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# Brick Journal

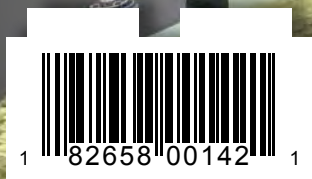
Issue 51 • June 2018

people • building • community

## STEAMPUNK RETURNS!

**Interviews:**  
**Guy Humber,**  
**Paul Hetherington**  
**Rob Gillies**

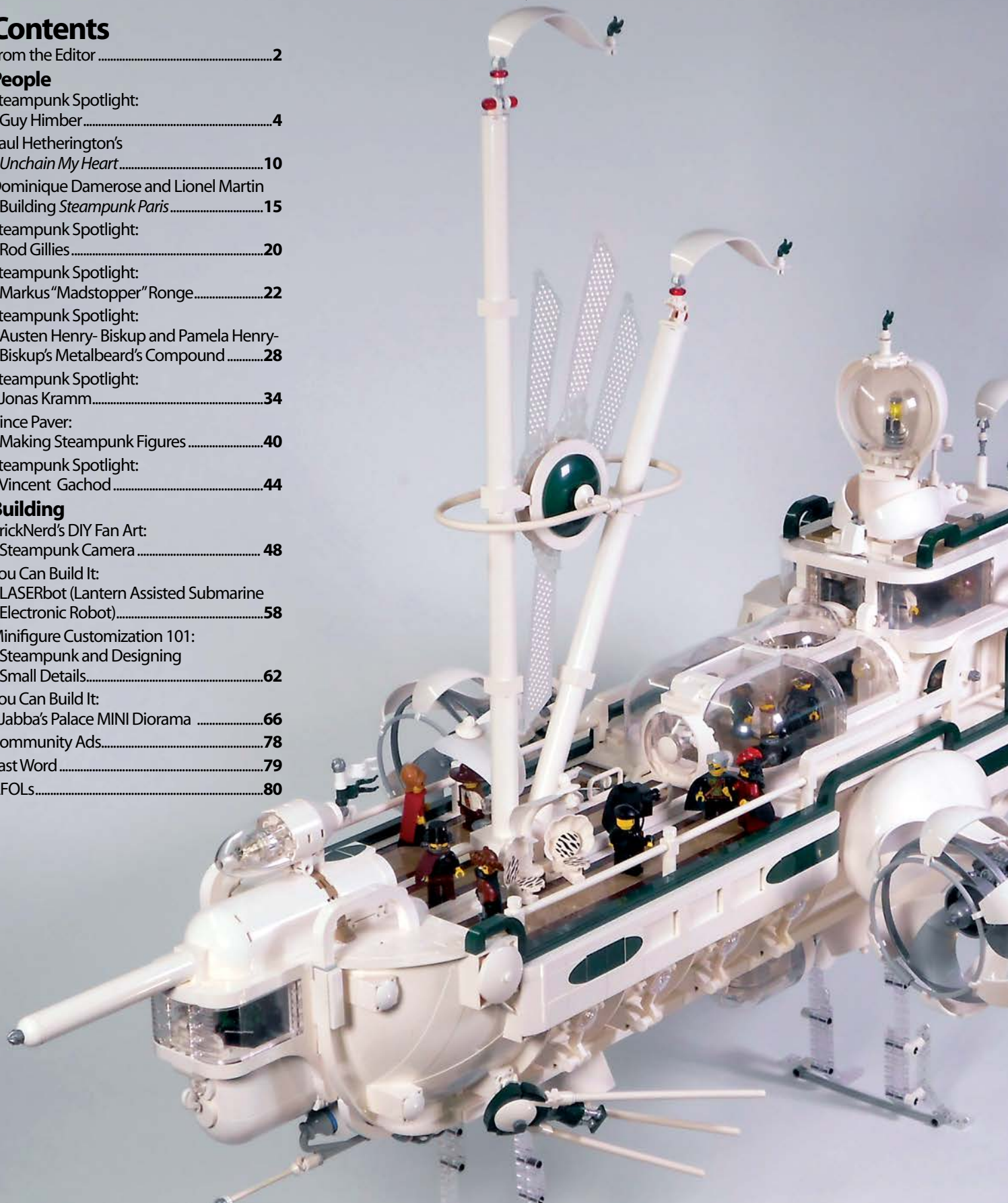
**Instructions**  
**and MORE!**





## Contents

From the Editor .....	2
<b>People</b>	
Steampunk Spotlight: Guy Himber .....	4
Paul Hetherington's <i>Unchain My Heart</i> .....	10
Dominique Damerose and Lionel Martin Building <i>Steampunk Paris</i> .....	15
Steampunk Spotlight: Rod Gillies .....	20
Steampunk Spotlight: Markus "Madstopper" Ronge .....	22
Steampunk Spotlight: Austen Henry- Biskup and Pamela Henry- Biskup's Metalbeard's Compound .....	28
Steampunk Spotlight: Jonas Kramm .....	34
Vince Paver: Making Steampunk Figures .....	40
Steampunk Spotlight: Vincent Gachod .....	44
<b>Building</b>	
BrickNerd's DIY Fan Art: Steampunk Camera .....	48
You Can Build It: LASERbot (Lantern Assisted Submarine Electronic Robot) .....	58
Minifigure Customization 101: Steampunk and Designing Small Details .....	62
You Can Build It: Jabba's Palace MINI Diorama .....	66
Community Ads .....	78
Last Word .....	79
AFOLs .....	80








## Welcome back brave adventurers!

It was seven long years ago, November 2011, when I edited the first ever STEAMPUNK issue of *BrickJournal* (#16). The Steampunk issue proved to be one of *BrickJournal's* most popular editions with its iconic Voyage to the Moon MOC cover and became the impetus to the publication of my book, *Steampunk LEGO*, by No Starch Press. The Moon MOC even made an appearance in *The LEGO Movie* and became part of Benny's advertising campaign!

