



\$8.95
in the US

Brick Journal

Issue 43 • January 2017
people • building • community

Building Games in Brick!

Imagine Rigney talks about his Builds!

Nick Jensen shows his Game Characters!

LEGO Munchkin!

Instructions and MORE!

ISBN-13: 978-1-60549-072-4
ISBN-10: 1-60549-072-5



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Imagine and Jessica Rigney.



Imagine, age 6 in 2002.



Imagine with judges at the LEGO 50th Anniversary Build-off in 2005.

Build Until it Hurts: Raising Imagine Rigney

Article by Jessica Rigney

“Tell me what you want for your birthday. Go on, say it. Or don’t say it and let me guess.” How many words does a human know by the time they approach age four? Perhaps a few hundred? Though what a child knows or does not know can be debated amongst proud parents for an eternity. Or at least for as long as the children are playing well and no one is crying.

If my son Imagine happened to be part of a group of toddlers at a party or play group, I can guarantee that there wasn’t time for any kind of lengthy debates. He would usually be the one causing another child to cry. To be mother to a strong-willed, fast-minded boy who came out of the womb holding his head up on his own, meant that I needed to hit the ground running. The fact that he was my first, and only child, also meant that I had no idea what I was doing. He was so often bored or irritated by other children that he would push them away or bite their fingers if they interfered with his creative play. I ask Imagine, now age twenty-one, if he can remember what he was thinking when he lost his patience with other kids back then. His honest response would be difficult for the parents of those children to hear. “I don’t like you. Go away. You’re sticky. You smell. And you have no idea what you’re talking about.” Remember dear reader, we are seeing inside the mind of a child who wasn’t yet two. That he can recall what he was thinking at that age is in itself astounding.

These next few sentences will probably sound familiar to parents of children who seem to come into this world from a different universe. He seemed to need very little sleep. His brain had expectations that far exceeded the abilities of his infant body. He could not eat, speak, or walk fast enough. To be content meant the visual, the kinetic, the auditory, the tactile, all needed to be entertained at the same time for extended periods. To not be content in this way would result in lengthy bouts of boisterous crying not calmed by anything other than reengagement of the mind.

When I invited a friend and her toddler over for the afternoon, I stacked dozens of puzzles all around the floor. She walked in and gasped. She said I would need to put them away because her daughter would only put the pieces in her mouth and possibly choke on them. I was stunned. In my isolation of rearing my son with all the multitude of stimulating experiences I could think of to keep his brain occupied, it did not occur to me that other mothers of ten-month-old children were not doing the same.

By the time he approached age four, I had run out of ideas for what to offer him next. Of course by then he was walking, talking and more easily making it known that he needed more—just more. How I had not made a trip down the LEGO aisle at Toys “R” US sooner is beyond me. All I know is that once I did, it changed our lives, both his and mine, forever. It was not long after that we began having that birthday conversation. “Tell me what you want for your birthday.” It was LEGO then, and for every birthday since; still to this day.

What do LEGO bricks do for the active mind which both calms and excites? There are perhaps studies out there which can illustrate the cure that they became for Imagine. Here’s how he explains it: “At first it was nothing special. LEGO was like a lot of the puzzly things Mom had gotten for me before. But that it was three-dimensional, and *Star Wars*, was fun for me. (His first set was the Naboo Fighter 7141-1.) I do remember finding the Technic pieces interesting, how they were used to support the exterior repulsor engines. It was also very yellow. I think yellow was one of my favorite colors back then.”

So where did his name come from? It was simply on my lips as I woke up from a dream I had while I was pregnant with Imagine. A story that he likes better, however, is about the evening I went into labor with him. I had spent the entire day cleaning and prepping the house, getting groceries and walking the dog. I was two weeks overdue, but still wasn’t really feeling like birth was imminent. My husband had brought home the *Star Wars* Trilogy on VHS that evening as a gift. After dinner I did the dishes, put the first tape in and reclined on my side on the couch. The moment the *Star Wars* theme began playing, my water broke. Imagine was born nine hours later.

So what makes Imagine so special? How did he get to be such an incredible LEGO builder? What can I tell you about his life that will give you some insight into a mind which can take an idea and bring it to life in three dimensions with plastic bricks?

To be quite honest, I’ve been by his side his whole life and I can’t say. I know that by the time he got going with building LEGO and playing games, he was insatiable. I wished many times that there was a way to make more money so I could get him rooms full of LEGO and games. But scarcity is sometimes a good thing. The limits I placed on his computer gaming, the limits of space and supplies for building everything he wanted to build early on, forced him to find other ways to do things. I forced him too, unknowingly. I would make him clean up his builds from time to time so I could clean the floor or sort the LEGO. We would fight over it, often. He would try in his way to make me understand that the builds were always in progress, that there was no stopping point inside his brain and so none existed amongst the parts all over the floor either. I would try to explain how a clean slate is a way to clear the mind and start fresh. We clashed in that way enough times that I started to just move things around as I cleaned so we wouldn’t have to go through the struggle our differences caused.

