The Magazine for LEGO® Enthusiasts of All Ages!

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BrickJournal

Issue 48 • November 2017

people • building • community

Returning to Mecha

Secrets and Tricks of LEGO Mecha Building

Interviews with Benjamin Cheh, Kelvin Low, Lu Sim, Freddy Tan, David Liu and Sam Cheng

Instructions and MORE!

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Contents

Mech Builder Spotlight: Benjamin Cheh Ming Hann

Article by
Benjamin Cheh Ming Hann

Last Mecha issue, Benjamin Cheh Ming Hann showed his initial hangar bay and mecha builds. Since then, he has uprated and built new models. Here he talks about his builds!

I redesigned the head to add a LEGO light brick since it was a 2x3 brick size and took the detail to another level.

AMS JE06 JEBAT "Pahlawan"

Here is my latest MOC mecha, a one-of-a-kind design: the AMS JE06 JEBAT "Pahlawan." Standing almost 60 cm tall, from head to foot, this huge mecha has brick lights installed within its head to light its mono eye as well as its interior cockpit area. The process for building this mecha began from the foot initially and working up. It took me about 4-5 months between breaks to finish this beast in time for Japan Brickfest 2017.

Previous page:
After six months, my AMS JE 06 Jabat finally landed in the Hangar No. 5 diorama. This was only a test shot, not the final version—I wanted to share my excitement with everyone when I initially placed it here. I'm glad it turned out okay for the height. The mono eye light really makes me feel satisfied about the build.

Incy Wincy
David's first walker, built in Classic Space colors.

