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Brick Journal

Issue 12 • October 2010

people • building • community

BACK to SCHOOL!

School Sculptures by Nathan Sawaya

Angus MacLane's CubeDudes™

Building Standards AND MORE!



You Can Build It: School Bus



Brick Journal

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BRICKJOURNAL magazine (edited by Joe Meno) spotlights all aspects of the LEGO® Community, showcasing events, people, and models every issue, with contributions and how-to articles by top builders worldwide, new product intros, and more. Available in both print (\$8.95) and digital form (\$3.95). Print subscribers get the digital version **FREE!**



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BRICKJOURNAL #5

Features event reports from around the world, and the **MINDSTORMS 10TH ANNIVERSARY** at **LEGO HEADQUARTERS!** Plus a glimpse at the LEGO Group's past with the **DIRECTOR OF LEGO'S IDEA HOUSE**, event reports, a look at how **LEGO** toys ended up on **NBC'S 30 ROCK** television show, instructions and spotlights on builders, and more!

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BRICKJOURNAL #6

Spotlight on **CLASSIC SPACE SETS** and a look at new ones with **LEGO SET DESIGNERS**, **BRANDON GRIFFITH** shows his **STAR TREK MODELS**, plus take a tour of the **DUTCH MOONBASE** with **MIKE VAN LEEUWEN** and **MARCO BAAS**. There's also coverage of **BRICKFEST 2009** and **FIRST LEGO LEAGUE'S WORLD FESTIVAL** and photos from **TOY FAIR NEW YORK!**

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BRICKJOURNAL #7

Focuses on **LEGO ARCHITECTURE**, with a look at the new sets designed by **ADAM REED TUCKER!** There's also interviews with other architectural builders, including **SPENCER REZHALLA**. Plus a look at a **LEGO BATTLESHIP** that's over 20 feet long, reports from **LEGO** events worldwide! **PLUS:** Our usual indispensable building tips and instructions, and more!

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BRICKJOURNAL #8

We go to the Middle Ages, with a look at the LEGO Group's **CASTLE LINE**, featuring an interview with the designer behind the first LEGO castle set, the **YELLOW CASTLE**. Also: we spotlight builders that have created their own large-scale version of the castle, and interview other castle builders, plus a report on **BRICKWORLD** in Chicago, and still more instructions and building tips!

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BRICKJOURNAL #9

BrickJournal looks at **LEGO® DISNEY SETS**, with features on the **DISNEY LEGO** sets of the past (**MICKEY** and **MINNIE**) and present (**TOY STORY** and **PRINCE OF PERSIA!**) We also present models built by **LEGO** fans, and a look at the newest Master Build model at **WALT DISNEY WORLD**, plus articles and instructions on building and customization, and more!

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BRICKJOURNAL #10

BrickJournal goes undersea with looks at the creation of **LEGO's** new **2010 ATLANTIS SETS**, plus a spotlight on a fan-created underwater theme, **THE SEA MONKEYS**, with builder **FELIX GRECO!** Also, a report on the **LEGO WORLD** convention in the Netherlands, **BUILDER SPOTLIGHTS**, **INSTRUCTIONS** and ways to **CUSTOMIZE MINIFIGURES**, **LEGO HISTORY**, and more!

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Right: Marco Bessa's Villa Maison.



October 2010

Issue 12

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www.peeron.com, www.brickmodder.net

www.rustyclank.com

About the Cover:

Nathan Sawaya's sculptures! Read about them on the next two pages!



From the Editor:

Back to school.

There's not much at all about schools *per se* in this issue, except for the school bus and maybe the Family Fun Day (but that is a bit of a stretch, admittedly). This issue changed direction midway through gathering articles.

What originally started as a back to school issue became a back to building school for anyone interested in being part of a group layout. Many of the

builders of displays at conventions and events build layouts that have to be moved and have to fit together. This issue has many of the standards and guidelines that are used by builders in many different themes. These standards are in different places online, so Geoff Gray (the writer of the standards article) placed the source links to all the guidelines he found. There's a lot that had to be sorted out, and he did an outstanding job researching.

However, there are still more standards out there. One standard for microbuilding (the TWINLUG Micropolis Standard) was not used because both I and Geoff use different scales in micro. As a result, the Micro page became a guideline page.

What this really means is that standards are not necessarily fixed. And if we didn't include the standard your club uses, I apologize. We'll no doubt be revisiting and updating standards in future issues.

I do know that I learned a lot with that article. But there's a LOT more in this issue!

Joe Meno
Editor

P.S. Have ideas or comments? Drop me a line at admin@brickjournal.com. I'm open to suggestions and comments and will do my best to reply.

P.P.S..... Yes, *BrickJournal* has a website—www.brickjournal.com!

Twitter? Yep, there too—<http://twitter.com/brickjournal>.

Facebook? Yup—<http://www.facebook.com/group.php?gid=58728699914&ref=mf>

Glossary

AFOL (Adult Fan of LEGO)

NLSO (Non-LEGO Significant Other)

MOC (My Own Creation)

TLG (The LEGO Group)

BURP (Big Ugly Rock Piece)

LURP (Little Ugly Rock Piece)

POOP (Pieces—that can be or should be made—Of Other Pieces)

SNOT (Studs Not on Top)

LUG (LEGO Users Group)

LTC (LEGO Train Club)

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BrickJournal and its staff would like to thank the LDraw community for the software it makes available to the community, which we use for making all of the instructions and renderings in this magazine. We would especially like to thank Kevin Clague for his continued upgrades of the LPub tool that is a part of the LDraw suite. For more information, please visit <http://www.ldraw.org>.