In the years that followed I guest-edited another issue of *BrickJournal* featuring the Iron Builder Competition, and wrote several other feature articles focused on special topics of interest and feats of daring-do.

So now the time has come for us to revisit the Steampunk muse! Not that much has changed in the theme (which is permanently stuck in Victorian times) but many creative and talented AFOLs have been smitten by the Siren's call of brass goggles and top hats and have taken LEGO to even greater gaslight heights for our amusement.

For you first-time travelers to the world of steam and whimsy, you may ask, "What is this Steam-thing, and who are these punks?" 'Steampunk' takes place in an alternate timeline during the period from the mid-to-late-1800s. In the UK, Queen Victoria is climbing to the greatest heights of her reign, and in the former Colonies, the Wild West is capturing the imaginations of the newly minted American States. This great age of exploration is filled with floating cities, steam-powered industrialization and numerous wooden contraptions sheathed in brass. Let us visit this fertile ground where the seeds of Steampunk take root and many an alternate and wonderful historical tale awaits the telling. It is time to grow some impressive facial hair and jump into our horseless buggy to see what wonders await!

Yours in Steamy goodness,  
Guy Humber 





Brass Haberdasher, minifig portrait of Guy.  
(By Paul Lee, known on Flickr as Polywren)

# Steampunk Spotlight: Guy Humber

Article by Guy Humber

Photography by Guy Humber,  
Bruce Whistlecraft, and Norman Chan

Art by Paul Lee

**BrickJournal:** *You have been called the “Steampunk guy.” Why is that?*

**Guy Humber:** It happened by accident. The first MOCs I built that got Brothers Brick recognition were Steampunk. From that point the theme really caught my designer’s eye and hasn’t really let me go. I build in plenty of other themes, but I always seem to come back to my Steamy ways because I own a ton of gold and brown bricks, so I need to find some use for them! My continued support of the theme led to a number of Convention awards and recognitions and eventually I was asked by Joe Meno (editor of this fine publication) to be a guest editor for the original Steampunk issue. Eventually, I just became the “Steampunk guy” and now my Mom calls me that when I am bad.

**What keeps Steampunk fresh as a theme?**

I think the limits of the Victorian theme are its strength. There is a semi-predetermined language that we have all agreed upon and we are invited to push the limits of that interpretation. Steampunk is also the best theme for mash-up designs. Almost anything can be reimagined as a Victorian version (Transformers, *Star Wars*, Super Heroes, that list goes on and on) so as ‘new’ things get popular, they can always be remade ‘new-old’ and redesigned with the theme’s sense of aesthetics.

**What is the future of Steampunk?**

Steampunk has no future in that it is permanently stuck in a very specific yet highly inspiring time period. Much like the Wild West (which is technically part of the Steampunk theme) it will never radically change. The Space theme, for example, is ever growing and evolving with each moment. But Steampunkanese is a language that has a certain permanent sound and vibration that is fixed in history. We can go back and pay it a visit but it will never jump forward to our time and place unless used as a muse by creative folk and makers.

**Why top hats?**

How do you know when you have a top hat problem?

There are certain features that make it clear you are in the land of Steampunk. Top hats are one of the key things that people can readily identify and pretty much know ... “Hey! I bet this is one of those Victorian Steamy things!” Top hats (and bowlers) are easy visual cues to let your audience know where you want to take them. Other items might be goggles, loudly clashing fancy and formal (dandy) dressing habits, claims of important sounding titles, doctorates and military ranks, as well as elaborate sounding names are all frequent identifiers of Steampunk origins.

Certain antiquated-feeling fonts and sepia-toned color schemes are also big visual clues. Joyful displays of over-complicated gear-filled mechanisms and ridiculously proportioned machines might also clue you in. And the rivets... *never* forget the rivets.....

Often the best Steampunk throws off the conventional look and thinking to achieve its ends.

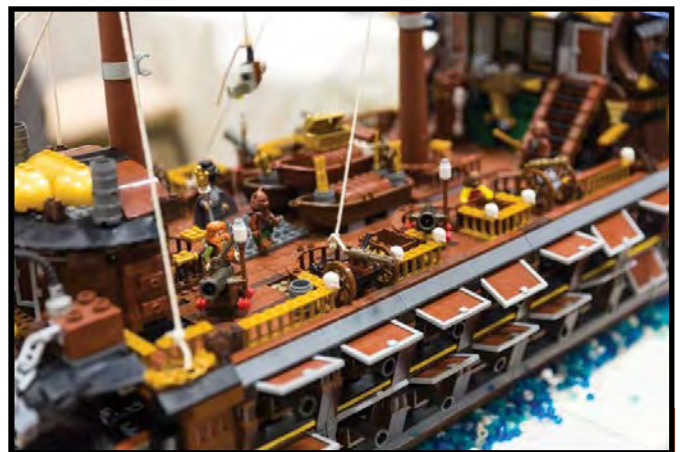


## Man O' War *HMS CrazyBricks*

This fine sea-faring beastie, *HMS CrazyBricks* is a wild Steampunk Man O' War crewed by a scurvy collection of crafty Dwarves, Skull Pirates and various Cats, Pigs and Cows. It comes apart into five sections for "ease" (ha!) of shipping and got its first public showing at Bricks by the Bay where it won the Best Large Creation in the Seven Seas section. A big shout-out to Norman Chan from Tested.com who got these great photos of the ship during the public day.

The masts are DUPLO which is usually wildly disproportionate for System use, but the sheer scale of this ship (big x big x very, very big) makes these giant parts feel right at home. I lost count of how many cannons she has (I only had enough to complete the one side!) and all the cannons can retract into the hull and be completely covered by the doors to the ship's guns. On deck are a number of BrickArms Gatling Guns in custom brass colors and an assortment of Victorian weapons for assaulting enemy vessels and bending them to the will of the Queen's Glorious Empire.

