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Brick Journal

Issue 26 • November 2013

people • building • community

Building Creatures Great and Small

Building Dinosaurs

LEGO Zoids

Features
Instructions
AND MORE!

Builder Spotlights:
Sean and Steph Mayo
Schneider Cheung

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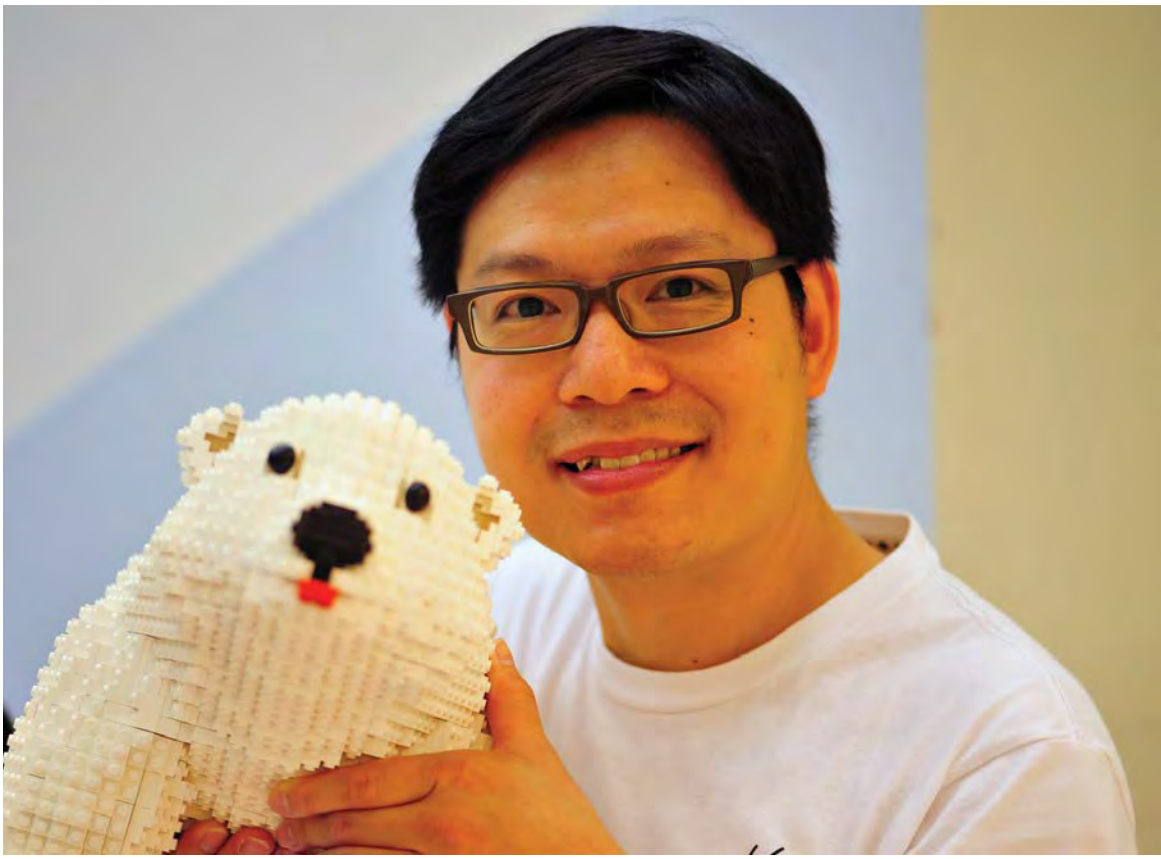
Contents

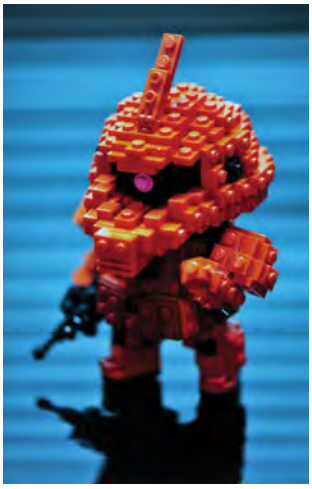
You may not know me.

However, you may have seen one of my creations...



Introducing Schneider Cheung (Schfio Factory)

Article and Photography by Schneider Cheung



Some examples of Schneider's work.

I am Schneider Cheung/Schfio factory from Hong Kong!

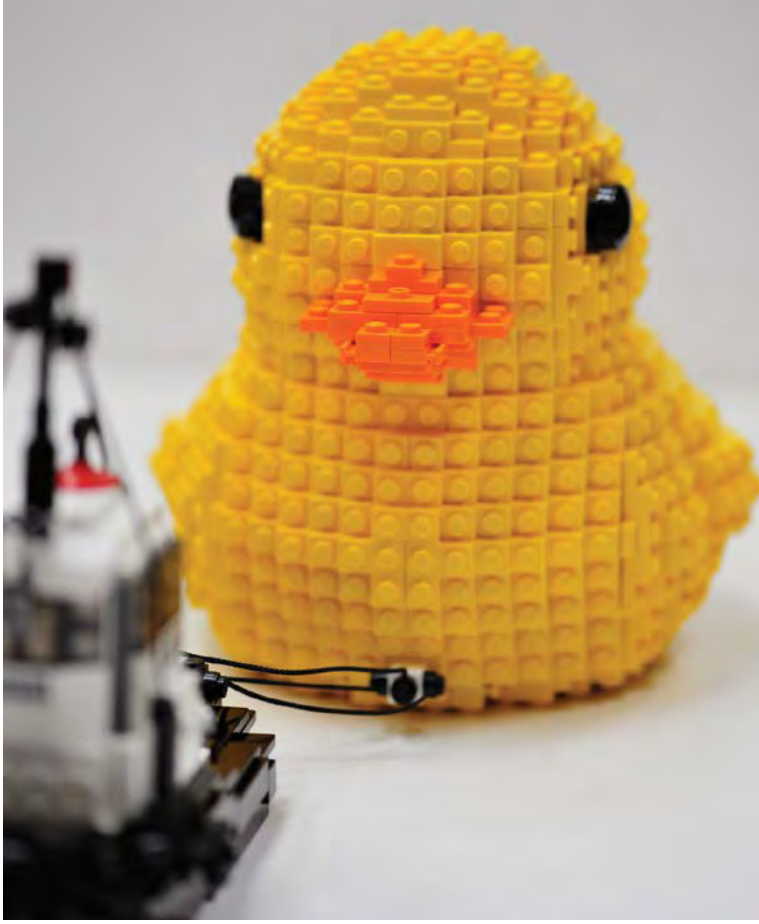
Like every LEGO Fan, I liked to build LEGO houses, vehicles, and mecha...when I started building. But creating sculpture is my specialty now. With my unique technique (I call it the 6-sides technique), the detail of an object can be preserved in my creations, even though it may be small in size.

Contrary to some AFOLs, I love to show LEGO studs on the surface of my creations. People can recognize those creations are made of LEGO at first glance, and I want to express that everything can be built with LEGO.

Other examples of Schneider's work.

Developing my technique was not an easy process. It took years. Thanks to Bruce Lowell's LEGO sphere building technique, I was inspired to evolve the technique into another realm with my building experience. The technique is best used for creations with a lot of curves and rounded surfaces such as animals. What is the advantage with my technique? With the studs-up technique (used by the Master Builders at LEGOLand to build their animals), the detail of an object can only be maintained when the creation is on a larger scale, and you can recognize the animal by sight only. However, you can recognize my animal models with touch. Just close your eyes and touch it !

