

# BEAUTIFUL LEGO® 2

## DARK

MIKE DOYLE



**BEAUTIFUL  
LEGO® 2  
DARK**





# BEAUTIFUL LEGO® 2 DARK

MIKE DOYLE



San Francisco



## FEATURED ON THE COVER

### FRONT

*Sickening Sweet*, Mike Doyle

### FLAPS AND BACK

*And the Band Played On...*, Barney Main; *Marine Organisms*, Bidea;  
*Juvenile Draconis Diablos*, Nathan DeCastro; *Abandoned Sea City*, Jason Allemann;  
*King Kong*, Ken Ito; *Fiend's Eye*, Justin Vaughn; *Anubis and Ra*, David Alexander Smith

Limited edition fine art prints available for cover image (full image on pages 170-171),  
 and other works by Mike Doyle at <http://bumbleandbramble.blogspot.com>.





To Mina and Mike Doyle, my beautiful wife Stephanie, and our two boys, Caeden and Ian. You are all an inspiration to me—each in your own wonderful way!

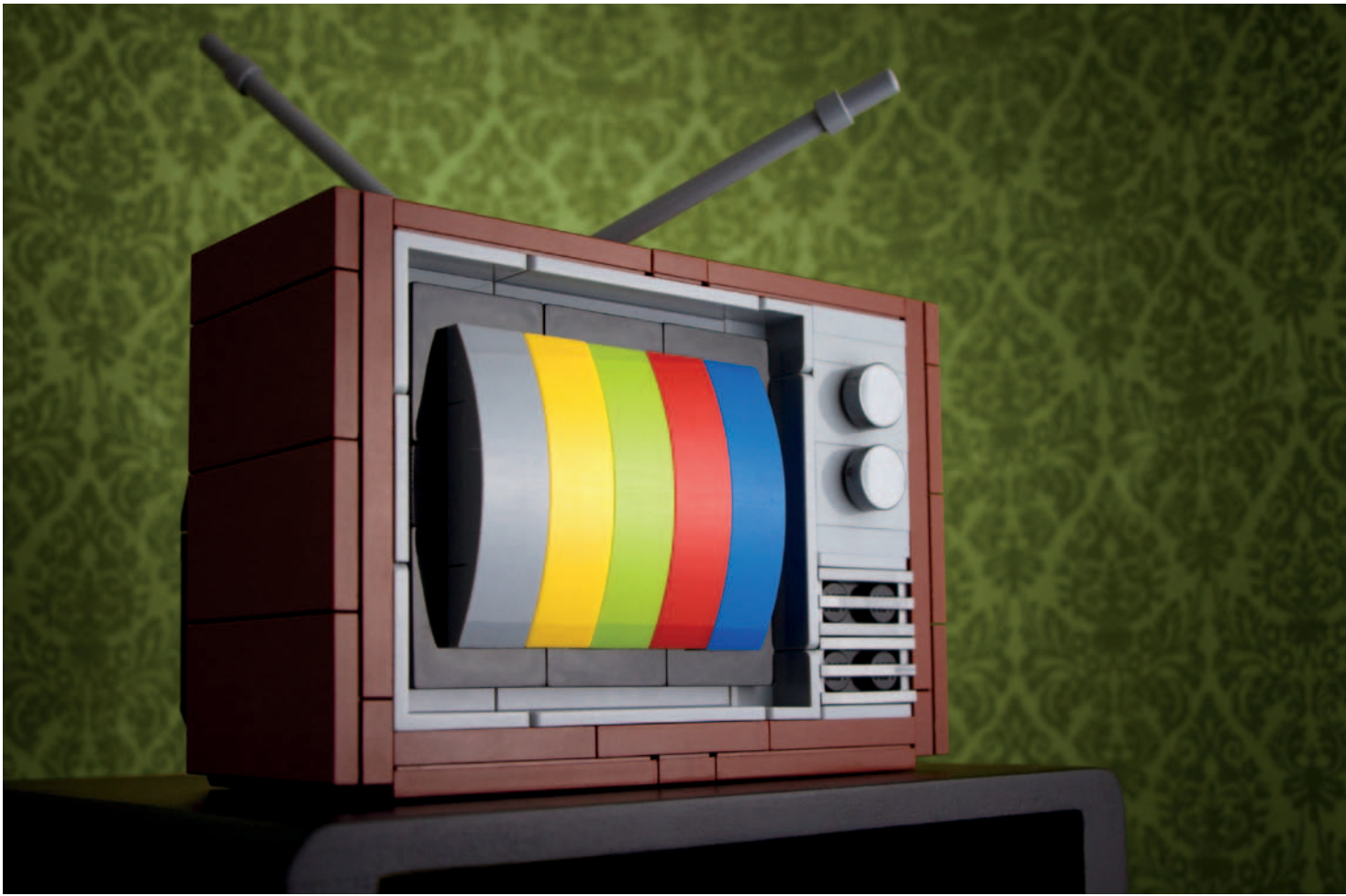


## ACKNOWLEDGMENTS

This book is possible only through the amazing work created by the LEGO building community. Their work—shared online and at events—brings endless inspiration. Quite a few designers took extra effort to rephotograph and even rebuild their pieces for this book. I can't thank you enough—the work looks great!







## **SPECIAL THANKS**

Special thanks to those who participated in the online call-to-entry contest. This book grew that much more robust as a result of your creativity.

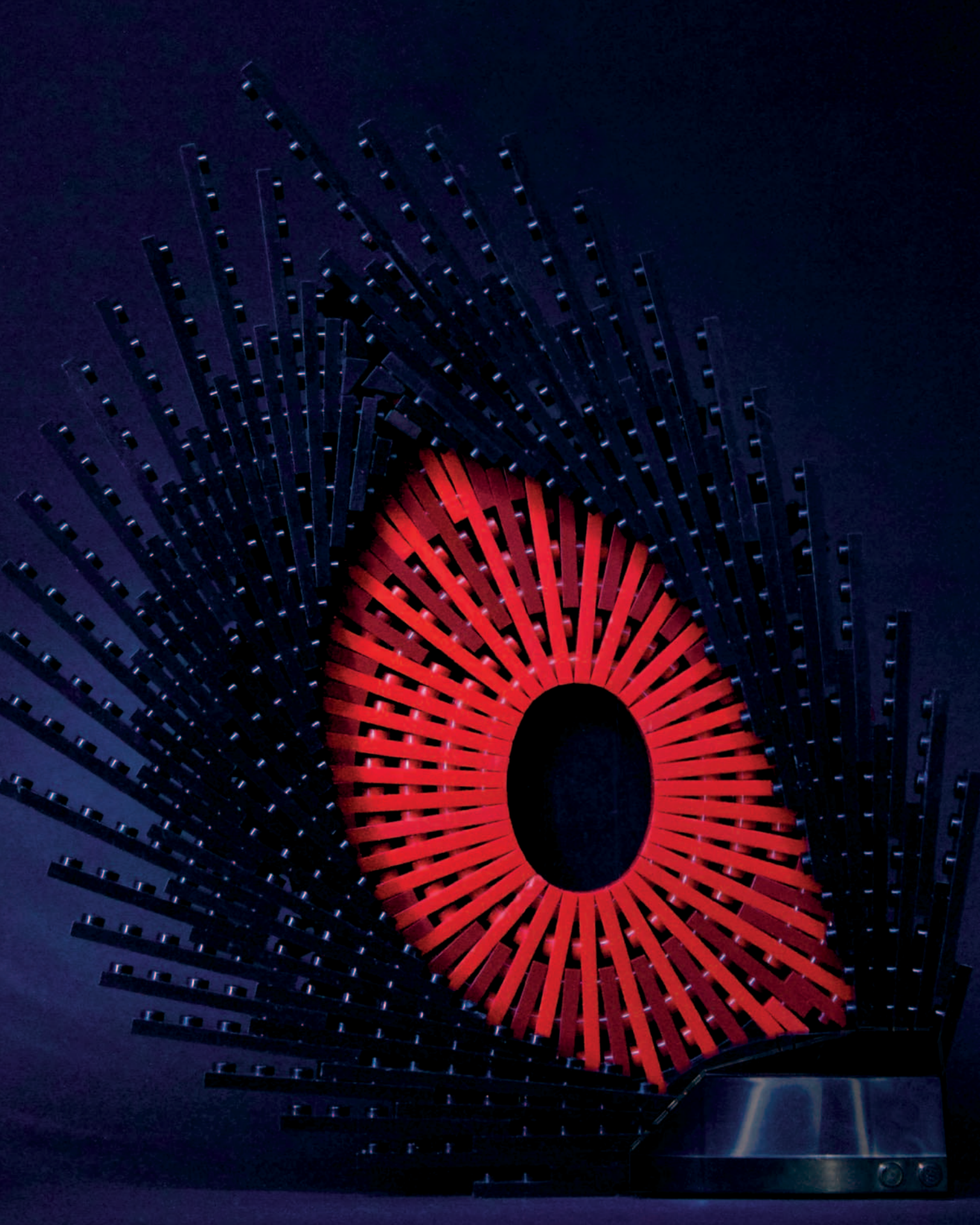
Winning participants are as follows:

Markus Aspacher, Eric Beitle, Tobias Buckdahn, Elliott Feldman, Tyler Halliwell, David Hensel, Maciej Kocot, Alexander Megerle, Mihai Marius Mihi, Günther Möbius, Matthew Oh, Dennis Qiu, Tom Remy, Brian Rinker, Kosmas Santosa, Timothy Schwalfenberg, David Alexander Smith, Ian Spacek, Michael Steindl, Lauchlan Toal, Aaron Van Cleave, and Lukasz Wiktorowicz



Alex Eylar  
Nighthawks of the Living Dead 2010





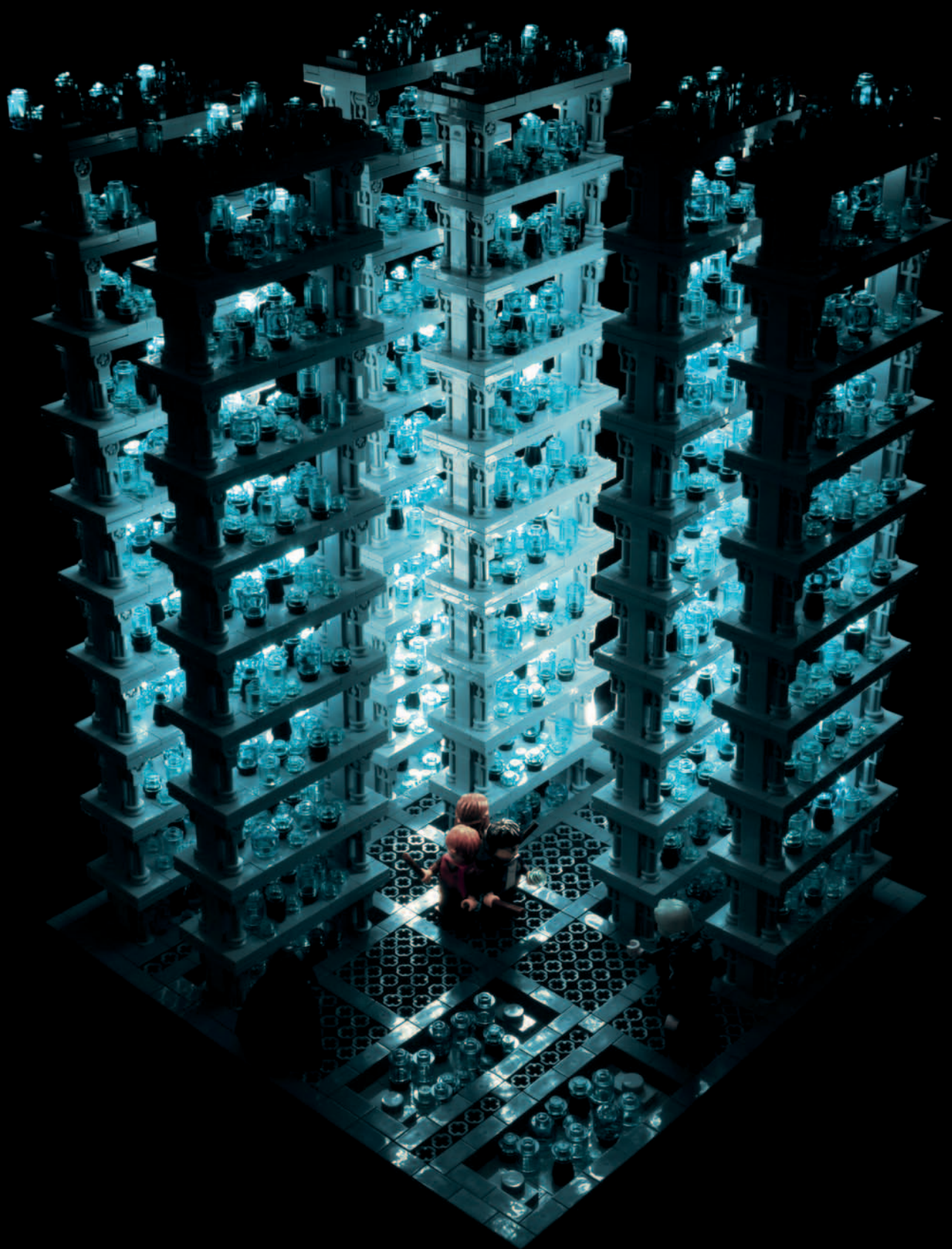


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# Preface

The second volume of *Beautiful LEGO* introduces a thematic filter to the curating process: Dark. I chose this theme because it seemed to represent a great number of works already coming out of the LEGO community. You'll see destructive objects, like warships and mecha, and dangerous and creepy animals; there is no shortage of material. The dark fantasies of dragons, zombies, and spooks have real-world counterparts: the unrestrained greed of bankers and financiers, the blind pollution of corporate zombies, and the fear and destruction spread by military spooks.

Dark has its light side, though. In the richness of chocolate and the thrill of the unknown, darkness can delight. And the interplay between darkness and light can have a powerful effect, as seen in David Alexander Smith's brightly backlit silhouettes.

I am pleased to show you even more models—from a larger and more diverse group of individuals—in this volume. With builders from the US, Canada, UK, France, Germany, Eastern Europe, China, Japan, Korea, Russia and more, we see just how global the LEGO community is.

In *Dark*, we also have a few representations of digitally rendered models. I have no doubt that this will be a controversial decision, but some of these works were simply too compelling not to include. Building digitally broadens the playing field of creativity, letting those without access to expensive LEGO pieces build impressive works. On the other hand, digital models do not have to contend with gravity, which is a serious consideration when building with real bricks. Ultimately, I found these digital pieces compelling enough to share with you.

The process of selection is a very subjective one. Clever parts usage, overall beauty, thematic appropriateness, and interesting color combinations are some of the things I look for. Unfortunately, many excellent works did not make it into this book, most often because of an inability to contact the builder.

I hope that this volume continues to inspire and delight you!



# Bart De Dobbelaer

LEGO has been in my life since my early years. I was five when I got my first set (Space Digger #6822) and ever since, I've been hooked. As a young man, I gathered almost every Classic Space set, I dabbled a little in the Castle theme and ended with Technic. When the first computer hit our home, the LEGO got shelved in the attic. And so my Dark Ages began. Cue college, university, studying, meeting my wife, having kids, and even buying some LEGO for the little ones. Suddenly it's 2010 and the first Atlantis sets hit the shelves. I see the Gateway of the Squid set, and I find myself hooked again. Majorly hooked.

Why LEGO? Simple: it opens up a world of possibilities, with the only limitation being your own imagination. I often think I can never have enough bricks, but luckily I don't lack imagination or inspiration. I prefer to work directly from my mind and give my ideas free reign. I start with a broad idea of something I want to build and some colors to use, and the rest follows—not a stream of consciousness but a stream of building. More often than not, the original idea gets warped or even abandoned halfway through the construction process. I allow both the story and

structure of each piece to unfold, change, jump, and surprise me—not because I planned every step, but because that's where I allow it to take me.

Why LEGO? Bricks connect but people too. When I got out of my Dark Ages, I was simply amazed by the existing community. During my younger years, LEGO was a plaything, something to do on a rainy day. Occasionally I created something cool, and Mom would take a picture. Friends would come over to play and build, but that was all. Now, with a single click, thousands of people can see your creation and comment on it. There are forums to discuss techniques, groups to share themed creations, challenges and competitions, and even online shops with a never-ending supply of parts. There are so many ways to connect with fellow builders and make new friends.

For me, this is really a game changer: The creations I imagine can be shared all over the world, for everyone to see and to enjoy.

Why LEGO? Why not!



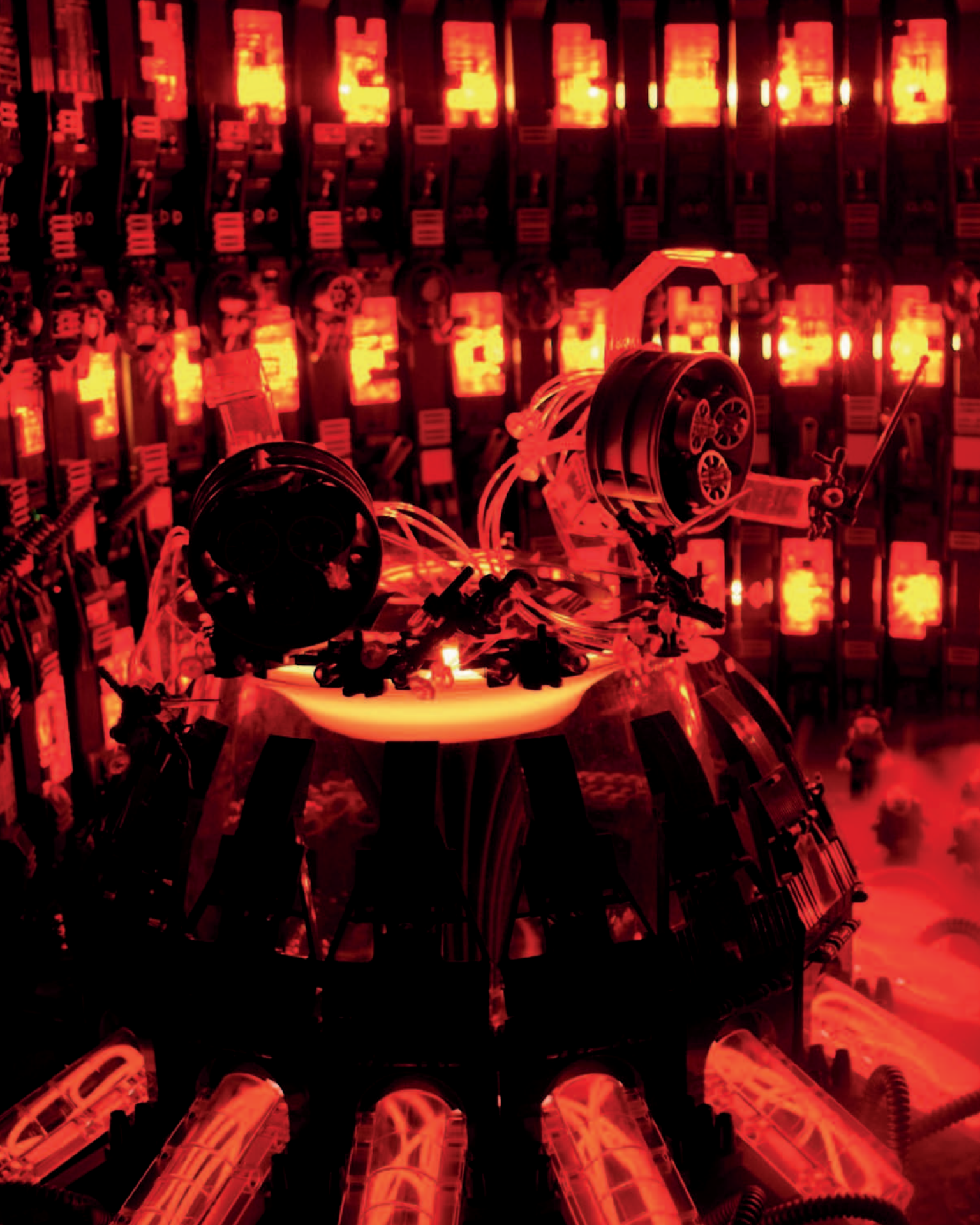






Deployment 2013 (40,000+ pieces)





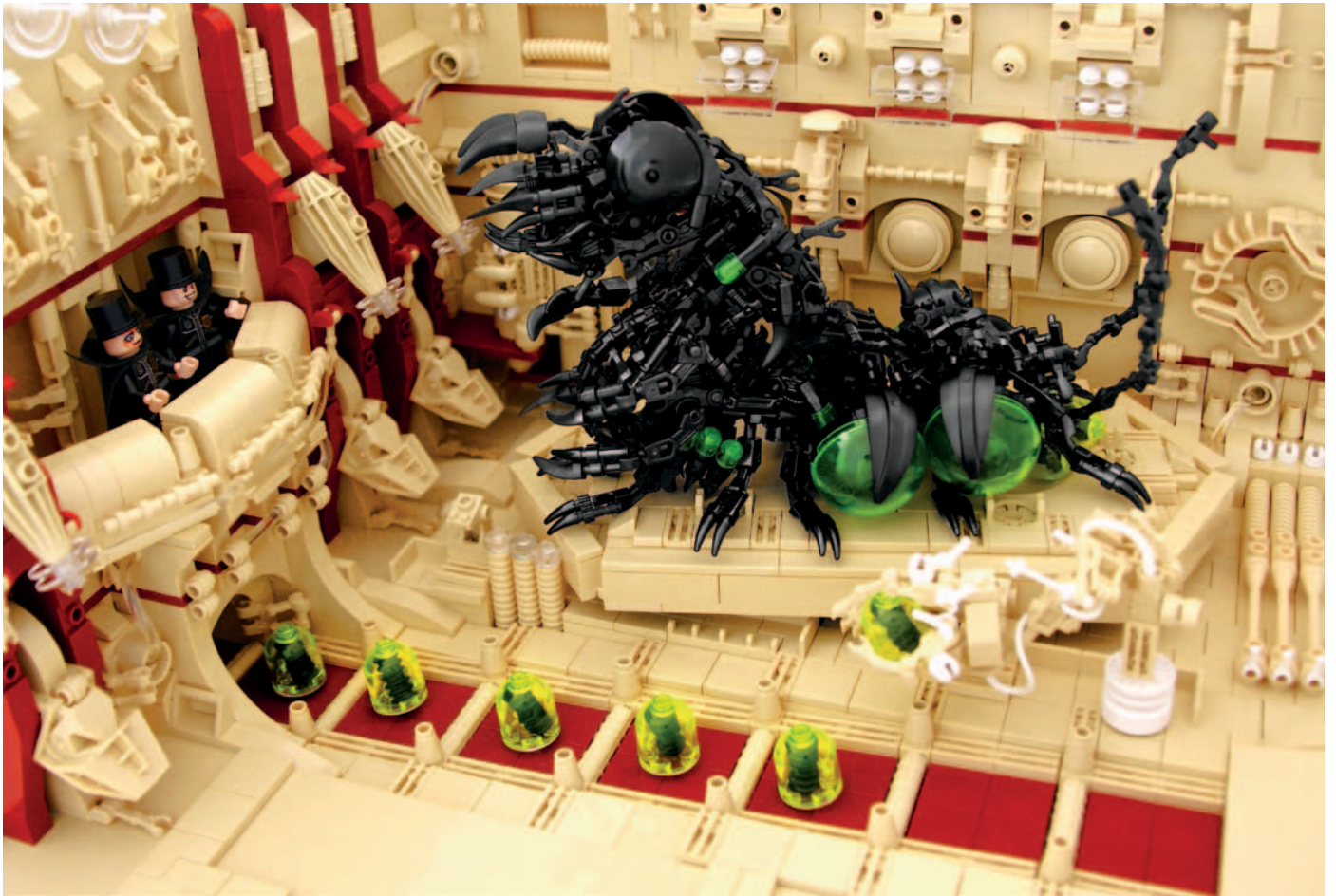






(previous spread) Control 2012 (20,000+ pieces)

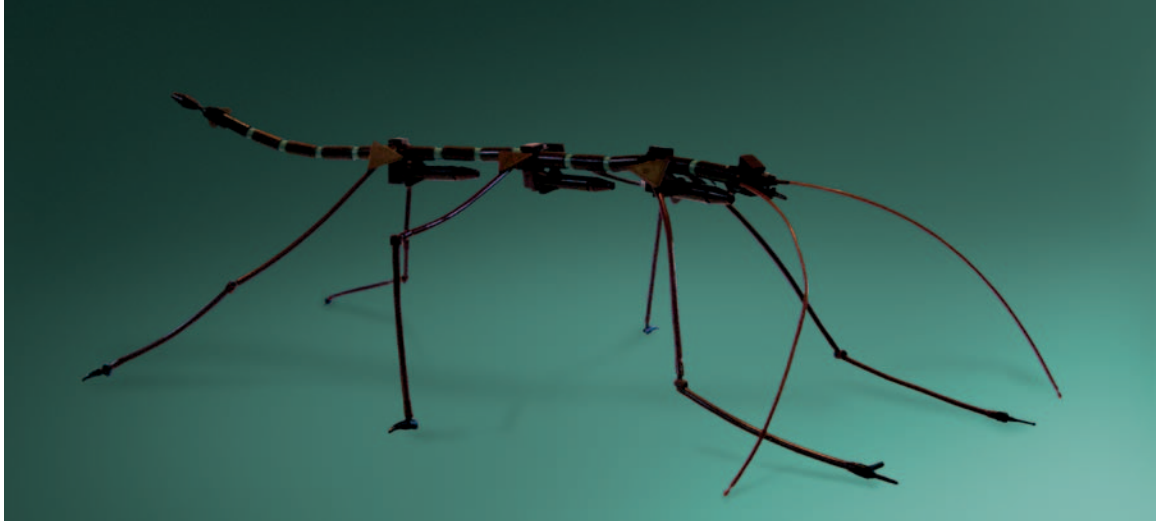
(above) The Proposal 2013 (10,000+ pieces)



Alien Queen 2011 (6000 pieces)

# Creepy Crawlers





(top)  
 Jordan Robert Schwartz  
 Phasmatodea 2009 (150+ pieces)

(bottom)  
 Sean and Steph Mayo  
 Walking Stick 2013









(above)  
Jason Ruff  
Gerridae - Water Strider 2010 (170 pieces)

(opposite top)  
Bartosz Kacprzyk  
House Fly - Musca Domestica 2012 (~50 pieces)

(opposite bottom)  
Matthew Martin  
Scum Sucker 2013 (74 pieces)









(opposite top)  
Cole Blaq  
Blaq Widow 2009

(opposite bottom)  
Bartosz Kacprzyk  
Ant 2009 (24 pieces)

(above)  
Bidea  
Cerambycidae 2012 (~160 pieces)







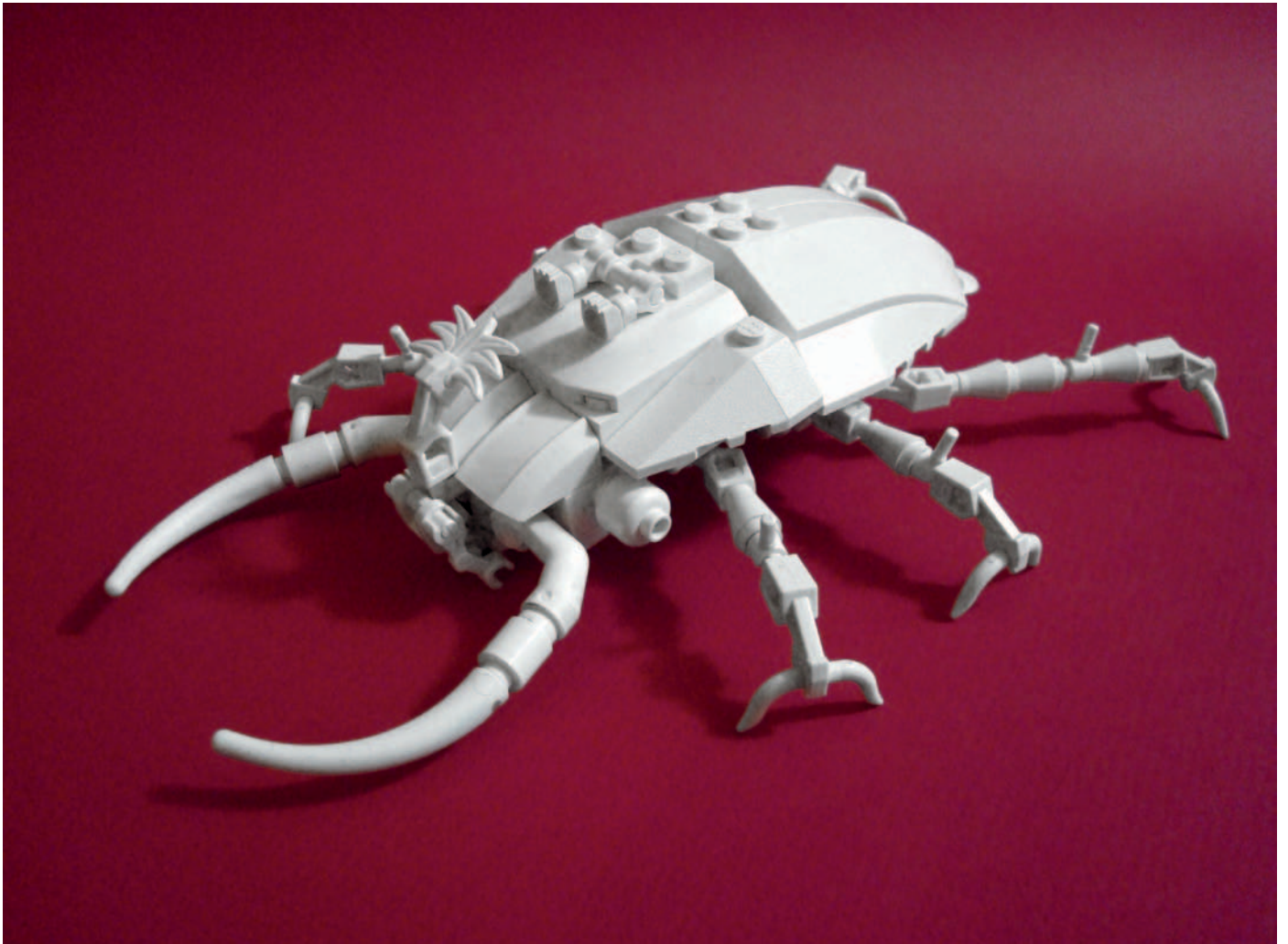
(above)  
Tyler Clites  
Stag Beetle - Albrecht Dürer 2011

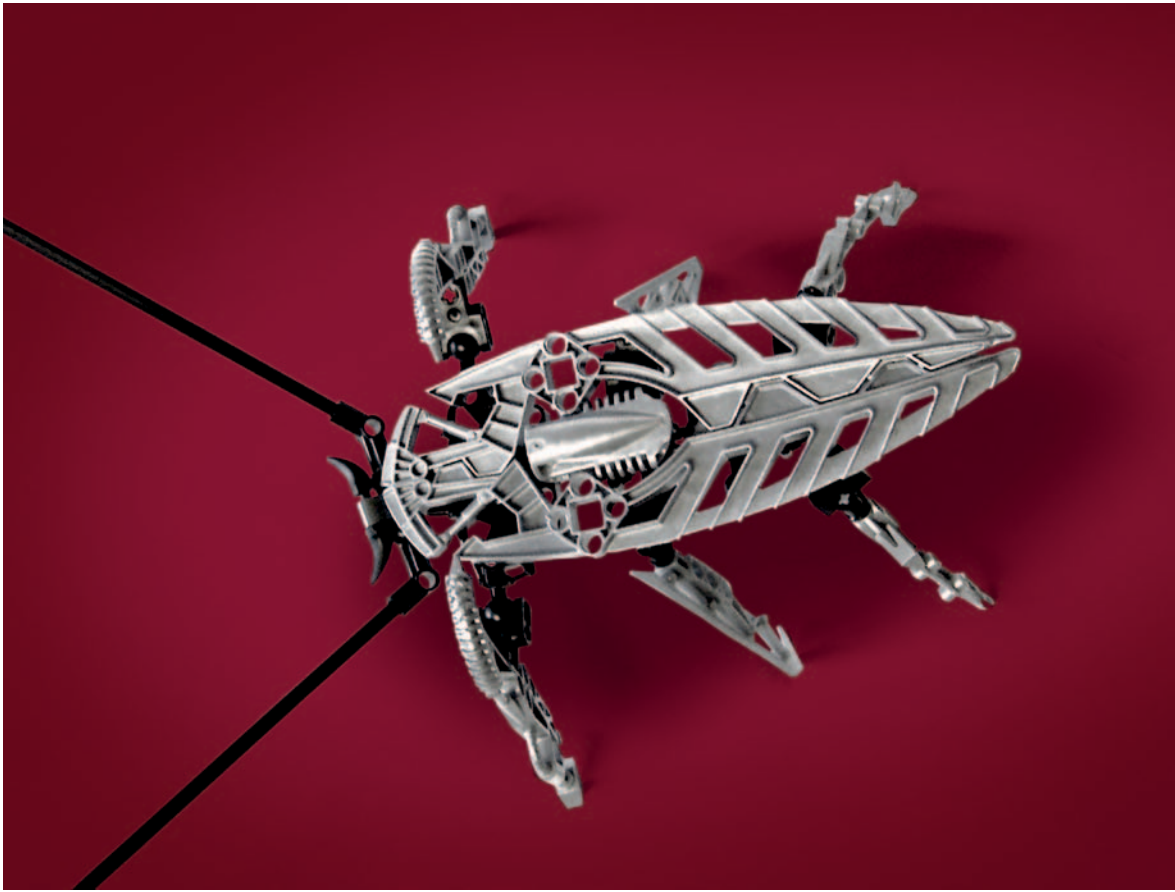
(opposite top)  
Paul Trach  
Shelob 2013 (~300 pieces)

