at a time where we were, again, involved in too many other things. It was not something Disney really wanted and not something we really wanted, so it was lukewarm. If something is to be successful, then you have to believe in it and you have to go for it!

So now it makes lots of sense.

**KK:** You also asked about what I felt about licensing. I think it has been fantastic with some strong licenses suitable with our brand. *Star Wars* is of course by far the best example. *Indiana Jones* is good also. There is a limit as to how far we can go, in my opinion, and also how much licensing products should make up of our total portfolio. We haven't gone over too far yet. Some of the licensed products have also become core products, like *Star Wars*, because they are long-term propositions. That's probably what it should be when look at a license, it should be something that is fairly long-term, not something that is going to be one season.

**JM: What are your thoughts on the community?**

**KK:** I think it is absolutely wonderful. I recall that soon after the Internet came about, we realized at that point in time that there was a lot going on. There were so many... you didn't "Google" at that time, it was still early days for search engines at that time... but if you looked into how much was written about LEGO products and MOCs, it was so fantastic then. I think LUGNET was the first site to create an international hub for adult LEGO fans.

There were some a little earlier already too...

**JM: [rec.toys.lego](http://rec.toys.lego) and [alt.toys.lego](http://alt.toys.lego). They were bulletin board services.**

**KK:** When did LUGNET start?

**JM: Around '97 or '98, because by '99 I was deep in, and they only started maybe a year or two earlier.**

**KK:** So already in those years, it was important that we had a presence on the Internet, that we made our homesite, but also started thinking about online activities and e-commerce. And I think we were fairly early out there with that. That was one of the good things. The fact that we could see that there was such a fantastic interest from adult fans was wonderful. We knew they were there all the time, that there were lots of hobby builders, but until then they were not able to communicate with their peers.

When I am asked also today, "Why is it going so well for the LEGO Group?" I say, "First of all, we are doing a lot of things right. We have the most fantastic organization and fantastic people. We are also helped tremendously by the Internet. When you talk about it as a way to create

*It was really amazing to see how far the fan community had come. I knew about a lot of activities on the Internet, but to see also through these fantastic events such a community coming together, to show what you have been creating and then teaching each other how to use our product in the right way... there was so much activity going on, and during those days, it was just fantastic.*

community, it has given all our fans the opportunity to create user groups and find colleagues with similar interests."

It has just been fascinating. I was so happy that I asked Jørgen to come to BrickFest in 2005.

**JM: That was a major event (it was the first time that both the owner and the CEO of the LEGO Group appeared at a LEGO fan event in the US).**

**KK:** That was a big step. Jørgen took his whole family there and we had a fantastic time. It was really amazing to see how far the fan community had come. I knew about a lot of activities on the Internet, but to see also through these fantastic events such a community coming together, to show what you have been creating and then teaching each other how to use our product in the right way... there was so much activity going on, and during those days, it was just fantastic.

I of course enjoyed visiting many of these events since, not only in the States but in Europe, in Germany...

**MR: I remember when you came to LEGO World in Holland. That was quite a spectacular event as well.**

**KK:** I think it was the same year, or was it the year after?

**MR:** I think it was the same year, 2005.

**JM:** That was a year... That was the year that *BrickJournal* first made itself known and it was one of those things where I was actually working at BrickFest at the time so when you walked up and recognized me from the magazine, it was like... it was one of the first times that I learned that more people knew about this magazine than I thought. That was a pretty good time.

**KK:** It was. It has meant a lot too — it means so much to me that we have this fantastic community... (pause)... yeah. It's very emotional.

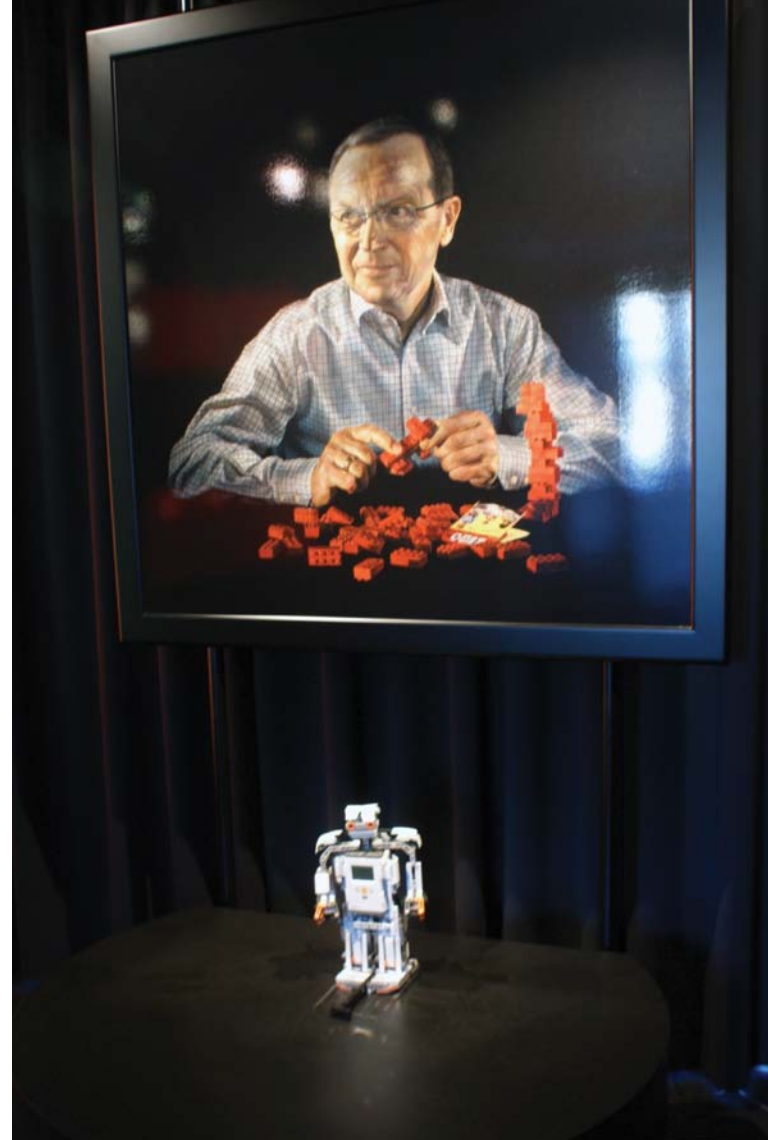
**JM:** You have to deal with the not-so-good part of this, which is that oftentimes, the fans are very passionate about certain things and certain controversies that pop up.

**KK:** Yes. I have also looked into what's written. There are also things that maybe we don't agree on! (laughs)

**JM:** The thing that comes to mind to me is the gray discussion — new and old gray.

**KK:** I see many adult fans using that combination of the old gray and the new gray because it gives some fantastic variation.

I think it is fantastic to see the dedication and the very, very strong passion among so many over the whole world. It is fascinating, like when I met the Brazilian group (LUGBrasil) there. It's just unbelievable. I think this is so unique for us as a company and the product we have. And it cannot be underestimated what that does to our health! (laughs)



*A portrait in the LEGO Idea House sums up Kjeld's career the best: bridging the classic building brick (top) and the new brick (the LEGO MINDSTORMS robot below).*

**JM:** Any other things you want to say?

**KK:** Thank you!

**JM:** No, thank you!

**KK:** Thank you — it's wonderful what you have been doing, Joe and Megan, for *BrickJournal*. I think it's fantastic and I'm very happy that this has become so much more, say the official fan publication for us.

**JM:** Thank you. It's not very often a person gets a chance to do what he really wants to do. Anything you want to see?

**KK:** Not really — I haven't missed any issues! 🧱

*Many thanks to the LEGO Group and to Kjeld and Birgit Hornsleth for opening his schedule for this interview.*



*Above and following page: Jordan's sculptures, built while interning in Billund.*

## More Building in Billund!

*In our last issue, BrickJournal had the opportunity to speak with contributor Jordan Schwartz about beginning his work as an intern designing sets with The LEGO Group in Billund, Denmark. In this issue, we will briefly check in with Jordan to see what's new!*

*Article and Photography by Jordan Schwartz*

**BrickJournal:** At this point, you have been with the company for six months. How much has changed for you since our interview in the last issue of *BrickJournal*?

**Jordan Schwartz:** That is a good question, as the tides can turn at any minute. However, the only thing that has “changed” is my sense of the people here (both my colleagues and the locals) and the geographical area. Obviously, since I’ve been working with my fellow designers for six months already, I know many of them quite well, so our relationships are even stronger now. And, as I’ve mentioned, I know some of my preferred Danish cities better (namely Vejle, Kolding and Copenhagen) which is always a good thing — I really do want to see as much of the country while I can.

**BrickJournal:** Do you have any idea what you’ll be doing after your internship ends in December?

**JS:** Not at this point, no. It is really an odd thing to have the job that was supposed to be the end-game after four or five years of college so soon, so hopefully there will be some way for me to stay employed/connected to The LEGO Group *while* I go to school (e.g., go to school in Denmark, go to school anywhere else, and work during school holidays, etc.) But this is all speculation on my part; certainly nothing has been worked out yet with my superiors.

**BrickJournal:** Let’s talk about your involvement in the AFOL community — how does it feel to be on the “inside” now, having been on the “outside” your whole life?

**JS:** Interesting question; certainly every LEGO designer feels proud to work for the company, even if they are not AFOLs (and obviously, most are not — and by “AFOL,” I mean a fan who contributes to online forums, builds MOCs, goes to conventions, and all that jazz.) But for the fans who are “inside” now, it is quite an amazing thing. For me, it is like a





cool wave of calmness and serenity has washed over me, and all of the “stresses” of the fan community (particularly, the online community) are completely and utterly non-existent now. My involvement in the fan community has always been to end up here in Billund. And now that I’ve done that, it’s almost as if I’ve completed the final boss in a video game. There are no more goals left for me in the community. Nobody left to impress. Nothing left to prove. I can just sit back, relax, and have fun with it now.

**BrickJournal:** Do you wish you could contribute more to the AFOL community now?

**JS:** Of course, of course; I’ve made so very many good friends over the years through the community (both online and in-person at conventions), so I really wish I could keep in touch a little more frequently with them than I am doing now. Right now, it’s really a matter of having no time whatsoever to do anything besides work. And as far as contributing MOCs goes, to be frank, after a full day of building for work, I really cannot build anymore (I really hate to admit that!). Although on my own, just for fun, I have been able to whip up a couple of little creations, one of which I posted recently online, and was my first MOC posted in about six months (which, if you follow my work on Flickr, you know it is very unusual for me as I almost always posted a new creation a week, if not more often before this past January!). It is a set of three cartoony-looking heads: two Victorian gentlemen sporting some debonair facial hair and a devil head with a wicked goatee. The set of heads is called “Devil May Care.” It was a very relaxing build!

**BrickJournal:** Any plans to hit any conventions in the future?

**JS:** Nope, not yet; though it’s sufficient to say I really want to get to some sometime soon. We’ll see!

**BrickJournal:** Given that building with LEGO was your main hobby back home, and now that it is your full-time job, have you picked up any other hobbies to occupy your spare time with?

**JS:** Ha-ha! I’ve tried to pick up other hobbies, that’s for sure. There are many things I want to learn to do (mostly in three-dimensional media) like sculpting and taxidermy. But then that means I would need to import all of the supplies I’d need since there is literally nowhere for me to buy them in town, and if there was, it would be wildly expensive (plus, I wouldn’t want to get into trouble with the Danish government for importing some strange illegal animal hide to make a taxidermy mount of!). So for now, I am just continuing my attempts at writing novel/novella-length works of fiction — something I’ve been working on for almost two years now. Hopefully I’ll make some head-way with it soon!


**BrickJournal:** How does your family feel about you living away from them?

**JS:** I’m sure they miss me, but I know they’re mostly happy for me. Actually, my twin brother Alex will be visiting me soon and we’ll be going on holiday through Europe by train, so that should be fun!

**BrickJournal:** Any plans to return home for a visit?

**JS:** Not before my contract ends, nope. Next time I’ll be home will be at Christmas time.

**Well, thanks for taking the time to talk with us Jordan. As always, good luck to you!**

**JS:** Thank you, my pleasure! 



You can jump to Jordan’s website by scanning this QR code!



Above: The LEGO version of the Intrepid, photographed by Ian Grieg.

# USS Intrepid meets USS Intrepid

Article and Photography by Ed Diment

*Ed Diment, an ongoing contributor to Brick-Journal with LEGO replicas of a British Airways SST (Issue 2) and the British battleship HMS Hood (Issue 6) this time is asked to contribute a model from his home in the United Kingdom to New York! Here's his story!*

So, it's hardly a news flash that I built a stupid big model of a ship right? My minifig-scale model of the aircraft carrier *USS Intrepid* was a labour of love that many people have seen on a number of blogs, in the press, and at various shows last year. Well, about three-quarters of the way through the build last year, I got an interesting Flickr Mail (a message on the photo-sharing website Flickr, for those of you that don't use it). The message said "Hi, my name's Luke Sacks and I'm the PR director for the Intrepid Sea, Air and Space museum... are you interested in bringing your model out to New York?". OK, yeah, no problem I thought, so I replied in the affirmative... what on Earth was I thinking!

That was all back in June last year and was followed by months of discussions and changed dates. The logistics of fitting in with the timetable of a major museum and their ability to sweet talk UPS into providing free shipping and British Airways into providing free flights doesn't bear thinking about, but finally a date of April 14, 2011, was set. For those who may not be aware, the *USS Intrepid* herself is the museum in question. Launched in 1943, the *USS Intrepid* served during World War II (as I have her depicted) before going into reserve; then it underwent a major refit to fly jets, which she did in Vietnam before finally being used as a helicopter carrier. She was decommissioned in 1974, then bought and turned into a museum in 1982.

Once the date was set, the biggest question was how is this all going to work? Fortunately, since the museum had been in touch before I'd finished the ship, I made what turned out to be the sensible decision of building custom wooden packing cases for the model. A week before Annie (my wife) and I were due to fly out to New York, a man from UPS turned up with a big lorry to take her away (*Intrepid* that is, not Annie!). After a quick chat about what the plan was, the man from UPS sucked in through his teeth before explaining what people who pack aircraft do to packages. After yours truly made several frantic phone calls, followed





*The Intrepid Sea, Air and Space Museum in New York City.*

by printing some hasty additional warning signs, the \$50,000 insurance bond for the ship and shipping was made perfectly clear to all concerned.

April 14 came round, and after a mad dash from South Wales (I do have a real job I have to do sometimes), we flew out of Heathrow on one of BA's lovely shiny new Boeing 777s. A quick cab ride from JFK and we were in our lovely Hotel (Ink48) overlooking mid-town Manhattan and just a block from the Intrepid Museum. A quick stop at a diner the next morning was followed by our first visit to the museum. We met Luke and some of his staff, who were really friendly and gave us the VIP treatment and a fantastic tour of the ship. Then Annie suggested: perhaps we should get the cases up and take a look at the ship. The guys at the museum had a fantastic stand built for us, dead-level and smooth, right by a huge window on the hangar deck, so it all looked set... then we opened the boxes.

The first couple had a little more damage than usual, but nothing that I wasn't expecting. Opening box number five was a different story. Off came the lid and with it the top half of one hull section, leaving the other half behind. On closer inspection, the bit left behind was split in two sideways! Understand that these hull sections weigh about 20kg each and are made of about 20,000 LEGO bricks on their own. At that point an adjournment for beer, dinner, and bed was called for.

We turned up bright-and-early on the Friday and set to. Refreshed by a good night's sleep in our lovely hotel and the obligatory 27 cups of coffee with breakfast, we raced through the repairs, and then the fun started. At about 11 am,

the press descended on us like a paparazzi meltdown. I've had stuff photographed before and even been on TV in the UK, but this was something else. Literally every time I stuck two bricks together the sound of digital SLRs filled the air as cameras blasted away. At one point I thought, "I'll swoosh one of Ralph's (Savelsberg) planes for a laugh," but wished I hadn't — half-a-dozen flash guns practically blinded me. After a barrage of questions from press, TV and radio things finally died down... just in time for the next encounter.

I knew Luke had arranged for kids from a local school to visit and do some building, so I'd taken along a load of loose LEGO bricks. What we hadn't done was co-ordinate what was meant to happen, which went like this:

Luke: "Hey welcome everybody, this is LEGO Monster and he built this fantastic model — take it away Ed." This was followed by a strange bumbling Englishman trying to talk to a bunch of eager and enthusiastic ten-year-old New Yorkers. They weren't without a sense of humor, when I asked where they thought I was from, "China" came the immediate response from one boy, followed by his classmates all saying, no he's British, of course. Once we got stuck into building, the cultural differences melted away, and everyone had a great time.

Then the press and the kids were gone and we pretty much finished getting the ship up-and-together by Friday night. Suddenly one thing struck Annie — we didn't have a flag... arrggh! For dinner that night, we were eating just off Times Square and a quick trawl of souvenir shops afterwards came up with the goods: a lovely little stars and stripes (it only occurred to me later that





*The Intrepid ready for shipping.*

*A close-up of the Intrepid. Photo by David Watts Jr.*




of course it had 50 stars, whereas there were only 48 States back in 1945).

So Saturday came around and we got a lot more time to talk to staff and visitors. One of the highlights for me was getting to talk to some of the veterans who had served on *Intrepid* during her years of service. They were all very complimentary and full of praise, even after picking over the LEGO details, which was a bit nerve-racking; when the guy who used to operate the actual radars says they look right, you know you're on to a winner. One of the most interesting conversations was with a veteran who had actually flown Corsairs off the deck of the *Intrepid* during World War II and instantly recognized Ralph's minifig versions.

Saturday night came around, and off we went back to JFK for the flight home... or so we thought. A huge storm had moved up the East Coast during the day, and by the time of our flight, a plane was grounded for safety reasons due to multiple lighting strikes, so we never even boarded her. After the fiasco that followed, we finally got to bed in a hotel at 3 am, I know not where. A quick check next day revealed that there was no chance of catching a flight until



11 pm again, so what to do? Well, we went back to the museum of course! Sufficed to say, they were surprised, but pleased to see us. The extra time allowed us to get a personal tour around Concorde (Alpha Delta of the BA fleet) with one of the museum staff who was fantastically knowledgeable and enthusiastic about the aircraft.

So finally on Sunday night, we left the museum for the last time and flew home. The LEGO *USS Intrepid* will be staying on board her namesake through September 2011 and hopefully for a lot longer after that. The museum itself is well worth a visit anyway and will become even more impressive next year with the addition of the Space Shuttle Enterprise, so if you're ever in New York, go along and take a look. 



You can see Ed's work at: <http://www.flickr.com/photos/legomonster/> or you can jump to his gallery by scanning this QR code!



Ed and Annie Dimont on deck at the museum.

*A few of the children-built models on display on the model.*





## Building

# Minifig Customization 101: Styling Your Figure's 'Do!

*Article and Art  
by Jared K. Burks*



*Helmet hair has been previously examined, as has part color alterations using paint. The final example is a very slight modification to the front of the hair piece to give the shape from the film. The back was also slightly modified.*



One of the greatest challenges with most custom figures is finding an appropriate hairstyle. In the last few years, the LEGO Group has started to create more hairstyles that are more modern, especially in the Collectible minifigure series. These are great, but as we develop as customizers the hairpiece is something else we can customize. Previously this series demonstrated how to combine hair and helmets; this was the tip of the iceberg. Hair can easily be modified to create that custom look that your figure needs. Many times this can be something simple like a hair color alteration or a small change in shape.

However, these types of alterations are not the point of this article. The point of this article is to cover how to grossly reshape or shorten the hair piece to create something entirely new. When we use an existing part to start with, we are limited to what is present or what we can create with the addition of clay. Therefore, the original hair style must be considered; however, some great things can be created and the resulting part is typically more durable as it has a plastic base. The key point to learn from this article is that altering a LEGO hairpiece can be done safely.

Borrowing a line, I am sure, from a film I can no longer recollect the title of, "trim your hair, hippy!" Many hair pieces can easily be shortened. This can be performed by merely removing the length. I recommend this be done using a rotary tool or razor saw if the amount to remove is larger than 1/8 inch or 3 mm. If it is less than 1/8 inch or 3 mm, I would merely sand away the undesired portion by hand. Just remember that once the gross removal is completed, you will need to sand the part back to the high shine that the LEGO hairpiece is produced with, so leave a touch of excess that will be removed during this sanding step.

*Before and After: Shortening hair can be easy, just use care when holding the part. Use a razor saw, rotary tool with a sanding attachment, or sandpaper when possible.*



## Hair Shortening Steps:

1. *Gross removal of unwanted part.* When you cut a part it becomes square. When a rotary tool is used to remove an unwanted portion of plastic it can partially melt if the tool is spinning too fast for the sandpaper or cutter to remove the unwanted plastic. So work slowly with a rotary tool at a slow speed to minimize this issue. This will also be safer for you as the cutter will cut what it is supposed to and not being loaded or bound.
2. *Scraping/sculpting the part to shape.* With the gross removal completed, the part will need to be shaped back into a more organic or natural shape. Hair doesn't have squared edges in hair design. To fix this issue, using a razor blade, I scrape along the edge to round it to a more natural shape.
3. *Adding details.* Once the organic shape is achieved, it is time to start adding/correcting details. When the gross removal was performed, the edges and details of the hair were also removed or changed. It is time to add these grooves or edges back to the hair to make it look more real and less plastic. This can be done gently with a small metal file or by taking GREAT care with an X-acto knife.
4. *Cleaning up.* Finally, the part needs to be cleaned up to make it look like it is fresh out of the mold. This means either steps through sandpapers like the ones from Micro-mesh or a large amount of Brasso. Either will work, but the Brasso will take more time. This is because it is a constant grit, unlike the sandpapers, which will vary in grit and allow more broad removal at the beginning. If you take your time and make sure the lower grits are well done, the final few papers will go quickly and result in a highly polished final result.

The next type of alteration is the removal of a particular portion of the hair piece, specifically bangs, ponytails, etc. This is a much more delicate procedure to perform. This means that removal has to be exact. It cannot merely be a guess. When I do this sort of removal, I will not use a rotary tool as it risks too much and can damage the remainder of the part too quickly.



*Before and After: Removing hair from the front can be done, it just takes some trial and error. Work slowly to ensure you don't remove too much and be sure to add back the details as seen in the close-up.*

### Hair Alteration Steps:

1. Using a VERY sharp razor blade, slowly cut away the undesired portion of the hair. Use caution and a Kevlar glove, especially if you are hand holding the part.
2. Once the undesired portion is removed, examine how you are going to structure the hair that was under the undesired portion.
3. This typically means that the hair will have to be restructured/retextured. The

areas affected are typically in prominent locations, so this has to be done to tie into the existing hair left behind and make sense of the area recently uncovered. Retexturing the hair will require grooves to be cut into the hair. I prefer to do this with a V-shaped or rounded-shaped metal file.

4. With the grooves cut into the hairpiece, it is time to polish and sand the part back to its final state. This is again done using Brasso or Micro-mesh sand paper.


Alterations to hair don't have to be limited to what is on top of the character's head, beards can also be altered. In the example below a goatee is created by removing the excess from the beard. Recall above the explanation of an organic shape to hair, this is the exception. Beards are commonly trimmed such that there is a hard or sharp edge; the figure created below is the perfect example of this style of goatee. Also note that the sides of the beard were removed and that the connection to the minifigure was minimized to give it a much more subtle appearance.



