

The Magazine for LEGO® Enthusiasts of All Ages!



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Brick Journal

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people • building • community

A long time ago...

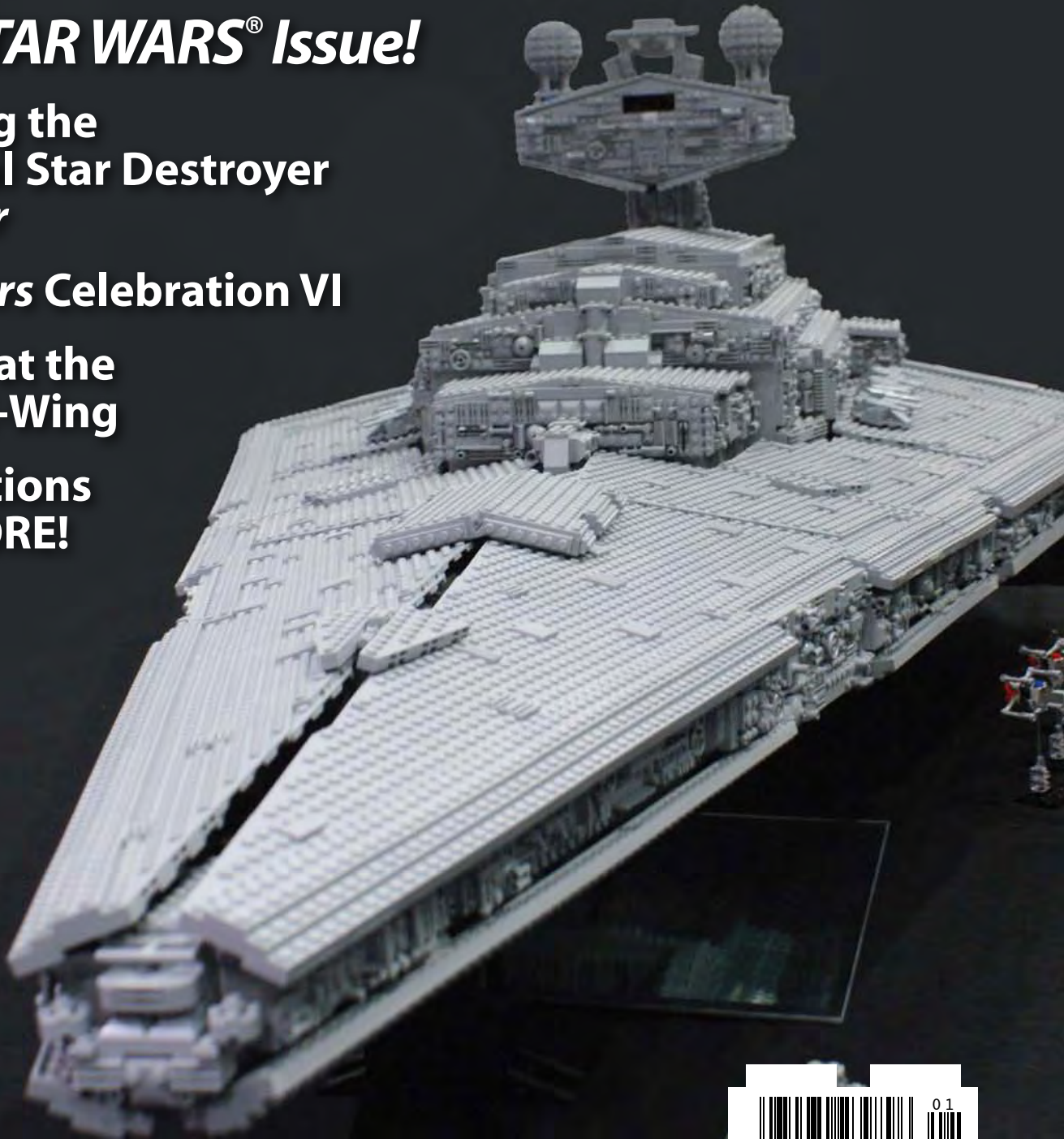
The STAR WARS® Issue!

**Building the
Imperial Star Destroyer
Avenger**

Star Wars Celebration VI

**A Look at the
LEGO X-Wing**

**Instructions
and MORE!**



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The Steeles and Mickey, Minnie, Chip, Dale and Goofy pose with the LEGO Wonder.

Building Disney Wonder... on the Wonder?

Article and Photography by Shawn Steele

Boarding and Building

Curious stares followed us as we boarded the *Disney Wonder* with several large bags. “Are you sure you don’t want to check that?” asked the porters, as most guests let them take their luggage, which would magically appear in their cabin later in the afternoon.

“No thanks, we’ll manage,” we replied, scrambling to the top deck. The *Disney Wonder* wouldn’t sail for several hours yet, and we had a plan. Other people might swim or explore the ship, but instead we found a table and dumped piles of bricks from our bags. The idea: build a model of the ship before it reached Hawai’i.

The LEGO *Disney Wonder* started to take shape quickly, starting with a red outline of the hull on blue plates. With bricks everywhere, other guests and crew recognized that we were starting a major building project. Most deduced that we were obviously building a ship, yet curiously, despite the fact that we were all going to be on the same vessel for two weeks, many couldn’t guess which one!

Questions

The five baseplates we used are fifty inches long and ten wide. Completed, the LEGO *Wonder* would be around 4500 pieces, near 12 pounds and ten (partially fragile) inches tall. If the first question was “Are you building the *Fantasy*?” (DCL’s newest ship, and notably *not* the ship we were standing on), these bystanders were more perceptive on the inevitable second question: “How are you going to get it home?”

Some guests watch the ship take shape.





The LEGO Wonder.



The *Disney Wonder* is the second ship in the Disney Cruise Line fleet, joining the *Disney Magic* (maiden voyage in 1998) before the *Disney Dream* (maiden voyage in 2011) and the *Disney Fantasy* (maiden voyage in 2012).

Maiden Voyage
August 15, 1999

Tonnage
83,000 gross tons

Length
964 feet

Beam
106 feet

Draft
25.3 feet

Height
171.5 feet

Total Power:
77,243 horsepower



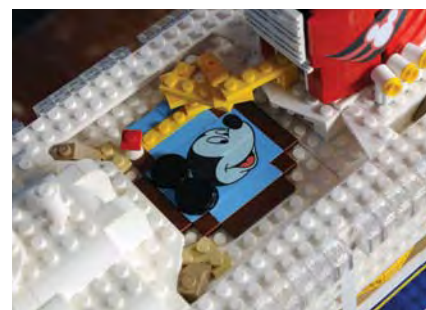
View of the stern.

Um...for the record, I'd like to state that we are reasonably smart people, and clearly a little planning was required to build something like the *LEGO Wonder* in a short timeframe. However, the question of "How are we going to get her home?" had escaped us. Clearly it wasn't going to fit in the overhead bin on the plane back to Seattle from LA.

We had to confess to not knowing. "Um, we'll get back to you on that." Eventually we remembered that later in the summer the *Disney Wonder* would be headed to Seattle herself. After that, when crew members asked, we started dropping hints. "You know, the *Wonder's* going up by our house..."

Preparations and Instructions

That wasn't to say that we hadn't done some planning. In the middle of the Pacific Ocean, it's hard to find bricks, so we'd had to try to figure out what might be needed.



An overhead look at the pool.

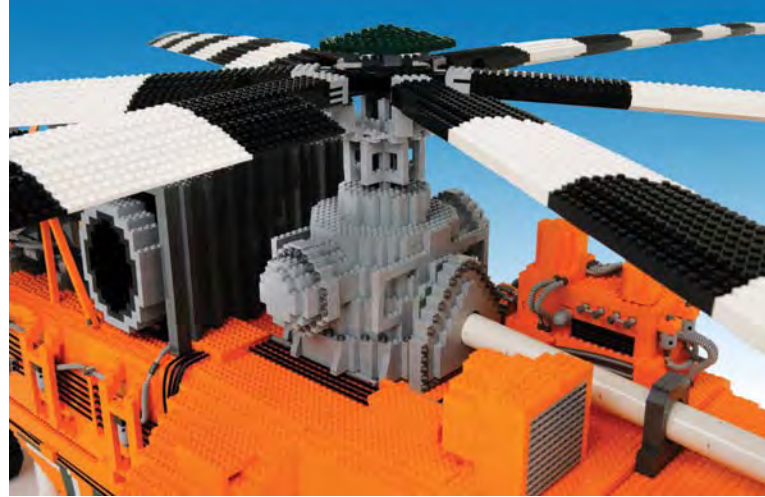
Before boarding, we looked at the features we could see from photos of the ship, and tried to order parts that would cover that detail. One example was the lifeboats. We had a few different ideas and bought exactly enough parts to handle those ideas, and maybe a few other possibilities. Unfortunately, during construction that meant we wouldn't have enough to use them in other non-lifeboat places. And if we found a better lifeboat design that used more or different bricks, we would be stuck.