*Photos by Norman Chan.*





# Paul Hetherington's *Unchain My Heart!*

Article and Photography  
by Paul Hetherington

*As the sands of time erode the checkered past, the heart beats to emancipate itself from its chains to find true love....*

After two months of building I wrote this quote to sum up the journey that I had just completed. Sometimes I find you don't always know exactly what you are designing until you are able to see the finished product.

Then the layers of meaning and symbolism reveal themselves to you as you reflect on what you have completed. Back in the summer of 2015 I embarked upon my most artistic creation to date. This is the story of how it came to be.

I remember seeing my first chrome LEGO element in an old Model Team Hot Rod set back in 1995 and thinking at the time that the element didn't look like LEGO. I soon became fascinated with collecting as many strange LEGO elements as I could. Bionicle sets were a particularly inspiring





owner of the heart stands with a wedding ring, patiently waiting to find his beloved. As I continued fleshing out the torso, I added in some little windows to give the impression that robot was a giant mansion that had people living inside. Once the shaping of the ribcage was done, I set about making some faces on the side of the waist. The opening on the side uses two Bionicle Rahkshi heads that make up the mouth of the large face. Within the nose is a secondary smaller face. In fact, through the creation I endeavored to place several small faces and mini robots in amongst the internal workings.

As the torso took shape I detoured and began creating the arms. I wanted very robotic-looking arms, and I knew that System bricks would not have the desired look. Therefore, I experimented with Technic wheel hubs as well as large Bionicle weapons and some random Technic elements. Once these came together I made the hands using some Technic rotation joint ball with arm parts to make the fingers. These had a great look but turned out to be too heavy for the arms to support. It was then that I decided to make a light circular blade for the right arm, and forego the right hand. This way it could be suspended in mid-air. My original intent was to have the left arm holding the heart up as the right reached over to sever the chains. This had to be modified so that the heart and hand could rest on the heart base. One secret feature is that the arms can be lowered and raised by turning the circular disks on the rear shoulder blades. They are geared to turn slowly and use two large Technic Type 2 Turntables to achieve their rotation. A Bionicle cockpit cover from the #8927 Toa Terrain Crawler makes up the shoulder element and completes the look of the arms. The next step was to build a mechanical heart using gold, chrome and dark red Bionicle parts. I added in some Aquanaut compasses as gauges, then attached some different chains to the torso.

I found the most challenging section of the build to be the face. I had an idea of what I wanted it to look like, but at first, I was unable to recreate it with the elements that I had on hand. Each attempt at a face looked interesting but appeared as though it belonged on a different body. The styles just didn't match. It took about a week of trial and error to seize upon the frame of the face. I used ball joints and plate hinges to make a three-dimensional framework of a face. For inspiration I referred to a forensic model that is used to recreate people's faces from human skull remains. I already had the eyes built and was pleased to use a radar dish with a clock pattern to make a clockwork eye. As a tribute to the surrealist nature of the creation, I made a small Daliesque moustache for the robot. A Knights Kingdom shoulder panel completed the shaping of the nose and provided a manifold cover for the ventilation system located just under it.

The top hat was the last section to be built. I wanted to give the robot a complex mechanized brain filled with all sorts of gadgets and with several mini robots running things. It seems that there is almost nothing more Steampunk than a top hat. I decided to only make the outline of a top hat so that all the internal machinery could be on display. This is where most of the smaller "doodles" that I had built in the first few weeks ended up. It was fun to jumble them in and try to make the robot look as though he had a personality.



*Details on the side (above) and arm (below).*







Lionel Martin (left) and Dominique Damerose pose by their layout.

# Dominique Damerose and Lionel Martin: Building Steampunk Paris

Article by Guy Himber

Photography by Dominique Damerose and Lionel Martin

Born in the Charleville-Mézières in the Ardennes region of France, Dominic Damerose now lives and works in Dole, a town in the Jura. A 49-year old (the same age as the DUPLO theme), he has trained apprentices in home automation and electronics.

Lionel Martin is known by his avatar Castor Troy, but, as he says, "Everybody calls me Castor" (a beaver in English). 44 years old, he's a Quality/Marketing and IT manager who lives in Nevers in the middle of France.

Both worked together to make a layout of Steampunk Paris, and *BrickJournal* talked to them about their work.

**BrickJournal:** How long have you been building with LEGO?

**Dominique Damerose:** I started building with LEGO when I was ten. (Police and Classic Space were my favorite.) I continued to build carousel and large cargo planes until I was 16, then fell into a long Dark Age.

This ended with my last son, Tom, who loved to build. I bought him many city sets and loved the construction methods. Together we built a city together including my first MOC: a McDonald's restaurant.

**Lionel Martin:** I've been playing with LEGO since I was five years old. My first LEGO sets were City and old-school SF.

**What is your favorite theme and why?**

**DD:** My favorite theme is the modular building. I like *Star Wars* 4 5 6, Ideas and Super-Heroes, which I share with my son Tom.

**LM:** I like big dioramas with a lot of details. My favorites are Medieval Fantasy (I love Derfel's universe), Post-Apocalyptic, and Steampunk.

**What inspired you to start building your own models?**

**DD:** I like to build something that has not been done before like a building or vehicle.

**LM:** I have always created my own models. When I decide to start a new MOC, I look first at some special pieces. I search for ideas in books (my wife is a bookseller) and





## Steampunk Spotlight: Rod Gillies

*Article and Art by Rod Gillies*



I'm Rod Gillies, I live in Edinburgh in Scotland. In the "real world" I work in innovation for a whisky company—inventing new drinks. It's quite possibly the best job in the whole world.