Marcos Bessa Builder of Large and Small

Marcos Bessa is a Portuguese LEGO fan that has been busy — with his club Comunicade 0937, he has built, displayed and even made playing cards with models from his club members! BrickJournal got a chance to talk with him right before he interviewed at the LEGO Group for a position as a Product Designer.

*Interview by Joe Meno
Photography by Marcos Bessa*





When did you start building?

When I was about 3 or 4 I received my first set (6552) and since then LEGO was always my number one toy. I loved to build... simply to build! I was never one of those kids that prefer a good playset or that build something to actually play with it after. To me building was playing! After finishing something, I would show it to my parents and then I would put it apart to start all over again... But as an AFOL I started when I was 19.

Did you have a Dark Age, where you stooped LEGO building? If so, why?

Yes, I did! A long and painful one... It started when I was 12 - my last LEGO sets back then where the first six Toa Mata (Bionicle) -, and lasted till I was 19, when I found out that there was a completely unknown world of AFOLs, MOCs, SNOT, and so on... and I couldn't stop myself from starting to build again! The main reason behind my dark age is the usual one: everybody around me was always trying to make me believe that I was too old to still play with LEGO. And one sad day I believed so! Fortunately, now I know how wrong they all were!

What inspired you to start building again?

Asking that it's almost like asking what brought me again to LEGO... Well, it was the 2008 Portuguese LEGO catalogue. My younger brother - who never liked much to play with LEGO - curiously, had a catalog on his desk. I started to look at it and I missed the great times I had when I was a kid building my dreams from colored bricks! After that, I went to the loft to get back my old tiny collection, and I quickly realized I needed to spend some money on new parts... (I never got to buy my "so-wanted" iPhone because I decided to spend the money I saved for it in LEGO).

What was your first MOC?

Well, the first one? Really? I think I wouldn't call it that... It's more like a MOFFE: My Own First Failed Experience! It was kind of a tower of magi, in which I used pretty much every "great technique" I thought I knew back then.

What do you like to build?

Buildings! Buildings... Buildings! I love to reproduce those rich ornaments and styles of buildings from XVIII, XIX and mid-XX centuries. Despite my preferences go to buildings, I'm quite eclectic in matters of what I like to build. I like to always challenge myself to try varied themes, different styles, new techniques...

Why do you like to build?

I think somehow it's a way of expressing myself. When I build I let my imagination go wild and free, and I love that feeling... It's pretty like when I'm writing: playing of god, with no rules and limits (well, there are limits with LEGO though... mostly with the parts that unfortunately aren't infinite!)

Favorite set?

Obviously all the modular buildings! My favorite is Green Grocer, but I love all of them. Each has its own style, colors, details... It has been a wonderful work what Jamie has been doing with that line. I would love to work in that theme someday...

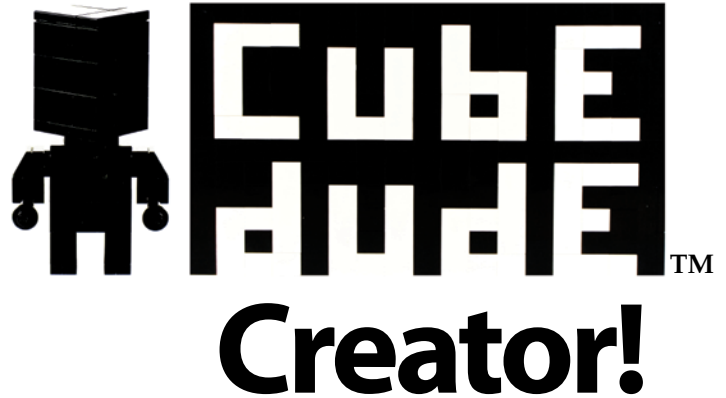
Other hobbies and interests?

I'm a man with many different interests, but almost all of them are somehow related to art. I love music, to listen and to sing, and I make part of a couple of music groups, mostly singing in choir. I love cinema and theatre and I get thrilled like I don't get in any other place when I'm on stage living someone else's life. Acting is part of me and I know I'll always be doing something



Top: Marco's mini Cafe Corner - this is his second version.
Above: Alice in Wonderland.

Angus MacLane:



Creator!

Angus MacLane has been previously interviewed in BrickJournal for his building (Volume 2, Issue 5). While he is known by many as one of the gifted storytellers at Pixar Animation Studios, he is known by the LEGO community for his models and for creating a building standard called the CubeDude™. This year, he created CubeDudes as exclusive models sold at San Diego Comic-Con and Celebration V. He was happy to talk to us again about the CubeDudes and working with the LEGO Group.

Let's talk about the CubeDude concept. You have built so many already, what's the motivation? And what are your thoughts on other fan's CubeDudes?