Elvis the Heli-tanker Lands!

Article by Joe Meno • Photography provided by Ryan McNaught, LEGO Certified Professional





Building Big... Again

LEGO Certified Professional Ryan McNaught resides in Australia, but is known internationally for his builds that he brings to the LEGO fan convention BrickWorld in Chicago. In past years, he has brought a minifigure scale model of a jetliner and a cruise ship. What made each creation incredible was that they were cutaway models showing the interior of the vehicles, with motorized and lighted details.

For the Australian LEGO fan convention Brickvention 2013, Ryan wanted to build another big thing. After 100,000 bricks, a month of design and building time, he brought an orange helicopter... but not just any helicopter. He built "Elvis," an Erickson Air-Crane used as a firefighting chopper. At just under 4 meters and over 1 meter high, this is by far the largest helicopter he has made.

Because of its size, Elvis posed some structural challenges. As Ryan describes, "Each of the rotors has a steel support in it which goes into a steel internal hub. It's actually designed to be able to be motorized, but I just haven't been bothered doing that side of it—like all good things, when is a MOC finished? I also burned out a few XL motors playing around with it, so had to cut my losses."

As for the rest of the chopper frame and its structural strength, things got a bit tricky. Ryan reveals, "The model is actually designed to be hung from a roof. There are 4 anchor points across the roof section which go into the core of the model. Its center of gravity is well forward of the wheels because of the lightness of the tail."

Ryan's inspiration for building Elvis is pretty simple: "Living in Australia every summer there is a constant threat of bushfires, and pretty much everyone is or has been affected by them in some way. So anything related to firefighting is really cool. Elvis is seen as a hero due to the sheer number of lives he has saved. It's also a really interesting model. Normally each year I'll make a cutaway model, but with Elvis pretty much everything is on the outside, so that worked out well."

Presently, Elvis is on a bit of a tour, as he is booked in at quite a few places around Australia. Normally after Ryan finishes a large model, it tours around for about 2 years before it ends up overseas somewhere. He is hoping to take Elvis over to some AFOL events in the USA, as he has done with other models, but the cost of the logistics over the years has skyrocketed, so it's getting pretty tough.



The Euromap: An Adventure in Brick Cartography

Article by Tobias Reichling

Photography provided by Andreas Overberg and Tobias Reichling

On the last evening of the LEGO Fan Weekend 2009 in Skaerbaek, Bruno Kurth and Tobias Reichling sat together and built one of the LEGO Architecture sets. Impressed by the model, they were inspired to build other buildings in this style. However, this brought up the question: What could they do with the finished models? How could they display them?

Both were inspired to embed these buildings into a relief map of Europe. Even with the microscale models, though, the map would be huge, measuring over 12 feet by 12 feet! It took several months of planning, but the map design was started in April 2010 with building starting the following June. At the same time, many other European Lego fans offered their building support by building microscale landmarks!

By the time the map was completed in September 2010, there were 43 landmarks by 20 builders, making this not only a Euromap of landmarks, but also a Euromap of LEGO fans! **b**

The Landmarks of the Euromap

Here is an index of all the landmarks built for the Euromap, along with their builders.



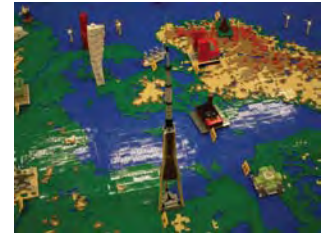
1. Puerta de Europa towers (alias Gate of Europe or Torres KIO), Madrid, Spain, by Carlos Mendez Potes



2. Eiffel Tower, Paris, France, by Eric Borrega



3. Tour St.-Nicolas and Tour de la Chaine, La Rochelle, France, by Eric Borrega



4. Riga Radio and TV Tower, Riga, Latvia, by Heiner Berg



5. Edinburgh Castle, Edinburgh, Scotland, by Heiner Berg



6. Parthenon (Acropolis), Athens, Greece, by Torsten Scheer and Bruno Kurth



7. Cathedral, Santiago de Compostela, Spain, by Torsten Scheer



8. Windmill, Rotterdam, The Netherlands, by Bruno Kurth



9. St. Patrick's Cathedral, Dublin, Ireland, by Johannes Köhler



10. Monument of the Martyrs, Algiers, Algeria, by Johannes Köhler



11. National Library, Minsk, Belarus, by Bruno Kurth



12. Bronze Horseman, Saint Petersburg, Russia, by Bruno Kurth



13. Colosseum, Rome, Italy, by Luca Giannitti



14. Leaning Tower, Pisa, Italy, by Luca Giannitti



15. Barken Viking, Gothenburg, Sweden, by Marco Chiappa



16. Mother Motherland, Kiev, Ukraine, by Marco Chiappa



17. Cathedral, Cologne, Germany, by Michael Jasper



18. Titanic, Atlantic, by Patrick Bendt



19. Aircraft carrier Charles de Gaulle, Mediterranean Sea, by Patrick Bendt



20. Atomium, Brussels, Belgium, by Serge Belsack



Think Outside the Blocks!

Article by Tyler Clites

Photography provided by Eric Tetangco, Thorsten Bonsch, Jason Allemann, and Tyler Clites

Eric Tetangco's whimsical figures.

Creativity can come in many shapes and forms. It is the foundation upon which the LEGO company was built and it is also the fuel that powers all LEGO builders, both young and old. Whether you are simply constructing an official set, or building your own creation, creativity is always present. LEGO bricks by their nature are designed for creativity. If three ordinary 2x4 bricks can be connected in 1,060 ways, just imagine how many connection possibilities are possible with the thousands of different types of LEGO bricks that have been created over the years.

In the past, LEGO would often provide inspirational models on the backs of instruction booklets to encourage kids to literally think outside the set on the box. Many LEGO fans have done just that and more. You need look no further than the LEGO fan community to see websites, LUGs, and conventions all centered around creativity with LEGO bricks.

However, I wonder if it is possible to get bogged down in a creative quagmire. No, I am not talking about builder's block. What I am referring to is a creative plateau where, as creators, we have stopped looking for ways to be more creative. We have reached a high point on the creative mountain, and we seem content to stay there instead of venturing further up the creative mountain. How many spaceships, castles, or trains have you seen that all look essentially the same? At conventions you see displays with dizzying train layouts, massive skyscrapers and castles big enough to stand in. Sure, there are subtle differences which make each one unique to the builder and maybe some new creative techniques sprinkled about, but in a way, they are all the same. This can also be applied to the creations seen online. Another spaceship, another mech, another train, another castle, and the list goes on. There is certainly nothing wrong with this, but it seems that as a whole, LEGO builders have stopped looking for the next new thing, and are content to build the same things over and over again.



Thorsten Bonsch's mosaic.

What happened to our creativity? Did we just reach a point where we stopped thinking of new ways to use the bricks? New parts and colors come out every year, but rarely can you find anything that could be considered 'new' or truly creative. As a whole, LEGO fans seem to have limited our creativity to within certain parameters. AFOLs often say things like, "I build space" or "I build castles", or they ask what your favorite theme is. Why do creations have to be built within the confines of a theme? Instead of building within the 'box' of a theme, why not build something that does not fit a theme or that bridges multiple themes?

However, all is not lost. A number of LEGO builders have taken this leap and begun to explore the world outside the box. It may be a strange and scary world but a few builders are doing it with style. Like ancient explorers, they are not content with their current locale but are fascinated by what lies beyond the horizon of LEGO. Is it even possible to build outside established themes or genres? You bet your ABS it is.

Eric Tetangco, or SPARKART! has broken the proverbial mold with his original characters. *Star Wars* and comic book fans will be easily enthralled by these creative models. Eric makes creative use of the printed windscreen parts from LEGO's *Cars* line. Since LEGO has made *Star Wars* and super-hero minifigures, many people would tend to be content with making a model in these genres that would suit the already established figures. You could certainly refer to these as *Star Wars* or super-hero models, but they are also sculptures, and cartoons.

