

# Miniland Building: MINILAND Character Build

## *Extended GuideLines Part I - Introduction*

*By Didier Enjary*



The purpose of this series of articles is, first, to introduce you to the little people who populate the MINILANDS, these miniature worlds that are part of the LEGOLAND theme parks, but also to encourage you to explore them for yourself by explaining how to design and build your own characters.

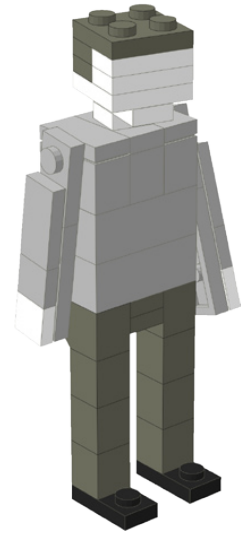
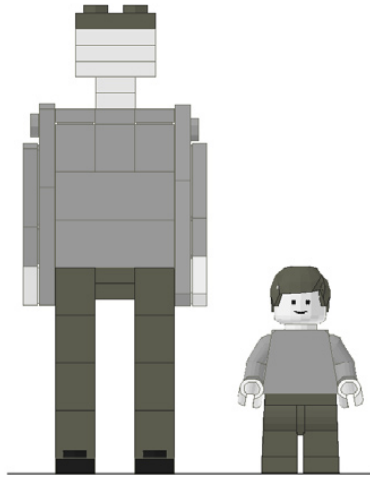
With the famous brick, the best known and appreciated items are LEGO® minifigures (minifigs). But unless you are willing to mod them by cutting, glueing and painting, there are a limited number of opportunities to build your own minifig.

Instead, the MINILAND characters, bigger, leave room for creativity, to design a virtually infinite number of different models in their styles and postures.

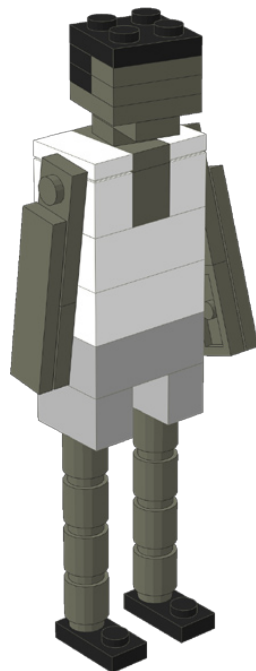
Furthermore, the characters require the use of common parts (plates, bricks), of small size (2x3 or 1x4 at maximum), and in small numbers (a basic character contains about 60 parts). They are therefore accessible to all budding builders.

The MINILAND characters designs are not meant to be very sturdy. You might even find out that some characters can not stand up for long, they tend to fall quite easily. But they were never meant to be sold as sets for kids and they are glued to be exhibited in the MINILAND world.

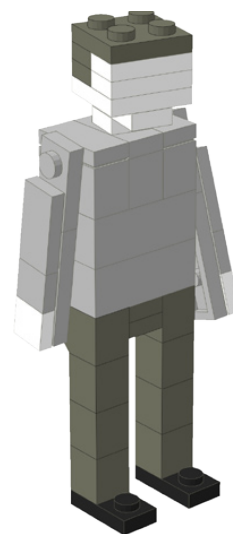
To better understand how characters are built, we will build on the prototype shown on the side. The first thing we consider is the size and proportions of the character. The total height of the character is just under ten bricks. Scaled to the average size of an adult human being (5'7" - 1m70), we obtain a scale of 1:18. As a matter of comparison, a minifig is about 4 bricks high.



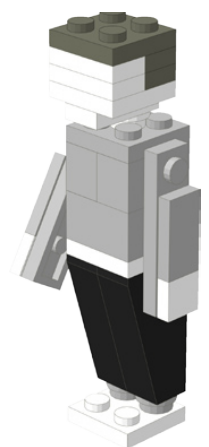
Of course, the prototype dimensions can be changed to fit the figure of the character you want to recreate : you will extend the legs of a Basketball Player or diminish the width of the torso of a child, keeping in mind that the whole should remain constant, sticking, roughly, with the 1:18 scale.



