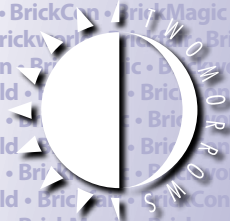


The Magazine for LEGO® Enthusiasts of All Ages!



\$8.95

in the US

Brick Journal

Issue 19 • June 2012

people • building • community

Event Roundup 2011

Events:

BrickMagic

Brickworld

Brickfair

BrickCon



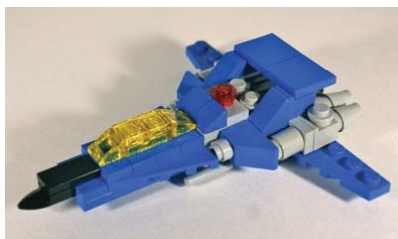
Instructions
and MORE!



Take home
some of the

Brick Magic

2012 Raleigh
Limited Edition
MERCHANDISE

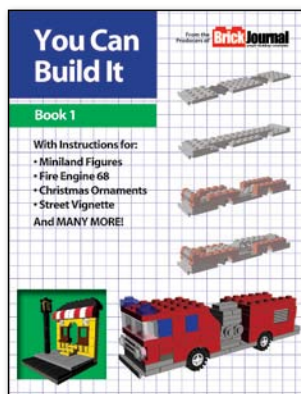


Tulip or Spaceship Kit \$10

Get both with You Can Build It, Book One for \$20

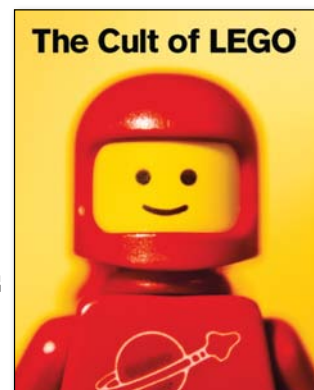


**Patches
\$2**



**You Can
Build It
\$10**

**Cult of
LEGO \$35**



**T-Shirts
\$14-16**



**BrickStix
\$5**



**BrickJournals &
Compendium 15% Off**

Order now at www.twomorrows.com

FOR A FREE COLOR CATALOG, CALL, WRITE, E-MAIL, OR LOG ONTO www.twomorrows.com



TwoMorrows—A New Day For LEGO® Fandom!

TwoMorrows Publishing • 10407 Bedfordtown Drive • Raleigh, NC 27614 USA • 919-449-0344 • FAX: 919-449-0327
E-mail: twomorrow@aol.com • Visit us on the Web at www.twomorrows.com



Brick

Journal

people • building • community

Contents

From the Editor2

News

LEGO® CUUSOO Meets Minecraft3

People

Building the Fellowship9

Building Barad-Dûr12

Building the Last March of the Ents....16

Building

William Pugh: Dino Builder.....20

You Can Build It:

Velociraptor23

Mini Modulares Review26

Rod and Bert.....32

Minifigure Customization 101:

3D Printing Minifigure

Accessories34

You Can Build It:

Radiant VII39

Community: Event Reports

BrickMagic 201142

Brickworld 201146

Brick Fiesta 2011.....51

Lecco 2011: Bricks Near the Lake56

BrickFair 201161

BrickCon 201164

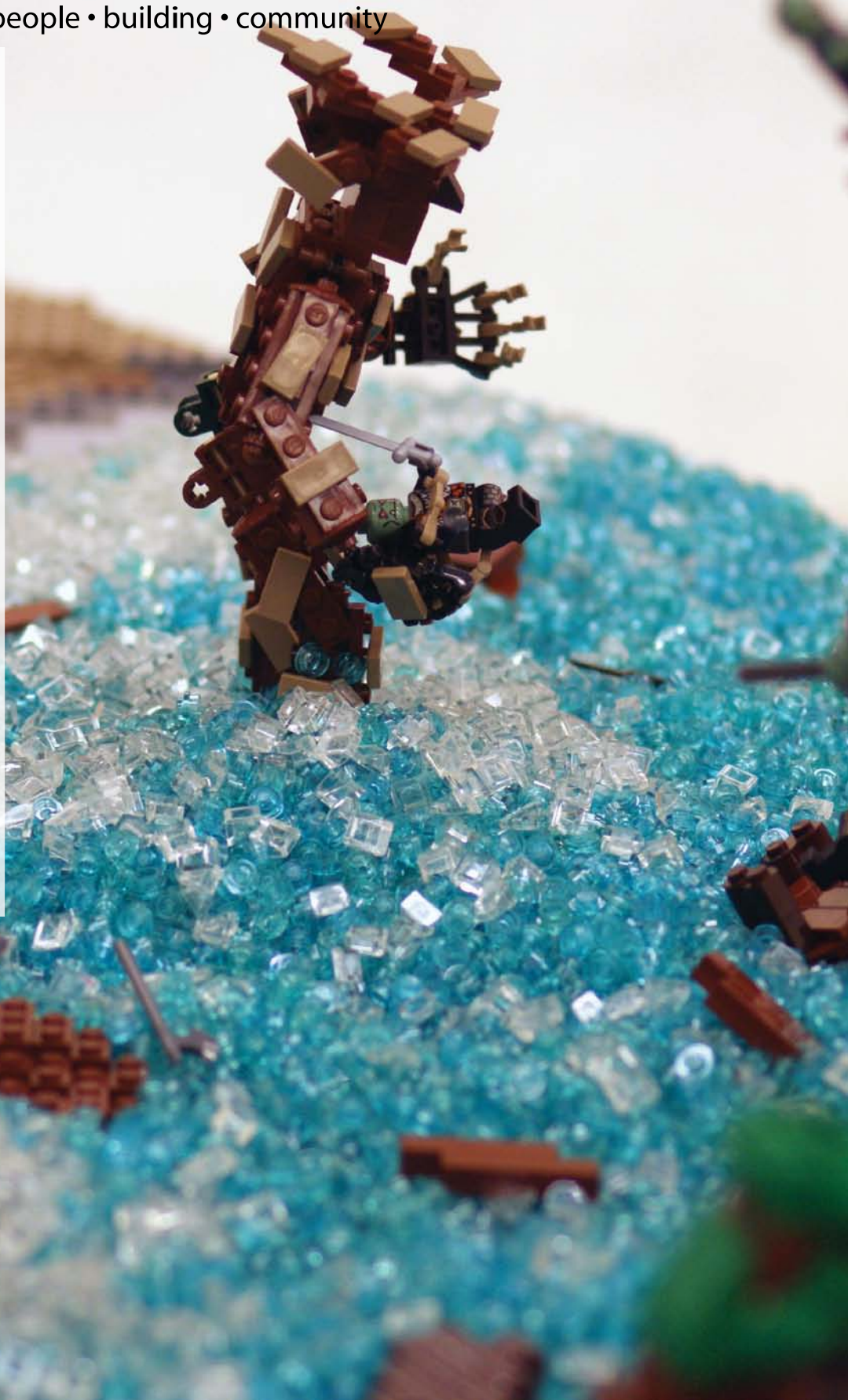
A Towering Achievement.....68

LEGO Fun at Lynhurst Castle.....72

Community Ads.....77

Last Word79

AFOLs.....80



June 2012

Issue 19

Publisher

John Morrow

Editor in Chief

Joe Meno

Photography Editor

Geoff Gray

Proofreader

John Morrow

Traffic Manager

Elizabeth Cortes

European

and LEGO Group Bureau Editor

Megan Rothrock

Japanese Bureau Editor

Nathan Bryan

West Coast Editors

Todd Kubo

Ashley Glennon

Contributors:

TJ Avery, Jared Burks,
Davide Cavagnino, Marco Chiappa,
Tim Courtney, Christopher Deck, Geoff
Gray, William Hough, Michael Inglis,
Benoit Kayser, William Pugh, Jordan
R. Schwartz, Will Smart, Sharon Ulrich
Vance, Kevin Walter, Bryan Wygand,
and Greg Hyland.

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

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

About the Cover:

Photos from BrickMagic 2011.

Photos by Joe Meno.

About the Contents:

Ents dig in as flood waters hit them.

Photo by Joe Meno.



where she lived. Her models have been seen online and in person by thousands.

I met her a few years ago at Brickworld, and she was a funny, sharp woman with building skills that few others had. The first model of hers I saw was of a dollhouse that was of a larger scale than minifigure. The details that she made in the model were simply beautiful. She also built other things, but that was the first impression I got of her.

I, as well as the community, mourn our loss. However, her inspiration will remain in all those who met and were friends and family with her. And that is a good legacy to leave.

Joe Meno, Editor

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

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

P.P.P.S. If you want info on a subscription, you can go to: http://twomorrows.com/index.php?main_page=product_info&cPath=78&products_id=616 or scan below!

Website



Twitter



Facebook



Subscriptions



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)

LEGO®, TECHNIC, MINDSTORMS, Belville, Scala, BIONICLE, ExoForce, Mars Mission, World City, and other LEGO theme lines are trademarks of the LEGO Group of companies. All articles, photos, and art are copyright BrickJournal Media, LLC 2011, TwoMorrows Publishing and the respective writers, photographers, and artists. All rights reserved. All trademarked items are the property of their respective owners and licensees. Subscriptions are \$57USD Media Mail, \$75 Canada, \$86 International Surface, \$128 International Airmail and can be purchased at www.twomorrows.com or payment sent to: TwoMorrows Publishing, 10407 Bedfordtown Drive, Raleigh, NC 27614 USA. The editorial/advertising office address for BrickJournal is: BrickJournal Editor, 5610 Briar Oak Lane #510, Raleigh, NC 27612 USA or admin@brickjournal.com. First Printing. Printed in the USA. ISSN 1941-2347.

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>.



LEGO® CUUSOO Meets Minecraft!

*Article by Joe Meno
Photography provided
by the LEGO Group*

On December 5, 2011, a project was posted on LEGO CUUSOO that changed the website forever. A model project based on the online game Minecraft was presented on the site, developed initially by two LEGO fans. With the expansion of LEGO CUUSOO to international size, the number of supporters needed for consideration by the LEGO Group went from 1,000 to 10,000. What's amazing is that the Minecraft project reached that threshold in 48 hours to become the first international set to be considered and approved by the LEGO Group - an astonishing feat! Tim Courtney, Senior Consultant for Community Business at the LEGO Group's New Business Group recounts: "We were quite taken by surprise. Some of my colleagues are avid Minecraft players, but I'm not a gamer and didn't realize how popular it was."

The resulting set, LEGO Minecraft Micro World (#21102) was developed in collaboration with four LEGO fans: Chris Malloy, Michael Thomas (suparMacho), Kyle Tingey (koalaexpert), and Bjarne Panduro Tveskov. These fans developed their own concepts alongside LEGO designer Steen Sig Andersen and the LEGO CUUSOO team, and helped shape the product into its final version.

BrickJournal talked to one of the builders, Kyle Tingey, about designing the set. He was one of the two fans that originally submitted the set, with Michael Thomas. Asked about how the project collaboration was done internationally, he replied, "We collaborated over the internet. We gave feedback and made some models to share our ideas. We looked into multiple scales, including brick-built figures and minifigures. We also looked into sets with giant mobs."



BrickworldTM 2012 Chicago

Don't miss the largest LEGO® Fan Expo
in all of the United States

Convention Dates

June 13th - 17th

CHICAGO

Located in the Northwestern Suburbs

Westin Chicago North Shore (Directions 847.777.6500)

**Experience amazing creations all built using
LEGO® Bricks in ways you've never imagined!**

Public Hours

June 16th & 17th

(SAT 10am-4pm & SUN 10am-3pm)

Public Daily Admission

- Adults \$10 • Kids (under 10) \$8 • Kids (under 3) free

Visit us at

www.Brickworld.us

Share • Learn • Explore • Discover

Supported & Sponsored By:



Copyright© 2012 Brickworld, LLC. All rights reserved.

LEGO® and the Brick and Knob configurations are trademarks of The LEGO Group of Companies.



Some preliminary designs before scale was decided.

Designing the Set

With all the ideas that went through different scales, the breakthrough for the set design came when microscale was explored. Kyle notes, "Bjarne brought the idea up and it evolved from there." Bjarne said the scale "packs the most Minecraft DNA into the model per LEGO brick." Once the LEGO Group saw the micro-scale concepts, there was no doubt that this was the right direction for the product.

For Kyle, the biggest challenge was "Getting the look of Minecraft right. There was definitely some pressure about maintaining the quality of the set so getting the feel of Minecraft down was key. The easiest part, though was coming up with ideas."

The total cycle from design to production was only six months, compared to the usual cycle of up to 2 years for LEGO sets. When asked about this, Tim replied by stating that LEGO CUUSOO exists to find and connect passionate interest groups to the LEGO brick. He continued, "With Minecraft, we struck a very passionate online community. Since "Internet time" moves a lot faster than real life, and we knew people would be anxious for this, we decided to look at new methods to produce the product faster than the traditional cycle. This required buy-in from many colleagues in various roles. Thanks to everyone doing their share, we were able to compress the entire product development cycle, from design to play testing to packing and distribution to just six months. That's six months from concept stage to having your own LEGO Minecraft Micro World in your hands!" Kyle noted that the collaborative effort also made the project move faster.



Mob studies.



Michael Thomas built these microscale studies above and below.



Bjarne Panduro Tøeskov did other studies above and below.



The press release for the set release details the models:

Each box includes parts to build four cubic modular vignettes that you can connect to recreate the Minecraft experience in LEGO bricks. One Minecraft block is equal to one 1 x 1 LEGO plate with a tile on top—not a perfect cube, but the best approximation at the chosen scale.

The set includes two of Minecraft's most iconic characters, Steve and a Creeper, represented as "Micro Mobs." The surface of the modules comes off to reveal mines and hidden resources beneath. You can build your own landscapes, stack cubes on top of each other, and build the world of Minecraft as you wish. LEGO Minecraft Micro World presents a modular standard for building a Minecraft world that can be configured any way you like.

The set is not only a self-contained set, but an open-ended standard for expansion. "LEGO Minecraft Micro World is designed to celebrate the essence of the LEGO concept and the Minecraft gaming experience," said Paal Smith-Meyer, Head of the LEGO New Business Group. Tim Courtney is excited about the possibilities: "I'm looking forward to seeing what Minecraft landscapes are created by the fans using this set and microscale as a starting point." For Kyle, though, the project was fun in another way: "I had always dreamed of being a LEGO designer when I was a kid, so I got to fulfill that dream in a way."

LEGO Minecraft Micro World is available for pre-order exclusively through Mojang retail partner J!NX for \$34.99. You'll also be able to buy the sets this summer via shop.LEGO.com and select LEGO brand retail stores.

LEGO fans Chris Malloy and Kyle Tingey collaborated on the project and decided to allow Mojang to donate the 1% proceeds from LEGO CUUSOO to charity.



The set was reviewed several times by LEGO staff. Steen Sig Andersen, one of the LEGO designers assigned to the Minecraft set, can be seen at the front left edge of the photo. Bjarne Pandur Tøeskov is at the right.




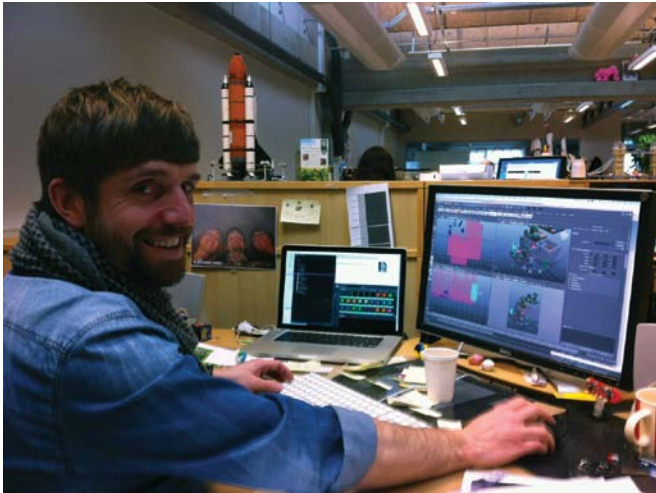
You can see other projects at LEGO CUUSOO by going to www.lego.cuusoo.com or scanning this QR code!

What's Next?

Concerning other projects and their production time, Tim explains, "LEGO CUUSOO turns the product release cycle on its head. You know what's coming before it's even designed, where we usually announce products once the designs are final and they are being produced. So, we'll naturally want to fulfill the demand for a LEGO CUUSOO product as quickly as we can.

To make a project, though, it has to gather the supporters needed. To reach that goal, Tim says,

"Promotion and identifying an audience is just as important, if not more important, than having a good model. You have to be good at communicating your vision and driving fresh traffic to your project. While this starts with a good presentation and model, that in and of itself will not push you to the threshold. Be persistent and keep promoting your project in various communities and interest groups. Finally, look outside of the AFOL community to fan sites, blogs, and interest groups as those people will likely want a LEGO model of something they're interested in, too!" 



Graphic designer, Tommy Holt Poulsen, at work.



Unveiling the set at LEGO World Copenhagen.



The founder of Elephant Design and CUUSOO, Kohei Nishiyama, takes a moment to play.



TwoMorrows Publishing Update



SAVE 15% WHEN YOU ORDER ONLINE!

SUMMER 2012

THE BEST IN COMICS AND LEGO MAGAZINES!

- Digital Editions available: \$2.95-\$3.95!
- Back Issue & Alter Ego now full-color!
- Lower international shipping rates!

SUBSCRIBE AT: www.twomorrows.com



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!

(104-page magazine with COLOR) \$10.95 (Digital Edition) \$3.95 • Now shipping!



DRAW! #23

PATRICK OLIFFE interview and demo, career of AL WILLIAMSON examined by ANGELO TORRES, BRET BLEVINS, MARK SCHULTZ, TOM YEATES, ALEX ROSS, RICK VEITCH, and others, MIKE MANLEY and BRET BLEVINS' "Comic Art Bootcamp", a "Rough Critique" of a new-comer's work by BOB MCLEOD, art supply reviews by "Crusty Critic" JAMAR NICHOLAS, and more!

(84-page magazine with COLOR) \$7.95 (Digital Edition) \$2.95 • Now shipping!



BRICKJOURNAL #20

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

(84-page FULL-COLOR magazine) \$8.95 (Digital Edition) \$3.95 • Ships July 2012



BACK ISSUE #57

JENETTE KAHN interviewed by ROBERT GREENBERGER, DC's Dollar Comics and unrealized kids' line (featuring an aborted Sugar and Spike revival), the Wonder Woman Foundation, and the early days of the Vertigo imprint. Exploring the talents of ROSS ANDRU, KAREN BERGER, STEVE BISSETTE, JIM ENGEL, GARTH ENNIS, NEIL GAIMAN, SHELLY MAYER, ALAN MOORE, GRANT MORRISON, and more!

(84-page FULL-COLOR magazine) \$8.95 (Digital Edition) \$2.95 • Now shipping!



BACK ISSUE #58

"JLA in the Bronze Age"! The "Satellite Years" of the '70s and early '80s, with BUCKLER, ENGLEHART, PEREZ, and WEIN, salute to DICK DILLIN, the Justice League "Detroit" team, with CONWAY, PATTON, McDONNELL, plus CONWAY and GEOFF JOHNS go "Pro2Pro" on writing the JLA, unofficial JLA/Avengers crossovers, and Marvel's JLA, the Squadron Supreme. Cover by McDONNELL and BILL WRAY!

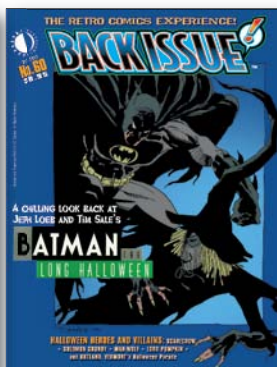
(84-page FULL-COLOR magazine) \$8.95 (Digital Edition) \$2.95 • Now shipping!



BACK ISSUE #59

"Toon Comics!" History of Space Ghost in comics, Comico's Jonny Quest and Star Blazers, Marvel's Hanna-Barbera line and Dennis the Menace, behind the scenes at Marvel Productions, Ltd., and a look at the unpublished Plastic Man comic strip. Art/comments by EVANIER, FOGGIO, TEMPEL and WHEATLEY, MARRS, RUDE, TOTH, WILDEY, and more. All-new painted Space Ghost cover by STEVE RUDE!