(opposite bottom)  
Lino Martins  
Dung Beetles 2009 (~600 pieces)









Matt Armstrong

(top) Step on That! 2013 (25-35 pieces)

(bottom) No... Lil Miss Muffet Lives Down the Street 2013 (~100 pieces)

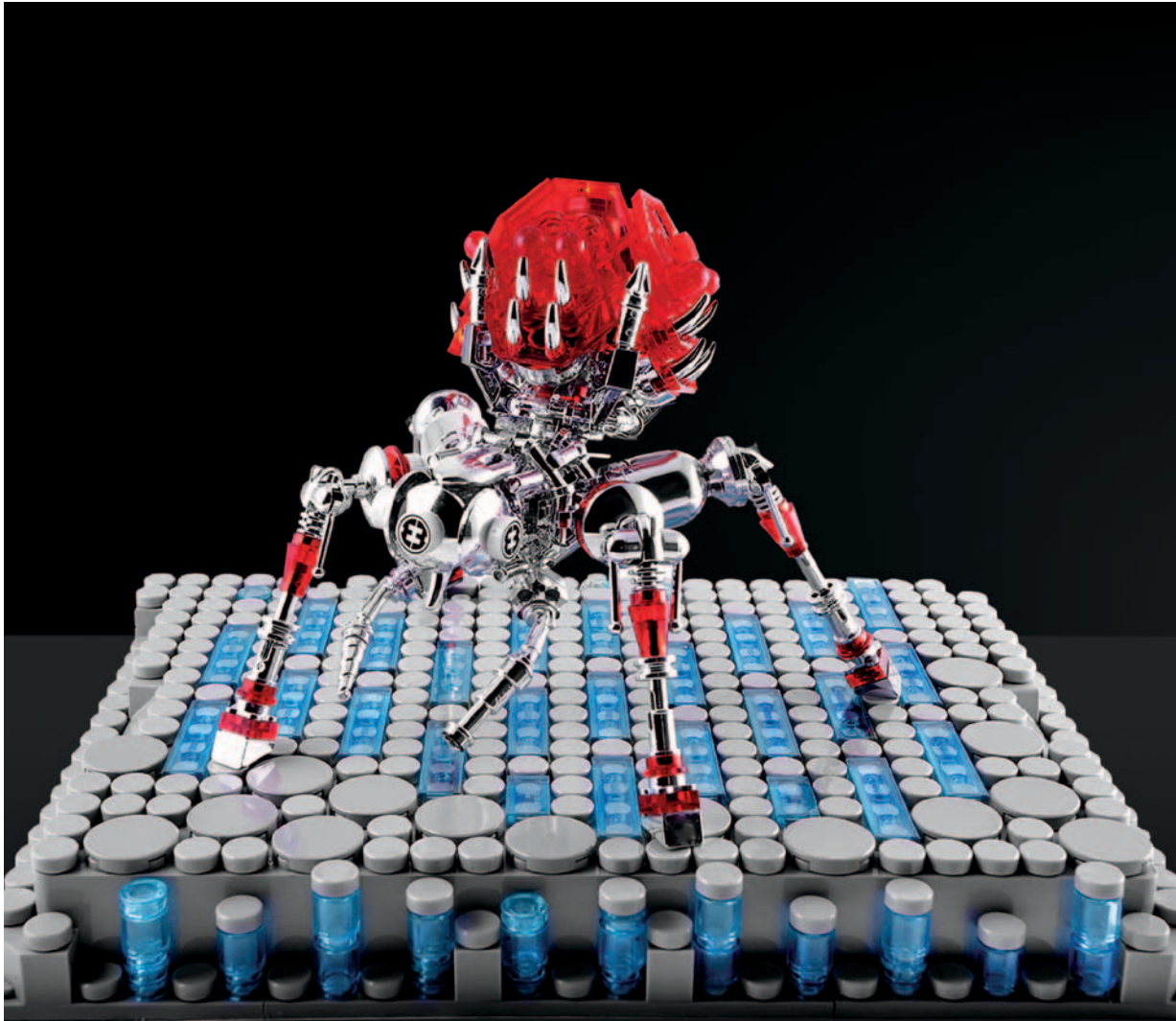


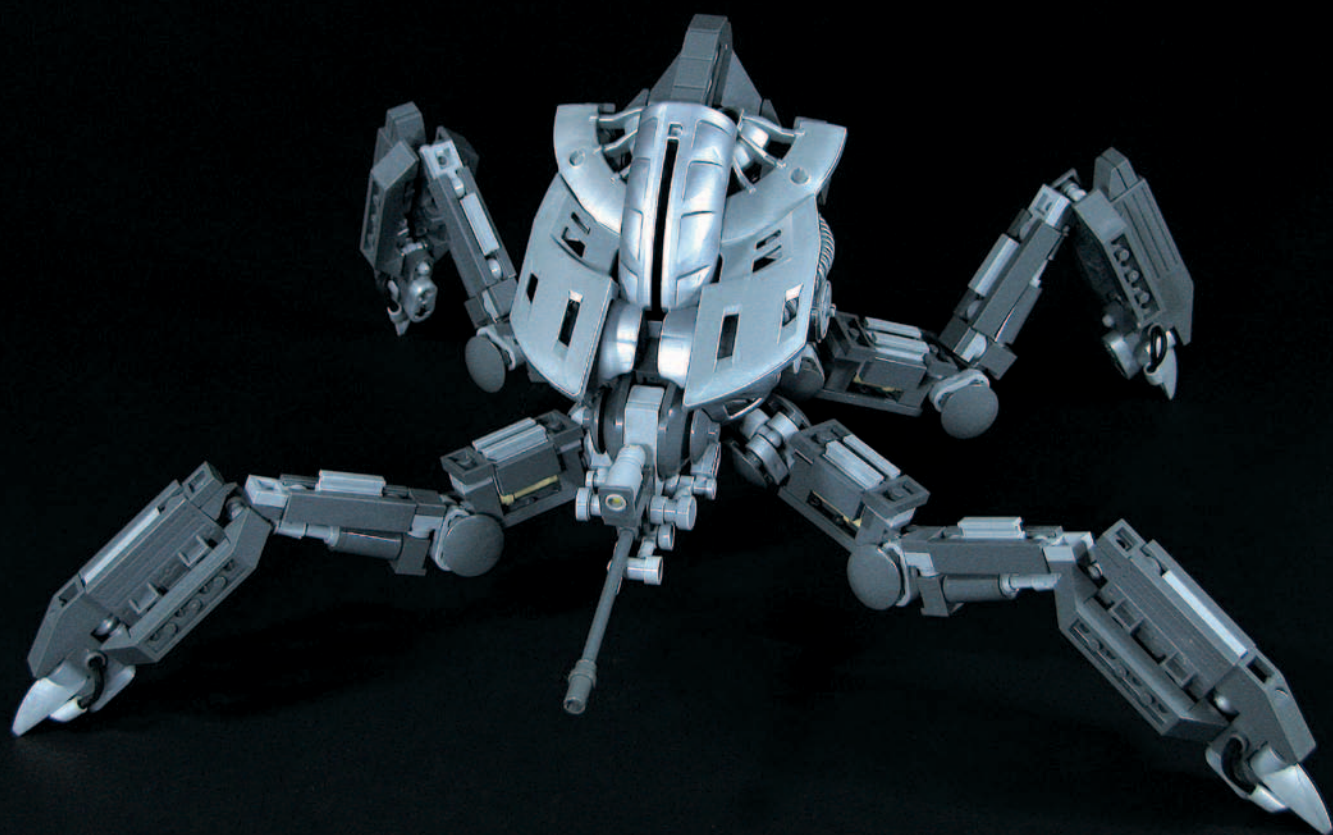




Jason Ruff  
Big Hairy Spider 2010 (~9000 pieces / 7500 levers)

# Biomimicry

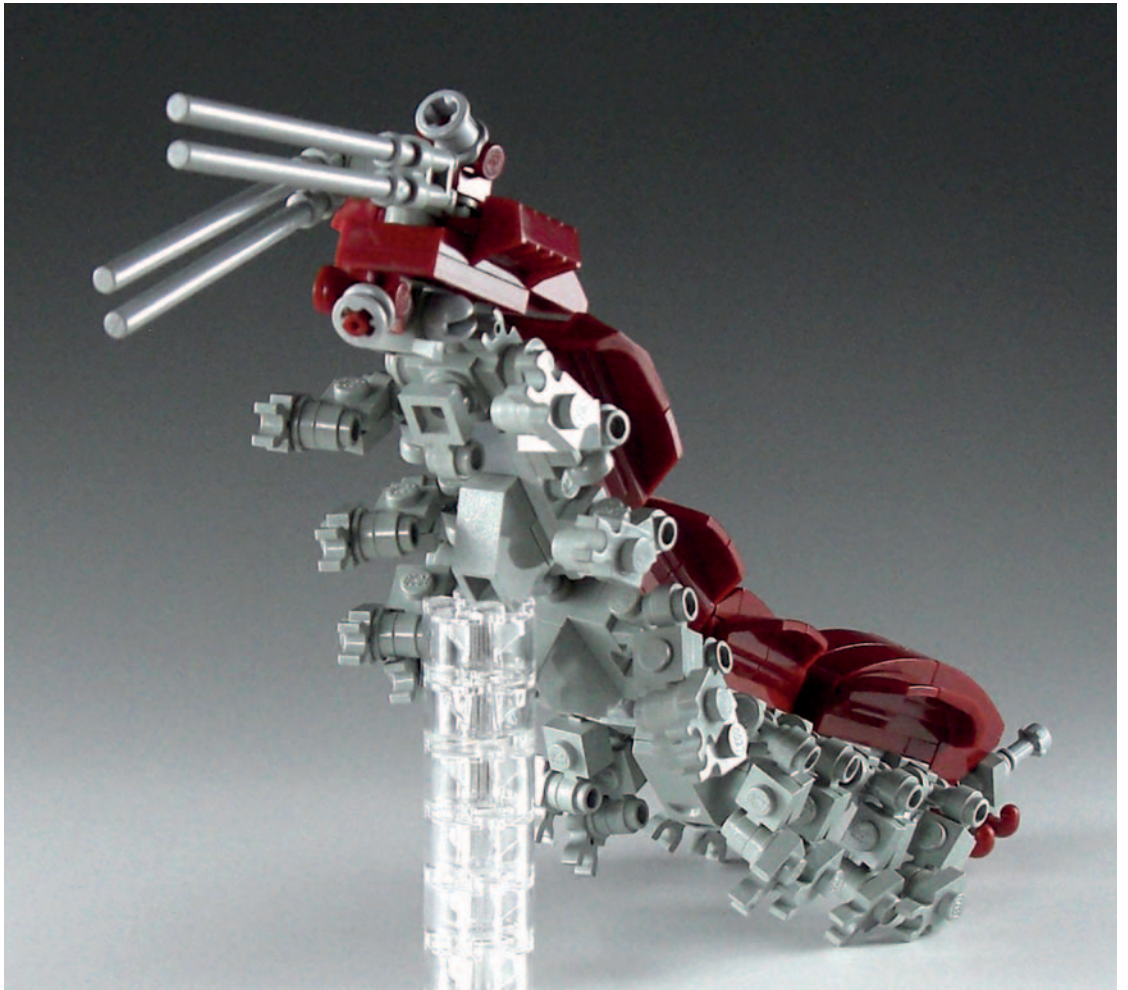








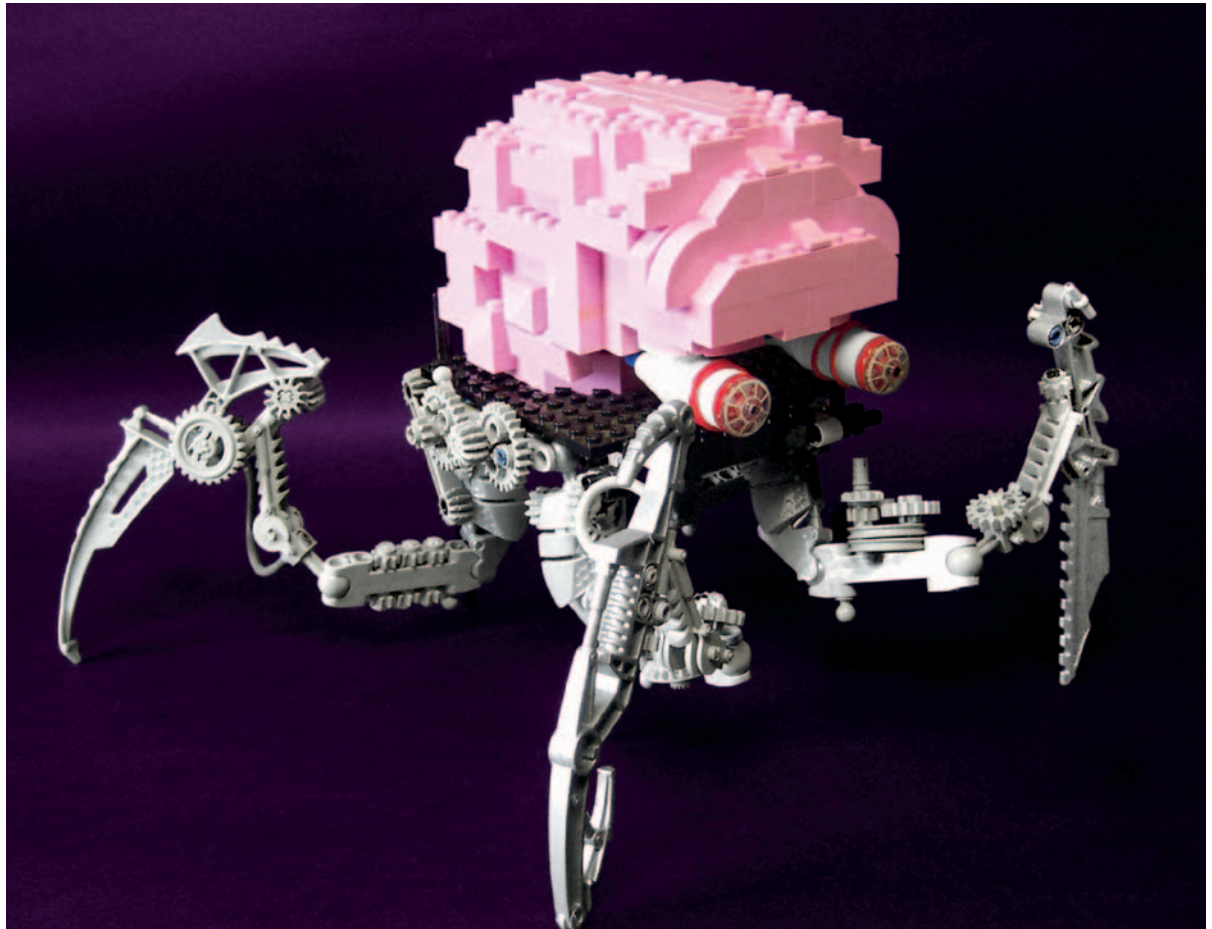








Vincent Gachod  
Spider-Mecha 2010







Jarek Księżyk  
Doom Spiderdemon 2013 (~200 pieces)





(opposite top)  
Tim Goddard  
Bug Warriors 2013

(opposite left)  
Mike Nieves  
ha-DES 2011 (12 pieces)

(opposite right)  
Matthew Martin  
Mechluse 2013 (~40 pieces)

(above)  
Djordje Dobrosavljevic  
Scuttle 2014 (~250 pieces)







(opposite top)  
Lino Martins  
Juggernaut 2009 (~2200 pieces)

(opposite bottom)  
Mike Nieves  
Ravage 2011 (~200 pieces)

(above)  
Matthew Martin  
Mantis Mech 2013 (~1120 pieces)





(opposite)  
Ryuhei Kawai  
LTW-006 GOTHICA 2009 (~1000 pieces)

(above)  
Borisov Igor  
Arachnicoma [digital render] 2013 (279 pieces)

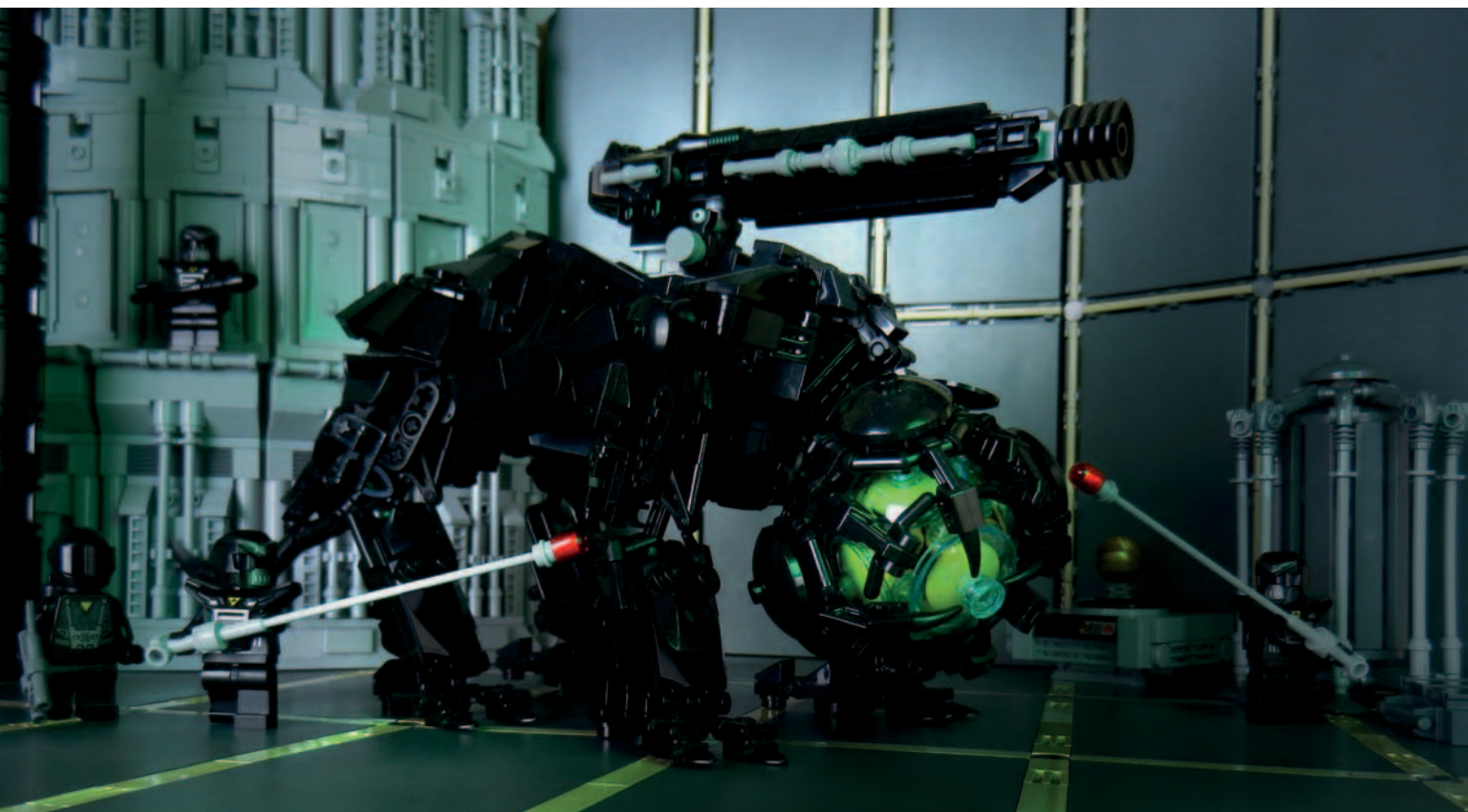








Peter Reid  
Space Worm 2009 (42 pieces)

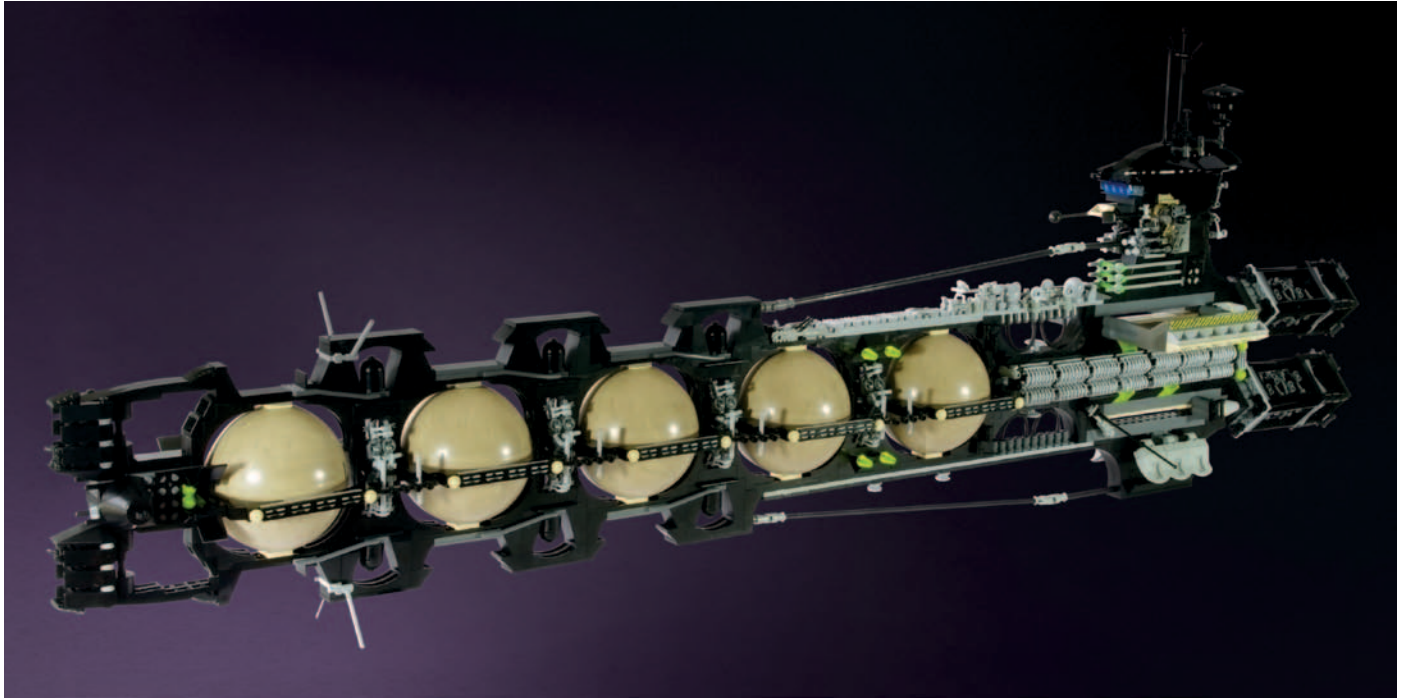




(opposite)  
Tim Goddard  
The Creature 2014

(above)  
Borisov Igor  
Crusader Carver [digital render] 2013 (458 pieces)

# Warships



Fabien Minard

(above) Le Milan Noir 2013

(opposite top) Paaliaq 2013

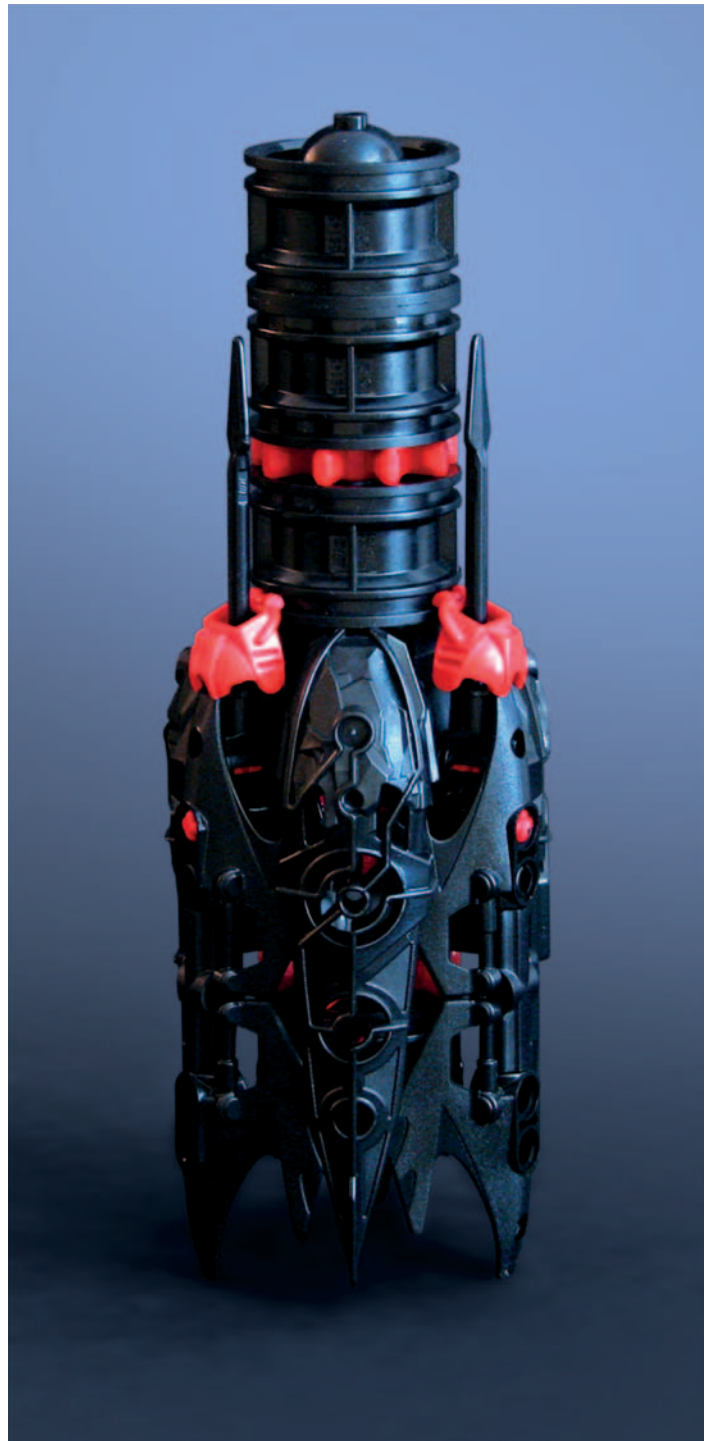
(opposite middle) Unknown 2013





(bottom)  
Tyler Clites  
Thorn Viper 2013





Justin Vaughn

(opposite top) Judas's Tongue 2009 (~200 pieces)

(opposite bottom) Fiend's Eye 2009 (30 pieces)

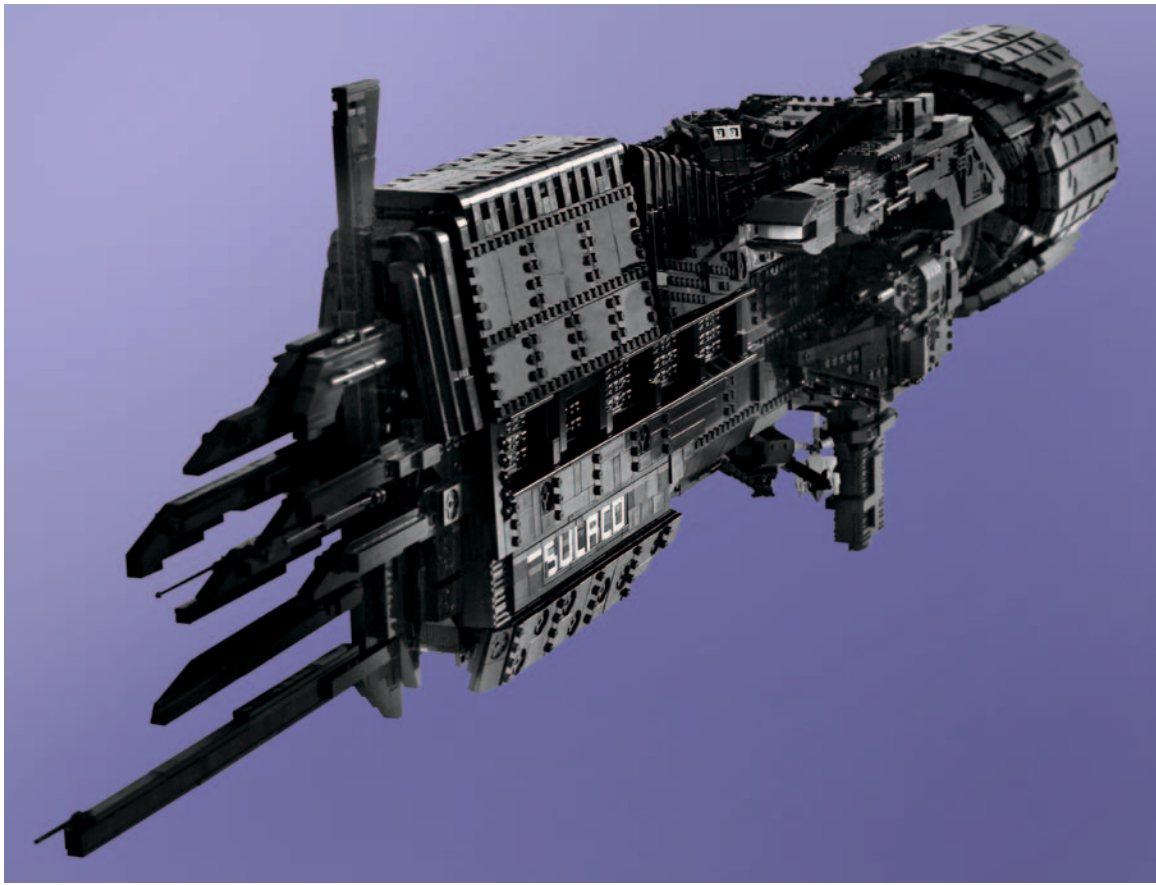
(left) Devil's Talon 2009 (~300 pieces)

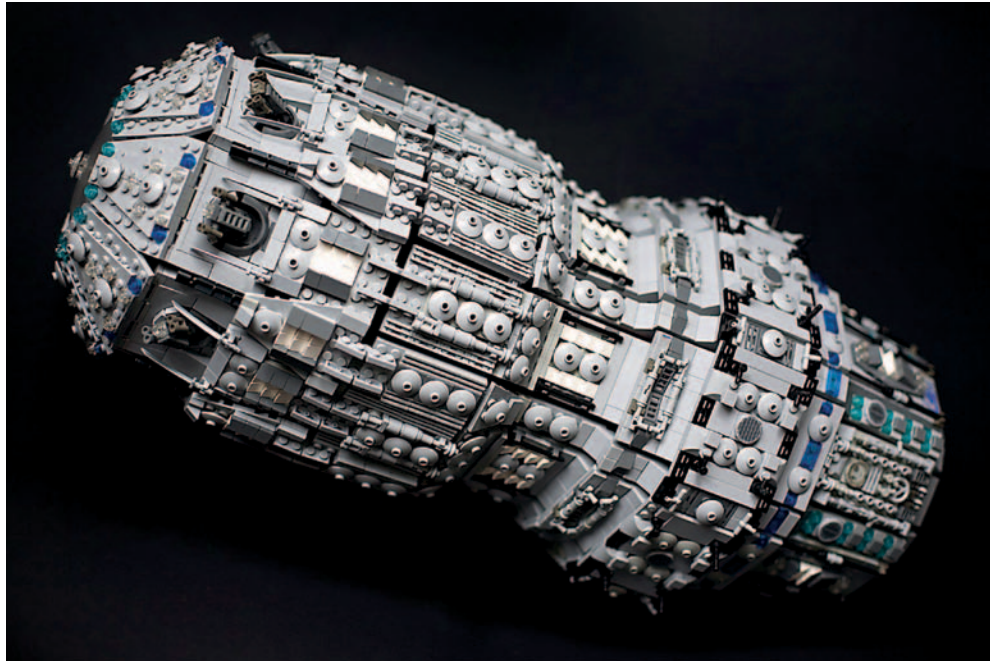
(right) Chiron's Arrow 2009 (58 pieces)











(opposite top)  
Michael Steindl  
USS Sulaco 2014 (9640 pieces)

(opposite bottom)  
Sven Junga  
Hyperion 2012 (~15,000 pieces)

(above)  
Anton Fedin  
Prometheus 2012 (~3000 pieces)