*Before and After: Shortening a beard is also possible. Just remember this is an exception to every rule, as many beard styles trim to an exact edge they are commonly no organic in their edge. Thus with a quick cut the beard above was shortened. The sides were also removed as this is more of a thick goatee than a full beard.*



There are two other mechanisms that can result in obtaining new hair. These will be discussed in theory. Hair can be removed from another toy and modified using the above techniques to fit a LEGO head using clay (the example below is the Frankenstein's Monster's hairpiece which is elevated on the head for that character). This can be difficult as the hair needs to be approximately the same scale as LEGO. If it is massively out of scale, it is very hard to adjust this option. A new mop-style flat top for a character like the Hulk could be created using the Frankenstein's Monster's hair. The other technique is to utilize an existing hair as a foundation for a new hair (shell part). This could be done using the shell helmet from the *Pirates of the Caribbean* line as a foundation of a beehive. This can be done by adding clay to the part to create the hair effect.

Many things are possible and they don't always start with creating a brand new part from scratch. While that is a perfectly good way to create a new element, perhaps there is a part out there that could be easily modified. The hair is a perfect example of a part that is easily modified and in the examples shown in this article the characters would not be as easily recognized without their haircuts. 



*Possible Alterations: Alteration of the Frankenstein's Monster's hair into a new flat top is also possible by removing the height and lowering the bangs. Converting the Pirates of the Caribbean shell helmet into a bee hive hair style would be reasonably easy through the addition of some clay.*



You can go to Jared's webpage by scanning this QR code!

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# MINI Nazgul

*Design and Instructions*  
by Kevin Walter



Brickworld 2011, in Chicago, Illinois, was the place to see many outstanding creations by some of the best LEGO builders in the world. Models ranged from a cutaway model of the “Love Boat,” the Pacific Princess, to a group display of the locales of the Lord of the Rings series. Among these locales was Barad-dûr, built by Kevin Walter.

Perched on the side of the cliffs of the tower was a Fell Beast, or Nazgul. At the microscale of the tower, the beast is palm-size and relatively low in part count, so instructions were made for this creation for *BrickJournal*.

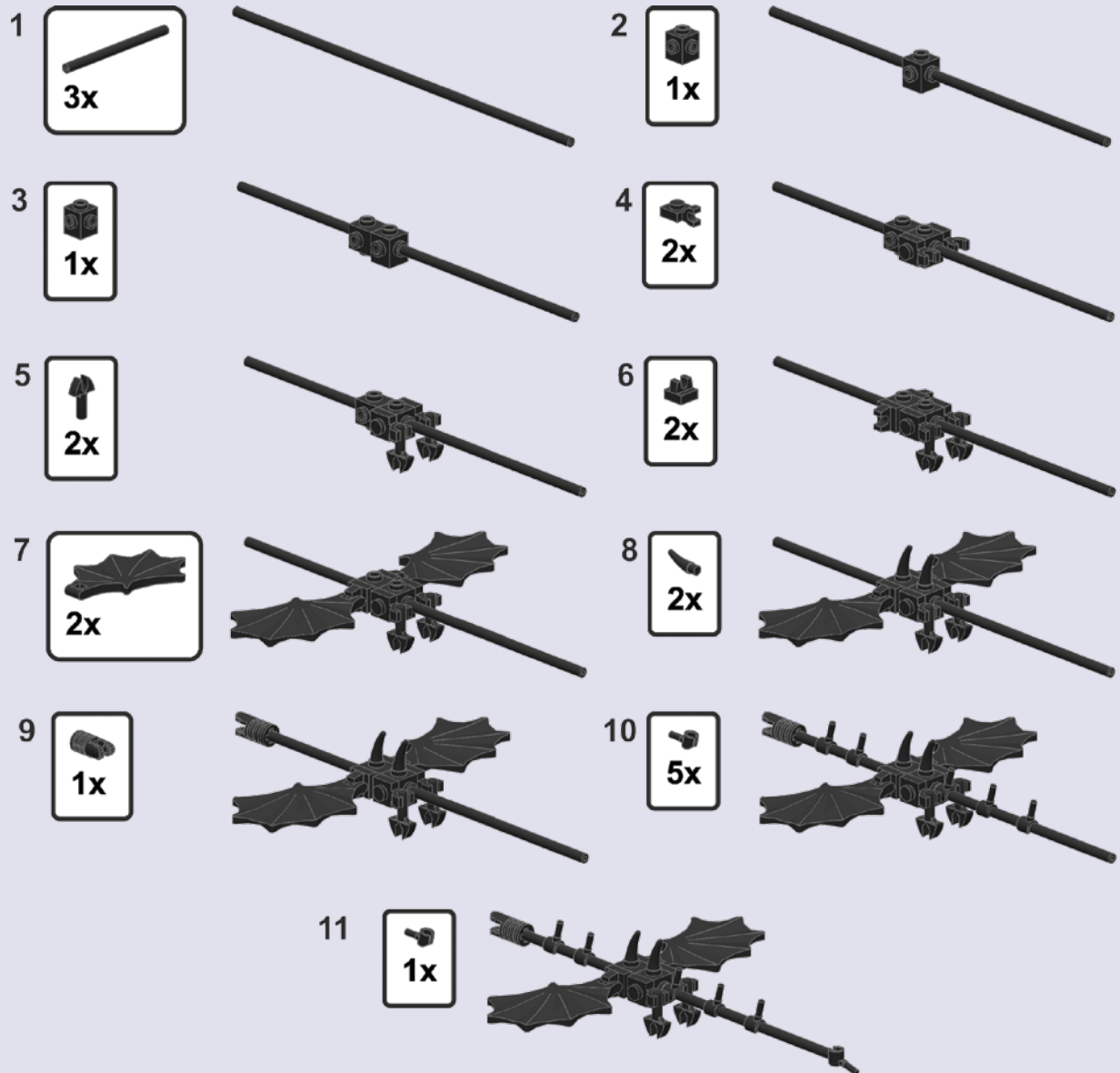
The entire model has a “spine” made from a length of Technic flex tube that is 18 studs long. You can find this on Bricklink at: <http://www.bricklink.com/search.asp?itemID=39422&colorID=11>. The length is 5 5/8 inches or 14.4 cm.

Have fun building — the rest of Kevin’s model will be in an upcoming issue of *BrickJournal*! 🧱

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

Qty	Color	Part	Description
3	Black	75.dat	Technic Flex-System Hose (18 stud length)
2	Black	2555.dat	Tile 1 × 1 with Clip
2	Black	48729.dat	Bar 1.5L with Clip
2	Black	6133.dat	Animal Dragon Wing
2	Black	6019.dat	Plate 1 × 1 with Clip Horizontal
6	Black	3820.dat	minifig Hand
2	Black	4733.dat	Brick 1 × 1 with Studs on Four Sides
2	Black	53451.dat	minifig Helmet Viking Horn
1	Black	482.dat	Hinge Arm Locking with Dual Finger and Axle hole





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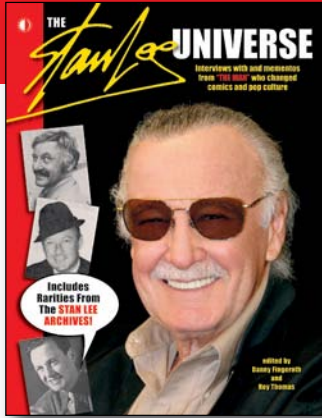
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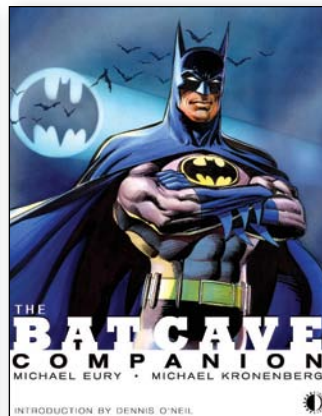
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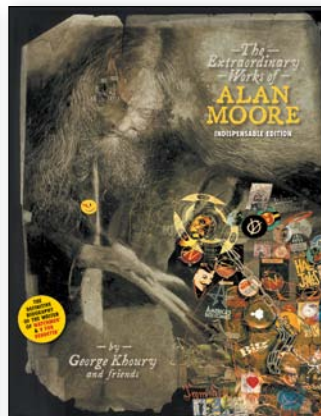
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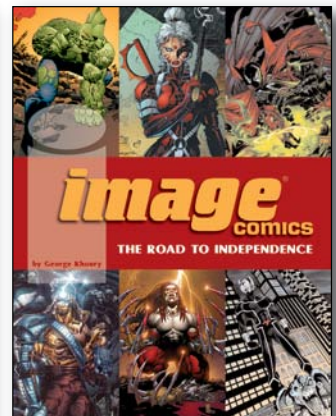
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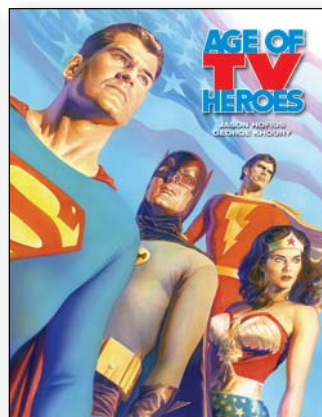
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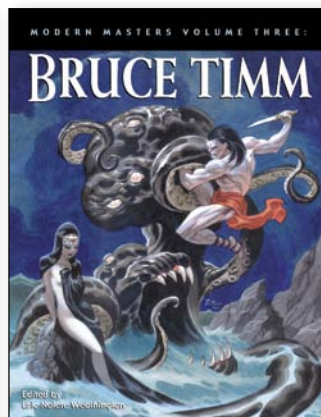
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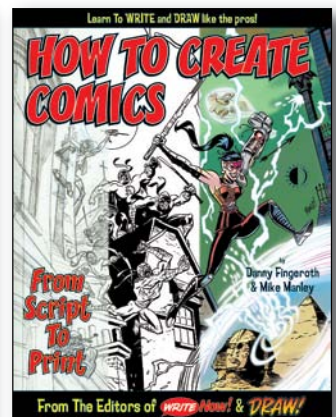
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## What is Steampunk?

It's a world WITHOUT plastic! (OK, LEGO lovers, sorry about planting that cruel idea in your head.)

Art Donovan, Curator of the Steampunk Collection at London's Museum of History and Science, described the genre best. He said, "It is a celebration of the arts and sciences of the Victorian Era... turned into physical form." The style is a very broad discipline, essentially based on all of the technology of the Victorian Era and the pre-Industrial Revolution of the late 19th Century. Electricity has just started to enter the realm of the common inventor, but steam-powered machines are the tools of the day. Clockwork gears and mechanisms are often exposed for ease of service and ease of appreciation. Daring inventors float through the skies and roam the countryside in their fantastic contraptions. Explorers and Admirals use the latest innovations to discover ancient civilizations and conquer them for fame and glory.

The term "Steampunk" was inspired by the science-fiction writings of K. W. Jeter, Tim Powers, and James Blaylock. Collectively, the authors started the "gonzo-historical manner" that has become Steampunk. Their inspired books set in the early 19th century of Victorian England show a clear tip of the top hat to the earlier works of Jules Verne, H.G. Wells, Mark Twain, and Mary Shelley.

LEGO, by its very nature, is Steampunk. Although not created from beautiful woods, or riveted brass and gold, LEGO brick is the perfect embodiment of the Steampunk philosophy, LEGO builders don't want mass produced, generic things (although the bricks themselves fit that description), but tools from which they can build their own unique and individualized expressions and ideas. Let the common man have his line up of matching toys and cookie cutter distractions, I shall be the creator of my own personalized MOCs! Don't like the toys on the shelf? Then you are encouraged to make some toys that you DO like! Conformity is discouraged, whimsy and creativity are the heroes of the day. Invention and innovation are gods!

Guy Himer in Steampunk attire.  
Brass top hat by Tony Swatton  
([www.swordandstone.com](http://www.swordandstone.com))



## Steampunk: An Introduction

*Article and Photography by Guy Himer*

What started as a literary footnote by some upstart authors has grown into an inspired genre with a unique style and aesthetic all it's own... a special brand of complicated, sometimes cheesy, kitsch in which inspired builders value the "clank" factor. We cherish the complicated and fascinating, we embrace quirkiness with open arms and celebrate the joy of the mad scientist. Grab your brass goggles and join us!

I hope you enjoy this special issue of *BrickJournal* as much as I enjoyed putting it all together for you. A huge "Thank You" to Joe Meno and all of the many builders and contributors who have been so generous with their time and resources!

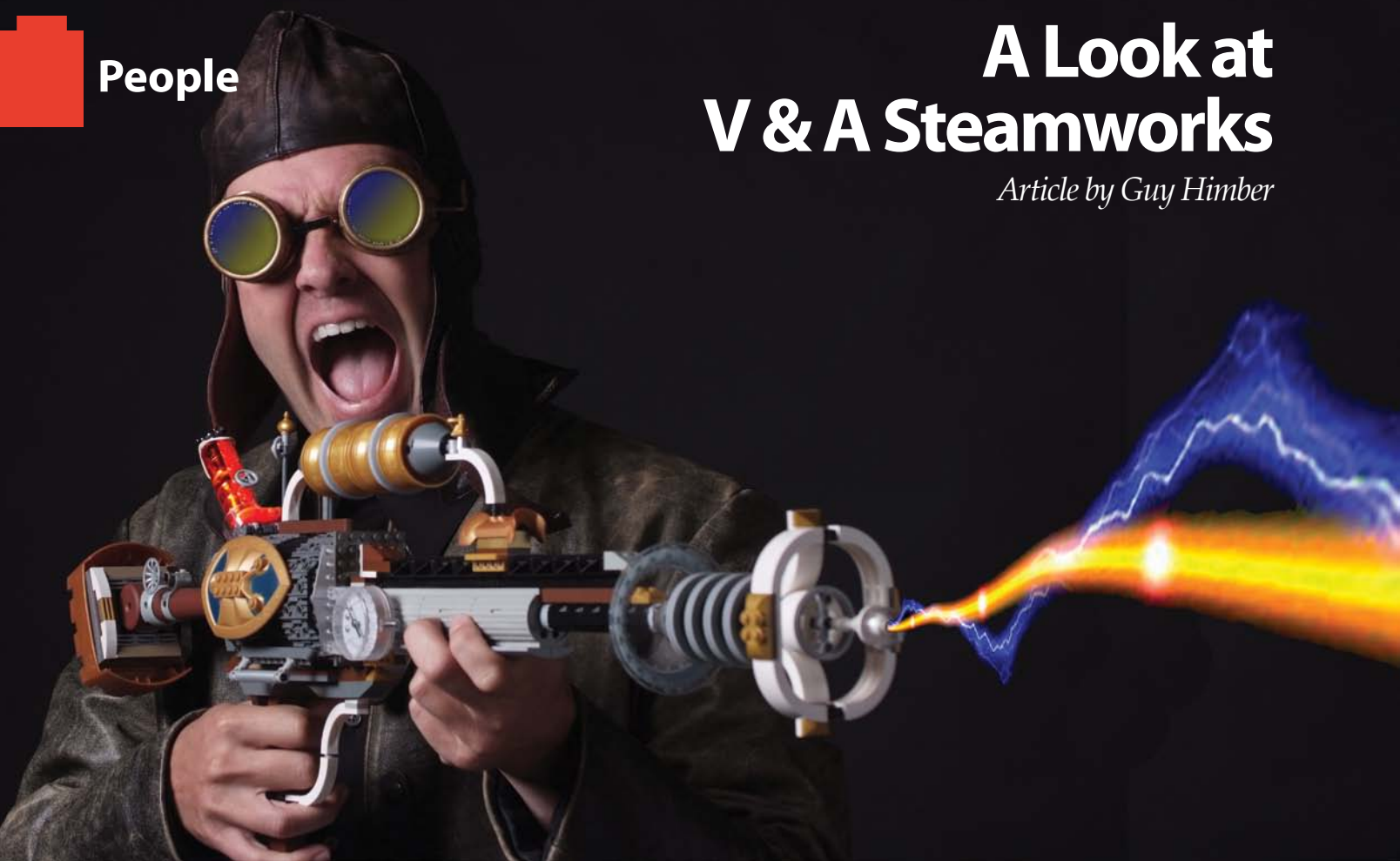
Yours in Steampunkery (don't worry, plastic is allowed...),

Guy Himer aka V&A Steamworks



# A Look at V & A Steamworks

Article by Guy Himber



Above: A demonstration of the Infinity Rifle. Photograph by Mike Spatola, [www.msdi.com](http://www.msdi.com)

*V & A Steamworks, named after the Victoria and Albert Museum in London, is the alias of Guy Himber. One of the leading Steampunk builders in the LEGO fan community, his work is regularly seen on not only his Flickr account but on leading blogs. BrickJournal got to talk to him about his work.*

**BrickJournal:** When did you first start building?

**Guy Himber:** From the age of 4 or 5, I received a steady stream of LEGO and Erector sets from family and friends. I have always had a passion for building and deconstructing things in order to see what makes them tick. My childhood friends and I would usually take our LEGO vehicles into the pool, so we often had to deconstruct them poolside, shake all of the air bubbles out of them, and then rebuild them underwater so they could sink! Initially, I would keep full sets all together, there was some magic to collecting them this way, but once the first set took a big crash, I gave that up and started to take them apart after building.

**BrickJournal:** Did you have a Dark Age where you stopped LEGO building? If so, why?

**GH:** Eventually real life took priority and the bricks went to Goodwill via Mom. As I got older, I bought a few of the very first Technic sets for fun and later used many of these parts to prototype items in my design work for film projects. That was about it until my son was born and then we started buying him LEGO sets. As he got into building, it reawakened my love of the bricks.

**BrickJournal:** What inspired you to start building again?

**GH:** After a fateful father-son trip to BrickCon in Seattle, I decided to formally start focusing on building a few things. Once I discovered BrickLink for buying LEGO elements online, it was pretty much "Game Over, Dude." The idea



that you could get almost any part in any color and any quantity was like finding out the Earth was round.

**BrickJournal: What was your first MOC?**

**GH:** As a child, I am sure they were numerous and unnamed. As an AFOL, I hit the Flickr community strong with a series of 4 Steampunk-inspired builds (the HMS Vern, the TESLA Man/Machine, the KENSINGTON Pipe Organ, and the Victoria Steam Carriage). These all got quickly featured on the Brothers-Brick and numerous Steampunk blogs and I just figured that was normal! Coming from a non-theme biased background, I am known for combining parts from all kinds of mismatched LEGO elements. I especially take great joy in using previously “useless” elements and turning them into something fantastic. Bionicle elements are some of my favorite Steampunk parts to work with. Please don’t ask me to name any of the Bionicle characters, I truly have no idea!

**BrickJournal: Why do you like to build?**

**GH:** I just like to build things of interest to me. There is something appealing about having a MOC or idea chase around in the back of my mind. It also helps that other people like what I build too! I have done lots of intense work building wild things for film projects under the direction of some highly creative folks, but it’s always nice to design things where the only eyes you have to please are you own.

**BrickJournal: Favorite Set?**

**GH:** I like ALL of them! Anytime I build an official set I always learn something new in technique or connection possibilities. Most of my bricks I buy via Bricklink aka “Cracklink.”

**BrickJournal: Tell me about your Cabinet of Curiosities project...**

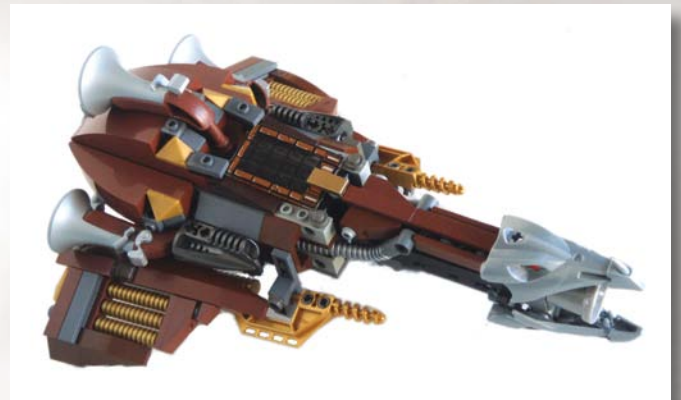
**GH:** One day I thought to myself, “Hey, self, wouldn’t it be curious if there was some kind of sentient Curio Cabinet that wandered about and collected rare and beautiful artifacts of great interest from around the world?” I decided it should have legs to walk around on and hands to collect objects with. Once gathered, the Wunderkammer would place them within its shelves. As I developed the idea, I started making some noteworthy items to fill the shelves and then I decided it would be even BETTER if my LEGO pals each created an artifact for the cabinet. At present, there are over 30 different objects in the collection. The curiosities have been gathered from great builders all over the planet! I even created a second freestanding Curio Cabinet to help hold them all! It’s been really amazing seeing all of the great ideas people have developed from my simple concept. I am currently collecting objects for the third wave of artifacts.

Contact me if you would like to be a part of the project!

*Top: The Kensington Pipe Organ.*

*Center: When V&A Steamworks combined a Battlestar Galactica Viper and Steampunk, it got a Steamviper.*

*Bottom: The Cabinet of Curiosities.*







**BrickJournal:** Tell us about your LEGO books.

**GH:** I have a bit of an obsession with books. I trained in bookbinding during my college years and always wanted to do something noteworthy with LEGO and the book form. In order to get a fully functioning book spine I prototyped a dozen different approaches until I was satisfied enough to produce my two books. They are titled *V&A Steamworks* and *Clockwork Fish*. Upon the suggestion of one of my bookmaking friends, I marketed my LEGO books with a distributor where they have sold some 70+ copies as fine art pieces to various art school and university private collections. The only non-brick parts are the pages which are made out of a custom vinyl-type material that I have specially made and printed. You can see details of the books in my Flickr photostream.

**BrickJournal:** And your favorite theme?

**GH:** Do you really need to ask?

**What inspires you to build a model?**

I get strange ideas throughout the day at random times. I will make note of interesting concepts or phrases on my iPhone in what has become my inspiration list. Also, the Iron Builder competition on Flickr has always moved me to build great things. I have a bit of a competitive streak that thrives on great building challenges vs. builders whose work I admire.



*Top: V&A's LEGO books.*

*Center: The Supercar, based on the Gerry Anderson's Supermarionation television show.*

*Left: Bioshock Big Daddy and the Little Sisters.*

*Above Right: A working orrery, with planetary gears to simulate orbits.*



**BrickJournal:** What else do you want to build?

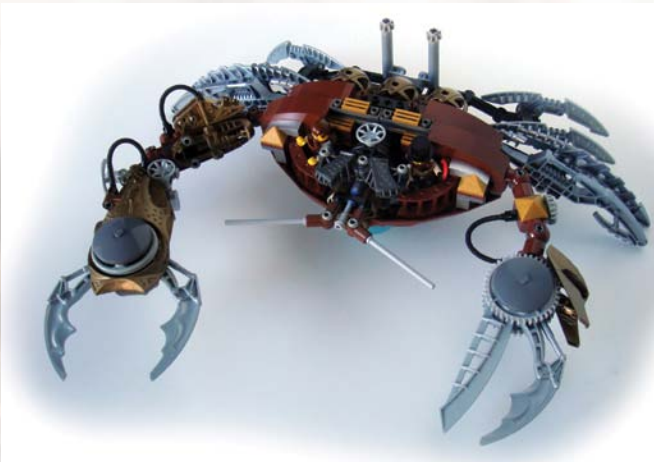
**GH:** My current list on my iPhone has over 50 entries. When the building “bug” bites I just take a look at my list and see which one moves me. Currently, I am trying to get a few last things finished for BrickCon in Seattle.