Thorsten Bonsch or Xenomurphy has really taken mosaics to a truly original level. If the number of connections within the thousands of LEGO elements is essentially infinite, think how much is possible if you did not have the restriction of connecting the pieces to one another. Thorsten has created his Spider-Man mosaic without connecting any of the bricks. Yes, he literally created a stunning image with just a bunch of random bricks. Do unsorted bricks plague your build area? Think creatively and turn those loose parts into a mosaic. Thinking outside the box may just mean dumping the bricks out of the box.

People



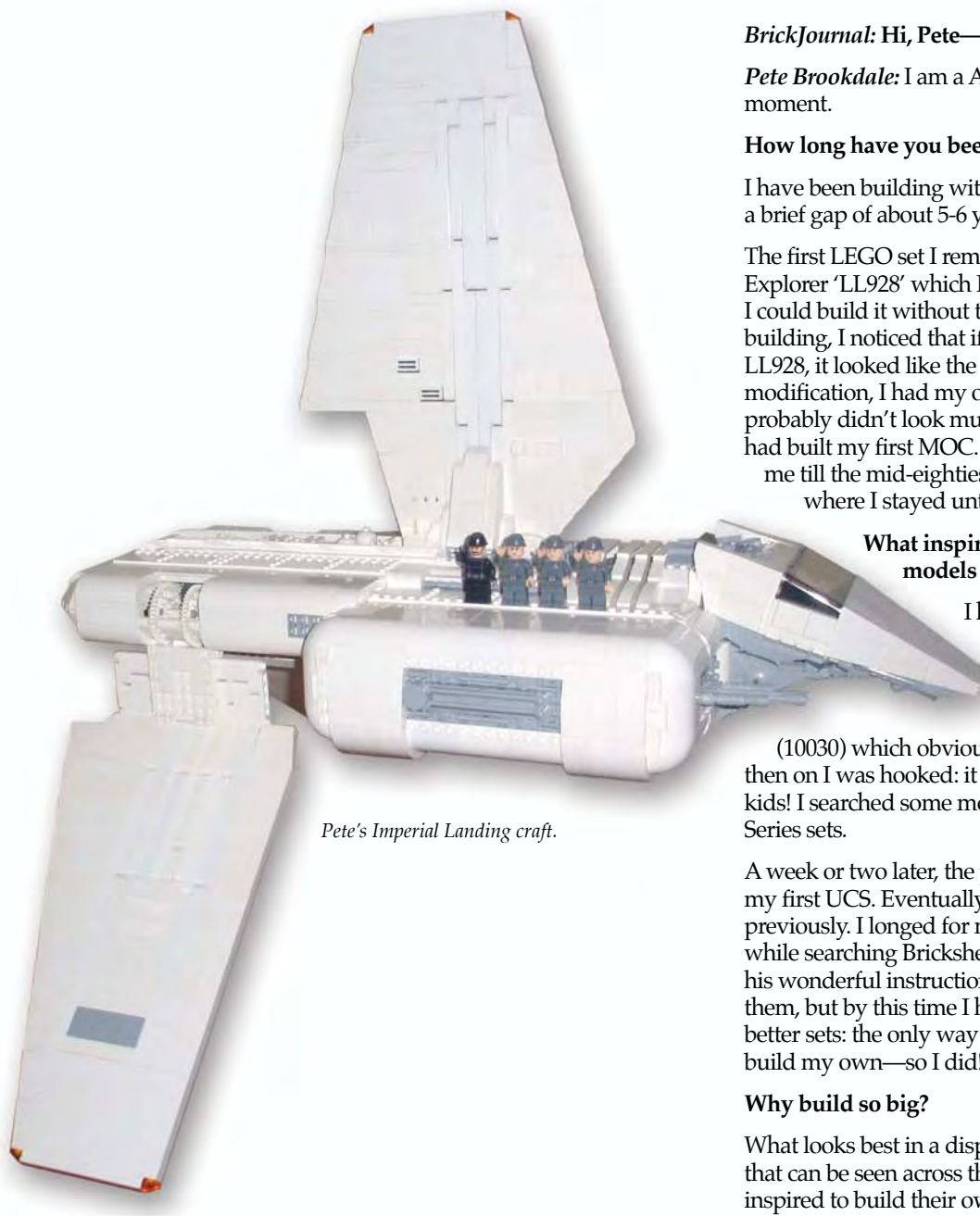
Pete Brookdale: Building on a Different Scale!

Article by Joe Meno

*Photography provided
by Pete Brookdale*

British builder Pete Brookdale's creations have become well-known at events. Besides building *Star Wars*-related models, he builds them in LEGO Ultimate Collector Scale. His models are large, complex, and impressive. *BrickJournal* talked to him about his growing collection of creations.





Pete's Imperial Landing craft.

I spend between 2-7 months building MOCs. It all depends on what parts I need and have in my collection at the time, but in reality, they are never truly finished. Every time I display at shows/exhibitions I am always looking for ways to improve the look or construction of them.

BrickJournal: Hi, Pete—what do you do outside of building?

Pete Brookdale: I am a Automotive Vehicle Technician at the moment.

How long have you been building and what got you started?

I have been building with LEGO since the age of 5, albeit with a brief gap of about 5-6 years when I was 20.

The first LEGO set I remember getting was the 928 Galaxy Explorer 'LL928' which I loved and rebuilt so many times, I could build it without the instructions! One time while building, I noticed that if I turned around the rear end of LL928, it looked like the front of the Falcon. With a bit of a modification, I had my own Falcon completely out of scale! It probably didn't look much like what it was supposed to, but I had built my first MOC. Classic Space LEGO carried on with me till the mid-eighties when I strayed to LEGO Technic, where I stayed until 2005.

What inspired you to begin building *Star Wars* models in UCS (Ultimate Collector's Scale)?

I have loved LEGO *Star Wars* from the first time I saw it; during a browsing session looking for old Technic sets I missed buying, I stumbled across the Imperial Star Destroyer (10030) which obviously caught my attention, and from then on I was hooked: it was LEGO *Star Wars* that wasn't for kids! I searched some more and discovered the LEGO UCS Series sets.

A week or two later, the postman delivered Y-Wing (10134), my first UCS. Eventually, I got all the UCS sets that I missed previously. I longed for more sets in this style and again while searching Brickshelf I found Rgeiger's page with all his wonderful instructions for UCS models. I built a few of them, but by this time I had developed a need for bigger and better sets: the only way I could sustain my hunger was to just build my own—so I did!

Why build so big?

What looks best in a display: Small models, or great big ones that can be seen across the room and get the kids and adults inspired to build their own when they get home?

Fair point. You have built spaceships, ground vehicles and even creatures; how do you decide what you want to build next?

In my view, deciding which of the many *Star Wars* vehicles/spaceships to build is far harder than building them most of the time. Sometimes something catches my eye or another builder's MOC inspires me to build. Most of the time, though, I look for something that will be interesting to look at, or requires me to build outside my comfort zone; basically I like a challenge.

My first MOC of this type was my version of the Lambda shuttle built in minifig scale to match the Millennium Falcon (10179). I had no parts to build it, so everything had to be sourced from Bricklink (online). Nearly all my parts are ordered for my MOCs as I never break the official sets for parts. This can get frustrating at times as I am always waiting for parts to arrive so I can carry on building a MOC. I sometimes build more than one at a time for that reason.



Intergalactic One-Hit Wonders!

Article and Photography by John Cooper

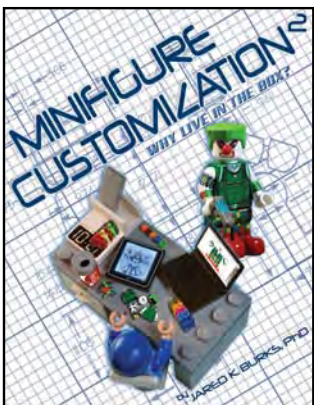
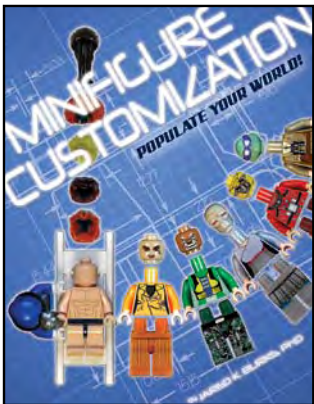
Few people know the name of the band (Figrin D'an and the Modal Nodes), but the sound of their hit song is instantly recognizable. The Mos Eisley Cantina band from *Star Wars Episode IV: A New Hope* is very iconic, despite only appearing on screen for a brief time.