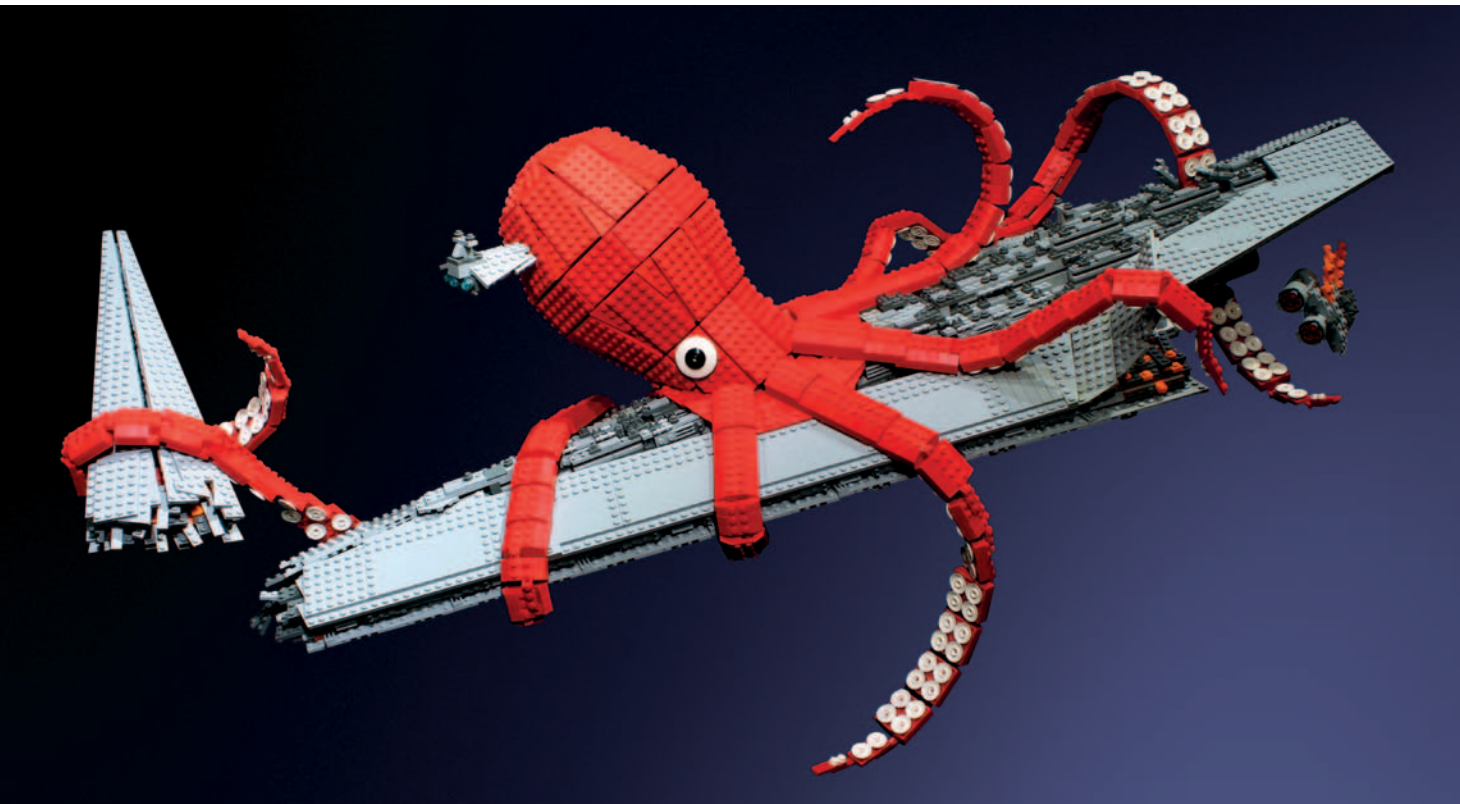


Nathan DeCastro

(opposite top) Flurry-class H-55 Charlie 2012 (~500 pieces)

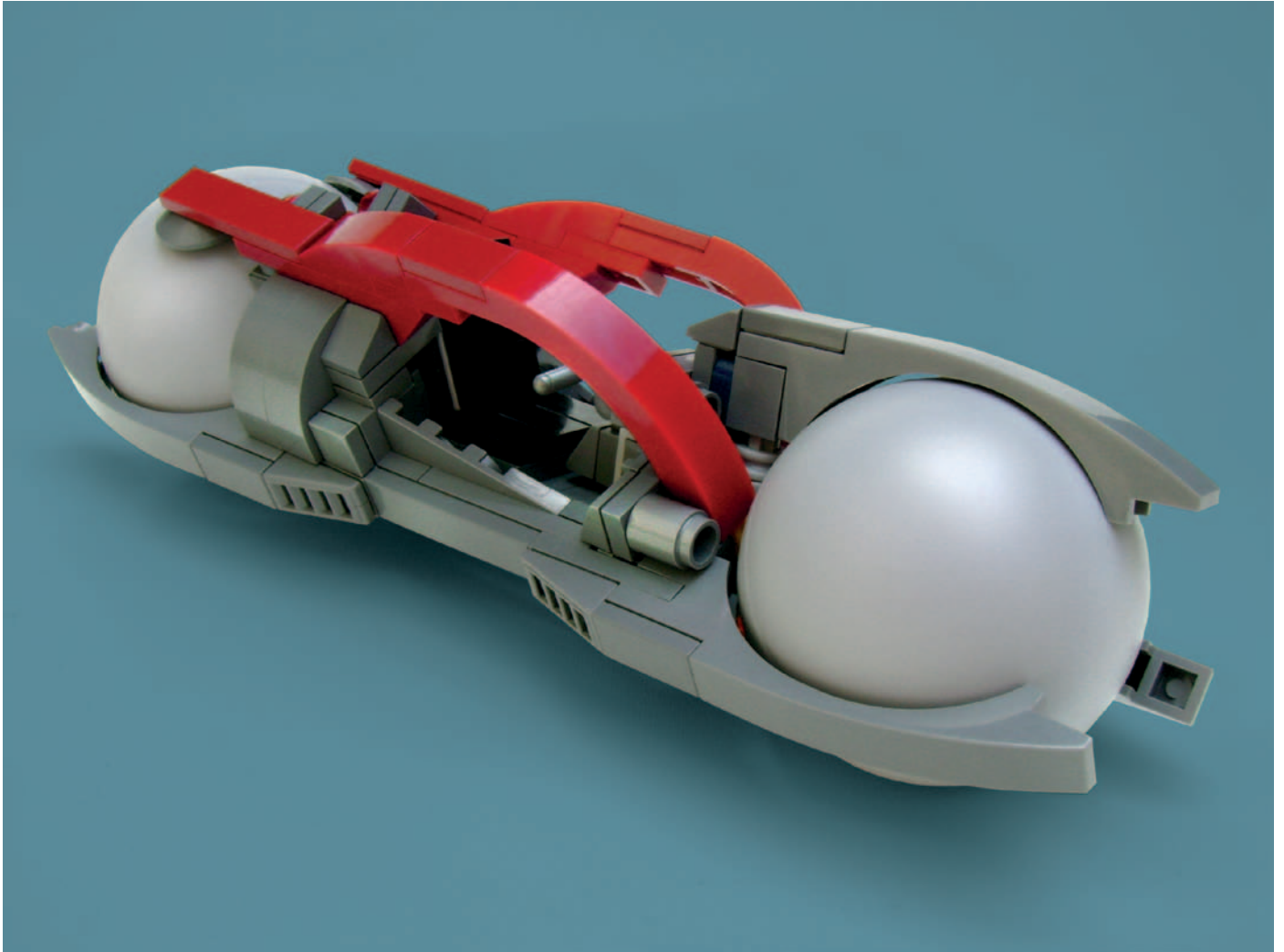
(opposite bottom) X-S Kaishakunin 2012 (~270 pieces)

(above) NK-40 Lycan 2012 (~150 pieces)





# Transporterra

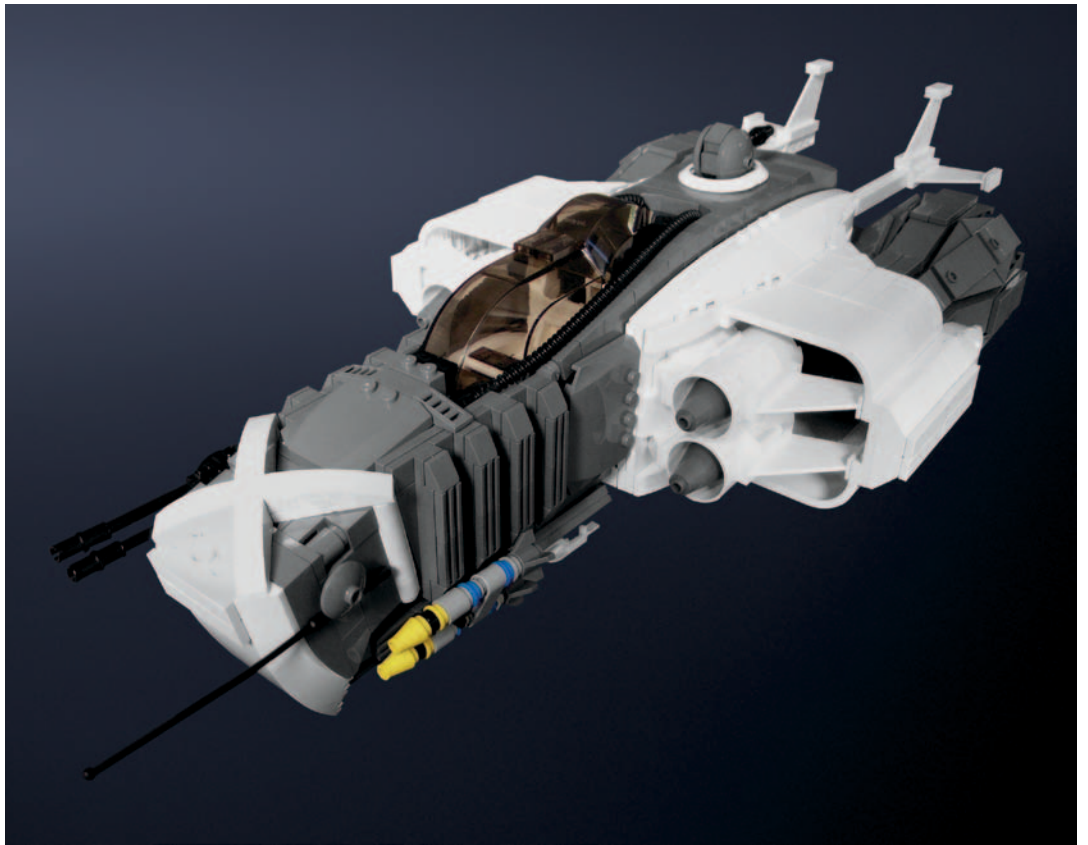


(above)  
Vincent Gachod  
SW-Bike 2011

(opposite top)  
Sven Junga  
R14 Bulldog 2009 (~500 pieces)

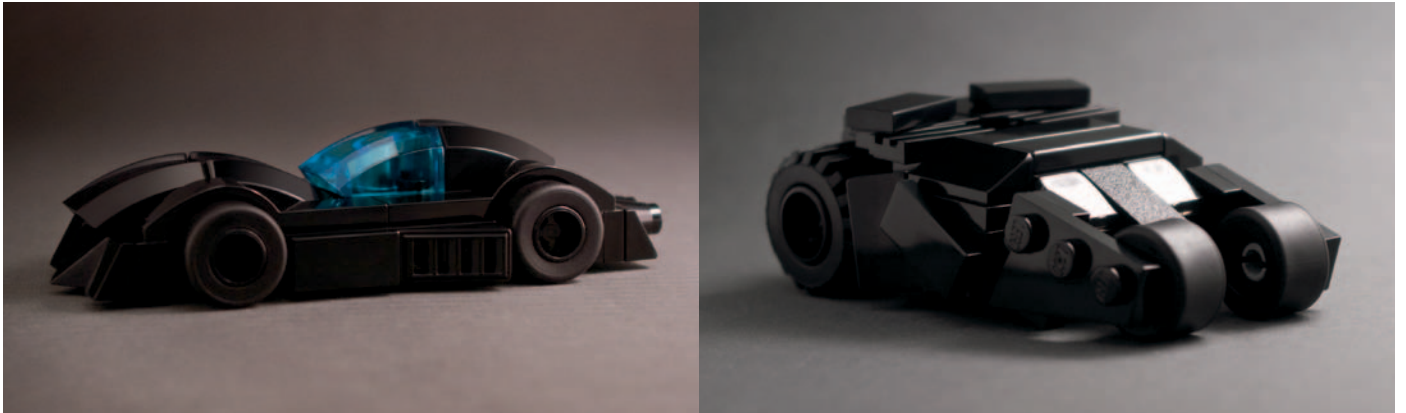
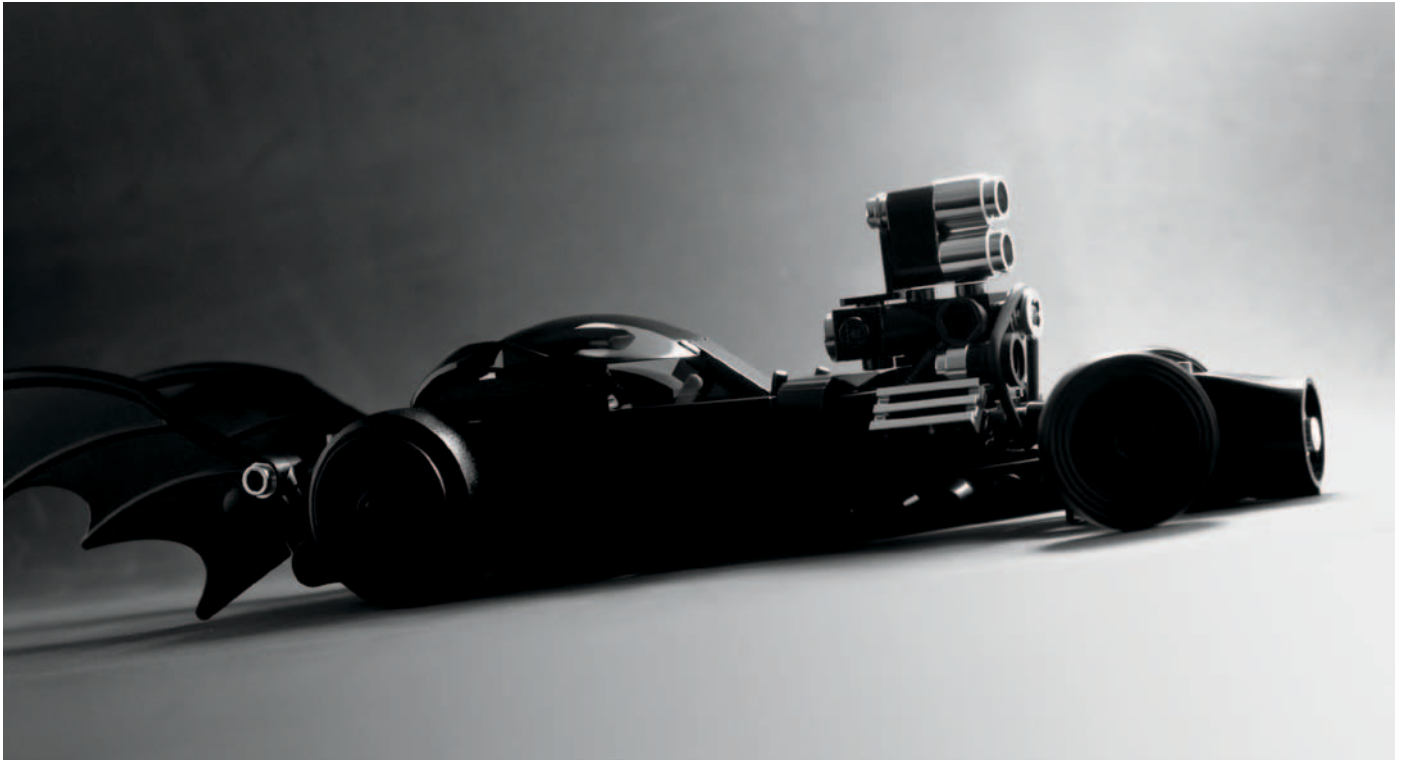
(opposite bottom)  
Cole Blaq  
Light Car 2012











C lin Bor

(top) Batmobile - "The Rat" 2013  
 (left) Batmobile Noir 2012  
 (right) Batmobile - Mini Tumbler 2012



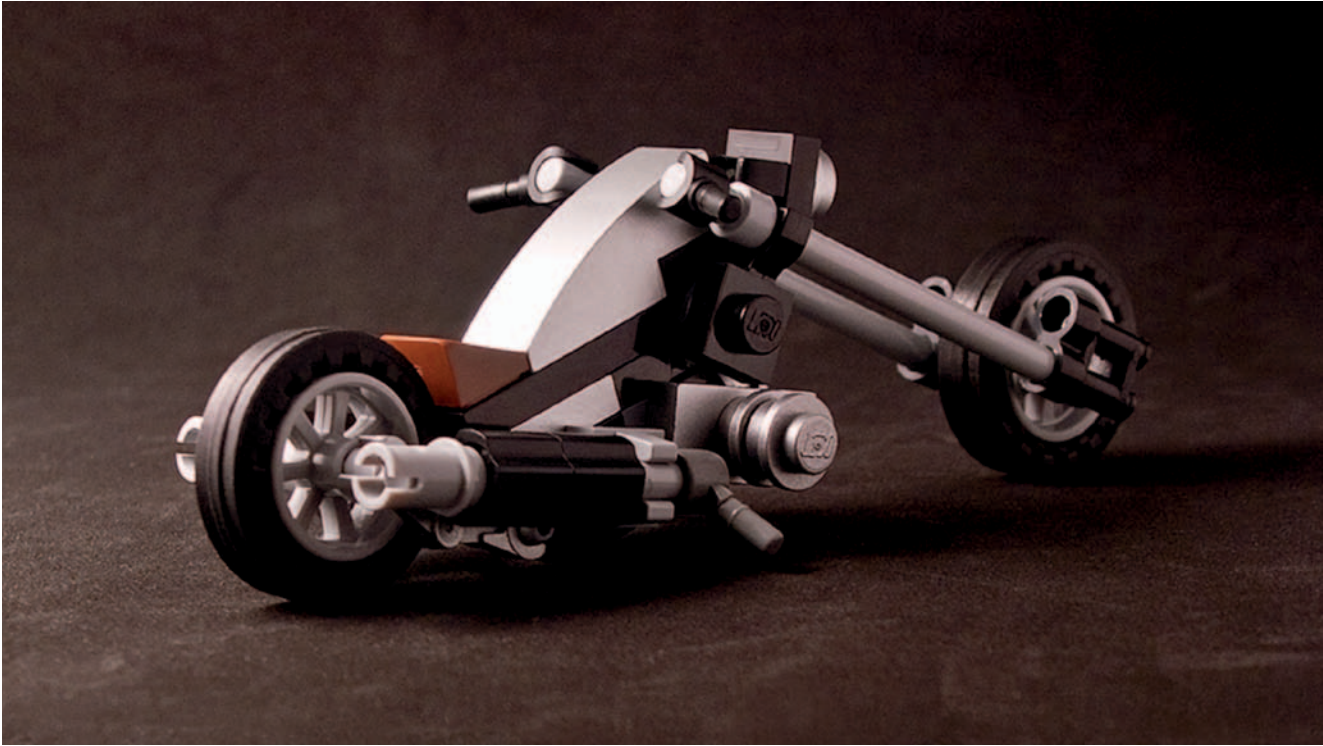
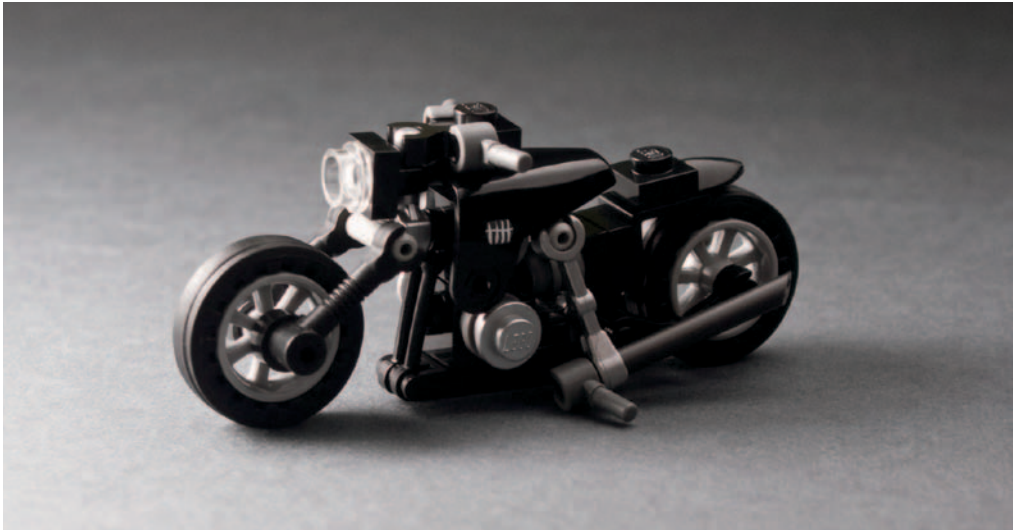


Lazlo Kissimon  
Blk Shadow Batmobile 2012 (467 pieces)





C lin Bor  
(top) Maschinen Krieger - Pkf. 85 Falke 2013  
(bottom) Trabant 6001 TurboJet 2013







C lin Bor

(opposite top) The Punisher 2012

(opposite middle) Silver Fury 2012

(opposite bottom) Batmobile - Mini Batpod 2012

Brian Kescenovitz

(above) Baroom!!! 2013 (27 pieces)

# Future Shock









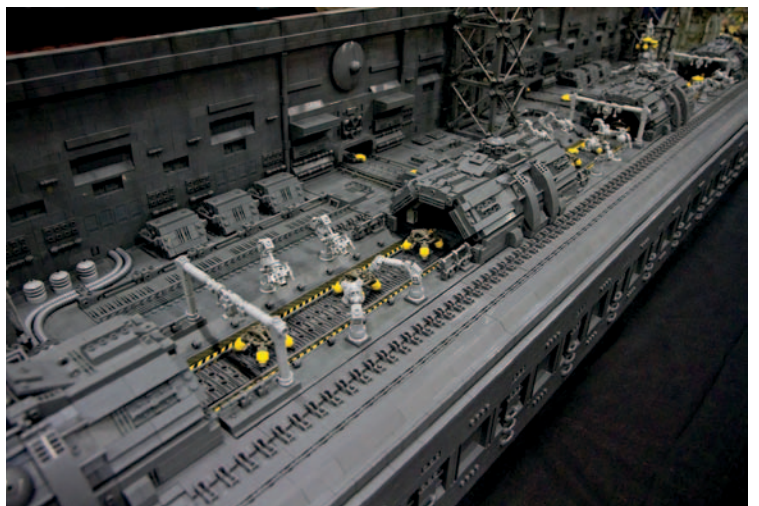
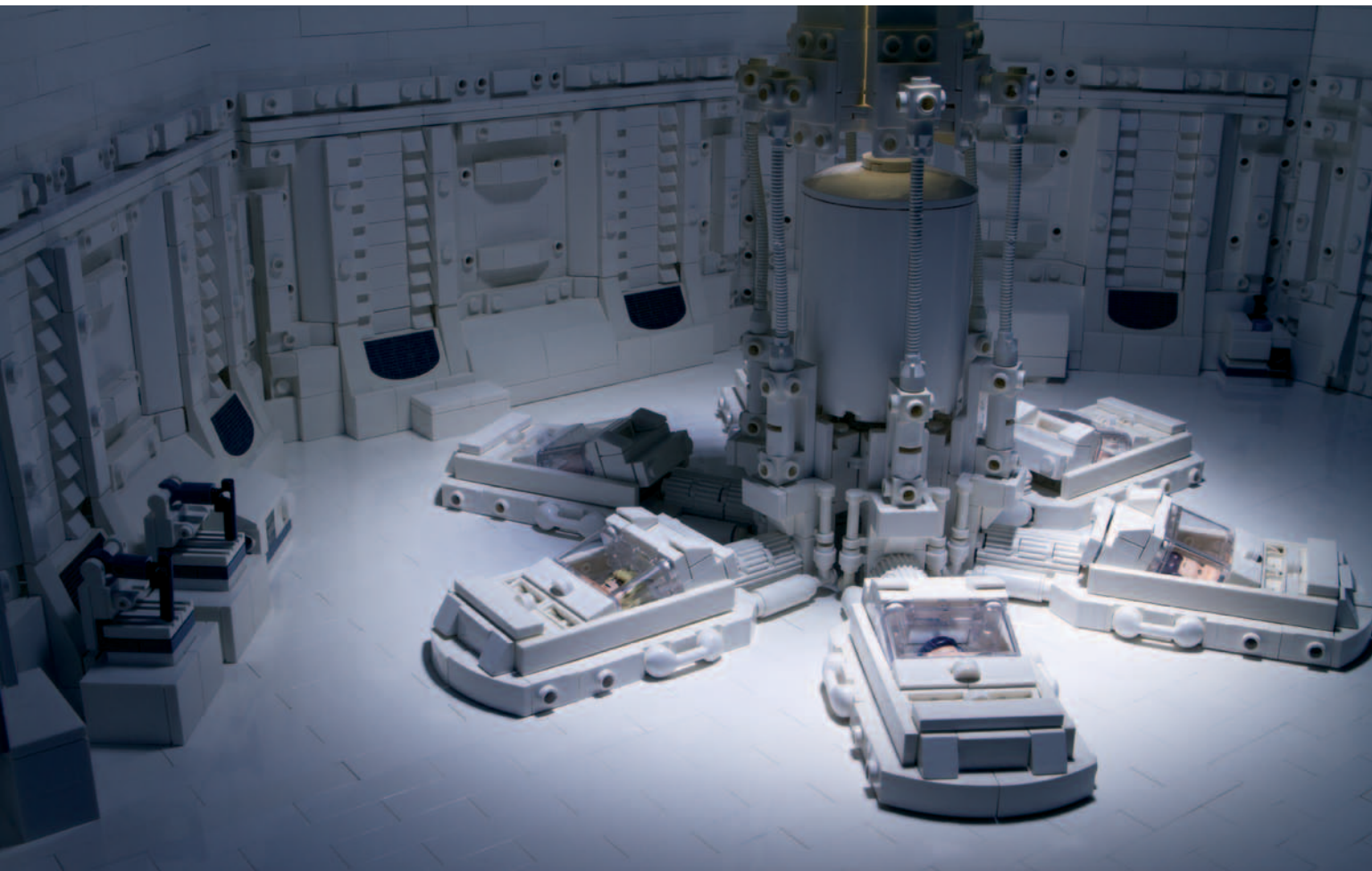




Günther Möbius  
The Birth 2014 (~1000 pieces)

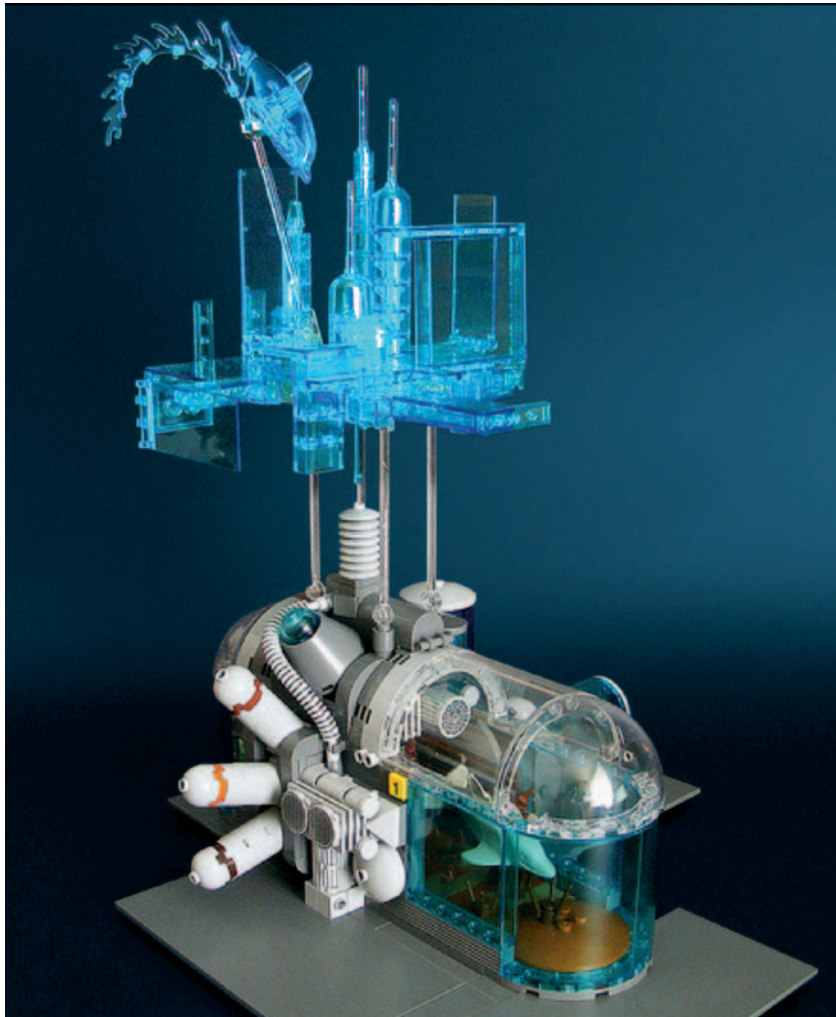




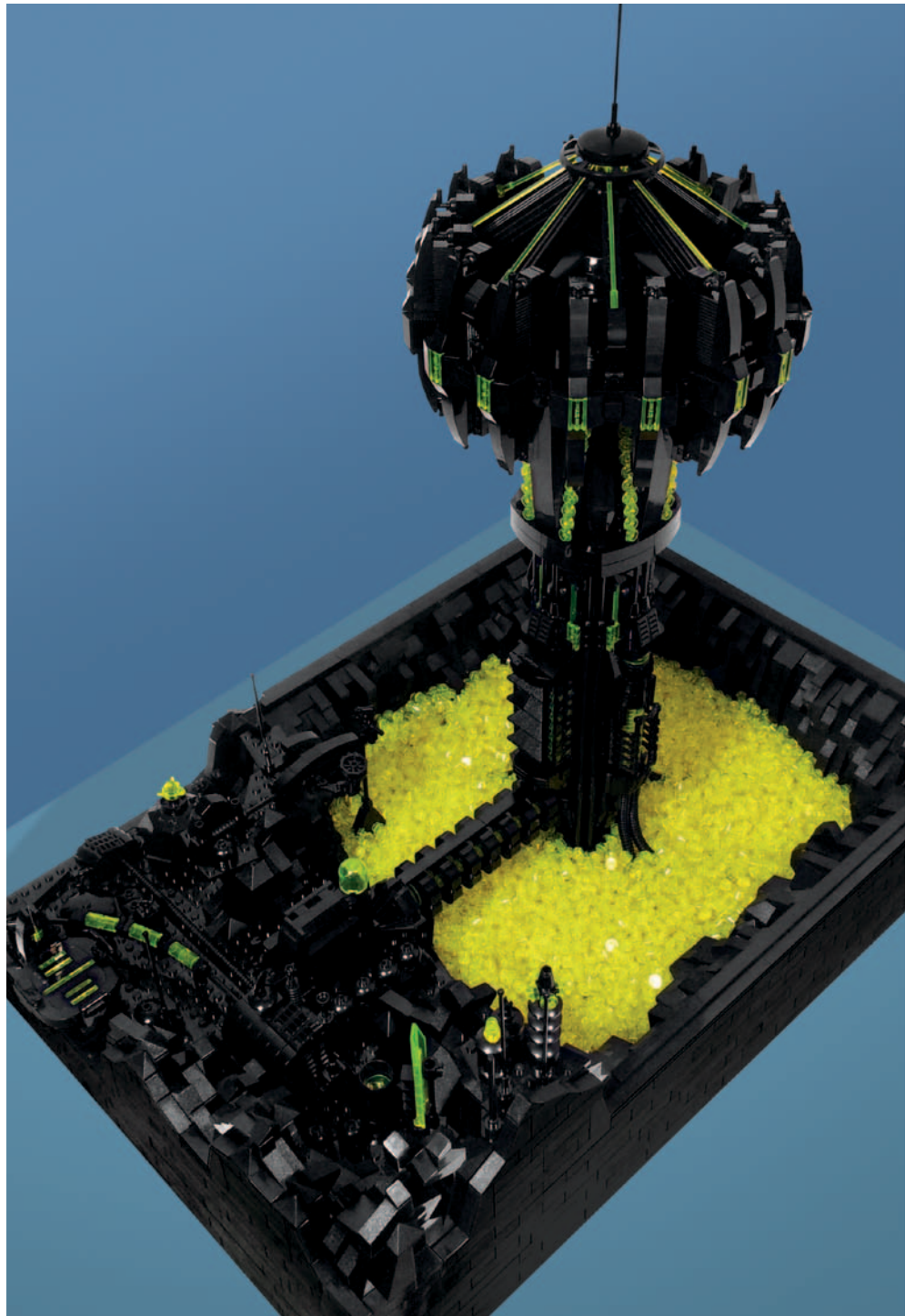


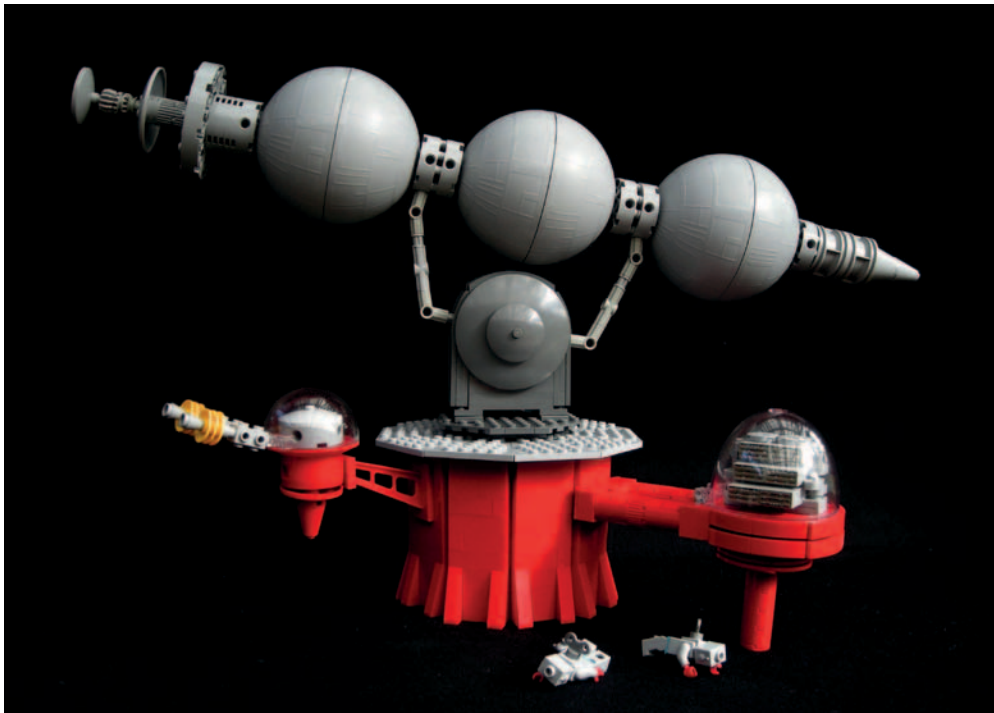
Peter Reid

(opposite) Onyasis Tower 2010 (3107 pieces)  
 (top) Cryo Chamber 2013 (1742 pieces)  
 (bottom) Turtle Factory 2010 (6296 pieces)











Rod Gillies

(opposite top) Hold the Line at Bleaker Street 2011 (~150 pieces)

(above) Focke-Wulf "Meteor" 2011 (~1000 pieces)

(opposite bottom)

Shannon Sproule

Lunar A.T.L.A.S. Death Ray Complex 2012



Alec Doede

(above) Black Fantasy Micro Colony 2011 (~400 pieces)  
(opposite bottom) Micro Moon Outpost 2012 (~275 pieces)





(top)  
Pascal Schmidt  
Black City 2012 (~50 pieces)

# Tim Goddard

I feel like there is some kind of artist in me. But despite my best efforts, my drawing skills refuse to improve. LEGO is definitely my artistic outlet.