Why is this so? There are many sharp edges on the conventional models. Those corners and edges may distract your touch. As there are relatively few sharp points on my creations, I wonder if my exhibits could be accessed and appreciated by the blind. If this dream comes true, a boundary could be broken.



Constructing Mike Mignola's Comic Characters

Article by Tyler Halliwell
Photography by Joe Meno

Hellboy is ready for trouble...

Hi! I'm Tyler Halliwell and I am a freshman at Indiana University studying Anthropology, with a focus on bio-anthropology. I have been building for as long as I can remember and have always had LEGO all around the house, but I really got into the hobby after discovering MOCpages in late 2008. I was stunned by the online community and, after participating in a few contests, finally attended Brickworld Chicago in 2010. I did not bring any creations of my own, but I got numerous ideas and was able to meet some cool people in the hobby. A year later, I volunteered to be a part of what was titled the "MOCpages collaboration" at Brickworld 2011 and surprisingly found myself accepted by the group. I was then asked to build Helm's Deep from *The Lord of the Rings*, a first taste into the amount of money that one can easily spend in this hobby. That was my first experience with Bricklink, and I have not slowed down by much. That collaboration was my entry into the fun and friendship of the LEGO world, and was when I got my foot into the soon-after established VirtuaLUG. Now I'm proud to be the youngest (and tallest) member of that family.

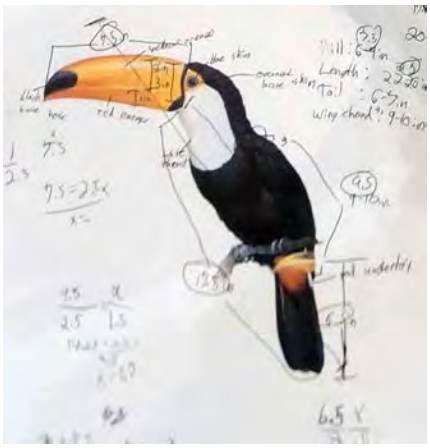
My favorite things to build are either characters/creatures of some sort, and essentially everything in a fantasy genre. I like to experiment with scales that aren't minifigure based, and so like to build things in "miniland" scale and larger. I always find creatures enjoyable because it is a fun challenge to create organic shapes out of generally square blocks and then make those shapes come to life. Along with that, I

Tristan Cain: Bird Billder, er - Builder

Article by Tristan Cain

Photography by Tristan Cain and Joe Meno

When "Birds" was announced as the theme for BrickFair 2013, naturally the first thing that came to mind was to build a model of a bird. However, I wanted to build a bird that is unusual and isn't seen everyday. My favorite bird, being the toucan, was a perfect fit. I own a toucanet, which is smaller than a toucan, and that was the main part of my inspiration. I chose the Toco Toucan because it is recognizable and it is the most famous species. I also wanted to show the beauty of the bird, which was a task in itself creating it out of LEGO bricks. I built the bird in 1:1 scale, so the model looks exactly as it would in real life. The theme for BrickFair, along with my appreciation for the toucan, prompted me to build this model.



Reference picture of the toucan with dimensions.

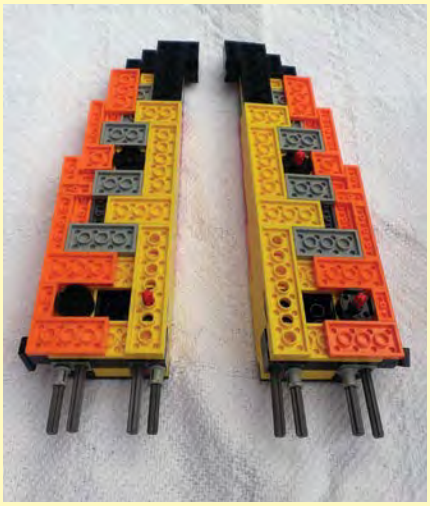
Creating the toucan was a very fun, yet very challenging task. The first thing I had to do was get a picture of the Toco Toucan. I used this as a reference for color, as well as the sizes of the various parts of the model. In order to get the size correct, I researched the main dimensions online. Then I used a ruler to measure the picture to find the measurements I could use that correspond with the real dimensions. For the dimensions I needed to figure out, such as beak width and height, I used proportions to scale the size correctly. After finding the measurements, the real task was building it.

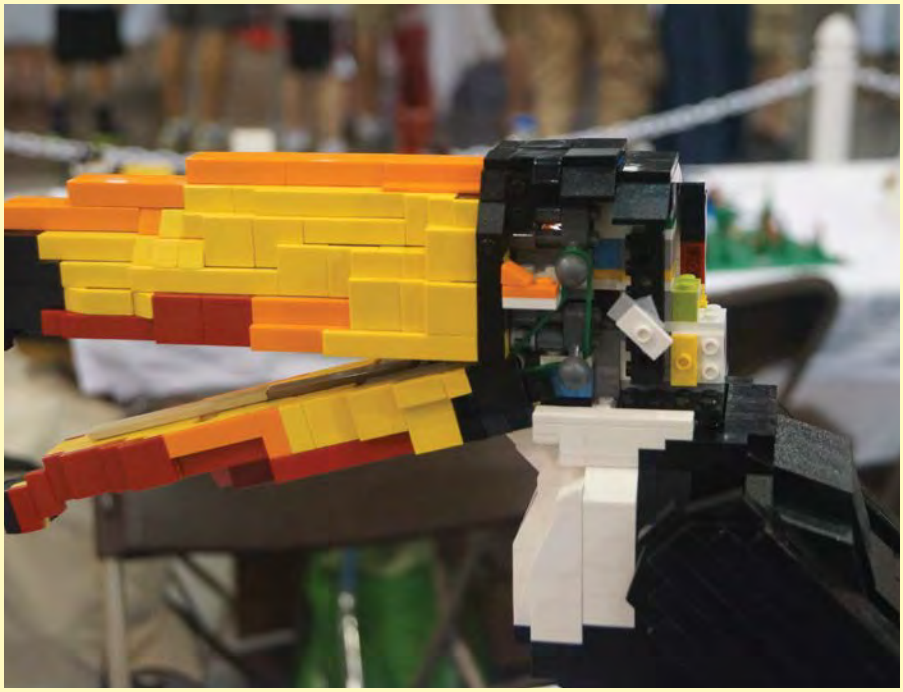
I started with the beak, as I knew I wanted to build it sideways with staggered tiles and plates under the tiles to achieve the correct form. There are technic axles in the back of the beak that pin it to the head. The head is built around the beak, and the lower beak is attached with technic stud pins. The body is solid brick with technic beams inside for internal support. The neck is solid, as to keep the head from falling off. The more connection points, or studs in the bottom of plates, the more friction. The more friction, the stronger the hold will be, thus keeping the head on the body. The wings have a 2x2 round plate with an axle hole inside which slide over a horizontal axle, holding them on. The tail feathers are held on with hinge pieces mounted underneath the back.

Building the Bill

The upper bill of the toucan is two halves that are fastened together with red 2-stud length Technic axles. You can see them in the photo to the far right, with one red axle on the bottom of the left side and two more on the black round plates in the right half.