Incy Wincy, my first walker built with classic space color scheme

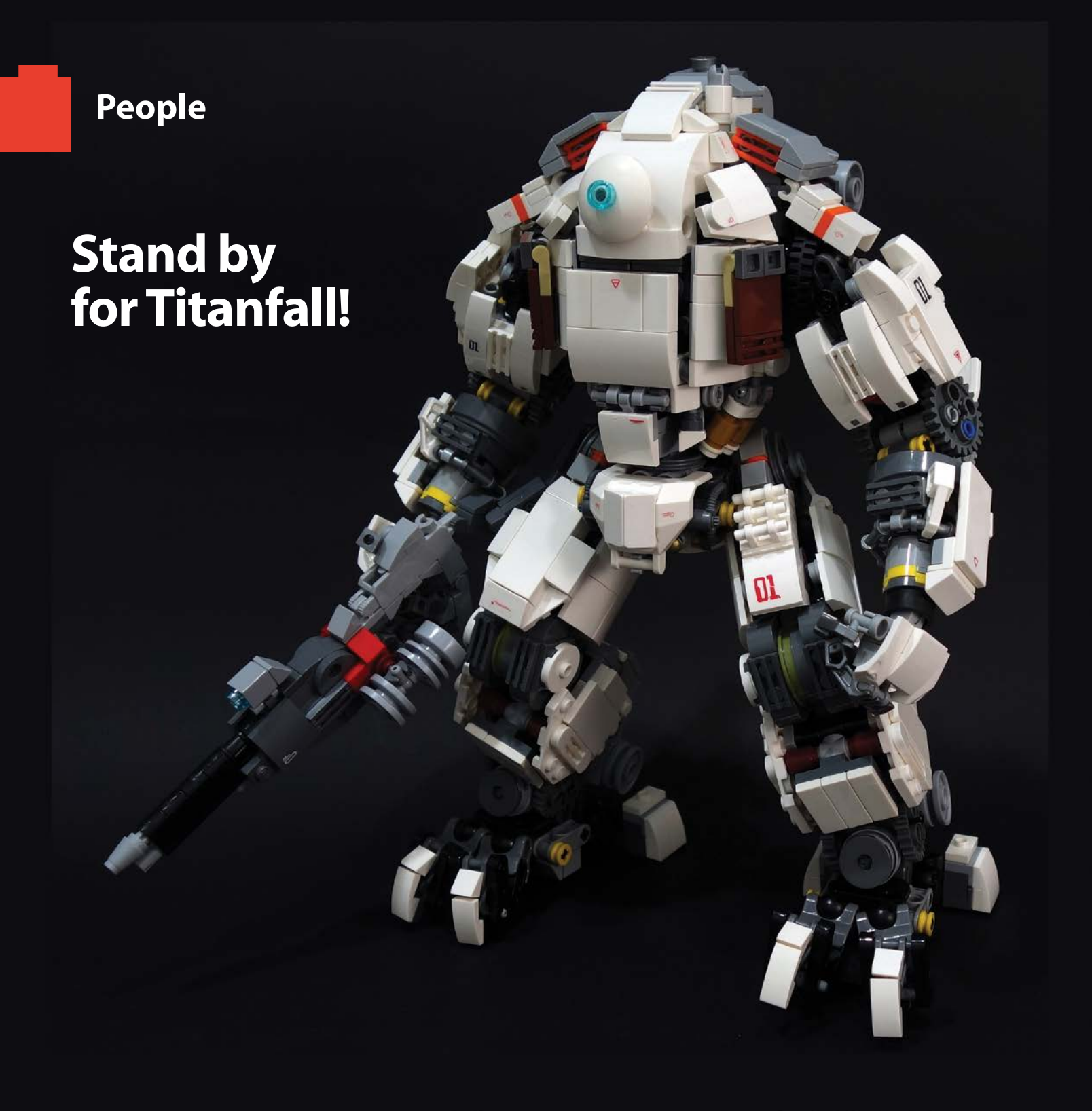
Mech Builder Spotlight: David Liu

Article by David Liu

David Liu works in the finance and IT industry. Most of his leisure time is spent with his beautiful wife and lovely son. His wife loves arranging many activities for the family during the holidays. Since his son is young, he is very much attached to David nearly 24/7, leaving time to build only during his naps or when he sleeps. Other than LEGO which is David's main focus, he is also into Transformers and Japanese comics.

How long you have been building?
My first experience with LEGO was through playing with my elder brother. However, I wasn't really into it and fell into the Dark Ages very quickly. In 2012 I used LEGO to build a birthday gift for my girlfriend (now wife!). Since then, my interest in LEGO has piqued again. At first, like everyone, I'd just buy sets and build. It wasn't till 2013 where I bought a copy of *Amazing Vehicles* which raised my interested in AMOC (Alt Builds). In 2014, LEGO Mixels came into the picture, which encourages AMOC a lot! No matter how strange one's creation is, that's okay because it's a monster! All these factors pushed me to further my AMOC adventures. Then from 2015, I made a decision to combine all the bricks from my opened sets, sort them, and embark on my MOC journey.

Stand by for Titanfall!



Article by Kelvin Low

One of the more popular videogame series that has been released recently is Titanfall *games by Electronic Arts. This first-person game lets the player command a towering mecha called an Atlas through the game and became the inspiration of a LEGO build. For Kelvin Low and his friends and fellow builders Lu Sim and Benjamin Cheh, it became their first group build for their Facebook group Brick Mecha Division. Kelvin describes the building of the model here for* BrickJournal.

For this particular build, I based it off of the threezero version (threezero is a Hong Kong based toy company) which I find is the definitive version in terms of both detailing and proportions.

Mech Builder Spotlight: Freddy Tan

Article by Freddy Tan

Freddy Tan is an automation engineer by profession: He designs and builds machines that assemble products. He's also one of the members of the Brick Mecha Division and a member of the Titans Creations LUG (LEGO Users Group). BrickJournal *talked to him about his building and mechs.*

***BrickJournal*: How long have you been building?**
Freddy Tan: My very first contact with LEGO was when I was about ten years old. I loved to take apart my brother's LEGO and build my own stuff, such as helicopters, boats, and cars. I even tried building robots, but sadly there were only limited parts. Then came my Dark Ages where I stayed away from LEGO. That lasted for more than twenty years.

I started to dabble with LEGO again during Christmas 2013, when I received a *Star Wars* battle pack during a gift exchange. I was fascinated by how far LEGO build techniques had evolved after building the simple speeder bike included in the set. I was instantly hooked, especially when I realized that there were a lot of new parts that they didn't have back then, parts that I could finally use to build stuff I always wanted to do so since I was a kid: Mechs.

Avengers Mech Suits

A Hulk suit I made for a local super-hero themed MOC event. I was quite surprised that I managed to scrape together sufficient olive green parts to put this together. There is a full squad of Avengers suits, but they are smaller in size and not as detailed as this one.

War Machine.

Iron Man.

Hawkeye.

Thor.

Captain America.

Black Widow.

