



FANA 'BRIQUES 2010

Text and pictures by car_mp

Location: Rosheim (France)

Dates: 26-27 June

Exhibition: 2500 m2

Exhibitors: 85 from 6 different countries

Visitors: 5150

Taking advantage of the fact that on our vacation we were near Rosheim on the dates indicated (my wife thinks it has been pure chance ;D) we were able to visit this event. The town has a certain medieval charm, and the truth is that it isn't the typical place where you'd expect to find a lot of AFOLS enjoying their hobby.

The weather was good, perhaps too good, the high temperatures made me suffer for a few bricks that were in the open. Most of the exhibition was located in a sports hall and several tents contained additional services (shops, bar, lockers ...) and a small part of the exhibition.





All official LEGO® lines were represented to a greater or lesser extent, both official sets and MOCs and dioramas. In the Star Wars™ area we could find all official UCS and some MOCs of which LEGO would have to take note, such as the Venator that everyone would like to have with our ISD. There were also several dioramas of Space and Castle, but as always, City was the most numerous. Off course Mindstorms, Technic and GBC, which has become an essential in all events, were also present.

I personally want to thank Thierry Meyer for the time he spent with us during our visit.

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I use the latest version of LPub which makes the process reasonably simple, but some concepts like Buffer Exchange are very difficult to learn and not intuitive. I recommend using lots of submodels so smaller assemblies can be shown as callouts on the page. But really, the only way to learn is to experiment for yourself. Don't be afraid to ask questions if you get stuck. Lugnet still has a pretty active CAD forum. There's always more to learn. Kevin Clague's LPub is truly a marvelous work, but it is still free software developed in his spare time! Sometimes there are problems. Right now for instance I am doing a 100+ page set of instructions and for some reason LPub is totally ignoring one of my submodels. I have no idea why.

LEGO Technic Blog

HM: In November 2009 you and two other AFOLs (Fernando "Conchas" Correia and Paul "Sariel" Kmiec) started participating in the LEGO® Technic Blog. So far, what do you think of the experience? Have you received any feedback?

EA: That was a big surprise to me and has been a very positive experience. LEGO is one of the best companies in the world at community outreach, and Monica with the Technic team has been truly inspiring with which to collaborate. It is exciting to be able to reach the audience that the Technic site allows, and it is humbling to realize that a large company like LEGO is willing to let non-employees contribute in such a public way. I even got a Christmas card from the whole LEGO Technic team!

Miscellaneous

HM: What do you think about the use of custom parts in Technic MOCs, like some famous builders have done?

EA: Personally, I have no problem with it. LEGO is an outlet for creativity, but not everything can be accomplished with stock parts. In these cases, I can understand why people choose to extend the medium to make their creations fully come to life. On the other hand, my preference would be to try to find a full LEGO solution whenever possible since that is part of the challenge of model building.

HM: Some people were a bit critical when you decided to sell instructions for the Crowkillers Gallardo. Would you like to

comment?

EA: A bit? ;-) From what I have seen, the single biggest request from commenters on MOCpages and Flickr is for instructions. Everyone wants them and practically no one wants to make them. The reason is that making instructions is significantly more time consuming than building the model itself and at the end you don't really have anything for your efforts. It took me a couple of hundred hours to do the Gallardo which I mostly just did for myself. But I thought I would put the instructions out there and see if the interest level was high enough to do that more often. I am surprised that some are so critical of what other people choose to do with their time and talents. Each person can make the choice of sharing their work for free or for profit, and each person can choose whether or not to buy it.

HM: If you had the chance, would you leave your job to become a LEGO Technic Designer?

EA: That would certainly be a dream come true, but at the moment I would not be able to leave the Seattle area since I only get to see my kids part time and I would not see them at all if I moved to Denmark. But in the future after they are older I would be very interested. My wife and I have even talked about the possibility.

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