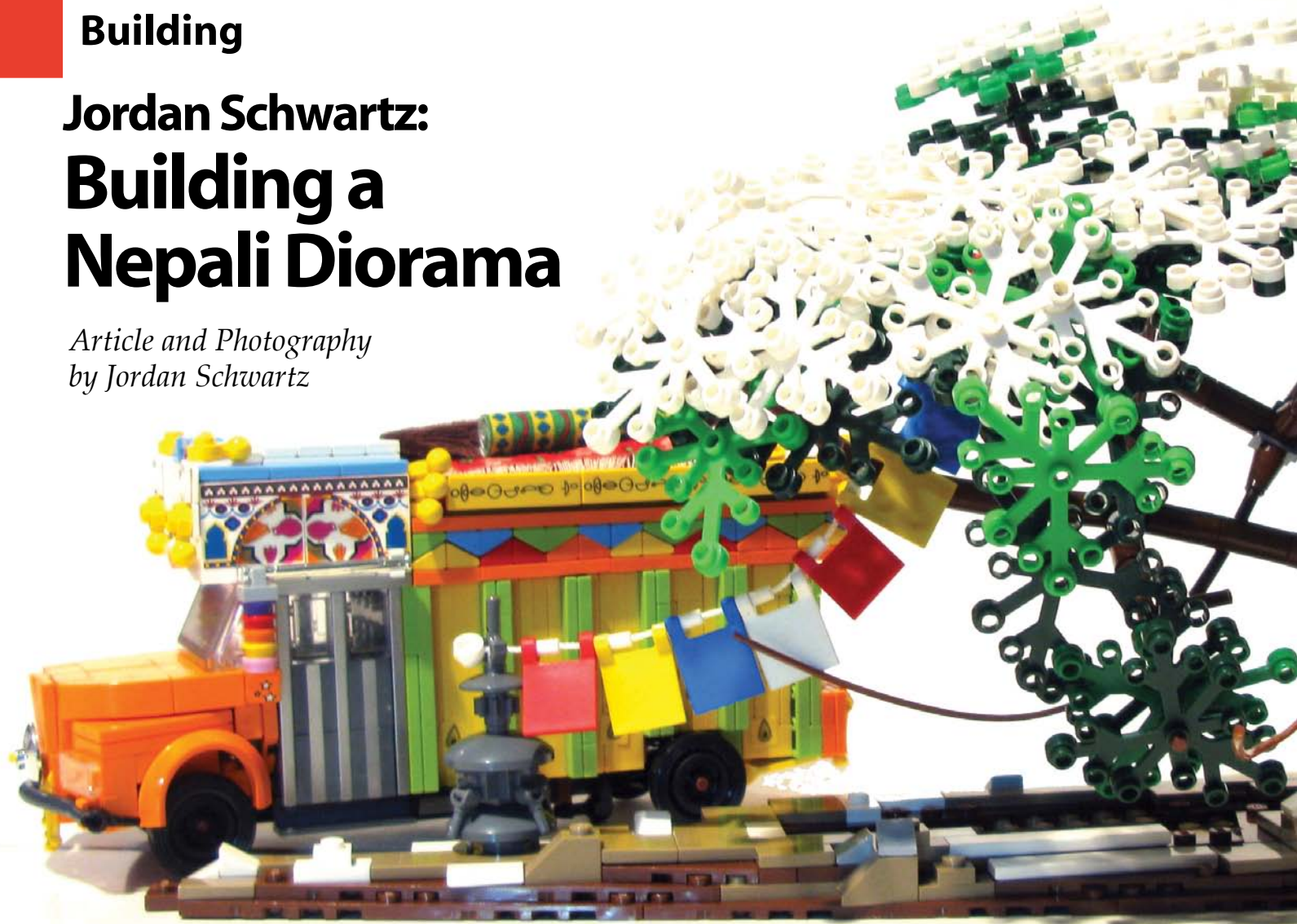
One of the main things keeping me going is the desire to make CubeDudes of all of the characters that have had some sort of inspirational impact at some point in my life. There's something that means something to me about each and every one of them. Some are based on stuff that's of low quality or dubious artistic merit, but sometimes that makes it more hilarious. You know, most pop culture can be considered disposable, so I take that stuff and kind of, not reinvent it necessarily, but reintroduce it into the lexicon, like "Oh yeah, remember this TV show?" It doesn't mean anything to some people – but there's people of a certain age that will look at these designs and they'll be like, "Oh yeah, I remember that! That's x or that's y or is that the robot from...it kinda tickles this distant memory..."

Angus' Buzz Lightyear CubeDude.

Building

Jordan Schwartz: Building a Nepali Diorama

Article and Photography
by Jordan Schwartz



On the outskirts of Kathmandu, Nepal, a lone Tata truck rattles along. Its vibrant, neon colors and whimsical ornaments are only akin in intensity to the rich greens and other bucolic hues of the surrounding landscape. Snow melts about. As the muddied wheels rock over bumps in the road, the truck's contents inside and atop waver, ready to tip out. The vehicle can be seen from far off as it makes its humble way.

Certainly many cultures interest me, but none interest me more than that of Nepal. This ancient civilization claims ownership to a myriad of fascinating customs, styles and beliefs which have inspired me. In fact, this is the second Nepali MOC I have built – the first was simply titled “Nepal” and featured a large stone building, ravine and Yeti cave. I have a growing wait-list of subjects to build, so if I ever revisit the same theme, that means I really do love it.

I accredit a lot of my drive to create this Tata truck to Adam Grabowski and Tim Gould, both of whom built Pakistani Trucks – the middle-eastern equivalent. Their intricate brick-work and clever techniques blew my mind and some of their methods even leant well to my endeavor, like the levers as trim around the fender.

From my research, I would not hesitate to say that no Nepali Tata truck is the same – their vivid paint jobs and ornaments all vary either subtly or drastically (and trust me, there are some drastic variations.) So I attempted to pick and choose the best and most interesting stereotypical features of them to put into one – one to be the quintessence of this unique mode of transportation.

The LEGO Group

From Power Miners to Atlantis: How a Model Jumped Themes!

Not all models are designed perfectly the first time. Here, we get a look at a design that began in one theme, but was produced in another!

*Article by Hadley Scrowton
Photography by Mark Stafford*

This page: The first sketch model for set 8080, which was a non-transforming version of the mecha.





Hello again Mark, hope you're doing well?
Yeah, all good thanks. Enjoying the projects I'm working on.

How did you end up designing set 8080, the Atlantis Undersea Explorer? We thought you were working in LEGO Space!

I was! I still am in fact. However the Space Police, Power Miners and Atlantis teams were all working together last year, so as well as designing several of the Power Miners and Space Police sets I also had the opportunity to chip in some work on the exciting new Atlantis project.