At around age six he began playing many of the early LEGO computer games, including *LEGOLand* and *Rock Raiders*. These were a source of contention between us too. When I limited his time on the computer, he would



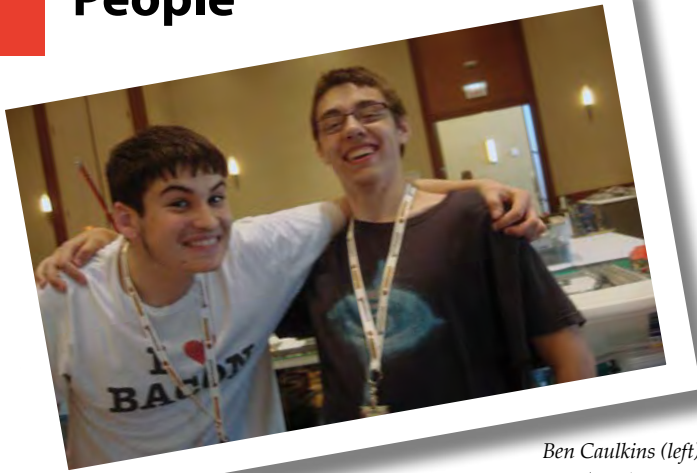
Howl's Moving Castle, 2009.



Big Daddy and Little Sister from BioShock, 2011.



Rapture Boiler Room from BioShock, 2011.



Ben Caulkins (left)
and Nick Jensen.

Gamers and Building: A Conversation

Article by Nick Jensen
and Ben Caulkins



Ben in his HALO suit.



Nick in the
HALO suit.

Nick Jensen is a LEGO builder that has become well-known for his builds of sci-fi and gaming weaponry. Ben Caulkins is a builder that gained fame for his HALO Master Chief armor and costume, which was built almost completely with LEGO parts. Both are members of GamerLUG, a group of builders that focuses on building items from video games, and good friends.

Nick and Ben first met at Brickworld 2010. The annual LEGO fan event becomes a central meeting point for them, and by Brickworld 2011, they are both building their iconic builds—Nick's HALO-themed weaponry and Ben's HALO armor. BrickJournal asked them to talk about their experiences in building.

Ben Caulkins: I remember everyone asked to hold your guns and wear my helmet. That was a good year. A good ego-rubbing year.

Nick Jensen: Yeah, I liked wearing your helmet a lot, even though it was all sweaty and gross. I was like, "Oh my God, I get to wear LEGO. I get to be Master Chief."

Ben: I don't go to the gym. I'm sorry.

Nick: (laughs)

Ben: I like holding your guns though. That was pretty cool. But yeah, I guess that was how we first met, officially. The idea of a collaborative videogame-related display for... what was that guy's name, Alec?

Nick: Alec...

Ben: Alex Ruiz! That's right! Alex Ruiz was the guy who organized the display (HALO themed "New Alexandria" display at Brickworld 2011) and got us together.

Nick: Yeah. And he, like, bailed.

Ben: But yeah, after that we—I don't remember who said it first—somehow, one of us told the other that we wanted to do a collaborative HALO display. I don't remember who said it first.

Nick: I think that was my idea. Like, we couldn't get Alex back in for obvious reasons.

Ben: Yeah, he disappeared off the map.

Nick: I didn't like 2010 in that I was separated from all the HALO people, but when we did that collaborative display (New Alexandria) in 2011, all the HALO stuff that was outside the collaborative was near each other.

Ben: Oh yeah, we realized there were other people who built HALO stuff, or built video game stuff actually and that we could talk to them.

Nick: Yeah, it felt weird to have that spread out across Brickworld, so why don't we just condense it? So, 2012 was when we condensed everything to one big HALO: *Combat Evolved* display, which had my sniper rifle and shotgun and it had your assault carrier as one of the central pieces.

Ben: You built a ship too, right? You built the little HALO: *Reach* Starfighter.

Nick: I did.


Ben: That was your first spaceship, wasn't it?

Nick: No, but...

Ben: Wait a minute. Really? Oh, damn. We all have builds like that I guess. But yeah, Brickworld 2012 was when we did the HALO collaboration. And that was the year I won something, and that felt pretty good.

People

Gallery: Nick Jensen

Nick Jensen (Nick brick on Flickr) has been a prolific builder. Beginning with his life-size weapons from video games, he has also built other videogame-related creations. Here's a look at only a few of the models he has built. 