Basketball Player



Prototype

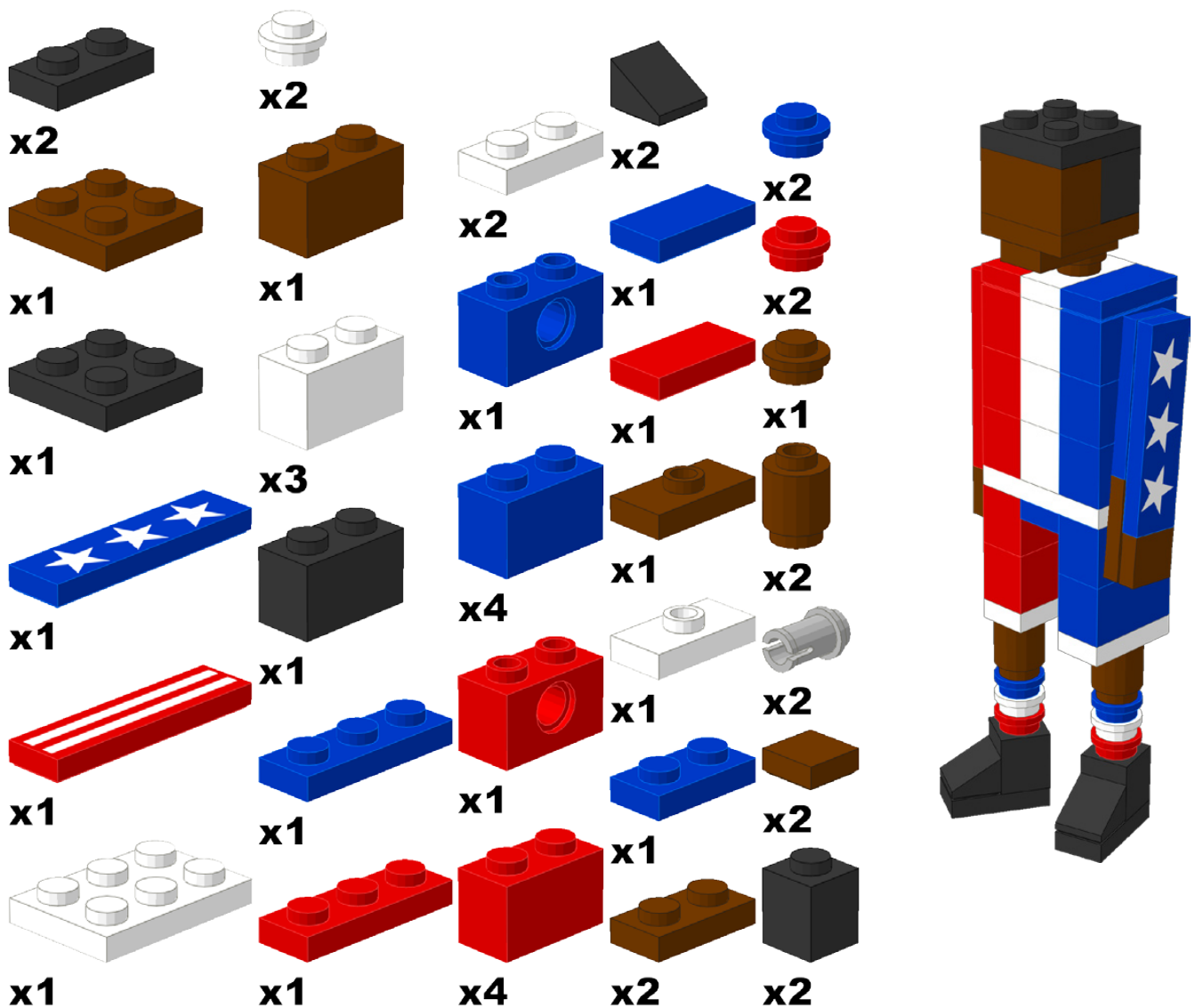


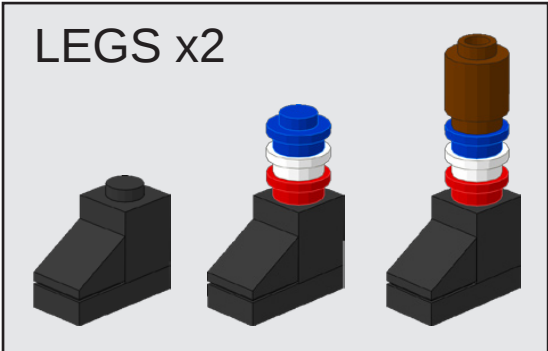
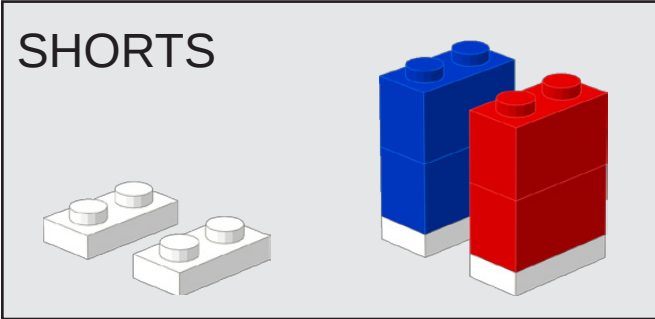
