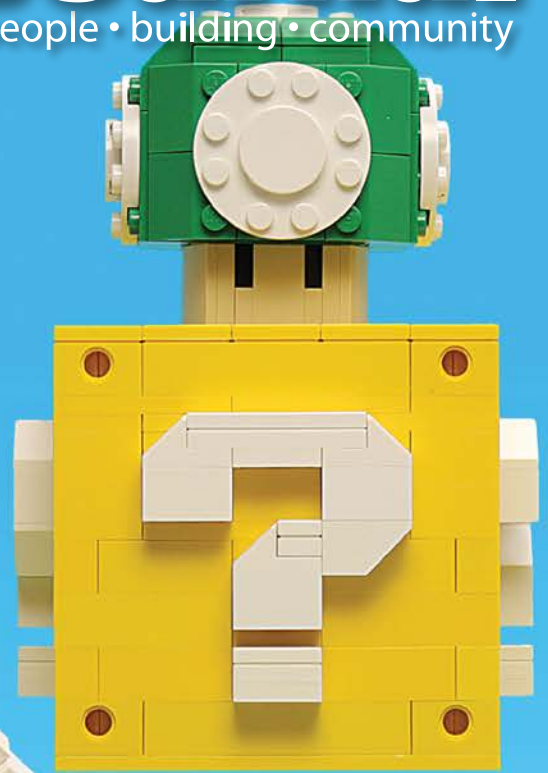
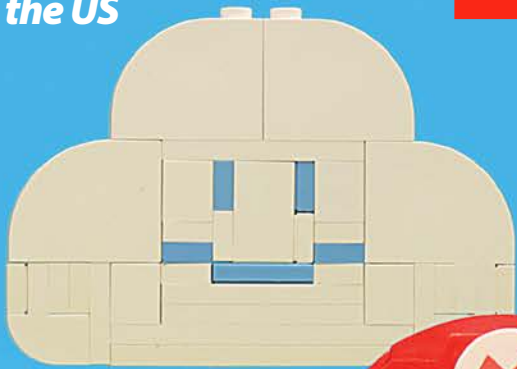


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Brick Journal

Issue 53 • October 2018
people • building • community



*LiLi's
Pokemon!*

*BRICK 101:
Building Mario
and His Friends*

Building Better Bricks

*Interview:
Baron von Brink*

*Instructions
and MORE!*

Mario Bros.™ & © Nintendo





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**Helen Sham's
Videogame
Consoles!**

*Article and photography
by Helen Sham*

I believe that the childhood memories of many people include the familiar moustached face of the Nintendo character Mario. I am a big fan of Mario; when I was young, I enjoyed playing the various *Super Mario* games with my brother on the weekends. We could sit in front of the old 14" monitor for the entire day, taking turns to beat one round after the other, full of fun and excitement! Our fun time always ended in the evenings when my mom told us it was time for dinner. It was such a difficult moment when we had to turn off the games. I would say that I grew up with Mario in his many incarnations from the original Nintendo family computer, Game Boy, to the more recent Nintendo 3DS. I wouldn't miss any of them!

I also have been a LEGO creator for over two years now. My current projects are building large-scale models of characters that many people are familiar with. These include the very popular large size 70cm Mario and 75cm of his brother Luigi.

One day when I opened a drawer and came across one of my Nintendo devices, an idea popped into my head: "Why not use LEGO to build a Mario arcade console?" My first thought was that it might be a little boring if I only use Mario, so then I decided to choose the 1981 *Donkey Kong* game as my theme. I then looked for an arcade console with a 14" LCD monitor, joystick, buttons and LED lights online. Then, I used the LDD (LEGO Digital Designer) software to create my design to the scale of the unit I was going to build. It took about six hours to create the LDD file, and would require about 1200 LEGO



Some of the detail work on the consoles.



Martin Hartwigsen's Technic Creations!

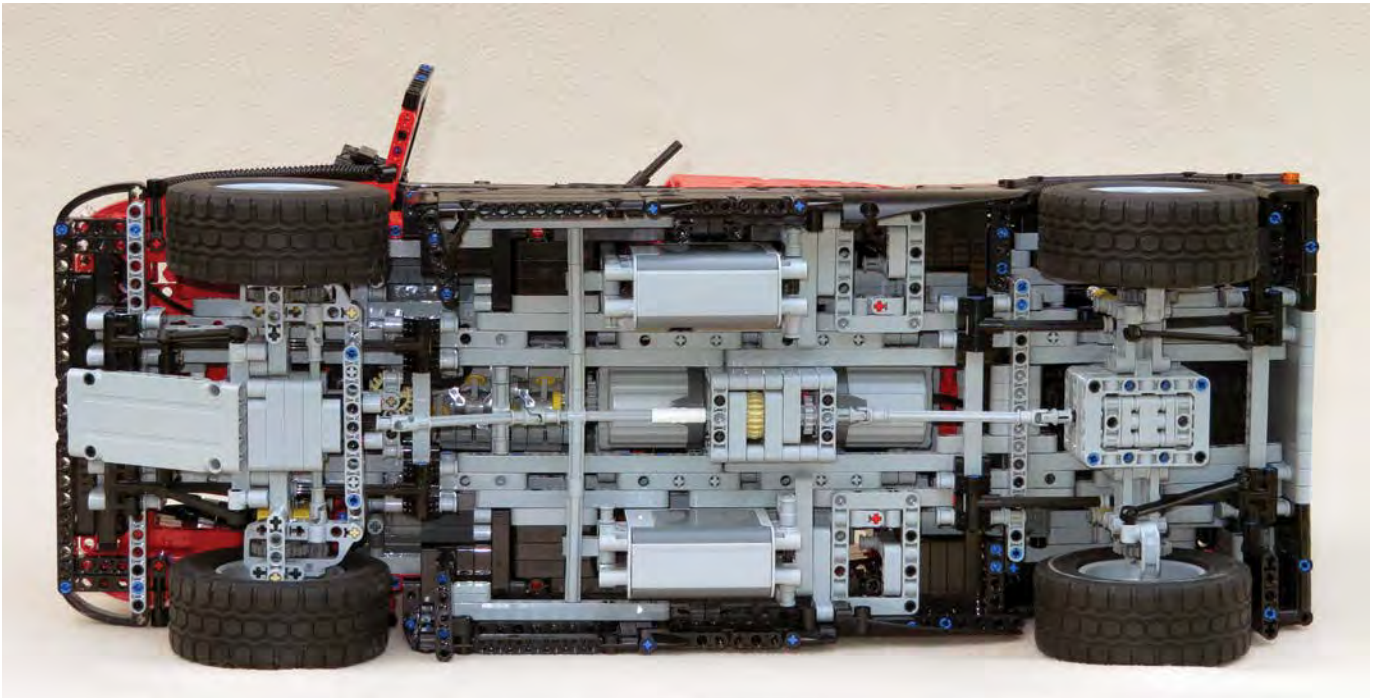
*Article and Photography
by Martin Hartwigsen*