I've been active in the LEGO world for maybe ten years or so, and it was the Steampunk building genre which really got me going back when I first discovered the online community on Flickr. Although I've since built in many different styles and genres, Steampunk is probably still my favorite—a building theme I come back to over and over. I never tire of adding greeble-y pipes and boilers and pistons to an unlikely vehicle or flying machine.

For me, Steampunk is a wonderful leap of imagination. Unlike regular sci-fi, where you take current tech and project it forward, I love the exercise of imagining retro-tech—how the world might have turned out if we'd stuck with steam power, or if old Charlie Babbage had got his Difference Engine working properly.

I don't just build Steampunk LEGO models, I've also written some Steampunk adventure stories—*The Empire Of Steam* Trilogy. I'd got frustrated that there didn't seem to be much of the particular variety of Steampunk that I enjoy—so I decided to write my own. I'm not a massive fan of "magicky" Steampunk, I like mine to be grounded in "real" technology (even if it's not remotely feasible). That's the stuff that I write, and also the stuff I tend to build. It might look faintly ridiculous, but it's also supposed to be vaguely realistic!

Beyond Steampunk, I build a lot of microscale models, a bit of Pirate and Castle, and the odd sci-fi creation. I've also been lucky enough to build for DK's official LEGO books. When I got to do a *Star Wars* book, and then a DC Super-Heroes book for them, I thought I'd died and gone to heaven. I got to travel to Billund and work with each theme's design teams for a few days. It was awesome.

When it comes to my building process, I rarely draw anything in advance—probably only if it's a larger creation for exhibiting at a show. I tend to just sit at the bricks and start putting things together and see what happens. As a result, my creative process can be a little hit-or-miss—sometimes it works great and everything comes together quickly. Other times I sit for hours fiddling with pieces and then stomp off disgusted that it all looked rubbish!

Increasingly I'm enjoying adding post-production effects to my photography. You can see that here on the images in the magazine. I love being able to add a faded sepia feel to a Steampunk image, or creating fake blueprints of a model, or setting a creation in an olden-times advertisement. I think it adds an element of story beyond the bricks alone. However, I hope people don't think it's cheating—I'd like to think that a good photo and some fancy editing can't compensate for a crap creation. Hopefully what I've been doing with my images recently is seen as enhancing decent models!

For me, the future of my Steampunk building is all about exhibiting at shows. I have a large-scale Steampunk layout that I take along and set up at LEGO shows in the UK. I try to always build something new to add to it for each show. To be honest, with that, and with working on the DK books, I've not had a lot of time in the last couple of years to build anything just for fun—I'll need to sort that out!



## People



# Steampunk Spotlight: Markus “Madstopper” Ronge

Interview by Guy Himer

Photography by Markus Ronge

Markus “Madstopper” Ronge is a 40-year-old professional mural artist. His company Art-EFX ([artefx\\_potsdam](#) on Instagram or [www.art-efx.eu](#)) specializes in “transforming arts,” which is classic trompe l’oeil but with spray cans! He lives in Potsdam, Germany, on the beautiful outskirts of Berlin. Online, Markus can be found on Instagram (@[madstopper78](#)) and on Flickr (@[Markus Ronge](#)). His Madstopper nickname came from Potsdam itself—Madstop is the slang name for the city, derived from the reverse spelling of the name!

*BrickJournal* chatted with Markus about his work.

**BrickJournal:** *How long have you been building with LEGO?*

**Markus Ronge:** I started building in the early '80s with the first set I remember playing with being the 316 Fire Boat (maybe here the seed for my nautical fascination was sown?). Being from former East Germany, LEGO was hard to come by. If you owned a set, you could weigh it in gold, basically. Compared to my friends I had an okay collection though, mostly City. My favorite set was the 5580 Model Team Highway Truck, my last childhood set was the 8865 Technic car. Even though I stopped building, I still got myself a LEGO catalogue each year, trying to stay up on things. Through my graffiti activities, by some coincidence, I was actually invited to Billund by a LEGO headhunter in 1997. They were looking for illustrators for some collectable discs—don't ask me what has become of this!—but this was way out of my league back then. Still had a fun day in LEGOLand, though!

As with most AFOLs, my Dark Age ended three years ago when my son became old enough to play with LEGO (oh, how much I hated the DUPLO phase before!). He had been watching *Ninjago* on TV, so one day I said, “Let's get you a set.” From there on I was hooked again, especially seeing all the new colors that had come out since my childhood.

Fun story: Back in the German Democratic Republic, you traded all kinds of stuff on the black market. My older brother traded a monopoly set—to us useless, to others a sought-after symbol of longed-for capitalism—for the 6970 Classic Space Station. It's now in my possession, and I recently rebuilt it for my son who had just as fun with it now, as we had back in the '80s. Now that's what I call a great deal!

**What is your favorite theme and why?**

When I got back into building, I “chose” between two directions: Either Neo-Classic Space or Steampunk. But since the NCS community is pretty extensive and at an impressive level already, I figured Steampunk posed more opportunities for contributing something fresh.

The aesthetic of Steampunk with its combination of history, engineering and phantasy always appealed to me. Also, all the better models embody a





## Steampunk Spotlight: Austen Henry-Biskup and Pamela Henry-Biskup's Metalbeard's Compound

Article by Guy Humber

Photography by Patrick Biggs,  
Maddison Stapleton,  
and Joe Meno

Pamela and Austen Henry-Biskup are mother and son and also LEGO builders. Pamela loves reading, design, fashion and is a British crime drama enthusiast, while Austen plays paintball, ultimate, loves drawing and is now applying to colleges. Both created Metalbeard's compound, a Steampunk-themed layout inspired by the character in *The LEGO Movie*. *BrickJournal* talked to them about their creation.