Mech Builder Spotlight:

Lu Sim

Article by Lu Sim

Lu Sim, also known as @Messymaru online, has been a graphic designer since 2005, doing mostly freelance work in corporate communications, branding, and anything/everything that requires some digital layout to be done. He has also done some freehand and digital illustrations. His latest project has been making fitness-related apparel with his long-time girlfriend as they're both quite active in their local fitness community. BrickJournal *talked to Lu about his building and his MOCs.*

BrickJournal: ***How long you have been building?***
Lu Sim: I've returned from my Dark Ages in 2013 after being intrigued for years by LEGO blogs (specifically LEGO mech blogs). I finally decided one day that I needed a tangible creative outlet aside from illustration and decided to dig up my childhood LEGO bin, only to find it with fewer parts than I remembered. That's when I started meeting some local guys, got more bricks to play with, and made my first post-Dark Ages mech in late 2013, and I've continued my mostly-mech creations ever since.

What inspires you to build?
Growing up, I was a huge Mecha fan. I grew up watching tons of anime, mostly Gundam and Macross, read and looked at as much Mecha-related material as I could find growing up; like manga, artbooks of video games or shows, and just absorbing as much of that as I could. Eventually, I got into plastic models but always felt like it wasn't enough to build something as instructed. Sadly, it was quite hard getting into the custom models scene when I was growing up, but I resorted to using my LEGO to make crude mechs. Nowadays, I build knowing I haven't built all the designs I've always wanted, and that's a strong driving force for me to keep on creating newer mech designs.

AL-KT02GS Izlude

This is actually a commission piece based of an earlier knight build I made called the Paragon. Someone saw the Paragon build and asked about it and we decided to just build a newer version using the Version 3 reFrame. The color scheme and weapon was requested by the client, but I knew from the start that I wanted a beetle-like shield idea for this design. Really happy with how it turned out with the gold accents and striping, and this is easily one of my favorite designs. Honestly, I'm a little sad having to let it go, but I know the guy who commissioned it will take good care of it.

Mech Builder Spotlight:

Sam Cheng

RX-78-2 Gundam and Zeta Gundam
The RX-78-2 Gundam (right) is shown with shield and weaponry. The Zeta Gundam (below) strikes an iconic pose.

Article by Sam Cheng

Sam Cheng is based in Hong Kong and Singapore. His family is in the jewelry industry. He has been an AFOL since late 2014, specializing in mecha building. He spoke to BrickJournal *briefly about his building.*

BrickJournal: ***How long have you been building?***
Sam Cheng: My first LEGO set being an AFOL was Metalbeard's Duel (70807) which I got after *The LEGO Movie's* screening in 2014. I had actually bought two sets in an attempt to customize my own version of Metalbeard. The empowerment of the brick that LEGO gives us builders allows me to recreate my favorite mechas from my childhood, such as Transformers and Gundam, according to my aesthetic vision and philosophy.

Noel Encarnacion's Gundam Papa Bee

Article by Noel Encarnacion

I have always been fascinated with robots, mecha and Gundam (mobile suits) since the late '70s when the cartoon show *Voltes V* aired in the Philippines. It was shown every Friday and ran for 30 minutes each episode. Seeing robots fly and move like ballerinas as they battle other robots, I was instantly hooked. It so happens that in the early '80s, LEGO was introduced for the very first time in Manila. It was the Classic Space sets that got me interested in LEGO, but it wasn't until 1992 when I bought my first LEGO set, the Imperial Flagship from the Pirates theme.

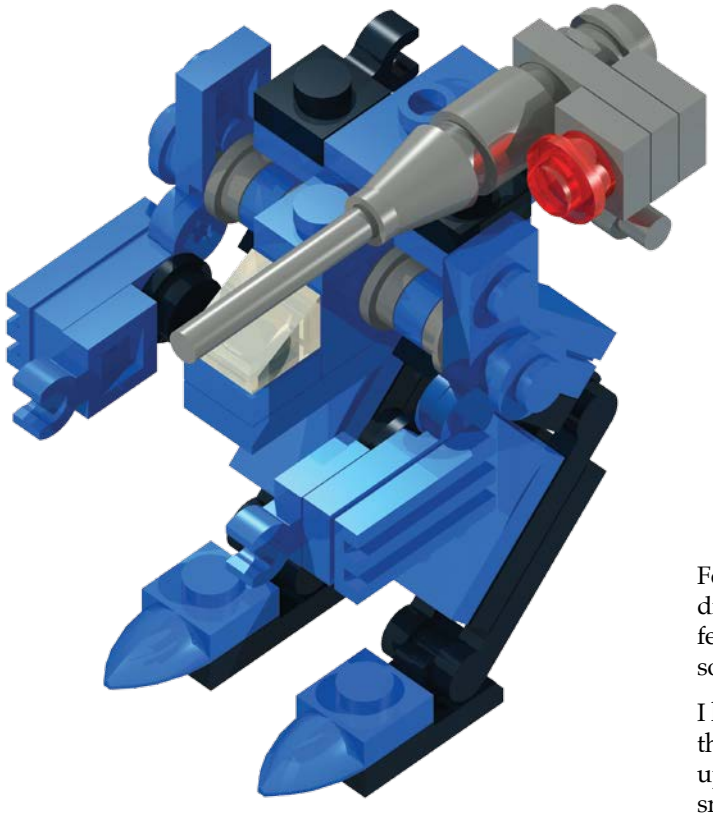
By mid/late '90s, I started watching more Japanese animation movies, and my interest in robots resurfaced. It was also during these years that I noticed an increase in my LEGO purchases and was going to garage sales on Saturdays, looking for used sets and bulk LEGO. Craigslist and eBay were in its infancy then, if not non-existent.