When together, the bill's Technic axles in the base slide into the head using the technic beams in the X-pattern below and secured using a dark grey Technic beam with a ball joint. These become holding points for a green LEGO rubber band that holds the lower beak in place, seen at lower right.





Gonzo and Camilla at Brickfair VA 2013.

Gonzo and Camilla: A LEGO Love Story

Article by Jason Wolfson, Ph.D.

Photos by Jason Wolfson and Joe Meno

Jason Wolfson grew up in a suburb of Philadelphia, PA and has been continually building with LEGO since the age of 5. He received a B.S. in electrical engineering at Johns Hopkins University, and received both a M.S. and Ph.D. at Carnegie Mellon University. In 2003, he became engaged in the AFOL scene when meeting several people from NELUG (the New England LEGO Users Group) at a LEGO store. Jason, as a member of NELUG, participated in a few projects that were sponsored by the LEGO group with the largest being The Amoskeag Millyard Project in Manchester, NH. After moving from New England at the end of 2009, he quickly joined WAMALUG (the Washington, DC Metro Area LEGO Users Group). He has participated in many events including displays at museums and local area schools representing WAMALUG. At age 42, LEGO has given him an outlet for creativity and relaxation. Here, he talks about building a couple of his models:

I am a passionate AFOL showcasing my work in the DC Metro area as a member of WAMALUG. My most recent creation, which I displayed at BrickFair, VA 2013 this past August, are sculptures of Gonzo & Camilla. I thought that for this year's theme, 'Birds,' that this would be a perfect opportunity to build these two adorable Muppet characters. I know Gonzo has been described as many things: A weirdo, Whatever, and so on. However, he does have many bird-like qualities. Secondly, he loves Camilla, who is definitely a chicken and fit well with the theme of BrickFair 2013.

Another reason for building them is that Gonzo is my wife's (Karen) favorite Muppet. For many years she has been asking me to build a near life-size version of him out of LEGO. I am glad she encourages me in this hobby, and succeeding in making a creation like this pleases both her and me. The actual plan started about

Gonzo's first head.

Gonzo's second head.

A look at both of the models. you can get a good look at Gonzo's sweater.

a year or two ago by amassing a large amount of purple bricks, which I know was the wrong color. Oh well— but after getting serious I decided on obtaining bricks of the correct colors, dark and medium blue. Once I had enough, I started building.

Whenever I start building a MOC of a character, the first thing I work on is the head. The rest of the body is not as critical as it can be built to accommodate the proportions of the character's head. Also, building the head to fit a body can be challenging if you need to fit the details for a given size. I'd rather build the body to accommodate the head. I also believe that for the most part, the soul of the character is in their face. The two photos here show that I did two versions of Gonzo's head. The first version, although identifiable as Gonzo, to be blunt, was too fat. Gonzo is a more slender character, and although I would not put it past him, looked like a bicycle pump inflated his head a little too much. I also forgot the feathers on his head.

The next challenge was to figure out what he should be wearing. Gonzo has worn many outfits since the Muppet show started. The dark purple suit the Muppet orchestra wore? The pink singlet he wore when performing as Gonzo the Great? The final decision was made again by Karen, who decided on an argyle sweater. The biggest challenge with this sweater is the diamond pattern: what would be the best way to implement it? I came up with using mainly 1 x 2 45 degree slope bricks both normal and inverted in black and light gray. Since I could not have fine red and white lines through the center of each diamond of the argyle, we settled on red and white dots on the corners. The neat thing about this technique is that with the right light, you can see through the openings in the sweater to the white shirt underneath, giving a pseudo-knit look. The other neat thing is that if I lift up his collar, his necktie is the correct shape.

Building PrimalBOTs

Article by Joe Meno
Photography provided by Aaron Anderson

Aaron Anderson is a LEGO fan who can be found on Facebook as Rong Yiren. There, you can see many of his LEGO builds, including this one. His models are built with a keen use of color and elegance of parts use. He doesn't have extra or unnecessary parts clutter his model. Here, he talks with BrickJournal about his model and building in general.

***BrickJournal:* What do you do outside the hobby?**
Aaron Anderson: Well, originally I was a graphic designer, but when a downturn in the job market combined with a desire to do a bit of travelling I ended up in an English teaching position abroad.

How long have you been building and what got you started?
I picked up my first LEGO set around 2008. It was a Star Wars Battle Pack. Being a huge fan of the movie series I just couldn't resist those little Stormtroopers – *I had to have them!* And as everyone knows, you can't just have a couple Stormtroopers. So, one Battle Pack led to another and then another and then to… BrickLink.

At first it was just troops but they get a little cranky when they have to walk everywhere, so then came the vehicles. The speeder bike was always a favorite of mine but the LEGO sets at the time weren't exactly the cheapest rides on the block. So, I started ordering parts to build the sets on my own.

However, it didn't take long for me to discover that building my own creations was a far more satisfying endeavor. My first MOC was something I called a microMech, which on a whim I uploaded to the LEGO group on Flickr and to my utter shock and absolute pleasure wound up being blogged on a little site you might have heard of: *The Brothers Brick.*

Through that experience I met a lot of online builders and was exposed to the large and vibrant LEGO community online and, wanting to be an active member of that community, really started building at that point. And it's the inspiring creations that I always run across, whether they be from fans in the community or LEGO itself, along with a passion to create and wanting to be a part of something larger that has kept me going over the years.

What is your favorite theme?
Anything Science Fiction will always get a lot of attention from me. Alien life, starships, mecha, etc. But I am especially into bio-mechanical creature or sentient robot themes. One of my very first LEGO series was primalBOTS, which focused on primeval world life and struggles much like that of our ancestors, but instead of 'cavemen' and 'wooly mammoths' there were sentient mechanical-humanoids and all manner of mechanical beasts. They were tribal with some living in the jungles and deserts while others lived in the oceans or even polar regions of their planet. The primalBOTS have always been my own personal favorite theme and one that I hope to resurrect in the near future after I flesh out the details of their world and origins.

What inspired you to build this dinosaur?
I'm not really sure if there is any one particular source of inspiration for the mechaDINO… ZOIDS, maybe. I absolutely loved building ZOIDS as a child. I will say that when I was designing the head, I really wanted the lower jaw to be oversized like Grimlock's jaw from the *Transformers: Animated* series. There are numerous LEGO dinosaur builds out there from great builders like Mike Psiaki *(now a LEGO set designer — Editor)* and 'aurore&aube', but where they take a realistic approach to building their dinosaurs, I, of course, wanted to tackle the build with a mechanical or even bio-mechanical approach.

What else do you build?
Well, lately my Flickr photostream has been filling up with a lot of bio-mechanical insect builds. The new LEGO *Galaxy Squad* series is without a doubt a heavy influence there but I think I've managed to pull off the builds with my own style, making them feel familiar yet still unique at the same time. I've also recently started working on a new theme – LEGO *Future* City. I've always liked LEGO's City sets but always wished there was a City of the Future theme as well. The rest of my work consists of a new 'Cyber-Ocean' theme that includes bio-mechanical ocean vehicles, as well as a lot of non-themed builds of Robots/Mechas, Spacecraft, etc. All heavily Sci-Fi influenced except for a few examples of comical human and skeleton sculptures.

Sean & Steph Mayo.

Siercon and Coral: Two of a Kind!