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



BACK ISSUE #60

"Halloween Heroes and Villains"! JEPH LOEB and TIM SALE's chiller Batman: The Long Halloween, the Scarecrow (both the DC and Marvel versions), Solomon Grundy, Man-Wolf, Lord Pumpkin, Rutland, Vermont's Halloween parades, and... the Korvac Saga's Dead Avengers! With commentary from and/or art by CONWAY, GIL KANE, LOPRESTI, MOENCH, PEREZ, DAVE WENZEL, and more. Cover by TIM SALE!

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



BACK ISSUE #61

"Tabloids and Treasures," spotlighting every all-new tabloid from the 1970s. Superman vs. the Amazing Spider-Man, The Bible, Captain America's Bicentennial Battles, The Wizard of Oz, even the PAUL DINI/ALEX ROSS World's Greatest Super-Heroes editions! Commentary and art by ADAMS, GARCIA-LOPEZ, GRELL, KIRBY, KUBERT, MAYER, ROMITA SR., TOTH, and more. Wraparound cover by ALEX ROSS!

(84-page TABLOID with color) \$10.95 (Digital Edition) \$3.95 • Ships Nov. 2012



ALTER EGO #111

GOLDEN AGE NEDOR super-heroes are spotlighted, with MIKE NOLAN's Nedor Index, and art by MORT MESKIN, JERRY ROBINSON, GEORGE TUSKA, RUBEN MOIRERA, ALEX SHOMBURG, and others! Plus FCA, MR. MONSTER, more 2011 Fandom Celebration, and part II of JIM AMASH's interview with Golden Age artist LEONARD STARR! Cover by SHANE FOLEY!

(84-page FULL-COLOR magazine) \$8.95 (Digital Edition) \$2.95 • Now shipping!



ALTER EGO #112

SUPERMAN issue! PAUL CASSIDY (early Superman artist), Italian Nembo Kid, and ARLEN SCHUMER's look at the MORT WEISINGER era, plus an interview with son HANK WEISINGER! Art by SHUSTER, BORING, ANDERSON, PLASTINO, and others! LEONARD STARR interview Part III—FCA—Mr. Monster—more 2011 Fandom Celebration, and a MURPHY ANDERSON/ARLEN SCHUMER cover!

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



ALTER EGO #113

MARV WOLFMAN talks to RICHARD ARNDT about his first decade in comics on Tomb of Dracula, Teen Titans, Captain Marvel, John Carter, Daredevil, Nova, Batman, etc., behind a GENE COLAN cover! Art by COLAN, ANDERSON, CARDY, BORING, MOONEY, and more! Plus: the conclusion of our LEONARD STARR interview by JIM AMASH, FCA, MR. MONSTER, BILL SCHELLY, and more!

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



ALTER EGO #114

MARVEL ISSUE on Captain America and Fantastic Four! MARTIN GOODMAN's Broadway debut, speculations about FF #1, history of the MMS, interview with Golden Age writer/artist DON RICO, art by KIRBY, AVISON, SHORES, ROMITA, SEVERIN, TUSKA, ALLEN BELLMAN, and others! Plus FCA, MR. MONSTER and BILL SCHELLY! Cover by BELLMAN and MITCH BREITWEISER!

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



ALTER EGO #115

3-D COMICS OF THE 1950S! In-depth feature by RAY (3-D) ZONE, actual red and green 1950s 3-D art (get out those glasses!) by SIMON & KIRBY, KUBERT, MESKIN, POWELL, MAURER, NOSTRAND, SWAN, BORING, SCHWARTZ, MOONEY, SHORES, TUSKA and many others! Plus FCA, Mr. Monster's Comic Crypt, BILL SCHELLY, and more! Cover by JOE SIMON and JACK KIRBY!

(84-page FULL-COLOR magazine) \$8.95 (Digital Edition) \$2.95 • Ships Feb. 2013



Sharon with her model of the House of Elreond, Rivendell, with the Fellowship of the Ring.

Sharon Ulrich Vance: Building the Fellowship

Article by Joe Meno

Photography by Sharon Ulrich Vance

Sharon Ulrich Vance is a chemistry professor at a community college who teaches Introductory Chemistry and Chemistry of Life for nursing students. At Brickworld 2011, she displayed several models based on the *Lord of the Rings* movies. *BrickJournal* briefly spoke to her about her models.

BrickJournal: What got you into building?

Sharon Ulrich Vance: I became hooked on LEGO when my sisters sons were small and playing with it. I started out collecting Star Wars sets, train sets, town sets and the cowboy and Indian sets. My brothers and sisters also started collecting other lines and we formed our own "LEGO club" and thought it would be fun to set up towns and displays in our basements...little did we know at the time that other AFOL's were doing similar things across the country.



The entrance to the Mines of Moria.



Helm's Deep.

The Golden Hall of Edoras.



The Fellowship of the Ring: (front) Samwise, Frodo, (second row) Gimli, Aragorn, Pippin, Merry, (back row) Legolas, Gandalf, and Boromir.

BrickJournal: What led you to build the Lord of the Rings?

Sharon Ulrich Vance: I fell in love with J. R. R. Tolkien when my mother read *The Hobbit* to me when I was about 10 years old. When Peter Jackson's *Lord of the Rings* movies came out I was thrilled to see what I had imagined for so long come to life in such a spectacular way. I wanted to use my LEGO to try to capture some of the beauty and majesty of the scenery and sets from the movies.

BrickJournal: Which MOC did you start with?

Sharon Ulrich Vance: I started with Bag End, the home of Bilbo and Frodo Baggins because the idea was to start at with the first movie *The Fellowship of the Ring* and work my way through the other films.

BrickJournal: Which model are you most proud of?

Sharon Ulrich Vance: The Golden Hall of Edoras is my favorite for sentimental reasons. It is the set I was working on when my sister Cathy was diagnosed with breast cancer. It was Cathy's favorite set and I only had the front of it finished when I put it away for over a year to help Cathy with her cancer treatments. Sadly my sister did not make it and after she died I got the MOC out again and completed it knowing it would have made her happy to see it finished.

The Prancing Pony.





Bag End, home of Bilbo and Frodo Baggins.

BrickJournal: Which set was the hardest to build?

Sharon Ulrich Vance: As you can imagine The Golden Hall was hardest to build simply because it was the first MOC I worked on after my sister passed away and I had to force myself to build. In terms of design though, Helm's Deep was the most challenging, I studied the set design by Alan Lee used in the movies and the doorway entrance into the tower was tricky and time consuming. Unfortunately the set was smashed on the way home from Brickworld last year so I had to rebuild it. **b**

Confrontation in the Mines of Moria.



People

Kevin Walter: Building Barad-Dûr

Interview and Photography by Joe Meno

One of the outstanding models at Brickworld was the tower Barad-dûr, as seen in the *Lord of the Rings* movies. The model was built (actually rebuilt, since it arrived from shipping in pieces) by Kevin Walter. Kevin is a history student on the Albert-Ludwigs-Universität (University) in Freiburg - Southern Germany. On October 2010, he began work on the tower. Serving his civilian service over nine months, he earned the necessary money to finance the tower and his trip to Brickworld 2011. When he arrived there, his tower took center stage at the event. *BrickJournal* was able to talk to him about his building and the tower.

BrickJournal: What is your usual building theme, and what led to building Barad-Dûr?

Kevin Walter: Generally, my preferred building themes are spaceships or in general all kinds of science-fiction stuff. That made the construction of the tower even more of a challenge than anything before; it was a completely different genre that I never worked with before.

But I appreciated it, because I love to build models based on concept art or an existing model. The motivation and challenge for me lies in building it as detailed and close to the original as possible.

The tower itself was part of the Lord of the Rings collaboration at Brickworld, called "The Journey of the Fellowship." It was a secret collaboration and until the unveiling in Chicago, no one except the other members knew about this tower. Originally, the tower was the someone else's project. Now in review, I can luckily say that I had the honor to take over this important part of the model - since I saw *Lord of the Rings* the first time, even the scene where Saruman watches the Palantir and you can see Barad-dûr in it's all size and glory/beauty, I told myself that I had to build it.

This collaboration gave me the wonderful opportunity to work with some of the best builders and friends in the community together and also allow me to build Barad-dûr. I was really shocked and just amazed when I saw how many people had seen my model and read all the wonderful reactions and great feedbacks and praise I received - at Brickworld, in the internet community (on mcpages and flickr); even from non-community people, such as blogs (like MTV Geek: <http://geek-news.mtv.com/2011/06/24/fan-used-50000-lego-bricks-to-build-saurons-dark-tower-from-lord-of-the-rings/> or on *The Hobbit* movie blog)



An imposing view of Barad-Dûr.

BrickJournal: How tall is it? How many parts do you estimate the tower has?

Kevin Walter: The tower was exactly 1.75 meters high and 1.10 meters wide (on the base). I can say that at least are 50,000+ parts are in it. I ordered about 35,000 and I had to use all my black I have (And I got a lot of it *before* Barad-dûr), not to mention all my other colored bricks I used for the internal structure or to fill the gaps and made the rockwork strong.

So I think even 50,000 is a small guess for it - When I look back I think 75,000+ is an even more accurate estimate.

BrickJournal: How long did it take to build?

Kevin Walter: The construction time was about 6 months - separated in two blocks of 3 months each. From November 2010 (where I took over the project) to January 2011, I just searched for reference material (which was a real pain) and did some first experiments with wall segments, rockwork, baseplate - long story short: I used my "normal bricks" and worked on ideas about how to do what before ordering a lot of parts I couldn't use in the end. The problem with the reference material was that in the movies you see the tower only in a few scenes for a few seconds, not to mention that this is a black tower on a black background. So I searched the internet for pictures and more pictures (A miniature model would have been much easier and had not caused all that trouble...). But I found pictures of Barad-dûr in different angles and views - to capture the details and the right proportions there was a lot of visual judgement necessary. That were the first three months of construction - actual building started in February when I



An overall view of the tower.



The Eye of Sauron.



A look at the detail work around the gate to the tower.



Another side of the model, with Kevin's signature.



You can see more of Kevin's work at <http://www.flickr.com/photos/41823416@N08/sets/> or by scanning this QR code!

knew about 75% of what I needed to build. I ordered the parts I needed and started a building marathon (at some points excessive) until beginning of May. I finished the tower just in time (and under massive pressure in the last two weeks), cause I had to ship it from Germany to Chicago through the postal service (which resulted in the tower having to be completely reassembled, since it did not ship well). I did it within 6 months and shipped it just in time to BW.

BrickJournal: What are you most proud of in the model?

Kevin Walter: Generally I'm really proud of how all the details and greebles came out so great, also, the general shape and the menacing effect you have when you watch at it (especially from a certain distance). There are other cool aspects I'm really proud of: There are the wall segments built out of door rails and plates to create the "ripple" pattern, which is characteristic for the tower. Another part I really like is the top of the tower. Not only the Eye of Sauron which came out pretty cool I think, but also the use of angled wedge plates to get the same pattern like the original tower. Finally I'm confident with my completed rockwork — it was the first rockwork I built and even if I would now change some things on it, it still looked pretty organic (and that was attested as well by many others from the community).

BrickJournal: What was the biggest challenge you had with the model?

Kevin Walter: There were a lot of challenges - beginning with the baseplate and the arrangement of wall segments and rockwork under the circumference to achieve the right shape/angle of the wall. The Eye was challenging as well, especially the installation of it in the finished tower. Rockwork was a challenge too, and time-consuming - BUT the biggest challenge were just a marginal part of the model. I mean the both side towers which are placed on the rocks

(<http://www.flickr.com/photos/41823416@N08/5854317277/in/set-72157627009168190>)

- The tricky aspect was its hexagonal shape. I tried it about twenty times and failed, in sum I took about 2 months till I got the final solution as it appears on the model. That was my

More detail work.



A smaller tower.




biggest challenge I think - everything else was challenging as well, but not in a frustrating way, the other parts needed about 1 or 2 days and then I got my solution for it.

BrickJournal: How are you going to top this model?

Kevin Walter: Simple answer on how to top this model: Right now a second version - bigger and better and more accurate - is under construction. After tearing down the first one and with the knowledge that I couldn't bring it back safe, I was a bit sad - It was a piece with much emotions and good memories on it (like the awards or just the pain of reconstruction the others shared with me). After long time making thoughts about it, I decided to rebuild it in all its glory - truly a bold operation.

Especially if you wanna make it taller than you (and I'm 185cm tall). Intended is about 225cm.

Like with all (or nearly all) models you've built - after building you are more intelligent: you recognize structural weaknesses and problems and find a lot of aspects where you now found a better solution or you didn't had the time to do it right. That's all points I'll do better this time and I'll let my time with it. Okay honestly, I have no other choice than take my time for it - I'm now on university and the amount of time for university is pretty much and more relevant at the moment.

If I should guess: best date for finishing the second tower - end of 2012 or maybe the beginning of 2013 - I don't know. The great thing about it is I already know how to build about 50% percent of the tower - the rest are parts which could use some minor improvements. The other cool aspect: I have now a big contingent of parts in black and bley (bluish grey) and already ordered reinforcements - I have so much that I could build for a straight month I guess. And the MOST important part: I'll build this tower once and for all - no more dismantling or sorting a ton of parts - it will be a great model to present in my room. 



Kevin with his tower.



Rockwork detail.



A closer look at the gate and its towers.

Building

*The builders behind The Last March of the Ents:
(from left to right) Bruce Lowell, Remi Gagne,
Brandon Griffith, and Alyse Gagne.*



OneLug: Building The Last March of the Ents



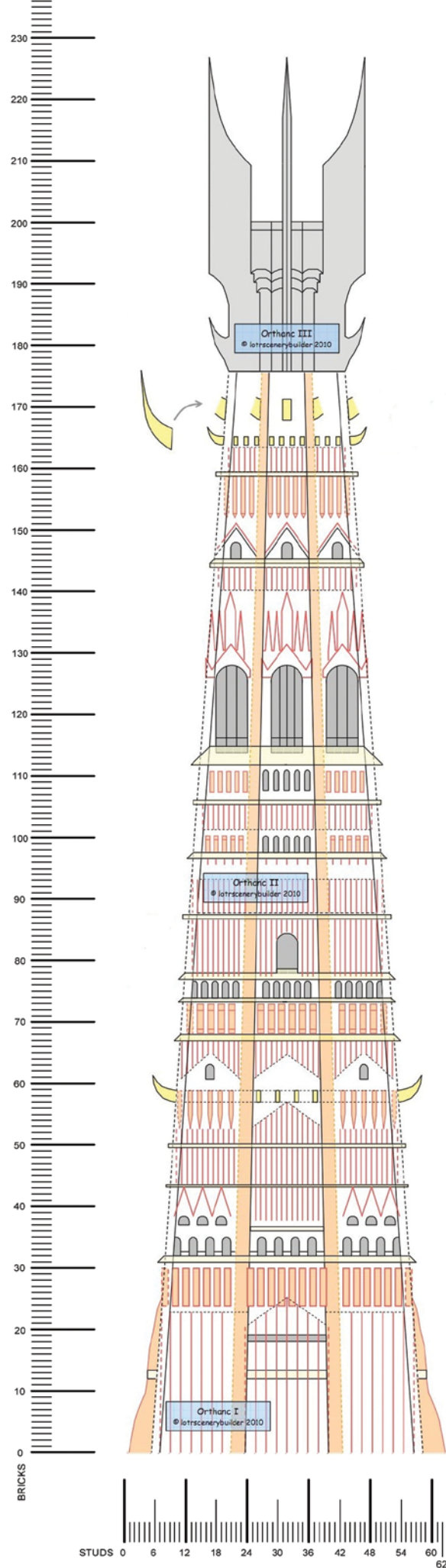
Above: A closeup of the top of Orthanc.
 Right: The tower set to scale for building. Graphic courtesy of www.lotrscenerybuilder.org.

BrickCon was the place where an astounding creation was shown. Based on the *Lord of the Rings* movies, the model was not just one of the buildings or characters, it was an entire scene from *The Two Towers*: the march of the Ents on Orthanc.

The model was the work of several builders, including Brandon Griffith, who has been in *BrickJournal* before. Here he talks about the group that came together to build the model and how it was built.

BrickJournal: When was the project first considered and how was it initially thought of?

Brandon Griffith: The project was originally conceived by Remi Gagne and myself. Wait, let me back up. A few weeks prior to us coming up with this, Remi and Alyse Gagne, and I went to a special back-to-back-to-back screening of the extended cuts of all three movies. A few weeks later Remi and I carpoled to our local LUGoLA (LEGO Users Group of Los Angeles) meeting. On the way back, we stopped for lunch and began talking. I had a old school mecha frame that Bryce McGlone had given me and was showing Remi how I thought it would make an awesome Ent from *Lord of the Rings*. As the conversion progressed, building one Ent turned into building several Ents. Building several Ents turned into building a small layout for them to stand on. From there we decided to add minifig Orcs for them to fight. Then of course, since we are building all of this, lets build the Tower of Orthanc! A couple of Italian beef sandwiches and a milkshake later, OneLug was born.





Above: Pippin and Merry on Treebeard.

Below: An ent heads toward the approaching water.



Ents brace for the flooding waters.

BrickJournal: Who did what, as in how was the labor divided? Did you work together or separately?

Brandon Griffith: The amazing thing about this project is we all had pretty equal contributions to the project. The Tower itself splits into 5 stackable sections, so we each took a section or two. We planned ahead how to split the tower up and what the dimensions of each section would be (i.e. how many bricks high, what the size of top and bottom would be, etc). For the base, we all contributed parts and had group build sessions to work on it.

BrickJournal: How was the overall design and layout decided?

Brandon Griffith: We designed the tower first, or picked its height first. We based the height of the tower off key arches on the side of the tower. We looked at every arch in the reference material and figured out what standard Lego arch would fit well in its place. Once we had that done, we did some math to figure scale and came up with a height of 7 feet, 2 inches.

For the layout, we knew we wanted to do a circle and for it to be either 6 or 8 feet in diameter. We decided on 8 because we felt it complement the tower well, plus gave us enough space for all the Ents.

The Ent frame that we ended up using was designed by Bruce Lowell. From that design, we each set out to make our own unique Ents. There are 23 Ents and each is completely unique.

BrickJournal: How long did it take to build?

Brandon Griffith: We began planning in early February of 2011. Early on Remi and I realized that we would need some help if we were going to build it at the scope we were thinking within the timeframe we were thinking — that being BrickCon 2011 that following October. We brought on Bruce Lowell and the three of us began work on the tower. We split it up into 5 sections, I took the bottom section, Remi took the mid sections,



An ent makes his stand, orc in hand.

an Bruce took the top sections. The tower was completed in late June. Soon after, we began working on the base. At this point Alyse came on board. We bought a ton of Dark Tan plate off Bricklink and began on the 8 foot diameter circle that was the base. Once we decided the style of the Ents, all four of us began building Ents. We finished the entire layout in late September, about 1 week before BrickCon.

BrickJournal: What was the hardest part of the build, or what took the longest to figure out? The flood is one of the coolest parts of the setup, as it's one of the few models I have seen that conveyed motion.

Brandon Griffith: It was all hard. The tower definitely presented a lot of challenges. Planning the tower along took a lot of research, time, and math. We acquired as much reference material as we could so we could remain faithful to the vision of the tower. This was the same vision used in the films. Each of us wanted to build it the best we possibly could and not cut any corners. Because of this, there is an incredible amount of detail. 99% of the tower is SNOT. A lot of detail gets lost because it is solid black, but if you ever see it person, look close.

The water is a cool look but it's a pain to get right. It's a series of layers of different color 1 x 1 plates and cheese slopes.


BrickJournal: Where has the model gone to?