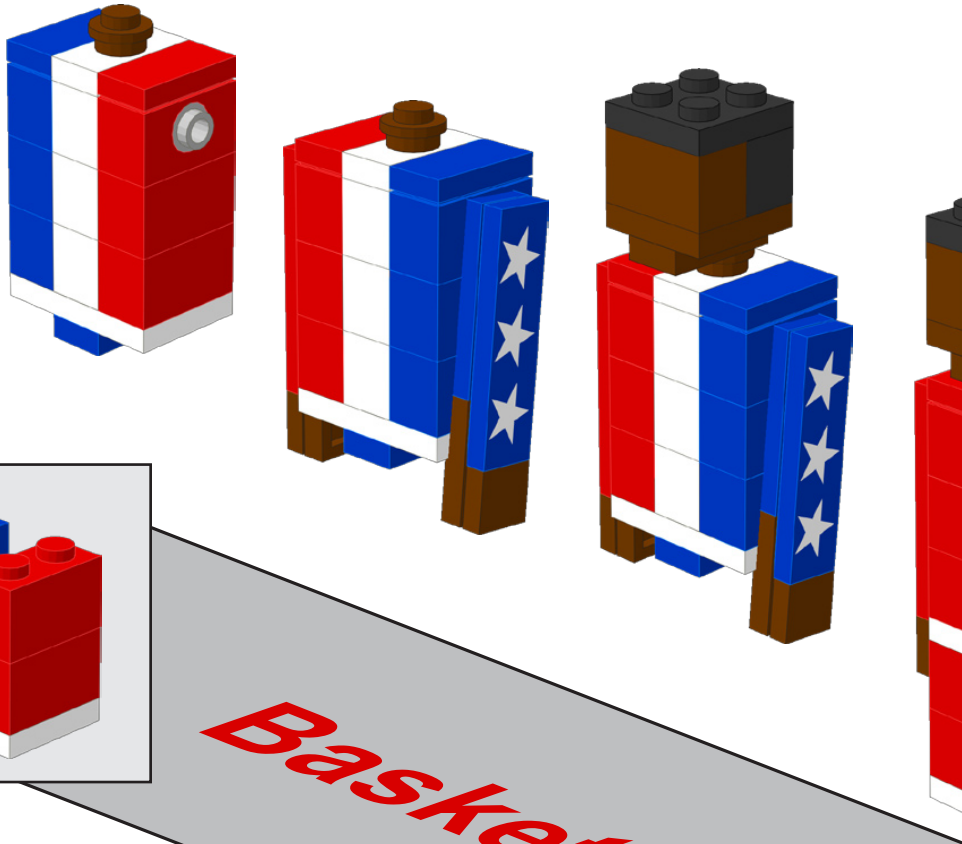
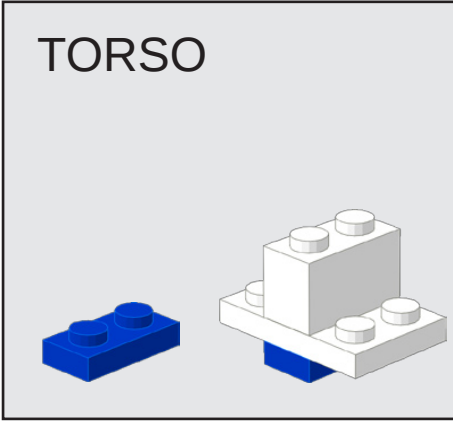
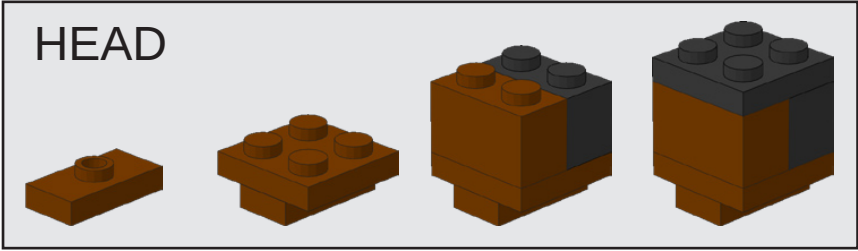
Child