This MOC was first displayed during *Star Wars* weekend at LEGOLAND California. *Star Wars* weekend is one of the most popular park events each year and features many costumed characters from the 501st Legion. Weekend events also include a Fan Gallery showcasing many *Star Wars*-themed LEGO MOCs. Local AFOLs are invited to display MOCs, and several local LUGs and organizations participate, including SANDLUG (San Diego LEGO Users Group), LUGOLA (LEGO Users Group of Los Angeles), FBTB (From Bricks to Bothans -www.fbtb.net) and LGauge Museum (www.lgagemuseum.org).

Minifig Customization 101:

Skill Building!

by Jared K. Burks



Want more of Jared K. Burk's amazing minifigure customization ideas? Don't miss *Minifigure Customization: Populate Your World!* (available now at www.tvomorrow.com) and its just-announced sequel (shipping in November 2013).

Jar Jar Binks Carbon Freeze



Missa preserved

Minifigure customization is all about building and combining skills to create new and different figures. By combining skills, the resultant figure is made dramatically better by customizing multiple parts and pieces. By mixing very different skills, your result could be classified as thinking outside the box. I recently had such a challenge, but more on that in a minute.

After writing the last article on vacuum-forming, I couldn't wait to track down a former and start honing my future skill. I had been thinking of all the items I could build and make with a former, but I hadn't thought about how I would create the forming molds. This was one of the greatest difficulties with my learning to vacuum-form. Honestly, creating any original part is always the most difficult step and it is commonly the one overlooked; we have our eyes on the finished prize and not on the steps we need to conquer to reach that prize. When you take these steps and master them along the way, you have a greater sense of accomplishment from the end result. You also get something you can truly call your creation.

I had been invited to attend a Maker Faire as a Maker and I wanted to make something on-the-spot that I was able to give away to the public. I needed it to be quick to make and cost-effective enough to be able to give many of them away. The vacuum-former is the perfect tool to do just that: inexpensive part creation, easy replication, and quick production (part creation in less than 5 minutes). So I had my challenge, now I had to figure out how to do it. Typically in these articles I present a step-by-step on how to do something. In this article I am going to present the whole process chronologically with all the stumbling steps, so that the skill-building learning process is displayed.

I acquired a vacuum-former, plastic, silicon spray, and foam. I thought I was all ready to go, but as I will reveal I had gotten way ahead of myself. The purpose of this article is all about learning through trial and error, researching what you are trying to do, and problem solving. These skills can be applied to most any creation and can allow you to create some awesome custom figures. I can tell you I made lots of mistakes and I learned a lot from each and every error.



The Avenger on display.

My name is Jacob Carpenter, I am 35 years old and live in Clarksville, TN. I am an active duty United States Army soldier, stationed at Fort Campbell, KY. My job description is a Armor Crewman on the M1 Series Main Battle Tanks. I have been doing it for just shy of 16 years and plan on retiring from the Army at 20 years and move on to other interests.

When I was about 5 years old my mom bought me my first LEGO set, which was the LEGO Gas Station. Then it was all downhill from there so to speak, as I became quite obsessed with LEGO after receiving that set. I was a huge LEGO fan throughout my childhood, but typically began my dark ages starting around my later years of junior high.

I watched *Star Wars: A New Hope* for the first time at my grandparent's house when I was about 8 years old. I remember being quite terrified of Darth Vader at that time. After watching it again some years later, I became quite enthralled with the movie and watched it, *The Empire Strikes Back* and *Return of the Jedi* every chance I had. When the first lines of *Star Wars* LEGO sets were released in 1999, I was still in my dark ages. I remember my mom would buy me LEGO *Star Wars* sets for my birthday and Christmas each year, which I would build and display. When LEGO released the UCS Star Destroyer in 2003, I remember being really impressed with the set. Despite still being in my dark ages, I ordered the UCS Star Destroyer from LEGO and had fun putting it together. It displayed on my entertainment center and made a great conversation piece. I did not purchase another LEGO set until many years later. In late 2008/early 2009, I broke free of my dark ages and began buying LEGO sets again. This was due to the fact I had just recently married my very loving and understanding wife Jennifer, and became a father to my stepsons Dylan, age 10, and Devon, age 8. I guess you could say being around younger children unleashed my inner childhood. With my *Star Wars* interest rekindled, I began buying *Star Wars* LEGO sets at a rapid pace, collecting both the Clone Wars and Original Trilogy (OT) sets. After a short period of time, I realized that I was running out of display room and that it was costing me quite a bit of money. Since I favored the OT sets more, I sold all my Clone Wars sets and just concentrated on the OT LEGO line. I would like to say for the record that my wife is very supportive of my hobby, although



One of the Avenger's TIE fighters.

she does think I am quite the geek due to my interest in both LEGO and *Star Wars*. My boys think differently, however.

To talk about my inspiration for building the Star Destroyer I would have to start from the beginning. First and foremost, my inspiration and creativity comes from God. It is because of Him that I was able to design and build the *Avenger*. Initially I wanted to build a Star Destroyer, but decided against it due to cost and size. So when LEGO released the *Venator*-Class Republic Attack Cruiser LEGO Set, I bought six of them with the intent to combine all the sets into one big one. I started looking at the website MOC Pages to see what other builders had done. I found that a lot of builders had already done a lot of big renditions of the *Venator*. I was a bit deterred since I wanted to do something different. I remember coming across a builder who took the LEGO Ultimate Collector Series Star Destroyer and put a mini-figure interior in it. Seeing that model was my inspiration; I knew at that moment I wanted to create a Star Destroyer with an interior on a much larger scale than the one on MOC Pages. The intent was to create one of the most iconic starships in the *Star Wars* universe and to design the exterior close to the actual screen model. After all, everyone remembers that pivotal part in *Star Wars: A New Hope* when the Star Destroyer, Devastator, ominously comes into view in the opening scene, which really set the tone for the movie. That was the starting point, which would launch me into the most extensive, frustrating, fun, and rewarding build I had ever completed. So I started the Star Destroyer in February of 2011 and finished in August of 2012.



On display with decks removed.

I used the basic building plans to build my frame, using what LEGO had done with their UCS Star Destroyer. I then drew a rough sketch as to how I wanted to layout the rooms for my mini-figure interior. I knew I wanted an engine room, infirmary, living quarters, briefing rooms, hanger bay, Darth Vader's chamber room, command and control center, etc. The hardest thing was deciding on how long I wanted to make the Star Destroyer. I knew I would first have to figure that out to get the scale for the rest of the model. I decided on just under 5 feet long, due to cost and being able to move the model around. Then I had to decide what Star Destroyer to build. There are two classes of the *Imperator* Star Destroyer, Class I and Class II. I decided on the *Avenger* which is a Class II Star Destroyer and was in *The Empire Strikes Back* and it was in the opening scene of *Return of the Jedi* where it brings Darth Vader to the Death Star. I started building the frame, then moved to the main frame floor, then moved to ventral covering, then the main frame floor interior, then moved to the command tower, then moved to the upper superstructure, then top covering, then the engines, and lastly the details along the outside of the main frame. I remember finishing the *Avenger* and just sitting back with an ear-to-ear grin on my face, amazed at not only how cool it looked, but as to how far it had come since I put the first two bricks together.