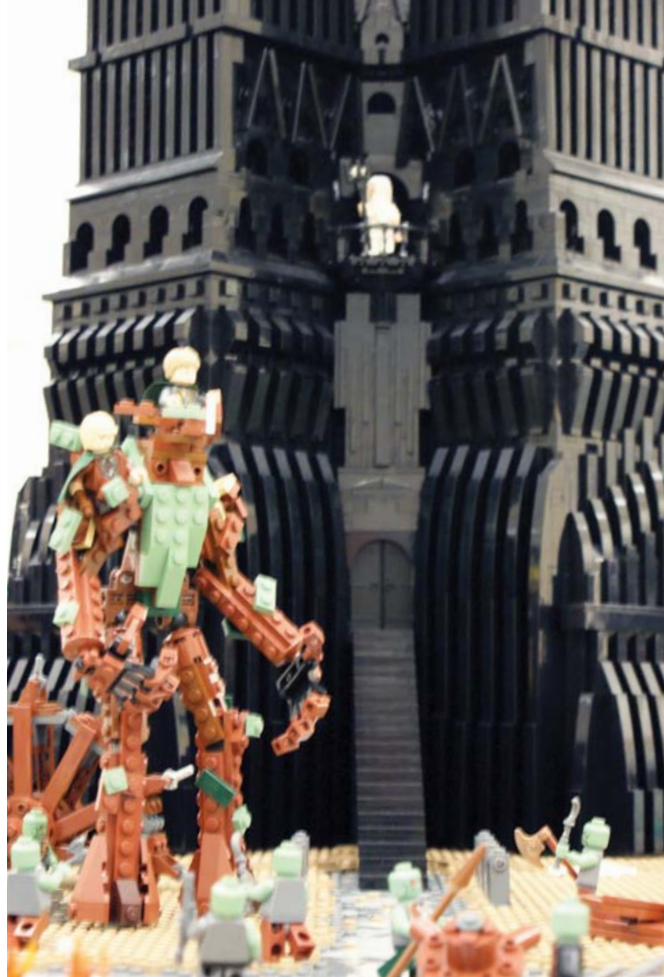
Brandon Griffith: BrickCon 2011 - Won Best In Show

DesignerCon in Los Angeles

Bricks by the Bay 2012 - won Best in Show.

BrickJournal: And what are you planning next?

Brandon Griffith: That is the big question. Keep an eye out for the OneLug. Something could be coming soon. 



Above: As Treebeard passes, Saruman is witness to the attack.

Below: An ent is attacked by orcs.





William Pugh with friends.

William Pugh: Dino Builder

Article and Photography by Joe Meno

William Pugh, a student from Charlotte, North Carolina, first appeared on the scene at BrickMagic 2011. There, he presented some vehicles and also dinosaurs. Not the dinosaurs that came with LEGO sets, mind you, but built dinos, sculpting their bodies with plates, hinges and slopes. The end result earned him a Judge's Choice award at BrickMagic, and *BrickJournal* spoke to him afterwards.

***BrickJournal:* What inspired you to build *Jurassic Park* and dinosaurs? And what else have you built?**

William Pugh: Ever since I was young, I've been fascinated with the larger-than-life reptiles and really, who hasn't? Just the thought of something like a 50-foot-tall, 85-foot-long Brachiosaurus walking around what is now present day Grand River Valley in Colorado or Tanzania is nothing short of astounding. Scientists speculate that the larger dinosaurs could have lived well over 200 years old. We

have nothing like that today; just the Galapagos Tortoise. But imagine the Earth, populated with 150-year-old reptilian giants battling Nature's

decision of extinction. No child, and no adult, has never thought what it must've been like. We all have this vision of a Tyrannosaurus battling a Triceratops while a herd of Apatosaurus browses on the trees in the distance. Visions of a steamy jungle populated with chirping, prehistoric birds and lethal Velociraptors hunting their mammalian prey. It's something we're all familiar with, and a fact that has been woven into our daily lives. So much, in fact, that multitudes of movies have been made about humans meeting dinosaurs, the most popular probably being *Jurassic Park*. I've grown up with *Jurassic Park* seeing *JP III* when I was just 5. Terrified? No. Mesmerized? Yes.

Then in 2005, TLG released their Dino Attack and Dino 2010 lines. Okay — I was pretty impressed, but just happy to have some dinos! And then, a few years later, I realized something. Brick-built is almost always better than pre-molded, and I'm sure most builders will agree with that. And so, in 2010 after I've become much more accustomed to bricks and various techniques (I only started seriously building when I was 10, in 2004), I set out building my own and (sorry TLG) more impressive dinosaurs based on *Jurassic Park*. Using scale charts, sketches, screenshots, and other LEGO dinosaurs as inspiration, I got building. I started small with the pack of Velociraptors. I also built a Dilophosaurus. Then I started moving up in size and complexity. I built a Pteranodon, Stegosaurus, Triceratops,



William's Tyrannosaurus Rex vies for attention.

and Ankylosaurus. With some new techniques under my belt, I built the sauropods: a Camarasaurus, Brachiosaurus, and Apatosaurus. Then it was time for the theropods: Giganotosaurus, Spinosaurus, and of course, Tyrannosaurus Rex. These were all built in LDD, and after a few helpful pointers from other AFOL's, I started ordering the pieces off of BrickLink. And so, my very own *Jurassic Park* was hatched and I've been watching it grow ever since along with various other creations and genres.

I've built a *Star Wars* AT-PT (All Terrain Personal Transport), a Desert Eagle handgun, a two-foot-long helicopter, and many others, probably too many to name right now.

BrickJournal: What made the models tough, and what also made them satisfying?

William Pugh: Well, I'll start simply with the fact that those T-Rexes are the bane of my existence. Seeing as I created them in LDD, I had no way to know how much weight to put where. In real life, T-Rex would have had a skull weighing in at close to 1,000 lbs. That means the tail would have to have been long, and heavy enough, to keep the dinosaur upright. In my models, I didn't, and couldn't, take this into account. And so, now, that's why one would see my Rexes with a clear support beam under their arms. Let's also add into account their legs are not the most stable structures I've ever built. The hips are held

to the body with a single Technic pin and, not to mention, the leg's width is a single stud in some places. Luckily, however, my Velociraptors hold up very well, along with my Pteranodons. The four-legged dinosaurs hold up much better since they have more pivot points and, well, four legs! And the one satisfaction I honestly love the most out of these models is the looks I get from visitors. Jaws have hit the floor! People come up and ask "Are these sets you bought?" all the time. Well, they aren't and no, you can't buy them off me. The feedback I've gotten from everyone is more than I could ask for! As I write this, I'm smiling (and pretty sure I'm blushing) just going back and remembering all the kind words. And if you were one of those people that came up and talked to me about the models, thank you so much! It does truly mean the world to me.

BrickJournal: What do you plan on building in the future?

William Pugh: Digging deep, aren't we? Getting the inside scoop. I don't think I should give too much away. There's definitely more in store for *Jurassic Park*; new dinosaurs, buildings, fencing maybe. We'll see. But I can tell you for certain that you'll see some dragons coming up shortly based on the movie *Reign of Fire*. And another secret project that should be ready for BrickMagic 2013... maybe this will help you figure it out: "May the odds be ever in your favor."



William also built a green one as well as the truck behind.

If you're viewing a digital version of this publication, PLEASE read this plea from the publisher!

This is **COPYRIGHTED MATERIAL**, which is **NOT INTENDED FOR FREE DOWNLOADING ANYWHERE**. If you're a print subscriber, or you paid the modest fee we charge to download it at our website, you have our sincere thanks—your support allows us to keep producing publications like this one.


If instead you downloaded it for free from some other website or torrent, please know that it was absolutely **100% DONE WITHOUT OUR CONSENT**, and it was an **ILLEGAL POSTING OF OUR COPYRIGHTED MATERIAL**. If that's the case, here's what you should do:

- 1) Go ahead and **READ THIS DIGITAL ISSUE**, and see what you think.
- 2) If you enjoy it enough to keep it, **DO THE RIGHT THING** and purchase a legal download of it from our website, or purchase the print edition at our website (which entitles you to the Digital Edition for free) or at your local comic book shop. We'd love to have you as a regular paid reader.
- 3) Otherwise, **DELETE IT FROM YOUR COMPUTER** and **DO NOT SHARE IT WITH FRIENDS OR POST IT ANYWHERE**.
- 4) Finally, **DON'T KEEP DOWNLOADING OUR MATERIAL ILLEGALLY**, for free. We offer one complete issue of all our magazines for free downloading at our website, which should be sufficient for you to decide if you want to purchase others. If you enjoy our publications enough to keep downloading them, support our company by paying for the material we produce.

We're not some giant corporation with deep pockets, and can absorb these losses. We're a small company—literally a “mom and pop” shop—with dozens of hard-working freelance creators, slaving away day and night and on weekends, to make a pretty minimal amount of income for all this work. We love what we do, but our editors, authors, and your local comic shop owner, rely on income from this publication to stay in business. Please don't rob us of the small amount of compensation we receive. Doing so will ensure there won't be any future products like this to download.

TwoMorrrows publications should only be downloaded at
www.twomorrrows.com

BrickJournal: What do you plan on doing in the future?

William Pugh: I'll definitely keep up with my LEGO building. Hopefully even in college! I may be able to break away from school to catch back up with everyone at future BrickMagic and other conventions and festivals. But there's no guarantee. I also really want to do my own comedy troupe, which I actually already have the ball rolling. I've recently started *The Sinking Ship Comedy Troupe* with some high school friends and I want to see it go places. But, I am planning my future, and that future hopefully holds an enrollment to The National Circus School of Montreal. And no, that's not Clown College. It's more of the athletic-type circus performance such as trapeze, high bar, and power track. It's more of the type of performance that leads towards a career with *Cirque Du Soleil*. And that's where I really, honestly see myself in ten or less years; a dream career with *Cirque Du Soleil*, especially with the show *TOTEM*. Because let's face it. Being able to say you're a professional frog is pretty cool. 

You Can Build It


Dinosaur Model

Velociraptor

Design by William Pugh
Instructions by Geoff Gray



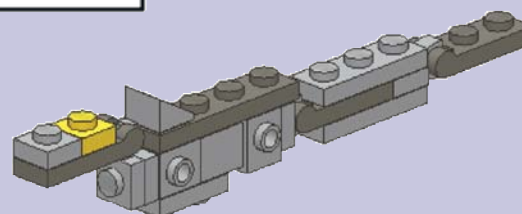
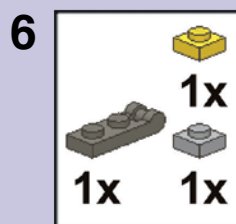
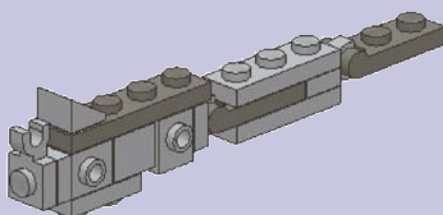
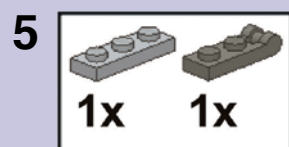
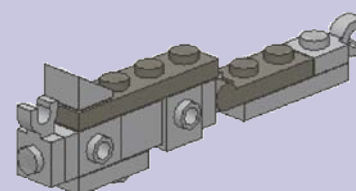
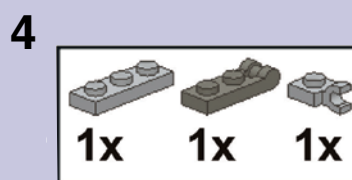
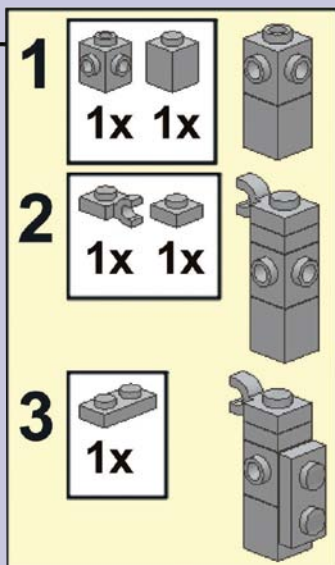
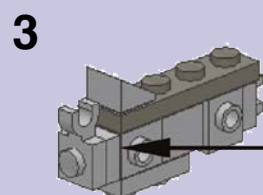
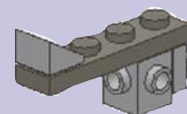
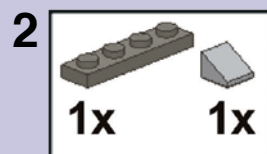
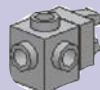
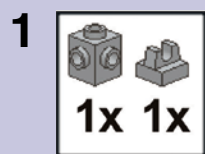
Two raptors showing posability.

William's dinosaur models are a combination of sculpture and function, and his velociraptors are a great introduction to his building style. Using less than 50 parts, he was able to make an articulated animal with 9 joints. You can build one of these by using the directions on the next two pages. Have fun! 

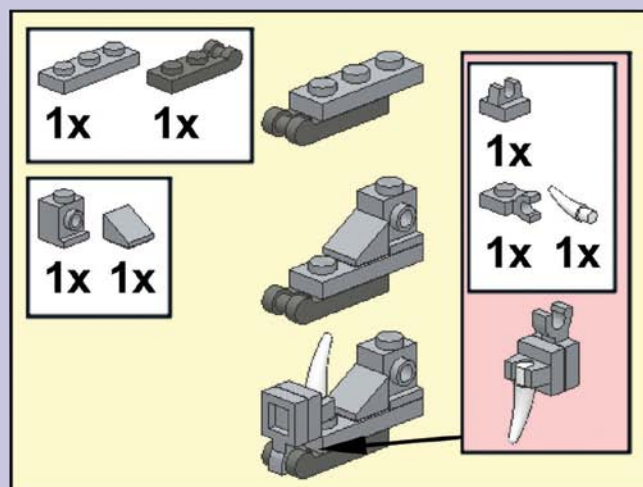
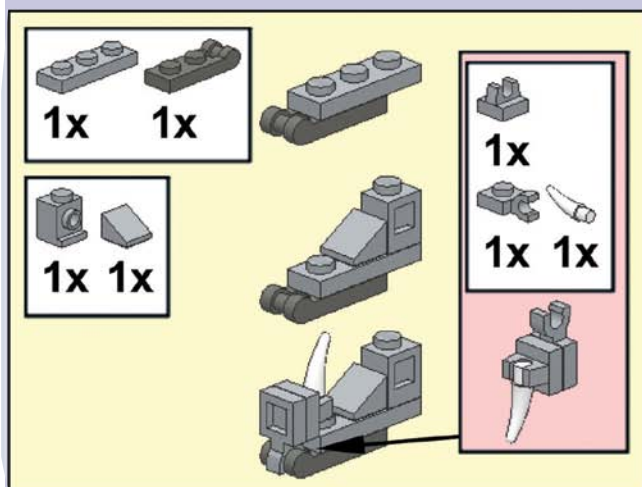
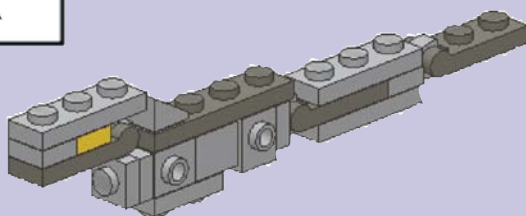
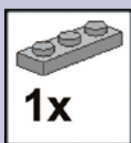
Parts List

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

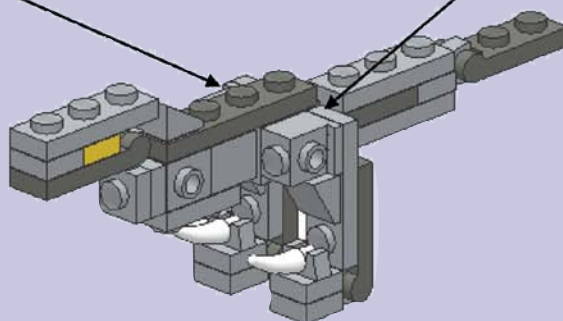
Qty	Part	Description	Color
3	2555.dat	Tile 1 x 1 with Clip	Light Bluish Gray
1	3005.dat	Brick 1 x 1	Light Bluish Gray
1	3023.dat	Plate 1 x 2	Light Bluish Gray
1	3024.dat	Plate 1 x 1	Yellow
2	3024.dat	Plate 1 x 1	Light Bluish Gray
5	3623.dat	Plate 1 x 3	Light Bluish Gray
1	3710.dat	Plate 1 x 4	Dark Bluish Gray
2	4070.dat	Brick 1 x 1 with Headlight	Light Bluish Gray
2	4733.dat	Brick 1 x 1 with Studs on Four Sides	Light Bluish Gray
2	4735.dat	Brick 1 x 1 x 2/3 Round with Bar and Clip Vertical	Light Bluish Gray
4	6019.dat	Plate 1 x 1 with Clip Horizontal	Light Bluish Gray
2	53451.dat	Minifig Helmet Viking Horn	White
3	54200.dat	Slope Brick 31 1 x 1 x 2/3	Light Bluish Gray
5	60478.dat	Plate 1 x 2 with Handle on End	Dark Bluish Gray



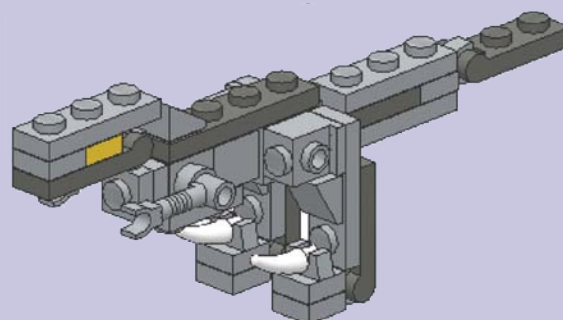
7



8



9



Set Review



Mini Modulars

*Article and Photography
by Geoff Gray*

The History of the Modular Buildings

Back in the summer of 2006, I traveled to Billund, Denmark as part of a series of onsite meetings and tours for the staff of BrickJournal. I found out while I was there that (former NELUG member) Jamie Berard had accepted a job as a set designer. Another AFOL (Steve DeCramer) was visiting Jamie to talk to him about a new set that would soon be released. At that time, the set and all information surrounding it was top secret, so I was not able to learn anything about it. But I knew the abilities of both of these guys and I guessed that it would be something really spectacular.

In 2007, my suspicions were confirmed as TLG released the first in a series of Town sets. It was the "Café Corner", and it ushered in an era of high end sets designed to please AFOLS just as much as children. The community was very excited about this set. Right after this release, TLG released another set as part of LEGO Factory called Market Street. This set was designed by an AFOL (Erik Brok). It also received a lot of acclaim.

The next year, TLG released the second set in the Town Modular Building line, the Green Grocer. They have continued by releasing a new set each year; Fire Brigade in 2009, Grand Emporium in 2010, the Pet Shop in 2011 and Town Hall in 2012. All of the sets are designed to minifig scale and are built so that they can be connected and used in many combinations. They offer a great deal of detail and "playability." We have done a few different reviews on these sets throughout the years.

The Advent of the Mini Modulars

This year, TLG released a new set that was made available only to VIP Members called the "Mini Modulars." It is a set of micro scaled copies of the first five sets from above. I love the challenge of building in micro scale (see the Micro Scale Standard article on page 33 of Issue 12) and immediately fell in love with what I saw in the pictures. I contacted TLG and asked for a set to review (thanks Jim for hooking me up). Unfortunately it arrived about one hour before I left for the airport on business travel, so I had to leave it behind for a few weeks. When I finally got back home, I immediately started building the models.

The set is divided into 5 sets of bags, each one containing a single building. They are numbered in order of release, and each build is similar in design to the build steps for the original sets, just much smaller and faster. There is a lot of ingenuity in the methods used to create certain details, such as the decorative arch over the entrance to the Café Corner, the recessed upstairs windows of the Fire House, and the escape ladder on the back of the Green Grocer. All of the models also use the same type of Technic pin connections that allow you to hook all of the buildings together in any order you wish.

After completing the build and working on the review, I am ranking this set as a keeper, and as a great place for TLG and fans to have a growing line of models. I hope TLG will release mini sets of the newer modular builds as that line continues to grow. But even if they don't, I know plenty of AFOLs will design their own minis. I suspect I will even design one myself.