Article and Photography by Joe Meno

There have been impressive builders in *BrickJournal*, but none quite as remarkable as Sean and Steph Mayo. Known online as Siercon and Coral, this duo (and married couple) has become one of the most well-known builders in the community both online and at events. In only a couple of years, they have pushed LEGO building to new heights with their models of imaginary beasts and places. *BrickJournal* got to talk to them and their building style in this, the first part of two interviews.

***BrickJournal:* What do both of you do?**
Sean and Steph Mayo: We are both commissioned artists. We love to create art in all mediums. From LEGO, sculptures, casting, painting, jewelry, cosplay, and wedding decor, to writing; we try to have a wide range in the choice of materials and uses. The one thing that ties much of it together is that we generally love anything to do with Science Fiction and Medieval Fantasy! Turning this part-time hobby into a full-time profession has been difficult, but is sincerely rewarding and a joy to pursue. Feel free to visit our Tumblr *(SierconCoral.tumblr.com)* to take a look at what we're up to, or to drop a note if you're interested in a specific commission!

When did you start LEGO building? Did you have a Dark Age?
Steph had a bin of LEGO that she played with from around 9-11 years old. Sean played with LEGO throughout his childhood, mostly collecting armies of Forestmen. He boxed everything up when he went to college, and neither of us really had a true "Dark Age" due to the fact that we entered the AFOL scene after college and after we became married. If we had to label a Dark Age, trying to pass college and working new jobs through engagement and early marriage would be it. As sad as Dark Ages can be we see them as often important. Many of the things we are most appreciative of in our LEGO building resemble experiences, places, and things we have seen throughout life. Playing sports, passing college, loving our family, cultivating a wide range of experiences, and investing in friends all help to widen our perspective and enable us to think outside the box in our art! Our building has truly benefited from a healthy combination of imagination and living and loving life.

Some photos of Spinel Faerie Fox.

What inspires you to build?
Everything! We find inspiration from nature, movies, games, books, and other artists and people. Our nature and creature builds are often a fantasy twist on an actual creature or well known mythological beast. For example, giant battle scorpions would be built using a detailed picture of a real scorpion for reference, and embellished from there. Fantasy creatures like our Pegasus would be informed by movies or artwork. We always try to keep the mundane fun, and enjoy imagining the world around us with extra bits of magic. Hopefully, that childlike imagination and fantastical mindset comes out in our building style.

When we are running low on inspiration there are always tons of contests and fun building challenges which can spur you on to join in the inspiration of others. For the competitive among us, it often stretches us to be better than we were before. Contests also help newer builders get involved and known in the community.

How do you both build? Are there different aspects that either of you focus on, or do both of you work on the same things?
We work on our projects together, from brainstorming ideas to pulling out parts that we want to use. Then, while sometimes one of us will work on a project without the other building right there alongside them, we will always get input along the way. No MOCs are ever completed without having been a combined effort. This often looks like encouragement, throwing around ideas, editing, and building on the same project. If one of us is excited about something, we both get involved in whatever way we can. Essentially, our 'building together' is not simply adding two people's building skill and thus doubling the speed, but rather always having each other there to help with ideas, critiques, and support. We often serve the other as reminders for patience when one of us simply wants to post a project online that could be better.

Faerie Dragon.

Faerie Dragon top.

We approach creatures by trying to choose the best piece or combination of pieces for the body part or limb of whichever animal we are working on. Rather than starting with a skeleton and working our way from the structure out; we often build portions in order of importance. This typically makes the build more organic, while sacrificing some strength. For example, if we were to build a butterfly we would rank the body parts of priority. The charismatic wings are the most important part, followed by the unique coiled antennae. What is a LEGO butterfly if the wings look bad? The body and legs really range from one butterfly to the next, so they are of less importance when it comes to choosing the perfect pieces, even though they are crucial to the assembly of the whole butterfly. Essentially, we build all the components in order of priority, and then assume there will be a way to assemble them together. The assembly is the final puzzle. We will often have various portions that we love, but have no clue how to put them together to finish the build. We simply assume there has to be a way with LEGO, and try not to sacrifice the inspirational NPU in order to accomplish the final assembly.

Our Fairie Dragon is essentially a hybrid of a butterfly and a dragon. That initially told us that the wings and head were the two most important parts. Thus, we built the wings and the head without regard to how we were ever going to manage to connect them together. That did not mean we disregarded scale, but we focused on making the priority sections as perfect as possible. As the wings were of greatest importance and happened to be the most parts intensive, we built a pair of wings as large as we could with the pieces we had. We saved as much as we could for a ratio needed for the rest of the body. We then built the head, keeping in mind that it would hold all of the emotions and character of the dragon. In this case, the most important aspects of the head were antennae and eyes, not teeth. We wanted the Faerie Dragon to look serene and kind, but insectoid enough to look like a fairy. This meant larger eyes, a tiny or unseen mouth, and delicate antennae. The rest of the build flowed from there. We had to allow

Building Ancient Monsters!

Article and Photography by William Pugh

We've all heard of a *Tyrannosaurus Rex*, a *Triceratops*, and a *Stegosaurus*, but not too many know about the fish-eating *Suchomimus*. Armed with 130 curved teeth, a huge sickle-shaped claw on the thumb, and measuring in at 36 feet and tipping the scales at 4 tons, this dinosaur was nothing short of huge! For paleontologists, recreating the missing parts of an incomplete skeleton is no easy feat. For a LEGO builder, creating a LEGO one from scratch isn't exactly a walk in the park either.

Beginnings

It all started back in 2010. After truly getting into building, I discovered rather quickly that brick-built is much, much better than molded pieces, so I ditched TLG's Dino Attack and Dino 2010 dinos and built my own. Since then, I've hatched my own little *Jurassic Park* that contains everything from the well-known *T-Rex* and *Stegosaurus* to the lesser known *Dilophosaurus* and *Tenontosaurus*. After displaying at BrickMagic 2011 in Raleigh, NC, I worked for a year behind the scenes slowly building my collection, and unveiled a completely overhauled *Jurassic Park*, complete with *T-Rexes*, *Stegosaurs*, *Ankylosaurs*, Velociraptors, Pteranodons, Tenontosaurus, the famous entrance gate, and even a working tour car that ran on the old 9V train tracks. After that, I took a long breather, not even touching a single brick for months. Then, one day I got inspired. I built twice as many dinosaurs in half the time that it took me to build for BrickMagic. I built everything from an *Apatosaurus*, to a *Dilophosaurus*, to a *Spinosaurus* to a *Parasaurolophus*. But there was always a grey area I was missing: the medium-sized dinosaurs. I got all the large and small carnivores and herbivores, but nothing in between. So I set off to fix that. I built a *Therizinosaurus*, a *Carnotaurus*, and a *Suchomimus*.

Making First Steps

Before I even remotely got close to building those medium-sized dinos though, I had to figure out the feet. The big ones were easy; just use slopes and bricks like I did for my Rexes. The small dinos were easy too. I just put down one or two clips with a plate to hold it all together and that was that. It wasn't so easy with the medium ones though. The feet were either too big or too small. But when TLG came out with the *Ninjago* Ice Dragon Attack set, the part that caught my eye was the modified plate with the three hinge bars used to create the dragon's wings. I thought, "Wow! That looks like a dinosaur's foot!" Thus, the piece I longed for had been created. But, of course, it was just too perfect, and the project quickly went downhill. The only thing that stood in the way of a completed Suchomimus was, well, the exact part I needed!