Then in 2003 after a trip in Asia, I decided it's time to start on my "Gundam" project. I was more than eager, yet not quite ready, using LEGO as a medium. I told myself, there was nothing to lose and everything to gain. I knew I was on the right path by doing some research using the Internet to check what has been built at that time and by whom. It was by accident that I stumbled on this mecha on the Internet, roughly 12-13 inches tall and superbly done. I tried to contact the builder but got no response to my e-mails. Luckily, a couple of builders came into the picture which provided me with ideas regarding their mecha-building experiences. Those early lessons learned from these two individuals became the foundation of my own mecha building.

You Can Build It

MINI Model

Strider Mech



Design and Instructions by Joe Meno

For this issue, I wanted to add a micromech that was different from the humanoid models that are usually featured. This mech was actually built some years ago with some other micromechs I built way back in *BrickJournal* #15!

I had to do a little updating, as the legs used hinge plates that are no longer being made. With the update came an update to the shoulder weapon. Previously, there was a small cannon. That has been replaced with a sniper gun. The 1x2 plate with handle can be built with other weapons or radar as desired.

The color of the strider mech can be other colors too, so build it the way you want! There's a lot of options to play with, so have fun building!

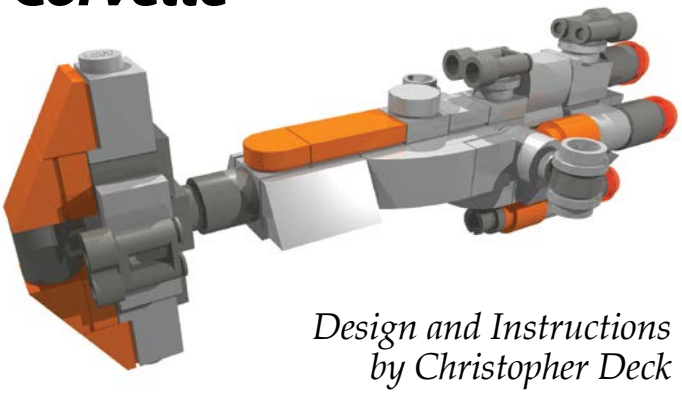
Parts List *(Parts can be ordered from Bricklink.com by searching by part number and color)*

Qty	Part	Description	Color
1	6141.dat	Plate 1 x 1 Round	Trans Red
1	54200.dat	Slope Brick 31 1 x 1 x 0.667	Trans Black
1	2540.dat	Plate 1 x 2 with Handle	Dark Bluish Gray
2	3024.dat	Plate 1 x 1	Dark Bluish Gray
1	3062b.dat	Brick 1 x 1 Round with Hollow Stud	Dark Bluish Gray
1	4589.dat	Cone 1 x 1	Dark Bluish Gray
6	6141.dat	Plate 1 x 1 Round	Dark Bluish Gray
1	30374.dat	Bar 4L Light Sabre Blade	Dark Bluish Gray
3	6141.dat	Plate 1 x 1 Round	Black
4	60478.dat	Plate 1 x 2 with Handle on End	Black
2	61252.dat	Plate 1 x 1 with Clip Horizontal (Thick C-Clip)	Black
2	63868.dat	Plate 1 x 2 with Clip Horizontal on End (Thick C-Clip)	Black
2	92280.dat	Plate 1 x 2 with Single Clip on Top	Black
2	2412b.dat	Tile 1 x 2 Grille with Groove	Blue
2	2429.dat	Hinge Plate 1 x 4 Base	Blue
2	2430.dat	Hinge Plate 1 x 4 Top	Blue
4	3024.dat	Plate 1 x 1	Blue
1	3040b.dat	Slope Brick 45 2 x 1	Blue
4	3069b.dat	Tile 1 x 2 with Groove	Blue
1	3623.dat	Plate 1 x 3	Blue
1	3700.dat	Technic Brick 1 x 2 with Hole	Blue
1	3710.dat	Plate 1 x 4	Blue
1	3794b.dat	Plate 1 x 2 with Groove with 1 Centre Stud	Blue
2	4081b.dat	Plate 1 x 1 with Clip Light Type 2	Blue
2	6141.dat	Plate 1 x 1 Round	Blue
2	49668.dat	Plate 1 x 1 with Tooth In-line	Blue
2	60897.dat	Plate 1 x 1 with Clip Vertical (Thick C-Clip)	Blue