**BrickJournal:** For those who want to build Steampunk, do you have any advice?

**GH:** I think the two best rules I could share with any young builders are these:

**1. Never be happy with your first solution to a building problem.** Get in the habit of solving an issue and then ripping it apart and looking for an even more elegant or clever way to reach a solution. Things that look effortless when finished usually took many hours of thought.

**2. REFERENCE, REFERENCE, and REFERENCE!** Get familiar with a program like Photoshop and learn how to use it to create reference materials that let you scale your ideas. The Bioshock Big Daddy, for example, was scaled to proportion solely based on the size of the Rock Raiders Drill



*Top Left: Clockwork Lionfish.*

*Top Right: The Tesla Man/Machine.*

*Bottom Left: Clockwork Crab — the HMS Shelman.*


*Bottom Right: A Steampunk version of the World War II Black Widow night fighter, the Brown Widow.*





element. The Supercar model was based solely upon the clear bubble canopy. The more research you do the easier your MOCs will be to create (and the better they will look ).

#### Observations?

It still amazes me that with all of the bins of LEGO I have managed to collect that I still find a way to build things that I seemingly don't have all of the bricks for! :) 



*Left: Bill the Butcher, a Brick of Character.*

*Right: A Special British Colonial Forces Trooper.*



You can see V&A Stramworks' gallery at <http://www.flickr.com/photos/32482342@N05/> or you can jump to the gallery by scanning this QR code!



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# builder profile: Morgan190

## People

**Name:** Jamie Spencer

**Age:** 31

**Where do you live?** Delaware, USA

**Hobbies:** Movies, games.

**What is your Flickr and/or MOC pages name:** Morgan19 or Morgan190

**Why are you an AFOL?**

LEGO was always my favorite toy as a child and, after a decade-long Dark Ages, I found myself being drawn back to LEGO around 1997.

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

Hard to say, since it's so sporadic. I tend to create in several days' worth of bursts instead of steadily all the time.

**Why do you build Steampunk?**

The implied textures, insane greebling, and intricacies of the "machinery"... It's such a unique theme that doesn't quite have any comparison.

**What other styles do you like to build?**

Minifigs, Space, Star Wars, and Castle.

**What parts do you wish LEGO would produce?**

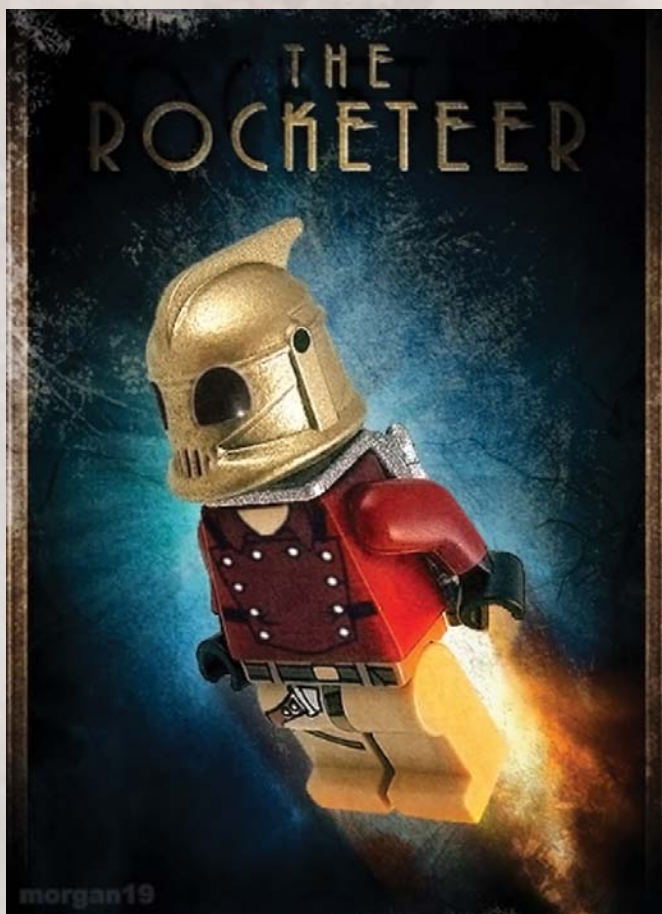
I always enjoy more variations in minifig parts — head pieces, torso gear, torso designs, etc.



Jamie's building includes creating custom minifigures and MOCs. On this and the next couple of pages are some examples of his work.

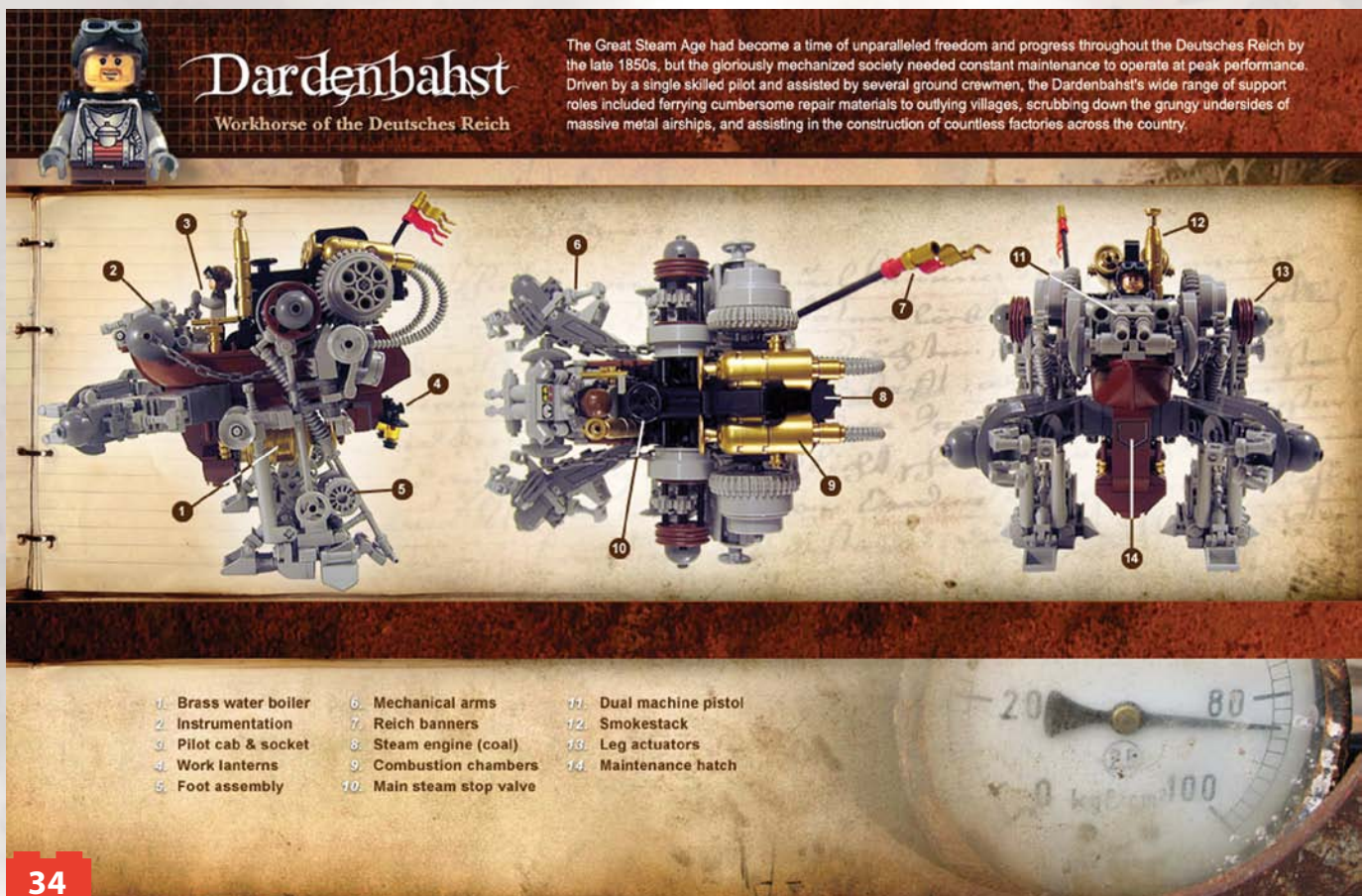




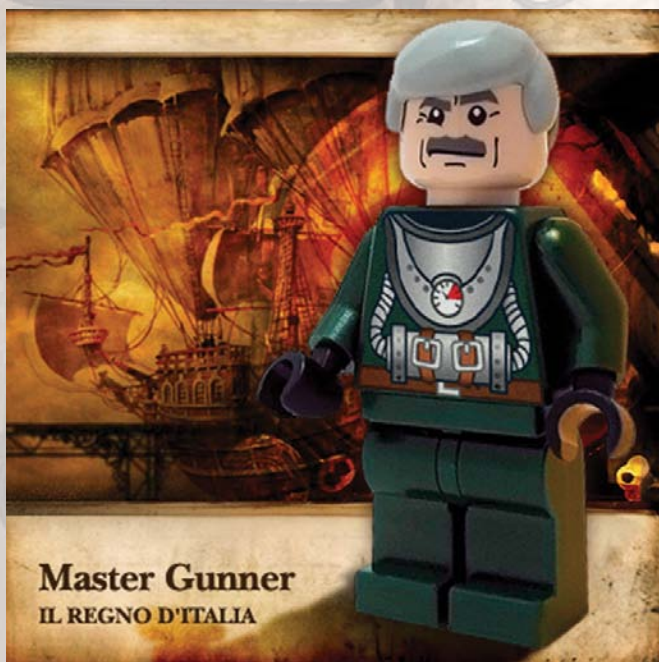


### *Jamie describes his creations:*

Within my Steampunk world, the Deutsches Reich (literally meaning the “German Empire”) has become one of the world’s major superpowers during the hypothetical Great Steam Age. Though inspired by Germany’s historical name during the first half of the 20th century, this Deutsches Reich instead has its existence firmly rooted one hundred years earlier, around the mid- to late-19th century. It came about by shifting the usual Victorian Steampunk traditions and themes into a new culture. Utilizing the genre’s specific construction traditions like cast iron and bronze components, but tempering them with a more utilitarian construction ethic, the Empire produced machines such as Dardenbahst (the Workhorse), Kriegerhund (the Sentinel), and Obenwolken (the Eyes). Whether they were assisting in the construction of new factories, managing far-flung border patrols, or providing aerial reconnaissance alongside hulking metal airships, each machine produced by the Empire served to expand and strengthen its presence throughout the Great Steam Age.









## Obenwolken

Eyes of the Deutsches Reich

The once-clear skies had suddenly become man's domain. Now peppered with massively lumbering, steam-belching airships, the air lanes above the Deutsches Reich were evolving into history's next battleground. Reich factories began producing the single-manned Obenwolken in 1862 as a means to quickly survey battlegrounds from far above other airships: equipped with a state-of-the-art onboard photographic recording system as well as paired sets of MG02 repeating cannons, the diminutive craft was highly adept at both reconnaissance and offensive missions.




1. MG02 repeating cannons (paired)
2. Flight instrumentation
3. Main propellers
4. Steam delivery pipes
5. Secondary steam outlet

6. Landing struts
7. Cockpit
8. Photographic recorder
9. Boiler
10. Primary smokestacks

11. Maneuvering propeller
12. Steering assembly
13. Fuel canister (oil)



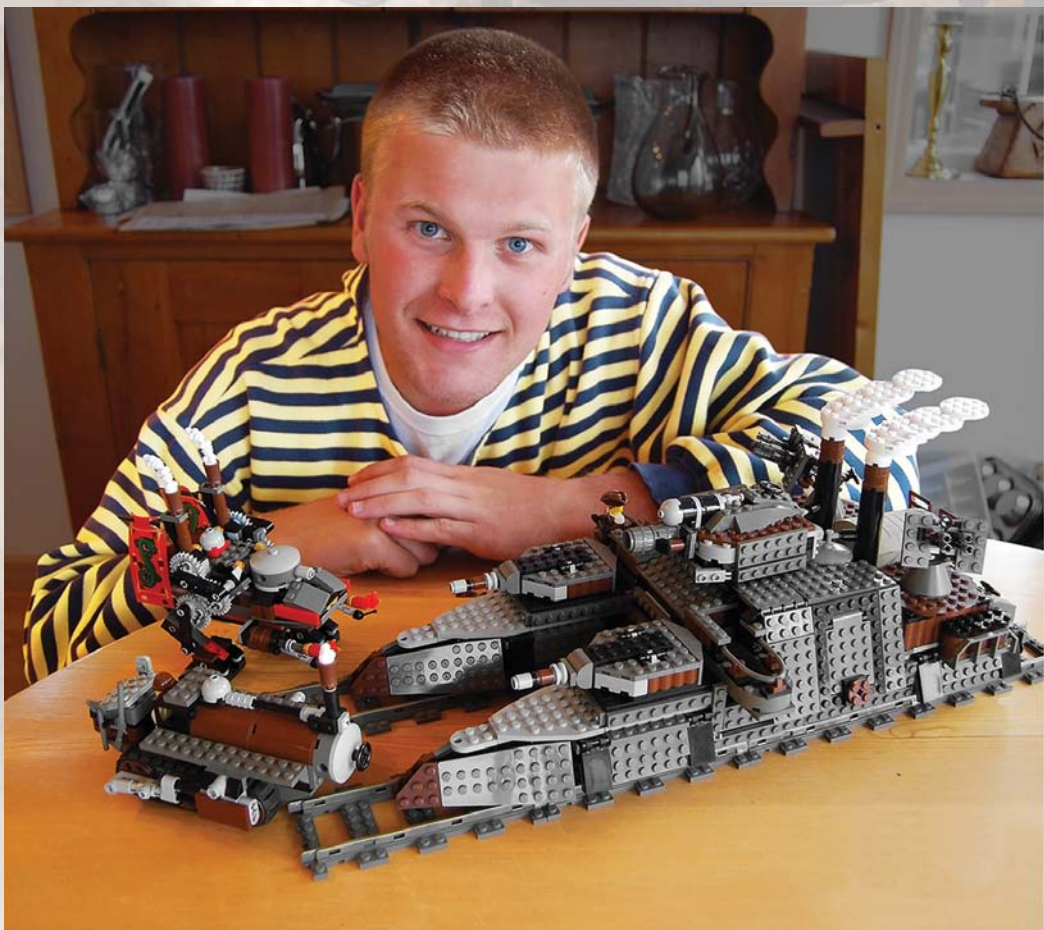


You can see more of Jamie's work at his Flickr gallery (<http://www.flickr.com/photos/morgan19/page6/>) or you can jump to his webpage by scanning this QR code!



## People

### builder profile: Beau Donnan



**Age:** 19 years old

**Where do you live?** I am currently attending the University of Washington and pursuing a Mechanical Engineering major.

**Other Hobbies:** Besides building, I enjoy sketching conceptual designs for fictional militaria, typically Steampunk. I usually use pencil and paper, but as my computer-assisted drafting skills improve, I've begun experimenting with new media. I also absolutely love the outdoors and play on the UW inter-collegiate Ultimate Frisbee team.

**Flickr and/or MOC pages name:** The Flickr screen name I go by is "Raillery".

**Why are you an AFOL?**

Just like all other guys, I loved playing with LEGO bricks as a kid. The only difference is that I just never stopped. I began my serious LEGO building career one bored Sunday afternoon after remembering my dormant collection in the garage. I just started stacking bricks and eventually came out with a steam-powered tank. I then decided that it needed something to fight, so I built another one... and another one... and so it began.

other way to give my ideas some sort of material form apart from the media I mentioned earlier, which is why it has caught on so well with me.

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

I've temporarily put aside LEGO now that I'm at college, but I typically could only find about an average of seven hours a week for building amidst sports and a part-time job.

**Why do you build Steampunk?**

My father once summed up my passion for steam-powered machinery fairly well. In hindsight, he must have been contemplating my sudden fascination with old childhood toy for some time, and after a year, he must have deduced that this was a phase that would not soon pass. He walked by my room one day while I was building with the door open and casually remarked "Son, I do believe you were born in the wrong time period", and went on his way.

Having an engineering mindset, I put a lot of thought into how my creations might actually function in real life and try to make them as physically realistic

as possible.

**What other styles do you like to build?**

Besides Steampunk, I tend to dabble in Dieselpunk and post-apocalyptic themes. During my last weeks before university, I began finally accepting selective studding techniques, as fellow Flickrites have been urging me to do for years. I plan on perfecting these skills by reviving my Dieselpunk style in the future to some extent.

**What parts do you wish LEGO would produce?**

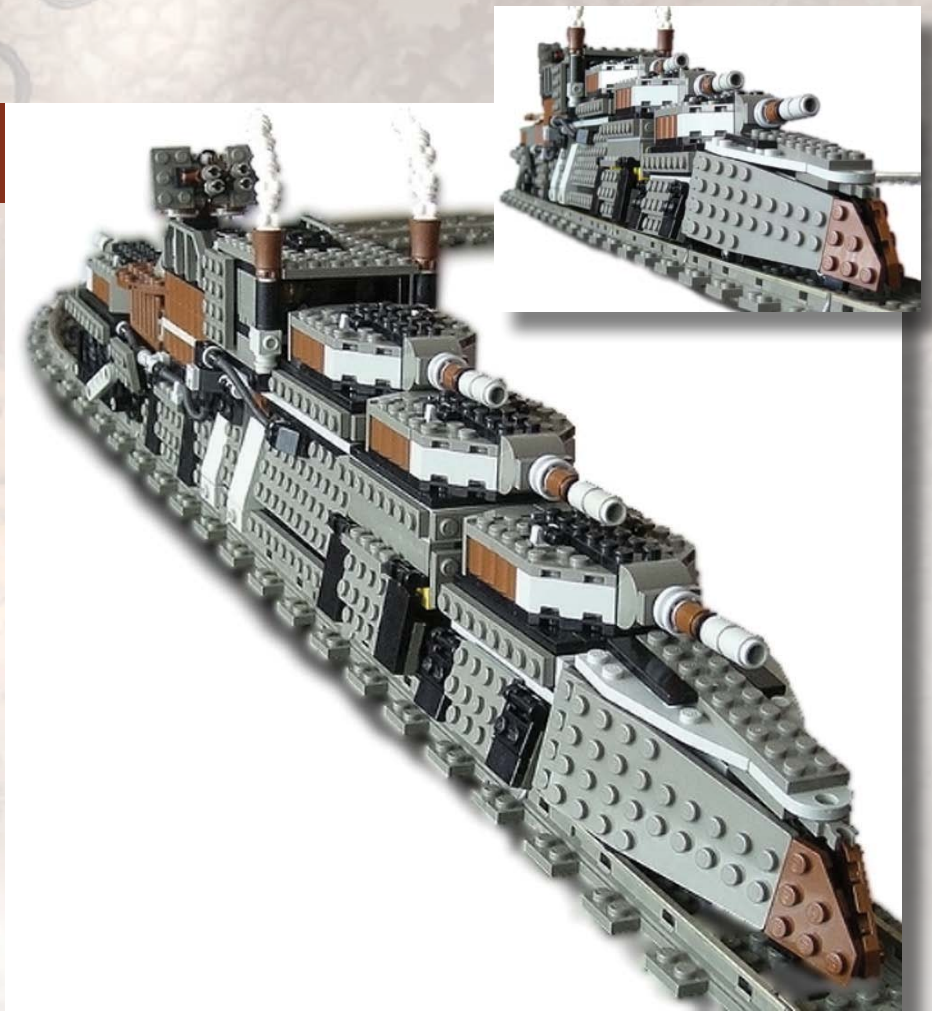
If LEGO were to produce new parts, I'd love to see more train wheel sizes and some more sizes for those modified tiles with on the edge(s). But LEGO building is all about being resourceful and making do with what you've got, so I can only wish until then.



# Portfolio

## *Dreadnought Class Heavy Steam Railship*

My signature style amongst the Flickr Steampunk community seems to be the original concept I call the "railship," essentially a sort of train/battleship hybrid. These railships are rated as my most interesting items, this one occupying the top of the charts. In addition to bounding my creations to the laws of physics, I also try to make them as playable as possible; trains curve around corners, pistons pump, walkers walk, ornithopters flap their wings, etc.



## *Ironclad Class Light Double-Gauge Steam Railship*

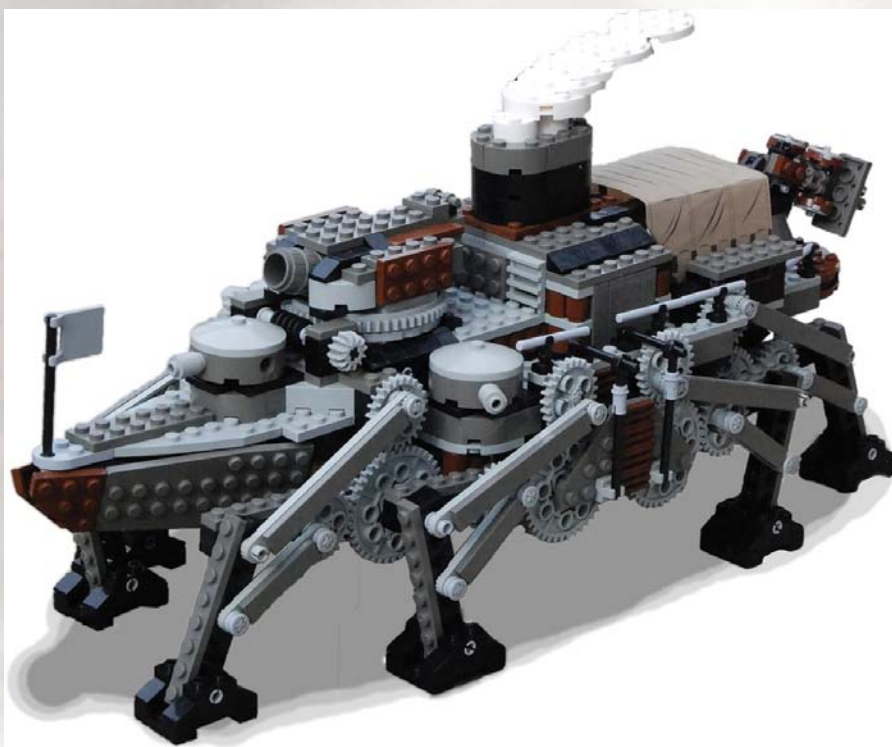
Thought the concept of the railship couldn't get any more ridiculous? Well, you're wrong. In order to make my creations as realistic as possible, I almost always account for their interior functions. For instance, inside this behemoth are minifigure crewmen; firemen stoke the boilers, a loader hand shells up the hatch to the turret gunner, and the engineer looks out between the "pontoons" and pilots the vessel while the captain plots the course.





### **Far-Eastern Light Steam Bi-Walker**

One of my "Far-Eastern" themed creations and an excuse to break out my ninja-type pieces. When you turn a knob in the back of this one, the mechanism makes the legs walk. In addition, I use these to experiment with new colors and unorthodox designs.



### ***Sleipnir* Class Medium Steam Octo-Pedalship**

Another battleship hybrid, this time on legs. It looks cool, but sadly this attempt at a motorized walker that also housed the battery pack fell just short.






## Dieselpunk Three-Wheeled Cars

A series of MOCs on a three-wheeled chassis incorporating a working pull-back motor and ranging from mega motorcycle to light tank. Definitely some of my overall favorites.



You can see Beau's work at <http://www.flickr.com/photos/25681217@N04/with/3905491572/> or you can jump to his Flickr gallery by scanning this QR code!