I started creating MOCs with Star Wars micro-scale models of my own design. As a child, I had created my own models—furniture-spanning bases linked by monorail—but I approached my first models as an adult like three-dimensional collages, trying different pieces together to create a line or shape and eventually a whole. My goal is to make something greater than the sum of its parts—something that looks real (whether truly real or imagined), not like a LEGO model. Building small, microscale models means every piece has to count and look right.

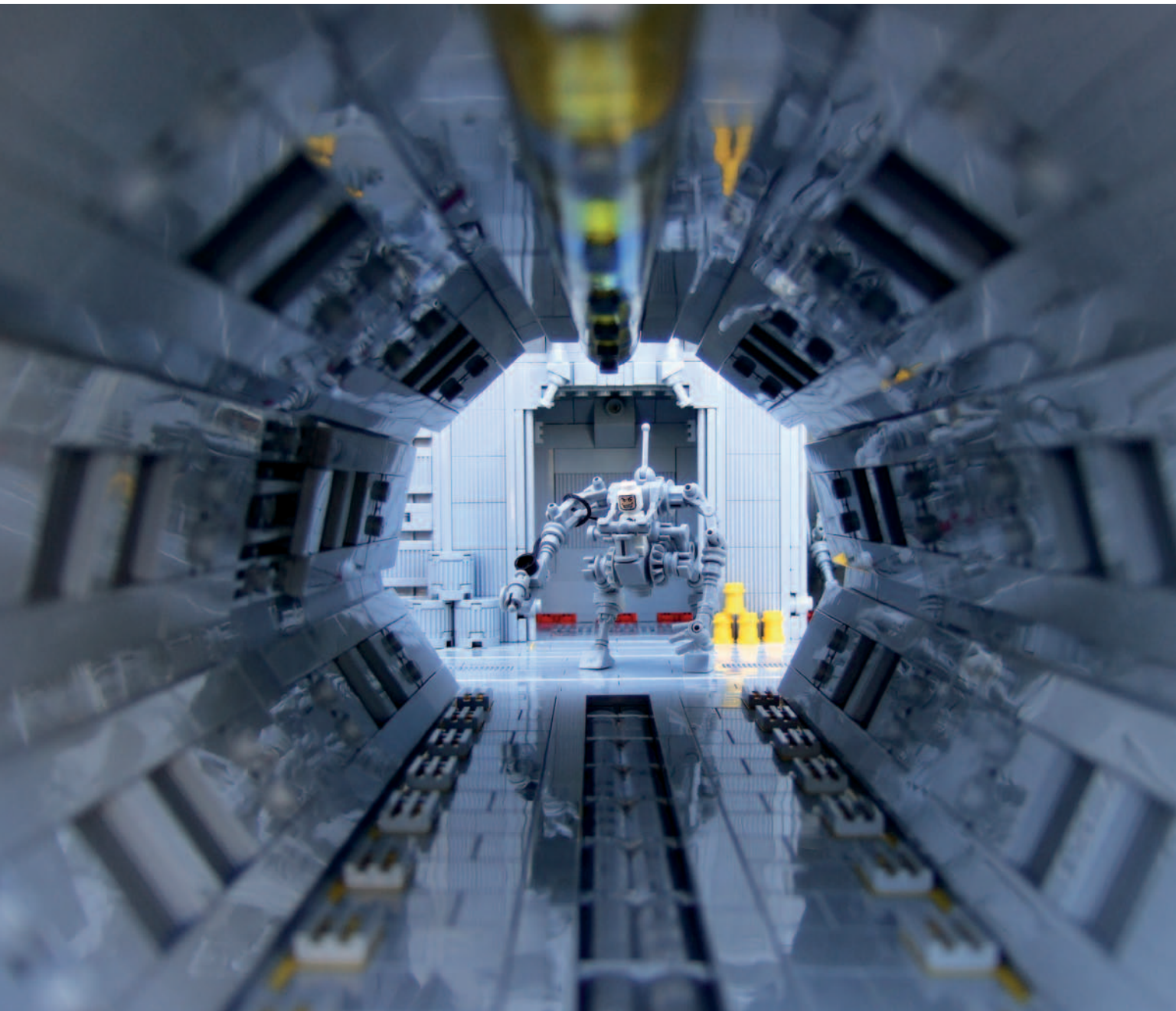
I now build in various space themes, as well as a fair few animals. I also dabble in other subjects, but whatever it is, I try to approach each one like a sculpture. The wonder of LEGO means I can sculpt in plastic easily and fairly quickly.

As I build, I am constantly replacing one part with another until I am happy with the appearance; I don't normally have much more than a rough idea of what I want the finished work to look like, but I know when I am happy.

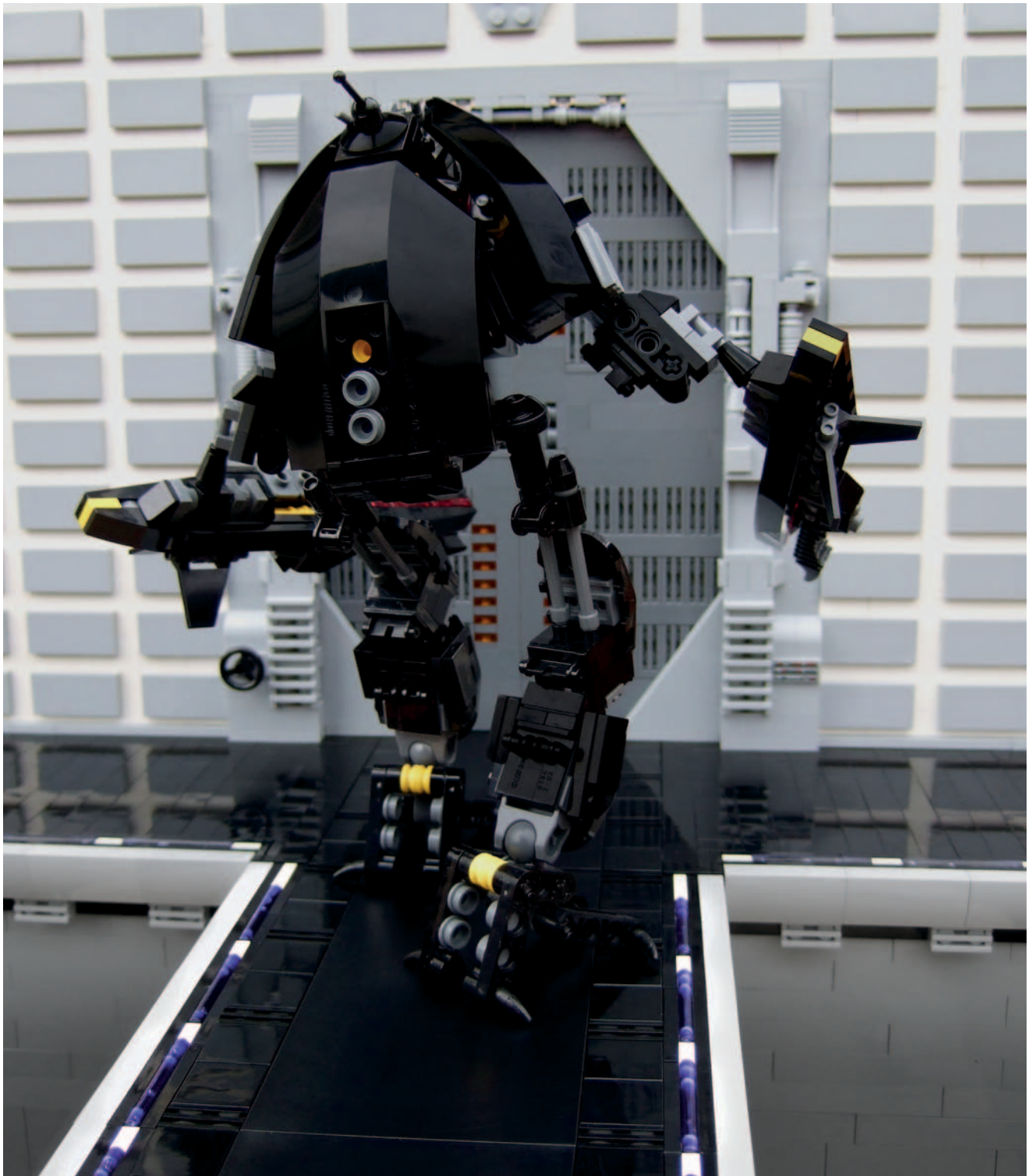
I'm happiest building my own worlds. It's a kind of escapism from the stress of working life. You can have great schemes in your head—whole worlds where the model you're building is but a small part. These schemes may never be fully realized,



(above) The Triport Spire 2012  
(opposite) Tunnel Vision 2011









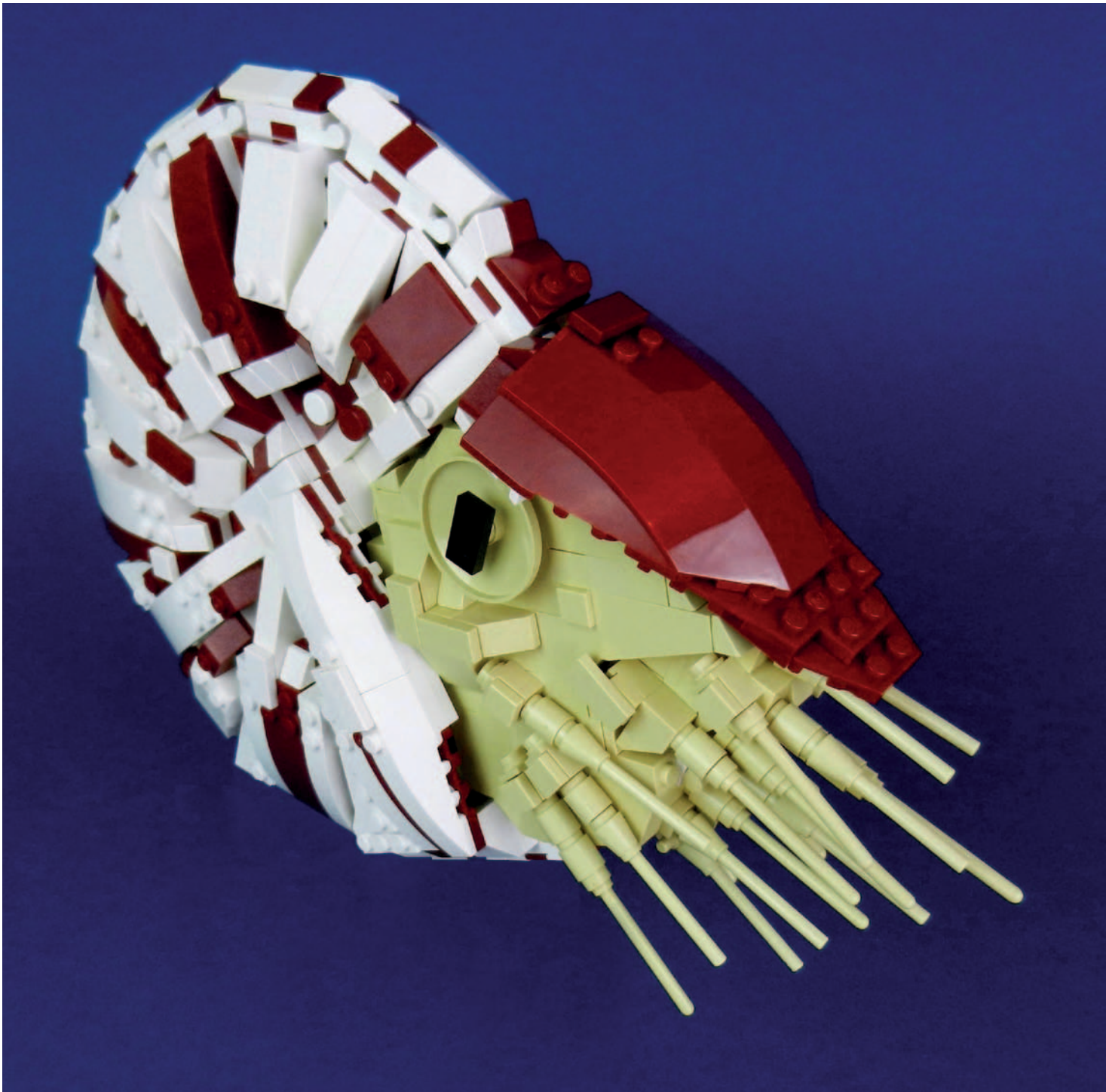


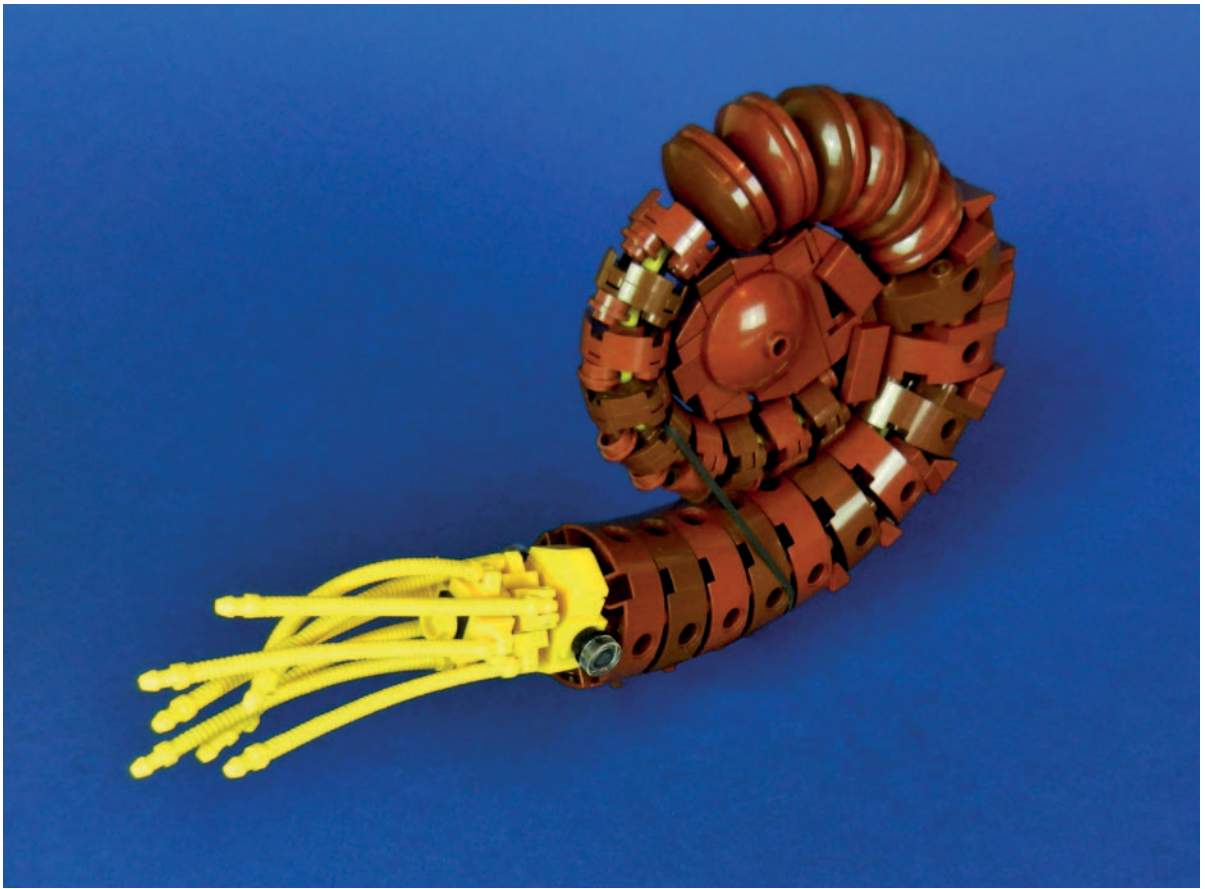
but that's part of the journey. The trick is to be satisfied with what you produce, not an easy feat. I'm probably my harshest critic.

The community of LEGO builders are at the core of what LEGO is about, and a constant source of inspiration.

I must admit to feeling a sense of competition. When I see an amazing model online, it pushes me to improve my game. There will always be someone better than you, with a bigger collection or more talent. You don't have to beat them, only draw inspiration. A tiny bit of jealousy can be constructive!

The community creates an interesting duality. I mainly view building as a solitary pursuit, and that's part of the reason I enjoy it. I am the shy and retiring type; building with LEGO is something I'm completely in control of. But building as part of a collaboration—for an online competition or a more direct project like a display for a public show—is one of the most rewarding parts of the hobby. It's a unique challenge, working together creatively to build something, and it means change and flexibility (which I'm not always great with), but it's always worth it in the end.





One of my biggest collaborations was on a book with my friend Pete. Our book, *LEGO Space: Building the Future*, pushed me to build more, faster, and to a higher standard than ever before. It wasn't just a building collaboration, either. Photography, writing, IT, driving, support from family (thanks, Sharon) and lots of tea were involved. The finished product is something I'll be proud of forever. Going through two years of torture to produce it has made me a better builder.

There is a nice little community of spacers growing in the UK right now who are great to work with. This gives me a good reason to keep building and pushing myself.



# Ocean Depths







Ryan Rubino

(opposite) Scuba 2010 (135 pieces)

(above) Leviathans 2013 (~3500 pieces)



(top)  
Andrew Lee  
Sealab 7 2009

(opposite)  
Mark Erickson  
Kelp Forest 2013

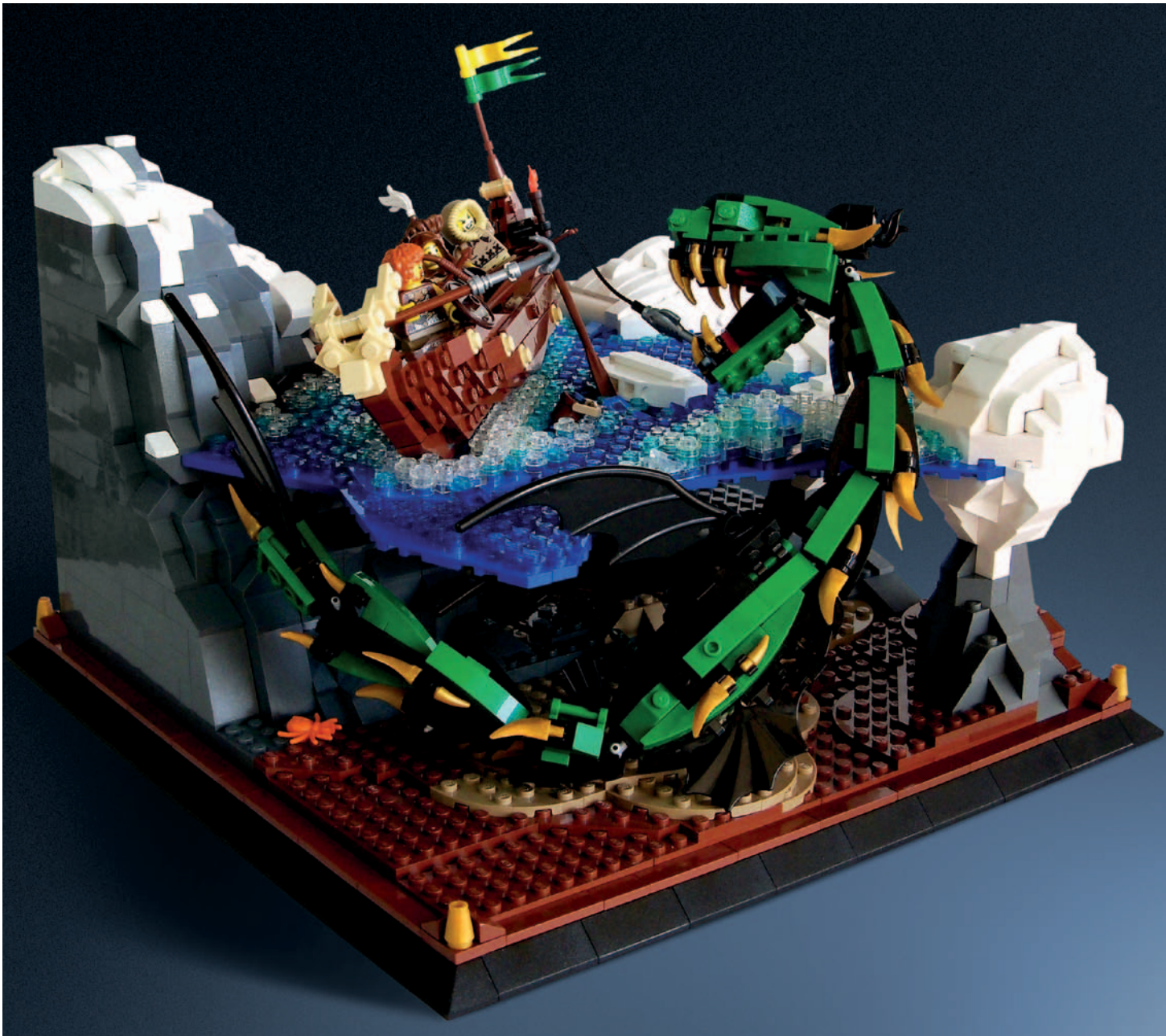








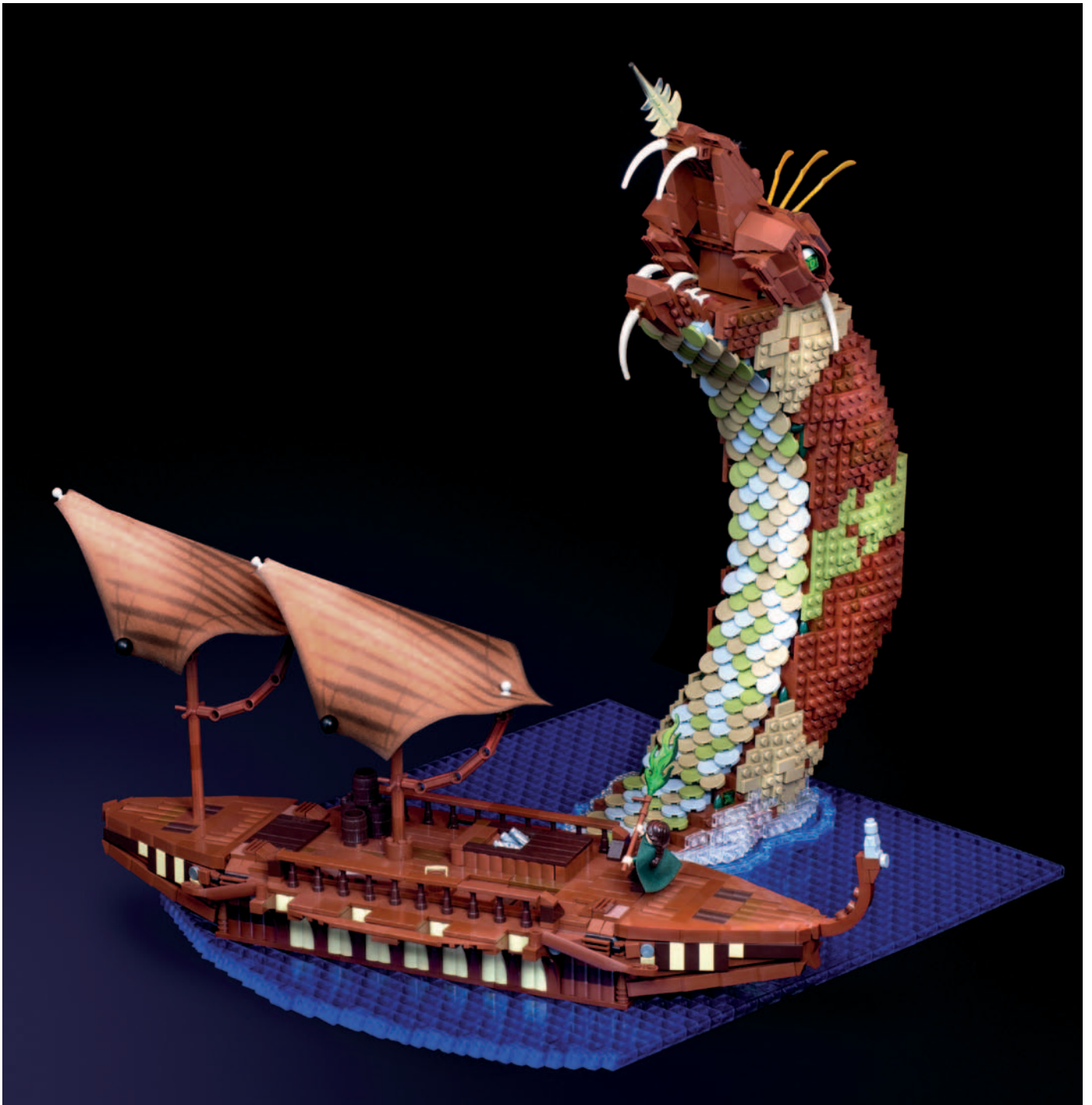
Bidea  
Scuba Diving 2013 (~300 pieces)







Barney Main  
You're Off the Edge of the Map, Jack... 2011 (310 pieces)

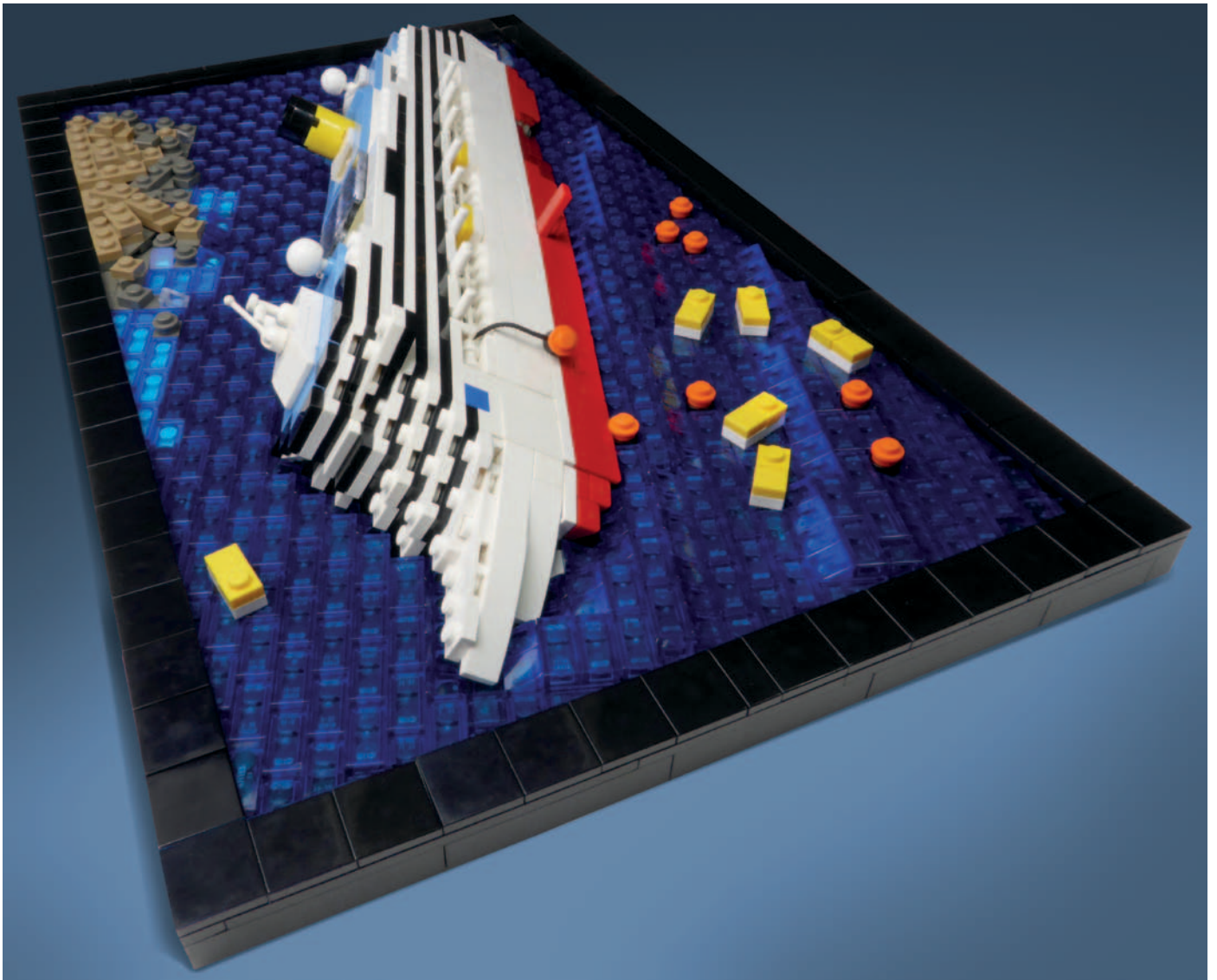






Bidea  
Marine Organisms 2012 (~2300 pieces)





Gary Davis  
The Costa Concordia Tragedy 2012 (~2500 pieces)





