

HispaLUG Contests

We present you a short interview with Joaquin, the winner of the best MOC of the first half-year in our community

by Gobernador

Pictures by Joaquin

HM: First of all, congratulations for being the builder of the most voted MOC last quarter, really it is an impressive MOC, no less than a whole section of a pier with a good number of buildings. From where does this idea come?

J: Hello, thank you very much. The idea was brewing slowly after re-build the Green Grocer and Cafe Corner, I thought about making a small scene of modular buildings, something very usual on Internet lately and which I wanted to experiment with. But I wanted to do it in a different way. First of all the block was inverted, forming a sort of square, I think it was a good way to concentrate the scene more, and that's why I built an inverted Corner Café. Another detail that I wanted to do was the entrance to the basement, forcing the entire block up and that gave me the way to fill what would be a plaza with water, and build the dock. After that, each building was designed depending on the availability of parts and space. As usual, I improvise a lot.

HM: Can you estimate the number of parts and the hours it's taken?

J: That's something I always wonder about, but it is impossible to know, unless you have more patience than Job and disassemble everything part by part. If we consider that the

Green Grocer and Cafe Corner together have 4500 parts, the whole scenemay exceed 10,000. It's been a long build, about 2 months because I usually build very slowly, but I try to be regular.

HM: You've inverted the Cafe Corner, was it a big problem or was easier than you expected?

J: It was not overly complicated but it is less easy than it seems. Adjusting the position of the walls to the corner was a bit complicated, especially on the roof, as the original roof slopes were not enough and I had to hide the hole with some chimneys. The funny thing is that I tried everything very hard to reverse the "L" in the sign "Hotel" but it was impossible. I had to leave it reversed. The order of the parts is impossible to change, this gives us an idea of the difficulty and the merit of designing these sets.

HM: It is without doubt a great diorama, with the added value that it is raised and we can see even the staircase leading to a basement. Are you going to expand this great diorama and detail the interior of the houses, build a sewage etc. ?

J: Well, as usual for me, after taking the photos the display was completely disassembled. Because I am so slow building





this kind of creations, they end up being somewhat tedious and at the end all I really want to do is get started with a new MOC. It is the problem of making such big things.

HM: Now some more general question, this is not the first time you have surprised us with your creations in this magazine, issue 002 showed us an impressive ship, and in HispaLUG there are other examples where you have left us quite impressed (the funicular or the office building) Can you anticipate some of the ideas you have in mind?

J: Now I'm working on a new MOC. It is a scene of a street, like the one of the modular buildings, though rather peculiar. I do not want to give many details because it is a bit of a risky construction and I don't know if it will be successful. It is a scene for the Grand Carousel (which I have built recently) and represents an already existing LEGO® building but on a larger scale ...

HM: On the other hand, do you have a dream project, which so far, for different reasons you have not been able to carry out?



J: Projects ... many!! As you know I prefer large MOCs, but I have as a pending task to care more for details and to reduce the size of the buildings. I love modular buildings with great ornate facades, but I recognize this is very complicated and I am very limited when it comes to knowing how to use the parts together as creatively as we are seeing lately. I would like to do more modern buildings or with an industrial aesthetic, similar to the office tower that I showed you recently. I'm also attracted by the world of structures, trying to build bridges, cranes, large infrastructures ... that's what I'm thinking about. My biggest constraint is the number of pieces, I have a good collection but sometimes you don't have what you want and I don't usually buy on Bricklink, I just use parts from the sets. Maybe I should consider another way of building, I build depending on what I already have, and maybe it's more logical to try to capture an idea and from there, buy the pieces that are needed. It is something that influences me a lot when thinking about a new MOC. Best of all is that even after a few years out of the "Dark Ages" I keep thinking about a thousand ideas to build new things, mostly unfeasible, but always looking forward, and I hope that will continue!

<http://www.brickshelf.com/cgi-bin/gallery.cgi?m=joaquin>