The other key element that we highlight here is the modular assembly. One can clearly distinguish the subsets of the assembly: legs, torso, arms and head. That is this modular base that will provide a structure to this series of articles in which we will detail each of subsets. There are of course exceptions to this pattern (for instance laying characters like sunbathers or a crawling toddler), but nonetheless this scheme covers most of the MINILAND figures.

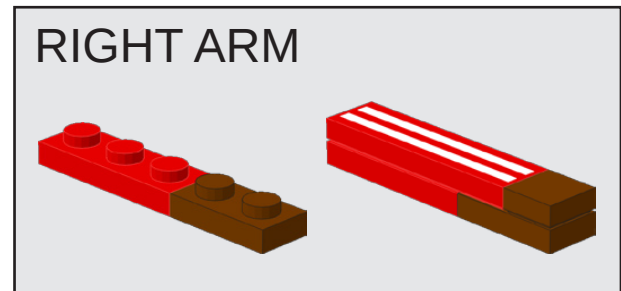
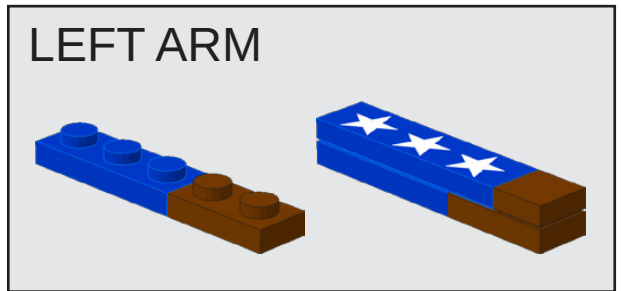
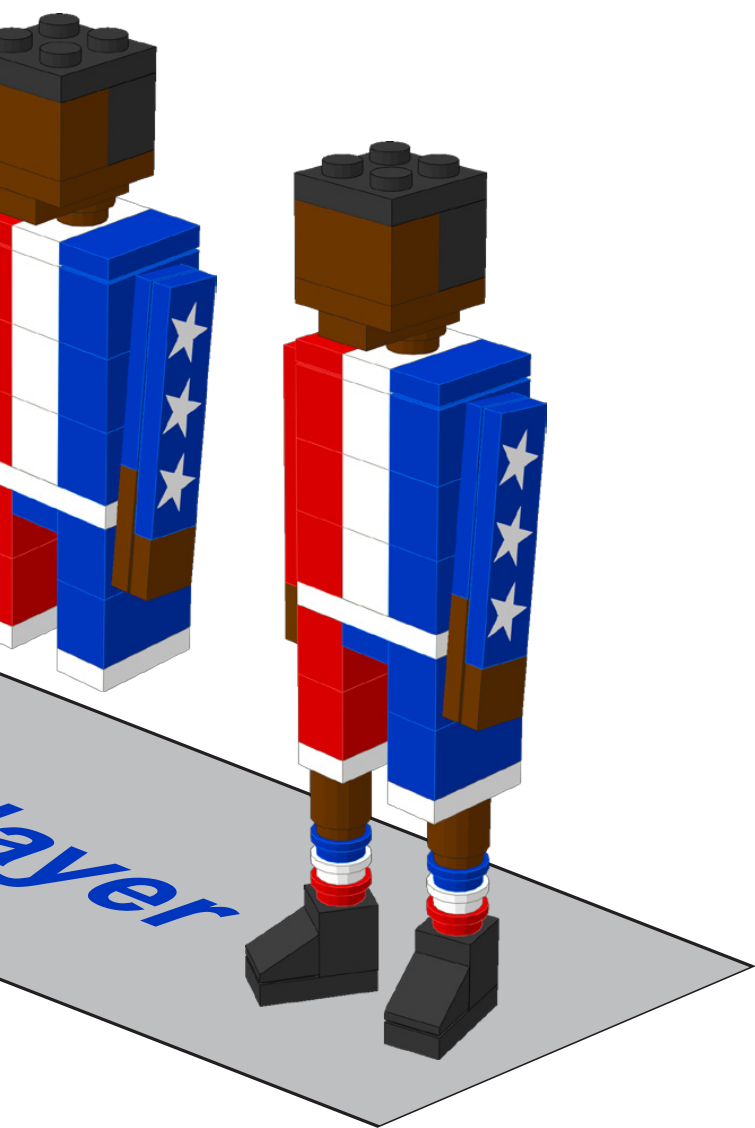
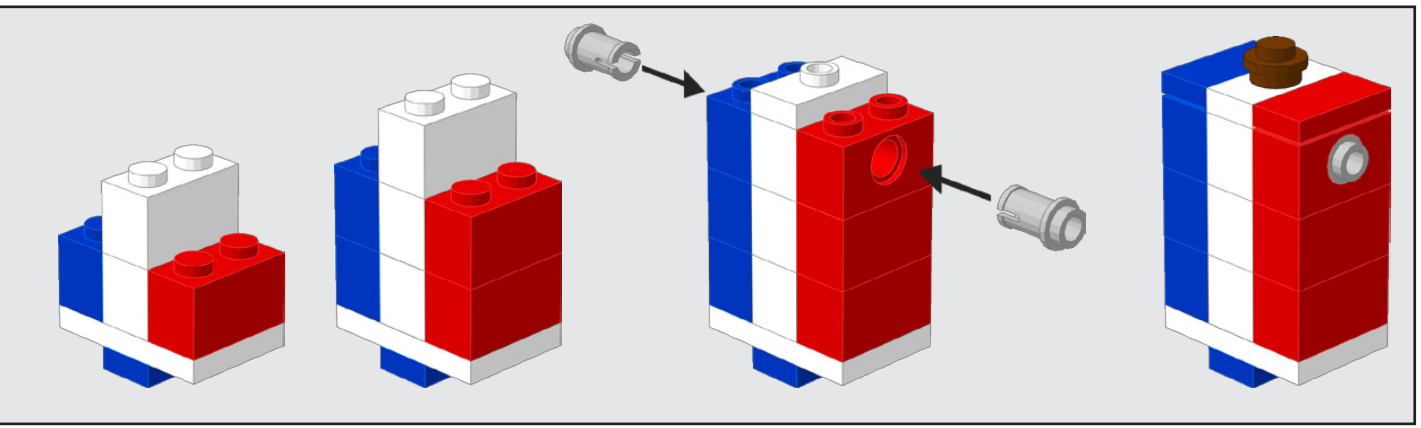
As an illustration of this first lesson on building MINILAND characters, we propose you to build a basketball player, designed by Flickr user «Tom Bricks». This character is made of 50 parts and is 11 bricks and 2 plates tall (6'7" - 2.02 meters at scale).

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*BasketBall Play*



Original design  
by Tom Bricks

Arts created using the  
LDraw System of Tools