Star Wars- Rebel and Imperial Pistols



HALO- Battle Rifle



Overwatch- DVA's Light Gun



Borderlines- Bandit Small Machine Gun



Overwatch- Ana Biotic's Sniper Rifle



Call of Duty: Zombies- Ray Gun



Destiny- Suros Regime Rifle

Building

Overwatch's Winston




*Article by Joe Meno
Photography by Paul Lee*



Ever have get inspired to build a video game character? Paul Lee did when he saw one of the trailers for the game *Overwatch* with a gorilla named Winston. Originally, he had built a super-articulated human frame for a character, but couldn't think of a character to build. He then decided to shorten the legs and build Winston.

Paul started designing the armor and new body by beginning on the head and then working on the rest. His son Ethan helped out on the build by making the Tesla Cannon Winston is armed with. In total, it took three weeks to complete Winston for display at Bricks by the Bay, a LEGO fan event in the San Francisco area.

As for the game, neither Paul or Ethan have played. As Paul explained to *BrickJournal* about Winston, "We just really liked the look of him. A super-intelligent, armored gorilla with weapons! What's not to like?" 



Building the *Normandy*

Article by Steve Houchard
Photography by Joe Meno



Steve Houchard.

brick over the holidays and cobbled together a very questionable SR1. If you squinted at it enough in very low light circumstances, it kind of resembled the *Normandy*. I mentioned offhand to the co-worker that recommended the game that I'd liked it well enough to build a questionable thing out of LEGO. He insisted on seeing pictures but was so underwhelmed that he uttered the phrase "You just can't build the *Normandy* out of LEGO!" I don't know how many people can pinpoint the end of their Dark Age, but that was mine. By mid-August I'd completed my better known SR1 and shown it at my first BrickFair.

The SR1 is notable for its completely un-LEGO-like structure. *Mass Effect's* design language is long shallow curves and (apparently) weird and inconvenient angles. This makes her an unenviably challenging subject. Given the curve technique I'd stumbled upon, she ended up being just over 5 feet long. Beyond that, the only real concern was where to source enough bricks. Fast forward two years and there's a fateful decision to make.

The difference between 5 feet and 8 feet for a mostly freestanding model might not sound large, but it is. My SR1 sits with her center of gravity over a single base with a pair of supports to hold the primary nacelles at the right angle. At this scale, weight isn't a primary issue so very few structural reinforcements were required. At 1.5x scale using the best reference I had available, there was no possibility of building the SR2 on the same plan while keeping all the details and the wonderful curve on the fuselage—she would be far too heavy.

If there's any magic in this build (and I'm not saying there is), it's in the fuselage. A fairly solid keel of stacked long Technic bricks and plates runs its length with studs up. Every other brick joint or so there's a studs-out construction involving half pins, bricks, and a large plate bolting the whole thing together. This provides a robust connection point to attach things to. The keel itself is split into two parts for transportation with the seam just over the base and bolts together with Technic pins (32054 on BrickLink).

Crafting the Original LEGO Minecraft Layout!

Article by Chris Malloy

Seven years ago when I discovered *Minecraft*, it hadn't yet become the worldwide phenomenon it is now. It was a rudimentary game with simple, retro graphics that allowed players to move and place digital blocks, harvesting and stacking them to create fantastic structures and reshape its algorithmically generated world. It's now the second best-selling video game of all time (second only to *Tetris*, which had a 25-year headstart). It's clear that *Minecraft* appeals to players on a deep level, letting them fulfill the creative urge to mold their imaginations into three-dimensional form. That strikes the same chord as LEGO, a brand with a similar worldwide cult following. Indeed, *Minecraft* and LEGO have always seemed destined for one another.* However, in 2010 when I had the idea to combine the game with my older obsession of LEGO, the two had never been married before. A search of the usual LEGO community sites yielded no results, so in early 2011, I set about bringing my *Minecraft* world to the real world.

Since much of *Minecraft*'s exploration and harvesting takes place beneath the surface in mines (hence the name), my idea was to translate a vertical slice of the world directly into LEGO. At the time, I mostly built minifigure-scale creations, so I knew the rough scale I wanted, as soon as I settled on precisely what size a block would be. In LEGO math, two studs equals five plates, so a 2x2 brick that is five plates high makes a perfect cube that looks appropriately scaled for minifigures. For structural stability, I couldn't create the entire model out of actual brick-built cubes, so I made a measuring stick out of bricks with markers every five plates. By holding the measuring stick



The completed model: "Minecraftination." I display it on a turntable, so that viewers can see the details hidden in all four walls.

against the model, I could build the solid grey stone walls using a variety of elements for strength, but ensure that any minerals and details were precisely aligned to the grid.