Hi! My name is Martin Hartwigsen, I'm Dutch, single, and live in The Netherlands close to Delft in an area with a lot of greenhouses where they grow fruit, vegetables and flowers. My profession is mechanical design engineer, designing robot-like inspection tools for steel walls and welds, especially in the field of oil and gas. My age is 65 (already), but you will understand that I still feel young! My drive is that I always want to create something new and my hobbies fit this direction: Of course LEGO Technic, remodeling the house and garden, portrait painting, and making models in general.

Originally I was more a fan of Meccano (a metal construction system), but when I started to help my little neighbor boy building his LEGO Technic models, I discovered the possibilities of this system and became a big fan too. That was 10 years ago.

Martin with his Bugatti.





A look at the mechanics in the bottom of the truck.

With side panels open.



Opening up to see the engine.



The remote features are:

- Driving with 4-wheel traction
- Steering
- Opening side panels
- Unloading spare wheels

The manual features are:

- Opening cabin door
- Tilting hood
- Tilting cabin
- Engine with moving pistons
- Full cabin interior
- Leaf spring suspension combined with springs

This is the Renault Truck link:

<https://www.youtube.com/watch?v=jGQBYWTdT7A>



You can also scan the QR code at the left to see the video.

Alfa Romeo Spider Touring Gran Sport 1932

Again like most of my creations I do have a model of this car. Like the Bugatti, it is a 1:8 scale model kit in metal, leather, rubber, and plastic. The brand is Pocher, an Italian company of highly detailed model cars.

Here, the story is the same as the Bugatti, except that I decided to make it a non-power function model. The body shape is a challenge to reproduce in Technic, because it is a convertible with a lot of round shapes, especially the back part with the spare wheels. This model also has a realistic fake engine with fake gearbox this time, and imitation leafspring suspension.

People



The Chosen 4: Ness, Paula, Jeff, and Poo.

Builder Profile: Kevin Hinkle

Article by Joe Meno

Photography by Kevin Hinkle

Pokémon Trainer Red.



Kevin is a builder of not only LEGO bricks, but creator of a comic strip about the AFOL community which, you'll see in this and other upcoming issues! Besides that, he has built more than a few creations based on video games (including Yoshi from BRICK 101). BrickJournal was able to talk to him about his creations.

BrickJournal: What do you do in real life?

Kevin Hinkle: I'm a Freelance Graphic Designer and Illustrator from Connecticut. In addition to producing my own web comic series titled *Bricks in the Middle*, which aims to bring a comedic look at the LEGO fan community, I offer my services to clients in a variety of creative mediums.

How long have you been building?

If you focus exclusively on my adult life, I've been engaging with and enjoying the LEGO hobby for the past 13 years.

Did you have a Dark Age?

Absolutely. As I entered into my teenage years, I was increasingly interested in other passions such as video gaming and illustration. When it became apparent that I was no longer interested in playing with my collection of colorful plastic bricks, I offered them to my younger siblings to enjoy. In hindsight, my Dark Age didn't last very long!

When did it end?

For some reason, the last LEGO set I acquired, before entering my Dark Age, has always stuck with me. As such, it certainly helps me pinpoint the moment in which I stepped away from the LEGO hobby... if you were to consider it a hobby from a child's perspective. It was Droid Fighter (7111) from LEGO *Star Wars*, released in 1999—when the very first wave of LEGO *Star Wars* sets appeared on the market! I wouldn't attempt to click two LEGO bricks back together until 2005, thanks largely to my opportune hiring at a LEGO Brand Retail Store in Lakewood, Colorado, USA. Although I mostly considered my journey back to the brick as a focus on LEGO product knowledge (to excel in my new position), I was absolutely rediscovering a love for the creative and endless possibilities of playing with LEGO bricks.



Cinderella Castle.

Build Better Bricks (B³): Creating Custom High Quality LEGO Instructions!

*Article by Vaughn Himber
Photography provided by Build Better Bricks*



Black Panther.



Rocket Raccoon.

Have you ever seen an amazing LEGO creation online and wondered how you could build your own version with the parts you already have at home? Imagine if you had special high-quality instructions which would allow you to build some of the coolest custom models out there.

Well, now the wait is over! Enter Build Better Bricks (B³). Created by renowned builders Tyler Clites and Sean Mayo, Build Better Bricks provides incredible custom-designed LEGO model instructions and parts lists.

“Many builders can relate to their friends or family saying something like: ‘You should make instructions and sell these!’ So having heard this hundreds of times, while already doing occasional commissions on the side, we figured, why not? Well, it turns out there’s a lot that goes into it, and there’s always something just outside your wheelhouse. These things ranged from building styles, initial overhead, to programming, studio space, and of



Mecha Link battle at the Water Temple.

Hail to the Baron: Baron von Brunk

*Article and Photography by
Baron Von Brunk*

If you want to see an assortment of video game-themed models, a good place to start is the website Baronvonbrunk.com. "Baron" Julius von Brunk is an artist residing in New York who has been building video game-inspired models for more than a few years, with some of his models published in Nintendo Power magazine in 2012. Here, he talks to BrickJournal about his builds.