A small diorama built partly to showcase an absurdly-large Dieselpunk motorcycle that was built around a pull-back motor. 



## builder profile: Rod Gillies

Rod Gillies, also known as 2 Much Caffeine on Flickr, is known for building in many themes, including castle and pirates. However, some of his best work is in building in microscale. Here are a few examples of his work, which have been spotlighted in LEGO fan blogs.




*Atlantis Before the Fall, a microbuild made for a contest at Classic Castle.com*



*Peter Pan's Neverland in microscale.*



*Kingdom in a Box, built for another contest.*

For *BrickJournal's* Steampunk feature, Rod decided to make a newspaper from the Steampunk era. Through the articles and the photos of his models, Rod gives us a glimpse of a Steampunk culture, as built with LEGO elements! You can take a look at his paper in the following pages, so enjoy! 



You can see Rod's Steampunk webpage by scanning this QR code!



# The Illustrated Imperial Times

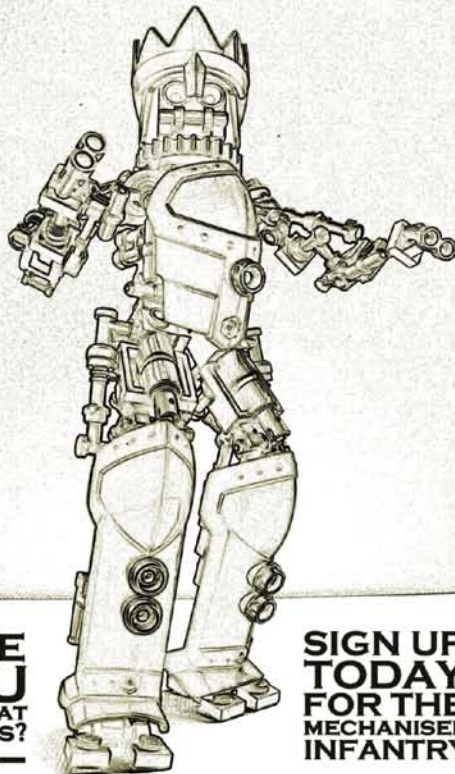
## Crowds thrilled by marvels on display at Farnborough

Small boys and grown men alike have been thoroughly excited by displays of the latest advances in personal airborne conveyance at the 5th Annual Aeronautic Show at Farnborough.

Whilst the unveiling of the new Royal Dirigible "Britannia" had been mooted as the undoubted star attraction at this year's show, it is understood that organising officials are somewhat miffed that the public has shown more interest in the various presentations by commercial enterprises. As this publication has noted previously, excitement around the idea of private 'flying machines' continues to grow. Will our skies soon be filled to bursting with noisy vehicles engaged in

nothing more productive than the leisure pursuits of the general populace? How vulgar a thought that is. One exhibitor at the Farnborough Show was heard to describe the future availability of 'holiday excursions' by air, where those people currently unable to holiday in sunnier climes due to budget-related restrictions would be able to take advantage of cost-efficient 'air travel' and visit destinations previously the preserve of the middle- and upper-classes. How positively dreadful.

*Advertisement*



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## New steam-driven vehicles proving a success at popular beach resort

The Stegway Excursion Company of Eastbourne is heralding the introduction of their new steam-powered personal transporters as a great success. These devices are available to hire by the hour, morning or afternoon, by persons of 'suitable appearance and means'. Even ladies may ride after a period of instruction. The versatile tracked vehicles can be driven on both road and beach.

*Greetings from Imperial Eastbourne*



## THE VERY LATEST DEVELOPMENT IN AERONAUTICAL ENGINEERING

### THE WESTLAND MK2

ASIDE FROM ITS REMARKABLE HOVERING CAPABILITY, THIS DISTINCTIVE CRAFT IS FAMED FOR ITS RELIABILITY & EASE OF MAINTENANCE





## O'NEILL'S MIDGET SUBMARINE



The Illustrated Imperial Times is pleased to have been able to publish these extracts from the "Encyclopedia Steamatica" and was recently able to interview its creator, Mr R. Gillies of Edinburgh...

### Name, Age and Occupation?

Rod Gillies, 40, Innovation Manager for a beer company.

**Aliases:** "2MuchCaffeine" on Flickr, and "Move2Decaf" on YouTube.

**Other hobbies?** Gaming, painting, reading, coaching kids' rugby, skiing, tequila and beer.

### Why do you build with LEGO?

The short answer would be that I like making stuff. The longer answer would be that I find raking through brick bins to be a Zen-like relaxation therapy and it provides an easy way to indulge my creative impulse.

The blog came from that frustrated creative impulse too. I've always harboured a desire to write fiction, but recognise that I don't have the commitment to write a novel. Coming up with the short entries that accompany each creation in the Encyclopedia Steamatica is a nice easy way to get some writing done.

### How much time do you spend building?

I tend to build most in the winter, staying up far too late at night and clocking up around 15-20 hours a week of building. In summer, I might go a couple of weeks without even picking up a brick. It all depends. If I get inspired by a particular competition for example, then I'll build loads of things really quickly, otherwise there will be little half-built things lurking around the tabletop for months.

**Why steampunk?** I've always had a soft-spot for historical fiction like Sherlock Holmes, and as the son of a naval engineer I was always interested in the clanky stuff. But when it comes down to it, we're talking about steam-driven automatons stalking the battlefields of an alternate past beneath a sky darkened by impossibly-huge dirigibles... what's not to like?

**What other styles do you build in?** I love a bit of Castle and Pirate, and dabble in Micro stuff too. I've recently been messing around with Micro-Steam-punk creations and I'll be posting some of them too. For a long time I was totally into Mindstorms, but kind of fell out of that. I'll probably get back into it if they release a new version. I'd love to be able to build well in the Space theme - but everything I try just comes out kind of lame. Apparently you're not a real builder until you've built a SHIP. Maybe I'll just have to try a steampunk one...

**What new parts would you like LEGO to create?** I'd like a 2-stud lightsaber blade please. It's bizarre how often I find myself needing a piece like this and I get fed up cutting tubing - my inner purist rebels against it every time.

See other entries from the "Encyclopedia Steamatica" at [empireofsteam.blogspot.com](http://empireofsteam.blogspot.com)

## Admiralty Chiefs Scrap Short-Staffed Midget Subs

Shortage of potential crew members leads Imperial authorities to scrap fleet of submersibles despite famous success in Vulgarian conflict.

Produced by the O'Neill's Company of Belfast and crewed by actual midgets, the iconic Midget Submarine is perfectly designed for operations in shallow coastal waters. However, deployment throughout Imperial seas has always been hampered by manpower issues. Missives from the Admiralty Office have bemoaned "the lack of available midget sailors for use in a Navy

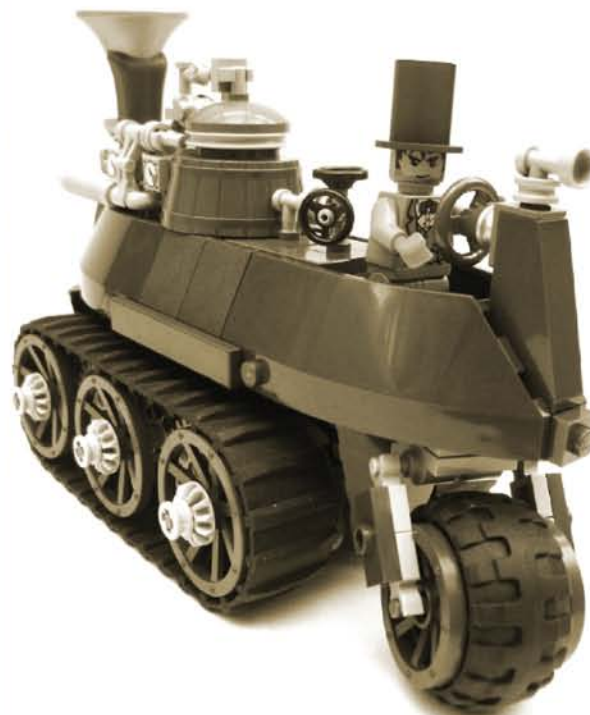
which modern sensibilities deny the employ of children". The only Midget Submarine to have seen action was the "Little Pig", captained by Jock "Stumpy" McGurk. In a daring incursion into the Vulgarian fjords, the small craft used its single Explosive Harpoon to sink the battleship "Dragon", bringing an abrupt end to Vulgarian naval ambitions in the Baltic and North Seas.

## Mister Brunel brands limitations on speed as 'unpatriotic piffle'

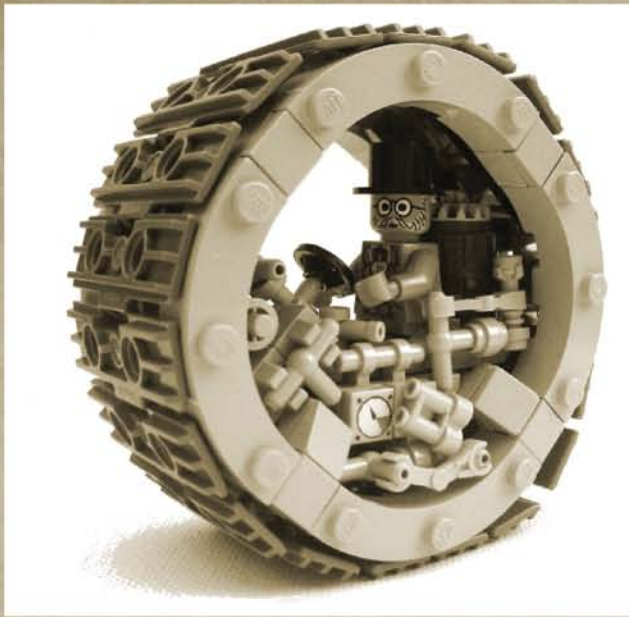
Mister Isembard Kingdom Brunel yesterday unleashed the full blast of his considerable temper in an address to a House of Commons subcommittee. The renowned engineer and keen vehicularian was railing against current legislation which requires

motorised vehicles on public highways to be preceded by a walking man carrying a red flag. He warned that such measures only serve to stifle growth and innovation, "frittering away the Empire's economic advantage over those damned Colonials."

## MR. BRUNEL'S ENGINE







## New Vision Of Road Ahead With Gyroscopic Controls

The St Louis World Fair, currently underway in the North American state of Missouri, has seen the public demonstration of a steam-driven gyroscopic conveyance (commonly christened as "monowheel"), previously thought to be only an engineering pipedream.

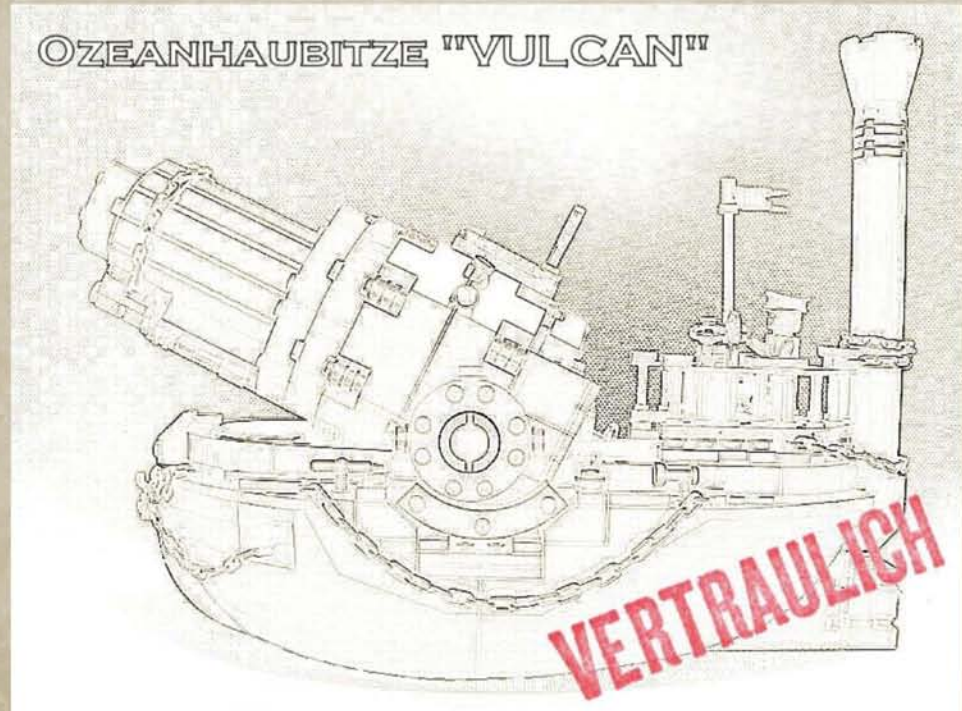
It was only with the latest advances in the construction of gyroscopes that they have become durable enough to take their place at the heart of a steam-driven conveyance. And until only last week, it was believed that a robust casing for one of these marvellous devices would prove too bulky to place in any type of vehicle smaller than a land-train. Attendees at the World Fair this week were therefore amazed at the

debut of the "Personal Engine" of Dr Lucius Hightower of Illinois. The single-wheeled vehicle drew a large crowd as it travelled around the Fairground, engaging in displays of manoeuvrability and power. Sadly, whilst the problems of balance may have been solved through gyroscopic control, the problems of limited visibility with such vehicles remain. The most recent reports place the number of dead and injured at close to fifty.

## Imperial Authorities Remain Unconcerned Despite Revelations Regarding New Prussian Naval Artillery

The formidable "Vulcan" Naval Howitzer, unveiled last month in the presence of the Kaiser, has been dismissed by Imperial Admiralty Commanders as of little import with regard to the continuation of Imperial dominion over the oceans.

In a recent meeting with representatives of the Press, senior Admiralty figures expressed their doubts that the gargantuan cannon aboard the Vulcan could ever be safely fired without the recoil sending the vessel to the bottom of the sea. They also voiced opinion that perhaps the Kaiser, or "Little Willie" as they christened him, was attempting to compensate for some personal deficiency elsewhere. However, one of our reporters, discussing the matter over Gin with a group of naval officers, was told that despite the dismissive public stance taken, the Vulcan cannon represents a worrying leap forward in Prussian naval engineering. Whilst the vessels are apparently very slow and handle rough seas poorly, their formidable armament could



undoubtedly deliver a devastating bombardment. It is estimated that the Vulcan's 48" howitzer could drop Nitroglycerine shells on targets over 18 miles away, outstripping the range of even the most powerful Imperial guns.

These private concerns have been allayed somewhat with the recent news that numbers of these vessels are likely to be limited. In addition to the enormous cost of forging the massive gun barrels, apparently the Prussian Navy's latest sea-

trials of the Vulcan have shown that even one firing of the gun will deafen the entire crew. Unsurprisingly this has resulted in few Prussian sailors being willing to serve on board.



## Building

# MOC Spotlight: Crawler Town

Article by Mark Thompson

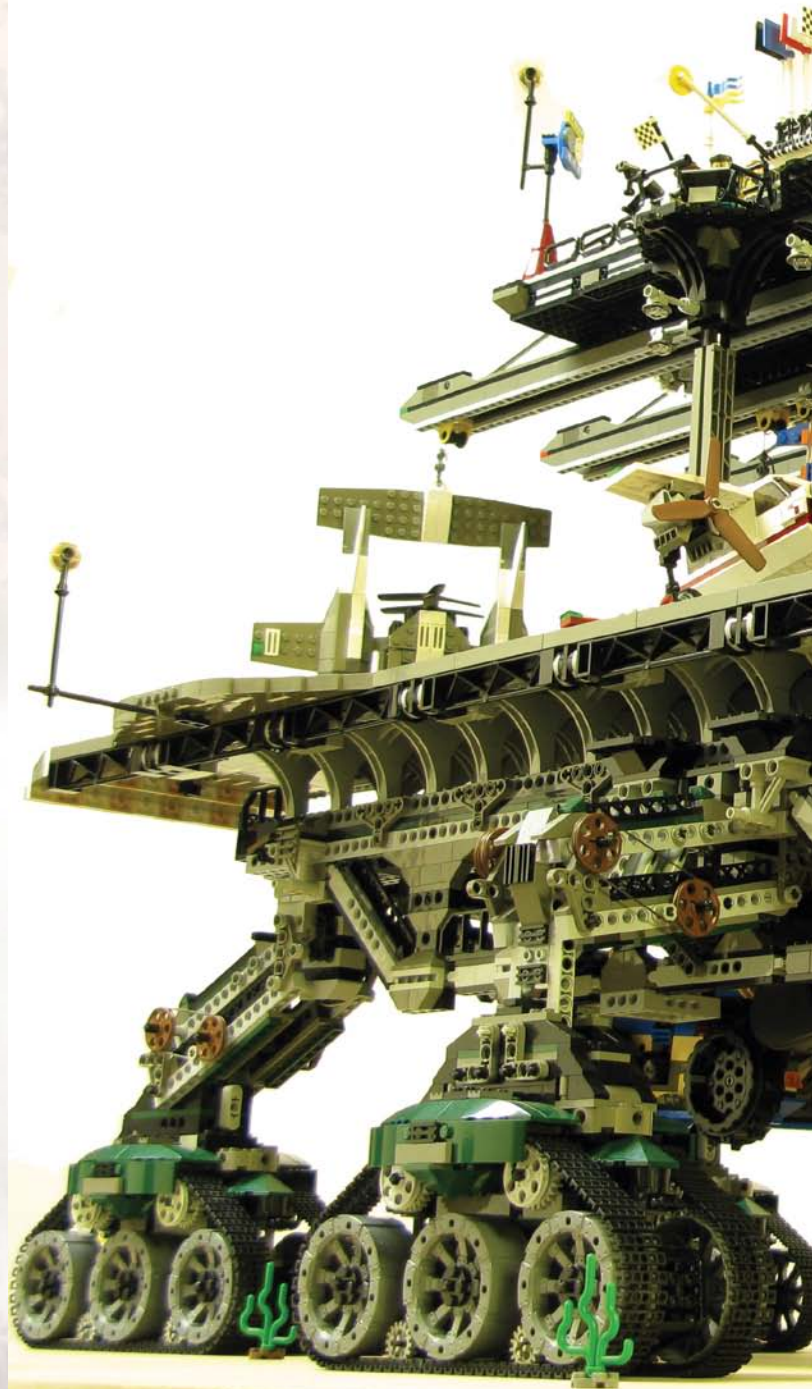
Photography by Dave DeGobbi

*Crawler Town roams the barren wastes of a post-apocalyptic Steampunk world. Excessive use of coal for their steam-based technologies has caused cataclysmic climate change, reducing much of the world to a desert wasteland. Of the few remaining cities, Crawler Town is the most popular due to its Aero 500 hydrogen fuel cell air races. Many travel to Crawler Town to vacation, or to trade for fresh vegetables and beer. Crawler Town's mobility lets it scavenge the wastes in search of underground supplies minerals and fresh water, and keep it clear of the worst of the planet's vicious sandstorms.*

— Designer Dave DeGobbi

Yes, it really is that big. At first, Crawler Town draws you in just because of its sheer scale. You can't help be drawn to the way it towers over the ground. But the really remarkable thing about crawler town is how long keeps your attention when you start to examine it closely. It takes a lot of time to examine all the individual pulleys, shops, people, plants, and machines. When you really look at it, you realize that each detail is there for a specific purpose. Together, all the parts of Crawler Town tell the compelling story of a self-sustaining post-apocalyptic mobile city.

Crawler Town was originally conceived as a Steampunk style land-roving dreadnought. However, as additional pieces were added, the design became less focused less on the MOC's weaponry, and more about how it could sustain itself and its crew in the



**Name:** Crawler Town

**Dimensions:** 140 studs long, 78 studs wide, 70 bricks high

**Style:** Eco-Punk (Steampunk derivative)

**Build Time :** "All in all it was 80 hours build time with maybe 10 hours of prototype development. "

**Primary Components:** "I got the frame from an Ultimate





Collector's Imperial Star Destroyer, set drafts and a few 'pick a brick' cups of Technic beams from the official LEGO stores. Most of the shops sell regular pieces."

**Influences:** "Lots of people have asked if I read Philip Reeve's *Hungry City Chronicles*. I didn't read it until after I'd built Crawler Town, but I'm a fan now. I think it's sweet that Peter Jackson is making it into a movie. After I read it, I

decided to make my next project based on the Salthook."

#### **Crawler Town Features**

- Functional powered treads for movement
- Full front and rear independent suspension
- Working crane, elevators and lifts
- Hanger slides for planes
- Pizza shop with roof-mounted bocce ball court





*The buildings and control tower.*




*The flight deck with planes ready for competition.*

*Mounting planes on storage rails.*

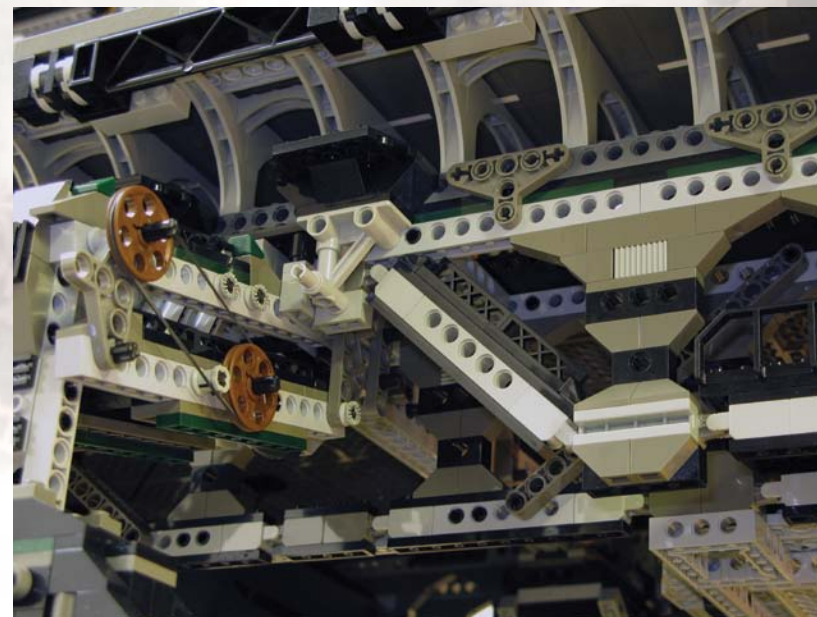


desert. Eventually, the designer realized he'd stumbled into a different genre. Dave explains "Steampunk is an alternate history where the IC engine was never developed and steam became the driving motive power. I took Steampunk a step into the future and asked 'what happens when the resources run out and the climate changes.' I had all these great Eco ideas come to me. I wanted to try and show that this society has learned from its past mistakes and is trying to be more environmentally conscious." You can see examples of this design philosophy all over the crawler. Crawler Town doesn't have an empty inch to spare. It's covered in solar panels, wind turbines, water traps, and vegetable gardens.

The detail isn't limited to the ecological systems either. The city is covered in working cranes, elevators, shops, sleeping quarters, and a full grandstand on the top level to view its famous 'Aero 500' races. Crawler Town's level of detail lends itself to the idea that it's a vast, viable, and bustling city. According to Dave DeGobbi "The detailing was a personal attempt to elevate my building style. I've built lots of big MOCs before, but never had the foresight to leave little clips and areas to add details for later on. With Crawler Town, I really tried to add as much detail as I could to make the city as crammed together as possible could... on a mobile city, space would be at a premium."