A Mystery Solved

I think the set is a great value, is a lot of fun to build, and will also provide many opportunities for people who want to learn SNOT and MICRO building techniques. The one thing that really confused me about this set was the number of pieces that were left over at the end of the build. This is not an uncommon occurrence with LEGO sets, but this particular set had many more than I expected. I sent email to a couple of people at TLG and asked them why there are always extra pieces in some of the sets. I got an answer and it makes perfect sense.

Cafe Corner



When I was in Billund back in 2006, I got a tour of the assembly factory and learned many things that TLG does to ensure quality sets. Part of the process of assembling the bags and instructions for each set that gets shipped is to weigh each individual bag to determine if the proper elements are present

(for more details, see the next page containing text from an article I wrote called "The Real LEGO Factory"). Due to the required tolerances of the scales, extra pieces were added to get the proper weight for the machines so the bags can be automatically processed.

The Sets of the Modular Build Series

Set Number	Name	Pieces	MSRP
10182	Café Corner	2056 pcs	\$139.00
10190	Market Street	1248 pcs	\$89.99
10185	Green Grocer	2352 pcs	\$149.00
10197	Fire Brigade	2231 pcs	\$149.99
10211	Grand Emporium	2182 pcs	\$149.99
10218	Pet Shop	2032 pcs	\$149.99
10224	Town Hall	2766 pcs	\$199.99

Market Street



The Real LEGO Factory

*An excerpt from the article:
"The Real LEGO Factory"
Vol. 1, Issue 5 by Geoff Gray*

I want to go into a little detail about the process that happens in these rooms. This portion of the trip was probably the most eye-opening, especially with my engineering background. This plant is a model of quality control that is unrivaled by any standards. There are a number of checks that happen during this stage to ensure the quality of the pieces, and the quality of the packaging. The following checks occur during the process:

1. Every element (20 billion a year) gets sorted and sent to a scale to weigh the element for possible molding defects. Let me say that again...EVERY element gets checked. That's 20 billion measurements a year. The machine that does this looks like a giant funnel with a rail around the edge. The elements are poured into the middle of the funnel and vibration causes the elements to start 'climbing' up the edge. As they do this, they separate so that they fall out of the top one at a time. This allows a conveyor to take each individual element and drop it onto the scale. If it is within tolerance it is sent to the polybag packager. If it is not it is dumped into a bucket on the floor, where it will be ground down and either molded into a new element or recycled in some other fashion.
2. Each box gets folded and then gets the instructions and inserts added. The box then passes onto a scale to insure that the instructions are complete. Yes, the scale is sensitive enough to detect missing pages in a manual. Then the box continues down the conveyor where polybags of parts and loose parts are added. After the box has received all the parts it is sealed and then weighed again for accuracy. It is then packaged into the shipping box with other copies of the same kit and sent to shipping.
3. The machines that are responsible for filling the polybags have scales as well. After the bag is filled, it is sealed and sent to the scale. If it meets tolerance, it will be passed to the kit packaging area. If not, it gets sent to the rejects bin for processing.

The Green Grocer



Details are Present Front and Back



The fire escape on the back of the Green Grocer.

Fire Brigade



10230 Mini Modulares



The full mini-modular set connected together

Grand Emporium



How the Sets Measure Up



The scale of the two sets can be seen here, along with the size of a minifig and a micro fig.

Rod and Bert

Article and Photography by Jordan R. Schwartz

"You unlock this door with the key of imagination... beyond it is another dimension. A dimension of sound. A dimension of sight. A dimension of mind. You're moving into a land of both shadow and substance, of things and ideas, you've just crossed over into... The Twilight Zone"

"Ain't it a glorious day, right as the morning in May, I feel like I could fly!" (Now Bert, none of your larking about.) "Have you ever seen the grass so green or a bluer sky? Oh, it's a jolly holiday with Mary, Mary makes your heart so light. When the day is gray and ordinary, Mary makes the sun shine bright. Oh 'appiness is blooming all around her, the daffodils are smiling at the doves! When Mary holds your hand, you feel so grand, your heart starts beating like a big brass band!"

What an obscure combination of quotes. You will, of course, recognize the first as the monologue to (in my opinion) CBS's greatest television program, *The Twilight Zone*, delivered by the show's epic host Rod Serling. The second quote is from "Jolly Holiday", a Sherman Brothers' song from the five-Oscar-winning 1964 Disney classic *Mary Poppins*, as sung by Bert (Dick Van Dyke.) So, you're probably asking yourself, what do these two things have in common? Go ahead, give yourself a minute and find the connection. I'll wait...


... if you came up with *anything*, you're wrong! Sorry. Rod Serling and Dick Van Dyke have no connection in the context of this article, other than the fact that they are the subjects of two recent models I built as an exploration in building 12" human figures. They seemed like exciting choices to build models of because I simply love the cool and somber tone of Rod Serling and the bouncing ebullience of Bert (*Mary Poppins* is my all-time favorite film after all – I'm still anxiously awaiting the excuse to have a pink-orange-yellow striped jacket made for me!)

I built these during my stint abroad helping to design LEGO sets for the Creator/Direct team. They were built in my spare time and they were a refreshing and relaxing deviation from the rigid legality (technique-wise) the sets I worked on were subjected to.



If you recall my last article, I featured three different realistic heads - this was the same concept and style I used for Serling and Bert's heads - from the moment I completed those original three, I was anxious to flesh them out as full models. They basically take up the space of three cubic bricks, and I like to think these two are an improvement over the original three. I was faced with an even greater challenge with these two, however, as I was trying to match the face of an actual person. Try doing that in three cubic bricks. Not easy. I ultimately chose to focus on the most defined features of these two folks - for Serling, it was his furrowed brow and hairdo, and for Bert it was (yes, you guessed it) his chin. Dick Van Dyke has a great, if not... pronounced, chin, and so that was something I could play off of. On top of that, I added two tan lampholders with two 1 x 1 round plates to create a smiling-defined-cheek effect. I was just trying to make him look as jolly as the holiday he was singing about, I suppose!

Moving down, their bodies were actually built in two completely different ways for obvious reasons. Serling, donning his signature simple black suit and tie (classy) was exponentially easier and more straightforward than Bert, and was thus built in the most basic of basic SNOT way. Meanwhile, his arms, simple as well, feature bows to better shape it. However, this was simply impossible on Bert. While Serling's torso was simple to construct, Bert's was anything but. Donning his signature yellow-orange-pink striped suit, you can easily tell that his torso is built in a more complex SNOT way - the front part is, in its entirety, sideways, and is flanked by angled striped side panels that fill in the back of him. His arms, also striped, feature white-gloved hands, a bit softer looking than Serling's skeleton-arm-built hands. And while their arms and hands feature some articulation, underneath both torsos in a pair of sturdy, stable legs (I'd rather the duo be able to stand than be posed... articulated legs are a goal for another exploration.) Both pairs of legs are nearly identical in shape, and Bert's even feature the correct light blue bowtie-matching socks. Seriously, take a close look. His sock color is correct! I love those little, tiny, minor details... they make the outfit.

And that is about it for this obscure, ill-matched duo of 12" figures. As I've said, it was a relaxing experiment in more organic building, and the prospects of building other famous or inspirational people in a similar scale and style in the future really excites me! Who should I build next? 



Minifig Customization 101: 3D Printing Minifigure Accessories

by Michael Inglis and Jared K. Burks



Hello everyone and welcome to another article on minifigure customization. In today's article we are going to discuss one of the biggest technology advances in minifigure customization: three dimensional printing. As I am new to 3D printing, I have asked Michael if he would help with the article as he has created several items using this technology.

3D printing a method of rapid prototyping, which involves creating digital 3D objects and 'printing' them by having a printer lay down successive layers of a material. Objects manufactured using this process can often be extremely detailed and include awkward shapes. Other manufacturing processes such as metal injection molding cannot easily manufacture these awkward shapes without multiple molds. The process of 3D printing allows a minifig customizer to physically make a 3D model without having to deal with extremely large production costs and minimum orders. The rate at which these models can be ordered and received is merely a matter of days with companies such as Shapeways offering a 10 - 15 day turnaround. This is also a great option for prototyping any mass production piece as all the measurements can be confirmed before a metal mold is tooled.

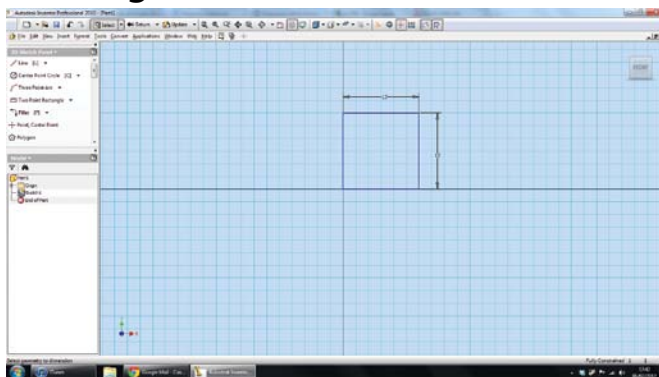
The materials that can be produced by a 3D printer are extensive. Shapeways, the leader in hobby creation of 3D printed parts, currently provides metals, plastics, glass, ceramics and sandstone. This technology was very limited in the early days, however currently it has limitless potential in the creation of custom items. The production of custom

LEGO-like elements first brought me to the Shapeways site. At the time, there were two materials which suited both the detail and texture of LEGO elements; the 'White Strong and Flexible' (WSF) and the 'Detail' plastic. The WSF material is a nylon material and as the name would suggest is strong and flexible. Although cheap, it has a somewhat bumpy surface due to it originating from a powder. The Detail material solved this surface problem. The Detail material is an acrylic-based photopolymer, which is a smooth material with a much higher resolution to the printed item. This resolution has limitations as it lacks both the flexibility and the strength of WSF. Over the last year however, many colored variations of the two materials have been introduced as well as a polished WSF option which significantly improves the problem of its bumpy surface texture. The high demand for such small detailed objects

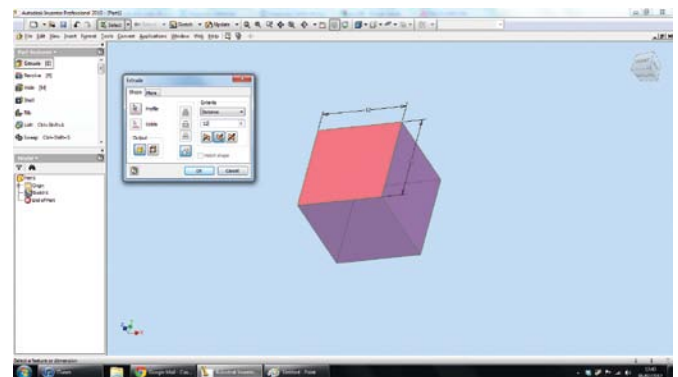
also allowed Shapeways to release the 'Frosted Detail' and 'Frosted Ultra Detail' materials. This UV curable acrylic plastic can achieve details of up to 0.1 mm and is very smooth to the touch. Despite being quite costly compared to the other materials, it is by far the most authentic looking in the hands of a LEGO Minifigure as it most closely resembles LEGO element materials (ABS).

3D objects to be printed are created in 3D CAD package, which can range from being free to costing thousands of dollars. Freeware such as Google SketchUp gets the job done but for the more experienced modeler, Michael recommends software such as Autodesk Inventor and Solidworks. The process of creating a 3D object can vary program to program. That being said, a basic tutorial for creating a cube is presented below. Basic shapes can be created in a couple of steps in most any software.

Creating a Cube



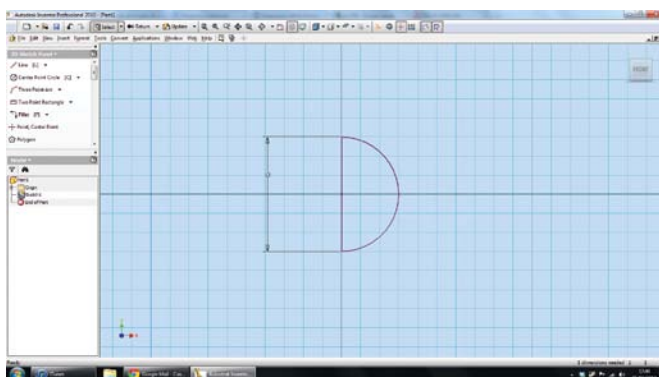
A square is drawn in sketch mode.



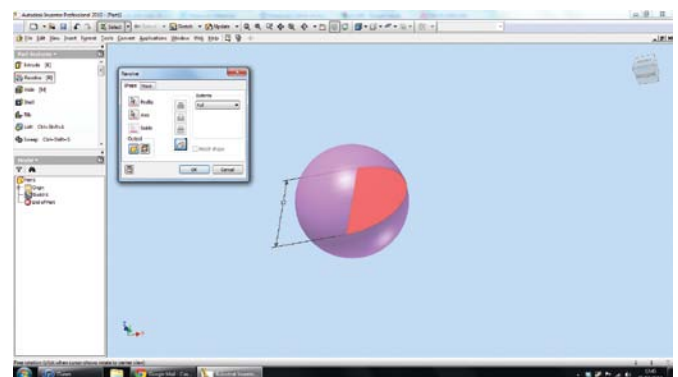
The profile of the square is then extruded into the cube.

Creating a Sphere

The process of creating a sphere is somewhat similar:



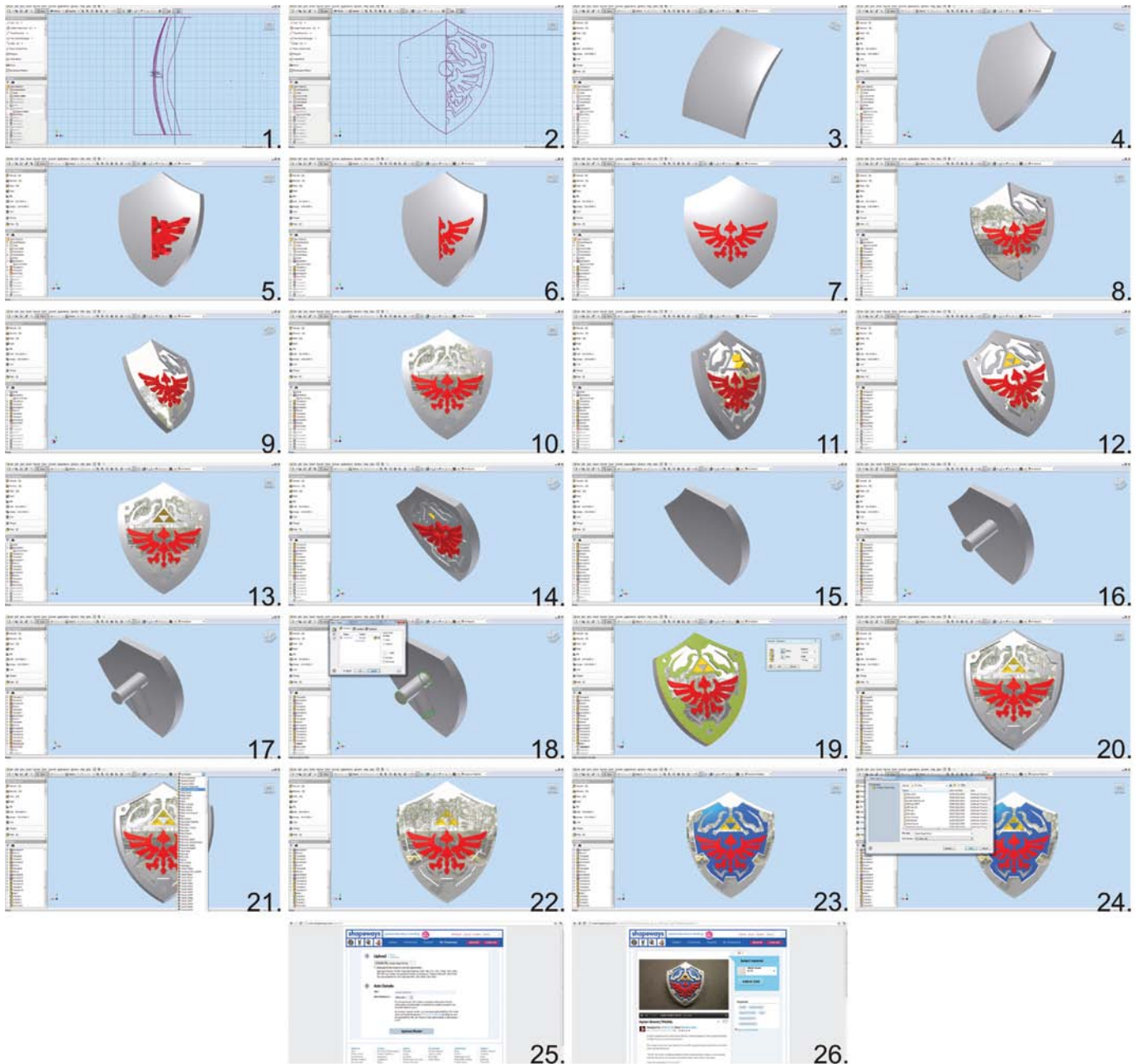
A semi-circle is drawn in sketch mode



The profile is then revolved on an axis, thus creating a sphere.

A more complicated tutorial featuring one of Michael's designs can be seen on the next page.

Creating a Shield



When creating a LEGO scaled model, Michael uses a series of measurements taken from a LEGO Minifigure. These measurements create the foundations of the model he is making. The next step is fitting the design of the model in with the LEGO aesthetic (or LEGOverse). Commonly, this requires reducing the amount of detail for the item. If you are basing the 3D model on a real-life object, it will likely require that the item is made more substantial. This is because you are translating the item into LEGOverse space where dimensions dramatically change due to the out of proportion minifigure scale (In minifigure scale, assume that the minifigure represents a 6 ft tall person - this would make the head roughly 2 feet tall as it is 1/3 of the total height of the figure). Because of the odd dimensions of the LEGO minifigure, items will commonly have to be rescaled in all 3 dimensions to make them appear correct in a minifigure's hand. For example, when designing a LEGO minifigure scale flute, a reduction in the number of keys and an increase in their size helps translate the flute into LEGO space as it would be easier to recognize and create.

The scale of the detail also has to be in keeping with Shapeways' minimum wall thicknesses. Minimum wall thickness is the minimum thickness the printer can accurately create an item that can support its structure. This is usually around 1 mm in plastics, but if the model is to also be printed in stainless steel, for example, a much larger minimum wall thickness of 3 mm would be required. So when creating your models, tolerances are the final specification to be taken into consideration. Although the plastics have a relatively low tolerance, the metals have a much larger tolerance as they often go under some shrinkage in the curing oven. Shrinkage is critically important when creating items such as helmets, so make sure the 3D model you create has tolerance for shrinkage. This only really needs to be taken into consideration for helmets as the tolerance on an item's grip area doesn't seem to fluctuate often.

Although perfect for testing models before they go onto mass manufacture, 3D printing for LEGO still has a way to go due to the limitation of printing in full color materials. Other than the 'Full Color Sandstone' material and the available dyed WSF materials, it is not possible to properly color the model unless one is to paint or vinyl dye the object. Keep in mind that if the item is placed in and out of a minifigure's hand the paint could easily be rubbed off.

The texture of the finished product has come a long way since Michael first started printing using Shapeways' service. The 'Frosted Ultra Detail' material is, as mentioned above, extremely smooth and has only barely visible print lines. These can be easily removed with a little abrasive paper or a file. Painting the object once this has been done gives a much more authentic looking custom which blends in nicely to any LEGO collection. 



Shield rendered in Autodesk Inventor.



Shield 3D printed.



Shield painted and detailed.



Shield with minifigure.