BrickJournal: *What do you do outside of building?*

Baron Von Brunk: Aside from assembling custom LEGO models, I'm also an independent photographer and aspiring animator. I do in fact make some animations with my LEGO pieces, and hopefully some day I'll launch some short films of my stop-motion animation. Sometimes I incorporate my various artistic hobbies together, such as using my photography along with my graphic arts for print designs.

Career-wise, I'm a professional graphic artist in New York City, and currently I design images and graphic assets for Goldman Sachs in Manhattan's Financial District. On a daily basis, I typically develop PowerPoint presentations, including creating covers/section dividers in Photoshop. I also use Illustrator and other vector imaging programs to generate maps for investment bankers. Prior to this job, I've worked as a designer in a variety of fields—including consumer electronics, fashion, and even Major League sports. I started off many years ago by designing packages and labels for third-party electronic devices, and I've sort of bounced around between industries whilst expanding my portfolio. I'm actually completely self-taught, and never attended college. My career path has been very long and troublesome, but the way I like to describe



Plasmashock converts from a mech to a Nintendo Entertainment System Zapper.



The Zapper transformed.

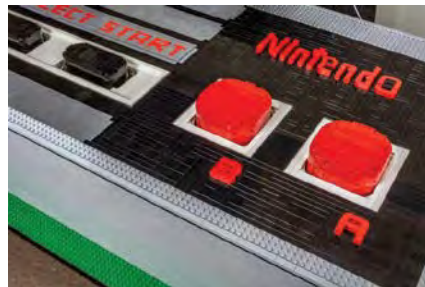
Luigi with such detail. The other reason of course is that the Game Boy robot ended up looking short and stocky, with the Zapper being tall and narrow—which would be exact opposite body types of Mario and Luigi! Eventually I just kept the Game Boy and Zapper to be original robots akin to traditional Transformer designs, and then maintained this ascetic theme for subsequent models.

And what got you into electronic lit models?

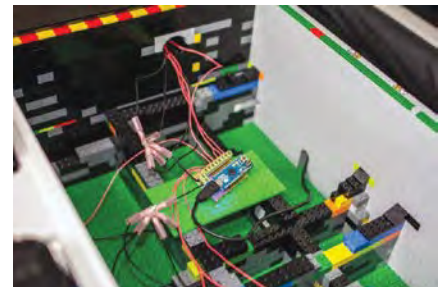
With the electronic models, this started as a byproduct of my Fireflower Airship from early 2012. When I first began construction of the ship in late 2011, I decided to “dazzle” the project by installing lights to give it something special, aside from just being a huge replica. My original plan was to make the back of the ship glow with an illuminated sprite of a Fire Flower, and then to install a sound system to play the *Super Mario Bros. 3* airship music on a constant loop. This was because I planned on showcasing the ship at art galleries and conventions, and the idea of a sound system with lights would make the whole ship more interesting to



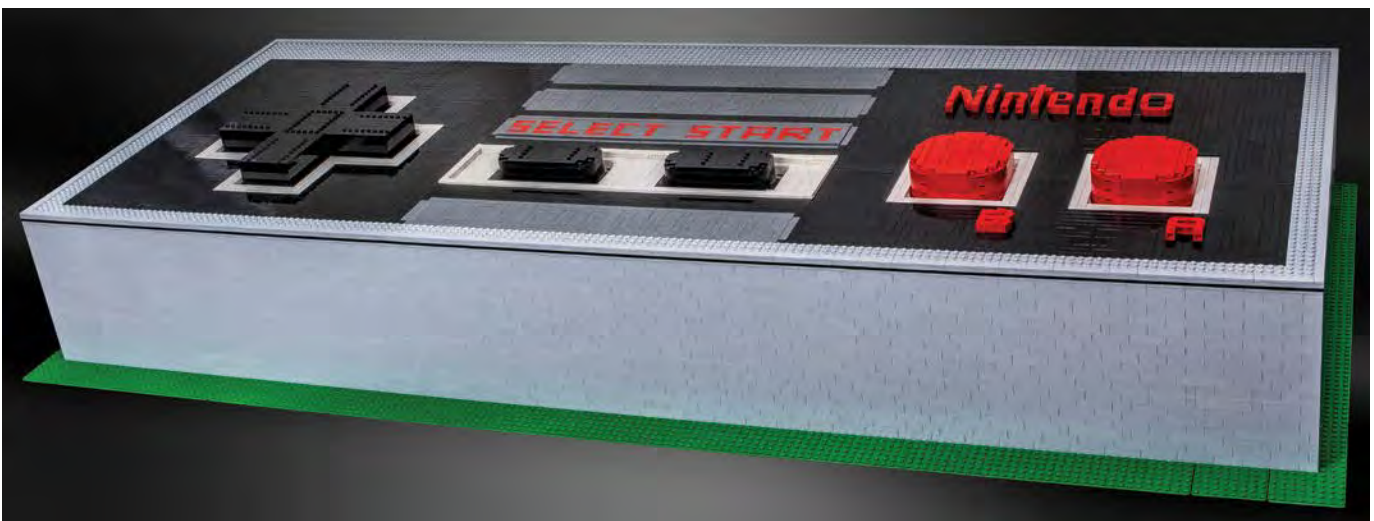
Von Brunk working on the controller.



A close-up of his large-scale work.



The interior of the controller, with an Arduino used for controls.





Li Li and LEGO:

Charizard.

Building Places and Characters!

Article by Joe Meno
Photography by Li Li

Charizard's back.



Li Li is a LEGO builder who has built many different creations, but has been focusing most recently on Pokémon characters, which have been seen at events, including Bricks by the Bay in 2017. BrickJournal got to see his work and talk to him about building.

BrickJournal: *Hi Li Li, first things first—what do you do in real life?*

Li Li: I'm an Electrical Engineer.

How long have you been building?