Just this set though?

In the retail range yes, but I also designed the LEGO Club BrickMaster exclusive set (20013) and the Brick Master Atlantis book.

But you told us this actually started as a Power Miners set?

Kind of. When I was asked to do this set I first built an underwater Mecha vs. a mutant eel, I really liked it, and used a lot of my experience from Exo-Force in it. The model was stable and cool and I even nailed it on price with the first attempt. However we got feedback that they wanted a vehicle rather than a 'robot'.

But they got a mecha anyway, how did that happen?

That's where the Power Miners connection comes in. As I often tell people 90% of the models you build as a LEGO Designer never come to full fruition as a LEGO set, but if an idea is cool enough you keep hold of it and hope its time comes. (Like the Mars Mission motorcycle that ended up in Agents set as I revealed in issue 2 of Brick Journal) Back in 2008, during the early Power Miners development I built a transforming truck that stood up as a mecha, we decided at the time that although it was cool it was not a function that worked with the heavy machinery of Power Miners, so I set it aside and worked on other ideas.



This page: The first version of the transforming mecha.



After the rejection of the pure mecha as an Atlantis set, I convinced Will Thorogood, my Design Lead on Atlantis (Space Police and Power Miners) to see if they might accept a sea bed vehicle that transformed into a mecha, therefore getting the best of both worlds. He backed me, and we sent photos of the first sketch model off. They loved it, and here we are.

But they chose to portray it as a Mecha on the box?

Yeah, after all that! Still, it was the right decision to reject it first time around; the original mecha model looked cool but had very little play to it. It was a robot vs. eel fight, but nothing else. The transforming function makes this so much cooler. Now it's an exploration vehicle with the ability to become a cool mecha when attacked by the guardians of the Atlantis Portal. It's a far better toy.

So do you have many more 'rejected' models on your desk you hope to slide in somewhere in future?

A few, but not as many as you might think, really cool ideas have a way of mutating into something usable pretty quickly, so only 2 or 3 full models are waiting for that perfect project to come along. I have a lot of 'table scraps' though, cool brick geometries and unusual techniques that I might one day find a use for, or be able to turn over to another designer for their models!

Can you tell us if you continued in Atlantis, or went on to more Space Police sets?

As Will told me: "Underwater is a chance to design spaceships with propellers." and I like to build spaceships! But sorry, I can't talk about future lines. I can also tell you that LEGO Space continues as an evergreen (theme), so there will always be a LEGO sci-fi line just like there will always be a Castle line, but these will be refreshed every two or three years with a new direction and new protagonists. Make of that what you will!

Thanks for your time Mark, until next time!
Cheers, take care! 



You can see more of Mark's models at
<http://www.mocpages.com/home.php/4516>

If you have a QR code reader on your phone, you can scan the code to the right to go directly to Mark's web page.




This page: The final version of the transforming mecha, with the set box in the middle.

Hello again all friends, it's a great pleasure for me to join again for this fantastic issue of *BrickJournal*. Like before, the mini model presented here is associated to the general theme covered in this issue, which is about education. Here I'd like to connect the education theme with the *Star Wars* universe with an architectural mini model.

After the fall of the Empire and the return of the Jedi, namely Luke Skywalker, he was the first of a new generation of Jedi Knights. His plan was to set up an academy to train and educate force-sensitive people to eventually become Jedi Knights of the New Republic. Eleven years after the destruction of the first Death Star, his search for an appropriate location for his academy brought Luke Skywalker back to the fourth moon of Yavin. There the ancient Massassi Temple had served the Rebel Alliance as their headquarters until the Battle of Yavin.

Like the Jedi Temple on Coruscant, the Great Temple of the Massassi is a ziggurat, but with the difference that here a pentagonal layout was used. Pentagonal shapes are very difficult to realize with bricks, however, the 2 x 3 wedges provide an excellent method to construct a perfect pentagon. The construction was then performed from the pentagonal top to the bottom, and then completed by the topmost levels in a standard squared manner. Luke Skywalker's X-Wing (a new micro design, although not in scale) rounds up the design and bridges the gap between Rebel Base and Jedi Academy.