You see, theropods (the two-legged dinos like *T-Rex* and *Velociraptor)* aren't the easiest dinosaurs to build; they have nothing but their own two legs to stand on. One can either balance them just right and make the joints strong, or be forced to add some type of support beam. That was the problem with this guy. The bars are just that; bars. They aren't clicking hinges, or something equally as sturdy. I knew I was going to build around the feet, so I just went ahead and ordered those pieces, along with some simple hinges and slopes off BrickLink, and started building. Absolutely nothing worked, but I knew I was bent and determined to finish this dinosaur, so I tossed the feet aside and started to work on the rest of the dino in LEGO Digital Designer (LDD). I built, rebuilt, and built some more. He went through a lot of cosmetic changes during that time. He started out with a dark green and red paint job with a three-stud wide head instead of two wide. That just didn't scream narrow-jawed, fish-eating dinosaur, so I changed him to blue and red, and slimmed the head, but he still didn't look right. Out of boredom, I changed him to my favorite colors, lime green and blue, and he all of a sudden looked pretty good, but something was still missing. I sat and looked at the computer screen for a good ten minutes thinking. I thought about the coloration of present day animals and what a lot of ambush predators have. They have patterns that break them up, like stripes on a tiger, or speckles of green and yellow on an alligator. Stripes seemed like the best way to go, so I slapped some yellow stripes on him. It looked so perfect; it could have been a picture reference (in my mind at least). I took the next step and ordered the pieces, and built like a madman. Those feet though… the whole time, they were just gnawing away at the back of my brain, and so, for a week, there sat a brilliantly colored, legless dinosaur on my desk, just staring at me with his black stud eyes.

Taking a Stand

Then, one day while dabbling around with some hinged plates for a different project, it hit me. The 1x1 upright oriented clips are stronger than both the sideways clips and the robot arm clips. I attached the robot arm clips to two bars on the modified plate, the upright clips to those

Minifig Customization 101:

Modification Is Necessary for the Ingenious Origination of Neoteric Subordinates!

by Jared K. Burks

Every evil genius minifig customizer requires a horde of minions to support their evil plans. This horde can be so helpful; they can Brasso parts, clean brushes, and clean the work bench! Creating M.I.N.I.O.N.S. is fairly straightforward if you follow the blueprints. We caution that this task does require some forethought to keep from cutting your figures. This is because M.I.N.I.O.N.S. creation requires the modification of several small parts.

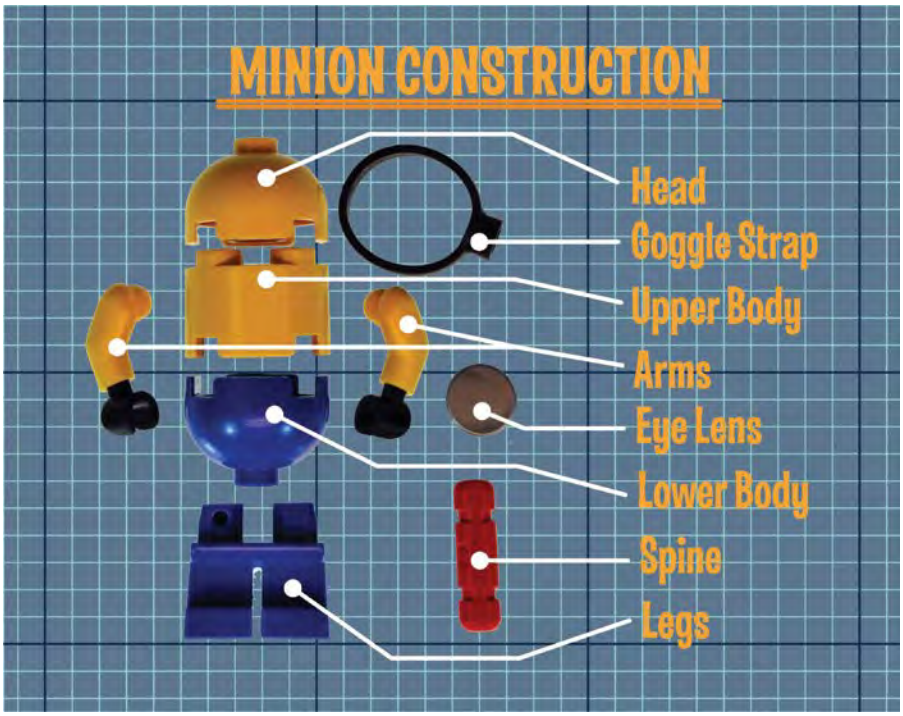
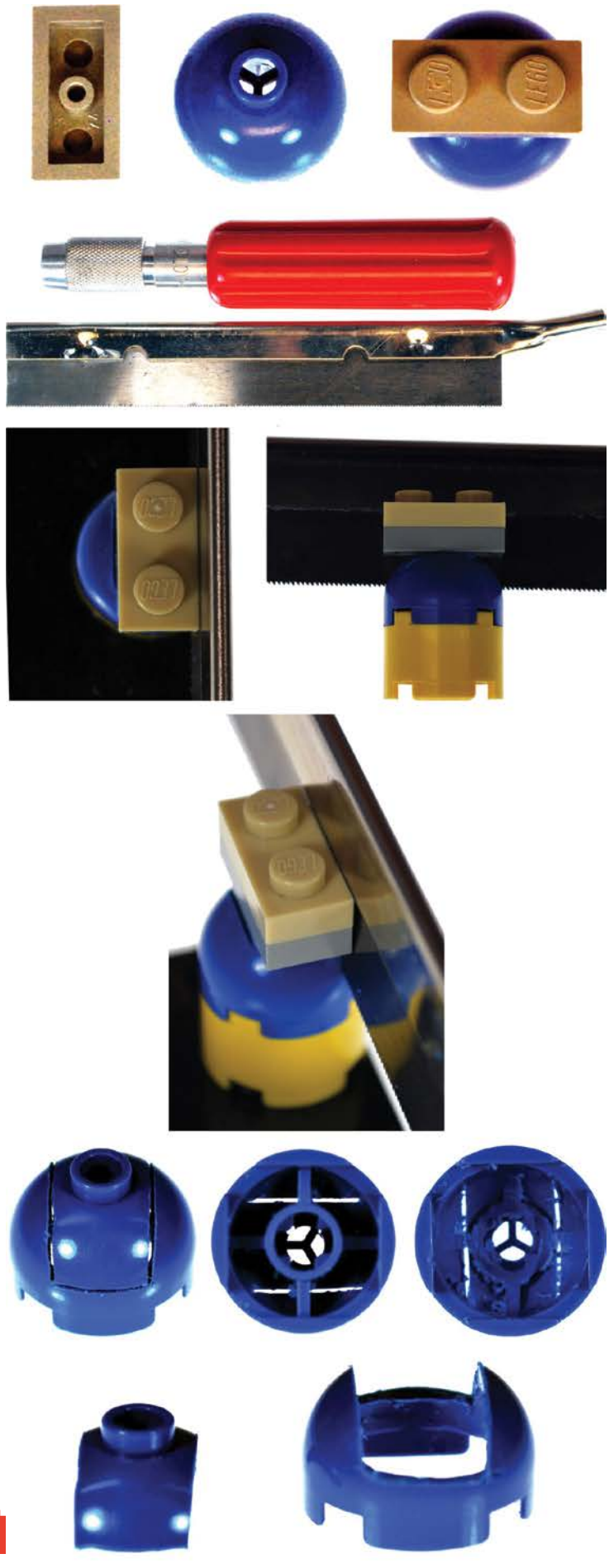


Diagram of M.I.N.I.O.N.S. Construction.