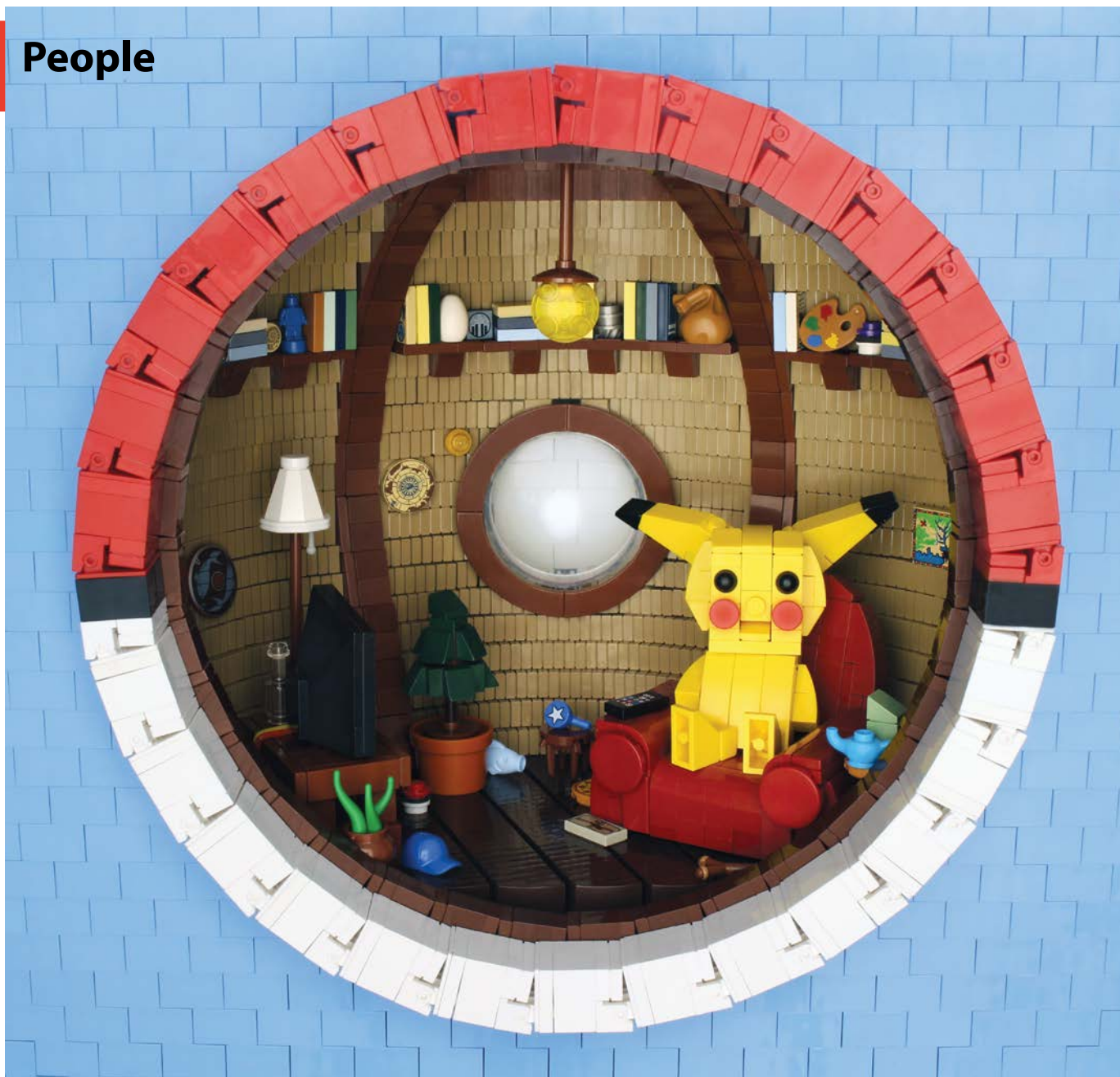
I've been building since when I was five years old. One of my mom's friends gave me a "basic" set as gift. I've always liked building toys. I had wood and plastic brick toys plus some LEGO knock-offs. But once I've experienced LEGO, there's no going back.

Did you have a Dark Age? If so, when?

I had a Dark Age starting around 16, partly because my mom refused to let me buy any LEGO (because the box said 5-14), and also because of video games such as Pokémon Red/Blue.

What inspired you to build your own creations?

I think building MOCs from your bricks comes naturally. The stock sets are never as good as what you have in your mind. So it prompts you to build your own. When I was a kid, I always had this "perfect" spaceship that I wanted to build. So every year I would rebuild it to make it closer to what I had in mind. (By the way, looking back, what I had in mind was absolutely horrible.)



Staring in a Pokéball: Grant Davis

Article and Photographs by Grant Davis

This diorama showed up online and was quickly picked up by LEGO blogs. Built by Grant Davis (one of the builders behind the LEGO IDEAS pop-up book, due out soon), the university electrical engineering student also works for a small IT company managing and servicing software. With this creation, he came up with a creative answer to the question, “Where do Pokémon live?” He answered a few more questions for *BrickJournal*.

BrickJournal: *How long have you been building?*

Grant Davis: I have been “Building” since I was around four years old, though I first joined the community in 2013 when I learned about LEGO CUUSOO, which became LEGO Ideas. From there, I started building and entering contests, and even had an idea approved as a set!

What inspired you to build your own creations?


Although, like your stereotypical artist, I do enjoy recreating things that people have seen, being able to convey emotions with images, and to express my creativity through the medium of my choice (Bricks). The thing that really drives me is new techniques and ways to connect bricks being put into action. When I sit down with a bucket of bricks, I immediately start trying to come up with a parts connection that is new, or a pattern that hasn’t been seen before. And when I sit down to *build* I try to combine all of those ideas, to prove to myself and the world, that they can be applied in ways which were previously not thought possible.