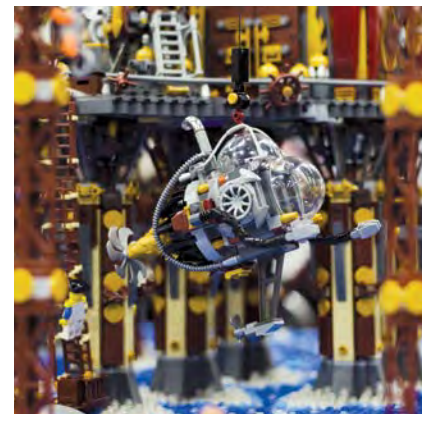
**BrickJournal:** *How long have you each been building? Did you have a Dark Age? If so, what got you building again?*

**Austen and Pamela Henry-Biskup:** We have been working together for about three years. Austen never had a Dark Age. He got his first LEGO set from my mom when he was five. It was a red fire truck and he hasn't stopped building since. He decided in middle school to build his first large scale build, a castle, which he took to Brick Cascades in 2014. Pamela had a very long Dark Age and only started building with Austen because she was spending all her time supporting him anyway. Our first big MOC together was King Kong: Skull Island which won "Best Picture" at Brickcon 2015 in the screen scenes category and "The Emmet" from the art category at Brick Cascades.

**How does your partnership work? Who is the principal designer, builder and "idea guy"? Division of labor? What does your pre-planning and research look like? Does anyone else in the family build with LEGO?**

Austen is, without a doubt, the main designer. Pamela started out almost more like an intern on King Kong. We are both idea people which sometimes causes difficulty. We have come up with our main ideas, mostly, together. It's in the realization of those ideas that we have to work together to get all or most of our own visions into a MOC. Austen loves movement and kinetic functions in LEGO and is fully responsible for getting moving functions working on the MOC, even if the idea originated from Pamela. With so many moving parts on this





## Metalbeard's Compound



*Our story begins where The LEGO Movie leaves off. President Business is now working with all minifigures to defeat his former micro-managers and bots that have gone rogue. Since Cloud Cuckoo Land has been destroyed, MetalBeard's castle "Sea Haus" has become a sanctuary for all Master Builders who strive to fight the evil that still lingers on.*

### **Sea Garden**

Sea Garden was a Steampunk theme park consisting of a working roller coaster, a merry-go-round and Victorian style Monorail stop all run by seven power functions. The roller coaster was built using the original LEGO-compatible Coaster Dynamics track system with a small Technic chain to pull the cars up the lift hill. The coaster weaved in and out of a mountain much like The Matterhorn ride at Disneyland. The merry-go-round was innately detailed with golden dragon heads and Steampunk hot-air balloons that independently moved up and down. Rounding out the theme park were dancing and partying master builders.





Venice 1486.

## Steampunk Spotlight: Jonas Kramm

Interview by Guy Himer

Photography by Jonas Kramm

Jonas Kramm is a 22-year-old builder who is also a graphic design student from Germany. He started building as a toddler, beginning with Duplo, then going over to LEGO when he was old enough. His obsession with the bricks grew as he got older, and in 2009, at the age of 13 discovered the LEGO fan community and started participating online and physically at events. While he had and still has times where he can't spend as much time with the bricks as he would like to, LEGO building has always been part of his life and he never had a Dark Age. His work can be found on [jonaskramm.com](http://jonaskramm.com) or on Instagram @jonaskramm. *BrickJournal* talked to him about his Steampunk builds.

**BrickJournal:** *What is your favorite theme and why? What inspired you to start building your own models?*

**Jonas Kramm:** The LEGO Castle theme was definitely my favorite when I was a kid and I got various sets to play with. Many battles of good versus evil got fought in my room, but while growing older, my interest shifted over to building my own models rather than playing.

These days I only buy sets to get pieces for my own creations. I don't collect any specific themes, but was really pleased about the *Lord of the Rings* and *Hobbit* sets, because of the beautiful Minifigures.

When I build my own creations I don't stay with any themes, but build whatever inspires me. I love to challenge myself and to push myself out of my comfort zone. To do so I participate in building competitions, such as the Iron Builder.

**How do you design your models?**

I don't have a strict schedule for my designing process. It usually starts with something inspiring: a movie, a picture, a game or something I see on the street or on vacation. When that idea has the potential to become a visually appealing creation, I often start with the detail that is the crux, and that has to be spot on. At that point I also think about what colors I will use and how they work together.



## Steampunk AT-TE

Next to the use of ladders for the body hull the highlight of this model is the steam engine that makes use of two cauldrons.



When I'm building it's actually a back-and-forth with trying different building techniques and color combinations to see what works best. I always try to avoid ordering bricks for a project and therefore only use the bricks that I have currently available. Over the years, this limitation has helped me to be more creative.

### *What's your favorite creation?*

My favorite creation of all time is my *Venice 1486* from *Assassin's Creed 2*, as seen on the previous page. I really enjoyed playing with the iconic architecture and beautiful colors here.

The Steampunk creation I like the most has to be my *Slave 1885*, which I built for a Steampunk *Star Wars* contest in 2014.

### *What is it about the Steampunk theme and style that you find so appealing/inspiring?*

I discovered Steampunk through the LEGO community, as I was stumbling over the builds from Guy Himer and Tyler Clites on Flickr.

What inspires me most about Steampunk is the fact that you build something that has to fit in this fictional universe. You have to be very creative and pay attention to detail, so your creation really looks like it could be part of the Steampunk world. Steampunk is not just rebuilding something in brown and gold for me, but to rethink the purpose of your building and the way it could actually work with a steam engine and without technology we have today.