Resources:

Tutorials:

<http://www.softwaretrainingtutorials.com/inventor-2012.php#>
<http://www.maxbasics.com/>
<http://www.blender.org/education-help/tutorials/>
<http://sketchup.google.com/training/videos.html>

Examples:

<http://www.shapeways.com/shops/hobos>
<http://www.shapeways.com/shops/spiderpudel> http://www.shapeways.com/shops/battlefieldbricks_jon
<http://www.shapeways.com/shops/MINGLES>
Michael also has a lot of 3D printed examples in his Flickr account:
<http://www.flickr.com/photos/60858662@N07/sets/72157627029210361/>

3D Programs:

Autodesk Inventor (Educational version free with a student email)
Autodesk 3ds Max (Educational version free with a student email)
Blender (Free)
SketchUp (Free)
Cinema 4D (\$3,525)
Solidworks (\$3,995)



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

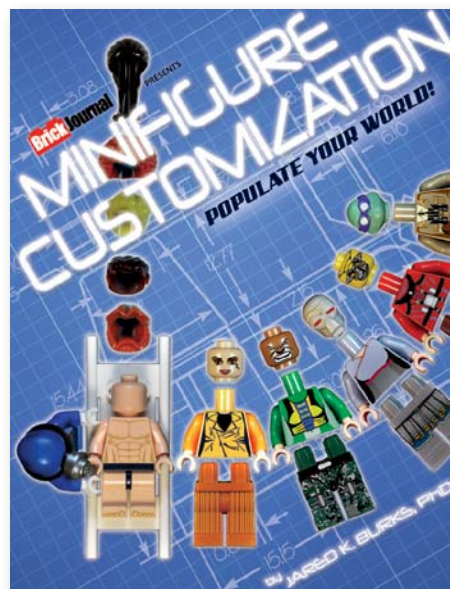
Next Time:

Minifig Customization 101 – Sculpting Custom Hair from Clay!

You love Jared's column— now read his all-new book on minifigure customizing!

Minifigure Customization: Populate Your World! shows you the wide range of techniques you can use to alter the lovable LEGO® Minifigure into any character you can imagine! *BrickJournal* columnist and author **Jared K. Burks** has created thousands of custom minifigs over the last 13 years, and this full-color book assembles his knowledge into a series of step-by-step tutorials on decal design and application, color alteration, custom part modification and creation, plus tips on minifigure displays and digital photography to capture your custom figures in the best light—all the way through complete custom figure creation! Essential tools are identified, plus there's a gallery of some of the best custom figures ever created! Don't live inside the box—populate your world with any alien, superhero, historical, action, horror, or science-fiction figure you can "just imagine"!

(84-page **FULL-COLOR** Trade Paperback) **\$9.95** • (Digital Edition) **\$3.95**
NOW SHIPPING DIRECT FROM TWOMORROWS!

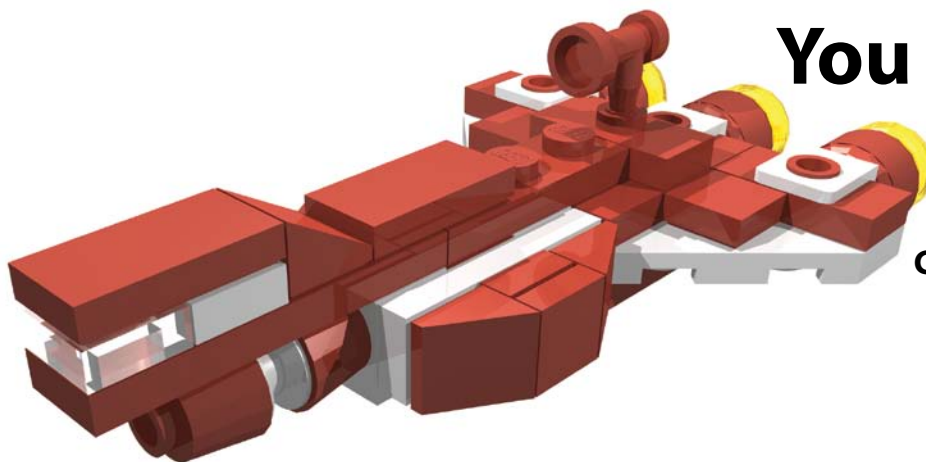


Shipping: \$2 US, \$4 Canada, \$7 elsewhere.



TwoMorrows—A New Day For LEGO Fandom.

TwoMorrows Publishing • 10407 Bedfordtown Drive • Raleigh, NC 27614 USA • 919-449-0344 • FAX: 919-449-0327
E-mail: twomorrow@aol.com • Visit us on the Web at www.twomorrows.com



You Can Build It

MINI Model

Radiant VII

Consular-class Space Cruiser


*Design and Instructions
by Christopher Deck*

Hello dear fellows, I am glad to join you again for this issue of *BrickJournal*! This time we have again an opportunity to build something from the Star Wars universe. And with *Episode 1: The Phantom Menace* being in the movie theatres again, what would be better than a popular starship we all remember from the opening scene? I guess you got it already: it will be a mini version of the Radiant VII that we will be building now. I will explain why in a moment.

When I first saw the new 2/3 cones which first came as a hat piece in an Indiana Jones set, I thought that these would make a great escape pod for the Consular-class space cruiser. However, the tricky thing with these cones is that they are about one sixth wider than the length of a

standard stud. This makes them difficult to attach within a compact brick construction.

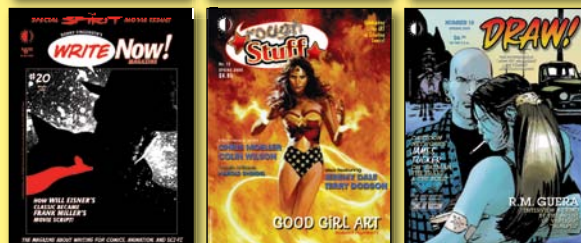
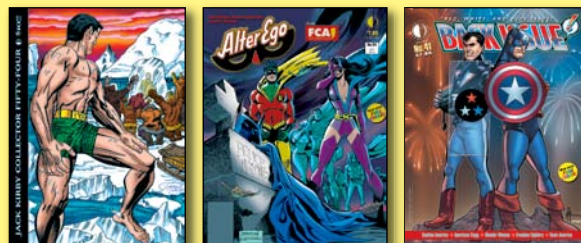
Nonetheless it works perfectly for this model as the one sixth stud of extra width will slide smoothly into the stud notches when you attach it properly. Another useful technique to mention is the use of the little pulley wheel as a connector for two stud undersides when you have very little space to do the inversion.

I hope you will enjoy building this! Have fun and see you next time! 

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

Qty	Color	Part	Description
3	White	42446.dat	Bracket 1 x 1 - 1 x 1
1	Dark-Red	4733.dat	Brick 1 x 1 with Studs on Four Sides
3	Trans-Yellow	clickit1.dat	Clickit Ring
2	Dark-Red	85975.dat	Minifig Hat Fez
3	Dark-Red	3626b.dat	Minifig Head with Hollow Stud
1	White	3024.dat	Plate 1 x 1
1	Trans-White	3024.dat	Plate 1 x 1
4	Dark-Red	3024.dat	Plate 1 x 1
5	Dark-Red	3794a.dat	Plate 1 x 2 without Groove with 1 Centre Stud
2	White	3623.dat	Plate 1 x 3
1	Dark-Red	3623.dat	Plate 1 x 3
1	Dark-Red	3710.dat	Plate 1 x 4
1	Dark-Red	3021.dat	Plate 2 x 3
1	White	2419.dat	Plate 3 x 6 without Corners
5	Dark-Red	50746.dat	Slope Brick 31 1 x 1 x 2/3
1	Dark-Red	4599.dat	Tap 1 x 1
2	White	6541.dat	Technic Brick 1 x 1 with Hole
4	Dark-Red	3070b.dat	Tile 1 x 1 with Groove
2	Dark-Red	3069b.dat	Tile 1 x 2 with Groove
1	White	3464.dat	Wheel Centre with Stub Axles

Get FREE DIGITAL EDITIONS at TwoMorrows!

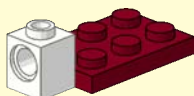


DOWNLOAD THESE FULL SAMPLE ISSUES FREE AT www.twomorrows.com!

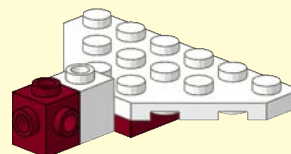
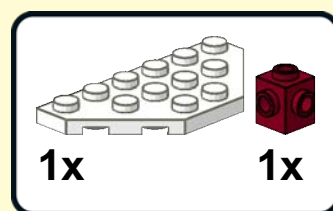
Go to our **FREE STUFF** section online and sample a digital issue of all our mags! We sell full-color Digital Editions of all our magazines, and many books, readable on virtually any device that can view PDF files.

WHEN YOU BUY THE PRINT EDITION ONLINE, YOU ALWAYS GET THE DIGITAL EDITION FREE!

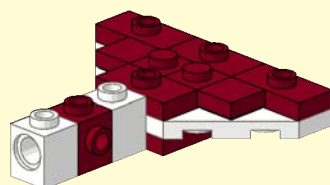
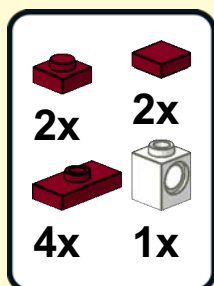
1



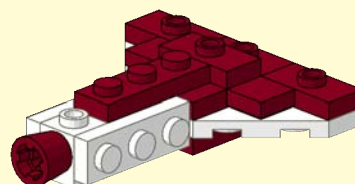
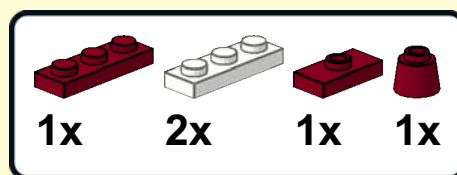
2



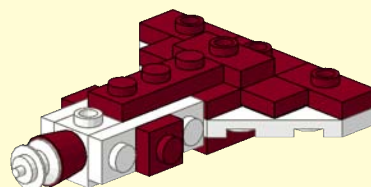
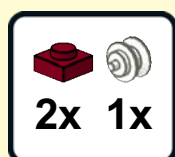
3



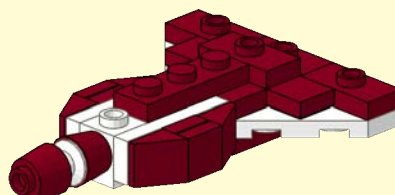
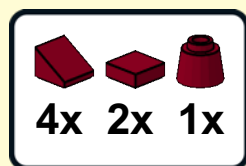
4



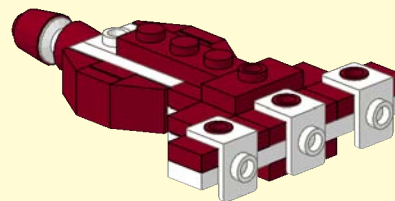
5



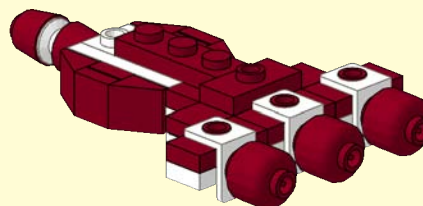
6



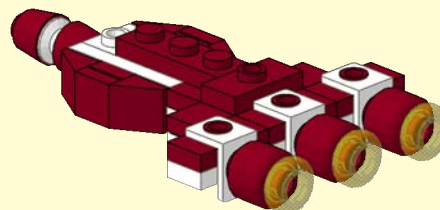
7



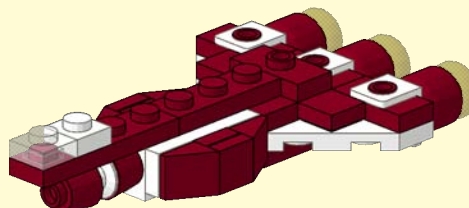
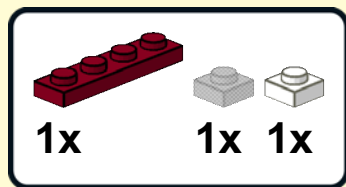
8



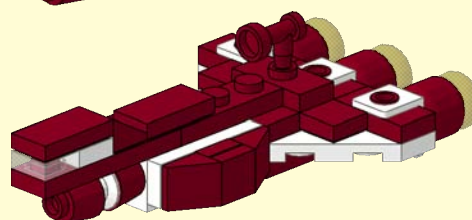
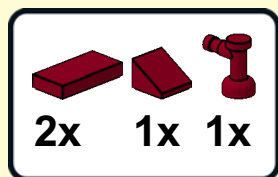
9



10



11



Advertise In **Brick Journal**

people • building • community

FULL-COLOR Ad Rates:

Color Back Cover (8.375" x 10.875", full color): \$1200

Inside Front Cover (7.5" x 10", full-color): \$1000

Inside Back Cover (7.5" x 10", full-color): \$1000

Full Page interior (7.5" x 10", full-color): \$800

Half Page interior (7.5" x 4.875", full-color): \$500

Quarter Page interior (3.625" x 4.875", full-color): \$300

These rates are for ads supplied digitally (PDF, JPEG, TIF, EPS, or Quark/InDesign files accepted). No agency discounts apply.

We accept check, money order, and all major credit cards; include card number and expiration date.

Send ad copy and payment (US funds) to: TwoMorrrows Publishing • 10407 Bedfordtown Dr. • Raleigh, NC 27614
919-449-0344 • fax 919-449-0327 • E-mail: twomorrow@aol.com





BrickMagic 2011

Article by Joe Meno

Photography provided by the
LEGO Group

BrickMagic, a LEGO fan event in Raleigh, North Carolina, took place over Mother's Day weekend (May 5-8). Builders from as far north as Pennsylvania and as far south as Florida came to show their models and layouts over the weekend to thousands of public visitors. Some of the displays that were highlights are spotlighted here.

Tim Allwein's layout *Studville*, above, was a table-size model with a LEGO train, monorail, and electronic effects that could be activated by visitors. A set of buttons on the front of the exhibit could turn on a carnival, start a helicopter or trip a fire alarm in a city building!

On the other end of the spectrum, Joseph Merlack's space layout, seen below, captured a space base, complete with spacecraft, mechsuits, and support vehicles. He also had a large ship on display.





PENNLug (Pennsylvania LEGO Users Group), above, brought a display that included a harbor (with transparent 'water'), a gingerbread house, a movie theater along with a cityscape with running trolley.

Sabrina Gravatt, bottom right, built a layout based on the computer game *We Rule*, which had microscale models of all the locales in the game.





BrickMagic's Guest of Honor was Sean Kenney, a LEGO Certified Professional. Over the weekend, he built a LEGO bicycle while visitors young and old built cars to make the "world's gnarliest traffic jam." Along with this project, Sean had some other models on display, including his bust of William Shatner, top right.

Below, Dennis Hoppe's Universal Castle paid homage to all the classic Universal horror films. Vampires, mummies and Frankenstein took up residence in the rooms of the castle. Seth Higgin's transformer, bottom center, kept guard of his other models while Will Stroh's Endor trees towered above his layout, bottom right.



Sam Forker, above, built a rover that used a MINDSTORMS NXT and solar panels to power itself. He demonstrated it outside during the weekend.






Daniel Martz, above, shows his Technic-scale tractor, with working articulated steering, moving pistons and raising pneumatic rear blade. While the tractor cannot move, a LEGO Power Functions remote can control the tractor's functions.

All of this was done using gearing, pneumatics and motors — all LEGO parts.

Below is the model by Gordon Ggurick (bottom right) of the Hrvatski Autoclub (HAK), or the Croatian Auto Club. Built for the club, Gordon displayed this model at BrickMagic before shipping it to Croatia to be displayed at the headquarters building, making it the only place it was displayed in the US.

The model was of a larger scale than minifigure scale, which allowed for more details to be worked in, such as the flower beds on the roof and the door entry points. The majority of the model was built in a Studs Not On Top (SNOT) framework, making this a unique building challenge. 





Brickworld 2011

Article and Photography by Joe Meno

For one weekend in June, the 'Windy City' of Chicago became the Brick City. June 16th through 19th were the days of Brickworld, one of the largest LEGO fan events in the country. Over 800 builders and fans came to the event bringing models and more to the Westin Northbrook, the convention site.

With all the builders, there was a diverse collection of creations and layouts. LEGO train clubs from Illinois and neighboring states showed off layouts of cities with running trains along with large collaborative displays built by other groups. In 2011, collaborative builds included a *Lord of the Rings* display and a layout named *Oasis*, built by Nannan Zhang and Tyler Clites.

The *Lord of the Rings* layout included Minas Tirith under siege and Barad-dûr, which was built by Kevin Walker and showcased later in this issue. *Oasis*, at 5 by 7 feet, was a layout that had motion built in so the central wheel rotated. The water also rippled with another set of motors and gears.

Minifigure models included planes and other vehicles. A model of a Super Constellation L-1049 was built by Nick Dean that not only on a custom made base, but had a full interior.

Microscale was also well-represented, with a collaborative microcity layout built onsite from standard modules brought in from attendees. What started as single buildings became a growing micropolis.

Benjamin Caulkins brought an unusual model: a HALO Spartan armor uniform. What made it unusual was that it was life-size, and he wore the suit during the public hours of Brickworld, where he was the subject of countless photos.

The convention side of the event, for registered LEGO fans only, had activities specially for them, including presentations and demonstrations on building and LEGO-based filmmaking to games and competitions.





Brickworld's guest speaker was Adrian Jones, General Manager of LEGOLAND Florida. He talked about the not-yet-opened park and invited the convention attendees to visit for opening. After his speech, he took questions from the audience.

Displays of other models outside of minifigure scale were represented by mosaics by Christopher Doyle. Among his mosaics was a portrait of Wolverine... or two Batmen, depending on how you looked at it. Another was a look into the Phantom Zone from the *Superman* movies.

Brian William's train layout homage to *Indiana Jones and the Last Crusade*, had not only the circus train seen in *Indiana Jones and the Last Crusade*, but also the tank from the same movie, the Flying Wing from *Raiders of the Lost Ark*, and other cars and planes for the movies and *Young Indiana Jones Chronicles* TV show. The train itself was a model of the circus train seen in *Indiana Jones and the Last Crusade*.



www.chowrentoys.com

Specializes in brand new factory sealed LEGO sets, accessories and minifigures. **Chowrentoys.com** has over 1000 different new and discontinued LEGO sets plus hundreds of new and discontinued accessories and minifigures to choose from.

BrickJournal Exclusive Coupon! Enter coupon code: **bjournal88 at the check out and received 10% off your entire order before shipping and handling. One time use only.**

Coupon expires July 31, 2012.



Another outstanding model was Matt DeLanoy's model of Andy's Room from the *Toy Story* movies, as it used the minifigure versions of all the toys to actually *be* the toys. Matt's attention to detail also made the model something to explore.

Nathan Flood's submarine dry dock layout was also in minifigure scale. This layout was heavy on details and historically accurate. *BrickJournal* will have an article on this model in the near future.

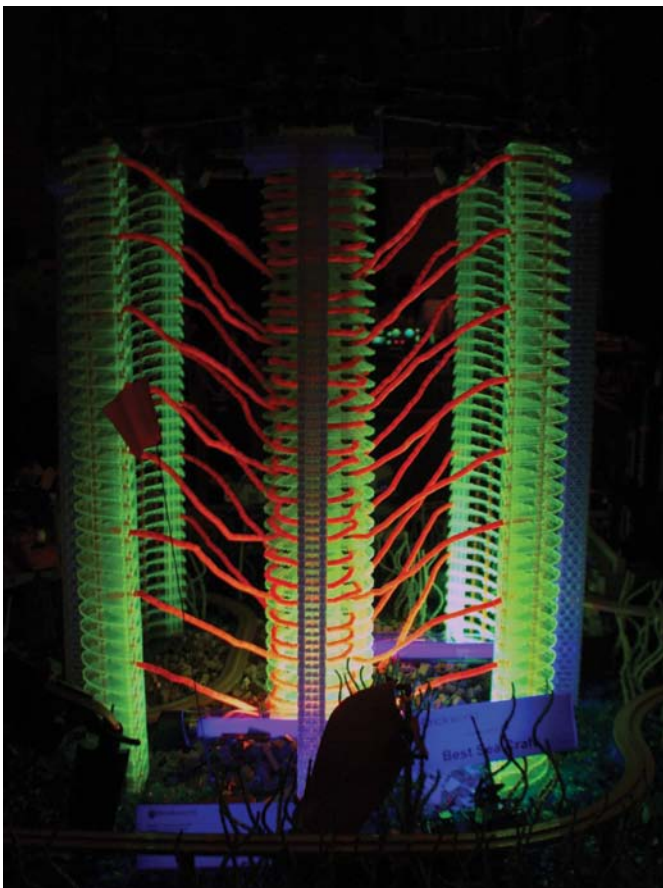
Ryan McNaught's model of the *Pacific Princess*, also known as the Love Boat also made an impact. Built in minifigure scale, this model was a cutaway, so the interior to the ship was seen in detail, from the decks to the disco and the ship's theater. A highlight of the event was when Gavin MacLeod, Captain Stubing from the *Love Boat* TV show, showed up, took a look at the ship and autographed the hull!