Mario's Question Box

Design and Instructions
by Tommy Williamson

About this issue's model:

I know we've seen this built a million times, but I've never built one. Besides, there's some fairly new tiles that I thought would work well, and I'm a big Nintendo fan, so here it is, the Question Cube! It's an 8-bit classic, and you never know what you're going to get when Mario bashes them (okay, you know exactly what you're going to get; you've played this level 128 times and still haven't gotten past that stupid Goomba). Try and build this and not have the theme song in your head—I dare you! 

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

| Qty | Part | Color | Description |
|-----|-----------|--------|---|
| 4 | 25269.dat | White | Tile 1 x 1 Corner Round |
| 12 | 27263.dat | White | Tile 2 x 2 Corner without Corner |
| 12 | 30039.dat | White | Tile 1 x 1 with Groove |
| 24 | 2431.dat | Yellow | Tile 1 x 4 with Groove |
| 12 | 3069b.dat | Yellow | Tile 1 x 2 with Groove |
| 24 | 3794a.dat | Yellow | Plate 1 x 2 without Groove with 1 Centre Stud |
| 8 | 30039.dat | Yellow | Tile 1 x 1 with Groove |
| 16 | 87079.dat | Yellow | Tile 2 x 4 with Groove |
| 20 | 87580.dat | Yellow | Plate 2 x 2 with Groove with 1 Centre Stud |
| 8 | 4733.dat | Black | Brick 1 x 1 with Studs on Four Sides |
| 16 | 30039.dat | Black | Tile 1 x 1 with Groove |
| 6 | 41539.dat | Black | Plate 8 x 8 |



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.

You Can Build It

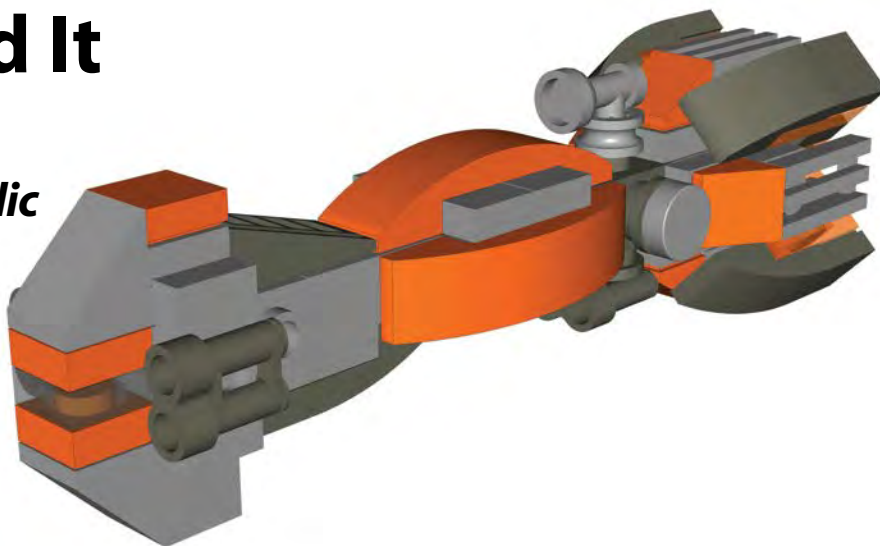
MINI Model

Knights of the Old Republic

MINI Thranta Class Corvette


Design and Instructions

by Christopher Deck



Hello everybody and welcome back to our ongoing mini-model building series! I am glad to join again in this exciting issue which is all about video games. Video games can be found throughout all genres, so science-fiction and *Star Wars* in particular are no exception. One of the most popular and exhaustively developed and worked-out video games of recent years is *Knights of the Old Republic*, a part of the *Star Wars* universe which is set around four millennia before the classic *Star Wars* trilogy. It is full of new characters, locations and vehicles, and thus also a new playground for us as mini model builders.

A common starship from *Knights of the Old Republic* is the Thranta-class corvette, a mid-sized capital ship used by the Republic Navy. Not only the orange/gray color scheme remind us to corvettes of newer days, but also the remarkable hammerhead-style. A similar corvette, the Sphyrna-class corvette, is used thousands of years later by the Rebel Alliance. It can be seen in the *Star Wars Rebels* animated TV series as well as in the *Rogue One* spin-off movie. You can find building instructions for the latter one in *BrickJournal* #48 from November 2017.

Back to the Thranta-class corvette, the most tricky and interesting part of the ship is its engine block. It consists of two cross-shaped sub models which are geared into each other. I am sure you will have fun building this model. Keep on building, and see you next time! 

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

Thranta Corvette Front and Middle

| Qty | Color | Part | Description |
|-----|-------------------|------------|--|
| 2 | Light-Bluish-Gray | 4070.dat | Brick 1 x 1 with Headlight |
| 2 | Dark-Bluish-Gray | 4733.dat | Brick 1 x 1 with Studs on Four Sides |
| 1 | Light-Bluish-Gray | 52107.dat | Brick 1 x 2 with Studs on Sides |
| 3 | Dark-Bluish-Gray | 30162.dat | Minifig Binoculars with Round Eyepiece |
| 1 | Light-Bluish-Gray | 3024.dat | Plate 1 x 1 |
| 1 | Dark-Bluish-Gray | 3024.dat | Plate 1 x 1 |
| 2 | Orange-Solid | 3024.dat | Plate 1 x 1 |
| 1 | Trans-Black | 3024.dat | Plate 1 x 1 |
| 3 | Dark-Bluish-Gray | 6141.dat | Plate 1 x 1 Round |
| 2 | Light-Bluish-Gray | 3023.dat | Plate 1 x 2 |
| 4 | Light-Bluish-Gray | 3794a.dat | Plate 1 x 2 without Groove with 1 Centre Stud |
| 1 | Dark-Bluish-Gray | 61409.dat | Slope Brick 18 2 x 1 x 0.667 Grille |
| 1 | Light-Bluish-Gray | 3665.dat | Slope Brick 45 2 x 1 Inverted |
| 1 | Dark-Bluish-Gray | 11477.dat | Slope Brick Curved 2 x 1 |
| 3 | Orange-Solid | 93273.dat | Slope Brick Curved 4 x 1 Double |
| 1 | Light-Bluish-Gray | 92946.dat | Slope Plate 45 2 x 1 |
| 1 | Light-Bluish-Gray | 4599b.dat | Tap 1 x 1 without Hole in Spout |
| 2 | Dark-Bluish-Gray | 6541.dat | Technic Brick 1 x 1 with Hole |
| 1 | Light-Bluish-Gray | 32123a.dat | Technic Bush 1/2 Smooth with Axle Hole Reduced |
| 2 | Light-Bluish-Gray | 98138.dat | Tile 1 x 1 Round with Groove |
| 1 | Orange-Solid | 3070b.dat | Tile 1 x 1 with Groove |