# Vince Paver: Making Steampunk Minifigures

My love affair with Steampunk began way back in the '80s. I was a little lad at home watching the telly on a Saturday afternoon when a matinee screening of the classic 1969 movie *Captain Nemo and the Underwater City* began.

The Underwater City of Meereen had me spellbound with its ornate golden structure and other worldly appearance. I didn't know it at the time but this was my first introduction to Steampunk!

Some readers may not really know what Steampunk is exactly, so I'll try to explain. Steampunk is a subgenre of science-fiction combining the fashions and aesthetics of 19th century western civilization (most usually England but also the Wild West) with retro-futuristic inventions as people of the time might have thought to construct them. Usually these are steam-powered machines like helicopters or airships or perhaps clockwork automatons and devices such as robots or cars.

Here's an example of one such creation, a robot with his Mistress I made a while back:



*Article and Photography  
by Vince Paver*

The LEGO Group has made a quite a few forays into the world of Steampunk. In 2013 the LEGO Master Builder Academy (level 4) was the most direct, although you can see nods to them in the Monster Fighters series of 2012 and the rather wacky Time Cruisers sets way back in '96.... check out the Flying Time Vessel, #6493!

The traditional look and feel of Steampunk is to use quite muted colors; it's most commonly associated with coppers, browns and golds. If you are looking to add a splash of color, then dark reds, greens and purple make excellent accents for the other earthy tones.





*The Polar Transport.*

## Steampunk Spotlight: Vincent Gachod

*Article by Guy Himber*

*Photography by Vincent Gachod*

Vincent Gachod is a 47-year-old who lives in Toulouse in southern France. He's a video director in the audio visual department of a university, and also a LEGO Steampunk builder. He started building with his first set, the 374 Fire Station released in 1978. He had a Dark Age (where he didn't build) but returned to building about ten years ago. *BrickJournal* chatted with him about his Steampunk builds.



***BrickJournal:*** What is your favorite theme and why?

***Vincent Gachod:*** Steampunk and Dieselpunk are very inspiring universes, being a mix between science-fiction and retro art movements. I like those low-tech visions of the future.

***What inspired you to start building your own models?***

I'm inspired by a lot of influences (movies, animation, videos games, books, magazines, cars, architecture...) but I'm more inspired by the details: A car's wheel, a plane's engine or a vintage vacuum cleaner! I often start a MOC from a single detail like a car's grille or an exhaust pipe. I spend a long time working on details. I also find some ideas in old magazines (like *Popular Science* from the '30s).

***How do you design your models?***

No process, no rules, no plan, I put a brick on another one and the final idea of the MOC comes later. I usually build with a lot of various elements: A wheel, an engine, a wing, a pilot seat, before thinking about a plane or a car. I get a lot



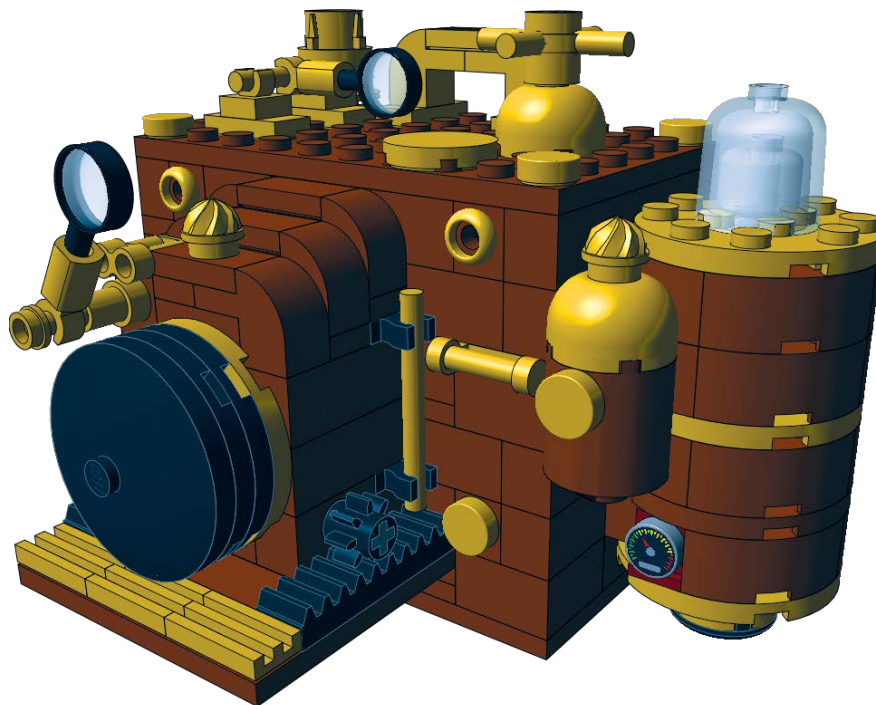


Tommy Williamson is no stranger to *BrickJournal*, having been featured previously for his Jack Sparrow miniland scale figure. Since then, he has gone farther into building, making some remarkable *Star Trek* props and other models. He's now doing a column for *BrickJournal*: DIY Fan Art. Here, Tommy


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

# Steampunk Camera

*Design and Instructions*  
 by Tommy Williamson



## About this issue's model:

While I don't really consider myself a Steampunk builder (this artifact is only my second build ever), I've always been a fan of it. With its earthy color palette, needlessly exposed mechanics, and turn-of-the-century sensibilities, it's always fascinated me. I'm still waiting for a proper Steampunk movie, by the way; a few had promise, but ultimately disappointed. When it came time to sit down and design something for this issue, I decided to go to my photographic roots, and put together a camera Victoria herself would hopefully be smitten with. I hope you enjoy it. 