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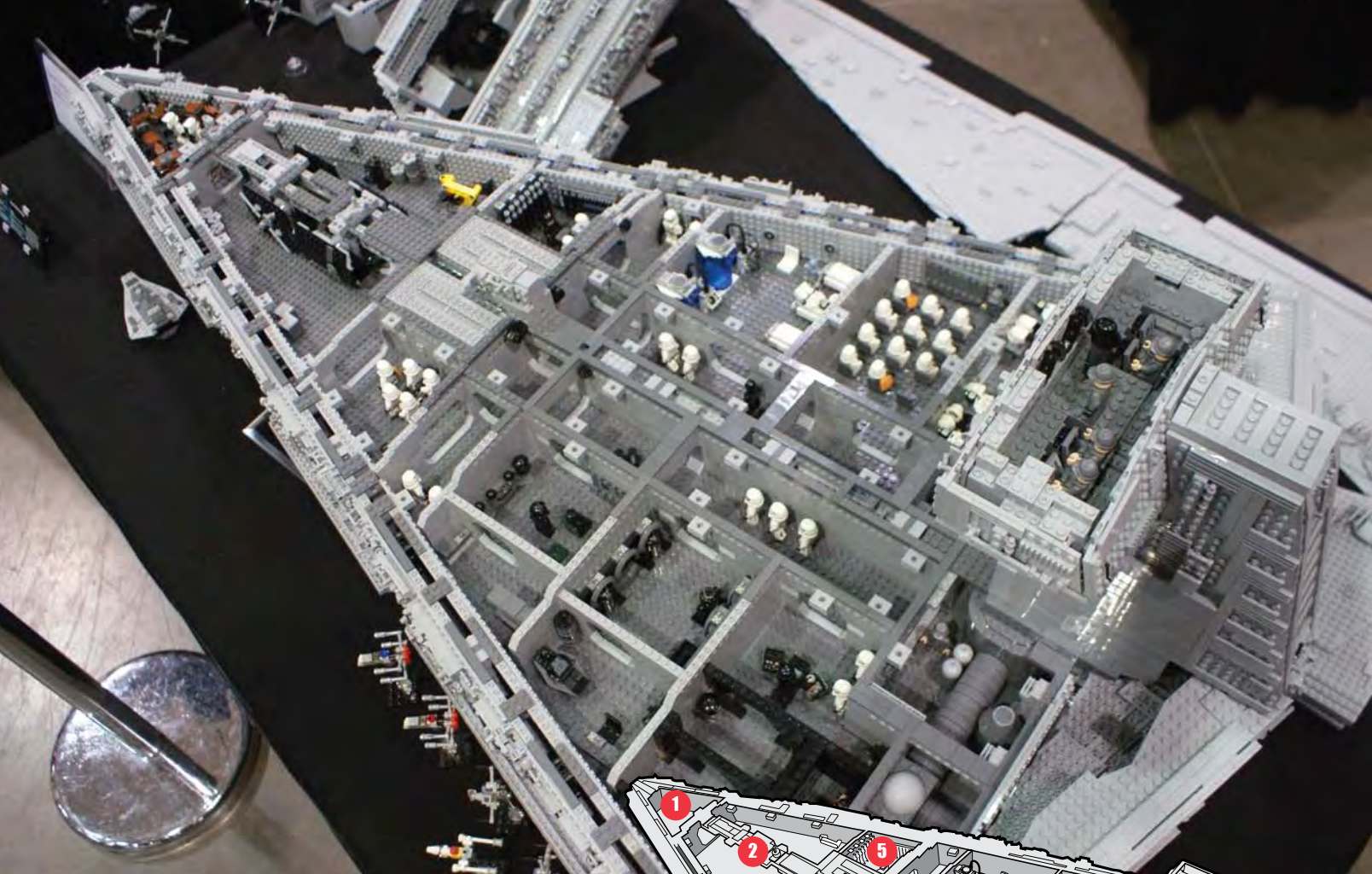
The hardest part was designing and building the *Avenger's* exterior close to the movie model. The

lines and dimensions were really hard to achieve, especially in LEGO. LEGO does not come in specific shapes and sizes, which presented me quite the challenge at times throughout the build. Getting the right dimensions was my main mission, and I spent hour upon hours poring over pictures and diagrams of a Class II Star Destroyer. While it was very challenging, the end result was also very rewarding. I was quite pleased with the outcome.

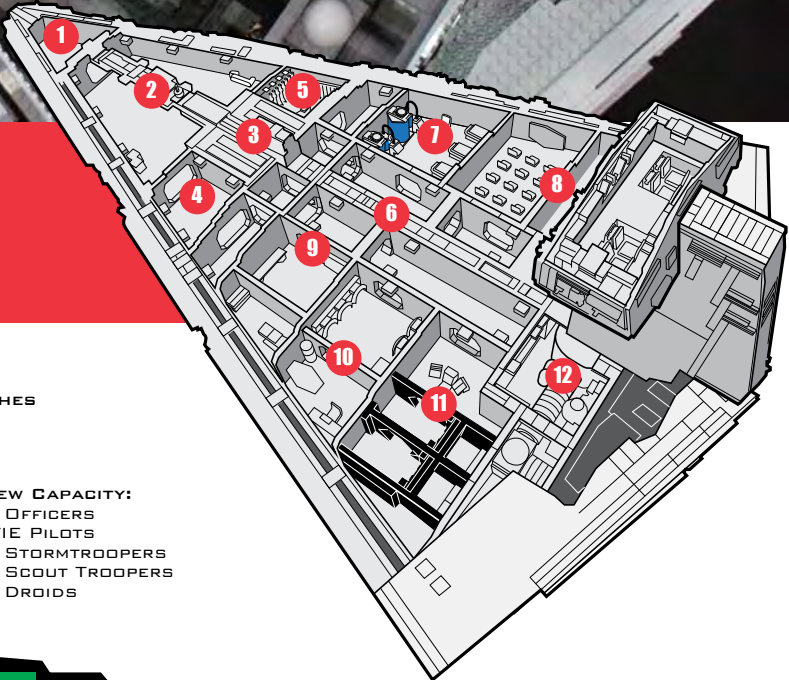
The easiest part was the greebling. Coming out of the dark ages, I became aware of terms used by Adult Fans of LEGO (AFOL), one of which is "greebling." Greebling is using small pieces of LEGO to achieve a textured/detailed look on a model. I used greebling on the outside of the *Avenger* along all the sides and front of it. While I was a bit apprehensive at first, the more I did it, the more I liked it. I did not use a specific pattern, and enjoyed the free play, if you will, as I used the technique. Overall, I think it turned out quite well.

In terms of part count, I did not keep count due to constant building and rebuilding. I would estimate it to be around 50,000 to 60,000 pieces. I would also guess it to weigh around 100 lbs. You would be surprised how much tiny pieces of ABS plastic can add up to in weight.

The *Avenger* has earned a number of achievements and awards. The first achievement was being able to unveil it at *Star Wars Celebration VI* in Orlando, Florida last year in

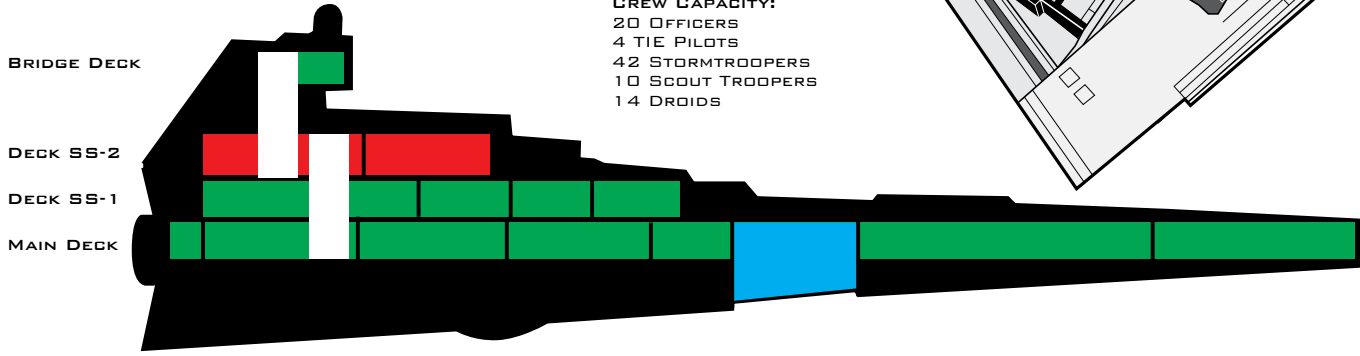


The Avenger: A Visual Tour



IMPERIAL STAR DESTROYER AVENGER
 LENGTH: 58.5 INCHES WIDTH: 37 INCHES HEIGHT: 23 INCHES
 SUPREME COMMANDER: LORD DARTH VADER
 AVENGER COMMANDING OFFICER: CAPTAIN PETR JODL
 AVENGER EXECUTIVE OFFICER: COMMANDER ROLF KYPHUR