I incorporated most of the minerals from the game as it existed then: gold, iron, coal, diamond, lapis lazuli, obsidian, bedrock, stone, sand, and dirt. Cobblestone would have been an easy inclusion in hindsight, but gravel I left out, since sand red—the closest color to gravel's then-texture—was prohibitively expensive. The model includes a mine with a nether portal, as well as several natural caves running deep into its bowels, all supported with an extensive lattice of interior bricks. Up top, I fit in sections of several of *Minecraft*'s biomes: Desert, forest, and a snowy forest, as well as some player-crafted elements like a wheat field and a small home, complete with bed, crafting table, chest, and oven. The classic minifigure is quite blocky already, so I intentionally chose to leave the minifigure as-is, as well as using regular LEGO accessories like a pickaxe. However, I opted for a brick-built design for an appropriately blocky pig, cow, and creeper.

I brought the finished model to BrickCon 2011, where I was

Building

LEGO Minecraft Gallery

Article by Joe Meno
and Nelson Yrizarry

Photography by James
Burroughs, Nelson Yrizarry,
and Troy Cefaratti

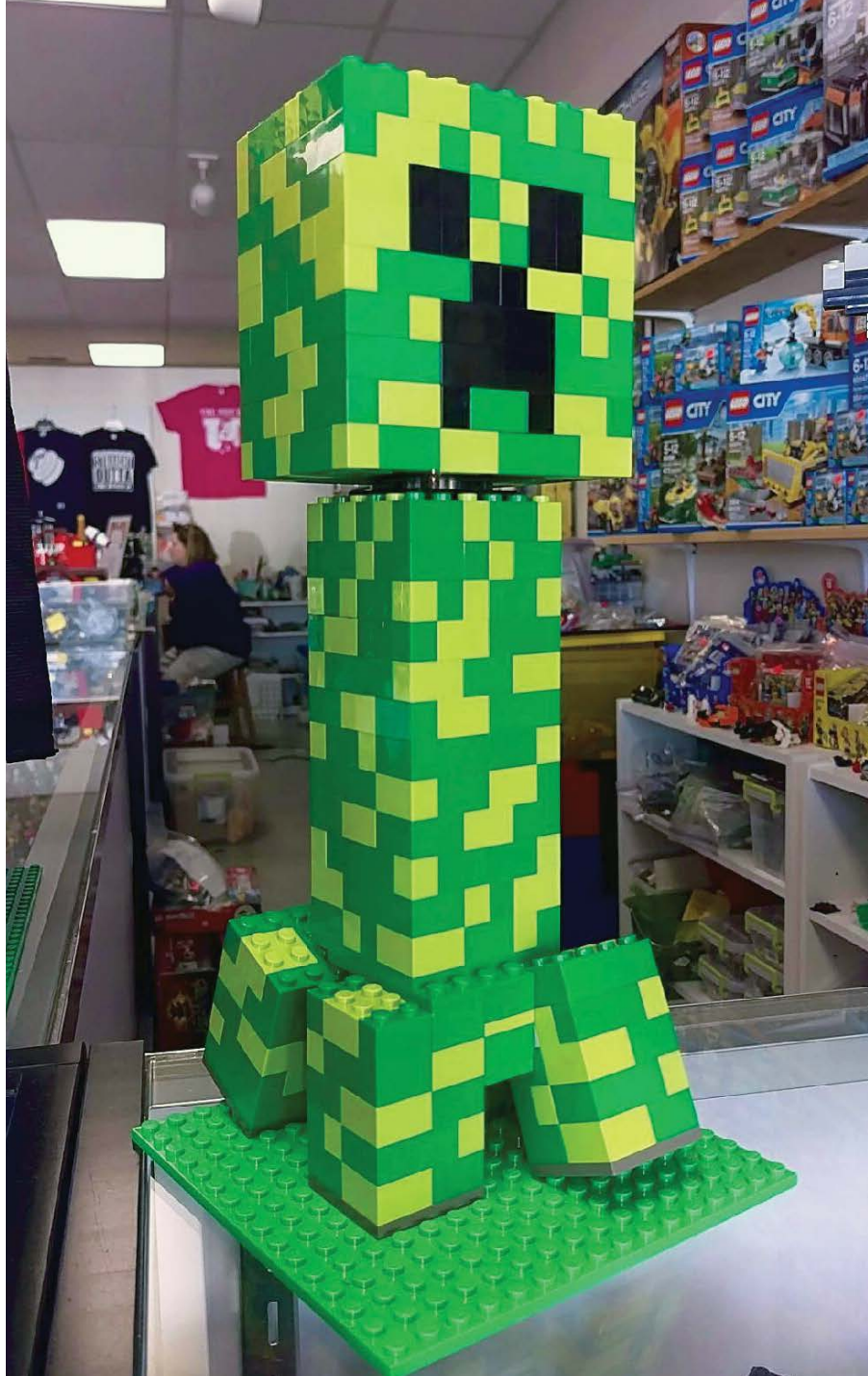
Minecraft models aren't as easy to find as one would think, but BrickJournal found a few!