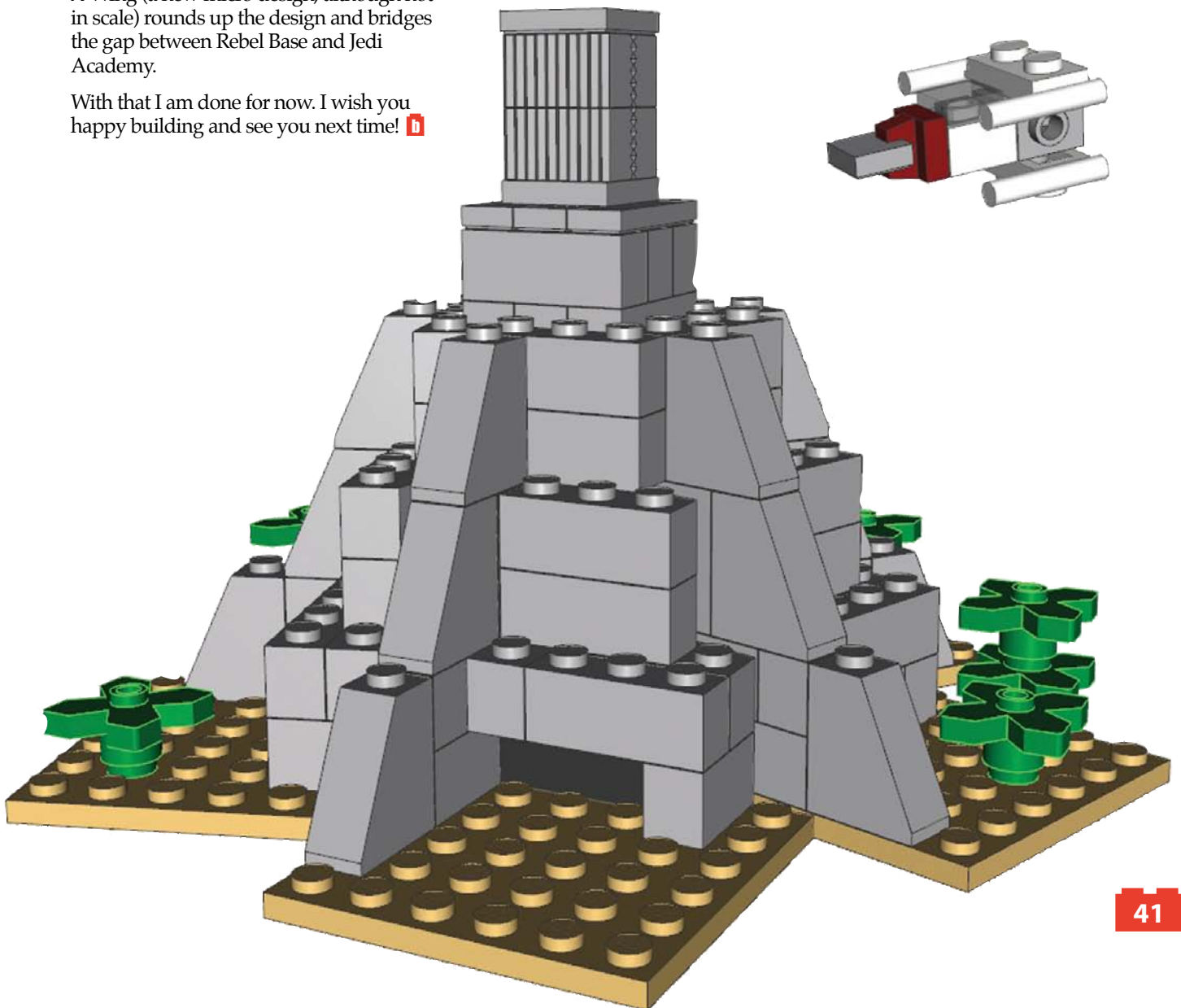
With that I am done for now. I wish you happy building and see you next time! 

You Can Build It

MINI Model

Luke Skywalker's Jedi Academy

*Design and Instructions
by Christopher Deck*



Parts List

Inner Column

Numb.	Color	Part	Description
2	Md. Stone Gray	3005.dat	Brick 1 x 1
2	Md. Stone Gray	3003.dat	Brick 2 x 2
4	Md. Stone Gray	43898.dat	Dish 3 x 3 Inverted
2	Md. Stone Gray	4073.dat	Plate 1 x 1 Round

Five Outer Walls

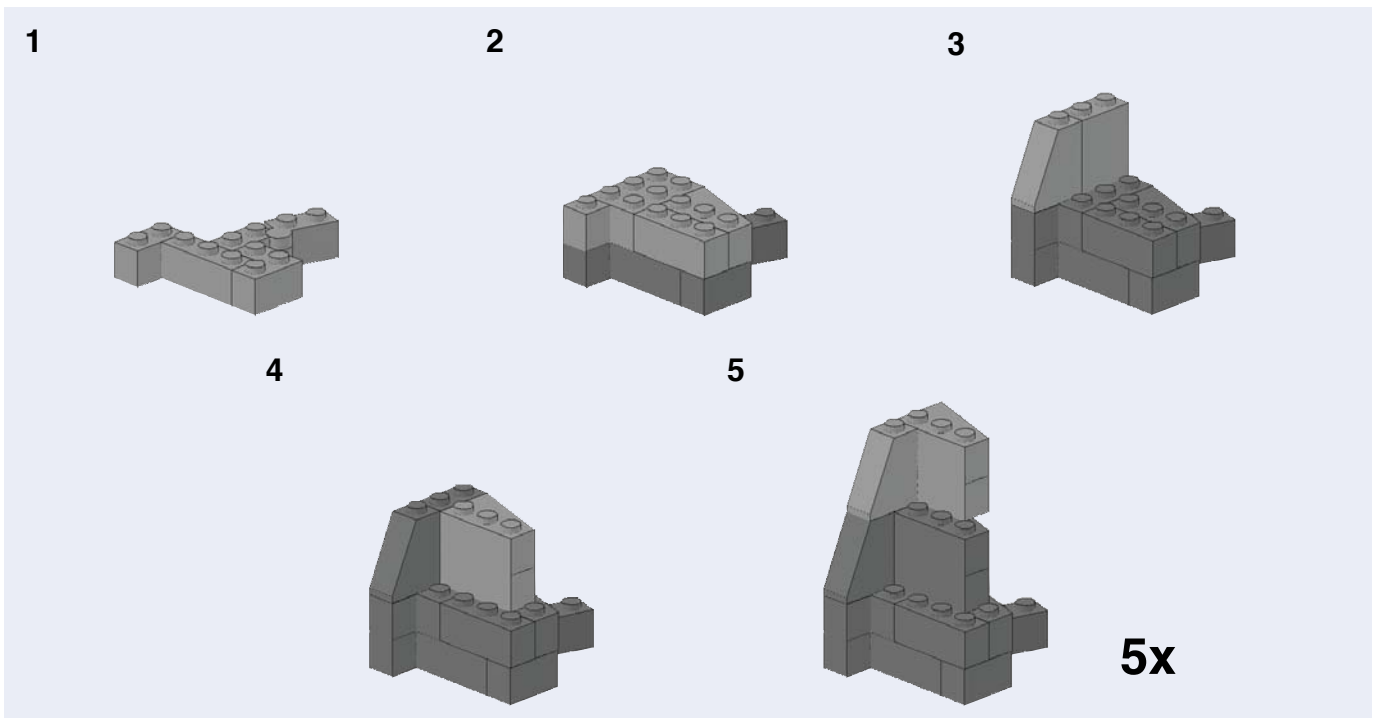
Numb.	Color	Part	Description
5	Md. Stone Gray	3005.dat	Brick 1 x 1
5	Md. Stone Gray	3004.dat	Brick 1 x 2
5	Md. Stone Gray	3245a.dat	Brick 1 x 2 x 2
10	Md. Stone Gray	3622.dat	Brick 1 x 3
5	Md. Stone Gray	2357.dat	Brick 2 x 2 Corner
5	Md. Stone Gray	3002.dat	Brick 2 x 3
5	Md. Stone Gray	3831.dat	Hinge Brick 1 x 4 Base
5	Md. Stone Gray	3830.dat	Hinge Brick 1 x 4 Top
10	Md. Stone Gray	60481.dat	Slope Brick 65 2 x 1 x 2
25	Md. Stone Gray	6565.dat	Wedge 3 x 2 Left
5	Tan	3958.dat	Plate 6 x 6