The ramshackle style is also apparent in the super-structure of Crawler Town. While most MOCs conceal the structure under bricks and panels, Dave elected to leave the beams exposed, instead leaving the vital supports showing, with just a few arches and slopes to dress them up. The minimalistic bare style of construction reminds the viewer that Crawler Town is, (surprisingly) a fully functional vehicle. Crawler Town really does move, even though it looks like it really shouldn't be able to. Dave says "Each of those massive legs has a fully independent suspension, with a geared Technic motor inside each tread pod. The high legs let Crawler Town transverse hills or buildings it might run across." 

*Some of the detail of the underside of Crawler Town.*





# builder profile: Dave DeGobbi

**Age:** 30

**Location:** Burnaby, Canada (near Vancouver)

**Other Hobbies:** Board games, video games, snowboarding, rock-climbing, and mountain biking

**Flickr and/or MOC pages name:** DeGobbi

**Why are you an AFOL?**

Because I love building things and I'm pretty good at it.

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

I go through stints where I build hardcore for two to three months, but then don't build anything for half a year.

**Why do you build Steampunk?**

That is probably due to the influence of Hayao Miyazaki and his *Castle in the Sky* film. I saw it when I was six and it had a lasting impression on me.

**What other styles do you like to build?**

I'll build anything really, I like a challenge.

**What are your favorite sets?**

Town sets, most space sets, and anything involving pirates... and the M-Tron Megacore Magnetizer.

**What parts do you wish LEGO would produce?**

Monorail! I've always loved trains.

**What's your next big project?**

Well, after reading *The Hungry City Chronicles* by Philip Reeve, I was inspired by his world. So I decided to build my own interpretation of Salthook (a city from the series). I know Salthook in the book wasn't a pirate city but I wanted to "Piratize" it. I used treads from the bulldozer set, and so Salthook is fully motorized and drivable with several playable functions.



*Left: Micro Crawler Town.*

*Below: A look at the flight deck on Crawler Town.*



*An overhead view of Crawler Town.*



Dave's MOCs, such as Goliath, Crawler Town, and Salthook can be seen on his flickr page: <http://www.flickr.com/photos/29844928@N07/> or by scanning this QR code!



*Dave DeGobbi's interpretation of Salthook, from Hungry City Chronicles.*





### Article and Photography by Nathan Proudlove

**Age:** 35

**Where do you live?** Winnipeg, Manitoba, Canada. For those of you unfamiliar with Winnipeg, I can tell you that it is near the longitudinal center of Canada. Right smack dab in the middle, but only a couple of hours driving time from the 49th parallel. Sometimes, just for kicks, we'll drive to Grand Forks, ND, to go shopping. That's right, Grand Forks is a destination for us. I am at least 500 miles from the nearest LEGO users' group and the only full blown adult LEGO fan that I know of in Winnipeg. I can fairly confidently assert that I have the largest collection of the little ABS pieces in the entire province of Manitoba.

**Flickr and/or MOCpages name:** I am known on Flickr simply as "Proudlove" and I have mostly obsolete MOCpages and Brickshelf accounts by the names of "Nathan" and "Smartiac" respectively.

#### Why are you an AFOL?

I often joke with people about my motivation behind this crazy hobby of mine, telling them that if I was any good at more traditional art forms like drawing or painting, that I would maybe abandon the brick altogether. The truth is though, that I love the challenge of expressing my creative vision with the limited palette of materials available to me. Granted, the palette increases all the time, but it is still that aspect of working within limitations that appeals to me. Also, to be frank, I do find it easier in many instances to express creative vision with LEGO than I would with oil and brush, it just comes easier to me.

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

I spend a few hours a week in my LEGO workshop in the basement of our house. I have a 2.5-by-5 foot workbench that I stand at to build, surrounded by my shelves of organizers and buckets filled with pieces sorted by color and shape.



Top: The builder.

Above: Nathan's first Steampunk model.

## STOVEPIPE TOP HATS

7 colors: Black, White, Scarlet, Dark Brown,  
Royal Blue, Deep Purple & Cocoa

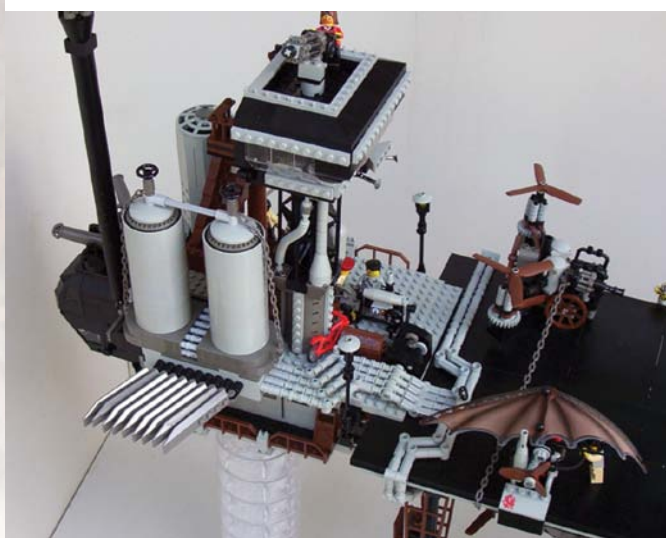
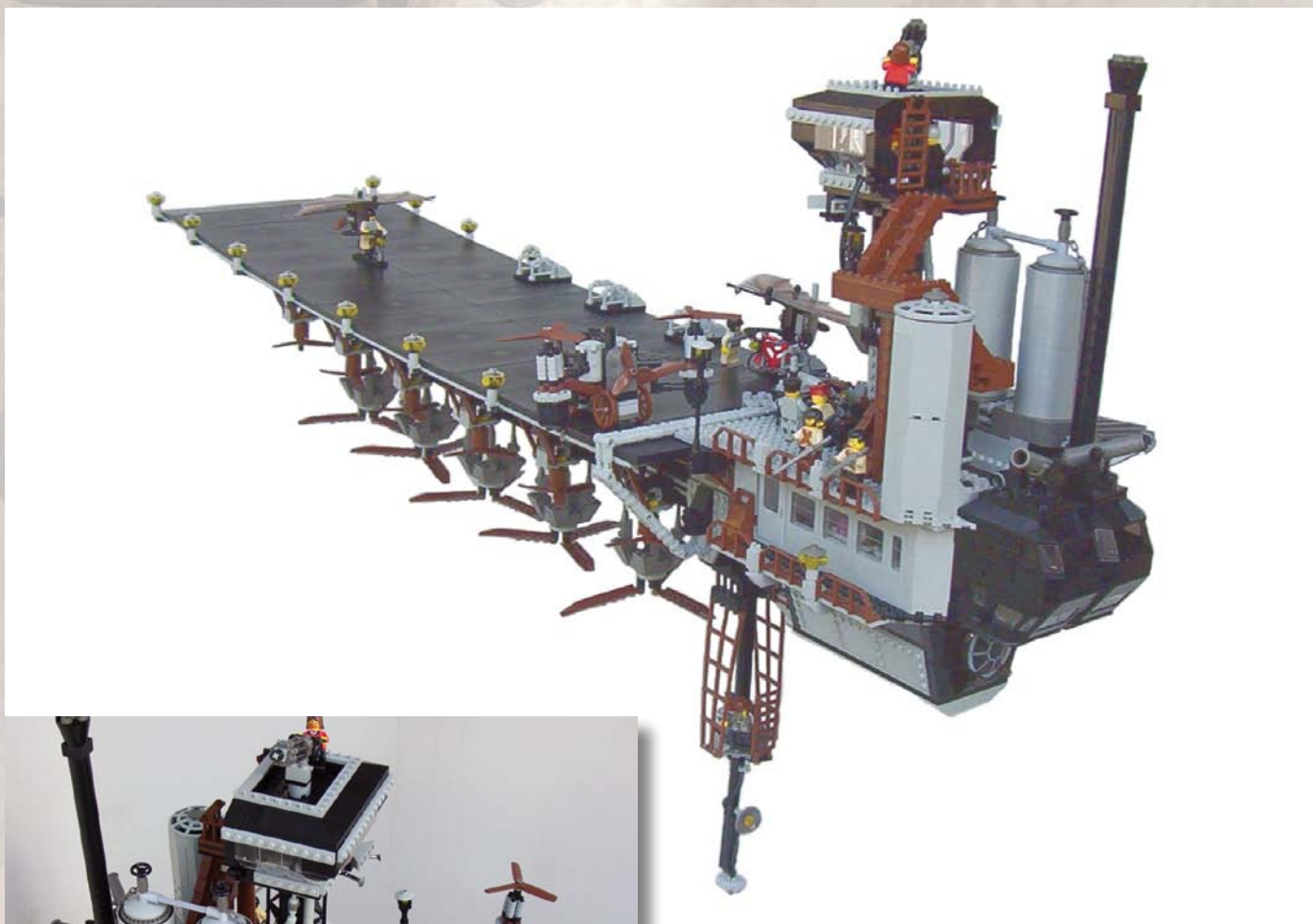
\$4 each + Shipping

( 3 for \$10 if you mention *BrickJournal* )

Contact:  
V&A Steamworks  
on Flickr.com  
guyhimber@yahoo.com







### Why do you build Steampunk?

I have been called a Renaissance man when it comes to my style of building. I build creations in all themes and all styles, from 18-stud wide hot rods for challenges in the LEGO Car Club I co-administrate on Flickr, to minifigure-scaled castles and spaceships and everything in between. When I find I've been doing one thing for a while, I make a deliberate choice to change focus and work on something new, something that might take me a bit out of my comfort zone. I've always had a soft spot in my heart for the Steampunk genre though. It started back in 2003 when I discovered the now mostly defunct Rustyclank.com. Dan Sabath is the godfather of LEGO Steampunk and his work defines the beginning of the genre. When I lived out west near Vancouver, BC, I remember going to a SEALUG meeting back in 2004. Dan was there and I mentioned to him that I loved the idea of LEGO Steampunk. He was a firm evangelist for the genre and told me that I should stop talking about it and build it. I was glad that I was able to point him to a creation of mine, a steamtank (seen on the previous page), which I consider to

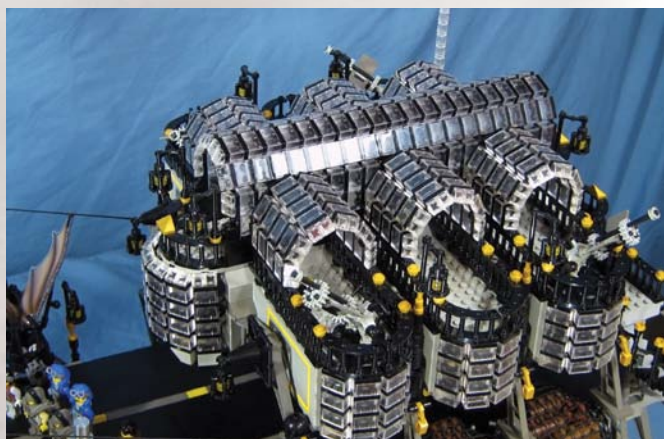
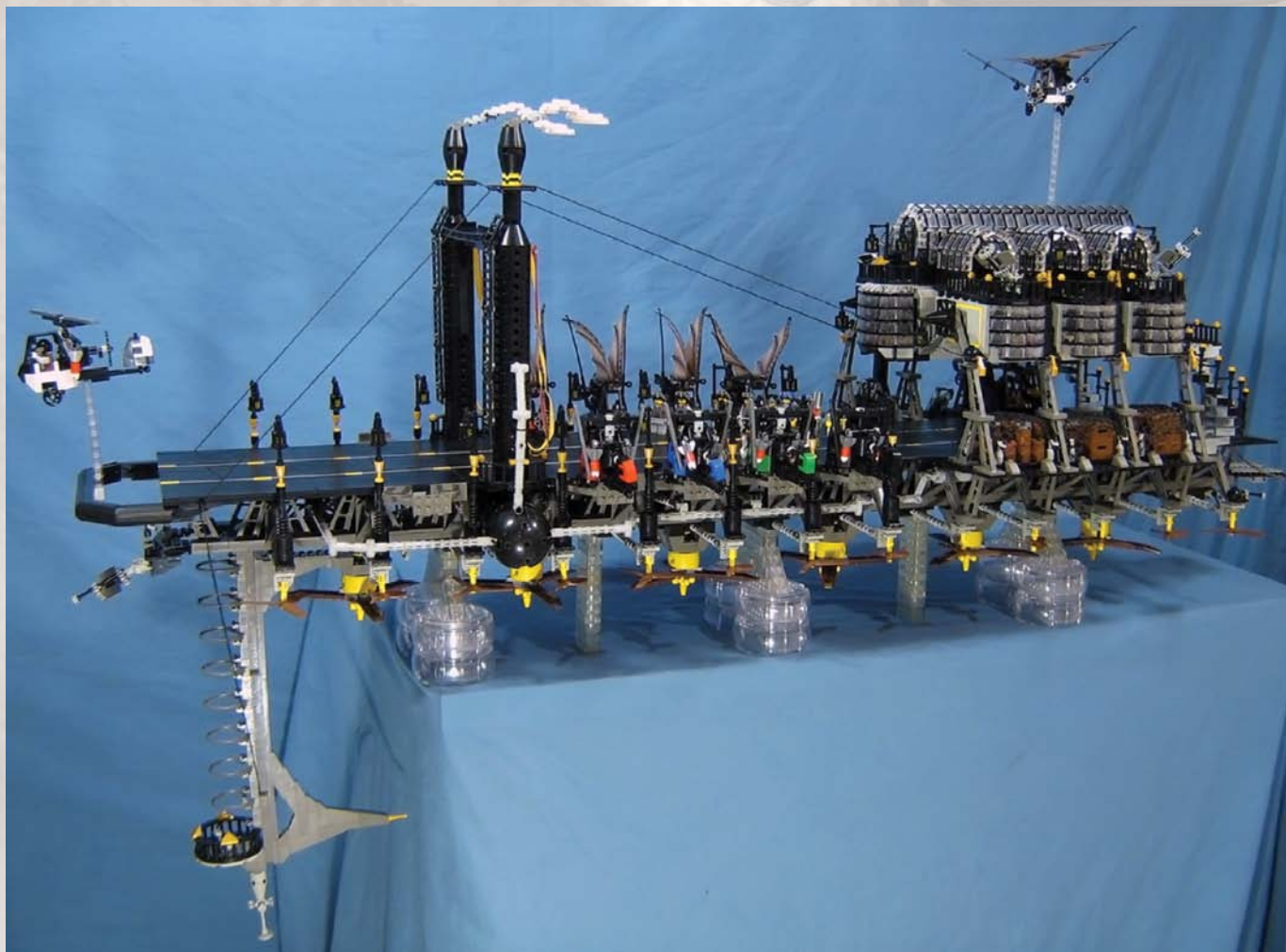
*Top: An aft overview of the Mistral.*

*Above left: An overhead view of the aft section.*

*Above: A look at the flight deck.*

be my first in the genre. It was, as they say, all downhill from there. I went on to make many more Steampunk creations, including what I believe to be the first in the genre to break the elusive 100-stud length barrier, which the space builders affectionately refer to as SHIP status, or a Seriously Huge Investment in Parts, with the *Mistral* (seen at the top of this page). The first incarnation of the *Mistral* garnered much critical acclaim but I was never

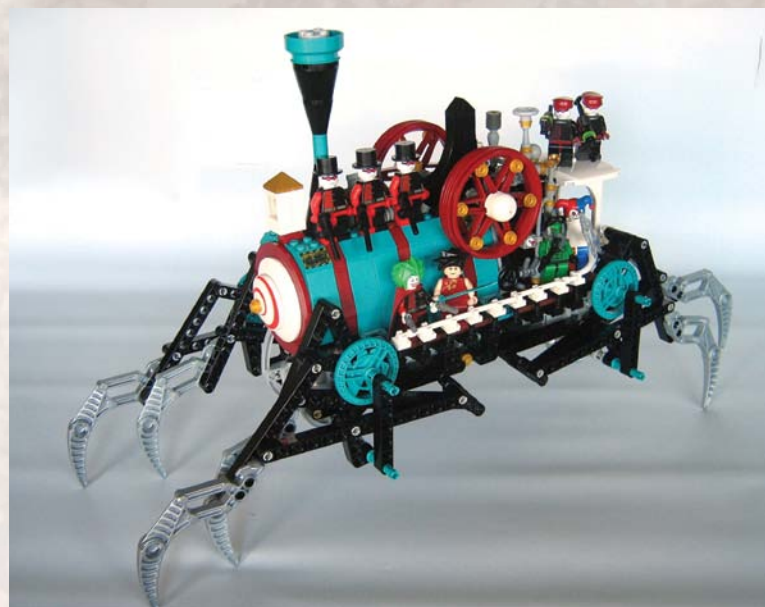




Top: Side view of the Mistral II.  
 Above: An overhead look at the aft section.  
 Above right: A lower view of the side.

quite satisfied with the finished product and went on to create the *Mistral II* a few years later (seen on this page). One of my personal favorite Steampunk creations of my own is my 8-legged walking circus train locomotive (seen on next page top). To me, it embodied the punk part of Steampunk while stretching far beyond the status quo of old grey and brown. Well within the realm of old grey, however, lies another of my personal favorite creations, the Bone Rattler (seen at next page bottom). The concept of a land-based Civil War era ironclad was one I had churning around in my head for a while before I finally was able to express it in brick form. **b**





*Back and side view of Nathan's walking train locomotive.*



*The Bone Rattler.*

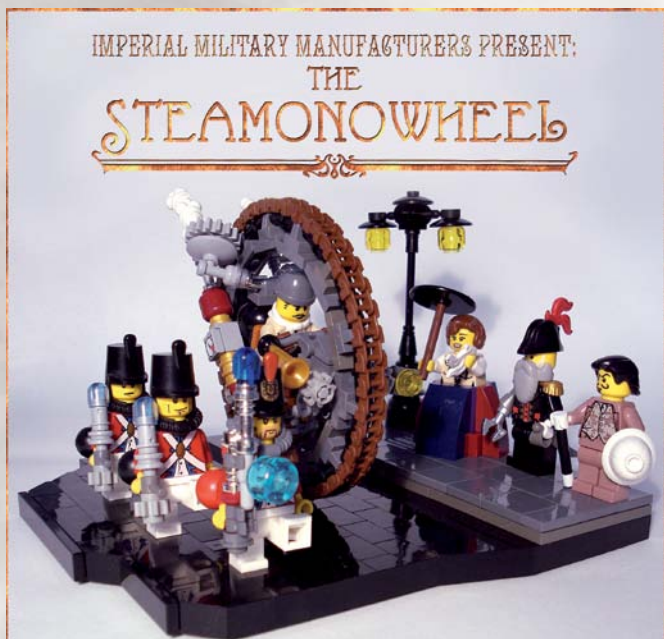
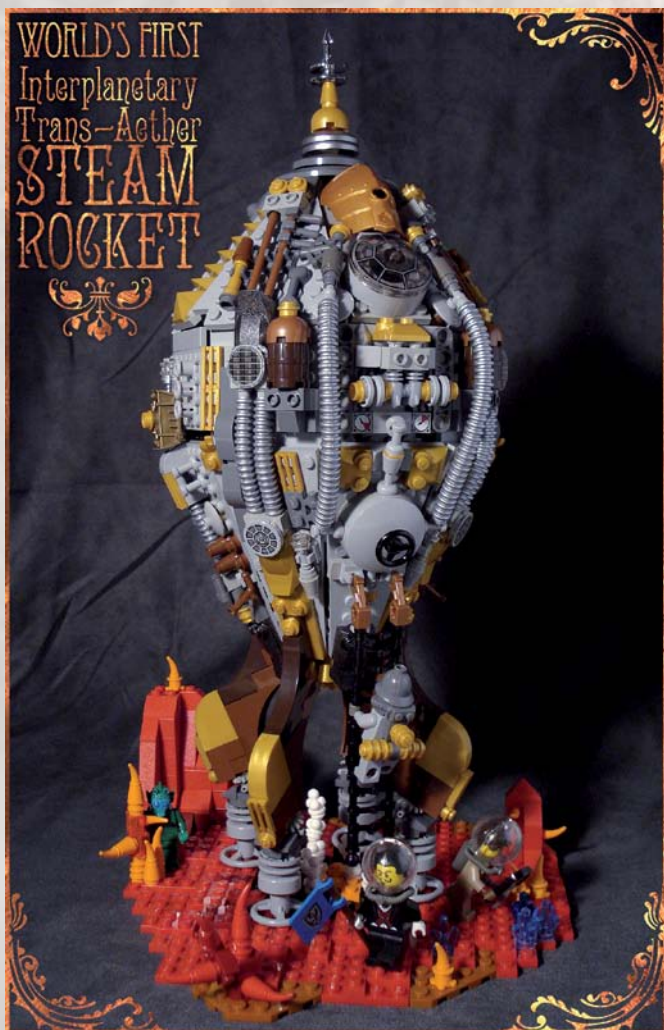


You can see more of Nathan's work at his Flickr gallery (<http://www.flickr.com/photos/proud-love/collections/72157604262217661/>) or you can jump to his gallery by scanning this QR code!



## People

## builder profile: Sylvain Amacher



**Age:** 34 years old

**Where do you live?** Morges (Switzerland)

**Other Hobbies:** Drawing, reading comics and books, roleplaying with friends around a table, and so much more!

**Flickr and/or MOCpages Accounts:** Captainsmog (I didn't choose that name on purpose, but it appears to be ideal for building Steampunk MOCs.)

**Why are you an AFOL?**

I always loved LEGO and I still think it's the smartest toy in the whole universe and its periphery. On March 2009, I discovered the AFOL world completely accidentally. I was surfing on the internet and stumbled on the Brothers-Brick website. I immediately fell in love with that way of thinking and building.

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

That's hard to estimate as I have to split my time between my girlfriend, my job as graphic designer, my drawings, creating MOCs, and many other little contingency. I'd say... around 3 hours per week.

**Why do you build Steampunk?**

Because I love Jules Verne and H.G. Wells.

And I really enjoyed watching Katsuhiro Otomo's *Steamboy*. The visual aspect of that style, is totally cool, poetic, and adapted to the LEGO world.


**What other styles do you like to build?**

Medieval. Elves, Hobbits, Knights, Wizards...

I started my AFOL immersion bringing Terry Pratchett's amazing *Discworld* to bricks and I will go on with that theme sooner or later.

**What parts do you wish LEGO would produce?**

Steampunk parts, of course! Steam minifigs would be so cool! More copper and brass/gold colored parts, flared parts to do things as phonographs, and so on and think of golden gears!

My other LEGO dream is an official Lovecraftian theme, but I think this one will only exist in my dreams... 







A sampling of Sylvain's work.



## Building

# Steampunk Minifig Essentials!

*Article by Guy Himber with help from Sodagoat  
Photography by Christine Marie Photography*

We love minifig accessories. WE LOVE THEM! Be they utensils, weapons, or costumes we can't get enough. In recent years, the nice LEGO folks at have realized the enormous appetite we have for custom minifig items (just look at the success of LEGO's Collectible minifigures series). Do a quick search at Bricklink and there are easily over a 1,000 different official parts identified that you might add to your collection. But it's still NOT ENOUGH!



As the fourth largest toy maker in the world, LEGO is a huge company with a huge overhead. Large companies can't take too many risks when they create new parts for the toy market. The costs to design, prototype, license, and manufacture a new part need to be profitable many times over to justify releasing a new minifig item. This doesn't allow our favorite toy company much room for risk.

Enter the faithful businesses and hobbyists who have come to our rescue. A small designer/producer can be adventurous. They can have a specialized stock of just a few items or create a high-risk prototype that might only appeal to a few hundred collectors. As a result, there is some amazing custom and specialized gear that is waiting for your discovery!