CREW CAPACITY:
 20 OFFICERS
 4 TIE PILOTS
 42 STORMTROOPERS
 10 SCOUT TROOPERS
 14 DROIDS



- BRIDGE DECK:** COMMAND BRIDGE • TURBOLIFT TO DECK SS-2 (FUNCTIONAL)
- DECK SS-2:** **CLASSIFIED AREA** • HOLOGRAPH ROOM • TURBOLIFT TO BRIDGE (FUNCTIONAL) • TURBOLIFT TO SS-1 AND MAIN DECK (FUNCTIONAL)
- DECK SS-1:** COMMAND AND CONTROL CENTER • CAPTAIN'S OFFICE & QUARTERS • OFFICER'S QUARTERS • OFFICER BRIEFING ROOM • MEDITATION CHAMBER
- MAIN DECK:** SPEEDER BIKE STORAGE • MAIN HANGER • LAUNCH BAY • ARMORY • INFIRMARY • STORMTROOPER AND SCOUT TROOPER QUARTERS • STORMTROOPER AND SCOUT TROOPER BRIEFING ROOM • TIE PILOT QUARTERS • TIE PILOT READY ROOM • DROID RECHARGE AND MAINTENANCE ROOM • DETENTION BLOCK • ENGINEERING



You Can Build It

MINI Model

AT-TE Walker

Design and instructions
by Christopher Deck

Hello everybody, I am glad to join again for this issue of *BrickJournal*! This time we want to build a popular *Star Wars* vehicle from the movies, the AT-TE (All Terrain Tactical Enforcer). This particular walker can be seen not only in the prequel movies but also in many of the *Clone Wars* episodes, and thus became one of the most portrayed *Star Wars* vehicles these days. There

have been two official playsets (4482 and 7675) and even two mini models (4495 and 20009) by the LEGO Group. As the first mini set from 2004 (4482) is pretty hard to find today, and the second one from 2009 (20009) was a rare BrickMaster exclusive set, I am happy to present another mini version of the AT-TE to you here. It uses completely different design approaches and techniques compared to the earlier models, and comes complete with instructions and parts list as usual. Take care and have fun building!

Yours, Christopher Deck 

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

Qty	Color	Part	Description
2	Black	48729.dat	Bar 1.5L with Clip
6	Dark-Bluish-Gray	48729.dat	Bar 1.5L with Clip
1	Black	30374.dat	Bar 4L Light Sabre Blade
6	Dark-Bluish-Gray	4588.dat	Brick 1 x 1 Round with Fins
3	Light-Bluish-Gray	47905.dat	Brick 1 x 1 with Studs on Two Opposite Sides
1	Light-Bluish-Gray	3622.dat	Brick 1 x 3
8	Dark-Bluish-Gray	4740.dat	Dish 2 x 2 Inverted
1	Light-Bluish-Gray	482.dat	Hinge Arm Locking with Dual Finger and Axlehole
2	Black	4593.dat	Hinge Control Stick
2	Light-Bluish-Gray	4592.dat	Hinge Control Stick Base
1	Light-Bluish-Gray	30383.dat	Hinge Plate 1 x 2 Locking with Single Finger On Top
2	Black	60849.dat	Minifig Hose Nozzle with Side String Hole Simplified
1	Dark-Bluish-Gray	3024.dat	Plate 1 x 1
3	Trans-White	3024.dat	Plate 1 x 1
1	Light-Bluish-Gray	4081b.dat	Plate 1 x 1 with Clip Light Type 2
2	Light-Bluish-Gray	3023.dat	Plate 1 x 2
3	Light-Bluish-Gray	2540.dat	Plate 1 x 2 with Handle
2	Light-Bluish-Gray	48336.dat	Plate 1 x 2 with Handle Type 2

Qty	Color	Part	Description
4	Light-Bluish-Gray	60478.dat	Plate 1 x 2 with Handle on End
12	Light-Bluish-Gray	3794a.dat	Plate 1 x 2 without Groove with 1 Centre Stud
1	Dark-Bluish-Gray	3794a.dat	Plate 1 x 2 without Groove with 1 Centre Stud
2	Light-Bluish-Gray	3623.dat	Plate 1 x 3
2	Light-Bluish-Gray	87580.dat	Plate 2 x 2 with Groove with 1 Center Stud
3	Light-Bluish-Gray	3021.dat	Plate 2 x 3
1	Light-Bluish-Gray	3032.dat	Plate 4 x 6
2	Light-Bluish-Gray	43710.dat	Slope Brick 2 x 4 Triple Left
2	Light-Bluish-Gray	43711.dat	Slope Brick 2 x 4 Triple Right
1	Dark-Bluish-Gray	61409.dat	Slope Brick 18° 2 x 1 x 2/3 Grille
1	Light-Bluish-Gray	54200.dat	Slope Brick 31° 1 x 1 x 2/3
4	Light-Bluish-Gray	3660.dat	Slope Brick 45° 2 x 2 Inverted
1	Black	2780.dat	Technic Pin with Friction and Slots
4	Dark-Bluish-Gray	2555.dat	Tile 1 x 1 with Clip
1	Light-Bluish-Gray	3070b.dat	Tile 1 x 1 with Groove
1	Dark-Red	3069b.dat	Tile 1 x 2 with Groove

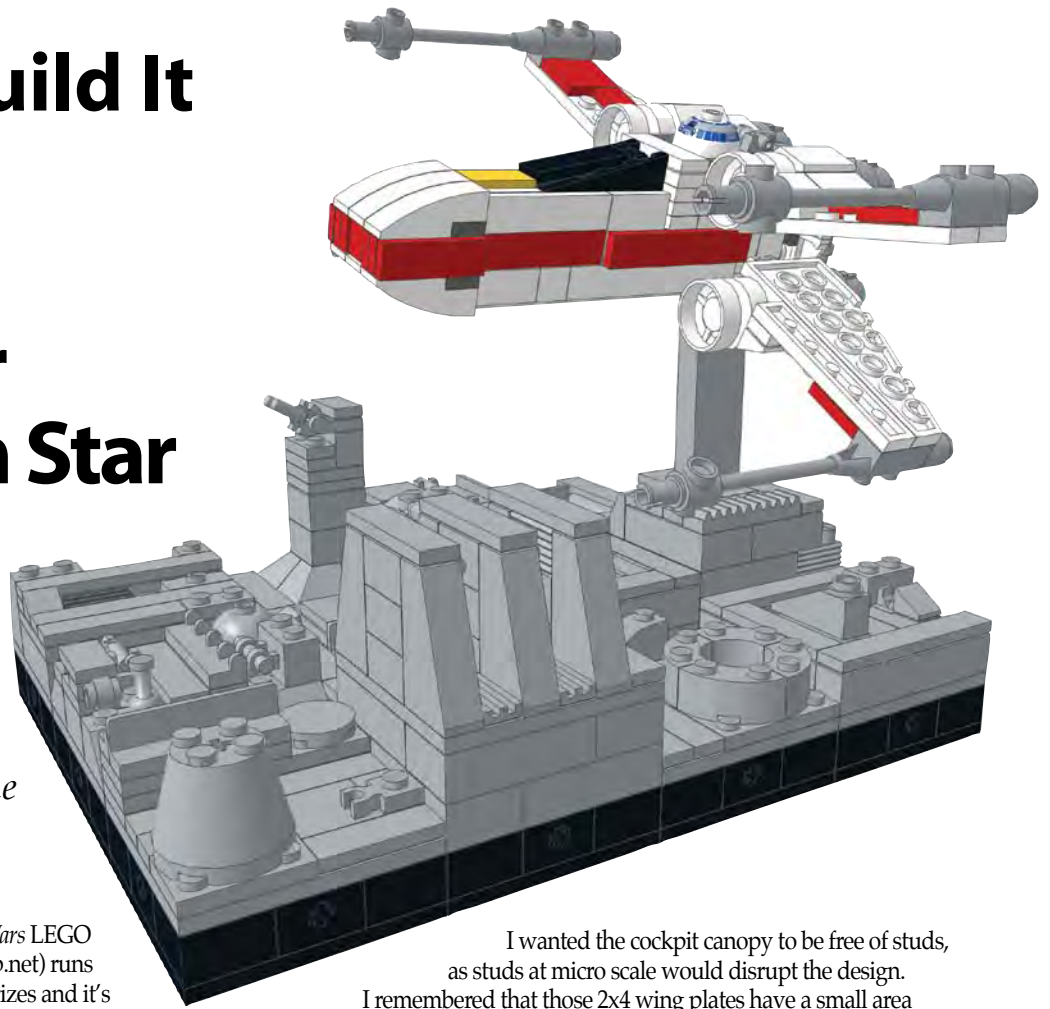
You Can Build It

MINI Model

X-Wing Starfighter with Death Star Base

Design by Angus MacLane

Instructions by Joe Meno



A couple of times a year, the AFOL *Star Wars* LEGO fansite From Bricks To Bothans (www.fbtb.net) runs a building contest. They have generous prizes and it's always interesting, so I try to enter whenever I can. At the beginning of 2013, FBTB announced the "Palpatine's Shrink-O-Matic Ray Contest". The challenge was to build a *Star Wars* vehicle, starfighter, or capital ship in microfig scale.