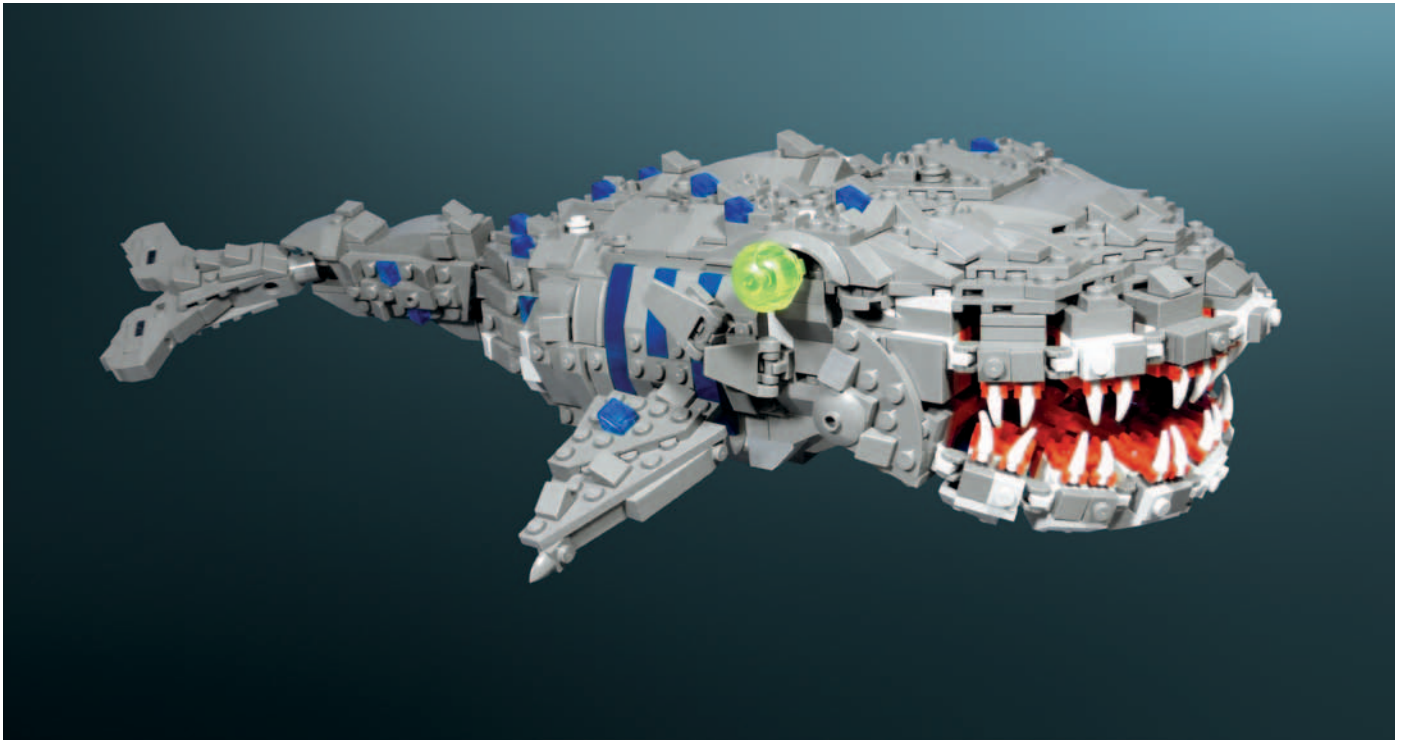




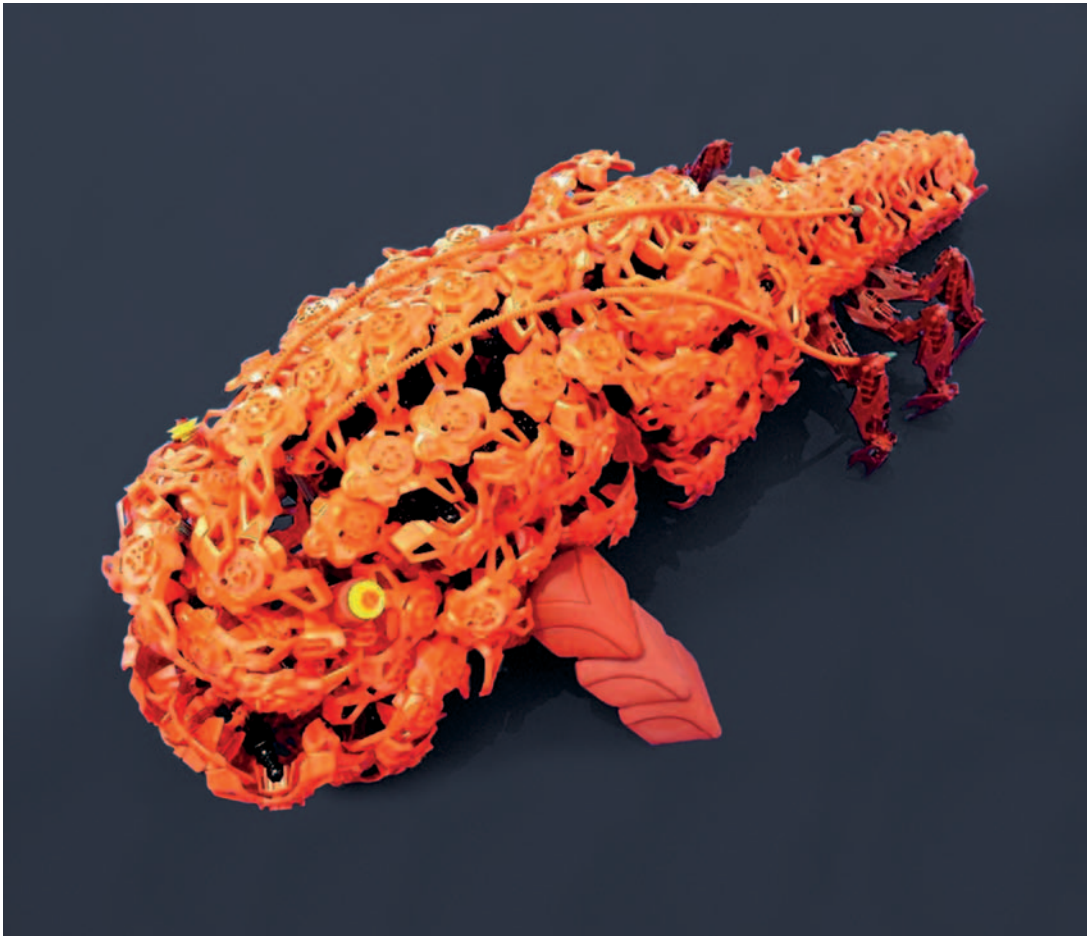




Timothy Schwalenberg  
The Kraken 2014 (~1500 pieces)







Norbert Labuguen  
Opee See Killer (Star Wars Episode I: The Phantom Menace) 2011 (1200 pieces)

# Dragon Lore





Ken Ito

(opposite) Toward the Sky 2012  
(above) Stormbringer 2013 (~1000 pieces)







Nathan DeCastro  
Juvenile Draconis Diablos 2012 (600+ pieces)





Patrick Biggs  
The Vauland Dragon II 2010









(top)  
Tim Goddard  
Dragon 2013

(bottom)  
Mark Erickson  
Snatched 2013 (4000+ pieces)





Sean and Steph Mayo  
Micro Bone Dragon 2012



(above)  
Lukasz Wiktorowicz  
Sierconus Coralus 2012 (14 pieces)

(opposite)  
Sylvain Amacher  
Ringwraith on Fell Beast 2013 (~800 pieces)





# Jurassica



Ken Ito

(above) Tyrannosaurus rex 2013 (~400 pieces)  
(opposite) Kronosaurus 2011 (~500 pieces)









Sami Mustonen

(opposite) Bricksauria | Stegosaurus [digital render] 2014 (766 pieces)  
(above) Bricksauria | Tyrannosaurus rex [digital render] 2013 (721 pieces)





Ken Ito  
Styracosaurus 2010 (~300 pieces)

# Evil Attunement



(above)  
Nicolaas Vás  
Tribull 2013

(opposite)  
Hankyung Ryu  
Witchdoctor - Bot 2011 (364 pieces)





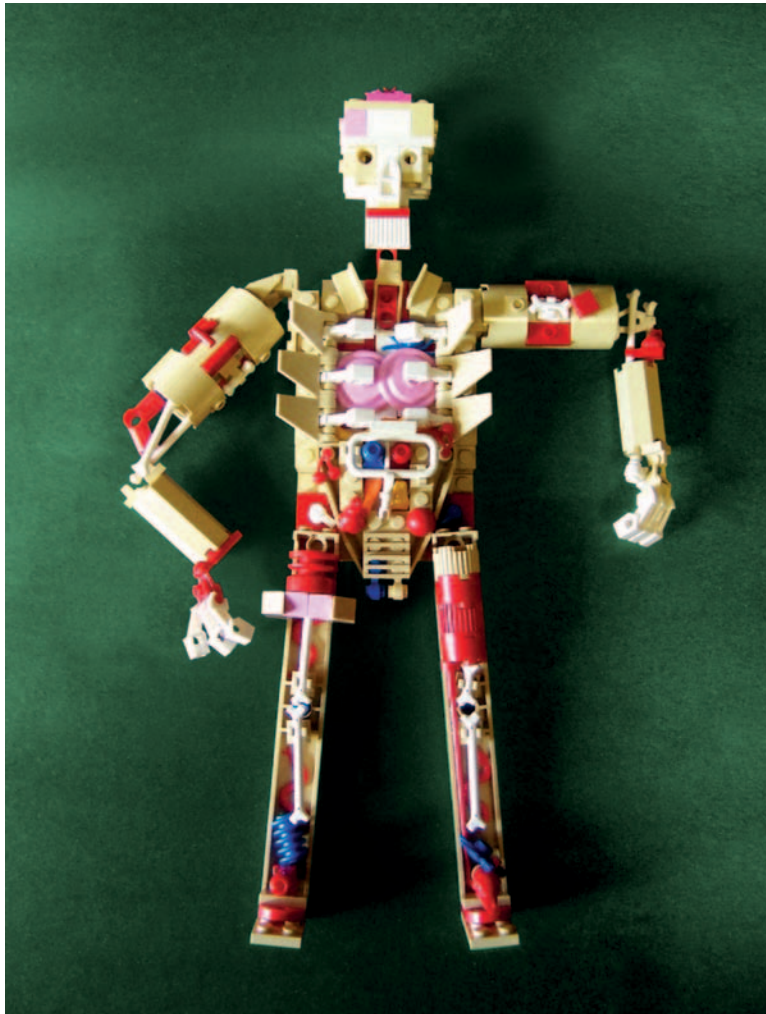






Adam  
Predator 2008 (2000+ pieces)

# Skin and Bones



(above)  
Matt Armstrong  
Inside an AFOL 2012 (175-200 pieces)

(opposite)  
Chris Maddison  
Zombie! 2013









(opposite)  
Stuart Delahay  
"Two Weeks" 2013

(above)  
Shawn Snyder  
Zombie Samurai 2008 (~1000 pieces)





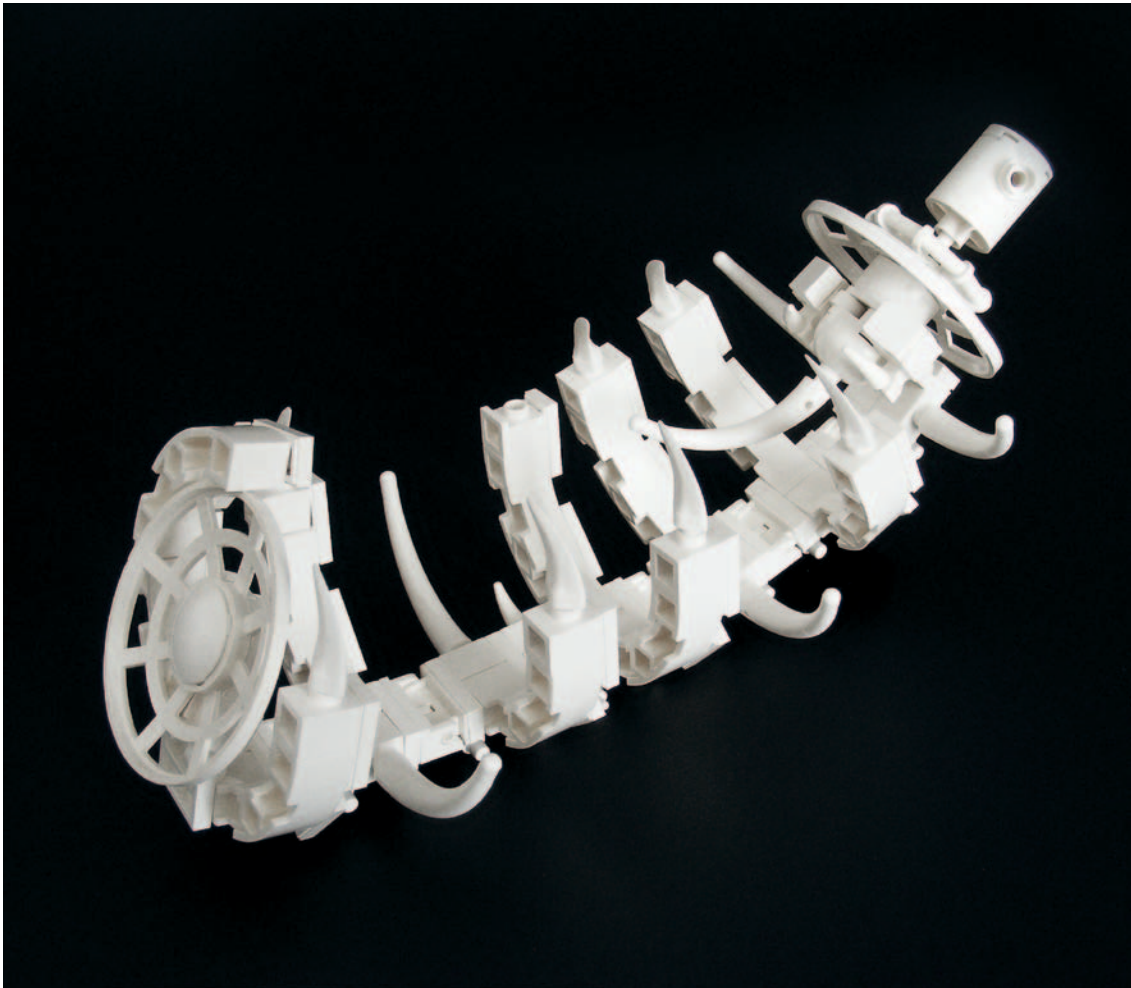




(opposite)  
Stuart Delahay  
Gemini 2013

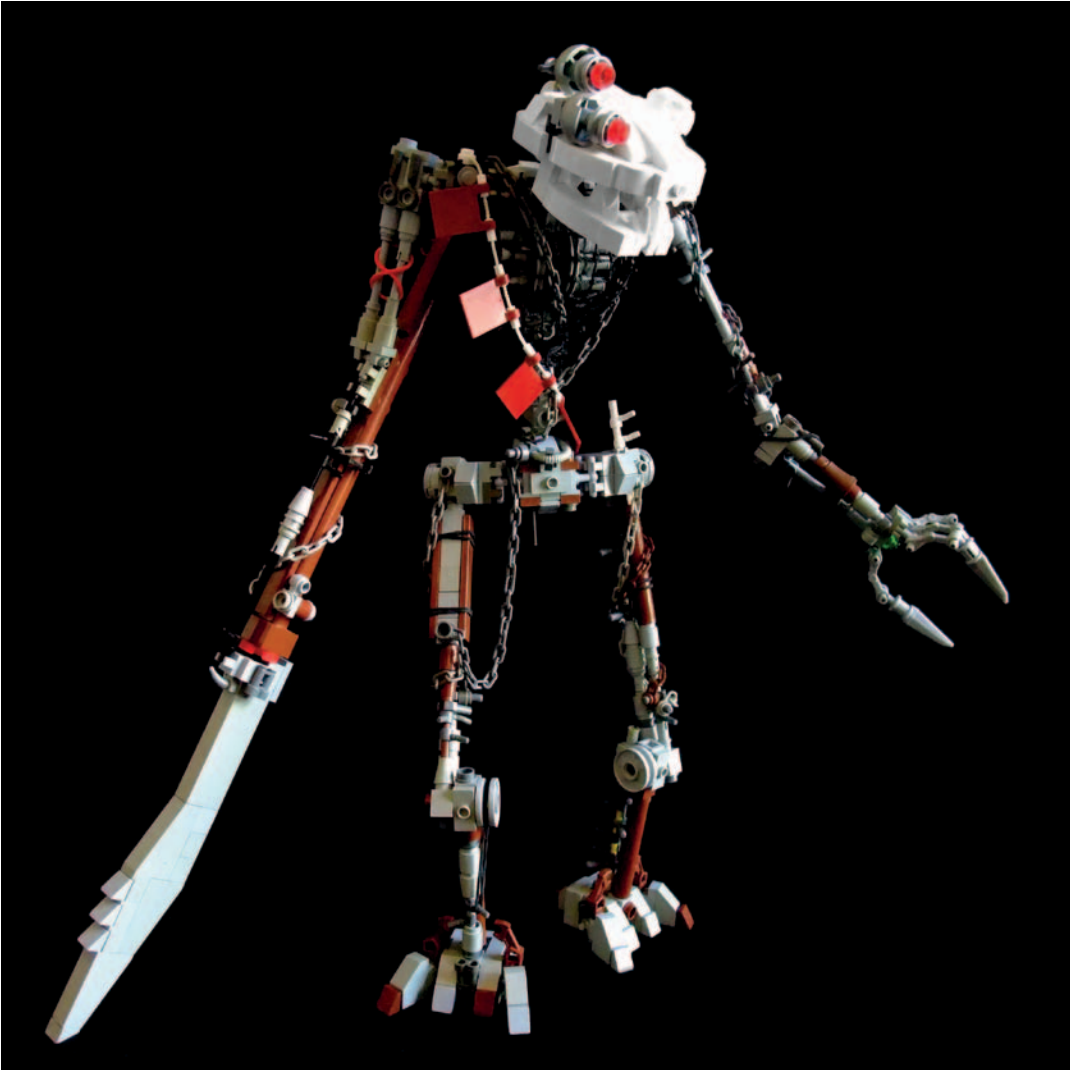
(above)  
Mike Nieves  
Magikarp Skeleton 2011 (~200 pieces)





Cole Blaq  
Tuff to the Bone 2011

# Almost Human







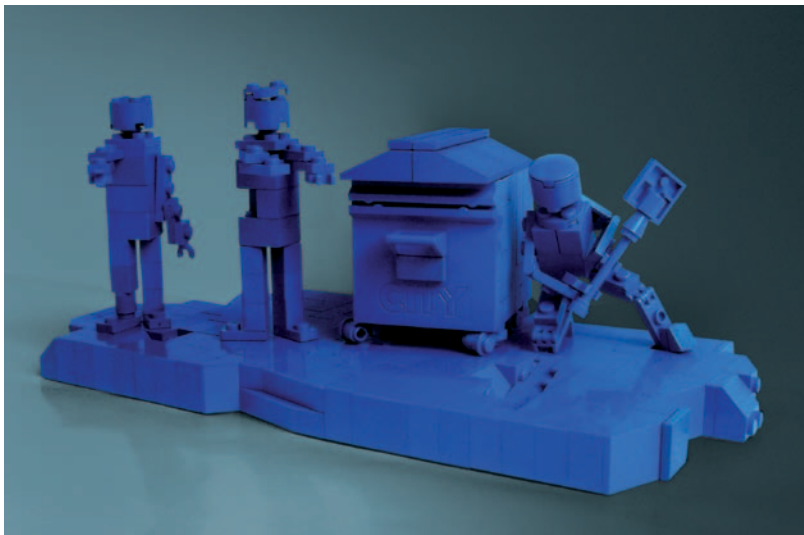
Kevin Fedde

(opposite) Hunter 2009 (~400 pieces)  
(above) Priest of Chains 2009





Markus Aspacher  
Final Fantasy - Anima 2014 (~450 pieces)



(top)  
Daniel Shehadeh  
The Contrast of Two Worlds 2010

(bottom)  
Mateusz Błaszczak  
Brainzzz 2013 (188 pieces)

(opposite)  
Tyler Halliwell  
Giant 2013 (~800 pieces)





# Disrepair



Evan Bordessa

(above) North Highway Diner 2013 (~3000 pieces)  
(opposite top) Trinity Apartment Blocks 2013 (~9000 pieces)  
(opposite bottom) Gator Airboat 2012 (~100 pieces)











Nicholas de Vry

(opposite) Haunted Church 2011  
(above) Alley Way 2011

# Dark Towers



(above)  
Anton Fedin  
SKYHOLM - The Flying City 2013 (~4000 pieces)

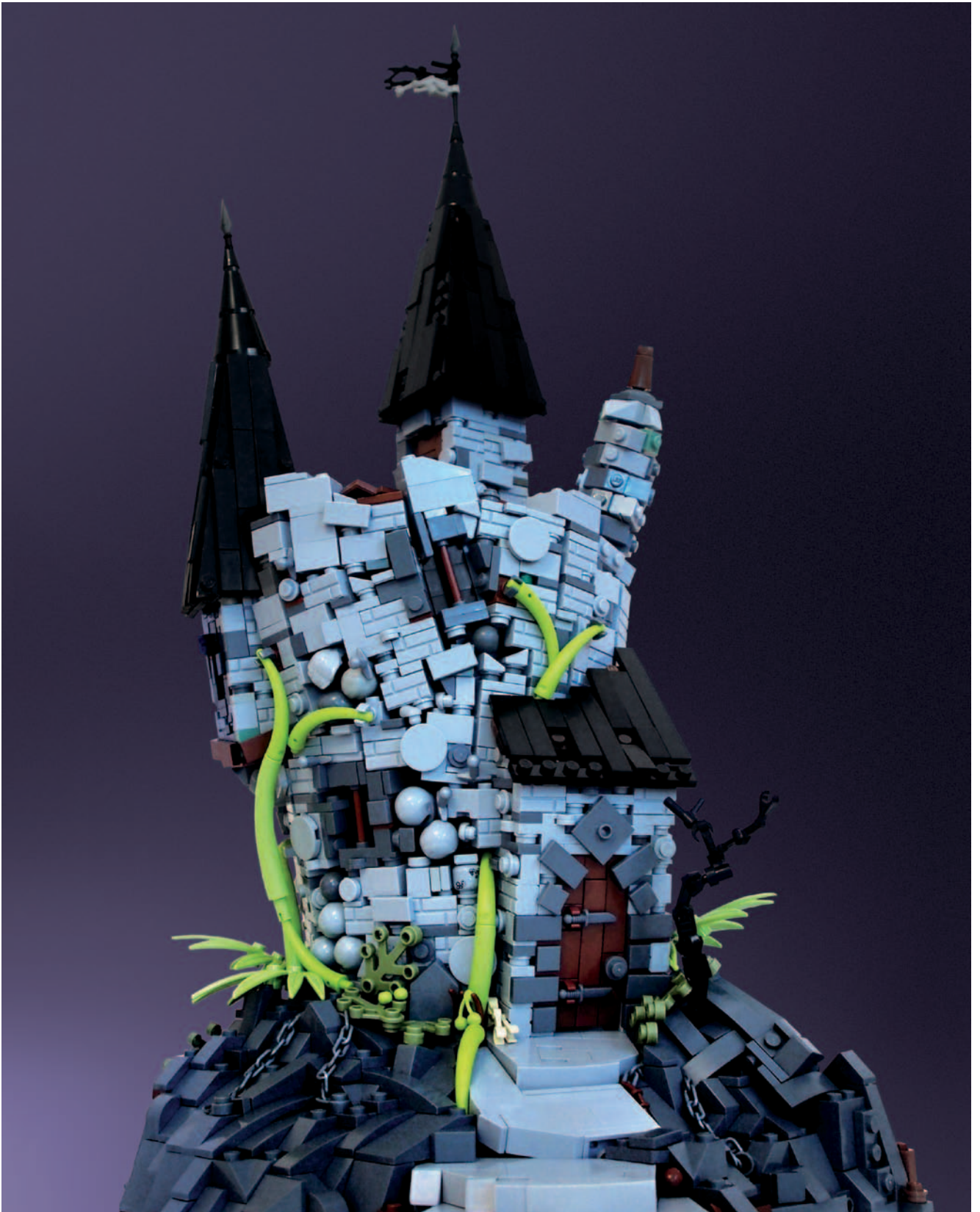
(opposite)  
David Hensel  
Skull Tower 2013 (~2000 pieces)











David Hensel  
Moruth Outpost 2013 (~800 pieces)





Lukasz Wiktorowicz  
Twin Towers 2013









Paweł Michalak  
The Tower 2012 (~8000-10,000 pieces)

# Desolate

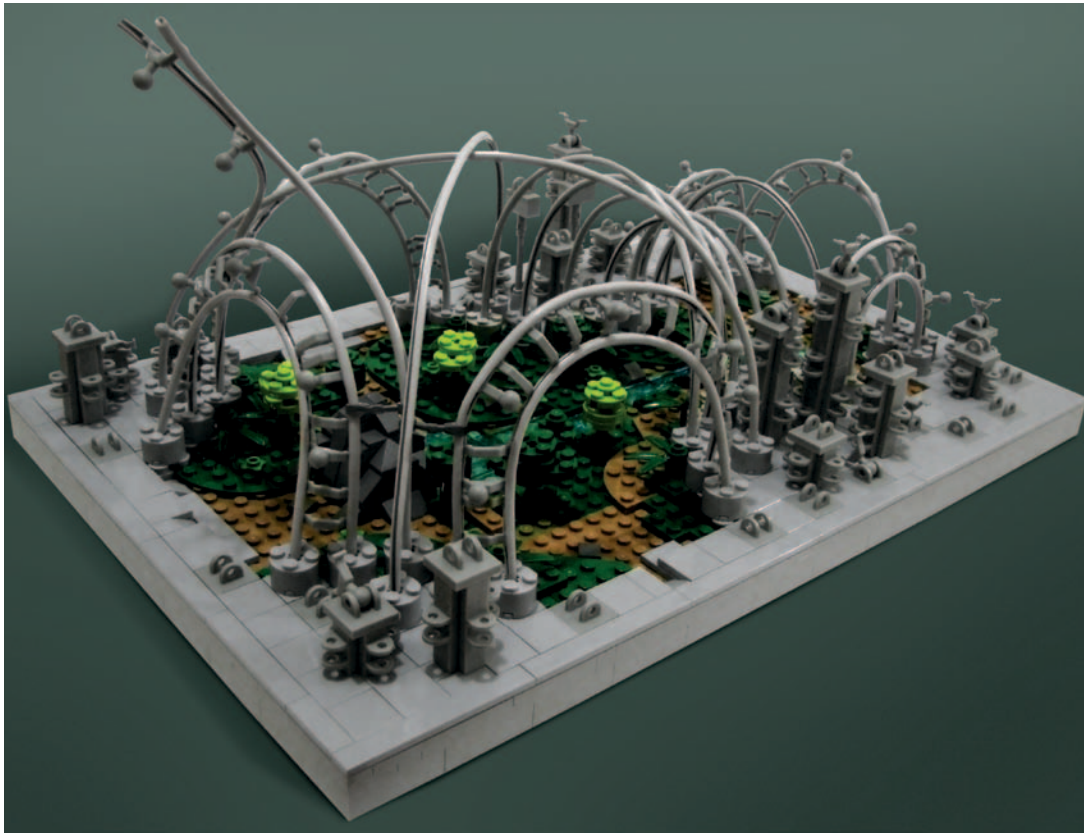


(above)  
Günther Möbius  
Winter Pavilion 2012 (~800 pieces)

(opposite)  
David Hensel  
Crow's Nest 2013 (1600 pieces)















(left)  
Jonas Kramm  
Hope 2013

(right)  
Evan Bordessa  
Bricks of the Dead - 16x16 Challenge 2012 (~250 pieces)







Maciej Kocot  
The Nocturnal Chapel 2014 (~1000 pieces)













Luke Hutchinson  
Mystic Manor 2013

# Brian Kescenovitz

LEGO is my perfect artistic medium. It is a vast, ever expanding, reusable toolset to bring your imagination to life. It is simple enough for children to use, but complex enough that, like most art forms, you can never truly master it. But what is it about LEGO that I believe fits me better than other artistic mediums? Ironically, the answer is not found in the vast creative freedom LEGO allows, but rather in the limitations it imposes.

For better or worse, I tend to be a bit of a perfectionist in my creative pursuits. I change and tweak and revise and redo things until they are just so, and LEGO certainly lends itself to doing just that. Don't like how a certain brick or section of a build looks? Just pull it off and redo it—no mess, no fuss, no waiting for paint to dry or erasing wayward pencil marks. It's a good deal simpler to use than traditional artistic mediums. So simple, in fact, that a hopeless perfectionist such as myself could potentially continue to change and tweak things indefinitely and never actually finish the piece . . . right?

Ah, but there in lies the beauty of LEGO as a medium for someone like me. Though there is certainly no end to the types of creations that you can build with LEGO, you do have a finite selection of colors and pieces to work with. You are also limited by the ways in which individual pieces can interact with and attach to other pieces.

These limits allow me to focus on a few important aspects of design, like form and composition, and not worry about making the perfect brushstroke or mixing just the right shade of mauve. So for me, LEGO is a less daunting framework within which to create things.

Indeed, rather than restricting my creativity, I find that working within the LEGO framework inspires the confidence to take chances and push the limits of what is possible. And that, my friends, is where it really gets fun: taking those humble little bricks and finessing them into something that is so much more than the sum of its parts. It's like solving a puzzle; finding just the right combination of parts to use or coming up with a new way to connect a piece brings with it an immense sense of satisfaction and enjoyment.

Of course, being fussy is not a requirement to build with LEGO. The medium lends itself to all ages and levels of ability, from Master Builders to children picking up bricks for that magical first time. But for me at least, working in LEGO provides me with something of great value that I struggle to find in many of my other pursuits: the ability to actually finish what I start.









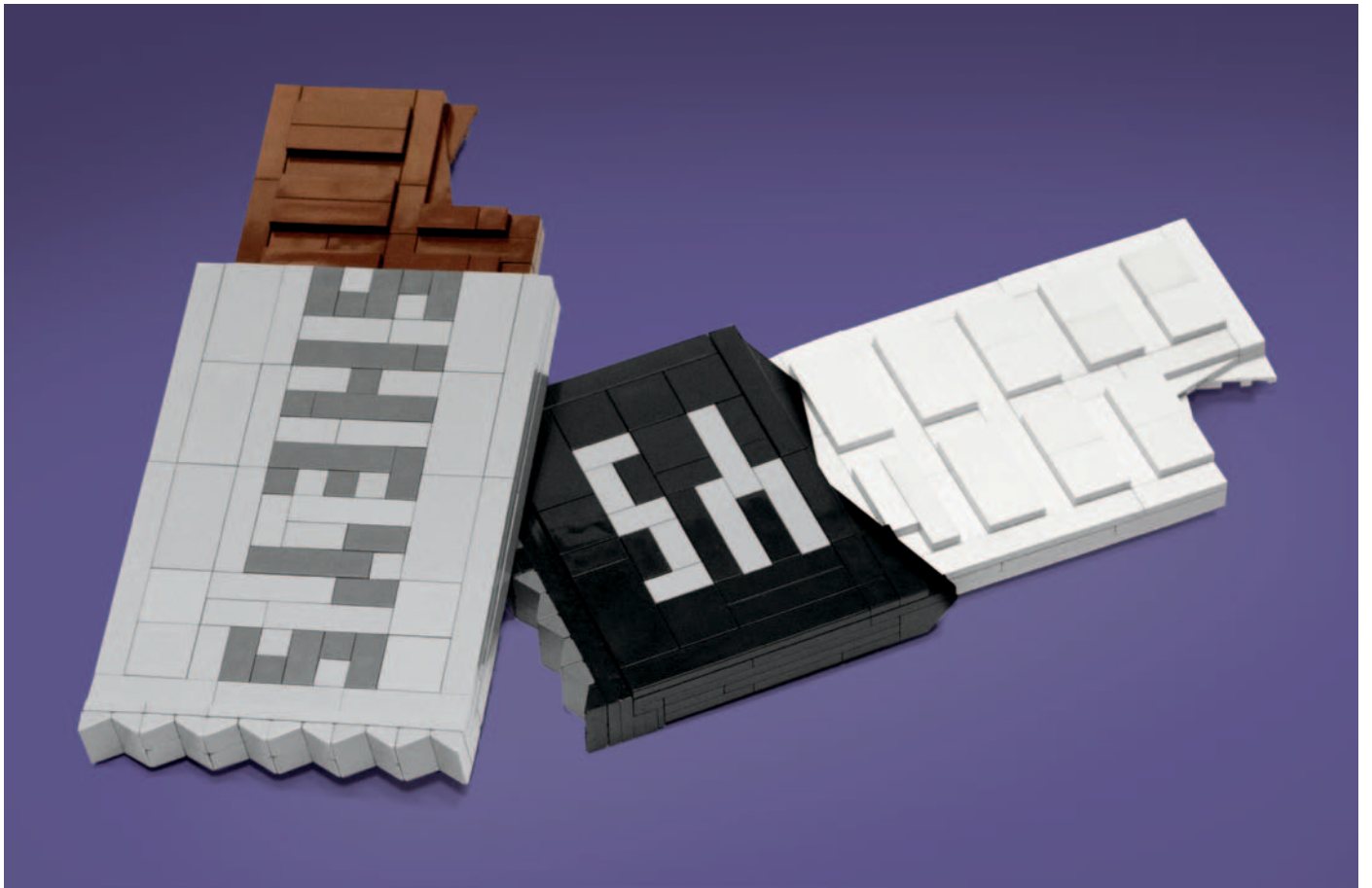






# Indulgences





Matthew Oh  
Hershey Bars 2012 (320 pieces)







Mike Doyle  
Sickening Sweet  
2014 (~10,000 pieces)

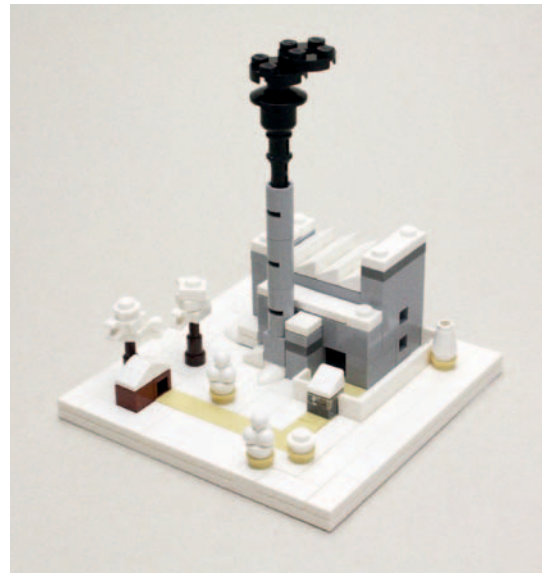
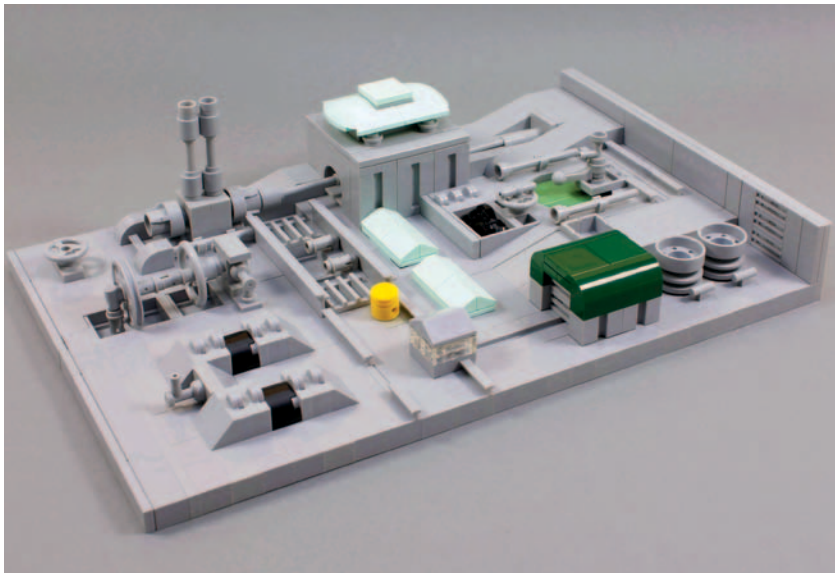








Make. Pollute. Make.



