





## Great creators of the world: Tyler Clites

*A fantastic creator known for his quality in details and his talent in all official and unofficial LEGO® themes.*

*By Hispabrick Magazine*

*Pictures by Tyler Clites*

**Hispabrick Magazine:** Name?

**Tyler Clites (a.k.a. Legohaulic)**

**HM:** Age?

**TC:** 23

**HM:** Nationality?

**TC:** American

**HM:** What do you do normally?

**TC:** Normally I would go to school but since I just graduated college I'm searching for a job.

**HM:** When did you first start building with LEGO®?

**TC:** When I was in my mother's womb, okay, not really. I was two when I got my first System LEGO set.

**HM:** Your first set?

**TC:** My first set was a small race car (1517)

**HM:** And your last set?

**TC:** 5982 Smash 'n' Grab

**HM:** ¿Your favorite commercial LEGO building theme?

**TC:** My favorite theme would probably be Star Wars™. I mostly enjoy it for the parts.

**HM:** ¿And your favorite non-official building theme?

**TC:** Steampunk is definitely my favorite non-official theme.



**HM:** What is your favorite LEGO® element and why?

**TC:** It would probably be the 4773 (travis brick) just because of the versatility in how it can be used and attached.

**HM:** Which part would you like LEGO to produce?

**TC:** There are hundreds of pieces I wish LEGO would make but right off the top of my head I can think of one in particular. I would love if LEGO would produce a part which is essentially a “travis brick” but with studs two perpendicular faces and the top. Essentially this would give the ability to put a “travis brick” in a corner.

**HM:** How many hours do you spend building with LEGO?

**TC:** On average I spend anywhere from 5 to 20 hours a week depending on how busy I am.

**HM:** What do your family/friends think about this hobby?

**TC:** Everyone is very supportive and encouraging. Friends sometimes tease me about still playing with toys but I don't mind. I know that they really are impressed by what I do.

**HM:** You have built MOCS from almost all unofficial lines, Steampunk, Space, Mecha, Postapoc ,..., Is it difficult to change the theme so frequently? How do you choose the theme of your next creation?

**TC:** I have built in pretty much every major unofficial theme. I like change. I don't see how some builders can keep building in the same theme time after time. If I'm really inspired I might do several space ships or sci-fi moc's in a row but I really enjoy changing it up on a regular basis. When choosing a theme, I try not to think of a theme to build in but rather I start building something and it ends up falling into a theme. For example, I

may want to build a small mech, I start building the legs, there happens to be some pearl gold piece that catches my eye, I use it and it begins to take on a steampunk look.

**HM:** Do you draw or pre-designs before you start building?

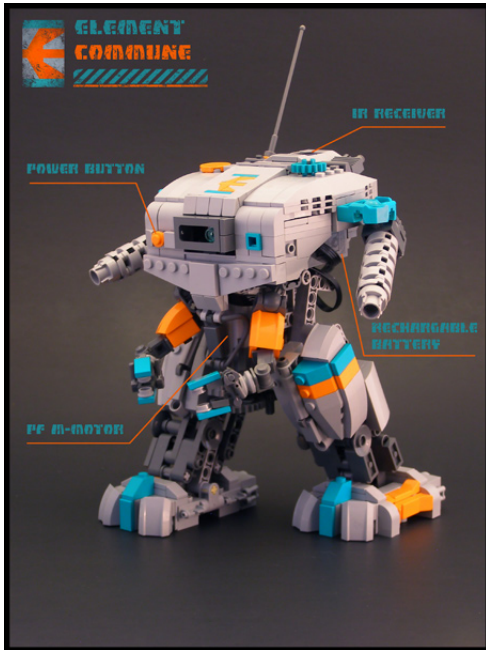
**TC:** Sometimes I do and sometimes I don't. Sometimes I'll know the 'look' I want to go for but still need to flesh it out in my head by drawing or sketching ideas. Other times, I just sit down and start doodling with parts and something evolves from there. Still other times, I have an idea so clear in my head that I don't need to draw anything, I just build it.

**HM:** How long does take you to get from the idea to the finished model?

**TC:** It ultimately depends on the size of the model. However, I have built large models in a short amount of time and some small models have taken a very long time. On average there is probably about 5 to 10 hours of work put into each model.

**HM:** One of the most famous dioramas in the past months





has been your collaboration with Nannan. How did this project come about? What was the biggest difficulty you found during your collaboration with another genius of the bricks?

**TC:** Nannan approached me in January 2010 with the idea of doing a collaboration project for Brickworld since neither of us had anything planned for the event. The biggest difficulty was probably the planning stage and trying to figure out what the other person's vision for the display and how we could blend those visions into a single cohesive display.

**HM:** You have posted instructions of some of your MOCS on the net. What has prompted you to put in that extra work that means creating instructions for the models?

**TC:** I really want the instructions to be an inspiration to other

builders. Having built MOCs from other builders who have created instructions, I loved seeing how other people build and I learned a lot from building their model. Building someone else's MOC is a chance to build in another artist's style. I equate it to being able to sit down with the instructions for Van Gogh's *Starry Night* and paint your own version of his painting. I hope that my instructions can be an inspiration to other builders, both experienced and inexperienced alike. I would love to see more people making instructions for their MOCs it may be time consuming, but in my opinion, the reward is worth it.

**HM:** If you had to choose one among all your creations, which one would you choose and why?

**TC:** My favorite would probably be my first apoc dio (<http://www.flickr.com/photos/legohaulic/545314787/>). It arguably is what started the Post Apoc theme as well as the irregular/freeform base plate idea. It is my favorite mainly because of the composition of it. I love how it almost looks like a different scene from every angle.

**HM:** The increase of AFOLs and lines like Star Wars™ create new possibilities not imagined before by LEGO®. What do you think about the old school LEGO and the new LEGO?

**TC:** The 'new' LEGO wouldn't be here without the 'old' LEGO. I'm all for whatever is new and different. I like to push the boundaries of what has been done before and progress to the next level. Some people complain about the 'new' LEGO with all the new parts they aren't needed. I however, embrace the new parts. They are just providing more possibility for me and other builders to push the envelope on what can be called LEGO.

On another note, I do feel like LEGO is focusing less on creativity. With the licensed themes such as Star Wars and Indiana Jones, kids are being told how to play with their toys rather than just inspiring them to be creative. That's why it is so important for AFOLs to reach out to kids and help inspire





them to be creative. I miss the old inspirational models on the backs of LEGO® boxes. The tools/pieces are there, they just need the inspiration again.

**HM:** What do you think about the use of non-official parts (stickers, modified parts, non-LEGO elements ...)?

**TC:** A few years ago I would have been totally against it. I use to be a hard core purist. I've become more lenient in my view of non-LEGO elements after seeing some of the amazing work of Will's Brickarms and the amazing models of the late Nate Neilson (nnenn). While I would never modify or paint a piece, I have used Brickarms and I've cut official stickers for a few models. I try to remain relatively pure in my use of LEGO just because I like the challenge of limiting myself to only LEGO elements. However, I don't object as strongly to non-LEGO elements as I once did.

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