You Can Build It

MINI Model

MINI Hammerhead Corvette



Design and Instructions by Christopher Deck

Hello everybody, I am really glad to join you again for another mini building session in *BrickJournal!* In this issue we want to build another starship model from the latest *Star Wars* spin-off film: *Rogue One*. During the Battle of Scarif, a small hammerhead corvette rams its head into the flank of a disabled Star Destroyer to push it towards the planetary shield gate in order to destroy it.

Building a capital-scaled starship as a miniature is a challenging task. To create a recognizable shape of a large ship in a small scale, you need to avoid bulky elements on the outer shell, and if at all, use big elements in a way so that it contributes to the design. For example, we use a big LEGO Technic T-shaped liftarm in the engine section. It gives the shape for three engines simultaneously and holds the entire block together by offering an option for another SNOT brick to be attached.

Another highlight of the design is the ship's head. To attach two 1x1 slopes smoothly together, without a step in the combined slope, we use two headlight bricks to generate a half-plate height. This generates the perfect angle for the ship's hammerhead. I hope you will enjoy building this starship. I wish you happy building, and see you next time!

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

Middle Section

Qty	Color	Part	Description
2	Light-Bluish-Gray	3062b.dat	Brick 1 x 1 Round with Hollow Stud
1	Dark-Bluish-Gray	3062b.dat	Brick 1 x 1 Round with Hollow Stud
3	Light-Bluish-Gray	4733.dat	Brick 1 x 1 with Studs on Four Sides
1	Dark-Bluish-Gray	30162.dat	Minifig Binoculars with Round Eyepiece
2	Dark-Bluish-Gray	55300.dat	Minifig Tool Box Wrench
3	Light-Bluish-Gray	3024.dat	Plate 1 x 1
5	Light-Bluish-Gray	6141.dat	Plate 1 x 1 Round
2	Light-Bluish-Gray	3023.dat	Plate 1 x 2
2	Light-Bluish-Gray	85984.dat	Slope Brick 31 1 x 2 x 0.667
2	Light-Bluish-Gray	11477.dat	Slope Brick Curved 2 x 1
1	Light-Bluish-Gray	24201.dat	Slope Brick Curved 2 x 1 Inverted
3	Light-Bluish-Gray	6541.dat	Technic Brick 1 x 1 with Hole
1	Light-Bluish-Gray	98138.dat	Tile 1 x 1 Round with Groove
3	Light-Bluish-Gray	3070b.dat	Tile 1 x 1 with Groove
1	Orange-Solid	24246.dat	Tile 1 x 1 with Rounded End
1	Orange-Solid	3069b.dat	Tile 1 x 2 with Groove

Engine Block

Qty.	Color	Part	Description
3	Dark-Bluish-Gray	3062b.dat	Brick 1 x 1 Round with Hollow Stud
3	Orange-Solid	3062bpb043.dat	Brick 1 x 1 Round with Hollow Stud with Fire Danger Sign Pattern
1	Light-Bluish-Gray	4070.dat	Brick 1 x 1 with Headlight
1	Light-Bluish-Gray	47905.dat	Brick 1 x 1 with Studs on Two Opposite Sides
1	Light-Bluish-Gray	30136.dat	Brick 1 x 2 Log
1	Dark-Bluish-Gray	30162.dat	Minifig Binoculars with Round Eyepiece
1	Light-Bluish-Gray	3024.dat	Plate 1 x 1
1	Light-Bluish-Gray	6141.dat	Plate 1 x 1 Round
4	Trans-Orange	6141.dat	Plate 1 x 1 Round
2	Light-Bluish-Gray	85984.dat	Slope Brick 31 1 x 2 x 0.667
1	Light-Bluish-Gray	24201.dat	Slope Brick Curved 2 x 1 Inverted
1	Dark-Bluish-Gray	18654.dat	Technic Beam 1
1	Light-Bluish-Gray	60484.dat	Technic Beam 3 x 3 T-shaped
1	Dark-Bluish-Gray	32002.dat	Technic Pin 3/4