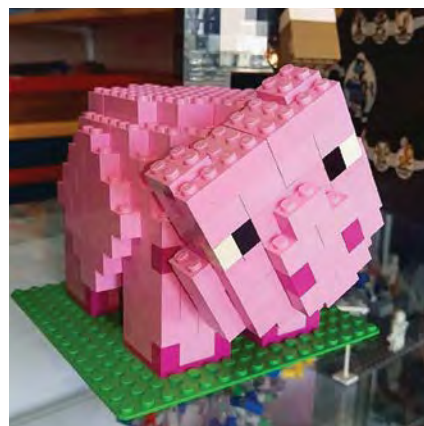
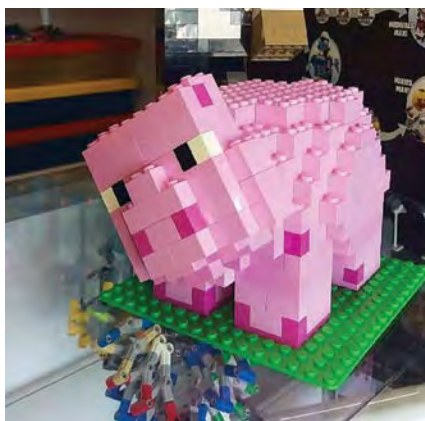
Steve.

Minecraft at the Brick University

James Burroughs and his wife own a brick store named the Brick University in Spring Hill, Florida. There, kids and adults can buy LEGO items and bricks and also take building classes. James is a LEGO builder, and has built a few *Minecraft* models for his store.



Creeper.



Pig.

You Can Build It


MINI Model



Minecraft Creeper

Design and Instructions
by Joe Meno

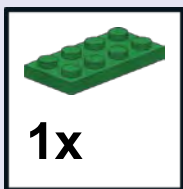
One of the most popular “sandbox games” released is *Minecraft*. Many people regard the game as a digital version of LEGO creating, with provisions to build models and machines using in-game materials and objects. Many LEGO builders also play *Minecraft*, as evidenced by the LEGO *Minecraft* sets that have been produced. Originally presented as a LEGO Ideas project, it gathered the 10,000 supporter threshold for consideration *in 48 hours* when the game producer announced the project on their blog.

The present sets make the characters and settings to a minifigure scale. I decided to upsize the Creeper to a size large enough to include a light in the head (no, they don't light, but I thought it would look cool). The Creeper head is a square, which allows the face to be built using SNOT building. Behind that is a space to place a third-party light. With a little adjustment, a 2 x 3 light brick can be inserted. 

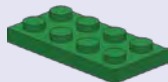
Parts List (Parts can be ordered from Bricklink.com by searching by part number and color)

Qty	Color	Part	Description
2	Green	2431.dat	Tile 1 x 4 with Groove
6	Green	3001.dat	Brick 2 x 4
8	Green	3003.dat	Brick 2 x 2
1	Green	3004.dat	Brick 1 x 2
2	Green	3020.dat	Plate 2 x 4
4	Green	3021.dat	Plate 2 x 3
13	Green	3023.dat	Plate 1 x 2
8	Green	3024.dat	Plate 1 x 1
4	Green	3068b.dat	Tile 2 x 2 with Groove
2	Green	3070b.dat	Tile 1 x 1 with Groove
2	Green	3622.dat	Brick 1 x 3
2	Green	3623.dat	Plate 1 x 3
3	Green	3710.dat	Plate 1 x 4
2	Green	4070.dat	Brick 1 x 1 with Headlight
4	Green	48336.dat	Plate 1 x 2 with Handle Type 2
4	Green	60470b.dat	Plate 1 x 2 with 2 Clips Horizontal (Thick C-Clips)
8	Trans Dark Blue	3024.dat	Plate 1 x 1

1



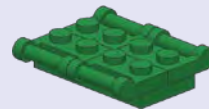
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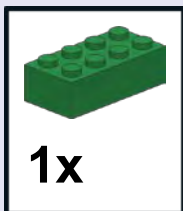
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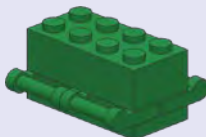
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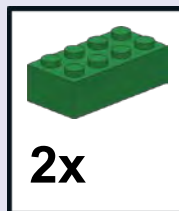
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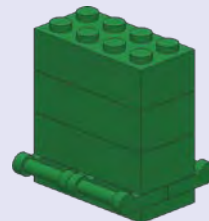
1x



4



2x





Minifigure Customization 101

Star Wars: The Force Unleashed!