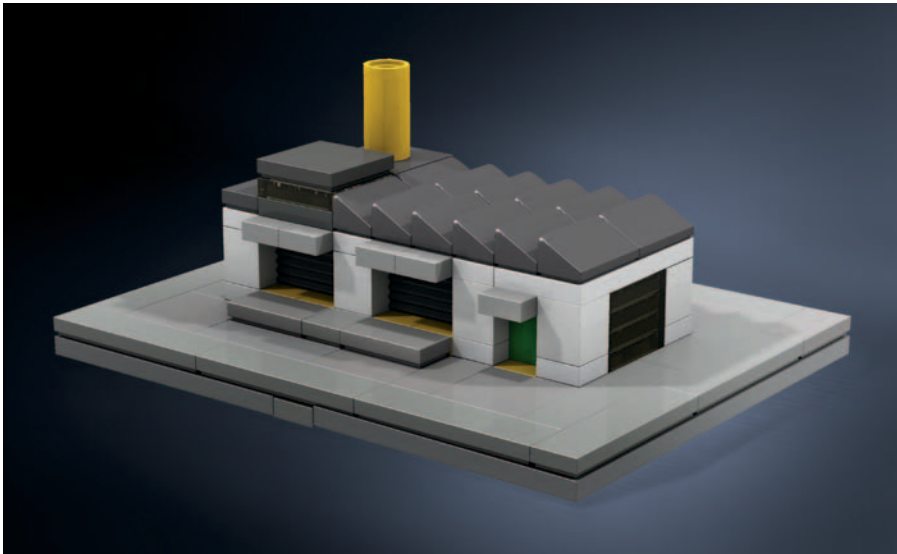
Rob van Hoesel

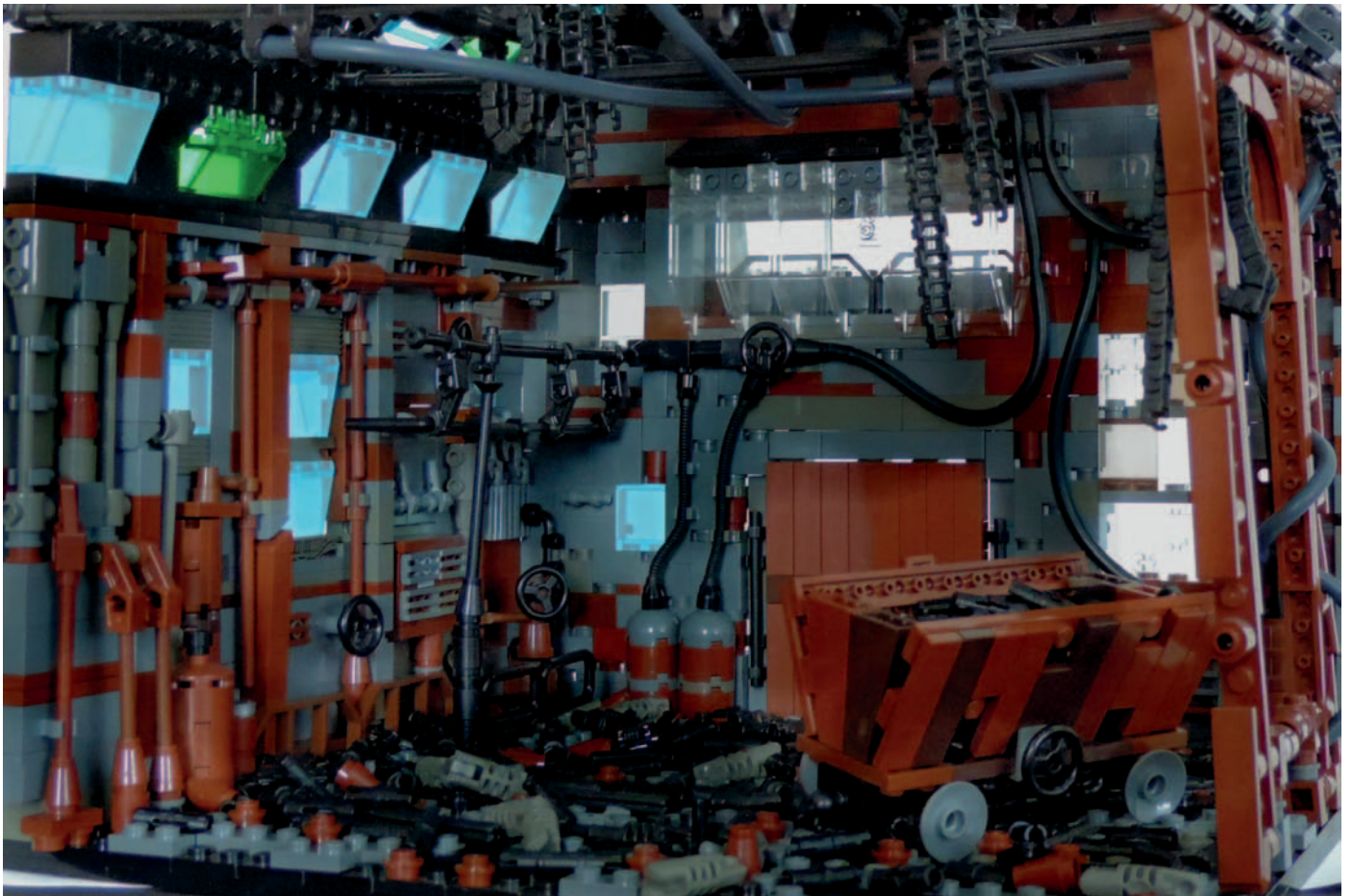
(top) Home-to-work 2013 (~160 pieces)

(bottom) Sanitation 2013 (~350 pieces)







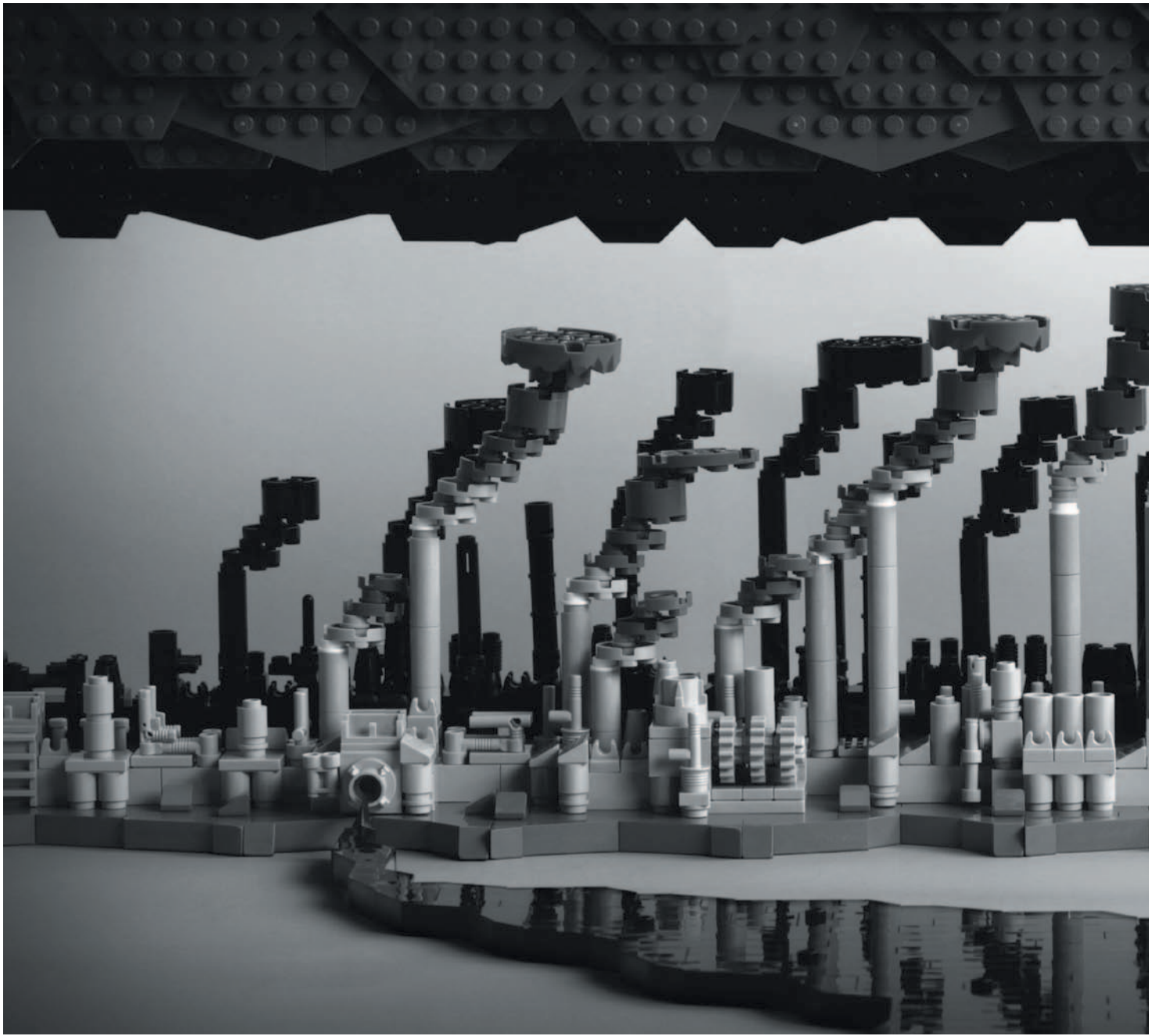


(above)  
Maciej Kocot  
Abandoned Factory 2014 (~900 pieces)

(opposite top)  
Aaron Van Cleave  
Going (Toxic) Green 2014 (~750 pieces)

(opposite middle)  
Joe Miserendino  
Thompson Machine Works 2013 (~1500 pieces)

(opposite bottom)  
Nikolay Abalov  
Micro Plant [digital render] 2012 (109 pieces)







# The Robber Barons





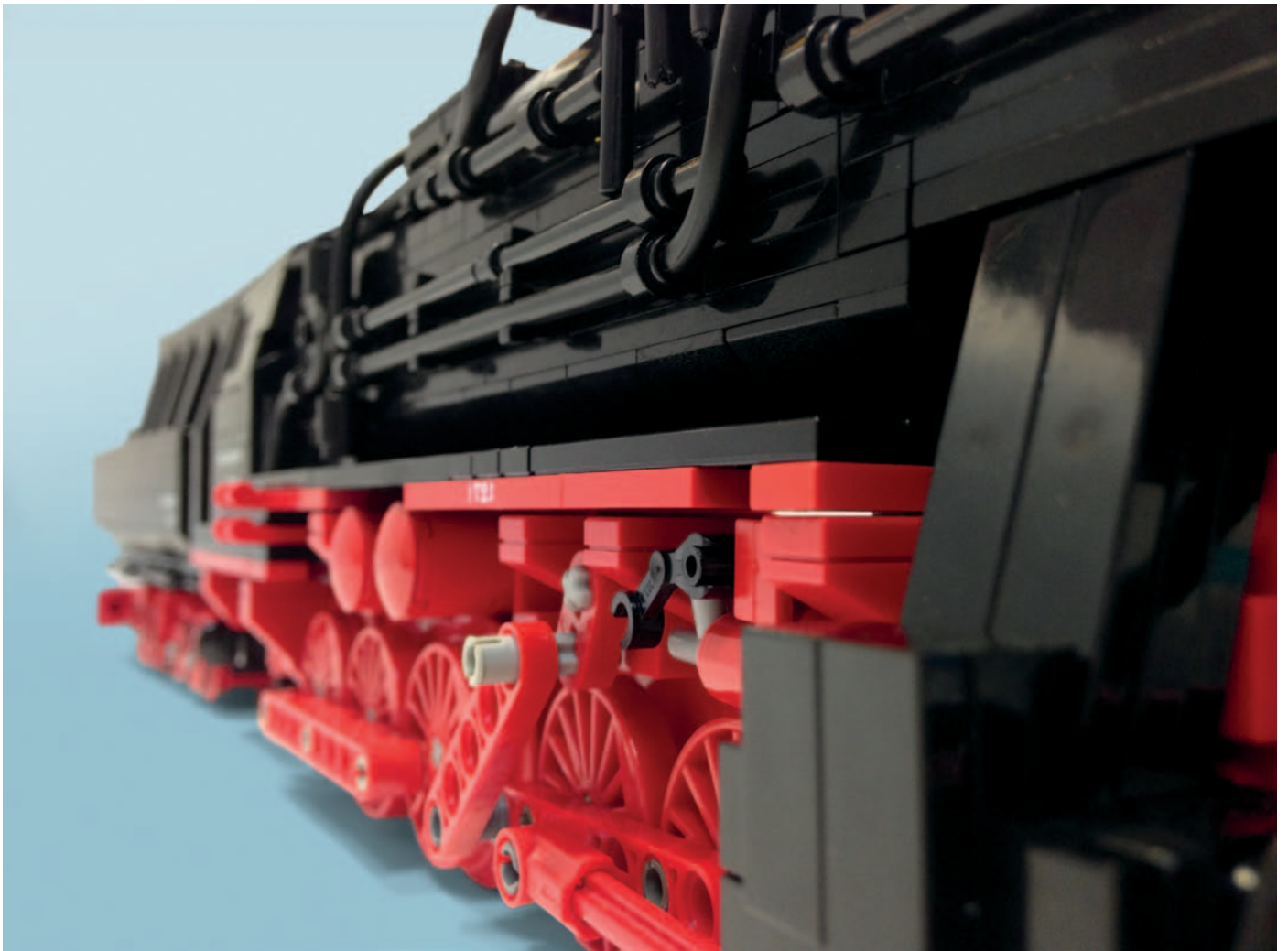
Mike Pianta  
Victorian Railways J Cement Hopper 2010 (~300 pieces)





Falk Schulz

(top) The Queen of the Rio Grande 2012 (1365 pieces)  
(bottom) 1950s ALCO Roadswitcher 2013 (1270 pieces)



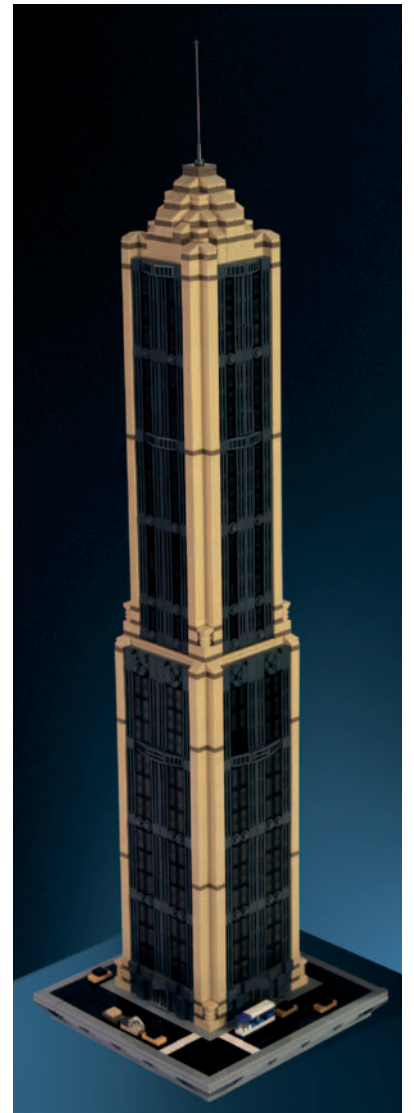
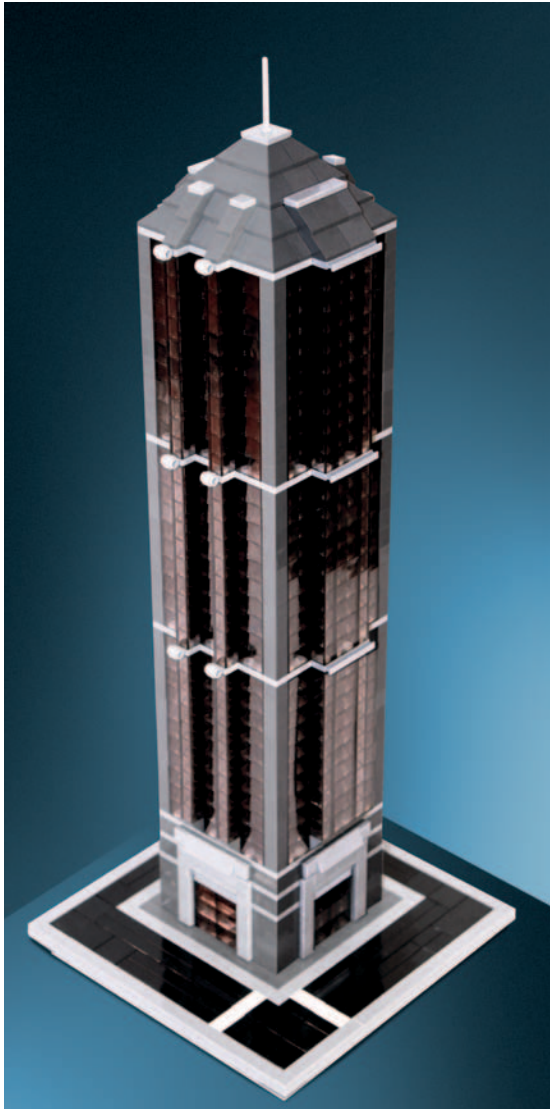
# Greed Co., Unlimited

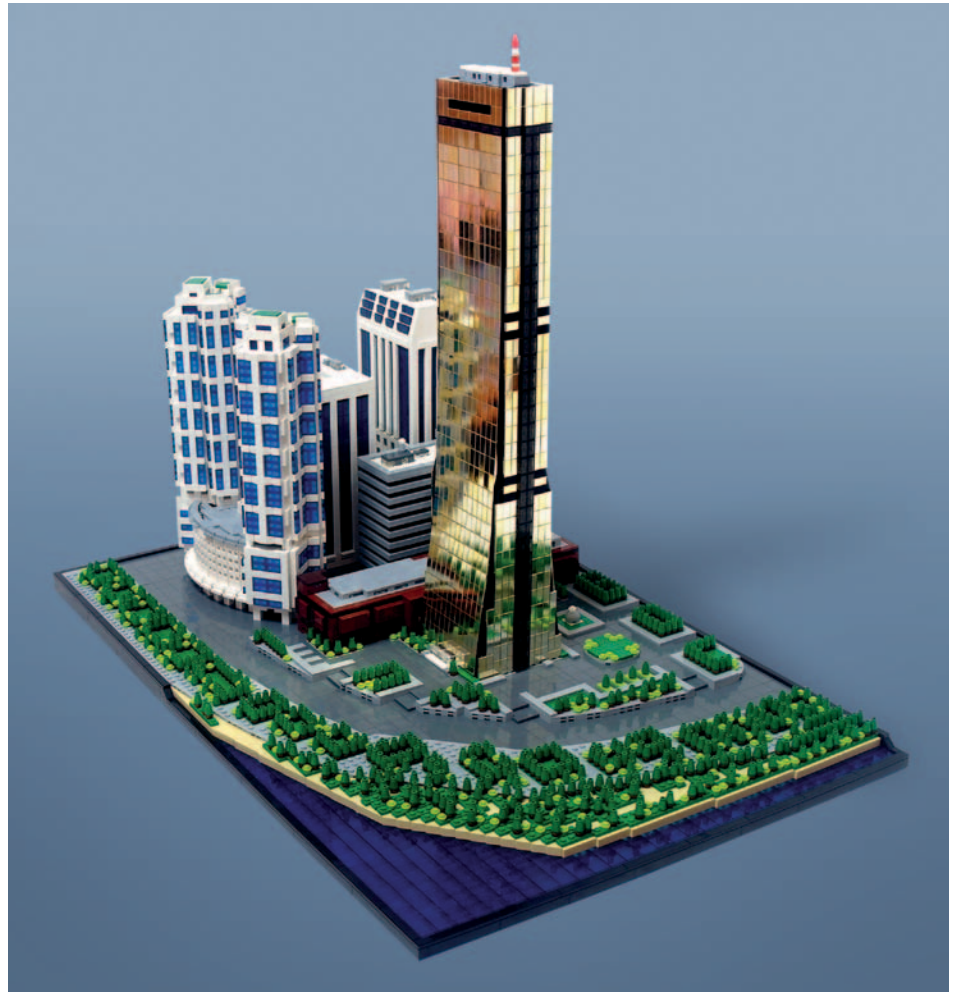






Rocco Buttliere  
Chase Tower, Chicago 2014 (~5300 pieces)





Joe Miserendino

(opposite left) Grayling Tower 2013 (~1000 pieces)

(opposite middle) Dark Inc HQ 2012 (~1200 pieces)

(opposite right) The Bancroft 2011 (~1200 pieces)

(left)

Jens Ohrndorf

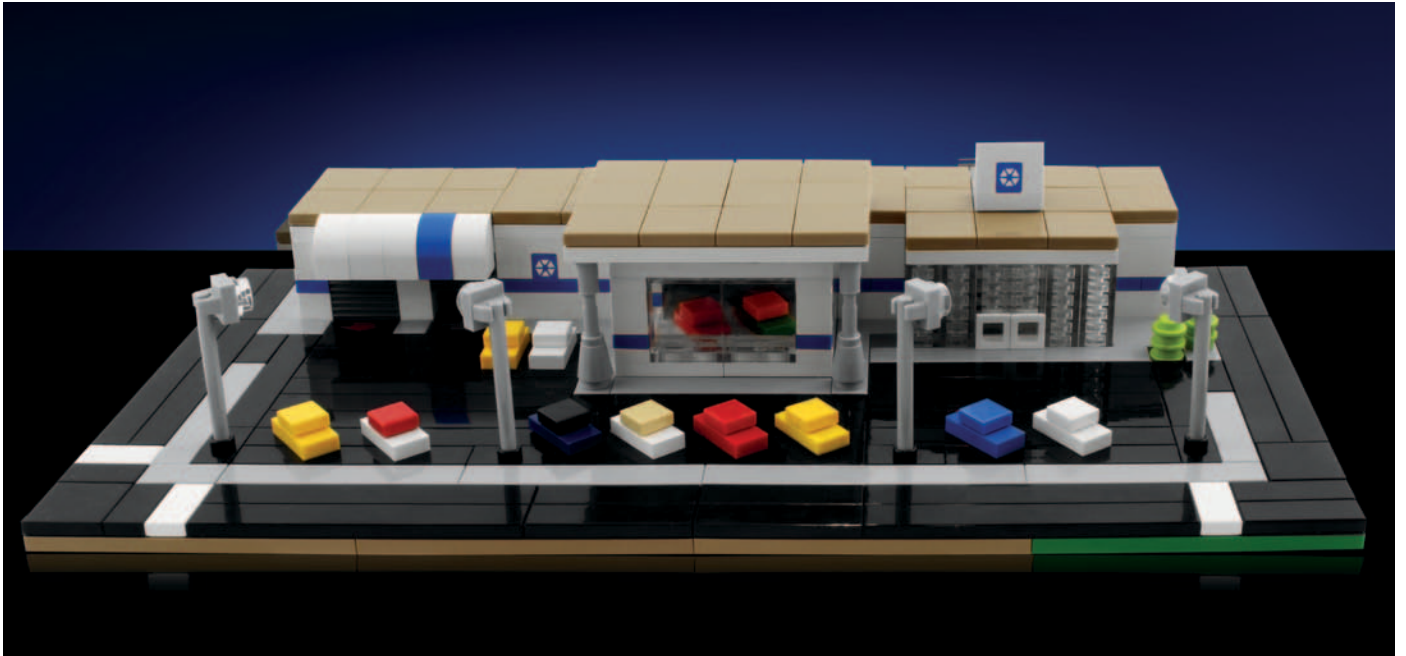
MetLife Building, NYC, USA 2011 (~200 pieces)

(right)

Yo Sub Joo

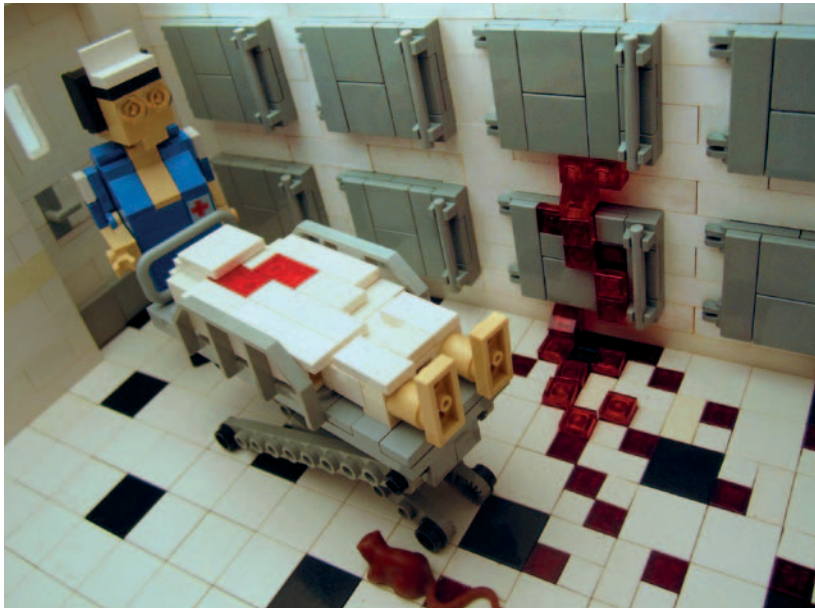
63 Building in Yeouido, Seoul, South Korea 2013 (~14,000 pieces)







# Oh the Horror!



Dan Parker and Team  
at Dan Parker LEGO Artist

- (top) One for the Freezer 2009 (~900 pieces)
- (bottom) Visiting Hours 2009 (~850 pieces)
- (opposite top) Cavities 2009 (~1125 pieces)
- (opposite left) Removal 2009 (~1040 pieces)
- (opposite right) Roommates 2009 (~700 pieces)





# Pits of Fire





Eero Okkonen  
Belsa 2013 (~270 pieces)







Mark Erickson  
Assault on the Underworld 2 2013 (5000+ pieces)







Tyler Halliwell

(opposite) Hellboy 2014  
(above) The Pale Man 2014





Aaron Van Cleave  
Morgan Le Fay 2014 (180 pieces)





Mihai Marius Mihiu

*from the*  
Nine Circles of Hell 2011-2012

(top) Violence  
(center) Anger  
(bottom) Heresy

(opposite top) Greed  
(opposite bottom) Gluttony



# Beastiary







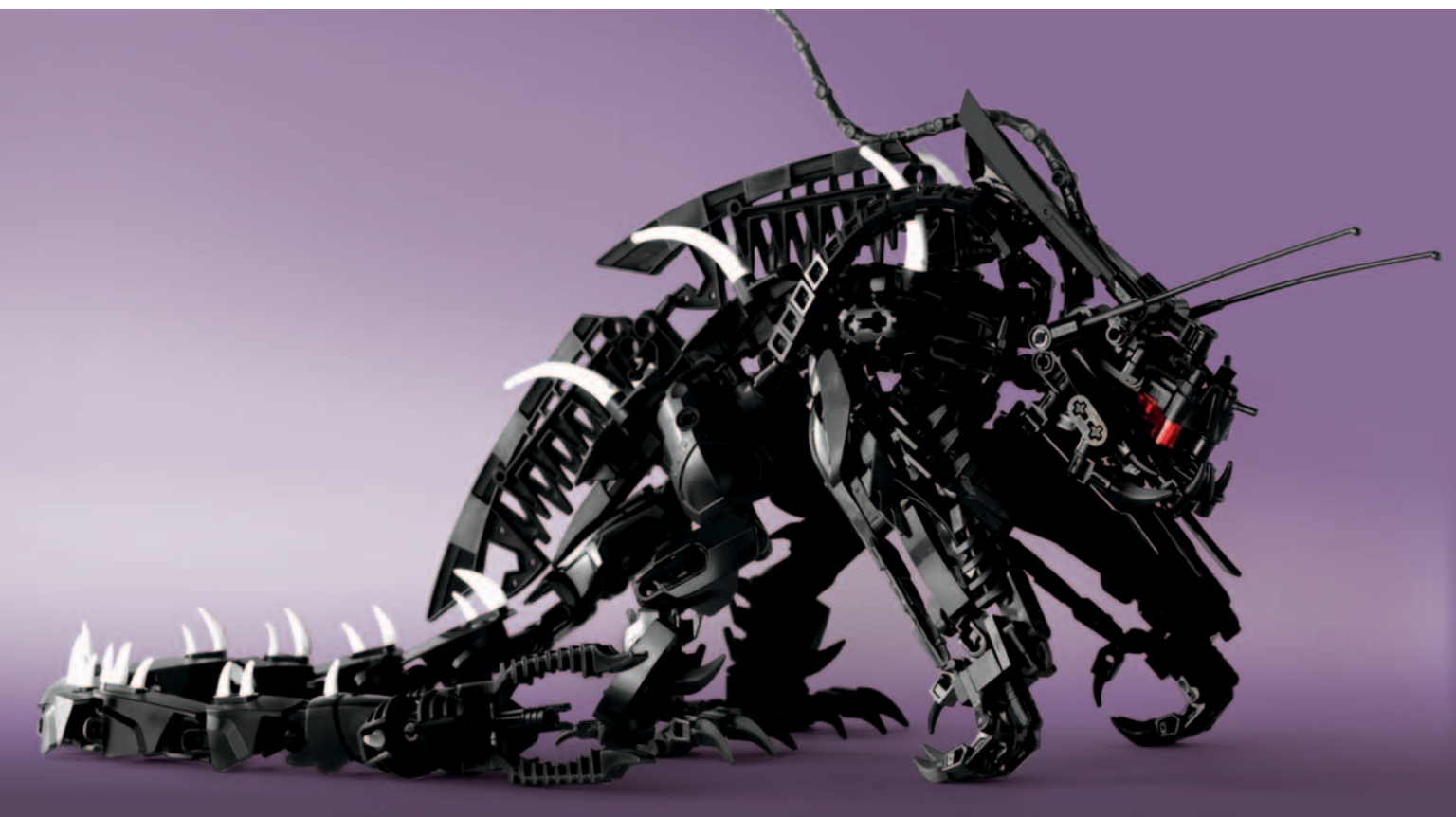
Bart De Dobbelaer  
Spider Crab 2010 (100 pieces)





Joe Perez  
Black Panther 2012 (~150 pieces)











Jimmy Fortel

(left) Scary Bear 2013 (~200 pieces)  
(right) Thug Bunny 2013 (~200 pieces)