This article features items from the many dedicated suppliers of custom equipment for your minifig characters. The focus is on Victorian and Steampunk-inspired designs. Some of the pictures are complete ideas while others are just suggestions to get your creative juices flowing. Rather than specify each custom part, I leave it to you, the reader, to have some fun and do some detective work. Visit these great vendors! Also you can check my Flickr stream (V&A Steamworks) for detailed information about the many custom items featured.













## Source List

**Arealight Customs:** Vast collection of fantastic sci-fi items including their excellent female minifig torsos, custom hairpieces and jetpacks! — [www.arealightcustoms.com](http://www.arealightcustoms.com)

**Big Ben Bricks:** Custom train wheels? These precision parts come in an array of custom sizes, unique colors, and are an untapped resource of Steampunk goodness — [www.bigbenbricks.com](http://www.bigbenbricks.com)

**BrickArms:** Will Chapman and Badger have been “feeding the need” for amazing weapons, weapon packs and awesome minifigs for years. They are the legends of the custom parts world for good reason. Visit their inspiring collection of high quality specialty items here — [www.brickarms.com](http://www.brickarms.com)

**BrickForge:** Victorian lampposts, goggles, musical instruments, utility belts, fantasy armor, and weaponry. An excellent array of custom parts for your minifig needs in almost every time period or genre you can imagine! — [www.brickforge.com](http://www.brickforge.com)

**Brick TW:** Beautiful Chinese Dynasty themed parts. TONS of silver and gold options. All kinds of unique colors and styles including custom hairstyles and capes — [www.bricktw.com](http://www.bricktw.com)

**Chrome Bricks:** MY PRECIOUS! A producer of the highest quality chromed and gold-plated bricks — now in Six different colors including COPPER! Get your favorite standard LEGO bricks in beautiful, shiny metallic glory! — [www.chromebricks.com](http://www.chromebricks.com)






**LifeLites:** Mind-blowing high intensity LED modular lighting systems. They make it easy to add dynamic lighting effects to your MOCs! Just plug and play — [www.lifelites.com](http://www.lifelites.com)

**minifig.Cat:** Flintlocks, umbrellas, Feudal Japan themes, utility belts and most importantly, the Steampunk essential GAS MASK! — [www.minifigcat.com](http://www.minifigcat.com)

**MMCB Capes:** Fantastic collections of every type of cloth accessory you can imagine. You need a classic tuxedo or trench coat or a vest for your minifig? Visit them NOW! — [www.mmcbscapes.servaus.net](http://www.mmcbscapes.servaus.net)

**Tiny Tactical:** Source of some truly small detail parts and items that can make the jump to Steampunk fairly easily — Find them on Bricklink under TinyTactical

**V&A Steamworks:** The ultimate source for custom Stovepipe top hats in assorted colors — find them at [www.flickr.com](http://www.flickr.com/user/V&A%20Steamworks) user ID = V&A Steamworks

**YMan Capes:** - Creator of highly detailed minifig capes and clothing on a silk-like material — from Medieval to modern they have some inspired designs — [www.yman.cn](http://www.yman.cn) 

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## BRICKJOURNAL #17

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

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## BRICKJOURNAL #18

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

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## BRICKJOURNAL #19

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

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## ALTER EGO #105

See comic art and script BEFORE and AFTER the Comics Code changes, with art by SIMON & KIRBY, DITKO, BUSCEMA, SINNOTT, GOULD, COLE, STERANKO, KRIGSTEIN, O'NEIL, GLANZMAN, ORLANDO, WILLIAMSON, HEATH, and others! Plus: FCA, Mr. Monster's Comic Crypt, BILL SCHELLY, JIM AMASH interviews Timely/Atlas artist CAL MASSEY, and a new cover by JOSH MEDORS!

(84-page magazine with COLOR) \$7.95  
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## ALTER EGO #106

DICK GIORDANO through the 1960s—from freelance years and Charlton "Action-Heroes" to his first stint at DC! Art by DITKO, APARO, BOYETTE, MORISI, McLAUGHLIN, GIL KANE, and others. Dick's final convention panel with STEVE SKATES and ROY THOMAS, JIM AMASH interviews Charlton artist TONY TALLARICO, FCA with MARC SWAYZE and ROY ALD, MR. MONSTER'S COMIC CRYPT, BILL SCHELLY, GIORDANO cover, and more!

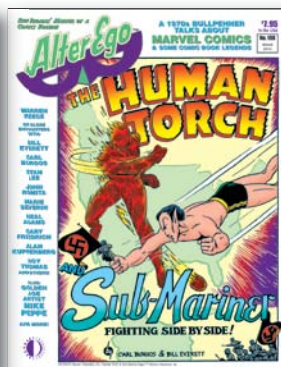
(84-page magazine with COLOR) \$7.95  
(Digital Edition) \$2.95 • Ships Dec. 2011



## ALTER EGO #107

Big BATMAN issue, with an unused Golden Age cover by DICK SPRANG! SHEL DORF interviews SPRANG and JIM MOONEY, with rare and unseen Batman art by BOB KANE, JERRY ROBINSON, WIN MORTIMER, SHELLY MOLDOFF, CHARLES PARIS, and others! Part II of the TONY TALLARICO interview by JIM AMASH! Plus FCA, MR. MONSTER'S COMIC CRYPT, BILL SCHELLY, and more!

(84-page FULL-COLOR magazine) \$8.95  
(Digital Edition) \$2.95 • Ships Jan. 2012



## ALTER EGO #108

1970s Bullpenner WARREN REECE talks about Marvel Comics and working with EVERETT, BURGOS, ROMITA, STAN LEE, MARIE SEVERIN, ADAMS, FRIEDRICH, ROY THOMAS, and others, with rare art! DEWEY CASSELL spotlights Golden Age artist MIKE PEPPE, with art by TOTI, ANDRU, TUSKA, CELARDO, & LUBBERS, plus FCA, MR. MONSTER, BILL SCHELLY, cover by EVERETT & BURGOS, and more!

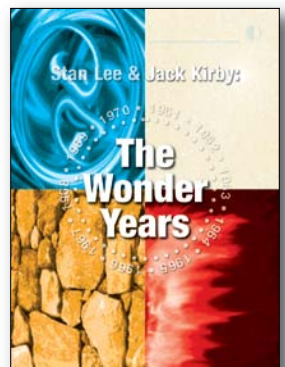
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## DRAW! #22

Interview with inker SCOTT WILLIAMS from his days at Marvel and Image to his work with JIM LEE, and PATRICK OLIFFE demos how he produces Spider-Girl, Mighty Samson, and digital comics. Also, MIKE MANLEY and BRET BLEVINS' "Comic Art Bootcamp", a "Rough Critique" of a newcomer's work by BOB McLEOD, art supply reviews by "Cruddy Critic" JAMAR NICHOLAS, and more!

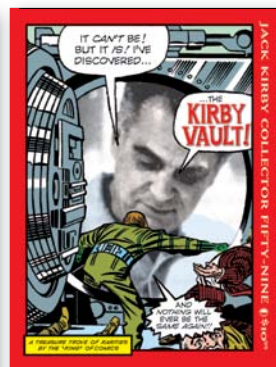
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## LEE & KIRBY: THE WONDER YEARS (KIRBY COLLECTOR #58)

Special double-size book examines the first decade of the FANTASTIC FOUR, and the events that put into motion the Marvel Age of Comics! New interviews with STAN LEE, FLO STEINBERG, MARK EVANIER, JOE SINNOTT, and others, with a wealth of historical information and Kirby artwork!

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## KIRBY COLLECTOR #59

"Kirby Vault!" Rarities from the "King" of comics: Personal correspondence, private photos, collages, rare Marvelmania art, bootleg album covers, sketches, transcript of a 1969 VISIT TO THE KIRBY HOME (where Jack answers the questions YOU'D ask in '69), MARK EVANIER, pencil art from the FOURTH WORLD, CAPTAIN AMERICA, MACHINE MAN, SILVER SURFER GRAPHIC NOVEL, and more!

(84-page tabloid magazine) \$10.95  
(Digital Edition) \$3.95 • Ships Feb. 2012



## BACK ISSUE #52

Bronze Age Mystery Comics! Interviews with BERNIE WRIGHTSON, SERGIO ARAGONES, GERRY TALAOC, DC mystery writer LORE SHOBERG, MARK EVANIER and DAN SPIEGLE discuss Scooby-Doo, Charlton chiller anthologies, Black Orchid, Madame Xanadu art and commentary by TONY DEZUNIGA, MIKE KALUTA, VAL MAYERIK, DAVID MICHELINIE, MATT WAGNER, and a rare cover painting by WRIGHTSON!

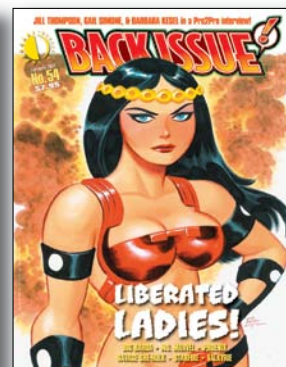
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(Digital Edition) \$2.95 • Ships Oct. 2011



## BACK ISSUE #53

"Gods!" Takes an in-depth look at WALTER SIMONSON'S Thor, the Thunder God in the Bronze Age, "Pro2Pro" interview with TOM DeFalco and RON FRENZ, Hercules: Prince of Power, Moondragon, Three Ways to End the New Gods Saga, exclusive interview with fantasy writer MICHAEL MOORCOCK, art and commentary by GERRY CONWAY, JACK KIRBY, BOB LAYTON, and more, with a swingin' Thor cover by SIMONSON!

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## BACK ISSUE #54

"Liberated Ladies" eyeing female characters that broke barriers in the Bronze Age: Big Barda, Valkyrie, Ms. Marvel, Phoenix, Savage She-Hulk, and the sword-wielding Starfire. Plus a "Pro2Pro" interview with JILL THOMPSON, GAIL SIMONE, and BARBARA KESEL, art and commentary by JOHN BYRNE, GEORGE PEREZ, JACK KIRBY, MIKE VOSBURG, and more, with a new cover by BRUCE TIMM!

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## Building

# Steampunk Through the Brick Ages

Article by Dan Sabath

### Links:

#### Brothers Brick Steampunk Archive:

<http://www.brothers-brick.com/category/lego/themes/Steampunk/>

#### Flickr Steampunk Photopool:

<http://www.flickr.com/groups/24604222@N00/pool/with/3977982604/>

#### Flickr Steampunk Group:

<http://www.flickr.com/groups/24604222@N00/discuss/>

#### From Bricks to Bothans Steam-Wars Archive:

<http://www.fbtbforums.net/viewtopic.php?t=25231>

#### "Ages of Steam" Archive:

<http://www.flickr.com/groups/24604222@N00/discuss/72157624241078494/>

#### "Agents of the Imperial Crown" Archive:

<http://www.flickr.com/groups/24604222@N00/discuss/72157612024473276/>

#### "100-Piece Challenge" Archive:

<http://www.flickr.com/groups/24604222@N00/discuss/72157621884216604/>

#### "Empire of Steam" Webblog

<http://empireofsteam.blogspot.com/>

Nigh on the years of yesterbrick, I and several other hearty adventurers had a vision of a world where steam was king and science was Victorian. Since that first publication in *BrickJournal* (#3) back in January of '06 describing the newly formed theme, we have travelled far and wide to adventures beyond belief. The theme has seen builders stretch their skills to build wild wonderful machines and delve into dark and dangerous waters. The Brothers Brick has been blogging about our theme nearly as long as they have been in existence and part of my research into who and what has come along since then has been by digging through the archives of the Brothers and through the Flickr photo pool. The Brothers-Brick have reported on over 185 Steampunk-related stories since their inception.

There are many builders who now classify their work as Steampunk and their diversity is a joy to behold. We have everything from the classic monowheels and walkers to Jules Vernian clockwork crabs and fish. Several contests have run, with From Bricks to Bothans being the first in which a LEGO theme was re-envisioned in Steampunk with their Steam-Wars (spotlighted on page 74). In this contest, we saw a Victorian take on the Y-wing, the Tie Fighter, R2D2, the Naboo starfighter, and my favorite, General Greivous' monowheel. Since then, we have had contests covering "Ages of Steam," "Agents of the Imperial Crown," and a 100-piece Steampunk Challenge.

The Steampunk Flickr group started in March of 2006 and has 916 members and 2,345 photos of MOCs. Active membership runs the gamut from (Flickr name) Jonesy, whom I wrote about in *BrickJournal* 3, to the most prolific, Beau Donnan (Raillery on Flickr), followed closely by Jordan Schwartz (Sir Nadroj), Rod Gilles (2 Much Caffeine), and Guy Himber (V&A Steamworks) as well as many others. The group has hosted three of the contests previously mentioned and is the main gathering site for the online community. In addition to the Flickr pool, there is also Rod Gilles' "Empire of Steam" blog and for a while we had the Rustyclank, my own blog dedicated to the genre.

Since at least 2005, Steampunk has had its own coordinator at BrickCon and other AFOL conventions. These displays have brought together MOCs from builders like Dave DeGobbi, Nathan Proudlove, and Kevin Heckel. BrickFair will be showing Steampunk for its third consecutive year. BrickFest has had several contests and the most recent Brickvention in Australia had the *HMS Hyperion* make its debut.

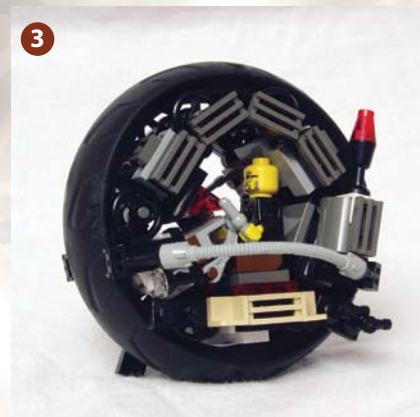




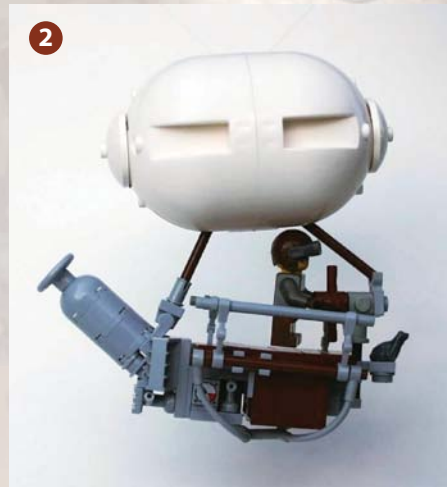
It is only apropos that as I write this as today would have been Jules Verne's 183rd birthday. In fact Verne's *Nautilus* inspired our own Joe Meno to create and post a rendition in 2003. And while submersibles have played a part, builders have also focused on building monowheels, walkers, clanks, zeppelins, and other flyers.



Monowheels are really what drew me into building in this theme. My first exhibit was a zeppelin but even then I was looking for the best wheel to use. Over the years we have seen wheels **1** built with tread, **2** hellfire droid wheels, and **3** motorcycle tires. The first that I know of was **4** Jamie Neufeld's SteamWheel, one of the only that can take more than one driver. Most have the driver inside the wheel but **5** Gorazd Vahen's Stinger is a lovely build that balances everything on a car tire.







Zeppelins have predominated the skies over our world. From the **1** small cloud collectors, **2** dwarf dirigibles, and **3** exploration vessels to the gunships of the sky like the **4** *Sky Scarab* and **5** *Egregious* with its **6** aerial torpedoes. Going even larger, Nathan Proudlove's *Mistral II* (shown on page 50) is a carrier ship with both ornithopter fighters and autogyro bombers ready to protect our shores. If it is aerial entertainment you wanted, then wait for Crawler Town (featured on page 44) to come by with some of the most exciting races of our century.

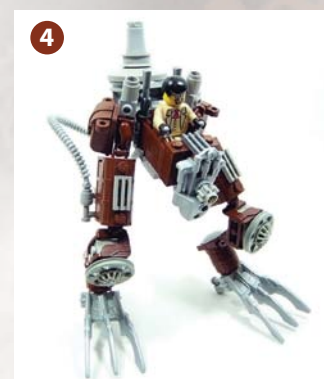
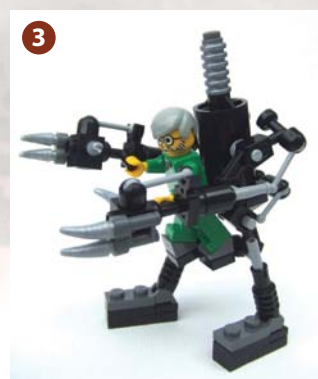
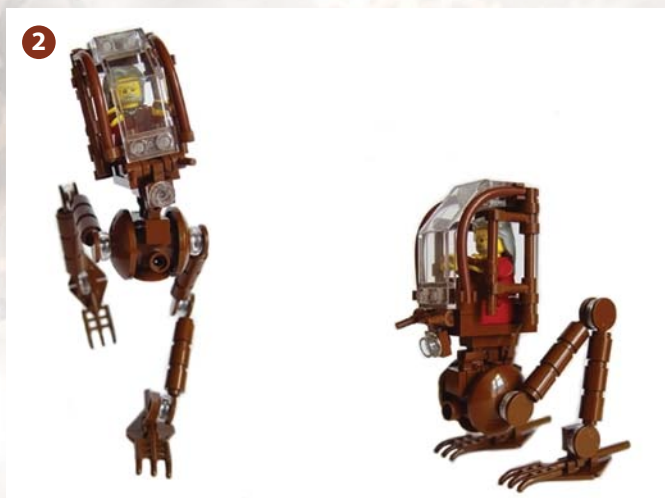
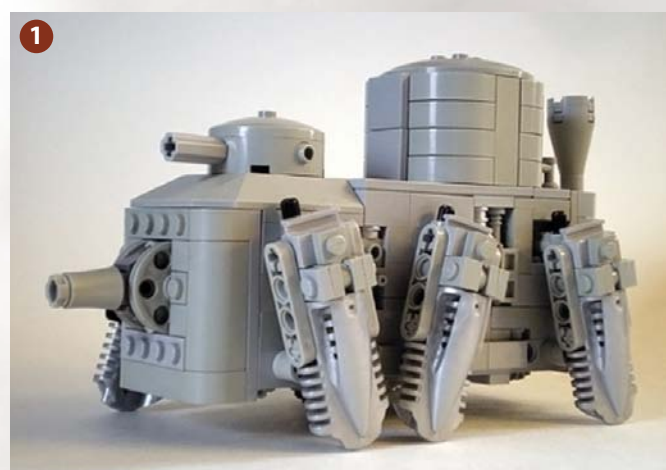




Flyers abound for those individualists. Tim Zarki's **1** Royal Defense Steam Hornet is an intricate and delicate build. While Rod Gullies spans the practical with the **2** Blue Cat Flying Boat and the sleek with his Racer **3** Rampant. De-marco and Pascal both have different takes on gunship design. **4** **5**



Many of our kindred travel by walker. These ground-based walking machines come in many flavors, from **1** many-legged tanks to heavy bipedal platforms like the Dardenbahs (seen on page 34). The **2** Pitchfork Walker was one of my first inspirations and it still holds its own with those that have come after. Walkers are used for peaceful tasks like the **3** Steam Stevedore, **4** Professor Silvio's Amazing Mechanical Walker, and the **5** Toenjes Firefighting Apparatus. The military advantages to walkers have not been missed either with several mobile gun platforms showing their mettle. The **6** Marder MK-II totes heavy guns while the **7** Boiler Knight gets up close and personal with a sword.





# You Can Build It

Steampunk Model


## Steamplane

Design by Rod Gillies

Instructions by Pascal

(pasukaru76 on flickr)



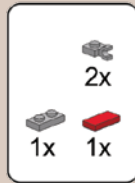
This model of a personal steamplane is a good example of the creativity behind the theme builders. There's a lot going building-wise, from SNOT (Studs Not on Top) built wings to a spinning prop and landing gear! With a little thought, this plane can also be modified to have a larger wingspan or even be a biplane, so have fun building! 