Top

Numb.	Color	Part	Description
4	Md. Stone Gray	2877.dat	Brick 1 x 2 with Grille
3	Md. Stone Gray	3622.dat	Brick 1 x 3
1	Md. Stone Gray	3024.dat	Plate 1 x 1
3	Md. Stone Gray	3623.dat	Plate 1 x 3
1	Md. Stone Gray	3022.dat	Plate 2 x 2
2	Md. Stone Gray	30039.dat	Tile 1 x 1 with Groove
2	Md. Stone Gray	63864.dat	Tile 1 x 3 with Groove
1	Md. Stone Gray	3068b.dat	Tile 2 x 2 with Groove

Exterior

Numb.	Color	Part	Description
1	White	4070.dat	Brick 1 x 1 with Headlight
1	Md. Stone Gray	4733.dat	Brick 1 x 1 with Studs on Four Sides
2	White	3839b.dat	Plate 1 x 2 with Handles Type 2
1	Md. Stone Gray	2555.dat	Tile 1 x 1 with Clip
1	Trans-Black	3070b.dat	Tile 1 x 1 with Groove
1	Md. Stone Gray	3070b.dat	Tile 1 x 1 with Groove
12	Green	4727.dat	Plant Flower 2 x 2 Leaves



Building Minifig Customization 101 Expressions!

Article by Jared K. Burks

Editor's Note: I know many of you were expecting a display article as alluded to last issue; however I mixed up the publication dates so that article will follow in next issue. Many apologies for the error. – Joe Meno



Guidelines for the creation of a standard head decal in the style of The Lego Company.

Note 1: The guidelines are based on the new design of the official Lego head (with eye twinkle).
Note 2: The guidelines are based on most common design use by TLC.
Note 3: Other possibilities are always possible.

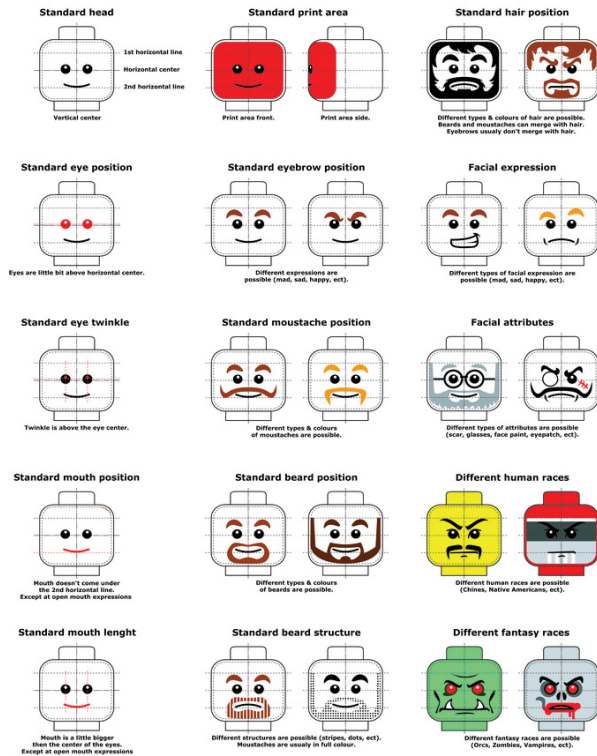


Figure 1. Kurt "Capt. 5p8c3" Meysmans' Minifigure Head Guidelines. Please note the placement of the minifigure eyebrows, eyes, and mouth. Kurt nicely presents the information making it easy to create most any minifigure face.

I am sure that everyone is diligently hunting for the minifigs from the Collectible Minifigure Series, just as I am. There is an important detail that the LEGO® Group has emphasized in these series that is the discussion of this article, "Minifig Expressions." By adding expressions to your custom figure's face it makes that figure more real and more recognizable. It adds that little detail that makes them at home in the custom vignette or build where they are placed.

In this article I will discuss completing the minifigure design by adding an expression to the minifigure face. As the song from *Amie* states, "You are never fully dressed without a smile." The LEGO Group has subscribed to this philosophy for years — just look at how many "smileys" the LEGO Company has supplied us with over time! Luckily, in recent years, the LEGO Group has started to supply us with more expressions. However, I think, as a customizer, we can do better to capture those grimaces, snarls, frowns, and overjoyed expressions. This is especially true with today's generation, who has grown up with instant messaging and texting services with the plethora of emoticons (These same emoticons can serve as inspiration or foundations for your expression creations). Why can you express emotion in a text message and not in a custom figure? Make sure you make your figures as expressive as they can be.