Andrew N. Swink  
Terror Bird 2013 (317 pieces)







Tyler Halliwell  
The Faun 2013 (~800 pieces)



# Mecha



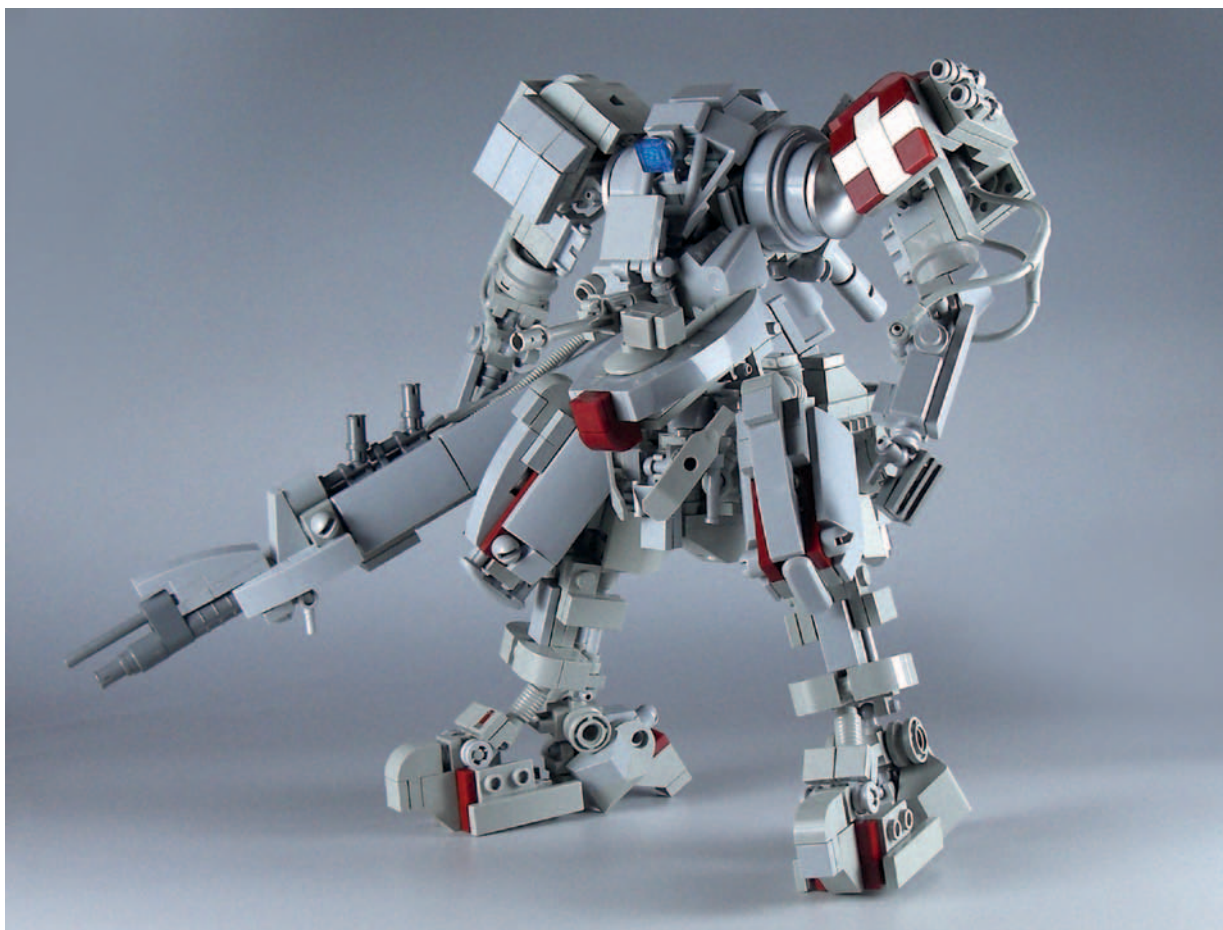
(above)  
Izo Yoshimura  
Triped 2010

(opposite)  
Ryuhei Kawai  
LHB-020 DeRosa 2010 (~1000 pieces)









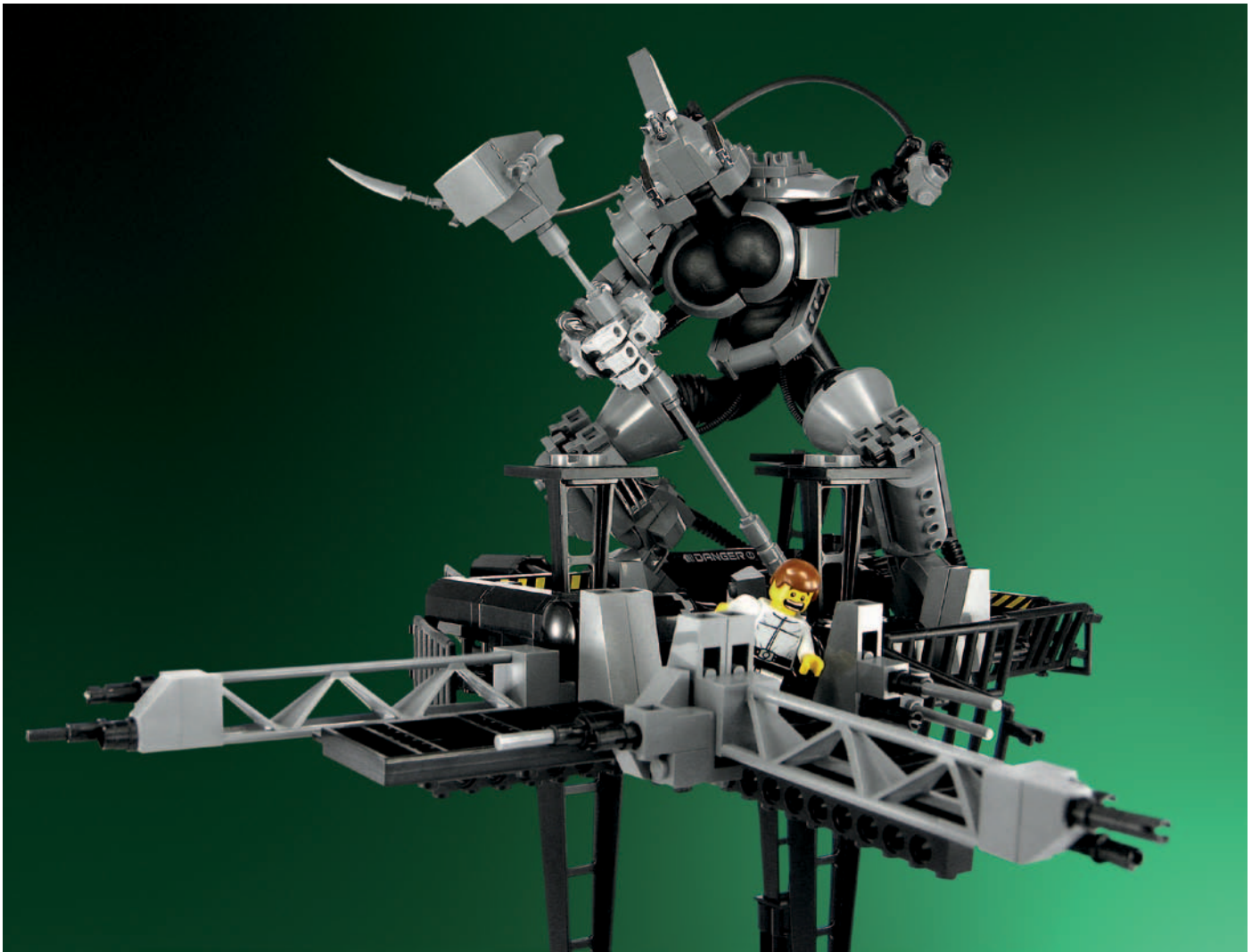
(opposite)  
Djordje Dobrosavljevic  
Colossus 2013

Izo Yoshimura

(top) Ebeken 2012  
(bottom) Tiny Multiped 2012









Vinny Paver  
The Death Sentence on Patrol 2012 (~600 pieces)



(left)  
 Andrew N. Swink  
 Tali'Zorah nar Rayya 2010 (364 pieces)

(right)  
 Nathan DeCastro  
 XV-1011 El-Ahrirah 2013 (~230 pieces)

(opposite)  
 Patrick Biggs  
 Hahli Husky 2014 (~400 pieces)











Ryuhei Kawai

(opposite) Dunkan "hierro" Bulk 2012 (~800 pieces)  
(above) LHB-ZT-001 Sakigake 2012 (~200 pieces)



Zane Houston

(top) Ape Armor 2013  
(bottom) Atlas 2012





Piotr Hofman  
0.5 2013 (~1400 pieces)





Izo Yoshimura

(above) Gunnlöð 2010

(opposite) A Gunner 2011





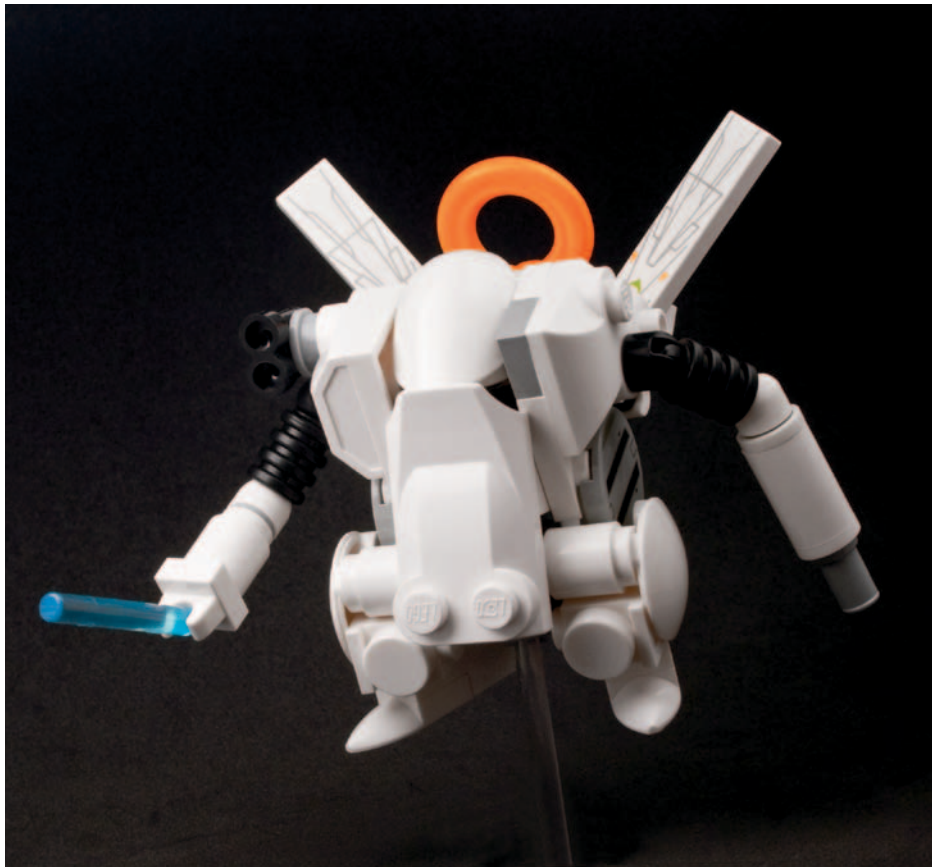
C lin Bor

(above) T04 "Gunner" 2012  
(opposite top) T03 "Hazmat" 2012  
(opposite left) T02 "Faust" 2012  
(opposite right) T05 "Fatboy" 2012









(top)  
C lin Bor  
T01 "Engel" 2012

(bottom)  
Pascal Schmidt  
Neo-Angel Raziel 2013 (~150 pieces)





Borisov Igor

(top) Dragon Mech [digital render] 2014 (1052 pieces)  
 (bottom) "Night Owl" Medium Mech [digital render] 2013 (548 pieces)  
 (opposite top) Tesla Troops [digital render] 2013 (3904 pieces)



(bottom left)  
Angus MacLane  
Herbert 2012 (138 pieces)

(bottom right)  
Ryuhei Kawai  
LHB-ZT-002 SENGEN 2013 (~200 pieces)



Ryuhei Kawai

(above) LAB-002 FULCRUM 2011 (~700 pieces)  
(opposite) LAB-003 URSUS 2012 (~1200 pieces)





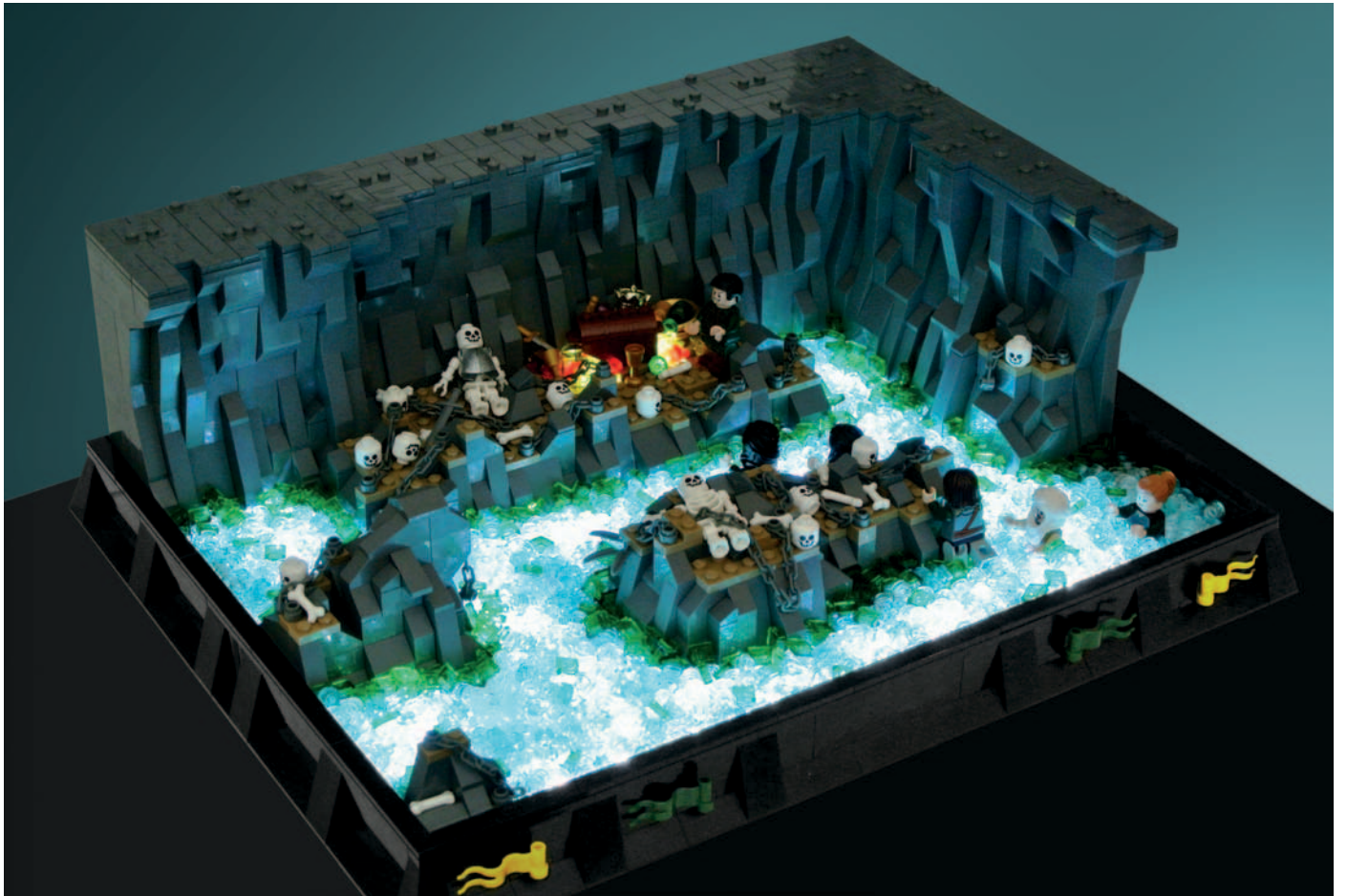
# Dark Forces





Paweł Michalak  
World War II Military Base 2012 (8000-10,000 pieces)





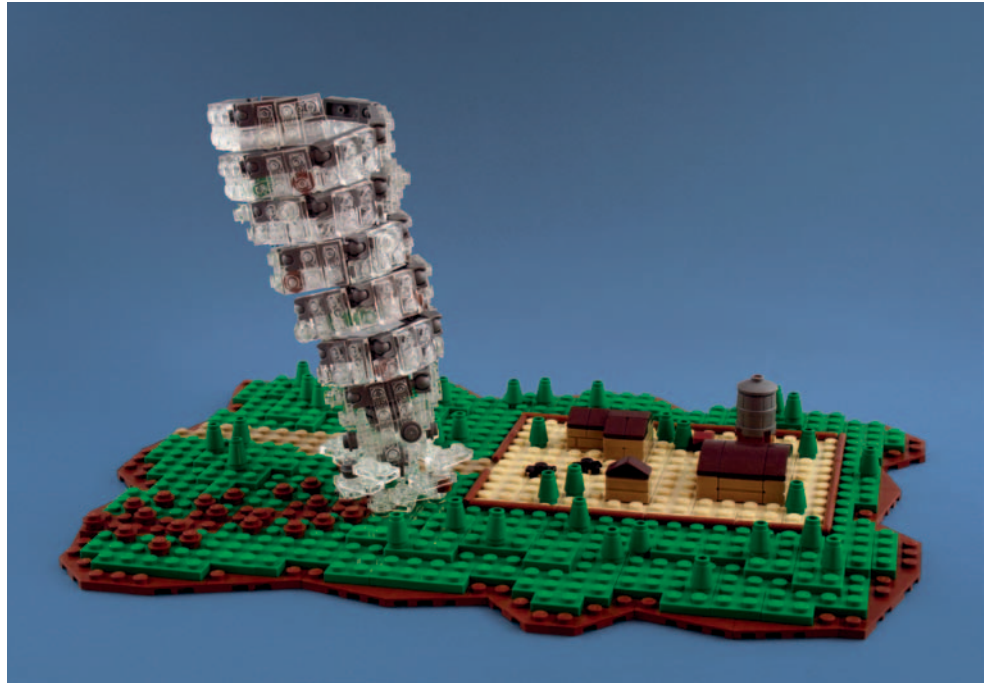


(opposite)  
 Paul Trach  
 Magic Cave 2013 (~2800 pieces)

(above)  
 Gabriel Thomson  
 Attack on the Causeway 2012 (5000-6000 pieces)







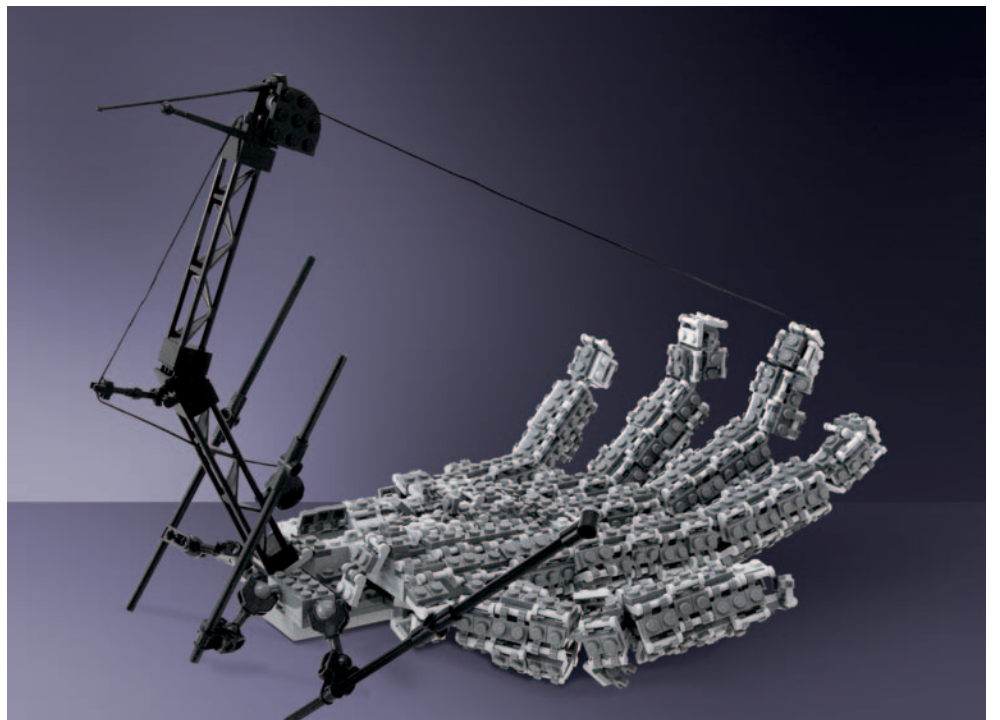
Jimmy Fortel  
Watch Out! Here Comes the Micro Tornado 2014 (~300 pieces)



(above)  
Justin Vaughn  
Howl of Lamentations Unending 2008 (1000 pieces)

(opposite top)  
Brian Rinker  
Alone 2014 (~600 pieces)

(opposite bottom)  
Kristóf Albert  
Hand of the Builder 2014 (~850 pieces)





# Shadow Play

by David Alexander Smith











# Mythos











Joe Luk

(opposite top) Ashvins [digital render] 2012 (262 pieces)  
(opposite bottom) Sekhmet [digital render] 2012 (262 pieces)  
(above) Minotaur [digital render] 2013 (157 pieces)



Joe Luk

(top) Red Samurai [digital render] 2012 (210 pieces)  
 (bottom) Samurai [digital render] 2012 (315 pieces)





(top) Anubis [digital render] 2013 (306 pieces)  
 (bottom) Horus [digital render] 2013 (196 pieces)



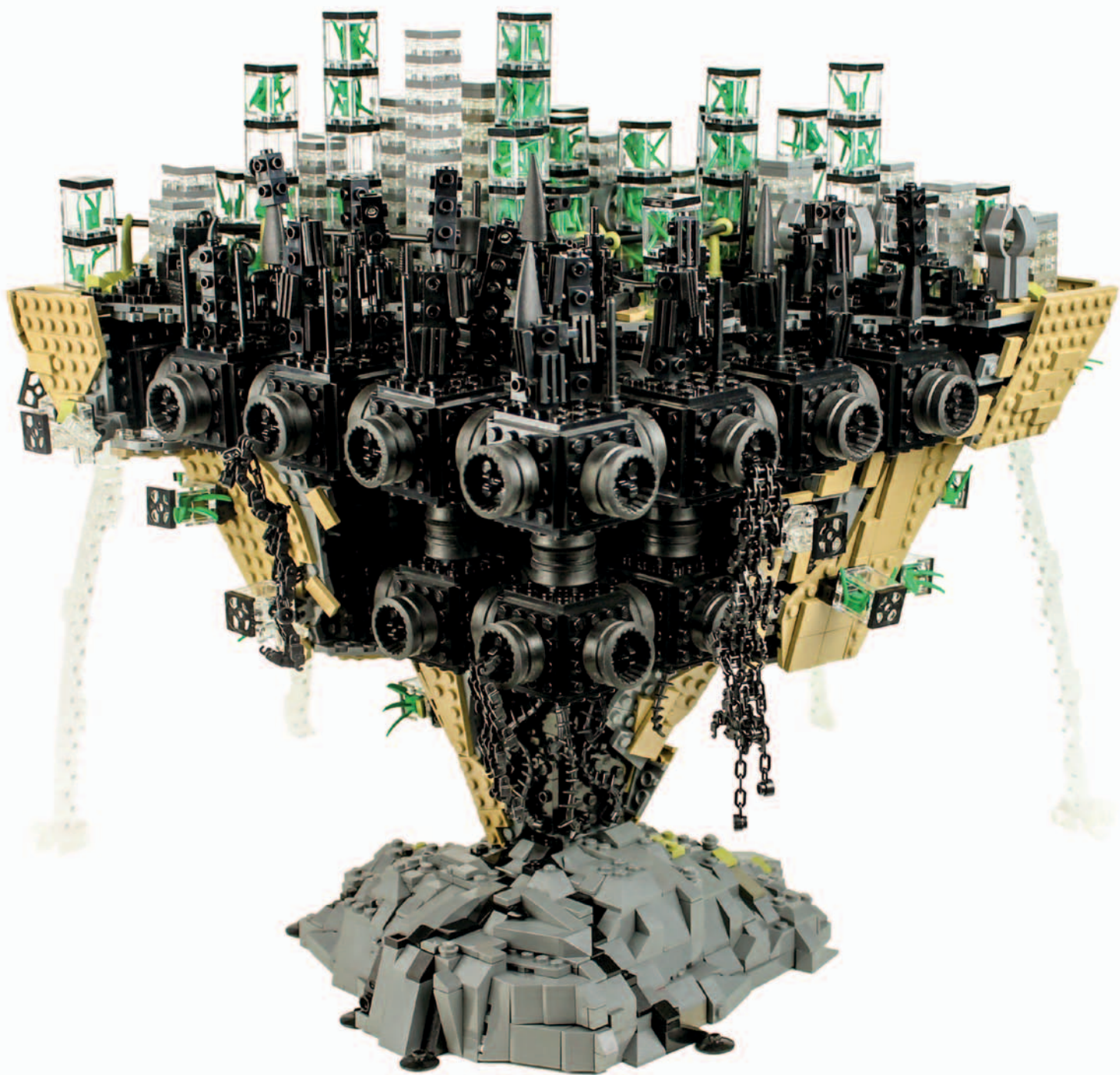


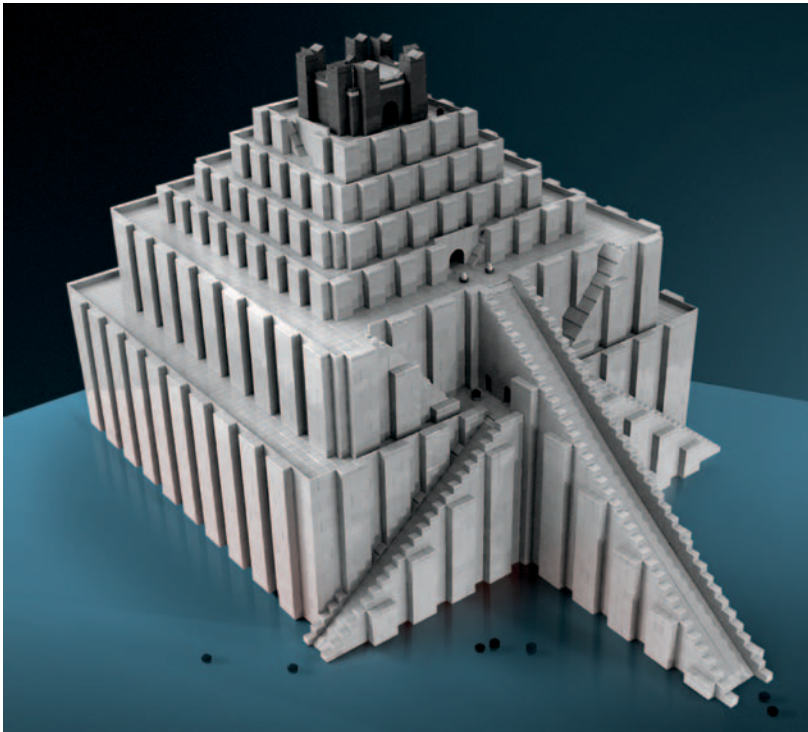
Jason Allemann  
Steampunk Ninja 2013 (~150 pieces)





Paul Vermeesch, Ian Spacek, and Max Pointner  
Arca 2014 (~8000 pieces)





(top)  
Ieyasu Tse  
Lei-Lei/Hsien-Ko 2011 (~200 pieces)

(bottom)  
Michal Herbolt  
Etemenanki Zikkurat 2010 (3,000–4,000 pieces)





Tyler Halliwell  
Anubis 2014 (~1500 pieces)



(above)  
Tyler Clites  
Poseidon Float 2011

(opposite)  
Anton Fedin  
Temple of Ennoc 2013 (~3000 pieces)





# Otherworldly





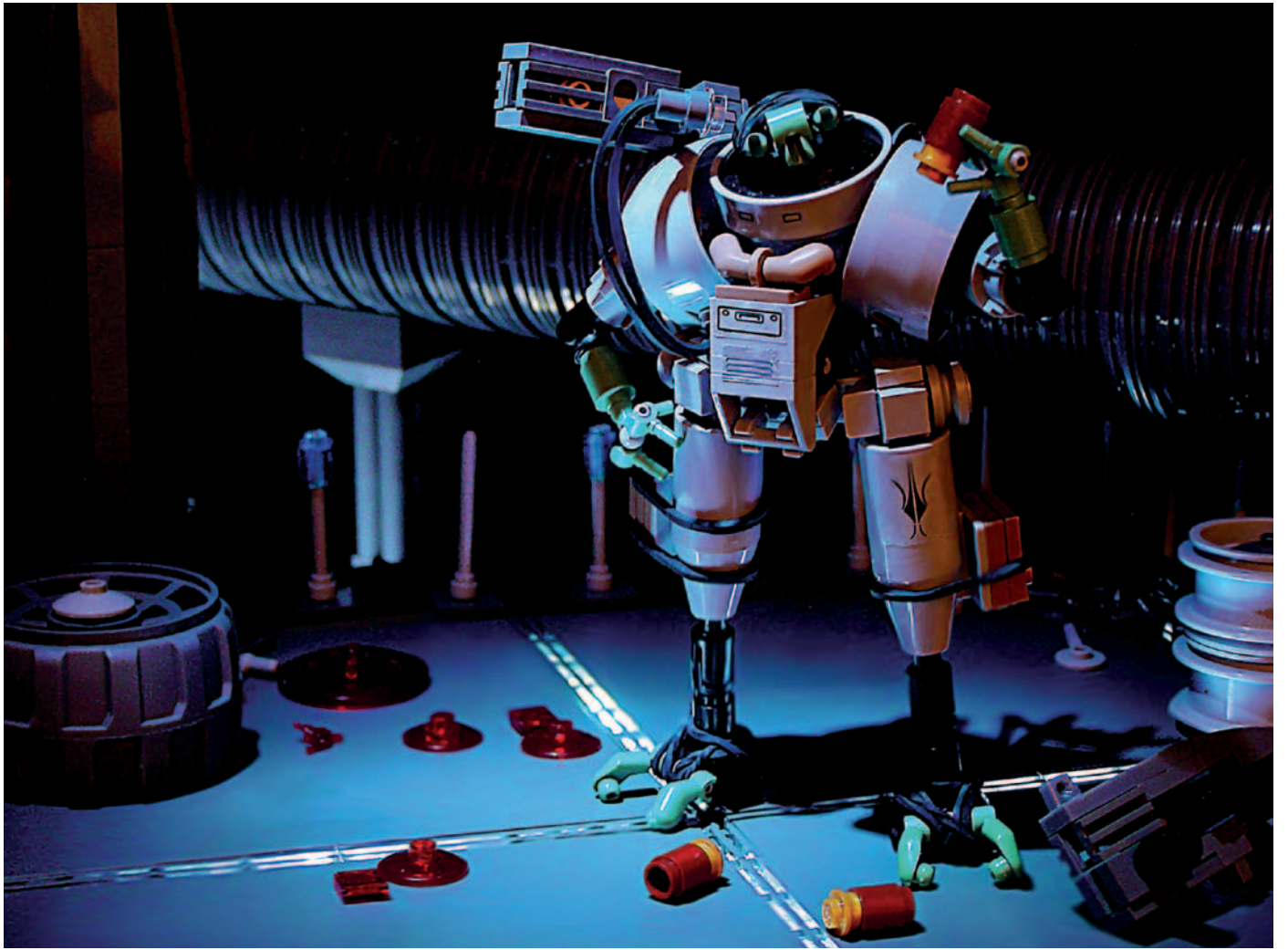






(opposite)  
Ekow Nimako  
Lady Ama 2013 (~900 pieces)

(above)  
Aaron Van Cleave  
Chrysalis, Queen of the Changelings 2014



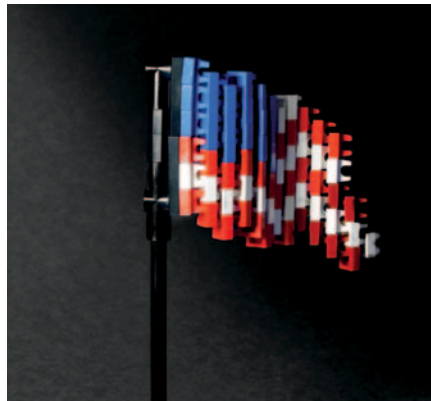
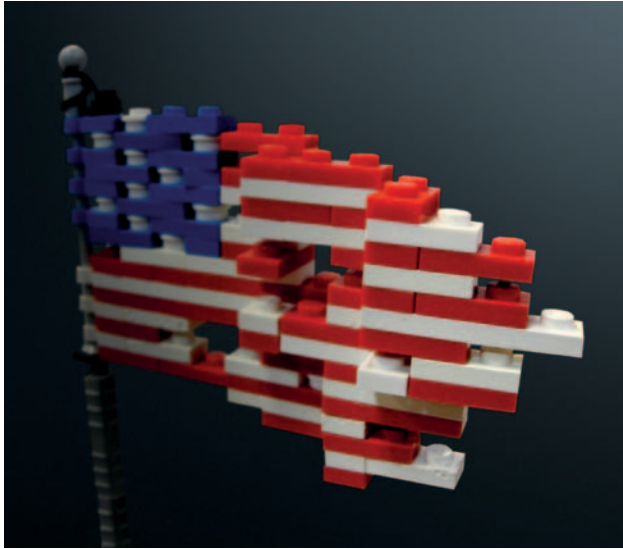