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

Qty	Part	Color	Description
2	2445.dat	White	Plate 2 x 12
1	3022.dat	White	Plate 2 x 2
1	3069b.dat	White	Tile 1 x 2 with Groove
3	3176.dat	White	Plate 3 x 2 with Hole
2	3795.dat	White	Plate 2 x 6
2	6141.dat	White	Plate 1 x 1 Round
1	4282.dat	White	Plate 2 x 16
1	22385.dat	White	Tile 3 x 2 with Angled End
6	25269.dat	White	Tile 1 x 1 Corner Round
2	87580.dat	White	Plate 2 x 2 with Groove with 1 Centre Stud
1	3021.dat	Red	Plate 2 x 3
2	3176.dat	Red	Plate 3 x 2 with Hole
2	3626b.dat	Red	Minifig Head with Hollow Stud
1	3832.dat	Red	Plate 2 x 10
20	6141.dat	Yellow	Plate 1 x 1 Round
4	3001.dat	Black	Brick 2 x 4
3	3176.dat	Black	Plate 3 x 2 with Hole
1	3747a.dat	Black	Slope Brick 33 3 x 2 Inverted without Ribs between Studs
2	98138.dat	Black	Tile 1 x 1 Round with Groove

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# Building

## You Can Build It

### MINI Model

### LASERbot (Lantern Assisted Submarine Electronic Robot)

#### Design and Instructions

by Ellen Kooijman

Dr. Kooijman has moved up a gear with her latest clockwork innovation. The LASERbot is quite the fascinating creature, possessing some of the most highly-developed capabilities in the sea. This denizen of the ocean's deepest realms attracts enemies with the comforting glow of its lantern, only to surprise them with the stunning capability of the high-energy laser gun hidden behind its fangs.

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

Guest designer Ellen Kooijman is best known for designing LEGO Research Institute and co-designing LEGO The Big Bang Theory. She is also lead designer at BRICKYT.COM, which produces high quality custom LEGO creations including kits, instructions and commissioned builds.



Qty	Color	Part	Description
2	Light Bluish Grey	4274	Technic, Pin 1/2
2	Light Bluish Grey	3648	Technic Gear 24 Tooth (New Style with Single Axle Hole)
1	Light Bluish Grey	4697b	Pneumatic T Piece New Style
2	Light Bluish Grey	4740	Dish 2 x 2 Inverted (Radar)
3	Light Bluish Grey	3647	Technic, Gear 8 Tooth Type 1
6	Dark Bluish Grey	6541	Technic Brick, 1 x 1 with Hole
2	Dark Bluish Grey	3023	Plate 1 x 2
2	Dark Bluish Grey	61252	Plate, Modified 1 x 1 with Clip Horizontal (thick open O clip)
2	Dark Bluish Grey	4085d	Plate Special 1 x 1 with Clip Vertical (Thick Open O Clip)
2	Dark Bluish Grey	4070	Brick Special 1 x 1 with Headlight and No Slot
2	Dark Bluish Grey	11477	Slope Curved 2 x 1 No Studs (1/2 Bow)
2	Dark Bluish Grey	3700	Technic Brick 1 x 2 (1 Hole)
1	Dark Bluish Grey	47457	Brick Curved 2 x 2 x 2/3 Two Studs, Curved Slope End
1	Dark Bluish Grey	15068	Slope Curved 2 x 2 x 2/3
1	Dark Bluish Grey	3747b	Slope, Inverted 33 3 x 2 with Connections between Studs
1	Dark Bluish Grey	47759	Wedge 2 x 4 Triple
1	Dark Bluish Grey	2654	Plate Round 2 x 2 with Rounded Bottom (Boat Stud)
1	Dark Bluish Grey	3022	Plate 2 x 2
1	Dark Bluish Grey	3021	Plate 2 x 3
1	Dark Bluish Grey	15573	Plate Special 1 x 2 with 1 Stud with Groove (Jumper)
1	Dark Bluish Grey	3003	Brick 2 x 2

Qty	Color	Part	Description
2	Dark Bluish Grey	3004	Brick 1 x 2
4	Black	85861	Plate Round 1 x 1 with Open Stud
2	Black	61252	Plate, Modified 1 x 1 with Clip Horizontal (thick open O clip)
2	Black	48729b	Bar 1L with Clip (Cut Edges and One Side Hole)
2	Black	4081b	Plate Special 1 x 1 with Clip Light (Thick Ring)
2	Black	3705	Technic Axle 4
1	Black	3022	Plate 2 x 2
1	Black	15712	Tile, Modified 1 x 1 with Clip - Rounded Edges
1	Black	2488	Minifig Whip (aka Plant Vine)
1	Black	4589b	Cone 1 x 1 (Top Groove)
1	Black	30374	Bar 4L (Lightsaber Blade / Wand)
1	Black	4740	Dish 2 x 2 Inverted (Radar)
6	Pearl Gold	4073	Plate Round 1 x 1 with Solid Stud
4	Pearl Gold	53451	Barb Small (Helmet Horn)
2	Pearl Gold	4589b	Cone 1 x 1 (Top Groove)
2	Pearl Gold	87747	Barb Large (Claw, Horn)
1	Pearl Gold	48336	Plate Special 1 x 2 (Side Handle Closed Ends)
1	Trans-Clear	3023	Plate 1 x 2
1	Trans-Clear	3062b	Brick Round 1 x 1 Solid Stud, No Bottom Groove
1	Trans-Clear	4740	Dish 2 x 2 Inverted (Radar)
1	Trans-Yellow	4073	Plate, Round 1 x 1 Straight Side



### Minifig Customization 101

# Steampunk and Designing Small Details

Article and Photography  
by Jared K. Burks

Random Steampunk inspirational photos collected from the Internet.