Thranta Corvette Engine Block

| Qty | Color | Part | Description |
|-----|-------------------|-----------|--------------------------------------|
| 2 | Dark-Bluish-Gray | 4733.dat | Brick 1 x 1 with Studs on Four Sides |
| 4 | Dark-Bluish-Gray | 3024.dat | Plate 1 x 1 |
| 6 | Light-Bluish-Gray | 3024.dat | Plate 1 x 1 |
| 4 | Trans-Orange | 3024.dat | Plate 1 x 1 |
| 4 | Light-Bluish-Gray | 3023.dat | Plate 1 x 2 |
| 4 | Trans-Orange | 3023.dat | Plate 1 x 2 |
| 4 | Orange-Solid | 54200.dat | Slope Brick 31 1 x 1 x 0.667 |
| 4 | Dark-Bluish-Gray | 11477.dat | Slope Brick Curved 2 x 1 |
| 4 | Dark-Bluish-Gray | 3070b.dat | Tile 1 x 1 with Groove |
| 4 | Light-Bluish-Gray | 2412b.dat | Tile 1 x 2 Grille with Groove |

Inspired By The **SUPER COOL** Culture We Grew Up With!



#4: Interviews with the Shazam! TV show's JOHN (Captain Marvel) DAVEY and MICHAEL (Billy Batson) GRAY, the Green Hornet in Hollywood, remembering monster maker RAY HARRYHAUSEN, the way-out Santa Monica Pacific Ocean Amusement Park, a Star Trek Set Tour, SAM J. JONES on the Spirit movie pilot, British sci-fi TV classic Thunderbirds, Casper & Richie Rich museum, the King Tut fad, and more! **SHIPS MARCH 2019!**



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NEW!

Edited by
Back Issue's
MICHAEL EURY!

RETROFAN #3 celebrates the 40th ANNIVERSARY of SUPERMAN: THE MOVIE with an exclusive interview with Superman director RICHARD DONNER! Editor MICHAEL EURY voyages to the bottom of IRWIN ALLEN's sci-fi universe and Retro Travels to Metropolis, IL, home of the Superman Celebration! ANDY MANGELS dives into Saturday morning's undersea adventures of AQUAMAN! ERNEST FARINO flips through monster fanzines of the Sixties and Seventies! The Oddball World of SCOTT SHAW! unravels Marvel's wackiest product ever: Spider-Man and Hulk toilet paper! SCOTT SAAVEDRA adopts a family of SEA-MONKEYS! Plus FUNNY FACE beverages and collectibles, a fortress of SUPERMAN AND BATMAN MEMORABILIA, and more fun, fab features!

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Super Mario and Sonic.

There are many LEGO-oriented webpages on YouTube. David Pickett runs the YouTube channel BRICK 101, where he shares videos of his LEGO creations as well as set reviews and animations. One of his longest running series is "How To Build" where he shows step-by-step instructions for his MOCs. Dave is an avid gamer, so many of his MOCs are based on popular video games. He also takes requests for MOCs from his audience, so here's only a partial portfolio of BRICK 101's video game characters, with notes from David. There are also instructions to some iconic characters, so enjoy and visit BRICK 101 online for more videos on building!

BRICK 101's Video Game Characters!

*Article and Photography
by David Pickett*

You Can Build It



Super Mario Brothers' Mario

Design by Dave Pickett

Instructions by Joe Meno

Designed by Dave Pickett, this model was made for BRICK 101. As seen above with the minifigure Marios, this model can be changed to Fire Mario by changing the overalls to red and his shirt to white.

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

| Qty | Color | Part | Description |
|-----|---------------|--------------|---|
| 2 | White | 6141.dat | Plate 1 x 1 Round |
| 2 | White | 15712.dat | Tile 1 x 1 with Clip (Thick C-Clip) |
| 1 | White | 85861.dat | Plate 1 x 1 Round with Open Stud |
| 2 | White | 98138p07.dat | Tile 1 x 1 Round with Eye Pattern |
| 1 | Red | 2432.dat | Tile 1 x 2 with Handle |
| 2 | Red | 3023.dat | Plate 1 x 2 |
| 2 | Red | 3069b.dat | Tile 1 x 2 with Groove |
| 2 | Red | 3070b.dat | Tile 1 x 1 with Groove |
| 1 | Red | 3176.dat | Plate 3 x 2 with Hole |
| 2 | Red | 15573.dat | Plate 1 x 2 with Groove with 1 Centre Stud, without Understud |
| 2 | Red | 61252.dat | Plate 1 x 1 with Clip Horizontal (Thick C-Clip) |
| 4 | Red | 87087.dat | Brick 1 x 1 with Stud on 1 Side |
| 2 | Reddish Brown | 3023.dat | Plate 1 x 2 |