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

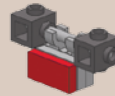
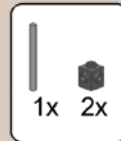
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1	Dark-Blue Grey	30374.dat	Bar 4L Light Sabre Blade	2	Dark-Blue Grey	4085c.dat	Plate 1 x 1 with Clip Vertical Type 3
6	Dark-Blue Grey	30071.dat	Brick 1 x 1	1	Dark-Blue Grey	3023.dat	Plate 1 x 2
4	Red	3062b.dat	Brick 1 x 1 Round with Hollow Stud	1	Dark-Blue Grey	3794.dat	Plate 1 x 2 with 1 Stud
2	Dark-Blue Grey	4733.dat	Brick 1 x 1 with Studs on Four Sides	1	Dark-Blue Grey	2540.dat	Plate 1 x 2 with Handle
2	Dark-Blue Grey	47905.dat	Brick 1 x 1 with Studs on Two Opposite Sides	2	Dark-Blue Grey	4032b.dat	Plate 2 x 2 Round with Axlehole Type 2
4	Dark-Blue Grey	3004.dat	Brick 1 x 2	1	Black	4617.dat	Propellor 3 Blade 5.5 Diameter
1	Dark-Blue Grey	3009.dat	Brick 1 x 6	2	Red	54200.dat	Slope Brick 31 1 x 1 x 2/3
2	Dark-Blue Grey	6091.dat	Brick 2 x 1 x 1 & 1/3 with Curved Top	3	Dark-Blue Grey	3665.dat	Slope Brick 45 2 x 1 Inverted
1	Dark-Blue Grey	3941.dat	Brick 2 x 2 Round	1	Dark-Blue Grey	3660.dat	Slope Brick 45 2 x 2 Inverted
1	Dark-Blue Grey	6222.dat	Brick 4 x 4 Round with Holes	2	Dark-Blue Grey	4460.dat	Slope Brick 75 2 x 1 x 3
1	Dark-Blue Grey	4589.dat	Cone 1 x 1	2	Dark-Blue Grey	4599.dat	Tap 1 x 1
1	Dark-Blue Grey	6259.dat	Cylinder 2 x 4 x 4	1	Dark-Blue Grey	6587.dat	Technic Axle 3 with Stud
2	Dark-Blue Grey	30377.dat	minifig Mechanical Arm	1	Dark-Blue Grey	3700.dat	Technic Brick 1 x 2 with Hole
2	Red	3024.dat	Plate 1 x 1	6	Dark-Blue Grey	4274.dat	Technic Pin 1/2
2	Black	6141.dat	Plate 1 x 1 Round	1	Dark-Blue Grey	62462.dat	Technic Pin Joiner Round with Slot
1	Red	6141.dat	Plate 1 x 1 Round	1	Dark-Blue Grey	4185.dat	Technic Wedge Belt Wheel
7	Dark-Blue Grey	6141.dat	Plate 1 x 1 Round	3	Light-Blue Grey	3070bp07.dat	Tile 1 x 1 with Dial Pattern
3	Dark-Blue Grey	6019.dat	Plate 1 x 1 with Clip Horizontal	2	Dark-Blue Grey	30039.dat	Tile 1 x 1 with Groove
				1	Red	3069b.dat	Tile 1 x 2 with Groove
				5	Dark-Blue Grey	3069b.dat	Tile 1 x 2 with Groove



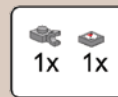
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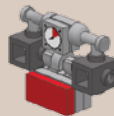
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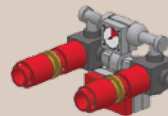
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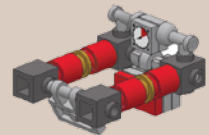
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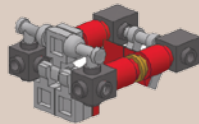
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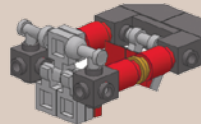
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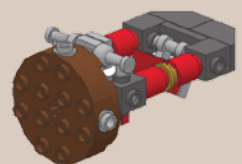
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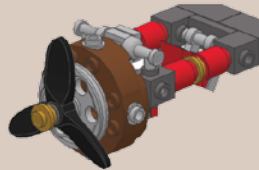
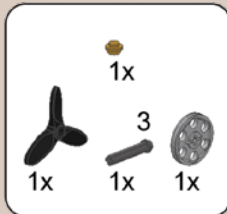
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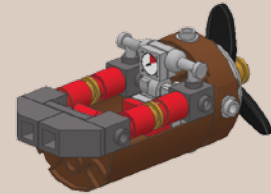
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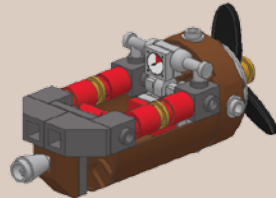
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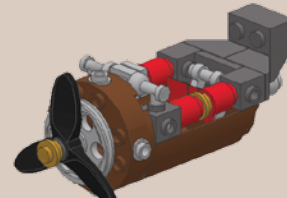
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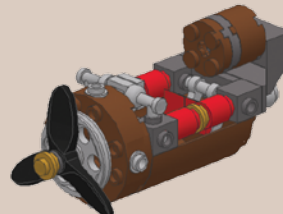
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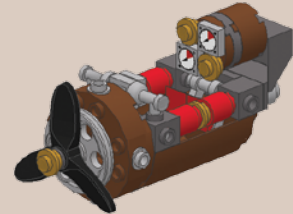
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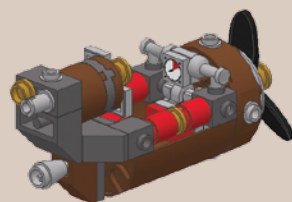


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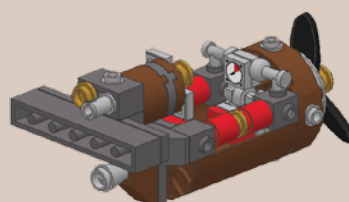
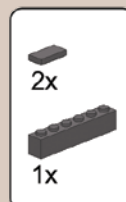




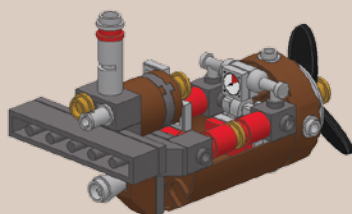
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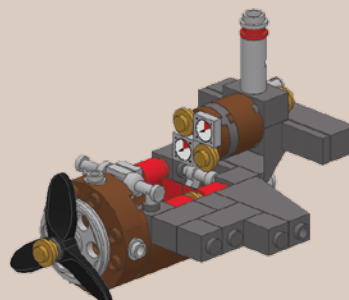
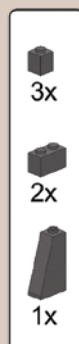
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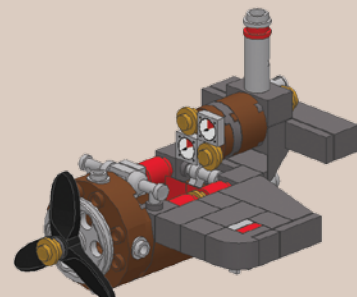
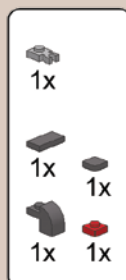
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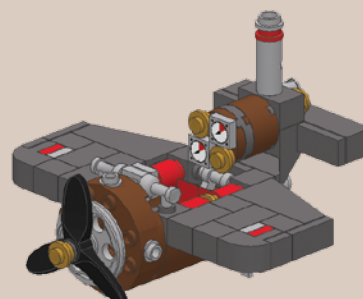
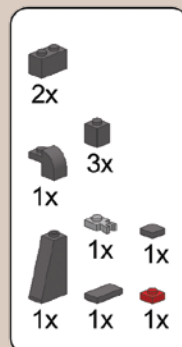
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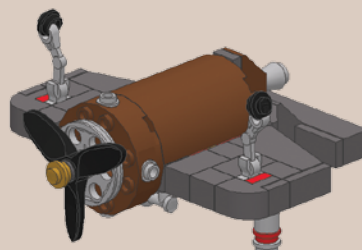
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# You Can Build It

## Steampunk Building

# Steambot Mr. Steamy

Design by Timothy Deering

Instructions by Pascal

(Flickr account: pasukaru76)



## Parts List

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

No.	Color	Part no.	Part name
1	Light-Gray	30374.dat	Bar 4L Light Sabre Blade
2	Dark-Gray	3062b.dat	Brick 1 x 1 Round with Hollow Stud
2	Dark-Gray	4733.dat	Brick 1 x 1 with Studs on Four Sides
6	Dark-Gray	4740.dat	Dish 2 x 2 Inverted
2	Brown	43898.dat	Dish 3 x 3 Inverted
2	Dark-Gray	6246b.dat	minifig Tool Hammer
2	Dark-Gray	6246e.dat	minifig Tool Open End Wrench
1	Black	3878.dat	minifig Top Hat
2	Brown	2536.dat	Plant Tree Palm Trunk
2	Dark-Gray	3024.dat	Plate 1 x 1
8	Dark-Gray	6141.dat	Plate 1 x 1 Round
2	Trans-Red	6141.dat	Plate 1 x 1 Round
2	Brown	4081b.dat	Plate 1 x 1 with Clip Light Type 2
1	Dark-Gray	3023.dat	Plate 1 x 2
2	Dark-Gray	3794.dat	Plate 1 x 2 with 1 Stud
2	Dark-Gray	2540.dat	Plate 1 x 2 with Handle
1	Dark-Gray	3022.dat	Plate 2 x 2
2	Dark-Gray	32002.dat	Technic Pin 3/4
1	Dark-Gray	32530.dat	Technic Tile 1 x 2 with Two Holes
1	Dark-Gray	30244.dat	Tile 1 x 2 Grille with Groove
1	Light-Gray	3069bpc3.dat	Tile 1 x 2 with Red "82" and Yellow and White Gauges Pattern
1	Dark-Gray	30155.dat	Wheel Centre Spoked Small

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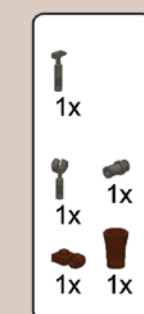
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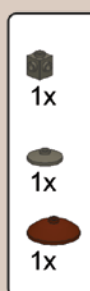
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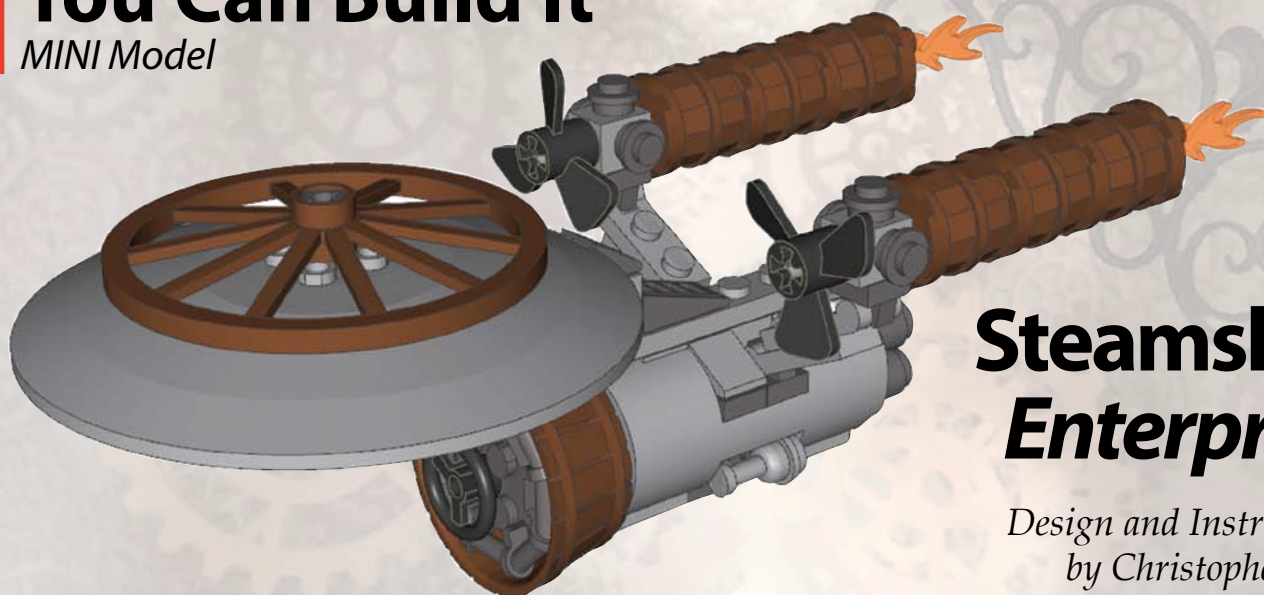
You can scan this  
code to go directly  
to the webpage!





# You Can Build It

MINI Model



## Steamship Enterprise


*Design and Instructions  
by Christopher Deck*

Hello everybody, I'm glad to join again for this special issue of *BrickJournal*. The lead topic of this issue is Steampunk, a retro-futuristic style that recently also became popular among LEGO® fans. With the *Steamship Enterprise*, a Steampunked version of the popular science-fiction starship, I'd like to contribute to the special feel of this genre.

When applying the Steampunk style to already existing source material like a science-fiction starship, one should try to keep some typical characteristics intact, like the saucer dish and the tube-shaped body (in this case), to allow for instant recognition of the original model. Then the remaining characteristics can

be changed to Steampunk style, like using barrels of different sizes for the ship's main deflector and the warp nacelles that also have been modified with propellers. The saucer dish is converted to Steampunk style by highlighting it with a giant chariot wagon wheel.

We converted a starship into a steamship, and now have a Steampunk styled *Enterprise*! With that I am done for this time, wish you happy building and hopefully see you next time!

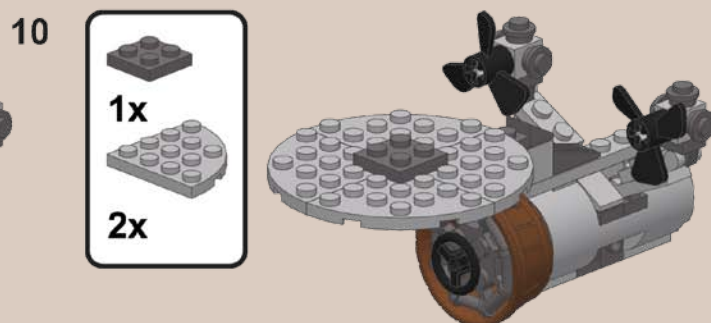
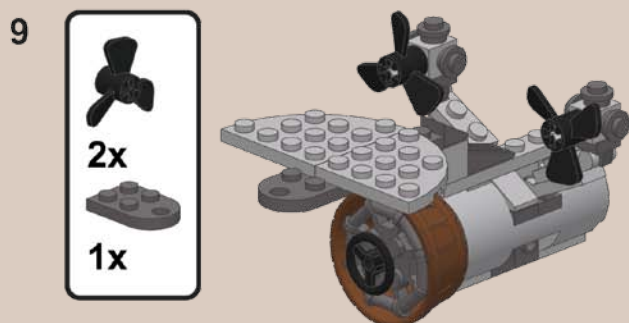
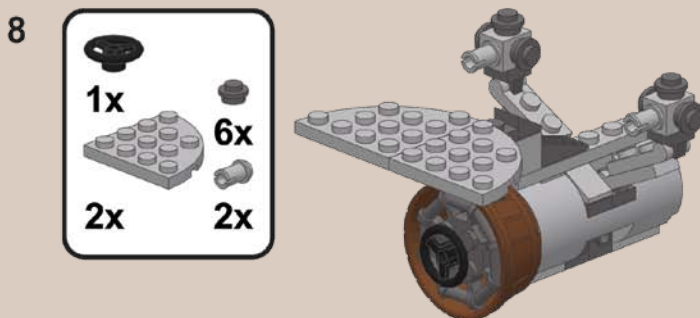
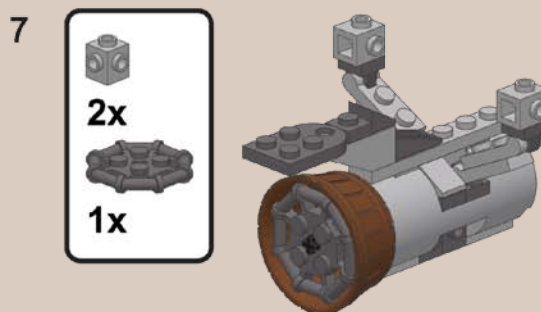
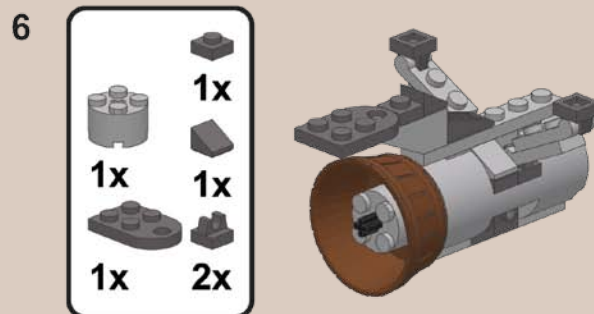
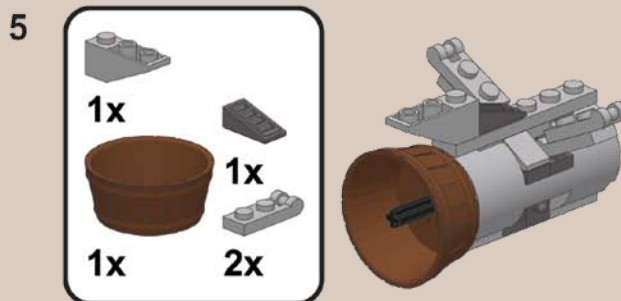
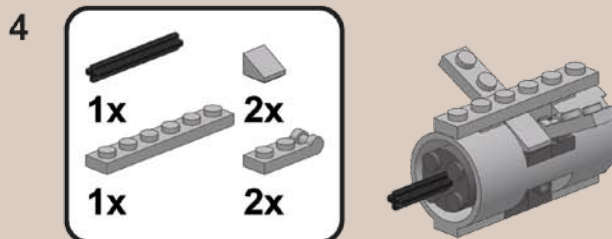
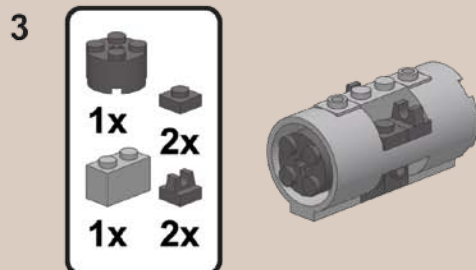
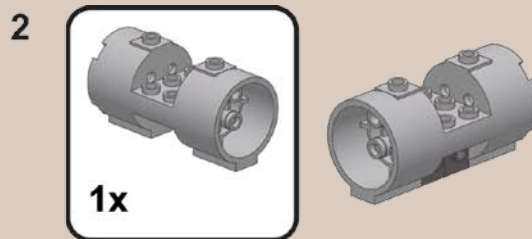
Yours, Christopher Deck. 

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

Qty	Color	Part	Description
6	Reddish Brown	2489.dat	Barrel 2 x 2 x 2
1	Reddish Brown	64951.dat	Barrel 4 & 1/2 x 4 & 1/2 with Axle Hole
4	Dark-Bluish-Gray	3062b.dat	Brick 1 x 1 Round with Hollow Stud
2	Light-Bluish-Gray	4733.dat	Brick 1 x 1 with Studs on Four Sides
2	Dark-Bluish-Gray	47905.dat	Brick 1 x 1 with Studs on Two Opposite Sides
1	Light-Bluish-Gray	3004.dat	Brick 1 x 2
1	Dark-Bluish-Gray	3941.dat	Brick 2 x 2 Round
1	Light-Bluish-Gray	3941.dat	Brick 2 x 2 Round
1	Black	30663.dat	Car Steering Wheel Large
1	Light-Bluish-Gray	30360.dat	Cylinder 3 x 6 x 2 2/3 Horizontal
1	Light-Bluish-Gray	54196.dat	Dish 2 x 2
1	Light-Bluish-Gray	50990.dat	Dish 10 x 10 Inverted
2	Trans-Orange	6126.dat	minifig Flame
3	Dark-Bluish-Gray	3024.dat	Plate 1 x 1
2	Light-Bluish-Gray	6141.dat	Plate 1 x 1 Round
6	Dark-Bluish-Gray	6141.dat	Plate 1 x 1 Round

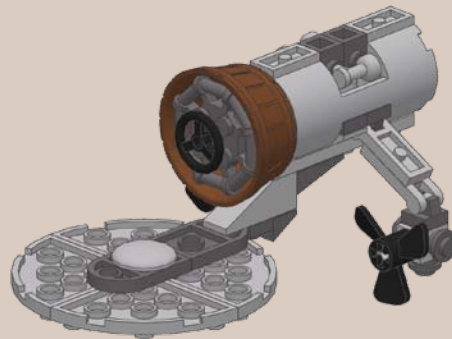
Qty	Color	Part	Description
4	Light-Bluish-Gray	60478.dat	Plate 1 x 2 with Handle on End
1	Light-Bluish-Gray	3666.dat	Plate 1 x 6
1	Dark-Bluish-Gray	3022.dat	Plate 2 x 2
2	Reddish Brown	4032b.dat	Plate 2 x 2 Round with Axlehole Type 2
1	Dark-Bluish-Gray	30033.dat	Plate 2 x 2 with Rod Frame Octagonal
2	Dark-Bluish-Gray	3176.dat	Plate 3 x 2 with Hole
4	Light-Bluish-Gray	30565.dat	Plate 4 x 4 Corner Round
2	Black	6041.dat	Propellor 3 Blade 3.5 Diameter
1	Dark-Bluish-Gray	61409.dat	Slope Brick 18 2 x 1 x 2/3 Grille
2	Light-Bluish-Gray	50746.dat	Slope Brick 31 1 x 1 x 2/3
1	Dark-Bluish-Gray	50746.dat	Slope Brick 31 1 x 1 x 2/3
1	Light-Bluish-Gray	4287.dat	Slope Brick 33 3 x 1 Inverted
2	Light-Bluish-Gray	4599.dat	Tap 1 x 1
1	Black	3705.dat	Technic Axle 4
1	Dark-Bluish-Gray	32002.dat	Technic Pin 3/4
2	Light-Bluish-Gray	4274.dat	Technic Pin 1/2
4	Dark-Bluish-Gray	2555.dat	Tile 1 x 1 with Clip
1	Reddish Brown	33212.dat	Wheel Spoked 7 x 7



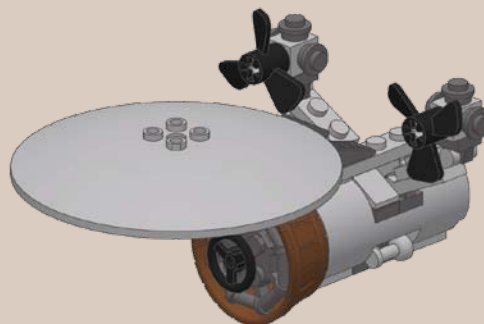
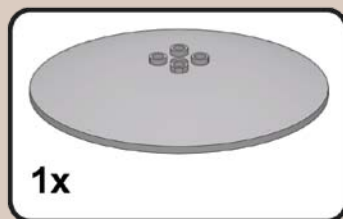




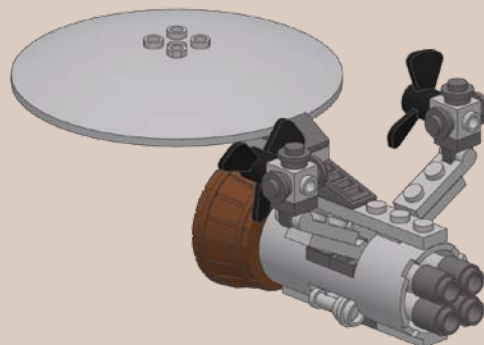
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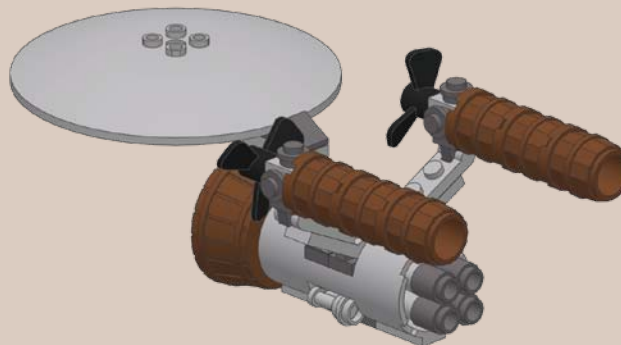
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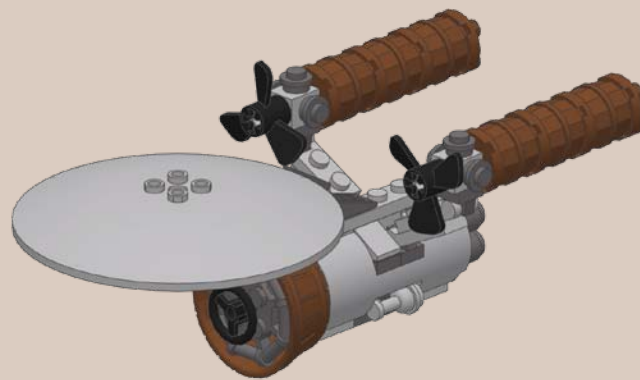


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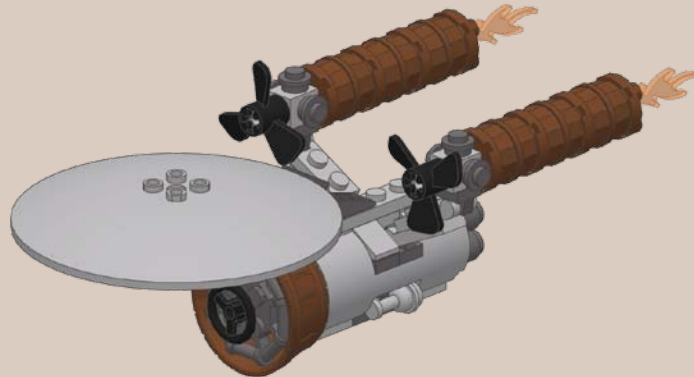




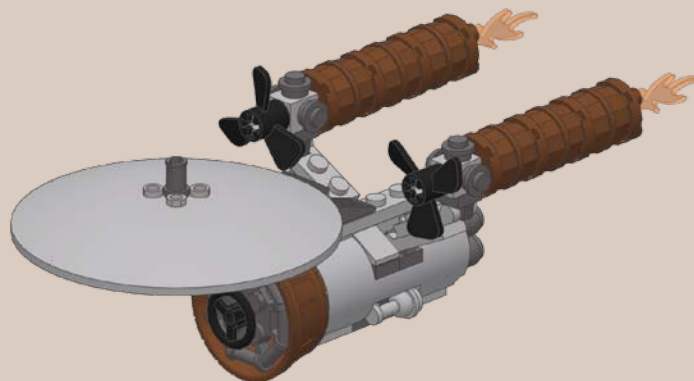
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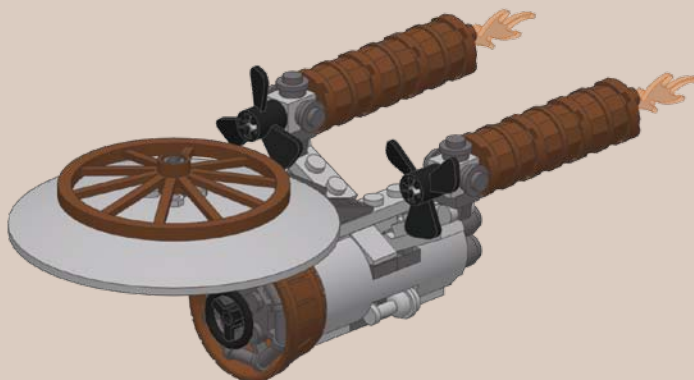
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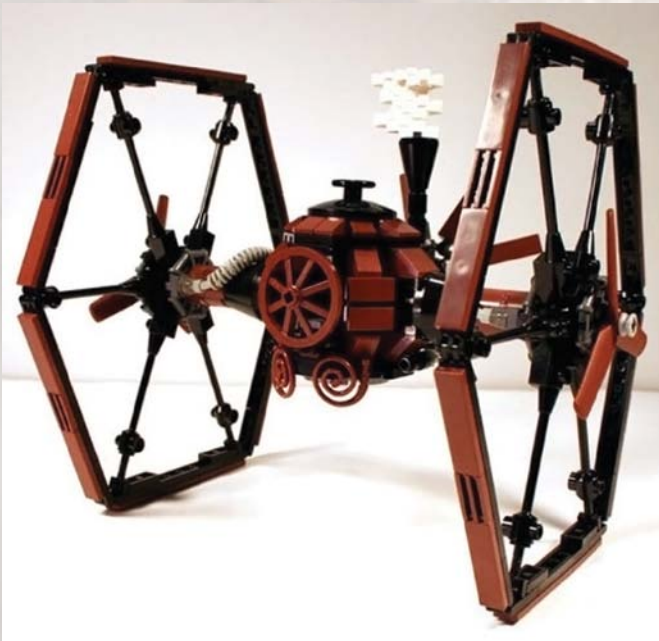




# Steam-Wars: Star Wars in Steampunk!

Article by Guy Himber

Photography by the Steam Wars Entrants



TIE Fighter reimagined by Rocko — one of the models that tied for first place!