Hammerhead

Qty.	Color	Part	Description
2	Light-Bluish-Gray	4070.dat	Brick 1 x 1 with Headlight
2	Dark-Bluish-Gray	4070.dat	Brick 1 x 1 with Headlight
1	Light-Bluish-Gray	4733.dat	Brick 1 x 1 with Studs on Four Sides
2	Dark-Bluish-Gray	30162.dat	Minifig Binoculars with Round Eyepiece
1	Dark-Bluish-Gray	3024.dat	Plate 1 x 1
2	Orange-Solid	3024.dat	Plate 1 x 1
2	Light-Bluish-Gray	3794a.dat	Plate 1 x 2 without Groove with 1 Centre Stud
4	Orange-Solid	54200.dat	Slope Brick 31 1 x 1 x 0.667
1	Dark-Bluish-Gray	15100.dat	Technic Pin with Friction with Perpendicular Pin Hole

BrickNerd DO IT YOURSELF FAN ART!

Guardian

Design and Instructions by Tommy Williamson

About this issue's model:

When someone says "giant robot," you might be inclined to think of Transformers or mechs, but these days I'm still playing a lot of *Legend of Zelda Breath of the Wild*, so I think about these guys, Guardians. While I'm not as afraid of them as I was when I started the game (I know how to defeat them now), they still make my palms sweat when they show up. Enjoy the build!

Tommy Williamson is no stranger to *BrickJournal*, having been featured previously for his Jack Sparrow miniland scale figure. Since then, he has gone farther into building, making some remarkable *Star Trek* props and other models. He's now doing a column for *BrickJournal:* DIY Fan Art. Here, Tommy takes a little time out from his busy schedule at BrickNerd.com to make a model of his choosing for the magazine.

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

Qty	Part	Color	Description
1	4032a.dat	Black	Plate 2 x 2 Round with Axlehole Type 1
2	4081b.dat	Black	Plate 1 x 1 with Clip Light Type 2
1	4150.dat	Black	Tile 2 x 2 Round with Cross Underside Stud
1	4742.dat	Black	Cone 4 x 4 x 2 Hollow No Studs
6	11090.dat	Black	Bar Tube with Clip
1	30033.dat	Black	Plate 2 x 2 with Rod Frame Octagonal
1	30361a.dat	Black	Cylinder 2 x 2 x 2 Robot Body without Bottom Axle Holder
1	44567.dat	Black	Hinge Plate 1 x 2 Locking with Single Finger On Side Vertical
1	60474.dat	Black	Plate 4 x 4 Round with Hole and Snapstud
1	4519.dat	Light Bluish Gray	Technic Axle 3
1	6141.dat	Medium Blue	Plate 1 x 1 Round
6	88704.dat	Flat Silver	Minifig, Weapon Whip Bent Flexible

Minifig Customization 101

Large Figure Conversion - Part 2

Article and Photography by Jared K. Burks

Don't miss Jared K. Burks' two books Minifigure Customization: Populate Your World! *and its sequel* Minifigure Customization: Why Live In The Box? *(both available now at www.twomorrows.com)*

Yo-yo-yo-yo Yoda yo-yo-yo-yo Yoda. That tune is still stuck in my head from the intermission article in the last issue. Anyway, before life got in the way of fun, I was showing how to convert a LEGO Minifigure Clock to a new custom figure without a clock. As I mentioned, I am making this figure for my new son, who is now just almost six months old. In the first article I demonstrated how to dismantle the LEGO clock figure, remove the clock, and repair the figure to cover all of the holes, leaving you with a blank slate. With the figure repaired, this issue is going to focus on creating a new custom Captain America figure.

I have a few surprises in store and some of the plans have changed from the original concept for this project, but that occurs with any good project.

In this article, I will demonstrate how to:

- Fix errors in judgement: How to not cut your finger in the process (ouch)
- Mold, cast, and alter Batgirl's helmet
- Recreate most any LEGO part to any scale you desire and 3-D print the elements
- Prime, paint, and decal the final figure

I have learned many things along the path of creating this figure. Some were a surprise, and some I simply knew better, but I relearned an old lesson.