*Article and Photography
by Michael Marzilli and Jared K. Burks*

Some of the most memorable moments in film and TV franchises occur in their associated video games. This means we are unlikely to get LEGO to create these characters and their associated pets for our collections. So as always, we have to refuse to live in the box and we must customize our worlds.

With the release of the Rancor, Michael and I have been fixated on bringing to life two very specific characters in LEGO form: Specifically, Shaak Ti and her pet Battle Rancor from the video game *The Force Unleashed*. Yes, LEGO released a Shaak Ti figure, but nothing like the Shaak Ti found in *The Force Unleashed* video game. Much as Yoda and Obi-wan went native and adapted their Jedi garb to fit their environment, Shaak Ti has done much the same in the video game. Shaak Ti was exiled in the deep forest regions of Felucia and adapted more of a Tarzan/jungle-style outfit. Using the LEGO headpiece, this design was fairly simple to recreate, yet not simple to apply, as the entire figure was covered in waterslide decals. Several aspects of the design were purposely drawn to tie the character to the LEGOverse. Specifically, the ropes that wrap around her mid-section and the bandages that wrap her legs and feet are of similar design to LEGO figures that feature ropes and bandages. These elements along with using the LEGO Shaak Ti headpiece help ground the figure in the LEGOverse. As I have recently covered designing and applying waterslide decals, this article will focus on the Rancor's customization.



Shaak Ti's customized look.

Creating a Battle Rancor

The Rancor we get from LEGO is an excellent representation of the ghastly beast found deep in the caves of Jabba's torture chamber in the film *Return of the Jedi*, but he's not the only Rancor in the universe. We get to see several different Rancors in *The Force Unleashed* video game series. The game allows you to play as Darth Vader's secret apprentice through a series of adventures and battles from one end of the universe to another. One planet that the Apprentice visits is Felucia. On this planet, Rancors abound and many have been tamed by the Force-sensitive indigenous beings. Vader's apprentice must survive through action-packed battles with these enormous monsters. In the video game series, we see at least three different sizes of Rancors in several different sizes, colors, and markings. For this project, we selected the Battle Rancor.

This Battle Rancor was chosen specifically because *Star Wars* has made a licensed action figure of this Rancor and we were able to find multiple reference photos of the action figure on the Internet on which to base our project. A primary source of inspiration was found on *Rebelscum.com* as they always have very detailed photos of the figures/subjects from all sides, and even close-ups of extremely detailed areas. With our reference material properly located, we can begin preparing our Rancor for its transformation.



Rancor reference material.

Building



Kill the Monsters! Steal the Bricks!

Article by Guy Humber

First revealed in 2014, The *Munchkin*® LEGO® Game Board (a.k.a. the "M.L.G.B.") is a minifigure-scaled version of the popular card game's original flat playing board. The M.L.G.B. measures about 15" x 30" in size and is as fantastic to play a game of *Munchkin* upon as you would imagine!

Like a heavenly plastic peanut butter cup, the board combines two of my favorite things together: Playing games with friends and building with LEGO. To make the games even more amazing, the set-up features custom hand-drawn playing cards by famed comic artists; numerous creature MOCs such as the Bullrog, Beholder and the Gazebo; beautiful custom-printed LEGO tiles; specially printed dice; and amazing one-of-a-kind minifigures. Hidden throughout the board are inside jokes, artist signatures, and fun themes such as zombies, Christmas, and H.P. Lovecraft's Cthulhu. The custom *Munchkin* themed accessories used throughout by the minifigure pawns were provided by CrazyBricks (www.crazybricks.com).

Originally built for fun and awesome, the giant board has become a special treat at numerous LEGO fan events and gaming stores. The game

board has made multiple appearances at AFOL events including BrickFiesta in Texas, Brickworld in Chicago, and most recently at BrickCon in Seattle. A handful of convention attendees have even gotten to enjoy a memorable game on this special MOC.

Those lucky few who have gotten a chance to play on the board often get to compete with Steve Jackson Games employees (including owner and game designer Steve Jackson himself!) and fight it out for special and unique SWAG from the game design company. Past goodies have included rare and signed promotional cards, unique CrazyBricks prototypes, and a specially printed LEGO die! The game's winner usually gets to keep a copy of whichever 'flavor' *Munchkin* game we play, although perhaps the greatest prize is the bragging rights of having adventured in the dungeons of brick.