General Grievous' wheelbike, built by Nelson Yziarry.

In 2008, there was a contest on the website From Bricks to Bothans (FBTB.net) that combined *Star Wars* and Steampunk. Called Steam-Wars, this contest was a first for Steampunk builders. Ace Kim, owner of FBTB, talked to *BrickJournal* about the website and the contest.

**BrickJournal:** What is Bricks to Bothans? How long has it been around?

**Ace Kim:** From Bricks To Bothans has been around since 1999, ever since the beginning of the LEGO Star Wars line. It was a subsection of a general Star Wars site known as Yakface Collectibles. After a few months, it was decided by the then-head cheese Tim to splinter off and form our own site. When Tim started the section at Yakface, he polled his friends for suggestions and someone came up with From Bricks To Bothans. And thus, history was made.

I was in college at UCLA working on my design degree when I volunteered to work on the site. And at the time I was taking a web design class so it was a good way to experiment and apply what I learned in class. After I graduated, I got a job as a web programmer, so I continued to learn more about programming languages through the site. After a few years, I want to say around 2002, Tim decided to step down from managing the site. It was only him, his friend Denise, and me. Not wanting the site to disappear, I stepped up and decided to try to keep things going. We've had our fair share of ups and downs. One of the more interesting aspects of our evolution was our community forums. We went from using ezboard, to having a separate domain (fbtbforums.net) using phpbb.. A few years ago, we underwent another forum reset along with a site relaunch and finally put everything under one domain name. I was thrilled to finally have it all unified.

**BrickJournal:** Who are the key players and admins?

**AK:** Over the years people have come and gone, and the current group of guys that volunteer on the site are the best. I honestly don't know what I'd do without them. Don (donsolo <http://www.flickr.com/photos/donsolo/>), Ryan (lights <http://www.flickr.com/photos/lights/>) and Nick (dwhisper <http://www.flickr.com/photos/dwhisper/>) are my three administrators on the forum and writers for article content. David (draykov) is our one and only moderator for our forums and does a fantastic job. I also have Rick, John, and Pete as staff writers.

**BrickJournal:** How did the idea for Steampunk Star Wars Contest come about? Who was in charge? How did you feel about the community response? Any surprises in the voting or contestant turnout?

**AK:** The contest was actually labeled "Don and dw's Steam-Wars contest." They were the brainchild of the contest. It drew a ton of responses, more so than any other contest before it. Here's a gallery of the entries: <http://www.brickshelf.com/cgi-bin/gallery.cgi?f=298852>. The whole sci-fi movement of Steampunk was at its height when the contest came about, so I think that was one of the reasons why it was so popular.

**BrickJournal:** Any negative feedback?

**AK:** None that I was aware of.





*Jabba's sailship, redesigned as a steamship, by AC Pin.*

**BrickJournal:** Any feedback from LucasFilm?

**AK:** No, but they did feature us on their blog.

**BrickJournal:** Who featured articles about your contest and entries? Any fantastic press coverage stories?

**AK:** There was a ton of coverage. The more notable sites include Gizmodo, Wired, the Star Wars.com blog, Geekologie, Make, Instructibles, TheForce.Net, Superpunch, Neatorama.

**BrickJournal:** Any surprises that occurred regarding the contest?

**AK:** Just the tie.

**BrickJournal:** Who won? What prizes were won?

**AK:** The contest actually ended in a tie. Rocko's TIE Fighter (<http://www.brickshelf.com/gallery/SteamWarsContest/Entries/rebelrock.jpg>) and Mark Stafford's Naboo N-1 (<http://www.brickshelf.com/cgi-bin/gallery.cgi?f=296910>) were tied for first place. But even though the results ended in a tie, there was a tiebreaker determined by the staff. The final prize went to Mark Stafford for his N-1 entry.

Prizes were given out to the top 5 winners consisting of LEGO Star Wars sets that were current at the time. Here are some relevant threads:

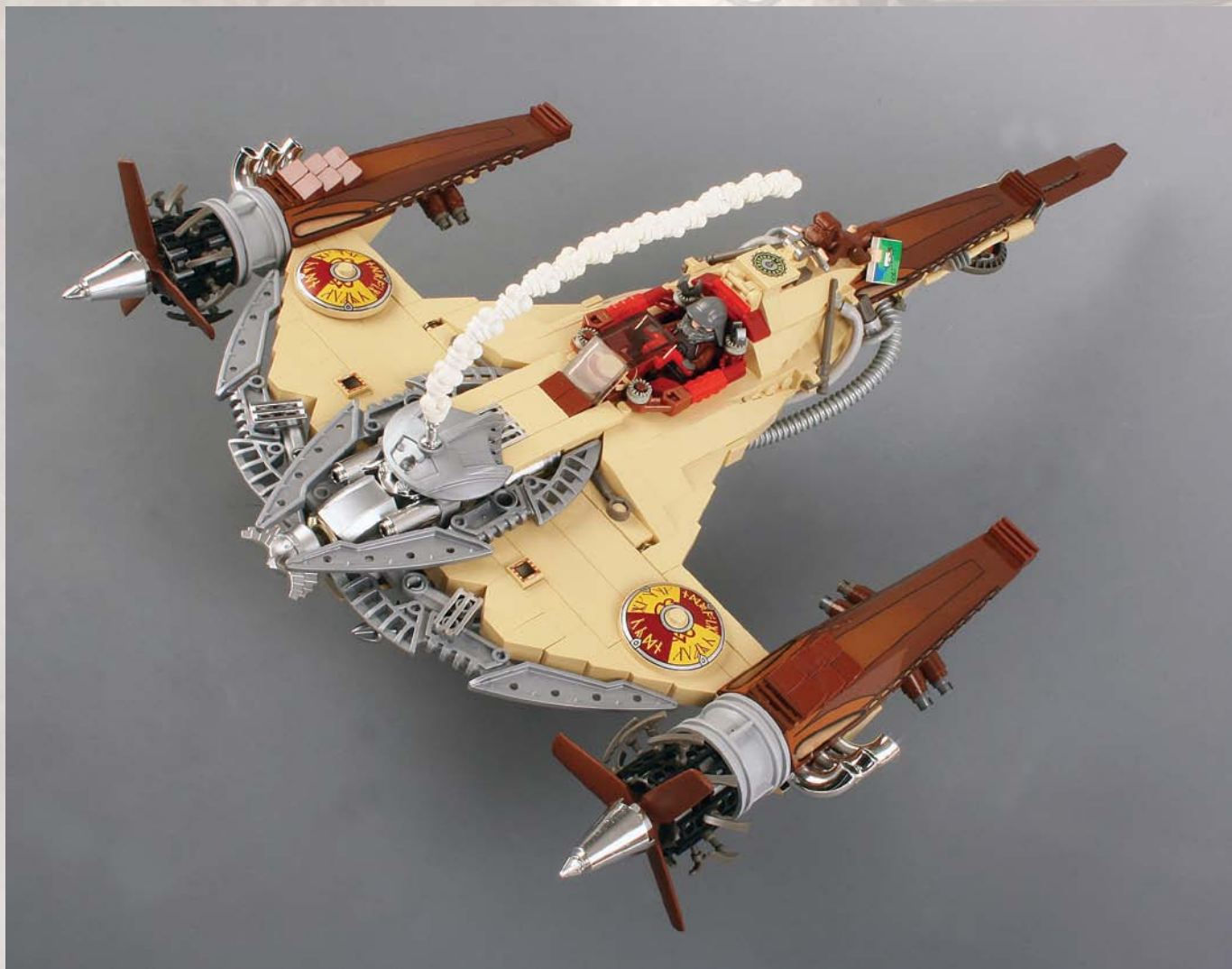
<http://www.ftbforums.net/viewtopic.php?t=25231>

<http://www.ftbforums.net/viewtopic.php?t=26058>



*Y-Wing, built by Larry Lars.*





*Naboo N-1 starfighter, built by Mark Stafford.*



To see all the entries to this contest, you can go to this Brickshelf gallery (<http://www.brickshelf.com/cgi-bin/gallery.cgi?f=298852>) or you can jump to the webpage by scanning this QR code!



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**12/31/2011.** \*Item will be added after purchase has been completed.

**BrickJournal:** Any upcoming contests planned in the future for FBTB? Any contest ideas that were too goofy and got rejected?

**AK:** We have a whole schedule of contests that will run monthly through the end of the year. We try our best to come up with new building challenges and try not to repeat contest ideas. And when we do recycle a contest theme, we try to throw in a twist to make it feel fresh and new.

**BrickJournal:** What *Star Wars* themes do you think LEGO still needs to cover?

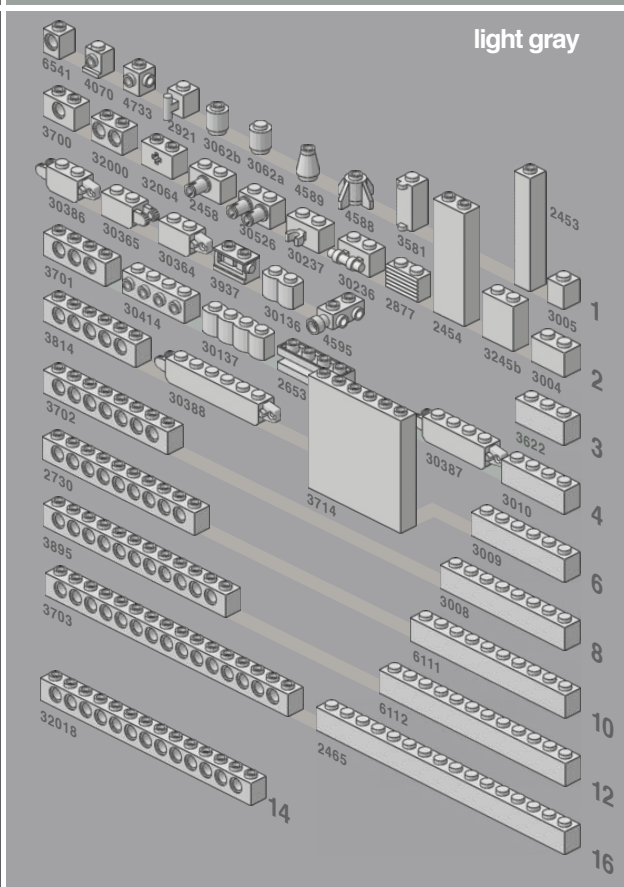
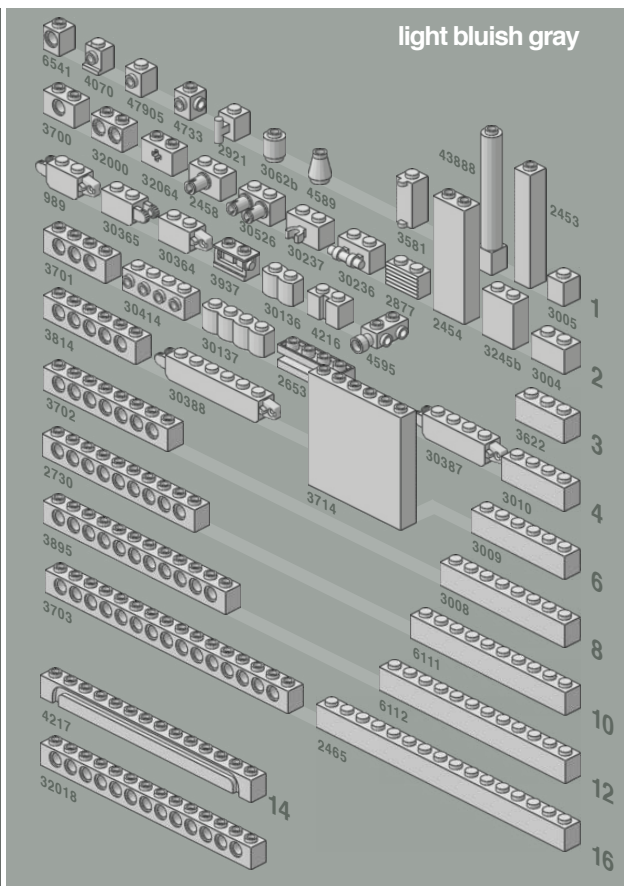
**AK:** It's hard to say what license LEGO should do next. *Star Wars* has longevity that has yet to be matched by any other IP (Intellectual Property — LEGO-licensed item). 

You can go to From Bricks to Bothans here: [www.fbtb.net](http://www.fbtb.net). FBTB's Flickr gallery is: <http://www.flickr.com/photos/fbtbnet/>



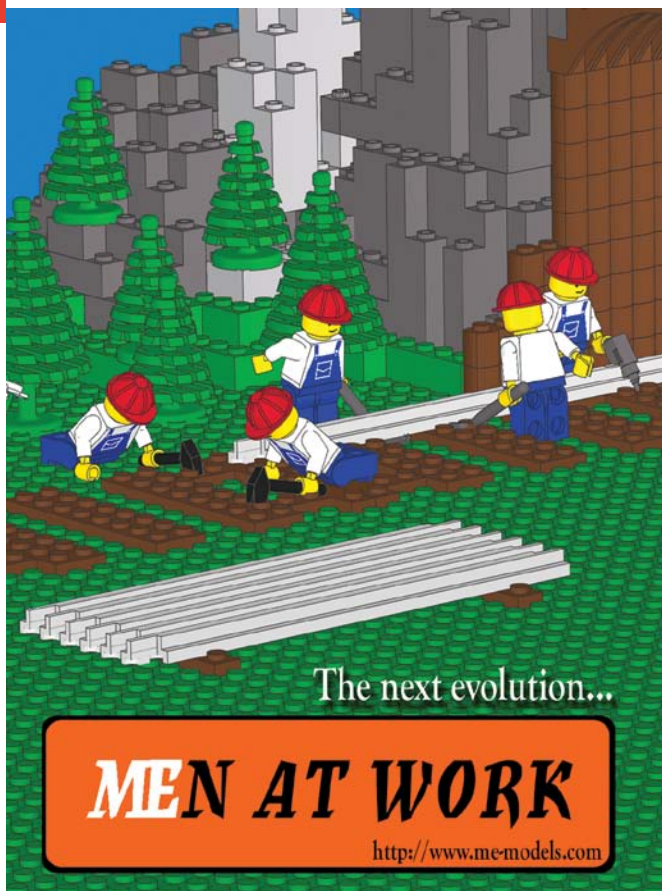
Element numbers below parts can be used in Bricklink and LEGO.com for searching.

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## Community Ads



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## Hey Kids! Comics!

by *Greg (AFOLs) Hyland*

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

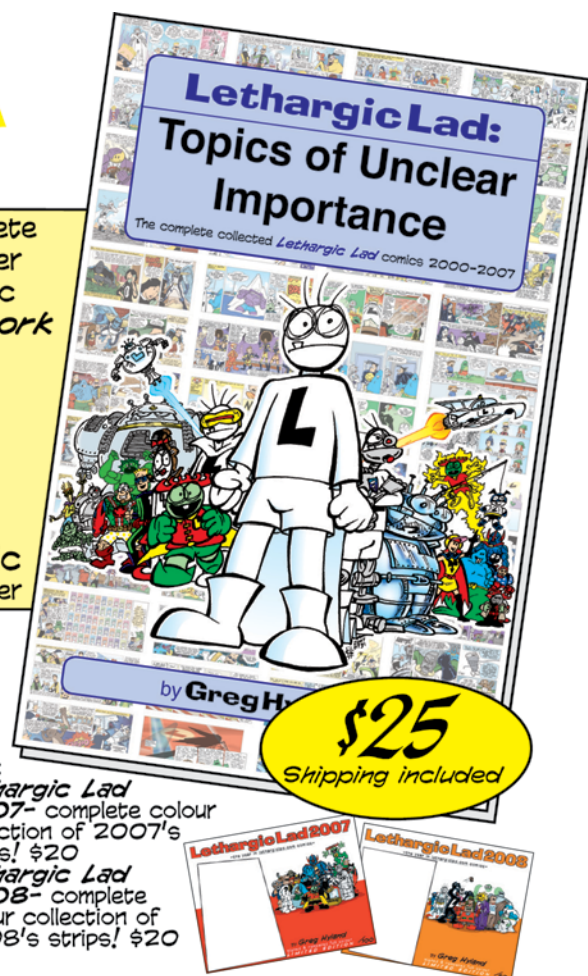
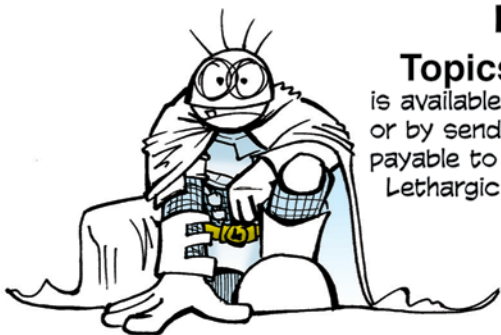
—John Kovalic  
Dork Tower

### Lethargic Lad:

#### Topics of Unclear Importance

is available exclusively at [www.lethargiclad.com](http://www.lethargiclad.com) or by sending check or money order made payable to "Greg Hyland" to:


Lethargic Lad: Topics of Unclear Importance  
60 East Ave. N.  
Hamilton, Ontario  
Canada  
L8L 5H5







Spotted at Brickworld: An armored reader. How can I top this?

I don't know but it's a great wrap-up to this issue See you next time! 

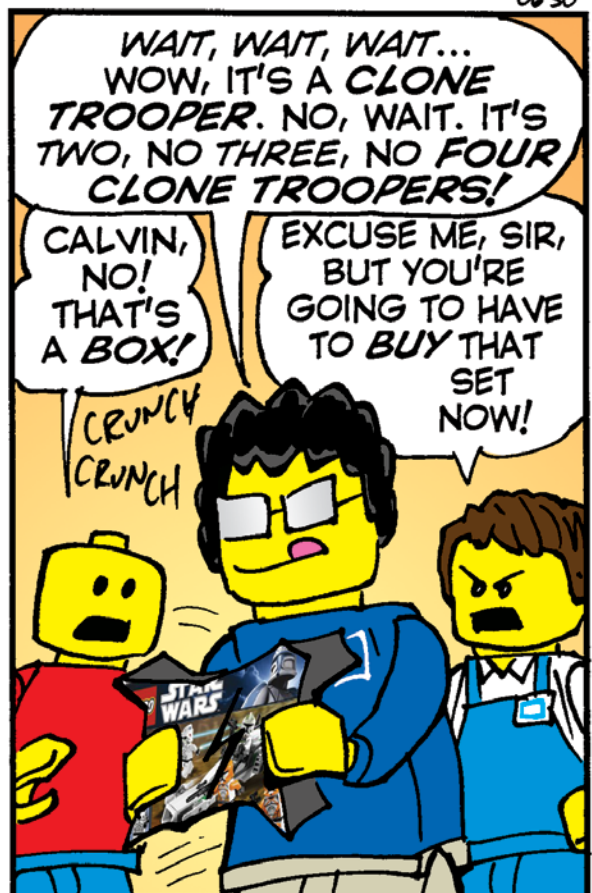
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[www.fineclonier.com](http://www.fineclonier.com)

Five LEGO minifigures are displayed against a blue, textured background. From left to right: a Clone Trooper with a red helmet and white body; a female Clone Trooper with brown hair and a purple top; a Jedi Master with a tan robe and a pink lightsaber; a Clone Trooper with a red helmet and a red body; and a Clone Trooper with a grey helmet and a grey body.

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HEY GANG! 'AFOOLS' OWN MARVIN IS NOW PLAYING **LEGO UNIVERSE** UNDER THE NAME "Amazing Marvin." IF YOU SEE HIM, BE SURE TO SAY HI!



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

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

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## BRICKJOURNAL #5

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

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## BRICKJOURNAL #6

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

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## BRICKJOURNAL #7

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

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## BRICKJOURNAL #8

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

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## BRICKJOURNAL #9

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

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## BRICKJOURNAL #10

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

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## BRICKJOURNAL #11

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

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## BRICKJOURNAL #12

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

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### BRICKJOURNAL #13

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

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### BRICKJOURNAL #14

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

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### BRICKJOURNAL #15

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

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### BRICKJOURNAL #16

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

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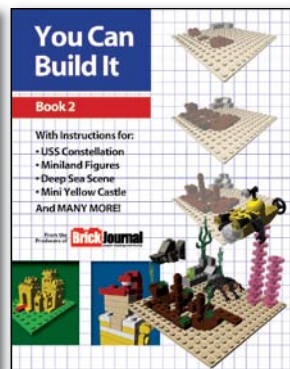
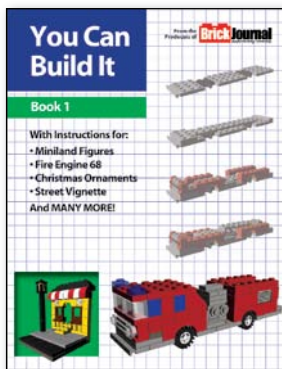
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