When creating subordinates one has to consider their size. If they are too large they might not be able to adequately perform their duties. It was therefore determined that these M.I.N.I.O.N.S. must be smaller in height than a minifigure sporting stubby legs; this will allow them access to all the smallest spaces to recover all those lost LEGO elements (this was also done to keep them in proper scale to other figures). Since the M.I.N.I.O.N.S. will feature stubby legs, this means we must use something other than a traditional figure torso to lower the height of the finished M.I.N.I.O.N.S. When considering the pill-shaped form of the M.I.N.I.O.N.S. we can consider the round 2x2 brick for the torso and the 2x2 round dome for the head and lower body. Both of these parts will require modification, however the head dome will not.

The lower body dome must be modified to allow the stubby legs to fit inside. While cutting something so small with a razorblade or X-acto knife would risk your fingers, there is a better way. One can use a razor saw and guide. Minifigure Legs are the same width as a LEGO plate. Since there is a central round tube on the bottom of the plate, this tube can be used to center the plate guide on the dome. The tube will fit inside the stud acceptor on top of the dome. By using two plates we can also use the guide to help set the depth of the cut. The edge of the razor saw has a top banding; when this banding touches the top of the top plate the cut is the correct depth into the LEGO dome (lower body). Please see the associated instructional figure for the completion of this step. Once these regions have been cut with the razor saw the interior must be removed using a rotary tool (Dremel). This will allow the cut piece to be removed and allow access for the stubby legs.

Construction diagrams for the cutting of the lower body via razor saw.

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 new column for *BrickJournal:* DIY Fan Art. Here, Tommy takes a little time out from his busy schedule to make a model of his choosing for the magazine.

What is he busy on? Tommy's now a LEGO community blogger with his own website: BrickNerd (www.bricknerd.com) As he says, "I've been a fan of LEGO all my life, and got into the AFOL scene about 8 years ago. I decided it was time to take my unhealthy obsession to the next unhealthy level and start a fan site. Not only do I cover great MOCs and LEGO news, I host a bi-weekly web series. I also do reviews and feature artist bios and interviews. If you're nerdy about the bricks, BrickNerd is for you!"

BrickNerd DO IT YOURSELF FAN ART!

Mushu

Design and Instructions by Tommy Williamson

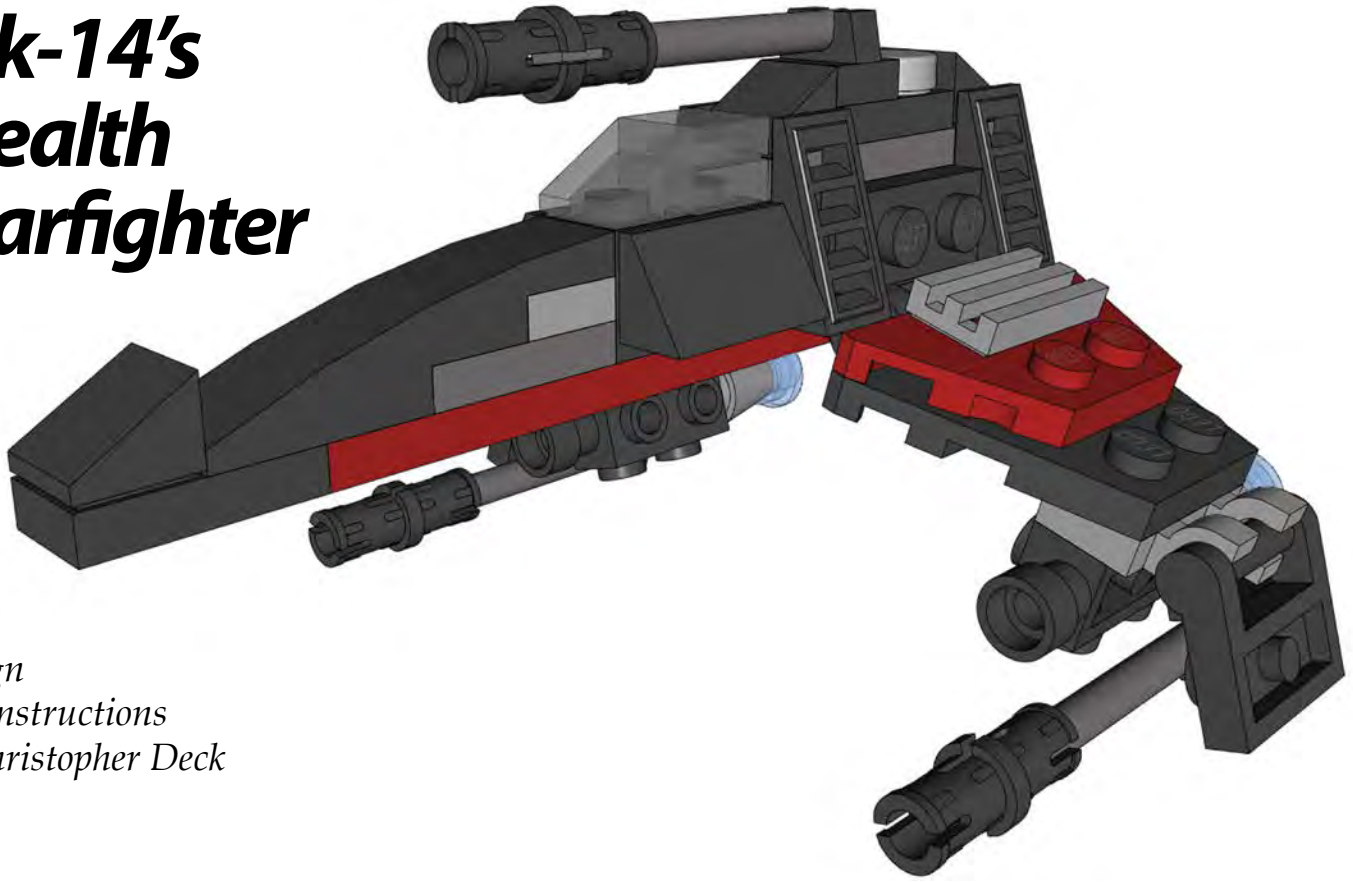
About this issue's model:

When Joe told me the theme of this issue of *BrickJournal*, I have to admit I was stumped for a bit. There aren't actually all that many pop culture mythical creature references. The first thing that popped into my mind was the minotaur from *Your Highness*, but if you've seen that movie, you'll understand why it was quickly overruled. Then I thought "dragons, yeah dragons are mythical". My first thought was the greatest dragon ever to grace the silver screen, Vermithrax from *Dragonslayer* (I love that movie). Then of course I thought of Smaug, but we really haven't had a good look at him yet. The three dragons from *Game of Thrones* came to mind, but they don't really have any character. Wait, character, that's the key… Mushu! Yes, Mushu from Disney's *Mulan*, talk about a character. Well, here he is, at roughly life size — hope you enjoy him!