In the list above, the first item is "Fix errors in judgement: How to not cut your finger." I would like to stop and make a quick statement about this point. In the process of making this figure, I had messed up a casting step and the release agent used did not allow the cast part to come off the head. Because I couldn't remove the cast part from the head, I started cutting it away to salvage the head. It was late and I was in a hurry and the rotary saw got the best of me. I have stated many times to use protective Kevlar gloves, which I have and didn't use (mistake #1). You should also use a hand saw over a knife or rotary tool, and optimally to sand a part down whenever possible (while wearing a dust mask). I made a mistake and misjudged and ended up in the Emergency Room to repair a lacerated finger from the rotary saw (mistake #2). Please know all is well, but learn from my mistake instead of making one of your own. Please exercise caution and good judgement and take your time, even when errors occur. There are always other alternatives.

Blank slate figure, the starting point.

So let's dive into what I did with the blank slate, as I am excited to share. I decided to make my son a Captain America Superhero Giant figure. This means that Cap will need a shield and I am wanting to make a hybrid design from the old comic books and his current helmet. I want to make the helmet because ultimately I will be altering Superman's hair piece to give him some hair and I may 3-D print the LEGO folded-down hood to give him various looks, but for today, we need to create a helmet and a shield. Let's start with the helmet.

Error in judgement results in a dermal glue closure of laceration.

For the helmet I could start with clay and sculpt one from scratch, or attempt to design one in a 3-D program, as I will be using 3-D printing in this article, but I didn't want to go that route and I wanted it to look as "LEGO" as possible. As we all know LEGO has created several DC character clocks including a Batgirl clock, which features an altered cowl from the Batman clocks. Her cowl, minus the bat ears and with a bit of a re-sculpt of the eye openings and brows, would be nearly perfect for Captain America's helmet. So my sister, Megan, kindly donated a Batgirl clock to this project. Now I could have cut down the seams, removed the cowl, cut off the ears, patched, repaired, primed, and painted, but I decided to go a different route. I decided to mold Batgirl's head. By placing the whole head, including cowl, in a mold, I could place the blank LEGO head in the mold and cast and create a new completely solid and sandable helmet.

Batgirl!

Making the Mold

I didn't want to cut off Batgirl's head (I would quickly become the ultimate Bat-verse villain), which would have been the easiest way to mold and cast her cowl. I decided I did not need a perfect result and I did not need a mold that would make very many copies, as this was needed for a one-off figure. Therefore, I started by selecting a less expensive mold rubber from the art store, Oomoo 25, from Smooth-On. Oomoo 25 is a two-part tin cure silicon rubber where the two parts are mixed by equal volume. So I set to building a large LEGO box that I could put Batgirl's head into to create the mold and then I figured out how to support the whole Batgirl figure since I wasn't removing her head and making the whole process smaller and easier. This is where I made another mistake (mistake #3), which was the easiest mistake to repair in this whole process. I mixed the two-part silicone together and poured it into the mold box and positioned the head into the box. I did not place this mold box into a pressure pot to create the mold under pressure because the box was simply too large for my pressure pot (I forgot why this was so critical if I was

A Ball, a Socket and Some Friction:

Beginning the Bionicle Chronicle!

Article and Photography by Dave Foreman

Dave Foreman's Bionicle creation, Matteo.

You may have noticed us, floating around out there in the community, spread thin between all the System MOCs; occasionally we pop up on the "who's who" blogs, or perhaps you've walked by our table at a convention. Maybe you even stopped for a second to see what was going on. You promptly decide that you have no clue what's happening and move on, not giving us another thought for the rest of the convention. You probably have a bag of our parts that you tell yourself, *I'll never use these. These are useless.* To a lot of System Builders this is often what happens. You see us, you don't understand us or what we do, so you disregard us and move on. Who are we?

We are the Bionicle builders of the world and we are often relegated to the back table, ignored by the larger community, sometimes even snubbed by some as "not really LEGO." We are LEGO's stepchild in a way: We're part of the family, but not really. I am here to tell you that we are not so different after all.

My name is Dave Foreman. I'm 28 and I've been building with LEGO bricks since I was two years old. I work in retail as an overnight stocker and I have no formal training in design or art. I'm simply an AFOL who enjoys building with those peculiar pieces LEGO insists on making called Bionicle. I'm weird—even to most AFOL's I'm probably considered weird. I think that's just a trait of being "the Bionicle guy" talking to all the System MOCers. Mana-Ramp-Matoran, Alieraah, Pate-Keetongu, Djokson, our user names on Flickr are weird, often unpronounceable. You don't see too many "Bricks" or "minifigs" in our names, and every website is usually given the prefix "Bio": Biogram, Biotube, Biopages as shorthand for "Bionicle builders on that particular platform." We are spread out across the Internet and we are a legion of fans.