First I needed a subject matter. I knew I wanted to build something from the original trilogy. For some reason my thoughts turned to Porkins. Good ol' Jek Porkins. A refresher: He was the X-Wing pilot whose ship exploded as it neared the surface of the Death Star in the first *Star Wars* film. I had always liked Porkins and his death was, in my opinion, tragic and memorable. What better way to pay tribute to Red Six than to immortalize the moment in LEGO? However when I looked at the scene from the movie, I realized that the particular shape of the explosion was going to be a building challenge that I might not have time to solve.

I decided I'd start building the X-Wing and if I had the time, I might try to blow it up. The rules of the contest said that the ship could be "Super-Deformed" or "Chibi," and as that stylization can be appealing, I decided to start there. I remembered that the toy company Playskool had made some Super-Deformed *Star Wars* ships and figures a few years back, so I looked at their approach. The hexagonal fuselage was going to be tough to match, but I noticed that the shorter the X-Wing, the cuter it was. Okay, so I'm going to make this thing the shortest I can while still having the iconic yellow stripe on the nose.

Next came the cockpit. I had thought I could use the original X-Wing canopy piece, but when I remembered that I was trying to keep this build as short in length as possible, a seven-stud-long canopy was going to be a little counter-productive. Maybe I could use some sort of trans-clear elements but I couldn't think of any that would work. Then I had the idea of just making the cockpit all black. That would allow me many more construction options.


I wanted the cockpit canopy to be free of studs, as studs at micro scale would disrupt the design.

I remembered that those 2x4 wing plates have a small area without studs, and if oriented vertically, they would be able to form the correct taper needed for the cockpit. Not only that, but if I placed tiles to cover the existing studs on those wing plates, the cockpit would appear inset. With the cockpit design cracked, I moved onto the nose.

Two studs ended up being the ideal length for the nose stripe after I had settled on the nose and cockpit construction. The wings and engines came pretty quickly and I decided that a full-size R2 head would make it 30% funnier.

Since it is difficult to display the ship with the S-foils (wings) in locked position, I decided to make a display base. I thought the easiest and most appropriate background would be the surface of the Death Star. I had heard once that for the original film, the ILM model shop had made modular greeblie molds and then placed them in a semi-random order to create the surface of the Death Star. That gave me the idea to make a series of squares that could be assembled in any order.

I decided to make twelve 6x6 modular greeblie plates with 1x2 brick technic axle holes on each of the four vertical sides, so that the plates could snap together. I guess 1x2 bricks with technic pin holes might have been better, but I had acquired a huge bag of the former at Brickfest 2007 and still had a surplus. After I assembled the baseplates, I built up each square independently so that when I put them together they would truly be random. I made sure to make a variety of heights and included the iconic surface laser towers. I made one tall grey post with a hinge on top to connect my X-Wing to. All in all I'm pretty happy with the result.

Maybe someday I'll get around to adding the explosion around the build. For now, it's up to you. 

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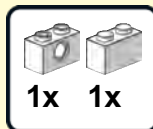
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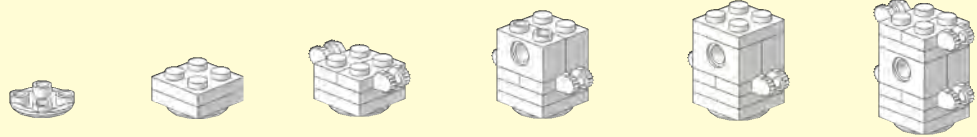
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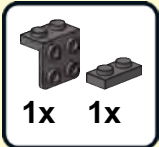
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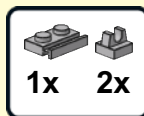
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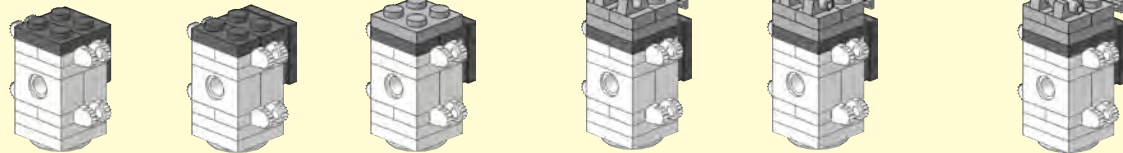
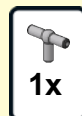
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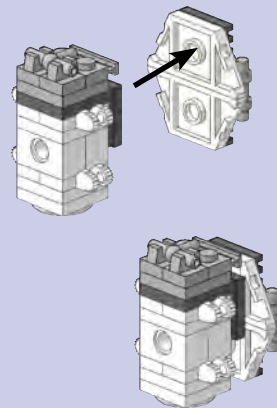
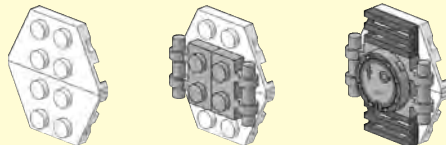
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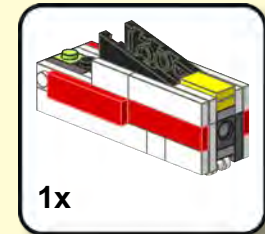
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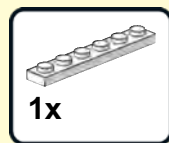
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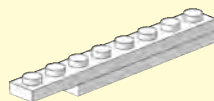
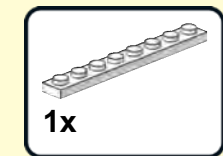
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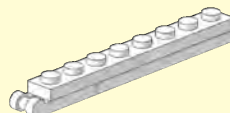
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Building

Simon MacDonald: From Costumes to Fun-ettes!

*Article by Simon MacDonald
Photography by Joe Meno and
Simon MacDonald*



[Simon MacDonald (also known as SIMAFOL online) has built LEGO costumes and props as well as other science-fiction creations as a member of the Greater Florida LEGO Users Group. He talks briefly about his costuming and other building here and in the following pages.]

I started making and wearing LEGO based costumes in 2004. My first one was LEGO Darth Vader at DragonCon. I conducted a “LEGO and *Star Wars*” panel at the *Star Wars* Track and filled up the room with attendees. I’ve made enough costume accessories for 5 costumes. I’ve even made wearable elements for my wife and daughter. The full costumes can run up to \$400 for all the materials, LEGO bricks, pleather, VELCRO, fabrics, etc. They have more than made up for each cost.

Above: Simon (center, as Boba Fett) poses with a couple of Mandalorians.

Left: Salacious Crumb, another model by Simon, guards Boba Fett’s helmet.

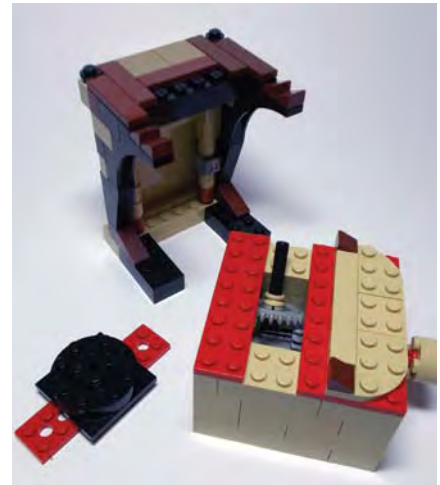




The Fun-ette above rotates the carbonite panel with a twist of the front handle...



...to reveal a thawed Han Solo!



Here's a look at the interior gears to make this Fun-ette work.



Simon's first Fun-ette above 'floats' the boxes beside Luke...



...again by twisting the handle.



This Fun-ette turns the spit that Han is tied to.



Here you can see how he set up the mechanism to spin. The center axle goes to the handle on the other side.

Fun-ettes Defined!