Steve Jackson is the designer of many amazing and beloved games. Besides being a world-renowned figure in the gaming community, he is also an active and prolific member of the Texas Brick Railroad (<http://www.texasbrickrr.com>), the local LUG of Austin, Texas. Among the games Steve has designed is one of my favorite card games, a fun-loving dungeon romp called *Munchkin*. Steve and I became friends due to our mutual love of gaming and LEGO which eventually led to the creation of the successful Kickstarter project called *Munchkin Bricks*.

Now equipped with fantastic new minifigure accessories, the next logical step was to make a game board scaled to these custom pieces. This led to the creation of the game board.

Removable
Billboard Sign

Deck and Discards Holder
(Treasures)

Storage bin

Dice Holders

Deck and Discards Holder
(Doors)

"When I first saw Guy's LEGO Munchkin board, I was blown away. Such a loving homage to the game, and all that colorful detail!"

And once I actually got to play on it, I was completely overtaken by its true awesomeness... It's a dramatic visual representation of where each player is in the game. Sure, you can get that with the regular flat gameboard, but Guy's creation is full of references to different game elements... some of them carefully crafted, some of them elegant "good use of parts" to represent Munchkin events or monsters.

Whenever we bring Guy's board out, the players get excited. It always draws a crowd, and spectators and players all have a good time, exclaiming over every newly discovered detail.

But the neatest thing of all is that it keeps evolving. Guy continues to have new ideas, and there always seems to be room to add just one more. And he includes memorabilia from past games as part of the build, so the board itself has become a collection of stories about Munchkin, and about Munchkin with LEGO.

— Steve Jackson, creator of Munchkin



A tournament in full swing!

RoboCupJunior Australia

Article by Damien Kee



One of the many RoboCup Junior teams.

What is it?

RoboCup is a worldwide initiative that seeks to bring together robotics teams and researchers from around the world to promote sharing and collaboration of research.

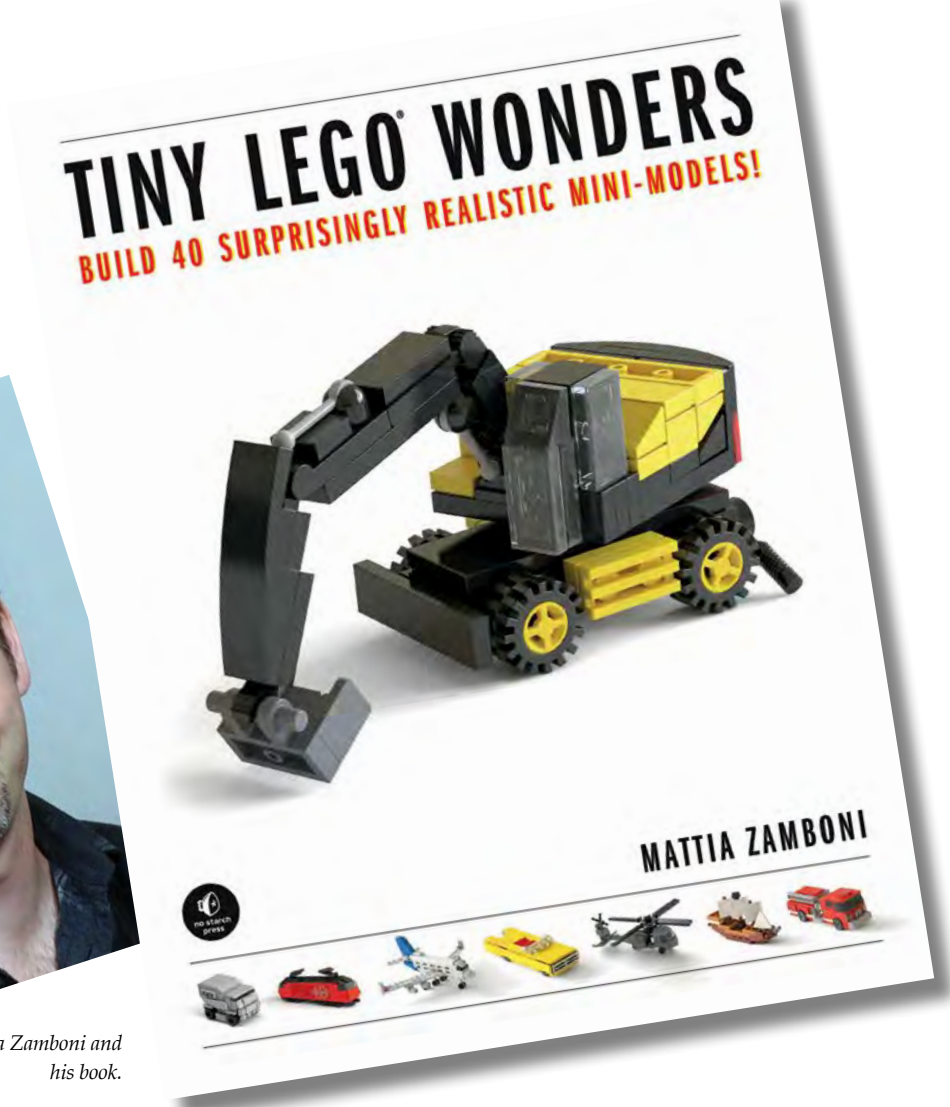
The ultimate goal of RoboCup is that by the middle of the 21st century, a team of fully autonomous humanoid robot soccer players shall play (and win!) a soccer game against the (human) world champions. There are various divisions ranging from Home robotics, robot collaboration, Rescue robotics, etc.