| Qty | Color | Part | Description |
|-----|---------------|-----------|---|
| 2 | Reddish Brown | 4070.dat | Brick 1 x 1 with Headlight |
| 2 | Reddish Brown | 6141.dat | Plate 1 x 1 Round |
| 2 | Tan | 3023.dat | Plate 1 x 2 |
| 2 | Tan | 4070.dat | Brick 1 x 1 with Headlight |
| 2 | Tan | 6141.dat | Plate 1 x 1 Round |
| 1 | Tan | 44567.dat | Hinge Plate 1 x 2 Locking with Single Finger On Side Vertical |
| 2 | Dark Tan | 3069b.dat | Tile 1 x 2 with Groove |
| 2 | Yellow | 6141.dat | Plate 1 x 1 Round |
| 1 | Black | 2540.dat | Plate 1 x 2 with Handle |
| 1 | Blue | 3021.dat | Plate 2 x 3 |
| 2 | Blue | 3022.dat | Plate 2 x 2 |
| 1 | Blue | 3023.dat | Plate 1 x 2 |
| 2 | Blue | 3024.dat | Plate 1 x 1 |
| 2 | Blue | 3062b.dat | Brick 1 x 1 Round with Hollow Stud |
| 3 | Blue | 3069b.dat | Tile 1 x 2 with Groove |
| 1 | Blue | 4032b.dat | Plate 2 x 2 Round with Axlehole Type 2 |
| 4 | Blue | 4274.dat | Technic Pin 1/2 |
| 2 | Blue | 6141.dat | Plate 1 x 1 Round |
| 2 | Blue | 15573.dat | Plate 1 x 2 with Groove with 1 Centre Stud, without Understud |

You Can Build It



Super Mario Brothers' Yoshi

*Design by Kevin Hinkle and Dave Pickett
Instructions by Joe Meno*

This model was made for BRICK 101 by request.

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

| Qty | Color | Part | Description |
|-----|-------|-----------|---|
| 3 | White | 2654.dat | Dish 2 x 2 |
| 1 | White | 3022.dat | Plate 2 x 2 |
| 2 | White | 3023.dat | Plate 1 x 2 |
| 1 | White | 3176.dat | Plate 3 x 2 with Hole |
| 1 | White | 3660.dat | Slope Brick 45 2 x 2 Inverted |
| 2 | White | 6141.dat | Plate 1 x 1 Round |
| 2 | White | 15535.dat | Tile 2 x 2 Round with Hole |
| 1 | White | 15573.dat | Plate 1 x 2 with Groove with 1 Centre Stud, without Understud |
| 1 | White | 18674.dat | Plate 2 x 2 Round with 1 Centre Stud |
| 6 | White | 87087.dat | Brick 1 x 1 with Stud on 1 Side |

| Qty | Color | Part | Description |
|-----|--------|--------------|---|
| 2 | White | 98138p07.dat | Tile 1 x 1 Round with Eye Pattern |
| 2 | Red | 2555.dat | Tile 1 x 1 with Clip |
| 1 | Red | 3069b.dat | Tile 1 x 2 with Groove |
| 2 | Red | 6141.dat | Plate 1 x 1 Round |
| 1 | Red | 14769.dat | Tile 2 x 2 Round with Round Underside Stud |
| 2 | Orange | 3023.dat | Plate 1 x 2 |
| 2 | Orange | 3024.dat | Plate 1 x 1 |
| 2 | Orange | 6141.dat | Plate 1 x 1 Round |
| 2 | Yellow | 3023.dat | Plate 1 x 2 |
| 2 | Green | 2420.dat | Plate 2 x 2 Corner |
| 2 | Green | 3020.dat | Plate 2 x 4 |
| 2 | Green | 3022.dat | Plate 2 x 2 |
| 4 | Green | 3023.dat | Plate 1 x 2 |
| 4 | Green | 3069b.dat | Tile 1 x 2 with Groove |
| 1 | Green | 3660.dat | Slope Brick 45 2 x 2 Inverted |
| 6 | Green | 4070.dat | Brick 1 x 1 with Headlight |
| 2 | Green | 6091.dat | Brick 2 x 1 x 1 & 1/3 with Curved Top |
| 2 | Green | 6141.dat | Plate 1 x 1 Round |
| 4 | Green | 11477.dat | Slope Brick Curved 2 x 1 |
| 2 | Green | 30039.dat | Tile 1 x 1 with Groove |
| 1 | Green | 47458.dat | Slope Brick Curved 1 x 2 x 2/3 with Fin without Studs |
| 2 | Green | 48336.dat | Plate 1 x 2 with Handle Type 2 |
| 1 | Green | 85984.dat | Slope Brick 31 1 x 2 x 0.667 Green |


You Can Build It



Cuphead

Design by Dave Pickett

Instructions by Joe Meno

I really wish Cuphead was available on PS4 or Switch. I don't have an Xbox and I don't enjoy playing games on my laptop. The art style for this game is so phenomenal and it looks right up my alley. In the meantime I'll have to settle for building Cuphead and Mugman out of LEGO bricks. This build actually came about because of a partnership I did with the short-lived *brickly* app. Users on the app were able to determine my next build. I always take requests into account when selecting what to build next, but this really stood out because the voting pool was much smaller. I think there were only 30-some votes total, and Cuphead won with just four votes. 