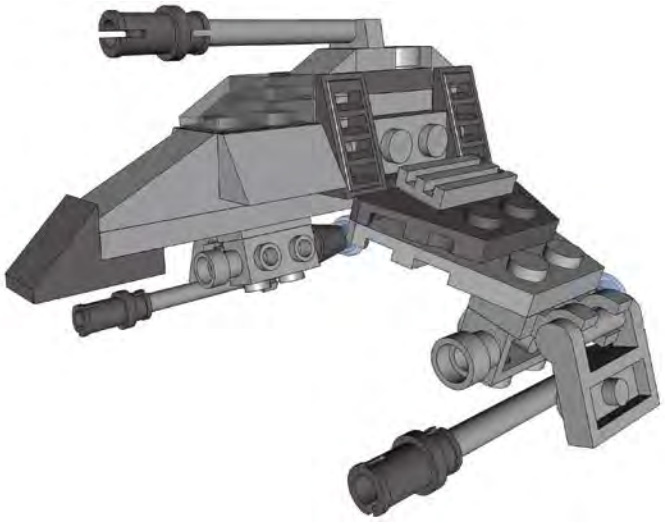
You Can Build It

MINI Model

Jek-14's Stealth Starfighter



Design and Instructions by Christopher Deck



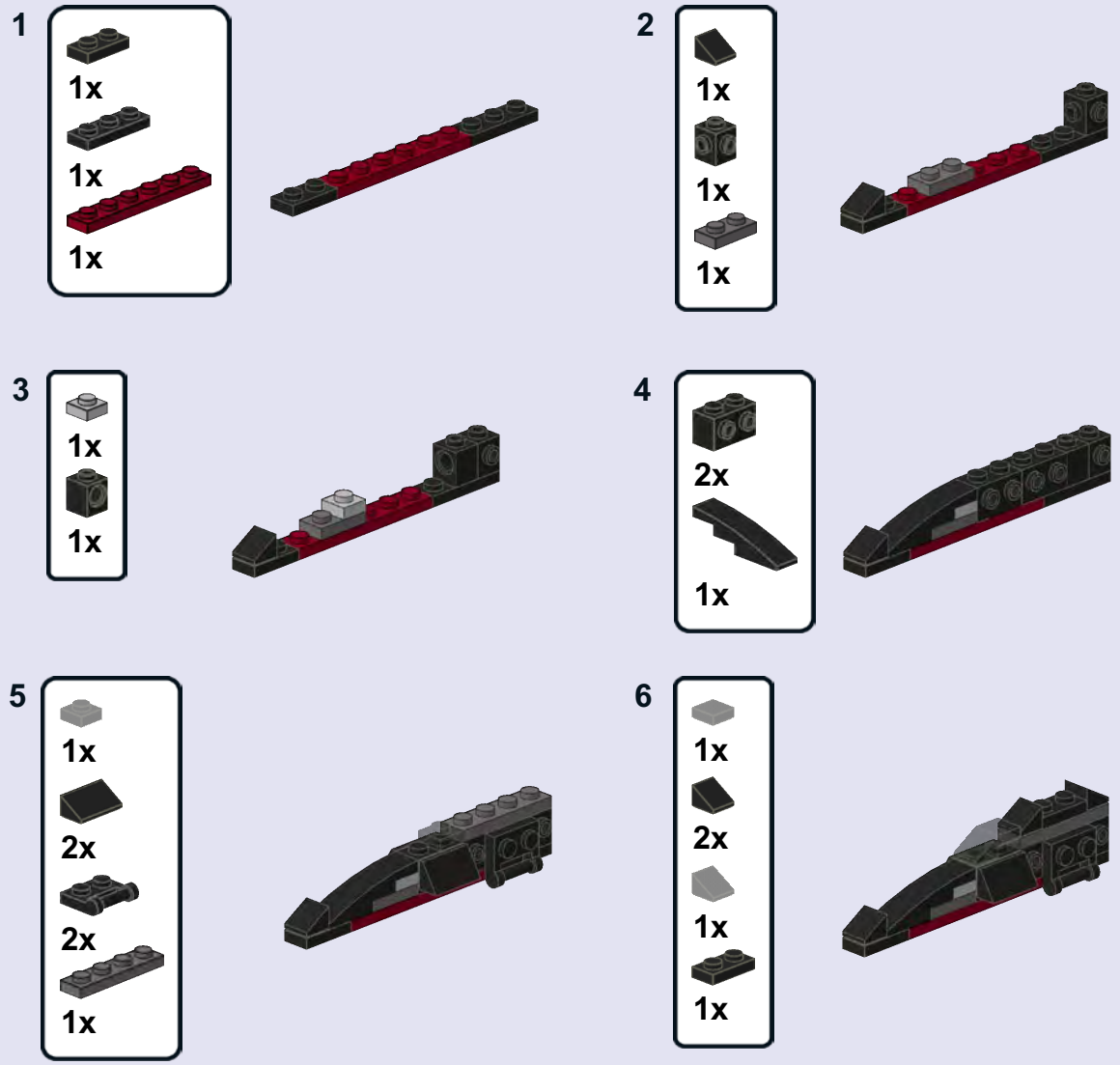
The New Republic E-Wing starfighter.

Hello everybody, and welcome back to our next mini building session! I am certainly glad to build another model with you in this fantastic issue of *BrickJournal!* When you look through the recent LEGO® catalogue you will stumble over the brand new Star Wars™ set 75018 "JEK-14's Stealth Starfighter", a challenging model due to the multiply angled wings. If you are now having a déjà-vu feeling when looking at that starfighter, you are not mistaken. Apparently its design is based on the New Republic E-Wing Starfighter which was first introduced in the year 1992 as a part of the Expanded Universe comic series *Dark Empire*. To do this justice, you can build the E-Wing Starfighter using the same instructions as for JEK-14's Stealth Starfighter with some minor changes to the nose which is slightly shorter and thicker for the E-Wing. Presented below are now the building instructions for the exciting new stealth starfighter of clone pilot JEK-14! Enjoy building and see you next time!

You can go to Christopher's webpage by going to www.deckdesigns.de or scanning this QR code!

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

Qty	Color	Part	Description
3	Dark-Bluish-Gray	30374.dat	Bar 4L Light Sabre Blade
1	Black	4733.dat	Brick 1 x 1 with Studs on Four Sides
2	Black	52107.dat	Brick 1 x 2 with Studs on Sides
1	Trans-Black	3024.dat	Plate 1 x 1
1	Light-Bluish-Gray	3024.dat	Plate 1 x 1
2	Black	3023.dat	Plate 1 x 2
1	Dark-Bluish-Gray	3023.dat	Plate 1 x 2
4	Black	48336.dat	Plate 1 x 2 with Handle Type 2
1	Black	3623.dat	Plate 1 x 3
1	Dark-Bluish-Gray	3710.dat	Plate 1 x 4
1	Dark-Red	3666.dat	Plate 1 x 6
5	Black	61409.dat	Slope Brick 18° 2 x 1 x 2/3 Grille
3	Black	50746.dat	Slope Brick 31 1 x 1 x 2/3
1	Trans-Black	50746.dat	Slope Brick 31 1 x 1 x 2/3
2	Black	85984.dat	Slope Brick 31 1 x 2 x 2/3
1	Black	61678.dat	Slope Brick Curved 4 x 1
1	Black	6541.dat	Technic Brick 1 x 1 with Hole
3	Black	2780.dat	Technic Pin with Friction and Slots
1	Light-Bluish-Gray	98138.dat	Tile 1 x 1 Round with Groove
3	Black	2555.dat	Tile 1 x 1 with Clip
1	Trans-Black	3070b.dat	Tile 1 x 1 with Groove
2	Black	4595.dat	Brick 1 x 2 x 2/3 with Studs on Sides
2	Light-Bluish-Gray	64288.dat	Cone 1 x 1 with Stop
2	Trans-Light-Blue	6141.dat	Plate 1 x 1 Round
2	Black	60470a.dat	Plate 1 x 2 with 2 Clips Horizontal (Open U-Clips)
2	Light-Bluish-Gray	60470a.dat	Plate 1 x 2 with 2 Clips Horizontal (Open U-Clips)
2	Light-Bluish-Gray	2412b.dat	Tile 1 x 2 Grille with Groove
2	Dark-Red	51739.dat	Wing 2 x 4
2	Black	48183.dat	Wing 3 x 4 with 1 x 2 Cutout with Stud Notches



Here Come the LEGO Zoids!