RoboCupJunior is a division of RoboCup that focuses on Primary and Secondary students, providing them a framework to learn about robotics as well as compete at various levels. This article will focus on the Australian events; however RoboCupJunior events are held all over the world.

The focus of the Australian competition is primarily education based, with the vast majority of teams forming as part of either in-class curriculum activity, or a school extra-curricular group. Teams can participate on a variety of different levels, from small in-school events, regional challenges, State competitions and the National championships. At the lower levels (in-school and regional challenges) the focus is participation rather than competition as we love to see more and more students get involved. RoboCupJunior is unique in that regional organizers are given the latitude to make changes to the rules and divisions to suit the abilities of their participants. It is not uncommon for regional challenge days to start with workshop sessions to teach the kids basic techniques, followed by challenges in which they can test what they have learned.



Mattia Zamboni and his book.



Tiny LEGO Wonders: A Discussion with Mattia Zamboni

Here at *BrickJournal* we've always had a soft spot for micro-scale LEGO building, so when we heard that Mattia Zamboni and our friends at No Starch Press were releasing the book *Tiny LEGO Wonders*, we jumped at the chance to obtain a copy and chat with Zamboni about his latest work.

Article by Ashley Glennon

Some models from the book.



Tiny LEGO Wonders represents Zamboni's solo authorship debut, yet his co-authoring experience as a vehicle guru in the LEGO Build-It Book series is evident. Whereas the subtitle of his volume is "Build 40 Surprisingly Realistic Mini-Models," it should more accurately read, "Build 40 Surprisingly Realistic Mini VEHICLES."

Packed within the 208 pages are building instructions for trains, planes, cars, trucks, ships and spacecraft of nearly every variety. Every page is rendered in edge-to-edge color and the instructions are clear and thoughtfully planned. The list of parts needed to build



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Marc at work.

Brickfilmer Spotlight: Marc André Caron (Monsieur Caron)

Article by Kim Smith (*thefourmonkeys*)

Marc André Caron is a professional Canadian brickfilmer residing near Montreal, Quebec. He has been animating bricks for six years, and started his YouTube channel *MonsieurCaron* in June of 2011. The channel currently has over 35,000 subscribers and over 28 million views. Many of his brickfilms have over 1 million views, with the very popular *LEGO Simpsons Couch Gag* and *LEGO Ghostbusters Movie* having over 6 million views each.

Inspirations and Beginnings

Marc André's inspiration to make stop-motion films was Patrick Boivin, the French Canadian live-action and stop-motion artist that created the absolutely incredible official *Cars 2* trailer in LEGO in 2011, along with many other famous viral internet videos.

Marc's initial stop-motion attempts were made with Transformers toys which weren't as successful as planned, so he tried using Bionicle figures instead. Bionicle awakened him from what he considered his "dark ages," which prompted him to go to the store and buy LEGO sets for making brickfilms.

One of his first minifigure brickfilms was a video he made to challenge himself and create something Christmas-oriented for his friends. One of the challenges of the film was making snowscapes.

Marc barely had enough white LEGO bricks for making snow outside, with one of the shots requiring his entire collection of white elements. Because of this, he now owns a lot more of every color.

Marc began brickfilming while working part-time as a substitute teacher (teaching is his trade). One of his connections with the teacher's union contacted him and asked if he could do a few videos for them. Marc created a total of three brickfilms for them. The funds from the films allowed him to expand his LEGO resources and new professional stop-motion software for his computer.

One of the commissions was for a video for Paganomato's (of Paganomato.com) which Marc requested. A particular brickfilm was "The LEGO Teacher" by French Canadian TV show *Le LEGO*. Marc presented some of his videos on the show and was thanked for it. He returned to the classroom as a teacher and was thanked by his students if they got through his brickfilms.

In 2012, The LEGO Group gave Marc and his LUG group the opportunity of creating a stop-motion movie called "The LEGO DINO-therapist" which currently has over 1 million views on YouTube.

Also in 2012, Marc made a video called "The LEGO Brick Show." Both of these

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