Article by Simon MacDonald
Photography by Simon MacDonald

The Fun-ettes were started as a way to bring scenes from *Star Wars* to conventions easily. I had gotten tired of lugging big displays to shows and packing up the ships to go with them. People would always be amazed by the set up, but kids would be daunted by the build. I would then give them an estimate of the amount of brick and probable price and I would see their 'amazement' disappear. I knew about the vignette format (8x8 plate and build up) and thought it would be a great way to bring small, memorable scenes to shows. I thought that if I could give the scene more 'life' then the vignette would get more attention. I had exactly zero experience with Technic and was not a gear-head, but I went ahead anyway and made a vignette with a moving part. The first Fun-ette was Yoda training Luke. I really liked it and told myself to make one from each film. I then went beyond that.

The reason, I think, that people like the Fun-ettes is because they are little bite-sized moments that you can play out again and again. Some of them you have to reset, like Obi-Wan cutting off Ponda Baba's hand or Han going in the carbon freezing chamber, but fans still get a real kick out of them. They also have at least 2 minifigs with them. If they were actual sets, they could run \$20 - \$30.

Community

Star Wars Celebration VI

Article by Peter Crone

Photography by Joe Meno



The event sign was built during Celebration VI.

Star Wars Celebration VI was held at the Orange County Convention Center in Orlando, Florida this past August 23rd through 26th. It's an astounding event with activities and panel discussions encompassing all aspects of the *Star Wars* universe, from the people involved in the creation of the films and television shows, to the various licensees and publishers, and of course, the fans.

The LEGO Group was on hand with an interactive 8-foot tall Darth Maul bust build, a retail shop that featured *Star Wars* themed sets as well as the highly sought after CVI exclusive "Boba Fett's Mini Slave I" kit, as well as two play-areas with LEGO and DUPLO, for children of all ages to have a chance to relax and play on the main convention hall floor.

Fan contributors are a large portion of the *Star Wars* community, including movie-accurate costuming organizations, filmmakers, artists, droid-builders, diorama builders, and even people who have customized their automobiles into land-based star-fighters.

And in this mix are LEGO and some *Star Wars* loving AFOLs.

The Greater Florida LEGO User Group (GFLUG) returned to the exhibit hall floor, after their popular display at Celebration V in August of 2010. "It was much bigger this time. We had new members coming out to display their MOCS, and more space to spread into," said Michael Huffman, head of GFLUG. "We had thirty-three participants, of which twenty-five were standing GFLUG members."

Comparing a LEGO convention to *Star Wars* Celebration, Huffman explains, "is like apples and oranges. A LEGO convention is a different entity unto



A Hoth layout that made a scene at the GFLUG display.



Star Wars figures made of basic LEGO bricks were shown.

itself. GFLUG has been doing a show called MegaCon, for the last three years. I've always had the idea of pushing the group out of the model train shows and into the sci-fi / comic book conventions. We're a kind of geekdom that fits in with that comic book model."

Mark Fontanella, the LEGO Group's Coordinator for In-Store Events, explains, "With a lot of events, AFOLs are a great addition. They bring unique and detailed models, so having them with us is great. Convention attendees really enjoy [the AFOL displays]. When we get ready for these types of events we try to plan for their presence. The beauty of *Star Wars* Celebration is that there's plenty of space to fill, so LEGO can have a multifaceted presence, with LEGO retail, the play areas and the AFOL area."

"A LEGO convention has many aspects," Huffman explains. "Instead of cosplay (costumes), comics, anime, artists and celebrity autographs that you have with a comic convention, at a LEGO convention we're united by our love of the brick. You have gear-heads, castle-heads, space-heads... there's some division between groups or cliques, but in the end you're all unified by having a creation on display."

GFLUG member Simon MacDonald is a bridge between the LEGO and sci-fi worlds, and a bit of a legend on the convention circuit, having created a suit of Boba Fett armor from LEGO elements, carving a unique spot at the midpoint between cosplayers and armor builders, and AFOLs. "It started back in 2007 with my Darth Vader, LEGO-fied. My wife, Sydney, was wearing an EP III pregnant Padme costume with LEGO jewelry. I was the first person to make a LEGO Costume. We wore them to DragonCon for a *Star Wars* LEGO panel that I hosted."

Erik Varszegi:

Head Builder of Celebration VI

Article by Peter Crone
Photography by Joe Meno



Erik Varszegi is a Model Builder for the LEGO Group and a veteran of large-scale builds held at *Star Wars* Celebrations. During CVI, Erik could be found building an enormous Darth Maul bust in LEGO's section of the exhibit hall. We caught up with Erik to get his perspective on the event!

BrickJournal: Do you think the build-experience changes in an environment like the floor at SWCVI?

Erik Varszegi: We simply can't build models on this scale in a weekend's time without a crowd such as this. I'd be here quite literally all month if I had to do it alone. And it's a great crowd too. I get a huge kick from seeing fans young and old in costume helping out and building with bricks.

At Celebration V you built a realistic, life-sized Boba Fett statue, and at CVI it was an oversized Darth Maul bust. Was the Maul chosen this time around as it was a way to get more attendees involved in helping with the build? Does either type of build hold more appeal for you?

Well, we also did the *Empire Strikes Back* anniversary mosaic at CV. It wasn't my plan to do both the mosaic event and a model demonstration, but it was getting close to a deadline when we had to choose what kind of presence we were to have, and I pitched both ideas. They went for both ideas and we scrambled to pull them both off.

Since CVI was in Orlando again, only two years later and fresh in everyone's memory, we didn't want to seem like we were repeating ourselves. Our 4x builds, like Maul, are tried and true. We've been doing events like this for years at the LEGO Brand Stores and

X-Wing Fighter (#7140)

Rereleased in 2002, (#7142)

Pieces: 266

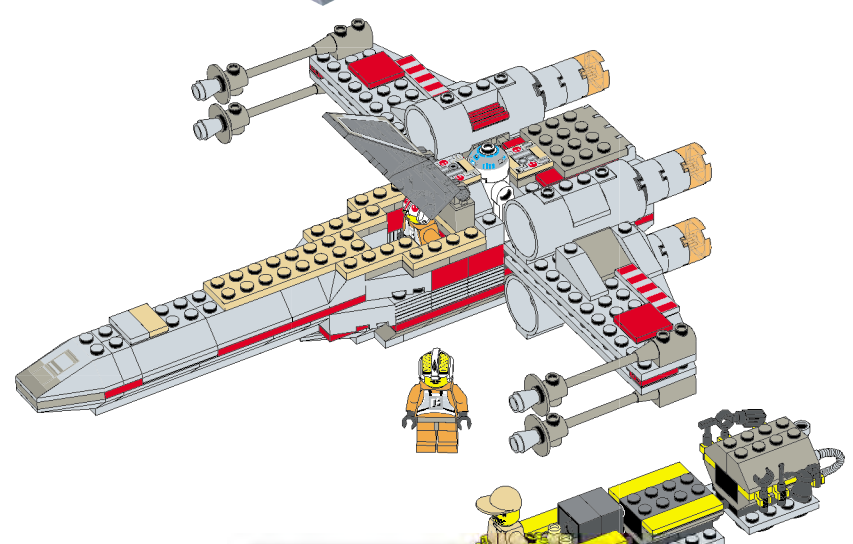
Minifigures: Biggs Darklighter,

Luke Skywalker, R2-D2,

Rebel Technician

Price: \$29.99 USD

1999



X-Wing: A Look Back—and Forward!

Article by Joe Meno

Photography provided by the LEGO Group

One of the staples of the LEGO® Star Wars™ theme has been the X-Wing Starfighter. One of the symbols of the Rebel Alliance in *Star Wars: A New Hope*, *The Empire Strikes Back*, and *Return of the Jedi*, the ship has also become a model of many versions, from its first set design in 1999 to its current versions, both in minifigure scale and in UCS (Ultimate Collectors Scale). In the past decade, the X-Wing as a set has progressed as the years have passed. *BrickJournal* spoke to Jens Kronvold Frederiksen, Design Director to the LEGO Star Wars theme, about Luke's favorite fighter.

The first *Star Wars* sets were released to coincide with the release of *Star Wars Episode One: The Phantom Menace*. Among those sets was the first X-Wing set, which was set 7140. Our chat starts with how the theme began. This was the time that Frederiksen joined the LEGO Group, so that's also where he began.

BrickJournal: When did the LEGO Group start working on *Star Wars* sets?

Jens Kronvold Frederiksen: We started off developing *Star Wars* in 1998, when the contract was signed between

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