Article by Joe Meno

Photography by Sage Coulson and Kyle Peckham.

Storm Sworder by Sage Coulson.

Sage Coulson (<SAGE> on flickr) and Kyle Peckham (Kyle Peckham or kpstormie online) are high school students that have been building online LEGO models of a specific fan theme: Zoids robots. The Zoids are Japanese-created science-fiction robotos that are loosely based on animals, both present day and prehistoric. Sage's models were first seen at Brickfair VA 2013, and Kyle's were displayed at a competition in Burlington, NC. Here, BrickJournal talks to both of them about their building and their theme.

***BrickJournal:* When did you start LEGO building?**

Kyle Peckham: I first got into LEGO building back in late 2007 and early 2008. I had always had a basic tub of bricks (and a few Bionicle sets), but never showed much interest until I got to help a friend build a Star Wars battle pack in early 2008. From then on I was hooked. I started to save money in order to buy the new Star Wars sets that were out at the time. I had been involved in my elementary school's LEGO Robotics team for two years, but after I left elementary school I found myself almost at a "dark age." It wasn't until I discovered MOCpages that I got back into building. I first got involved in the online community by posting minifigures on LEGO's Star Wars gallery in 2008, and once I outgrew that, I joined MOCpages in late January of 2011. I joined Flickr a year later and since then it has become the site where I post most of my builds.

Sage Coulson: Well, I've played with construction sets all my life but I didn't get into playing with LEGO until I was 6 or 7. I didn't start building seriously with LEGO until I was 11 or 12, around the same time I started to discover the online LEGO community.

What inspired you to build Zoids?

KP: I first was inspired to build LEGO Zoids after re-watching episodes from one of my all-time favorite animes called "Zoids New Century." I was always a fan of the model sets, but I could never afford them. I had seen many LEGO Zoids models before I started building them, but there wasn't as many of them as there are now. It wasn't until I saw Apocalust *(http://www.flickr.com/photos/apocalust/)* build a microscale Zoid that I was interested in making them in LEGO. His versions were so small, yet they had an incredible sense of motion to them. I replicated one of his builds and I found a theme I enjoyed.

Our Big Summer Project!

Female members of PennLUG gathered to build a museum display.

The Result: Beauty in Bricks.

KC Ross (right), Kirsten Myers (center), and Nicki Toizer pose with their model.

Article by Michelle Stem
Photography provided by Gary Blatt

What do you get when you add together 200 pounds of LEGO® bricks, 80 + hours and 3 women?

A LEGO version of the Memorial Hall that was displayed in the *actual* Memorial Hall, also known as the Please Touch Museum in Philadelphia!

The inspiration for this remarkable creation came during the January 2013 PennLUG (Pennsylvania LEGO Users Group) Meeting. Members were asked if they had any display ideas. Kirsten Myers, a member of PennLUG since 2012, came up with the idea of displaying at the Please Touch Museum since she had recently visited here. Kirsten states, "I recalled wall after wall of display cases throughout the museum full of toys. After contacting the museum, they were all over the idea of not just a display but an entire weekend dedicated to 'The Brick.' They were dead set on a model of the iconic Memorial Hall as a focal point for the Event. After discussing the prospect of this build and encouraged by the members of PennLUG, I spearheaded the project."

Kirsten soon realized that she would need some extra help in achieving her goal, and reached out to the club for some extra help. She found herself with two new recruits, Nicki Toizer and KC Ross, who jumped in to share their LEGO expertise in this unique experience.

"I found the reception towards other LEGO enthusiasts overwhelming. I was especially glad the club had two other active female members," Kirsten states.

This was not an easy project, and it took a lot of both time and effort in order to achieve their goal. "It took 2.5 months to coordinate an event plan, research parts, plan the build and order the necessary parts, followed by 3 more months of stressing, recalculating and second guessing the decision to attempt this while I waited for the parts to arrive. On June 13th, 250 pounds of LEGO arrived on my doorstep and I started to build."

KC, who discovered her love of LEGO in 1980, was very excited about the project, stating, "Why wouldn't I agree to this project? It is during the summer, when I have time to build!" As for the collaborative effort, KC states that this particular project had something unique: "The whole PennLUG club is always a collaborative, and I have done several things where each person brings something, and we make a scene out of the parts. This is the first time I have worked with other people to make one large single building."

Dagny Holm doing what she did best.

From the LEGO Idea House:

Dagny Holm

Dagny Holm, a niece of LEGO founder Ole Kirk Kristiansen, became the epitome of LEGO® model building in the 1960s, 1970s and most of the 1980s.

Article by Kristian Hauge
Photography provided by the LEGO Group

Educated as a classical sculptor, Dagny Holm lived and worked for many years in Copenhagen with her husband Gustav Jensen. In 1961 Dagny Holm, now a widow, decided to move to Billund where she was hired by her cousin Godtfred Kirk Christiansen to work for the LEGO Group. Dagny Holm was no stranger to the LEGO Group. From various vacations visiting the Kirk Kristiansen family in Billund and also from a three-month stint as an LEGO employee in 1936, she knew the town and the company. A lot had changed though, during the 25 years Dagny had spent away from the company. In 1936 she had designed various toys made of wood which, back then, was the material of choice. In 1961 she returned to a much bigger company, now with the sole purpose of producing construction toys made of plastic, LEGO® bricks.

Systematic Model Building

Though she had an artistic background, Dagny Holm needed some time to get accustomed with the new hard plastic bricks which was very different from the materials she usually worked with such as clay. But Dagny proved to have a natural talent for model building. She soon discovered the endless possibilities of LEGO bricks and in the process she revolutionized model building with new artistic ways of combining the bricks. Her talent for building beautiful creations earned her the task of creating scale models for the first LEGOLand Park, which opened in Billund in 1968. It was Dagny and her team who developed and systematized model building for the family park, creating various scale models depicting everything from famous real life buildings to castles and animals, which together with amusements made up the LEGOLand Park.

Today, Dagny Holm's legacy of model building can still be seen all over the world in LEGOLand Parks, Brand Retail Stores, LEGO Discovery Centers and LEGO Imagination Centers.

Dagny and her team had a very meticulous approac… *…and Below:*
models of real life buildings. They relied heavily on … *…ples of Dagny Holm creations.*
to create a copy worthy of the original. On occasion t…
take a closer look at the buildings they wanted to cre…

Dagny was also the creator of another iconic piece in…
she was asked to build a LEGO Train to carry visitor…
in Copenhagen; in November that year the train was…
Thanksgiving Day Parade in New York. In 1968 whe…
was an obvious choice to install rails and let the train…
task it continues to do to this day.