Saturday night was the time for another attendee-exclusive event. The lights to all the display rooms were turned off, and the light was quickly replaced with the light from LEGO creations. Brian Williams's Indiana Jones layout had many lit elements, such as a scene of Indy stealing the idol from *Raiders of the Lost Ark* and the scene from the end of *Indiana Jones and the Kingdom of the Crystal Skull*.

Other creations were stained glass-like mosaics of the Lantern Corps from the DC Comics Green Lantern series, built by Christopher Doyle. Another sculpture was a neon-colored column that glowed from the black lights in the model.





The Brickworld MINDSTORMS group brought many new models and ideas for robotics to the event. Carried over from last year was the MINDSTORMS team build of Monster Chess, which played a live game of chess using robotically controlled chess pieces. This year, work was focused on another board game upsized for MINDSTORMS: Super Robo Rally.

Andy Milluzzi, a MINDSTORMS builder, brought in a MINDSTORMS Space Shuttle, which could pitch and yaw as well as use its robotic arm using a MINDSTORMS remote control.

Canadian Marc-Andre Bazergui brought in a couple of the WALL•E robots he has built, as well as a MINDSTORMS controlled Imperial shuttle that could fold and unfold its wings along with open its cockpit.

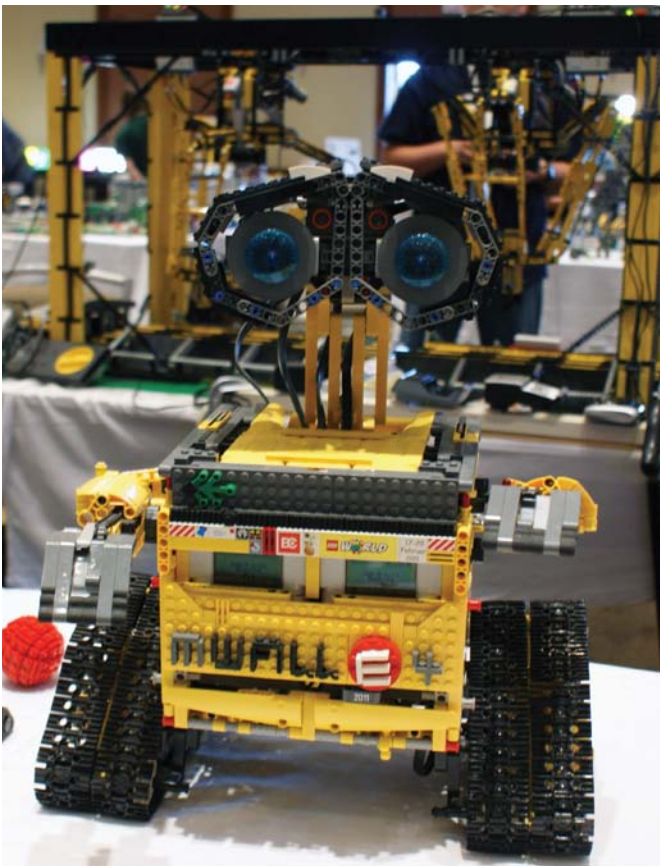
With all of these models and activities going on at Brickworld was an event that reflected the LEGO fans that attended. Over 900 LEGO fans attended this event, and there thousands more public visitors over the weekend.

The attendees came for one reason: To celebrate the LEGO brick.

The public came for another reason: To celebrate the builders. 



You can go to Brickworld's web-page by scanning this QR code or going to www.brickworld.us



HOUSTON, Texas. If you're an AFOL living anywhere close to America's fourth largest city, chances are good you're involved in some aspect of planning for the second annual Brick Fiesta.

And even if you aren't involved in the planning phases, which are plowing full speed ahead incidentally, chances are good you will want to kick yourself for weeks on end afterwards if you miss this brick-packed extravaganza.

The Texas LEGO Users Group (TexLUG) is hosting Brick Fiesta 2012 in Houston from July 4 through July 8. The event will be held at the Westin Hotel at the Houston Galleria.

What makes a bunch of AFOLs crazy enough to want to even start something like this? Try a combination of inspiration and sheer willpower.

"The convention for Texas was mine and Tony (Sava)'s idea at BrickFest back in 2003," recalls Chris MacDougald. "I approached Christina Hitchcock about doing a convention in Texas and using the BrickFest name like PDX. Only it was (going to be) BrickFest SAT and I was going to host it in San Antonio." And even before that, Lee Rahe of New Braunfels remembers that MacDougald wanted to put on some kind of major LEGO-themed event. "I remember Chris MacDougald talking about trying to engineer a major LEGO show in Texas in 2002."

Tony Sava agreed that the AFOL population had grown in Texas to a level that justified hosting such an event, but he felt that the venture should bear a name more relevant to the culture of its host state. "The name Brick Fiesta was a result of a conversation between myself and Nelson Yrizarry," says Sava. The exact date remains unknown, but MacDougald and Sava are both fairly certain that this occurred at an event sponsored by the Institute of Texan Cultures in San Antonio called Halloween Howl'r in October of 2007, in which TexLUG was invited to put up a sizable LEGO display.

The next stage was to sell the idea of a local brick to the rest of TexLUG. This was probably the easiest step; indeed, many of its members had long been kicking around similar ideas, but it

Slum Dogs by Forest King



Community



Second Annual Brick Fiesta Promises to Outdo the First!

Article by William "Pat" Hough of TexLUG

Photography by TJ Avery



Chris MacDougald and Tony Sava, the men behind Brick Fiesta.

wasn't until June of 2008 that the idea was formally expressed on the TexLUG online forum.

Collin Harvey of Arlington (Texas) began the initial thread. He echoed the sentiments of many of his fellow Texan AFOLs when he wrote "Just browsing through all the pictures from the past weekend's BrickCon (in Seattle)," he wrote, adding that TexLUG should "invite everyone down here (and) have one big 'ol BrickCon". Sava quickly responded, introducing the name "Brick Fiesta" to the group for the first time. The next day, October 9, 2008 (a Thursday), MacDougald announced registration of the Brick Fiesta domain. Brick Fiesta was finally official.



Classic Space Base by Pat Hough



Batman by Evan Bacon

But when would the first Brick Fiesta be held? The initial plan was to host it in the winter of 2009. In the same posting in which he announced the event's name, Sava wrote "My personal thoughts on it would be to have it sometime between October and March when the weather here would draw the snowbirds". Harvey later added to the same thread "I was discussing hypothetical situations with Chris Giddens and then later Ryan Wood, and it seems like Decemberish (sic) would indeed be a good time."

But Harvey later experienced doubts. He pointed out on October 10 that not only would the weeks before or after Christmas be financially lean ones for most folks (the recession was well underway by then), but there were also five established LEGO-oriented conventions taking place across the United States between March and October. In short, all the good time-slots were taken.

There followed a slight period of disagreement as to when the new convention should be hosted. Sava held out for winter – particularly January – of 2010, citing the paucity of, and therefore lack of competition with, established LEGO-themed events during the season, the fact that airfare would be cheaper that time of year, and the comparatively milder weather of Texas winters. TJ Avery agreed, stating "Things tend to slow way down after the first of the year." And for a time, January 2010 was the target. The city would be Houston, since the Baybrook Mall LEGO Outlet had recently opened (June 20, 2008) in nearby Friendswood.

For the next two years, discussion about Brick Fiesta slowed to a crawl. January 2010 came and went. The venture "sort of quietly went on the back burner," recalls Chris MacDougald. Two events were soon to change all that, and the planning for Brick Fiesta would, as a result, be driven to a frantic pace.



Ornate Train Station by Lee Rahe

The first event was the opening of the Barton Creek Mall LEGO Outlet in Austin on July 20, 2010. This switched the focus on location from Texas' largest city to its capital. What could be better timed than holding Texas' first LEGO convention in its capital, where the latest outlet had opened?

The second event was MacDougald's e-mail to all of TexLUG on November 10, 2010, in which he announced it was "about time to let the cat out of the bag." He and Kurt Baty had, of late, been quietly putting out feelers not only to the three LEGO outlet stores in Austin and Houston (the Galleria location in Houston had opened in May the same year), but also to hotels in both cities large enough to host the kind of gathering they had in mind.

Austin won out. Baty had been able to use his considerable negotiating skills to strike a deal with the Omni Southpark Hotel in south Austin. In addition, he had greater business influence in his home city. The establishment of a large hotel as a base of operations for the first Brick Fiesta was, as MacDougald put it, "the last missing piece," and so major planning for the event could at last get underway. It would take place from June 30 to July 3 of 2011.

What MacDougald and Baty wanted immediately were "Volunteers...whatever skill you're good at, we'll need it." They weren't kidding. In addition to theme coordinators for the various MOCs to be displayed, a master coordinator who could iron out the issues that would inevitably rise over display space and placement had to be found in short order, someone who knew "how to use BlueBrick and the ability to make changes on the fly." There quickly followed questions and discussions regarding registration, hotel information, payment, MOC registration, contests, prizes, guest speakers, and dealers.

TexLUG relied upon its 10 years of event showings (particularly South by Southwest or SXSW in March of 2010), its members who had previously attended other LEGO conventions, and a flurry of e-mail and forum communication to address these concerns. They had just over seven months to make good on their biggest commitment to date.

Despite the hitches – expected and unexpected – The first Brick



Question Mark Tessellation by Todd Wilder

Fiesta was considered a great success. "I know Kurt and I were sweating attendance numbers about four weeks out," Chris MacDougald remembers. "But that was not a concern after the crowd of people showed up for the public hours on Saturday." The numbers were better than expected; approximately 165 persons registered and over 7000 members of the public squeezed into the MOC display ballroom during the two days set aside for viewing – not bad for a first effort. Media coverage included the Austin-American Statesman and the local Austin NBC affiliate, KXAN.

Nathan Jones sums it up nicely: "The thing I remember most is walking out of the (MOC) showroom on Sunday and seeing the huge line of people wanting to see OUR stuff. This was my first LEGO convention (the author's as well!) and that was awesome."

Now another year has passed, and TexLUG, bolstered by its surprising success with the first Brick Fiesta, is giving it another run.

This year, so the rumors go, the second Brick Fiesta will dwarf the first. Co-chair Chris DuPond has laid out a fairly impressive list of highlights:

The major guest will be LEGO Senior Designer Jamie Bernard, best known for designing the Modular Building series. Jamie will be hosting a presentation followed by a Q&A session.

LEGO will be unveiling an exclusive set at the event.

More than double the MOC display space will be available than was in the first year – 8175 square feet!

The event is only a small walking distance – inside



Mirage by Nannan Zhang and Tyler Clites

the Galleria Mall – to the LEGO Outlet Store. LEGO will have a special sale event with discounts for full Brick Fiesta 2012 members.

Jared Burks (AKA fineclonier) will host two free minifig workshops! In these classes, attendees will receive free figures and learn the basics to customizing a LEGO minifig.

Attendees can participate in a range of games that are sure to be a hit, including the SUMOBot battles and a Heroica tournament.

Enjoy a great rate with the Westin Galleria, so this is a great chance to have a family vacation in a first-class location.

Brick Fiesta 2012 is co-chaired by Chris DuPond and TJ Avery. It will be held from July 4 until July 8, 2012 at the Westin Galleria Hotel in Houston, Texas. For more information regarding event and hotel registration, please visit www.brickfiesta.com. Y'all come on down and see us! 



Chris MacDougald (left) and Kurt Baty (right), Co-Chairs of Brick Fiesta 2011.



Learn more about this **GREAT**
franchise opportunity!

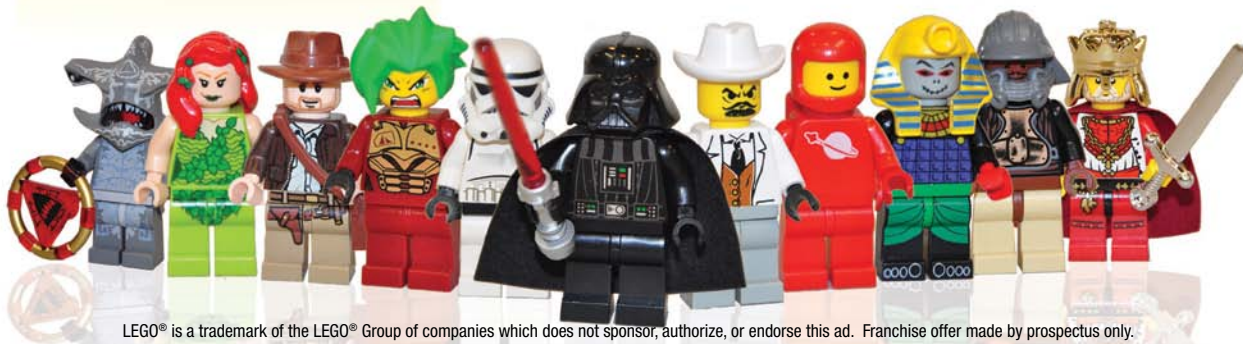
888-534-6722

www.BricksandMinifigs.com

BUILD YOUR SUCCESS BRICK BY BRICK!

Build your business on imagination and fun by owning a *Bricks & Minifigs™* store! You will enjoy a passionate and devoted customer base plus...

- A proven turn-key model
- Low startup costs
- Protected territories



LEGO® is a trademark of the LEGO® Group of companies which does not sponsor, authorize, or endorse this ad. Franchise offer made by prospectus only.

Your Free Source For Brick Railroading Information

- Read the Magazine
- Peruse the Blog
- Visit the Forums
- View the Galleries
- Download Building Instructions
- Post & View Upcoming Events

Visit RAILBRICKS.COM Today!



RAILBRICKS™

THE BRICK RAILROADER RESOURCE



The ItLUG city diorama.

Event Report:

Lecco 2011 Bricks Near the Lake

*Article by Davide Cavagnino and Marco Chiappa
Photography by Gaetano and Maria Luisa Chiappa*

On the 16th and 17th July 2011 an ItLUG meeting took place in Lecco, northern Italy, near the lake of Como. This was the sixth exposition held in the Lecco area, and this time, we welcomed more than 7,500 visitors in two days (not including the 200 people at the opening ceremony) breaking previous records for an Italian exhibit of LEGO® models.

This year the event organizer and president of the Italian LEGO® Users Group, Marco Chiappa, coordinated the joint efforts of the administrations and volunteers of the counties of Lecco and Ballabio (the neighboring town that hosted previous annual events), who greatly contributed to the success of the meeting. About 50 people from outside the LEGO Users Group helped in the exhibition setup and assistance during the opening hours.

The exposition area was prepared in Palataurus, a 1,800 square meter (19,000 square feet) area normally used for ice skating and related events (for our exhibition, the ice



The Space Shuttle launch pad by Matteo Russolillo

was not required.). This allowed for good visibility of all the displayed sets, and at the same time it was not too expansive.

The stars of the show, as you would expect, were the LEGO® bricks and the creations of 72 exhibitors (AFOLs and YFOLs—Young Fans of LEGO), mostly coming from every part of Italy, as well as from the Netherlands, Germany and Spain. Peter Oome, from the Netherlands, says: "I really liked the event — everything was in one enormous hall, and the people were great as usual. I've seen some wonderful MOC's and have met many good friends. Next year again?" The organizers reply: "It was a pleasure to share the event days with him, so next year he will be more than welcome!"

The quality of the creations was high, as demonstrated by the admiration and appreciation of visiting children and adults. A large variety of MOCs and original sets were displayed: from the classical city with modular buildings and windmills to trains, large architectural constructions, castles, lorries, Formula 1 cars in large scale and a pitstop in minifig scale, Harry Potter™ sets, a Great Ball Contraption about 8 meters long (26 feet long), a robotic sumo tournament and many Technic models.

Near the display area there were many play areas. In the first one the public could play with LEGO® Games sets and custom board games, while in another one people were involved in the Ninjago® competition or in the building of original sets (this




Chateau Villandry by Marco Chiappa

latter activity was managed by the Association "Sleghiamo la Fantasia," led by Antonella Carabelli. Finally, an area was reserved to Duplo® bricks for younger children.

Young people could also participate to a contest for the best creation. The MOCs presented were interesting and selecting the winners (in different age categories) was hard work for the judges.

The public was also able to admire, as a first in Europe, the new Star Wars™ set 10221 Super Star Destroyer™, kindly provided by LEGO® CEC and built by the exhibitors in the evening before the event.

There were other activities that involved the public: seminars on the LDraw suite of tools for building virtual models and tutorials on building robots with the NXT system.

Considering the comments and reactions of the public and of the attendees we feel that this exposition was a success in making people meet, play, exchange ideas, enjoy and grow together, that's what we feel LEGO® bricks are also made for. So let's meet next year near the lake! 



The Liebherr R984 Litronic by Paolo Panzone

Web reference:
ItLUG – <http://www.itlug.org>

Ballabio 2012 (July 6,7 and 8) :
<http://www.ballabio2012.it>

Scan the QR code at right to go to the site!





A panoramic view of the 2011 ILLUG meeting in Lecco during public opening hours



Geometries presented by Stefano Bellini



A particular geometric entity by Stefano Bellini



The F1 Tyrrel and other models in the background, by Luca Rusconi

A Note From the ItLUG LEGO Ambassador Luca Rusconi

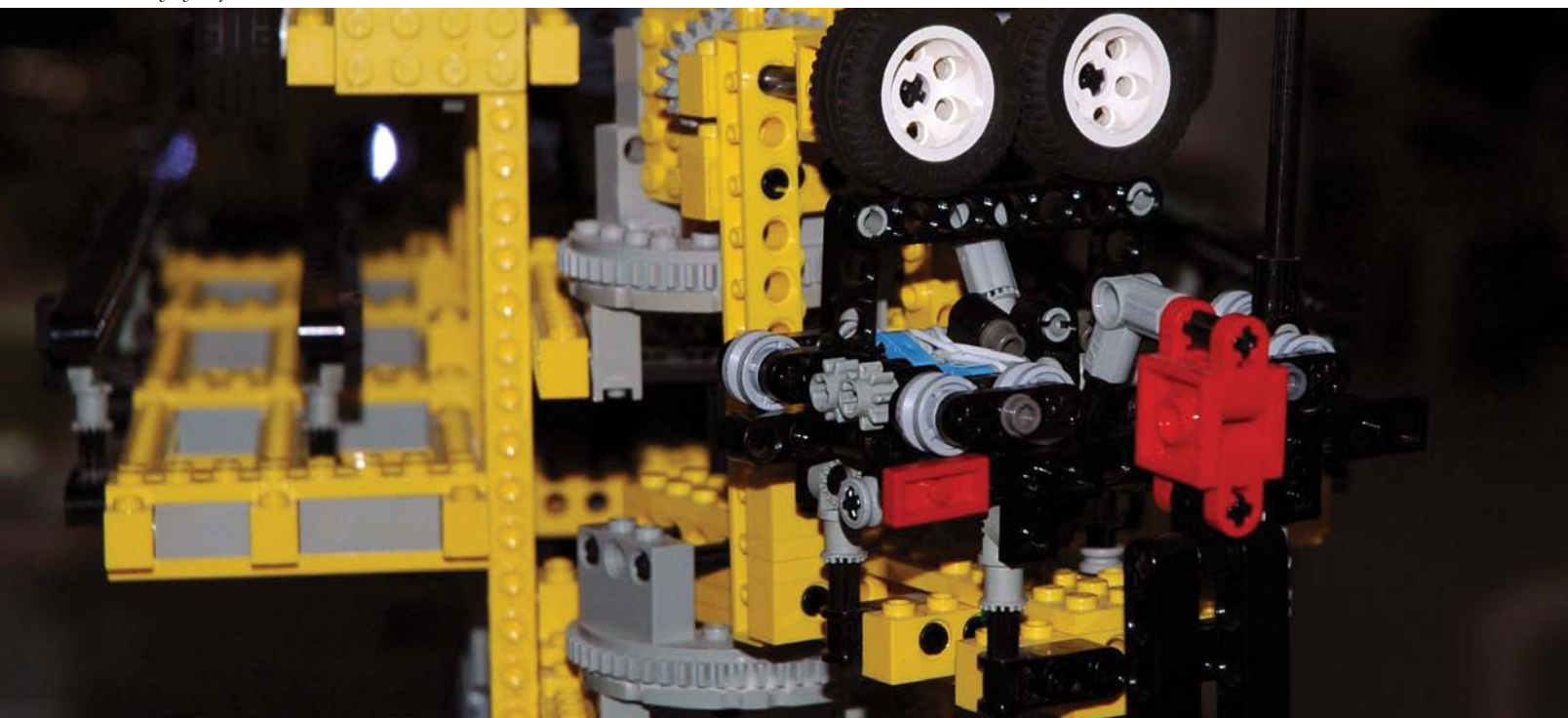
A big event becomes a great success thanks to the effort of the people in charge of the organization, and when you can add to this the nice support from both LEGO Italy and the CEC team in Billund, then the result is astonishing! The whole community was pleased by the statues, the banners, the prizes for the public contest, the new SW set and other great stuff that was used for the auction during the AFOLs Saturday night party. A friendly and informal behavior during the whole event has granted the opportunity to share much more than just some comments about each other's creations. It's a fact that all the participants are willing to come back again in the future, and we are proud to welcome them again from Italy and from all the rest of Europe and beyond!