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

| Qty | Color | Part | Description |
|-----|----------------|--------------|--|
| 2 | White | 3023.dat | Plate 1 x 2 |
| 1 | White | 4070.dat | Brick 1 x 1 with Headlight |
| 4 | White | 6141.dat | Plate 1 x 1 Round |
| 2 | White | 14769p01.dat | Tile 2 x 2 Round with Round Underside Stud and Black Eye Pattern |
| 1 | Red | 3002.dat | Brick 2 x 3 |
| 2 | Red | 3023.dat | Plate 1 x 2 |
| 1 | Red | 3024.dat | Plate 1 x 1 |
| 5 | Red | 6141.dat | Plate 1 x 1 Round |
| 1 | Red | 15712.dat | Tile 1 x 1 with Clip (Thick C-Clip) |
| 1 | Trans Red | 58176.dat | Cylinder Domed 1 x 1 x 1.667 with Bar |
| 4 | Reddish Brown | 3023.dat | Plate 1 x 2 |
| 4 | Reddish Brown | 6141.dat | Plate 1 x 1 |
| 2 | Yellow | 2540.dat | Plate 1 x 2 with Handle |
| 4 | Yellow | 6141.dat | Plate 1 x 1 Round |
| 2 | Yellow | 85861.dat | Plate 1 x 1 Round with Open Stud |
| 2 | Black | 3021.dat | Plate 2 x 3 |
| 5 | Black | 3023.dat | Plate 1 x 2 |
| 1 | Black | 3024.dat | Plate 1 x 1 |
| 4 | Black | 3069b.dat | Tile 1 x 2 with Groove |
| 1 | Black | 15573.dat | Plate 1 x 2 with Groove with 1 Centre Stud, without Understud |
| 2 | Black | 48336.dat | Plate 1 x 2 with Handle Type 2 |
| 2 | Black | 60897.dat | Plate 1 x 1 with Clip Vertical (Thick C-Clip) |
| 2 | Black | 61252.dat | Plate 1 x 1 with Clip Horizontal (Thick C-Clip) |
| 1 | Black | 87087.dat | Brick 1 x 1 with Stud on 1 Side |
| 1 | Lt Bluish Grey | 2357.dat | Brick 2 x 2 Corner |
| 2 | Lt Bluish Grey | 2420.dat | Plate 2 x 2 Corner |
| 2 | Lt Bluish Grey | 2432.dat | Tile 1 x 2 with Handle |
| 1 | Lt Bluish Grey | 3001.dat | Brick 2 x 4 |
| 1 | Lt Bluish Grey | 3004.dat | Brick 1 x 2 |
| 1 | Lt Bluish Grey | 3021.dat | Plate 2 x 3 |
| 1 | Lt Bluish Grey | 3022.dat | Plate 2 x 2 |
| 4 | Lt Bluish Grey | 3024.dat | Plate 1 x 1 |
| 2 | Lt Bluish Grey | 3062b.dat | Brick 1 x 1 Round with Hollow Stud |
| 1 | Lt Bluish Grey | 11211.dat | Brick 1 x 2 with Two Studs on One Side |
| 2 | Lt Bluish Grey | 15068.dat | Slope Brick Curved 2 x 2 x 0.667 |
| 2 | Lt Bluish Grey | 30414.dat | Brick 1 x 4 with Studs on Side |
| 1 | Lt Bluish Grey | 48336.dat | Plate 1 x 2 with Handle Type 2 |
| 2 | Lt Bluish Grey | 54200.dat | Slope Brick 31 1 x 1 x 0.667 |
| 1 | Lt Bluish Grey | 60474.dat | Plate 4 x 4 Round with Hole and Snapstud |
| 1 | Lt Bluish Grey | 60897.dat | Plate 1 x 1 with Clip Vertical (Thick C-Clip) |
| 1 | Lt Bluish Grey | 87087.dat | Brick 1 x 1 with Stud on 1 Side |
| 3 | Lt Bluish Grey | 93273.dat | Slope Brick Curved 4 x 1 Double |

Minifig Customization 101

Creating the Characters of



Dear Laika Studios,

My family and I have enjoyed several of your films without knowing of your central involvement. Specifically we enjoyed *Kubo and the Two Strings* and *The Boxtrolls*. Recently I was introduced to *Coraline* (for this project) and enjoyed it as well. A mutual friend introduced me to Holly Webster (one of your digital visual effects artists), who was looking for help with her LEGO Ideas project [see page 71] to create the characters from *Coraline*. I dove into the film, its inspiration and the characters. I crawled over the extended footage (per Holly's direction), and discovered the inspiration and artistic vision of the film. I also found great similarities behind what I do with LEGO figures and how Laika creates the film's puppets. Therefore, for this issue of *BrickJournal* I thought a letter to the studio about how I created these figures would be enjoyed.

For those that have not seen the film, Google's synopsis of the film follows:

While exploring her new home, a girl named Coraline (Dakota Fanning) discovers a secret door, behind which lies an alternate world that closely mirrors her own but, in many ways, is better. She rejoices in her discovery, until Other Mother (Teri Hatcher) and the rest of her parallel family try to keep her there forever. Coraline must use all her resources and bravery to make it back to her own family and life.

For Holly's LEGO Ideas Project titled *Coraline's Pink Palace Apartments* (<https://ideas.lego.com/projects/e923271e-078a-4e21-8847-906d0453875d>) I started creating the central characters for the film. Holly supplied some reference materials for the characters as well as her base designs, and I started working on how to create physical LEGO figures. Surprisingly, Coraline was the last figure I created, and while the simplest, gave me the most difficulty.

Characters Created:

- Coraline
- Other Wybie
- Other Mother
- Other Father
- Other Bobinsky
- Coraline's Doll
- Cat

I create most of my work with waterslide decals, similar to those found in model cars and planes. I create my own vector art in Corel Draw and print the decals using a micro-dry printer. This printer affords me several specialty inks, three of which I used on this project: white, metallic gold, and metallic cyan. Brasso brass polish, a micro-abrasive, was used to remove the printing from the needed LEGO elements. Once the LEGO elements are cleared of printing and the decals are printed, they are dipped in water to release from the backing paper. This allows the decal to slide off the

backing and on to the LEGO element. This central application concept is how all of the art is transferred onto the figures. These decals are then protected through the application of a UV resistant clear gloss acrylic paint.



Coraline's Pink Palace, with minifigures!

IF YOU ENJOYED THIS PREVIEW, CLICK THE LINK TO ORDER THIS ISSUE IN PRINT OR DIGITAL FORMAT!

BRICKJOURNAL #53
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with her rendition of the Coraline's Pink Palace, and IDEAS website for public support. When placed into review as an official LEGO set. model, why she built it, and what she does.

h LEGO?
 ne collector for the most part. I love setting throughout, often rotating out the themes. I s too, but not as often as I would like. I tend re getting carried away with building a MOC, g with my kids as well.

Holly Webster's LEGO Idea!

*Article by Jared Burks
 Photography by Holly Webster*

When did you come out of your Dark Age?

I didn't have much of a Dark Age. My LEGO sets and bricks were my favorite toys when I was little and I still have all of them. I don't recall building much in my teenage years, but I started buying sets every now and then in college as the *Star Wars* sets were being released, and it has ever increasingly spiraled out of control, especially after having kids.