Hello everyone, I am happy to be back and writing about custom LEGO minifigures. Today's topic, Steampunk, represents a unique tiny detail challenge. Gears, gauges, gadgets, and gizmos appear everywhere on the fashion-frenzied Steampunk figure, construct, accessory, clank, and airship. All of this detail complicates creating custom figures in this theme, as we want our custom figures well equipped in order to invent and/or destroy their crazy creations, giant death-rays, massive clanks, and finally so they can repair their massive airships as cannonballs graze the support structures. In this issue, I am going to visit the lower limits of detail, which can be successfully incorporated into minifigure design. I am going to pull in some of my successes and failures over the years of designing custom figures to address where I was able to design small, and other locations where there is simply a limit. I will visit the LEGO standard as a point of reference and attempt to push the limits, which is ultimately always the goal of creating something new.

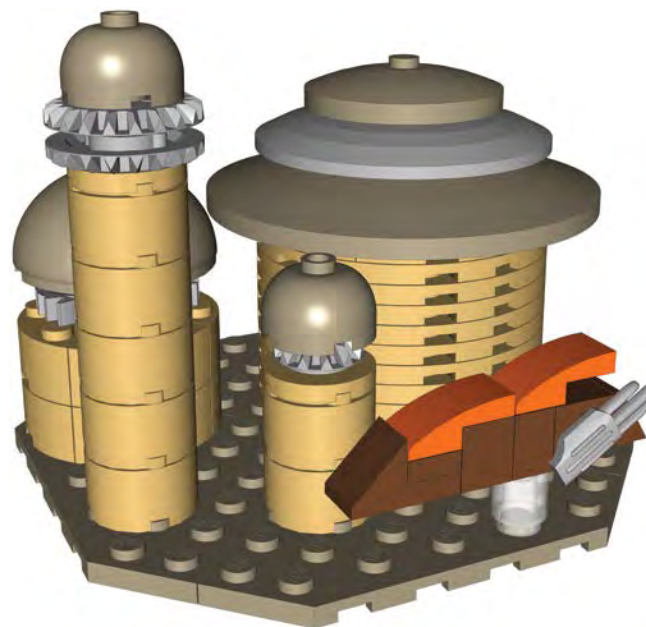


# You Can Build It

MINI Model

## Jabba's Palace Mini Diorama

Design and Instructions  
by Christopher Deck



Hello everybody, and welcome back to our next mini building session! Over the last months we have explored miniature diorama building, besides our ongoing training in miniature model design. In this issue we want to develop another epic scene from the core *Star Wars* trilogy together: Jabba's Palace from *Return of the Jedi*.

Jabba's Palace resembles an arrangement of various round towers and domes with different diameters. With the release of the new 3x6 round plates (part number 18646) it is now possible to build perfectly round bases with a diameter of six studs, the perfect size for the palace's main dome. And since the re-release of the 2x2 macaroni bricks in the year 2008, these round bricks are available in many new colors.

Jabba's Palace now can be re-created with two, four and very well recognizable micro-robots like the *Khetanna*, rounds up the most famous places in the *Star Wars* universe.

Have fun building, and see you next time!

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

#### Palace Towers

Qty	Color	Part	Description
1	Trans-White	3062b.dat	Brick 1 x 1 Round with Hollow Stud
4	Tan	3003.dat	Brick 2 x 2
8	Tan	85080.dat	Brick, Round Corner 2 x 2 Macaroni with Stud Notch and Reinforced Underside
9	Tan	3941.dat	Brick 2 x 2 Round
2	Dark-Tan	30367c.dat	Cylinder 2 x 2 with Dome Top with Axle Hole and Hollow Stud
1	Dark-Tan	3960.dat	Dish 4 x 4 Inverted
1	Lit-Bluish-Gray	44375b.dat	Dish 6 x 6 Inverted with Solid Studs
1	Lt-Bluish-Gray	3961.dat	Dish 8 x 8 Inverted
1	Dark-Tan	86500.dat	Dome 4 x 4 Smooth
1	Dark-Bluish-Gray	4032a.dat	Plate 2 x 2 Round with Axlehole Type 1
1	Dark-Bluish-Gray	30033.dat	Plate 2 x 2 with Rod Frame Octagonal
1	Tan	18646.dat	Plate 3 x 6 Round Half with 1 x 2 Cutout
1	Dark-Tan	6106.dat	Plate 6 x 6 without Corner
1	Black	3705.dat	Technic Axle 4
1	Black	3707.dat	Technic Axle 8
1	Lit-Bluish-Gray	6589.dat	Technic Gear 12 Tooth Bevel
1	Lt-Bluish-Gray	32198.dat	Technic Gear 20 Tooth Bevel
1	Lt-Bluish-Gray	3648b.dat	Technic Gear 24 Tooth with One Axle Hole
1	Tan	15535.dat	Tile 2 x 2 Round with Hole
Barge			
Color	Part	Description	
Reddish-Brown	4070.dat	Brick 1 x 1 with Headlight	
Reddish-Brown	87087.dat	Brick 1 x 1 with Stud on 1 Side	
Reddish-Brown	47905.dat	Brick 1 x 1 with Studs on Two Opposite Sides	
Pearl Light Gray	88811.dat	Minifig Weapon Bladed Claw	
Reddish-Brown	3024.dat	Plate 1 x 1	
Reddish-Brown	54200.dat	Slope Brick 31 1 x 1 x 0.667	
Orange	11477.dat	Slope Brick Curved 2 x 1	
1	Reddish-Brown	92946.dat	Slope Plate 45 2 x 1

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#### BRICKJOURNAL #51

STEAMPUNK, with guest editor and builder GUY HIMBER! PAUL HETHERINGTON talks about his cover model "Unchain My Heart," ROD GILLIES and his latest Steampunk work, and a look at the creations of other top Steampunk builders! Plus: Minifigure customizing from JARED K. BURKS, step-by-step "You Can Build It" instructions by CHRISTOPHER DECK, BrickNerd's DIY Fan Art, & more!

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