The authors thank Sara Bresso for the help in translating this article.



Two large cranes by Tommaso Corti

Cableway by Stefano Prosseda



Dragons and Spaceships and More.. BrickFair 2011

Article and Photography by Joe Meno

For BrickFair (held August 5th - 7th at the Dulles Expo Center in Chantilly Virginia), this was the year of the dragon. While there were around a thousand LEGO fans who attended from around the world, and thousands more public, the most visible newcomers were the dragons.

Built by a new group of builders, including Sean and Steph Mayo (who will be in an upcoming issue of *BrickJournal*) the dragons took many forms, from flying to fire dragons. Castles and medieval models also made an impressive showing, from an immense black castle (8 foot wide, taking two tables) to simple scenes embellished with details.





For the military-minded, BrickFair had a lot to see. Models and layouts of military hardware, from modern tanks and helicopters to near-future models made an appearance at the event. A model of the helicopter from the TV show *Airwolf* was displayed alongside patrol boats and a Soviet fighter model built by Ralph Savelsberg.

Other displays that were shown went across the spectrum, from train layouts to a steampunk model of the Tarantula walker that was seen in the movie *Wild Wild West*.




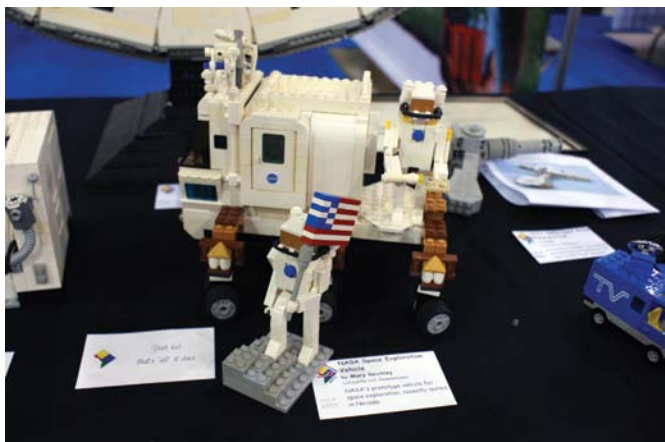


This year, the ApocoLEGO (post-apocalyptic theme) built an impressive layout of a city ravaged by both water and war. The detail on the layout kept visitors looking at the buildings, searching for any hidden items or minifigures.

There were also models of retro hotels and other buildings in the “Google” architectural style. These took their own place in the event, as they often were bigger than typical train layout buildings.

The theme for BrickFair was Space, and there were displays of spacecraft and NASA projects. Besides those models, there was a large contingent of Space themed models and layouts.

All of this made BrickFair an event to remember for the fans and visitors. 





BrickCon 2011

Article and Photography by Joe Meno

BrickCon, held in Seattle during the first week of October, is the oldest convention still running in the US. In 2011, the event continued its growth, both in attendance and in visitors, reflecting a growing awareness with the event locally.

With over 500 attendees primarily from the West Coast, BrickCon has a different atmosphere than other conventions. Many of the models and layouts at this convention are not seen anywhere else, and with the constant expansion, BrickCon has managed to keep its accessibility to both newcomers and established LEGO fans.





Other layouts included castles (BrickCon is something of a castle building center, with builders coming locally and from Canada regularly bring immense layouts) and space dioramas. The largest creation was the Last March of the Ents, which was built by a OneLUG, a group of four builders. There is a feature on these builders on page 16. The smallest creations were the microscale models from James Mathis of trains and an airport, which could be held in one hand.



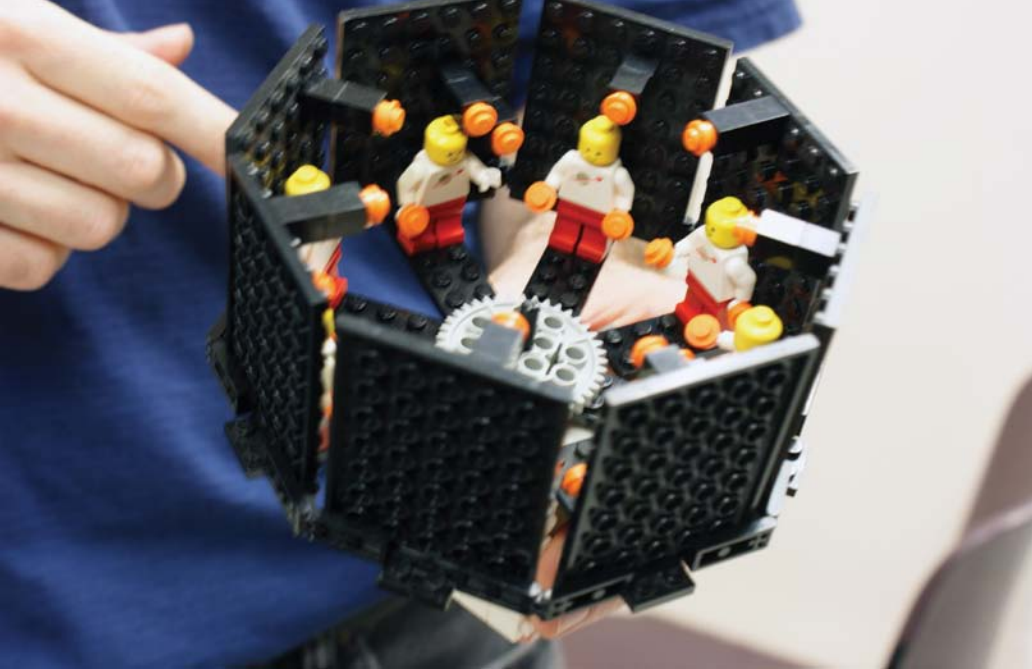


As with other LEGO fan conventions, there are speakers and presentations. A highlight of this year was the presentation by Hillel Cooperman, who has spoken on TED, about the LEGO community and hobby. His talk was about MEGA Bloks — he addressed the idea of blending MEGA Bloks with BrickCon (BlockCon?) but the discussion quickly became a demonstration of the question: MEGA Bloks: Will They Blend? Using a blender donated by Blendtec, the company behind the *Will It Blend* web videos. Cooperman dumped a set of MEGA Bloks in and with safety goggles and lab coat, proceeded to blend the plastic to a powder. Well, most of it anyways.

BrickCon continued to showcase different styles and niches of the community, with sculptures and mosaics making impressive displays. A sushi display built by Nelson Yziarri got a lot of attention, as did the large travel poster mosaics built by Dave Ware.

The MINDSTORMS builders built and demonstrated a dot matrix display that used large balls to create words on a long 'ticker.'






One of the most unique models at BrickCon was built by Chad Mealey. Using LEGO parts, he built a zootrope, which is an early animation machine. By turning a crank under the drum, the unit rotated and people could see an animated image of a minifigure juggling. Because of the building technique of the model, the animation could be looked at from different angles, making it a 3D animated image! The model was an incredible mesh of old technology and LEGO building.

Alice Finch's Hogwarts castle was also impressive. She made an immense castle, but also made rooms and chambers that could be viewed, including Hogwarts' dining hall. The castle was a model that required a close look, as there were many details that were placed inside.

And that could sum up BrickCon. It's an event that is big, but has many details that were worth looking for. This report is only a brief look. The best way to experience BrickCon (or any other LEGO fan event) is to go there.

The community will be waiting to greet you. 





The finished water tower on display with other models and sets.

A Towering Achievement!

Article by Benoit Kayser and Joe Meno
Photography provided by Fanabriques

It takes many bricks to make a tower. For Fanabriques, the French LEGO Users Group, it took more than 140,000 bricks and over 1600 hours to complete. Benoit Kayser, designer and head of this massive project, made the tower out of only 2 x 4 and 2 x 8 bricks, making this a design challenge as well as a building challenge. How this started and how this was done is a story of people and bricks.

Fanabriques was invited to display at Sélestat Habitat Déco, a home crafts and trade fair. Celebrating its twentieth anniversary, the event coordinator, Beatrice Weichel, wanted to do something special. Proposing a building workshop for children, Beatrice also wanted something built by the club.



The actual water tower.

Fanabriques had some experience building large projects — sponsored by the emirate of Dubai, they built a model of the Burj Khalifa the year before that was 18.5 feet high when completed.

After reviewing some candidates for building, the water tower of Sélestat was quickly chosen to be the project for Fanabriques to build. From there, research had to be done. Since the model was going to use basic parts, there was going to be some sculpture work done to make the curves. Also, a scale had to be determined to figure out the overall size of the model. Photographs were taken of the tower, including detail photos of the roof and windows. From the City of Sélestat's Heritage Service came architectural drawings of the tower directly from its archives. From the renderings, Kayser set the model to be a 1/10 scale rendering, making its final size to be 5.5 meters high (18 feet). While not as tall as the Burj Khalifa, it will turn out that the water tower will need more parts.

The parts shipped to the club in early December 2011, and over 15 workshops, 40 members helped in building the sections to the tower. While the building effort was important, what was more important was that so many people in the club met and participated in a common project.

The workshops mostly involved building large round sections that were drawn out by Kayser. The completed model was taller than the room being used to build, so sections were



Building the base of the tower.



Working on the upper section. A window section is on the right.



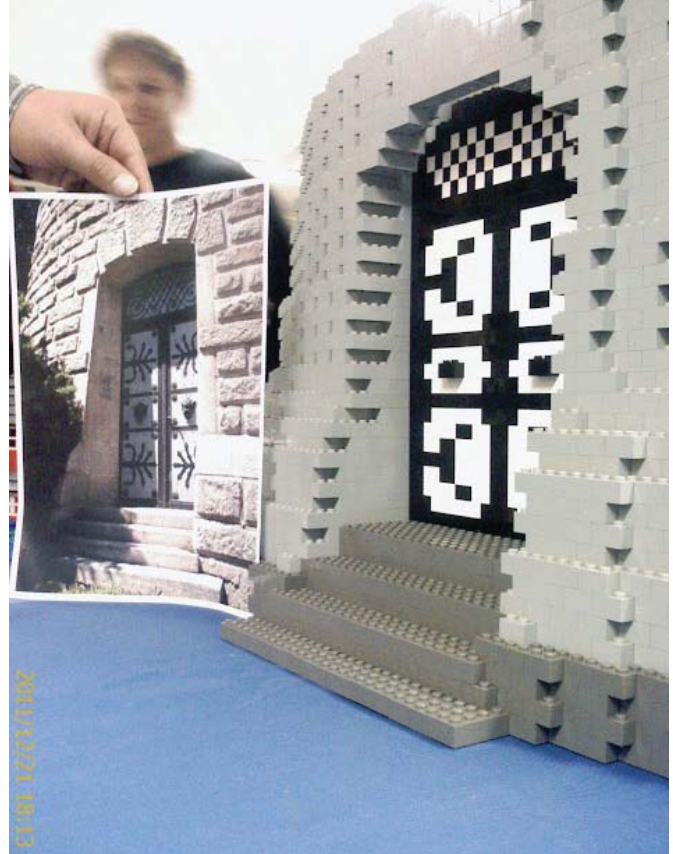
Upper section further in construction.



Working on a lower section....



that becomes ready for joining, as seen below.



Comparison of door section to reference photo.

stacked up to the ceiling. The roof section, because of its window bays, is built last. The model itself is over 500 brick layers high, with the base being about 1.3 meters (4 feet, 3 inches) in diameter.


The model was completed (in segments) and then delivered to the display site. Because of the size, it takes loading machinery more than a few builders to set up the tower and repair it from transport damage. The tower is ready for display two days before the event starts, and the stage around the base is decorated with other buildings, both LEGO sets and models built by other LEGO builders.

When Sélestat Habitat Déco opens, photos taken of the tower become innumerable, and the building workshop fills with LEGO builders, young and old. The Mayor and his staff also visit and are impressed with the tower. Over the weekend, many of the townspeople visit and tell their stories about the water tower. The model became a touchstone for those who have shared their lives with the tower, including Paul-Henri Mathis (CEO of Mathis Structures), who was the son of the contractor who supported the construction of the water tower in 1905. He recollected stories with Fanabriques members about the tower he heard from his grandfather. Another was a woman who spent her life with the tower in front of her house who assured Kayser that the model was "truly faithful to the real tower."



Working on the upper section.

The best surprise happened at the end of the event - while the model was designed and built by Fanabriques, the bricks were on loan from LEGO France and the model was set to be taken down. However, Eric Maugein of LEGO France allowed the loan of bricks to be extended to the next Fanabriques event, on June 28 - July 1, 2012! This was such a surprise that storage had to be hastily arranged, but the City of Sélestat was able to secure space to hold the model. Many thanks are extended from Fanabriques to LEGO Franc and the City of Sélestat for their help and cooperation.

Because it takes a lot of bricks and help to make a tower. 



You can go to Fanabrique's website by going to <http://www.fanabriques.fr/> or scanning this QR code!



A closer look at the built curves needed for the tower.





Arthur Gugick's Lyndhurst Castle model.

April 21- 22, 2012

LEGO® Fun at Lyndhurst Castle

*Article by Brian Wygand
and Photography by Will Smart*



The members of I LUG NY: (standing, left to right) Humberto Leonffu, Arthur Gugick (Neo-LUG member), Mike Bader, James Hermey, Victor Fernandez, Rick Theroux, Blake Foster, Jon Lazar, Bill Probert, Naomi Mombrun, Will Smart and Kevin Cinquera. (Seated, left to right) Anthony and Dean Barrecca, Brian Wygand, Brett Berland and Jonathan Fernandez.

Members of I LUG NY (the LEGO User Group of NY) took part in the 7th annual LEGO Fun at Lyndhurst Castle event this past April 21st and 22nd. The event was attended by many families and LEGO fans of all ages. The attendance numbers for this year's event are not in yet but nearly 7,000 people enjoyed the festivities last year. I LUG NY has participated in this event since its inception.

Getting Ready for Lyndhurst

I LUG NY officially formed in October of 2010 as the NYBA (New York Brick Artisans) and LongILUG (Long Island LEGO User Group) combined into the one LUG. Members of the NYBA have participated in this event each year starting with its inception in 2006 and as I LUG NY for the last two years. Having this experience under our belts helped us prepare for this year's event. Planning began back in January as members discussed ideas for the layout at our monthly meetings.

At the February meeting two members brought up an idea they had for a collaborative build that would debut at Lyndhurst. Mike Bader and Brett Berland shared with the rest of I LUG NY their idea for a collaborative zoo display. By the first week in April, I had completed a bird enclosure and shared this with the group via Flickr. Will Smart uploaded the standard for the walkways and different modules to our website (ILUGNY.org) and the rest of the group was able to follow these guidelines to complete their own modules. The zoo and the many animal enclosures (penguins, parrots, owls, frogs, snakes, ducks, alligators, lions, panda bears, monkeys, even an aquarium module) were well received and this idea will be expanded and improved upon for future shows.

Starting in early April, I LUG NY members transported and assembled our show tables from our last event's locale



I LUG NY members (left to right) Blake Foster, Bill Probert, James Hermey, Mike Bader, Rick Theroux, Brett Berland, Brian Wygand Chris Barchuck and Jon Lazar set up the display.

(Stamford, Connecticut) to Lyndhurst Castle. An I LUG NY member met Bill Probert at the LEGO Store in the Palisades Center Mall in early 2011 by chance (Really, by chance? When you have AFOLs that shop at the LEGO Store as often as these guys do it is odd that they DON'T run into one another!) and since then Bill has been an invaluable member of the LUG. Bill has taught the members quite a lot about putting on an exhibition of this magnitude. For this show, as for Stamford, Bill provided members of I LUG NY with a virtual blue print of what the layout would look like and through the forum on ILUGNY.org coordinated what each member would bring for the display.

I LUG NY has more than tripled in size from 2010. Our members are not only scattered throughout the New York Tri-State region living in NY, New Jersey and Connecticut but our favorite building themes are scattered throughout the LEGO spectrum as well. I LUG NY met up on April 1st and finalized what sets and MOCs we would include in the display. What started off as a town/train exhibit began to change rather quickly into one that would incorporate the other two classic LEGO lines of Castle and Space. We discussed how this could be done to possibly look like a fair or theme park so it could blend in and not seem to clash with the town and train layout. Little did we know what the Spacers had in store for the rest of us when we arrived at the event the next weekend!

Once the tables were set up they needed to be covered with baseplates. On Saturday the 14th, eleven I LUG NY members worked to assemble the layout. We spent time installing models and placing small details that added life and realism to the display such as minifigures, landscaping, trees, and vehicles. Motion was added in the forms of trains, monorails and wind turbines.



Rick Theroux, Brian Wygand and Blake Foster check out the Space models.

Looking at the monorail track.





An overall look of the layout.



Making spac —room for space models!

Making the rounds.



Space Invaders

The LUG set aside approximately 10 baseplates of room for the Space area. At the close of our building fun on the 14th, Will Smart and Rick Theroux decided to expand the Space footprint, even letting the Castle builder know that “Space Goes Here” via a brick built message across the baseplates reserved for the Castle area! Several members took the time to meet at Lyndhurst in order to fine tune the display during the week leading up to the event. Will worked on attaching a live feed camera to the trains so the public could see what the display looked like through the eyes of the minifig train conductor. This time was also apparently used to sprinkle little bits of Space goodness throughout the entire exhibit. When the event opened to the public on the 21st, the 10 baseplates for Space more than doubled! As if Blake Foster’s Manticore SHIP (Seriously Huge Investment in Parts), wasn’t enough Spacey spaceness, Space-themed MOCs were also present throughout the display in the forms of Cat-bots chasing butterflies along train tracks, Giant Mecha fighting atop our Cafe Corner Island (4 Cafe Corners connected to make an island with an extra level thrown in for more modular madness), a cow being abducted by a UFO and other Space details to make sure that Space was represented throughout the entire layout!

The Event

I LUG NY members took turns watching over the exhibit. Last year seven members were a part of this event. Twelve of our members worked on this event this year. We were also given a larger room to exhibit in than in previous years. We learned last year that the display should be watched over carefully in case a train derailed and to gently remind the public to enjoy our models with their eyes and not their hands. The members who participated in the build were also best able to converse with the public about what went into creating it.



Part of the display included a Ren Faire layout.

I LUG NY members were not the only AFOLs displaying their LEGO creations. Arthur Gugick's works were featured as well. Arthur has also attended this event since 2006. Arthur's model of Lyndhurst Castle wowed the public as did his pointillism, tile mosaics and his architectural models.