To begin, let's think about the scale of the minifigure face. Something I have struggled with (and I am sure others have as well) are the dimensions of the LEGO head and the scale of the LEGO face. As we all know the LEGO figure is in a unique scale. The head is no exception. Thus, we need to evaluate what the LEGO Group has done to better understand the dimensions of the minifigure face. Luckily most of the work has been done for us by Kurt "Capt. 5p8c3" Meysmans' in his Minifigure Head Guidelines. He clearly and concisely lays out where to place the eyes, eye twinkle, eye brows, and mouth on the head. He shares his guidelines on Flickr, <http://www.flickr.com/photos/26161965@N06/3507059999/>. The foundation of his layout is what is taught in face drawing: the rule of thirds, which divides the face into 3 equal portions vertically. This allows for the scale and placement of the facial features to be properly placed and in scale to the figure. In Kurt's guide he also supplies great examples of beards and mustaches and the inclusion of hair in the face design. Decal designs featuring hair require the decal to flow onto the curve of the minifigure head to allow the decal to be properly placed in


relation to hats or other minifigure head accessories.

Using the information in Kurt's guideline I have created a decal template of my own that I commonly use to draw minifigure faces. This helps me keep the face in proportion to the LEGO head. I have placed all the lines on a single template to make it more inclusive. Also in my template I include the complete wrapping area in case the design needs to completely encompass the minifigure head.

Now that we have conquered the scale of the minifigure face, we can start to imagine the different expressions we can create. It is important to match the minifigure expression to the figure and to its surroundings. By making the expression fit the surroundings, you will find that by customizing this small area of the figure you can add humor or interest to your figures and MOCs. Just some of the expressions for the standard figure I have created are presented in Figure 3. In this photo by Jordan "SirNadroj" Schwartz, he has added humor in displaying the minifigure expression by using the construction worker with the shocked expression.

The basic expressions that can be created could be added to most any design. The expressions presented in figure 3 are presented in flat form in figure 4. Most of these were inspired by cartoonist's facial expressions and the basic vowel sounds (A, E, I, O, and U) to allow the figures to have almost lifelike speaking mouth movements. If you look into the basic cartoon shapes of the human face many expressions can be extrapolated into LEGO form. Remember that facial expressions don't stop with two eyes, two brows, and lips. I have added tattoos, scars, ears, noses, ear rings, nose rings, and much, much more. If you see it in your inspiration add it to your design.

Once you have your facial expression drawn, either on computer or on paper, you can add it to your minifigure's head by a few different methods. In previous articles I have discussed the creation of waterslide decals, a viable option here — I would refer you to Issue 9: Decal Design. A second option is really a modification of the first. If you have drawn your face on paper you can scan it into the computer and bring the scanned image into a vector art program. Once in the program you can convert the image with a raster-to-vector conversion (most vector programs have this option and they work with various degrees of success). If the conversion doesn't work for you, you can trace your design in the vector program from the scanned image and size according to the templates supplied in this article. Once appropriately scaled, decal printing and application would be the same as above and mentioned in the reference. The third option would be to paint the face directly onto the minifigure's head. This takes very small brushes and a steady hand. I have even seen some people use needles to apply very small droplets of paint, so this option takes practice and requires you to find applicators that work for you to deliver the small amounts of paint required.

The next time you sit down to create that favorite figure, ask yourself what expression he or she would commonly wear. Once you have established what the common expression is, think about how you could take your figure to the next level by adding something a little different. Give your figure a bit more character by expanding his or her facial expression. 

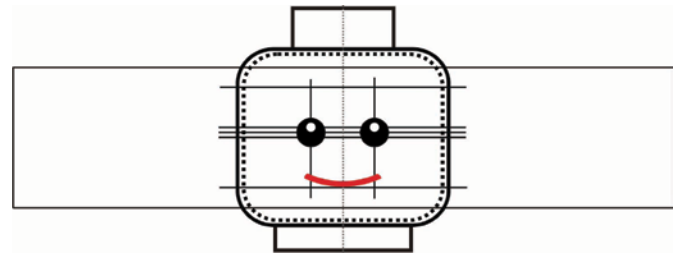


Figure 2. Minifigure face template. Using this simple template you can create most any face to LEGO scale.

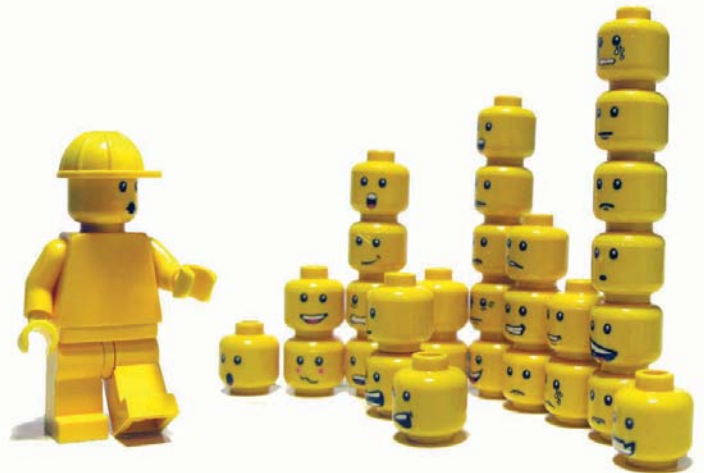


Figure 3. Expressions, photo by Jordan "SirNadroj" Schwartz. Notice the humor he employs by using the "O" expression to show the figures surprise.