Bionicle has had an on-again, off-again relationship with the LEGO Group. Bionicle first emerged onto the scene in 2001 after a few precursor themes known as Throwbots(US)/Slizers(EU UK), and Roboriders in the late '90s. Bionicle exploded in popularity by 2003 with LEGO cranking out tons of merchandise as well as four straight-to-DVD movies before ending Bionicle in 2010. It was replaced with Hero Factory later that year. With Hero Factory came the refining of the ball and socket system into what LEGO now calls CCBS (Character and Creature Building System) or "Constraction," the amalgam of "Construction" and "Action." CCBS has been used in other themes like Super-Heroes, Legends of Chima, and perhaps most successfully in the

Matteo with his "Blood Letters" drawn.

Paul and Hailee Hollingsworth.

Brickfilmer Spotlight: Paul Hollingsworth and Digital Wizards!

Article by Kim Smith (thefourmonkeys)

Paul Hollingsworth was a teenager in Toronto, Ontario when he saw Steven Spielberg's 1993 epic movie *Jurassic Park*. The special effects in that movie "were phenomenal and game changing" and motivated Paul to want to make movies. Paul went on to film school, and began a career as an editor on TV shows and low-budget films. In his extra time he would make his own movies. One of those movies was a LEGO stop-motion film. He "dusted off" his old LEGO and made a 14-minute Braveheart-style attack on a castle. This film went on to win at a brickfilming festival in 2002, and Paul won a trophy made of LEGO bricks for his efforts. He didn't even have proper stop-motion frame capture software at the time, but he made it happen because of his video editing background.

Chasing his dream of making movies, Paul moved to Southern California with an "edit machine, about 100 pounds of LEGO, and a bag of clothes." In California, he sharpened his editing and storytelling skills while working on the TV series called *Chop Cut Rebuild* and *Street Tuner Challenge*. He also started forging great working relationships with people that helped create the group of artists known as Digital Wizards. In 2011, Paul and his writer/editor friend Steve Banta created the brickfilm *Cowboys and Aliens* for a brickfilm contest that had a looming deadline. They only had ten days to make the film, and completed it with the help of another friend named David Kelly. David works at Voodoo Highway, and added his audio wizardry and gave it a truly professional mix. The creation of that brickfilm is what led to the formation of Digital Wizards.

A few other members of Digital Wizards are Paul's family. His wife Amanda is a "master LEGO sorter." She once took on the huge task of sorting Garrett Barati's LEGO collection. Garrett is a fellow professional stop-motion artist that has done work for the LEGO Group. Paul's daughter Hailee, also known as BrickGirl, contributes as a sorter, builder, and animation assistant. Hailee has her own YouTube channel where she posts videos of her building and reviewing LEGO sets. Paul really enjoys sharing his hobby/job with his daughter and attributes Hailee's creativity to helping him gain perspective. She also gets the perks of access to nearly every LEGO brick possible. Paul is very proud of the fact that she built the over 3400-piece Eiffel Tower LEGO set by herself.

The night scene from Digital Wizard's Jurassic Park.

Amanda and Hailee have contributed to organizing the Digital Wizards' LEGO collection, which is sorted by type and not by color. Paul stated about sorting, "When you're building, and you say, all I need are bricks, or all I need are plates, all I need are cheese or slopes or tiles, and you can just go to a drawer or whatever you have and grab it and pull that quickly; all of a sudden you find your build time shrinks in a huge way."

To bring in bigger and better scenic eleme
the brick building talents of Damon Corso
through the Los Angeles LEGO user grou
member of the group and once hosted a L
home. Over 70 LEGO fans from the Los A
made a zoetrope by building 110 LEGO se
them on a turntable which was a "classic t
animate years ago."

Paul has had the honor of collaborating w
LEGO stop-motion animators such as For
Salaises, and Garrett Barati. Forrest has m
brickfilms on the Internet. Sean animates
Stoodios. Chris has a popular brickfilm ch
classically trained animator with a "very k
experience and gave great tips to Paul wh
LEGO. Paul's animation skill level jumps
animators. Collaborative spirit and partne
than what can be done alone. Paul credits
he makes to the teams he surrounds himse
making magic happen at the Digital Wizar
Chris Osborn, Brian Heins, and Ryan Jenn

Paul's garage has been converted into the
and is equipped with professional lighting
course, lots of LEGO. Not only does Paul have a large LEGO collection, the Digital Wizards have access to hundreds of thousands of dollars worth of

Hailee Hollingsworth at work.