The public participated in LEGO fun and games by Brick Kids in which young LEGO fans built and raced cars down ramps and assembled a large sign welcoming visitors to Lyndhurst Castle out of white and orange LEGO bricks. There were free build areas for visitors to sit at and create whatever came to mind throughout the weekend.

Vendors were on hand selling both current and out of production LEGO sets. One of our members owns a family run comic book/toy store called Funny Business (<http://www.funnybusinessonline.com/>) and the owner Brett was in attendance to not only sell LEGO but to also sign up new students for his Brick University LEGO building class. Victor Fernandez of Eclipse Grafx (<http://www.eclipsebricks.com/>) and family were on hand to sell Victor's custom LEGO minifigs along with minifig accessories from BrickArms and Brick Warriors. Many people visited him throughout the weekend due to his large following on flickr.

The LEGO Store at the Palisades Center Mall delighted the kids in attendance by holding a session of the Mini Monthly Model Build on both days. Kids were treated to a free seagull model from August of 2010. Employees of the LEGO Store also gave out current issues of the LEGO Club magazine and even awarded four Super Star Destroyer sets to winners of the Building Contest held inside the Carriage House. (You read that right, yes, *four* Super Star Destroyers!)



Even a spaceman needs a break.

Saturday evening I LUG NY met and discussed the first day of the show and Krystyn Hastings-Silver (who was our helpful and friendly contact with the Lyndhurst National Trust Historic Site) took the time to thank us for our efforts and let us know the visitors to the exhibit walked out of the room smiling and offering positive feedback. After the meeting we went out for dinner with Arthur Gugick and his fellow Neo-LUG friend E.J. Bocan and compared experiences within our LUGs.



A mad man in a box arrives at the Ren Faire, along with a mecha.




Two bots battle in the city.



You can go to I LUG NY's webpage by scanning this QR code or going to www.ilugny.org!

You can also view more photos at Brian Wygand's Flickr page: <http://www.flickr.com/photos/notenoughbricks/>

A highlight for Brett was when one of his students from his Brick U classes showed up and was delighted to see the LEGO Store Modular model she built in the exhibit. I can't speak for the rest of the LUG but I enjoyed sharing stories I had about my MOCs in the layout over the weekend. Many of our family members attended the event so we were able to appreciate sharing our hobby with our loved ones. I will always remember working with friends to create a display that was appreciated by the many visitors who gazed and stared at our exhibit. I'm looking forward to next year's event when I LUG NY town builders will scatter town MOCs throughout the Space area of the layout! 

Here are some figures of what it took the members of I LUG NY to create this display:

The display took 12 members 178 hours to create. This figure takes into account what it took to plan, transport and build the tables and to set up the layout.

The display took about 13 members plus assorted LUG family members roughly 2.5 hours to take down.

Community Ads



A free LEGO® event
& sale presented by

★ BrickArms
★ Brickmania
★ G.I. Brick

June 15-17th @ Amvets Post 66
700 McHenry Rd. Wheeling, IL 60090
Friday 6-10pm • Saturday & Sunday 10am-6pm
info: brickmaniatoys.com/world-war-brick/

LEGO® is a registered trademark of the LEGO Group, who does not endorse this event.



Real LEGO® bricks
Vintage (60s-80s), no longer made

Tiny!



Own a piece
of history

For more info about Modulex® bricks visit:
www.MiniBricksMadness.com

We Are Building Kits of Historic Importance



BRICKARMY.COM

BUILD YOUR OWN ARMY!

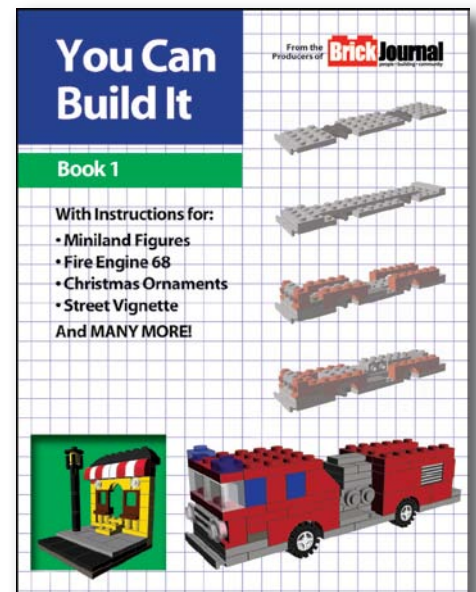


LEGO fans, this book proves: You can build it!

YOU CAN BUILD IT is a new ongoing series of instruction books on the art of LEGO® custom building, from the producers of **BRICKJOURNAL** magazine! Spinning off from BrickJournal's popular "You Can Build It" column, these **FULL-COLOR** books are loaded with nothing but **STEP-BY-STEP INSTRUCTIONS** by some of the top custom builders in the LEGO fan community. **BOOK ONE** is for beginning-to-intermediate builders, and features instructions for custom creations including Miniland figures, a fire engine, Christmas ornaments, a street vignette, plus miniscale models from "a galaxy far, far away," and more! So if you're ready to go beyond the standard LEGO sets available in stores and move into custom building with the bricks you already own, this ongoing series will quickly take you from novice to expert builder, teaching you key building techniques along the way! (And be on the lookout in May for **BOOK TWO**, featuring even more detailed instructions for intermediate-to-advanced builders, and more detailed projects to tackle!)

(84-page **FULL-COLOR** Trade Paperback) \$9.95 • (Digital Edition) \$3.95

BOOK ONE NOW SHIPPING FROM TWOMORROWS!



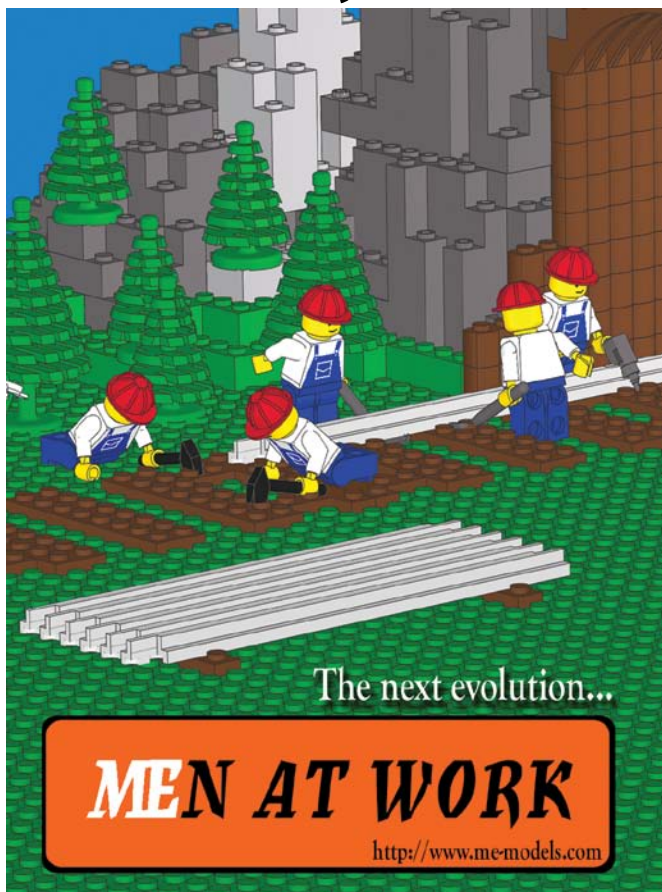
Shipping: \$2 US, \$4 Canada, \$7 elsewhere.



TwoMorrows—A New Day For LEGO Fandom.

TwoMorrows Publishing • 10407 Bedfordtown Drive • Raleigh, NC 27614 USA • 919-449-0344 • FAX: 919-449-0327
E-mail: twomorrows@aol.com • Visit us on the Web at www.twomorrows.com

Community Ads



The next evolution...

MEN AT WORK

<http://www.me-models.com>

smiles included... bricks optional*



SMALLWORKS.COM

*bricks highly recommended



BRICKARMY.COM

BUILD YOUR OWN ARMY!

Hey Kids! Comics!

by *Greg (AFOLs) Hyland*

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

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

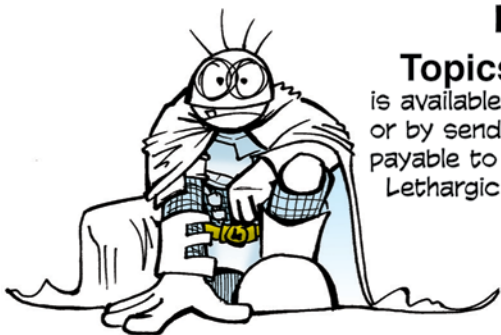
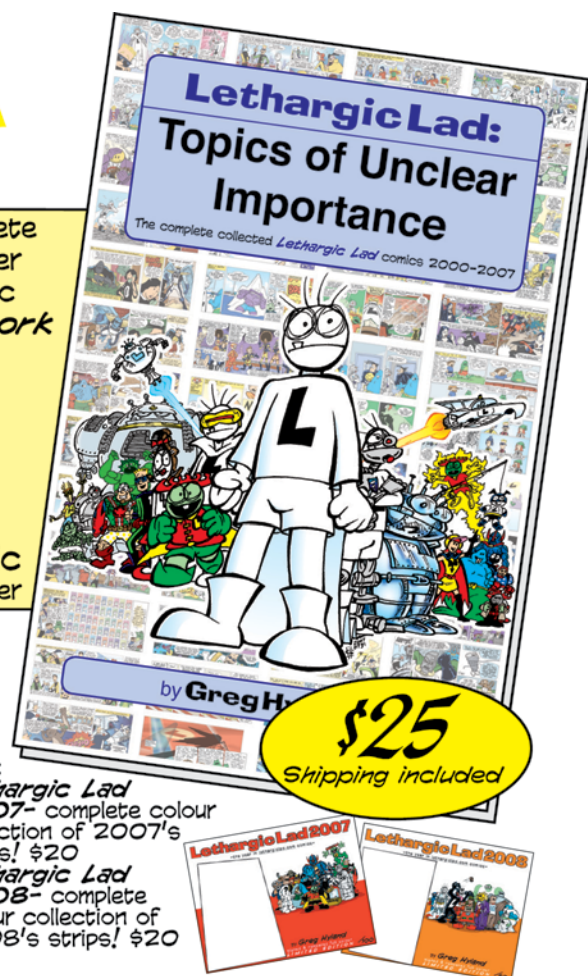
-John Kovalic
Dork Tower

Lethargic Lad:

Topics of Unclear Importance

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

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

Lethargic Lad: Topics of Unclear Importance

The complete collected Lethargic Lad comics 2000-2007

by Greg Hyland

\$25
Shipping included

Also:
Lethargic Lad 2007 - complete colour collection of 2007's strips! \$20
Lethargic Lad 2008 - complete colour collection of 2008's strips! \$20

Last Word




Ordinarily, I try to find a funny picture or two for the Last Word, but I decided to do something different...

If you look in the *BrickJournal* masthead, there is now a new staffer. Her name is Elizabeth Cortes and is onboard *BrickJournal* as our Traffic Manager, so she is going to be working to get the magazine on a consistent schedule.

She is also in the picture above on the right doing what she enjoys the most - volunteer. She coordinated a mosaic build for the Mattie Miracle Cancer Foundation last year and did some other activities for her LEGO club. She's a great example of what the LEGO community can do for the greater community. Thanks to people like her at LUGs all over, the public is starting to realize that there is much more to our community than just LEGO models.

We can inspire others to do great things. Liz has. And we as a community should.

See you next issue, which is coming really soon!! 



KAMINOAN'S FINE CLONIER DECALS

www.fineclonier.com



Kaminoan's Fine Clonier. For all your minifig decal customization needs.

HEADING OUT TO DINNER AFTER A DAY AT *BRICKSHOW 2012*...

HEY, THANKS FOR INVITING ME TO THE SHOW! I CAN'T BELIEVE ALL THAT GREAT STUFF IS MADE OF **LEGOS**! THOSE GIANT CASTLES ALL MADE OF **LEGOS** WERE AMAZING! AND WHAT A GREAT IDEA MAKING THOSE BIG MOSAIC OUT OF **LEGOS**!



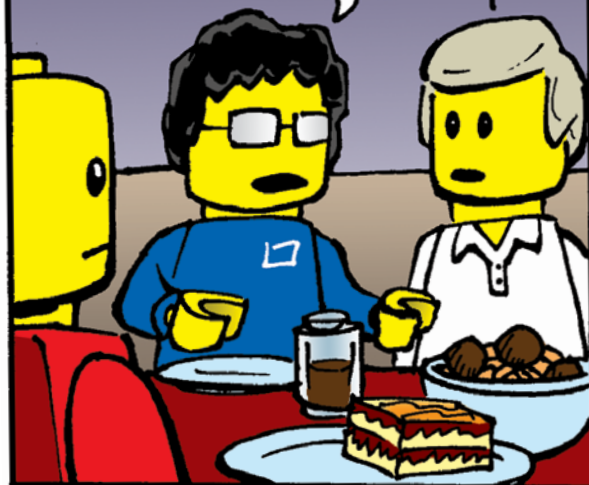
BOY, SOME OF THOSE PEOPLE MUST HAVE A LOT OF **LEGOS**. IS THERE SOME SORT OF PLACE THAT YOU CAN JUST BUY THE KIND OF **LEGOS** YOU WANT?

JUST SO YOU KNOW, WE DON'T CALL THEM "**LEGOS**." THE PROPER TERM IS "**LEGO**." NO "**S**".

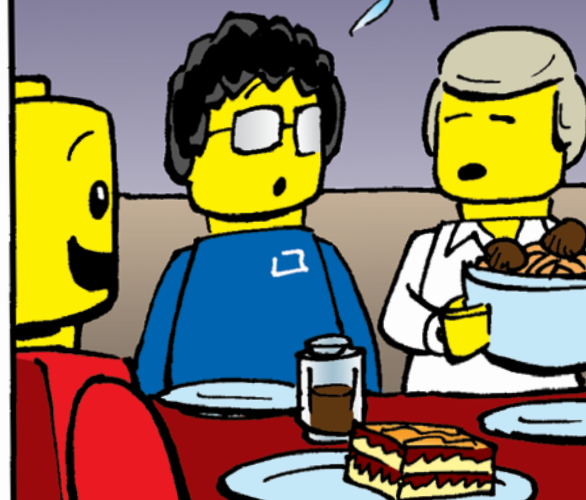


Oh... SORRY.

IT'S OKAY. COULD YOU PASS MORE SPAGHETTI AND MEATBALLS?



I WOULD, BUT THE PROPER TERM IS "**MEATBALL**." NO "**S**".



FOR BIG STEVIE D!

Brick Journal

people • building • community

THE MAGAZINE FOR LEGO® ENTHUSIASTS OF ALL AGES!



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

LEGO, the Minifigure, and the Brick and Knob configurations are trademarks of the LEGO Group of Companies.

DIGITAL EDITIONS AVAILABLE FOR ONLY \$3.95

PRINT SUBSCRIPTIONS: Six issues \$57 US (\$75 Canada, \$86 elsewhere)
DIGITAL SUBSCRIPTIONS: \$23.70 for six digital issues



BRICKJOURNAL #1

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

(84-page print magazine) SOLD OUT
 (Digital Edition) \$3.95



BRICKJOURNAL #2

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

(84-page FULL-COLOR magazine) \$8.95
 (Digital Edition) \$3.95



BRICKJOURNAL #3

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

(84-page FULL-COLOR magazine) \$8.95
 (Digital Edition) \$3.95



BRICKJOURNAL #4

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

(84-page FULL-COLOR magazine) \$8.95
 (Digital Edition) \$3.95



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!

(84-page FULL-COLOR magazine) \$8.95
 (Digital Edition) \$3.95



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!

(84-page FULL-COLOR magazine) \$8.95
 (Digital Edition) \$3.95



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!

(84-page FULL-COLOR magazine) \$8.95
 (Digital Edition) \$3.95



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!

(84-page FULL-COLOR magazine) \$8.95
 (Digital Edition) \$3.95



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!

(84-page FULL-COLOR magazine) \$8.95
 (Digital Edition) \$3.95



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!

(84-page FULL-COLOR magazine) \$8.95
 (Digital Edition) \$3.95



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!

(84-page FULL-COLOR magazine) \$8.95
 (Digital Edition) \$3.95



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!

(84-page FULL-COLOR magazine) \$8.95
 (Digital Edition) \$3.95



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 LABUGUEN**, our regular column on minifigure customization, step-by-step "You Can Build It" instructions, spotlights on builders and their work, and more!

(84-page **FULL-COLOR** magazine) \$8.95
(Digital Edition) \$3.95



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!

(84-page **FULL-COLOR** magazine) \$8.95
(Digital Edition) \$3.95



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!

(84-page **FULL-COLOR** magazine) \$8.95
(Digital Edition) \$3.95



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!

(84-page **FULL-COLOR** magazine) \$8.95
(Digital Edition) \$3.95



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!

(84-page **FULL-COLOR** magazine) \$8.95
(Digital Edition) \$3.95



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!

(84-page **FULL-COLOR** magazine) \$8.95
(Digital Edition) \$3.95



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!

(84-page **FULL-COLOR** magazine) \$8.95
(Digital Edition) \$3.95

LEGO-RELATED BOOKS



MINIFIGURE CUSTOMIZATION: POPULATE YOUR WORLD!

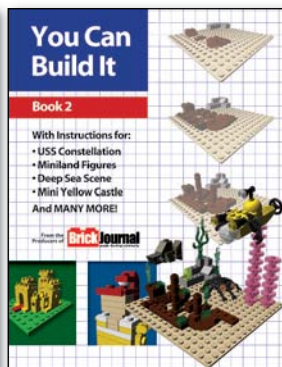
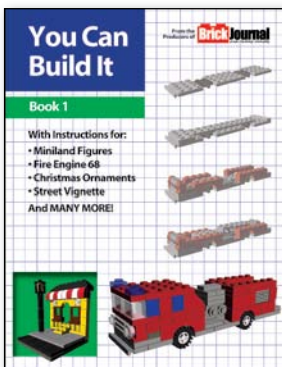
Full-color book with step-by-step tutorials on customizing LEGO® Minifigures, showing decal design and application, color alteration, custom part modification and creation, plus tips on minifigure displays and digital photography to capture your custom figures in their best light! Learn the tools to use, plus tips and tricks from professional customizer **JARED K. BURKS** (known online as Kaminoan), and see a gallery of some of the best custom figures ever created!

(80-page **FULL-COLOR** trade paperback) \$9.95 • (Digital Edition) \$3.95

YOU CAN BUILD IT BOOK 1 & 2

Compiles step-by-step instructions by some of the top custom builders in the LEGO fan community! **BOOK ONE** is for beginning-to-intermediate builders, and features instructions for creations from a fire engine and Christmas ornaments to miniscule models from a galaxy far, far away! **BOOK TWO** is for intermediate-to-advanced builders, with more detailed projects to tackle, from a miniscule yellow castle and miniland people, to a mini USS Constitution! Together, they take you from novice to expert builder, teaching you key building techniques along the way!

(80-page **FULL-COLOR** trade paperbacks) \$9.95 each • (Digital Editions) \$3.95 each



SORRY, COMPENDIUM 1, 3, AND 4 ARE SOLD OUT!

But all nine of these original digital-only issues are available online as **DIGITAL EDITIONS** for \$3.95 each.

BRICKJOURNAL COMPENDIUM 2

Before becoming a print magazine, there were nine **DIGITAL-ONLY** issues of *BrickJournal* produced from 2005-2007, which are still available as **DIGITAL EDITIONS** for only \$3.95 each! And while supplies last, the original 4th and 5th issues are available in print form in **BRICKJOURNAL COMPENDIUM 2**, a full-color trade paperback with a wealth of information and building tips on all things LEGO! (NOTE: These are **DIFFERENT ISSUES** than the newer #1-19 shown on this flyer.)

(224-page **FULL-COLOR** trade paperback) \$34.95



TwoMorrows—A New Day For LEGO Fandom.

TwoMorrows Publishing • 10407 Bedfordtown Drive • Raleigh, NC 27614 USA • 919-449-0344 • FAX: 919-449-0327
E-mail: store@twomorrowspubs.com • Visit us on the Web at www.twomorrows.com