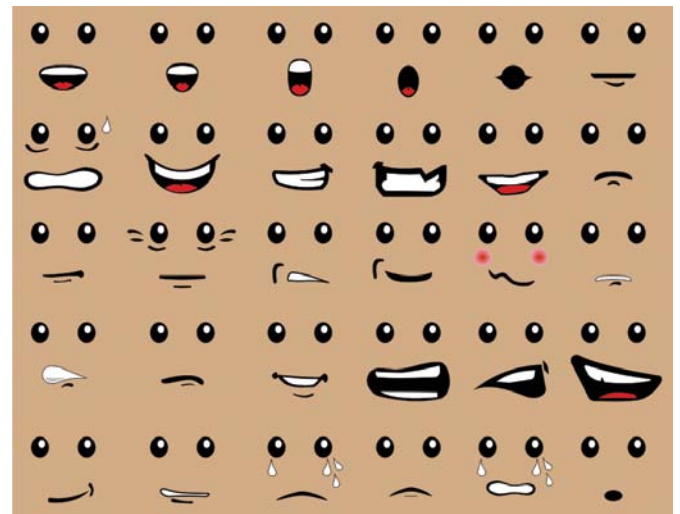


Figure 4. Basic expressions: Row one includes the basic vowel sounds (A, E, I, O, and U). The faces continue through the basic emotions. Notice that in some cases the mouth needs to be oversized to complete the expression.

You can see more of Jared's work at his webpage: www.fineclonier.com

If you have a QR code reader on your phone, you can scan the code to the right to go directly to Jared's website.



Next Time:

Minifig Customization 101 –Minifig Displays!!!


You Can Build It

School Bus

All Aboard!

Design and Instructions
by Geoff Gray

To go with the theme of this issue, here's a design for a school bus that is minifig scale! With an opening door and removable roof, the bus is a great addition to any layout.

Have fun building! 



Parts List


Numb.	Color	Part	Description
3	Yellow	3036.dat	Plate 6 x 8
17	Yellow	6556.dat	Train Window 1 x 4 x 3 New
80	Yellow	50950.dat	Slope Brick Curved 3 x 1
12	Yellow	3009.dat	Brick 1 x 6
1	Trans Clear	4864b.dat	Panel 1 x 2 x 2 with Hollow Studs
2	Black	2877.dat	Brick 1 x 2 with Grille
5	Black	3795.dat	Plate 2 x 6
2	Yellow	3622.dat	Brick 1 x 3
6	Yellow	3666.dat	Plate 1 x 6
10	Black	3666.dat	Plate 1 x 6
1	Dark Gray	2436.dat	Bracket 1 x 2 - 1 x 4
2	Dark Gray	3832.dat	Plate 2 x 10
2	Yellow	3021.dat	Plate 2 x 3
4	Trans Yellow	4073.dat	Plate 1 x 1 Round
4	Trans Red	4073.dat	Plate 1 x 1 Round
4	Dark Gray	3700.dat	Technic Brick 1 x 2 with Hole
4	Yellow	2555.dat	Tile 1 x 1 with Clip
4	Red	2555.dat	Tile 1 x 1 with Clip
4	Dark Gray	55982.dat	30.4 x 14 Wheel with Axlehole
12	Yellow	3023.dat	Plate 1 x 2
6	Black	3023.dat	Plate 1 x 2
18	Yellow	3665.dat	Slope Brick 45 2 x 1 Inverted
4	Black	3665.dat	Slope Brick 45 2 x 1 Inverted

Numb.	Color	Part	Description
2	Yellow	6636.dat	Tile 1 x 6
3	Black	6636.dat	Tile 1 x 6
2	Black	32073.dat	Technic Axle 5
2	Yellow	3005.dat	Brick 1 x 1
2	Trans Clear	3005.dat	Brick 1 x 1
4	Yellow	6111.dat	Brick 1 x 10
2	Yellow	3020.dat	Plate 2 x 4
2	Yellow	30413.dat	Panel 1 x 4 x 1
10	Black	4477.dat	Plate 1 x 10
4	Yellow	2420.dat	Plate 2 x 2 Corner
4	Black	2540.dat	Plate 1 x 2 with Handle
4	Black	3623.dat	Plate 1 x 3
2	Yellow	3623.dat	Plate 1 x 3
1	Trans Clear	826.dat	Door 1 x 3 x 4 Right with Window
2	Yellow	3958.dat	Plate 6 x 6
6	Black	3958.dat	Plate 6 x 6
1	Trans Clear	4176.dat	Windscreen 2 x 6 x 2
1	Yellow	890p01.dat	Roadsign Clip-on 2 x 2 Octagonal w/ Red Stop Sign Pattern
1	Yellow	2921.dat	Brick 1 x 1 with Handle
4	Black	30391.dat	30391.dat
1	Yellow	3010.dat	Brick 1 x 4
1	Yellow	3710.dat	Plate 1 x 4
2	Black	3710.dat	Plate 1 x 4
14	Black	2431.dat	Tile 1 x 4

The LEGO® Group



Above is a prototype space model approximately built between 1987 and 1990. It's in M-tron LEGO Space theme colors and is a space-forklift vehicle that transforms into a forklift-mecha. No-one has been able to shed light on which Designer built it or even if it was intended to be part of the M-Tron theme or was a sketch model for another space theme.

Below are just four of around 20 prototype fish warrior figures produced in 2008/9 for the planned Atlantis theme. These were tested with several groups of children between the ages of 6 and 10 to help choose the ones that were most iconic and had the most appeal. 



From the Designer's Desk

An exclusive look at past ideas and present models on desks in Billund!

Article by Mark Stafford

Photos courtesy of the LEGO® Group and Mark Stafford



This 3x scale Squid Warrior is one of ten made in September 2009 for the first introduction of the Atlantis theme to LEGO staff from outside the Design Studio!

Brick Journal

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