Tyler Clites

(opposite) Crime Scene 2010  
(above) Organibot 2010



# Patriot Axe



(top)  
Blake Baer  
*detail from Fort McHenry* 2010

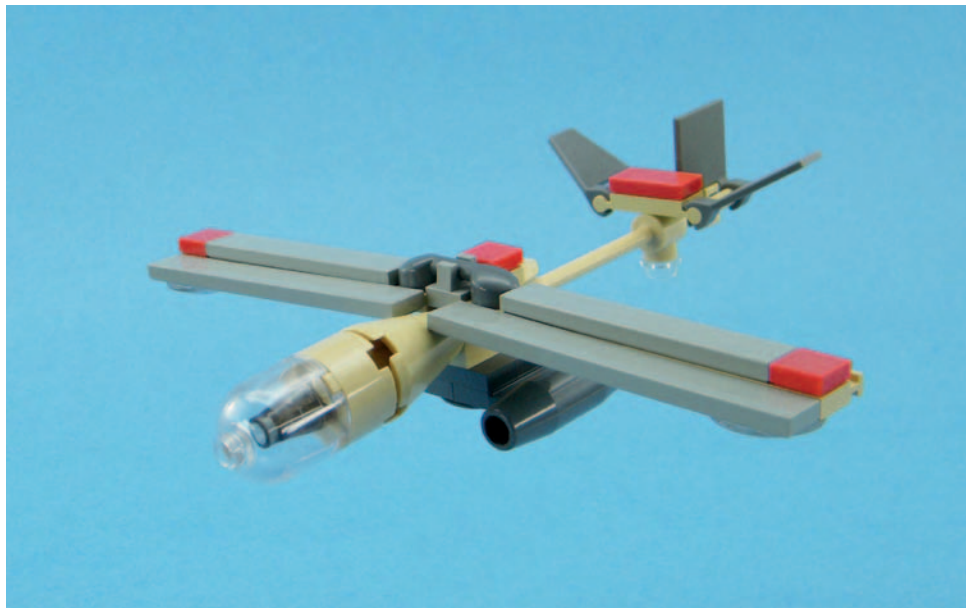
(bottom)  
Mike Nieves  
Flag 2013 (~100 pieces)

(opposite)  
Carl Merriam  
Motorized Patriot 2014 (~600 pieces)









(top)  
Almando Batangtaris  
UAV Drone Fighter 2013

(bottom)  
Brad Edmondson  
Owl UAV 2009 (32 pieces)



Rickard and Helen Stensby

(left) Saddam Hussein 2014 (61 pieces)  
 (right) Muammar Al-Gaddafi 2014 (62 pieces)  
 (opposite left) Fidel Castro 2014 (59 pieces)  
 (opposite right) Kim Jong Il 2014 (54 pieces)





# Wild Rides





Jarek Księżyk  
Orc Juggernaught (World of Warcraft) 2012 (~1500 pieces)



C lin Bor

(top) Roadkill - The Gypsy 2013  
(bottom) Last Man Standing 2013



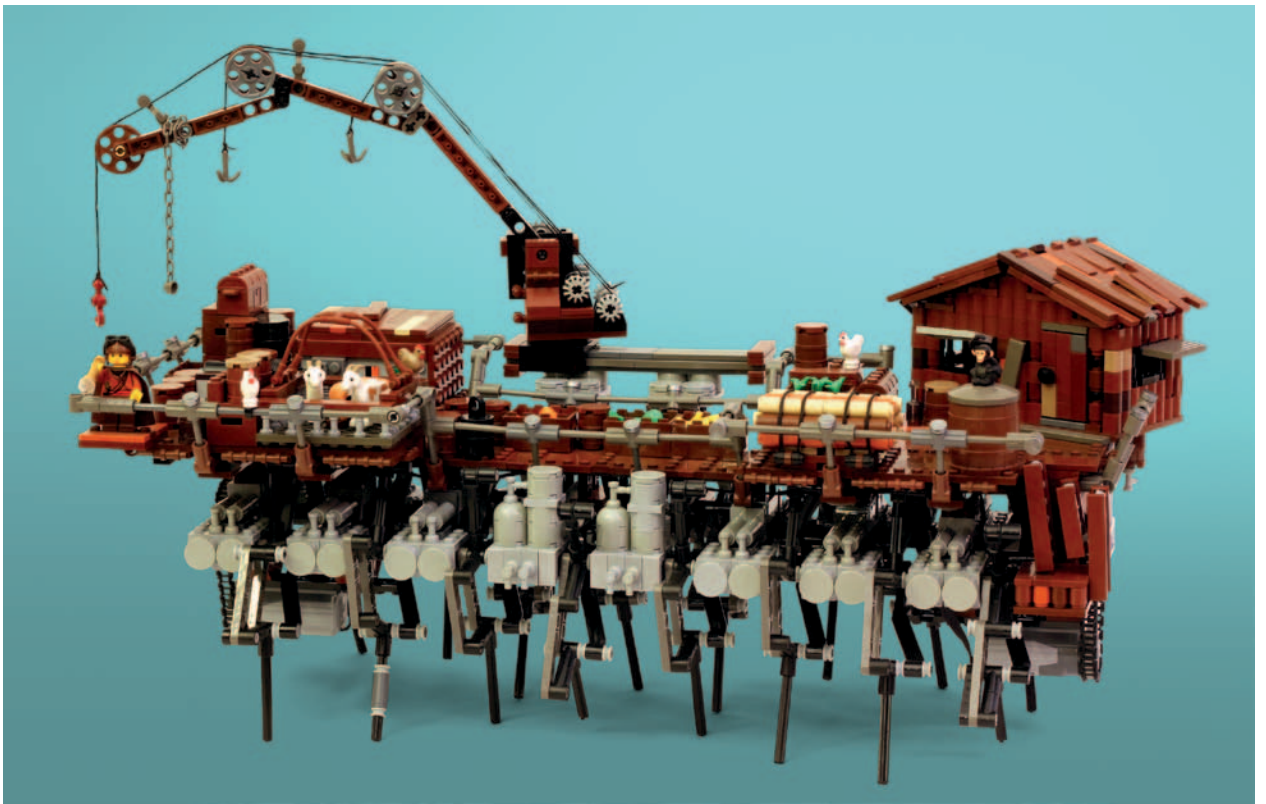


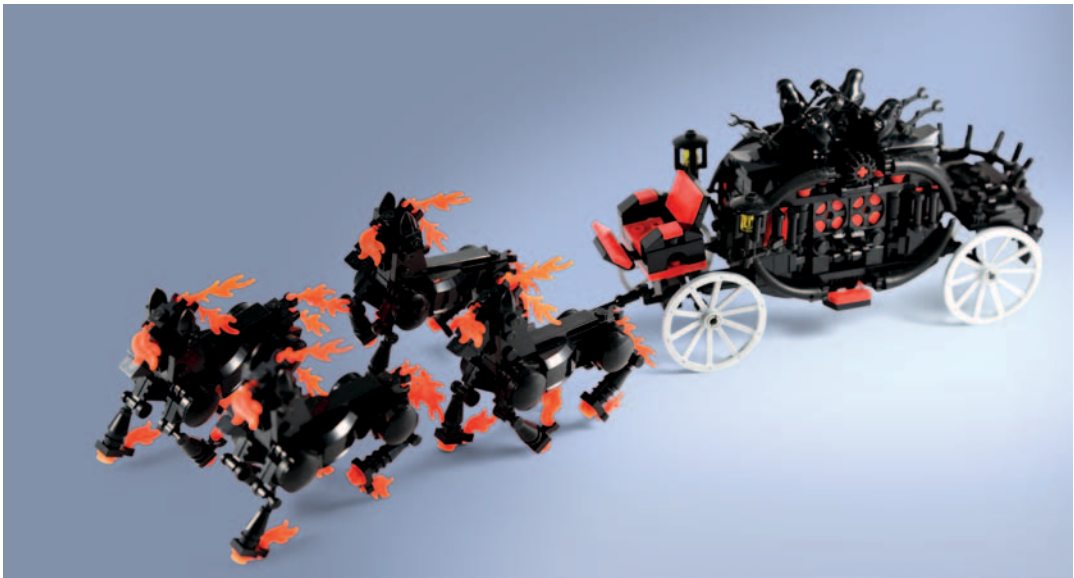


(above)  
Sylvain Amacher  
Steam Rocket 2010 (~1200 pieces)

(opposite top)  
Jason Allemann  
Lord Ship Amagosa 2013 (~1000 pieces)

(opposite bottom)  
Kristóf Albert  
Savage Rider 2014 (~300 pieces)





(top)  
Ming-Wei Huang  
Nightmare Carriage 2011 (621 pieces)

(bottom)  
Jimmy Fortel  
Steam Temple 2013

(opposite)  
Hak Jin Kim  
The Elephant 2013 (1004 pieces)







# Mihai Marius Mihu

## Why LEGO?

I've always been hooked on drawing. Drawing was my first true passion, and it was something that came naturally for me. I remember spending countless hours drawing from my imagination; I loved the experience of creating, the sense of achievement.

LEGO was something that I came upon much later. It wasn't until a few years ago that I bought my first LEGO set, but I was instantly captivated by the complexity, diversity of parts, and, of course, the process of building. There are many reasons why I like LEGO, but what I love most about it is that it merges perfectly with my other passion—drawing. For me, the process of building with LEGO is like drawing.

I love LEGO because I can create expressive and interesting works of art.



(left) The Wise Owl 2013 (~320 pieces)  
(opposite) Maleficum 2013 (~470 pieces)













# The Birds



Ekow Nimako  
(foreground) Black Banded Owl,  
(right) Barn Owl,  
(left) Northern Saw-Whet Owl  
2012 (~720 pieces)



Mike Nieves  
Laserbeak 2011 (~200 pieces)











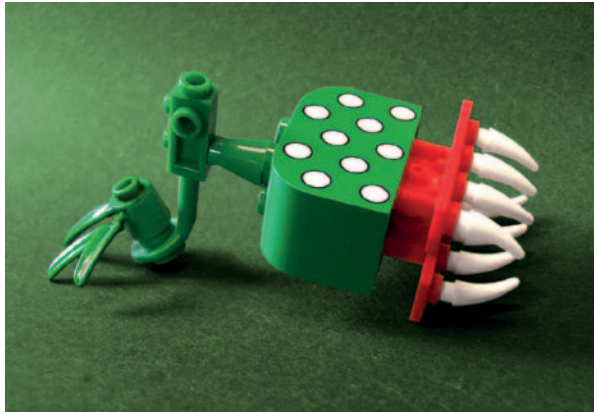
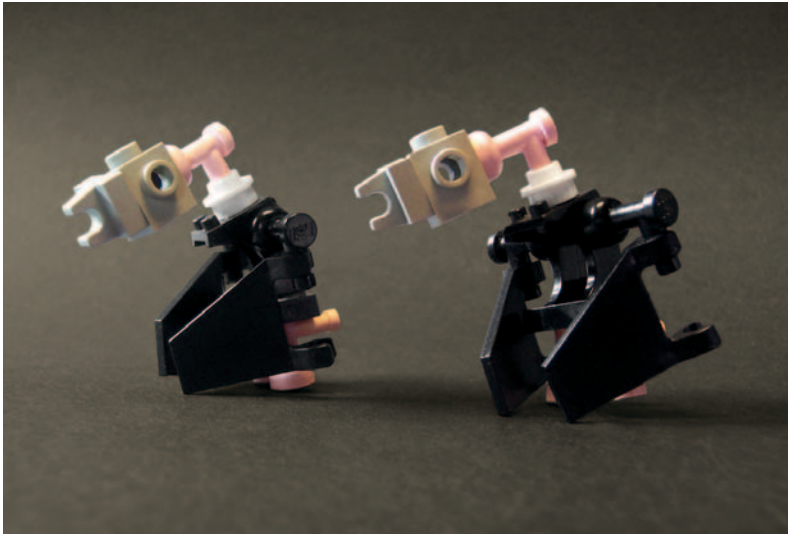
Alex Hui  
Snow Owl 2013



# Little Spooks

by Matt Armstrong

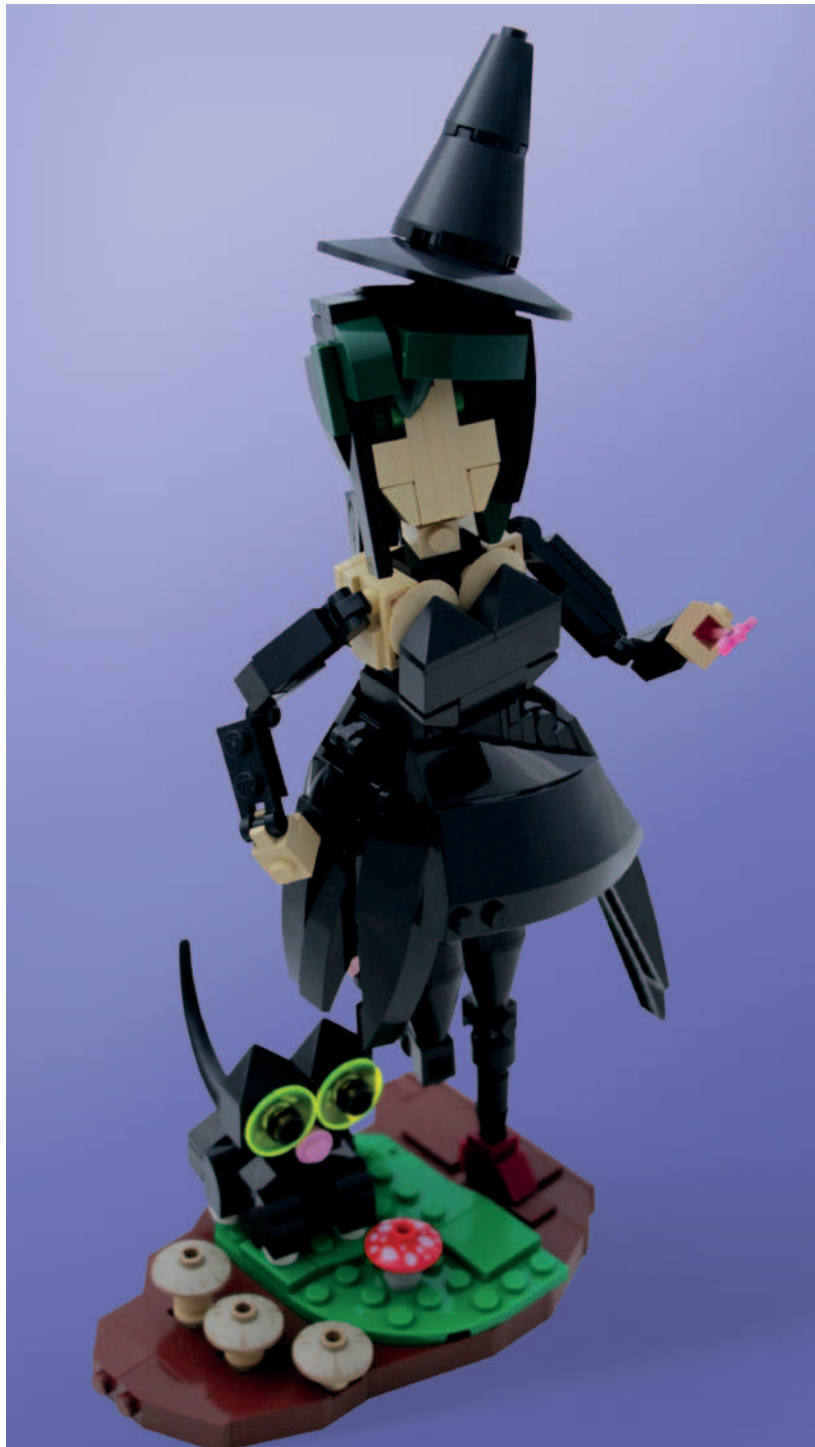




# The Bewitching Hour







Evan Bordessa

(opposite top) Burning Bones 2012 (~1025 pieces)  
(above) Isabella the Witch 2013 (~190 pieces)



## Riot Girls





Mike Dung

(opposite) Vocaloid Band 2013 (~2400 pieces)  
 (left) Vocaloid - Hatsune Miku 2013 (~600 pieces)  
 (middle) Vocaloid - Kagamine Rin 2013 (~800 pieces)  
 (right) Vocaloid - Megurine Luka 2013 (~1000 pieces)





Mike Dung

(opposite) Vocaloid - Megpoid 2014 (~600 pieces)  
(above) Mikasa Ackerman 2013







(opposite)  
Mike Dung  
Flandre Scarlet 2013

(above)  
Evan Bordessa  
Little Red 2012 (~400 pieces)

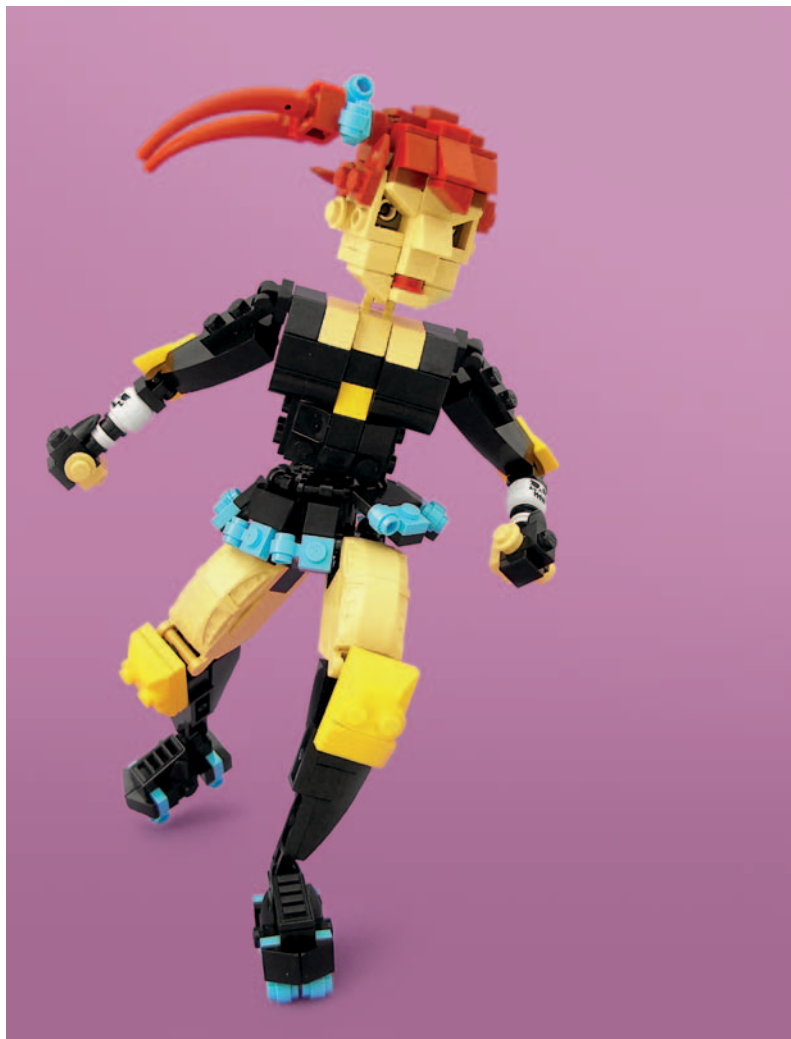


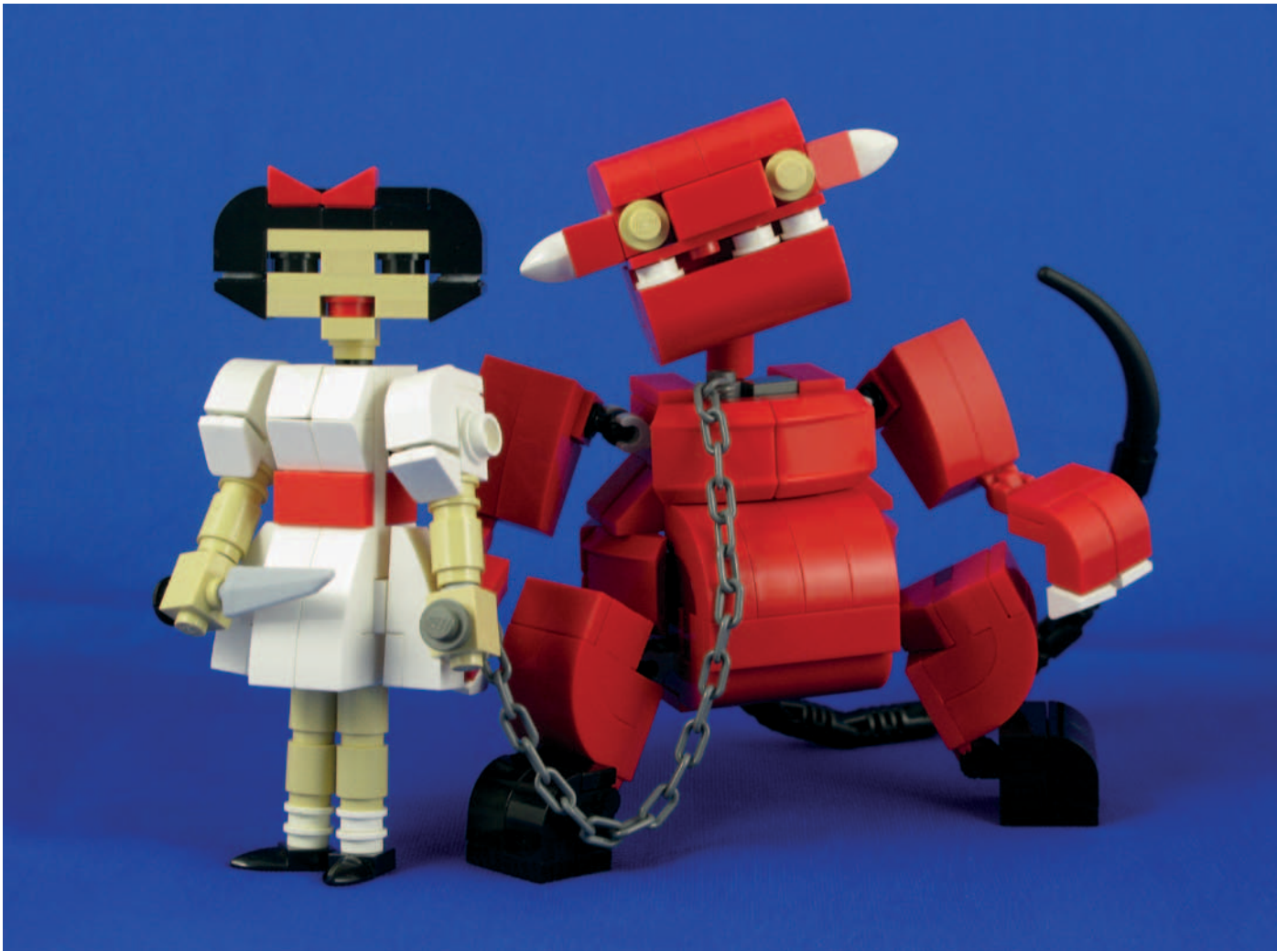




Eero Okkonen  
Qwena 2013 (627 pieces)







Aaron Anderson  
Just a Girl and Her Demon 2011 (200+ pieces)

# Bad Boys



(above)  
Andrew Lee  
Yoshimitsu 2012 (~2000 pieces)

(opposite)  
Dylan Mievis  
Captain Redbeard 2014 (205 pieces)









(opposite)  
Jimmy Fortel  
Lucky Luke 2013 (~1200 pieces)

(above)  
Dmitriy Selivanov  
Fateful Encounter 2013









(above)  
Gilcélio de Souza Chagas  
Old Electric Chair 2013

(opposite)  
Riccardo Zangelmi  
Capitan Harlock 2014



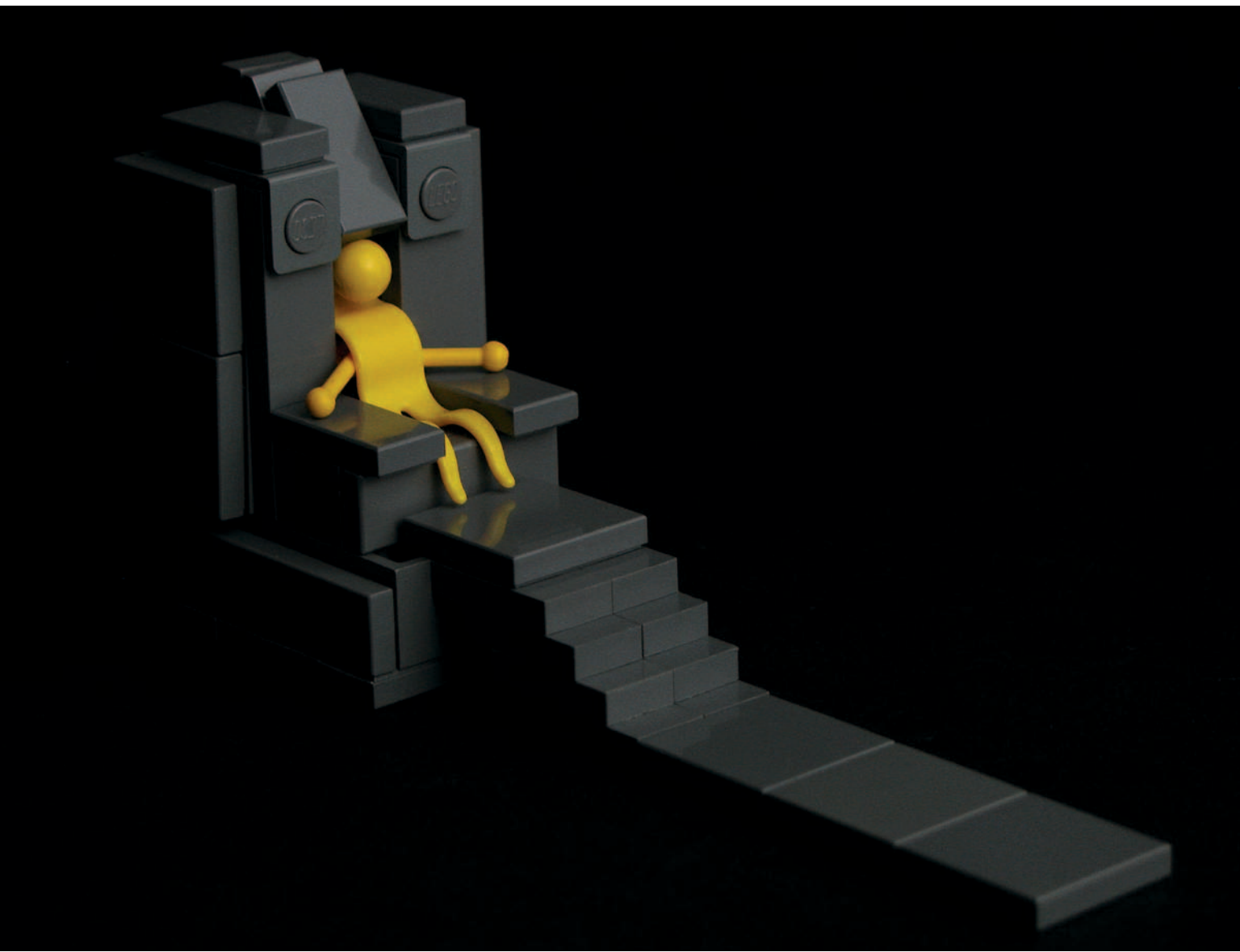


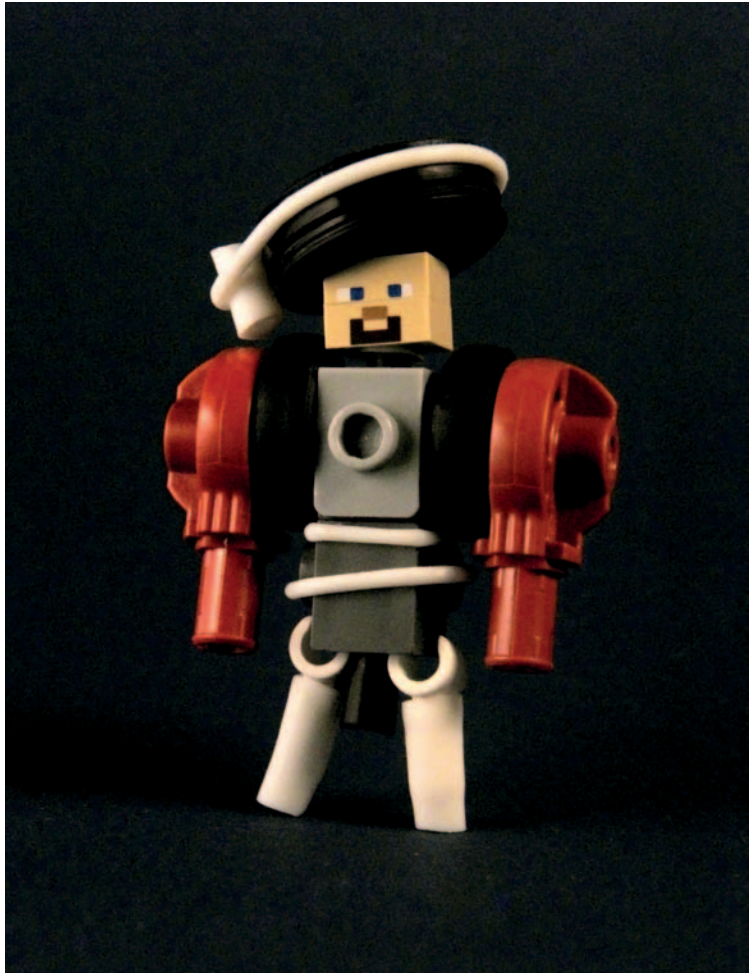


(opposite)  
Tyler Halliwell  
The Sandman 2014 (~1500 pieces)

(above)  
Ian Spacek  
The Joker 2014 (~150 pieces)







(opposite)  
Brian Kescenovitz  
The King in Yellow 2013 (50 pieces)

(above)  
Bartosz Kacprzyk  
Henry VIII 2013 (19 pieces)

# Contributors

Unless otherwise stated, all photographs are copyright of the individual builders.

**Abalov, Nikolay** ("NickAb"), [http://flickr.com/photos/nick\\_ab/](http://flickr.com/photos/nick_ab/): Micro Plant [digital render] (2012), 176

**Adam** ("Mister Zumbi"): Predator (2008), 123; Winnebago (2013), 277

**Albert, Kristóf** ("legoalbert"), <http://flickr.com/photos/legoalbert/>: Hand of the Builder (2014), 243; Savage Rider (2014), 279

**Allemann, Jason**, <http://jkbrickworks.com/>: Abandoned Sea City (2014), 158; Lord Ship Amagosa (2013), 279; Steampunk Ninja (2013), 255

**Amacher, Sylvain** ("captainsmog"), <http://flickr.com/photos/captainsmog/>: Ringwraith on Fell Beast (2013), 113; Steam Rocket (2010), 278

**Anderson, Aaron** ("rongYIREN"), <http://flickr.com/photos/47062214@N00/>: Just a Girl and Her Demon (2011), 307

**Armstrong, Matt** ("monsterbrick"): Bricklings (2010), 294–295; Danger Danger! (2009), 28; Inside an AFOL (2012), 124; No...Lil Miss Muffet Lives Down the Street (2013), 23; Off with His Head (2011), 106; Step on That! (2013), 23; This Is My Brain on LEGO (2013), 32

**Aspacher, Markus** ("markus1984"): Final Fantasy – Anima (2014), 135

**Axelsson, Lars** ("Larry Lars"), <http://flickr.com/photos/28192677@N06/>: CudeDudes – Classic Horror (2009), 296

**Baer, Blake** ("Blakes Baericks"), <http://flickr.com/photos/baericks/>: Fort McHenry (2010), 268

**Baggs, Taylor** ("Stormbringer"), <http://flickr.com/photos/36769850@N05/>: Monstrous Whale (2013), 100; Twix Bar (2012), 173

**Batangtaris, Almando**, <https://flickr.com/photos/23575844@N06/>: UAV Drone Fighter (2013), 271

**Beitle, Eric** ("The Beetle"): Gas Mask (2014), 270

**Bidea**, <http://brick-life-idea.blogspot.tw/>: Cerambycidae (2012), 17; Marine Organisms (2012), 93; Scuba Diving (2013), 89

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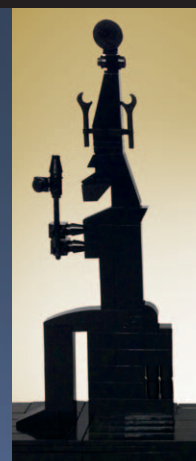
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