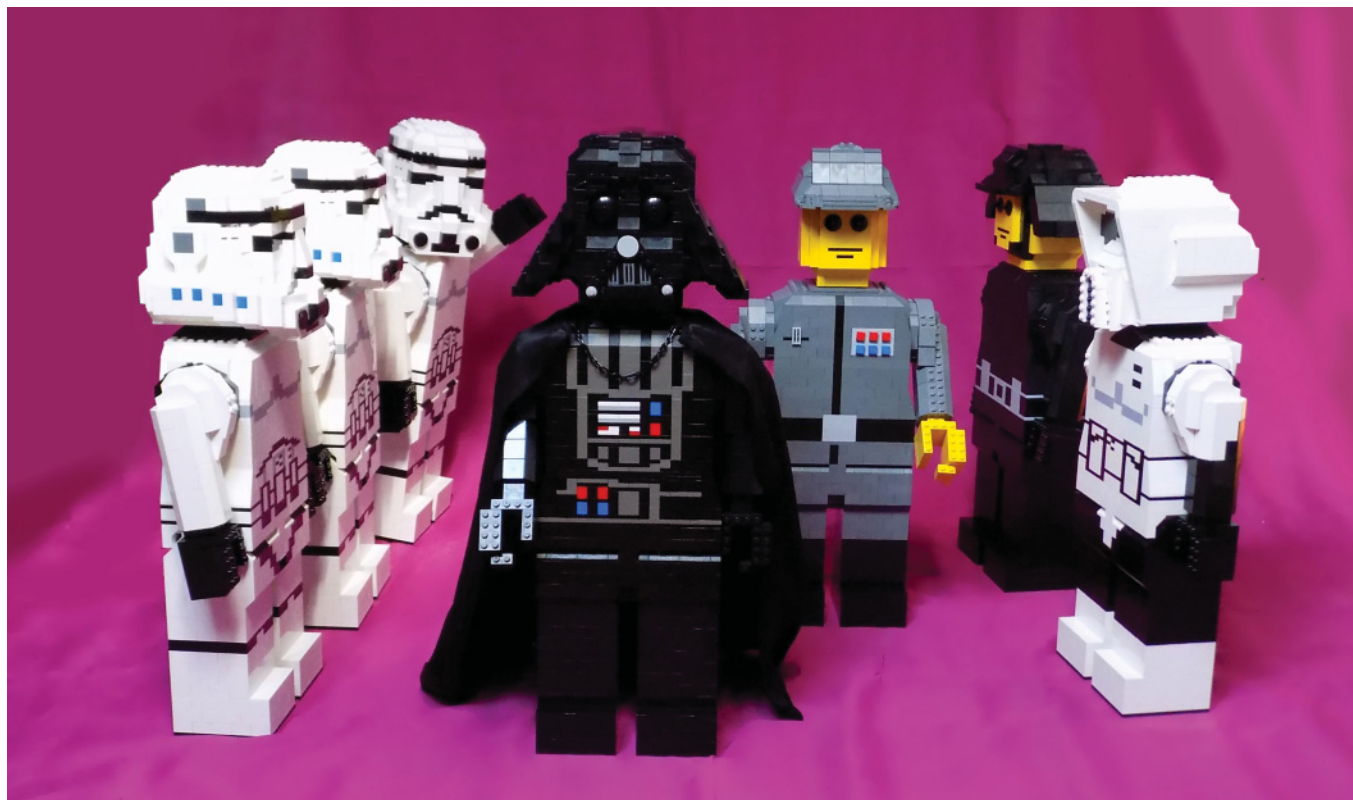


# Maxifigs Star Wars™

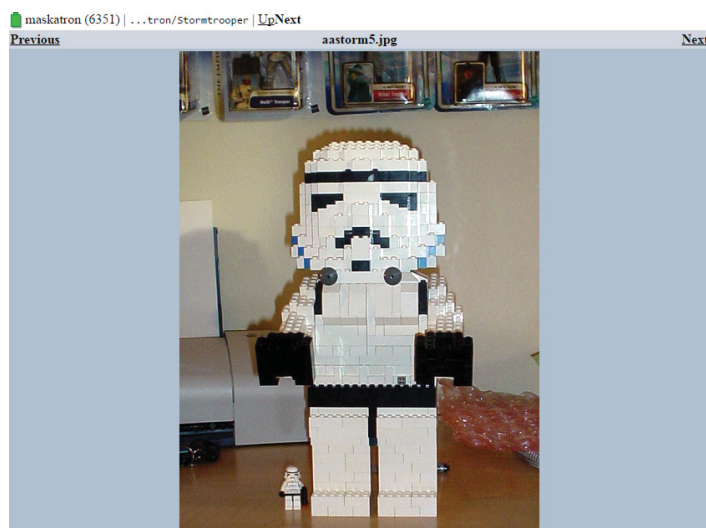
By A. Bellón (Legotron)

Pictures by A. Bellón (Legotron)

Among all my LEGO® constructions, there is one group I am especially fond of. These are my max-sized Star Wars sculptures. More than 11 years ago I started to build the first of these and over the next 6 years I added another 6 to my private collection of Star Wars Maxifigs.



It all started in 2004, a few years after I came out of my dark ages. At that time, Brickshelf was one of the main references to discover great creations by people from all over the world. My first years were centred on Star Wars and my searches were almost exclusively for Star Wars related MOCs. It was then that I found this picture:

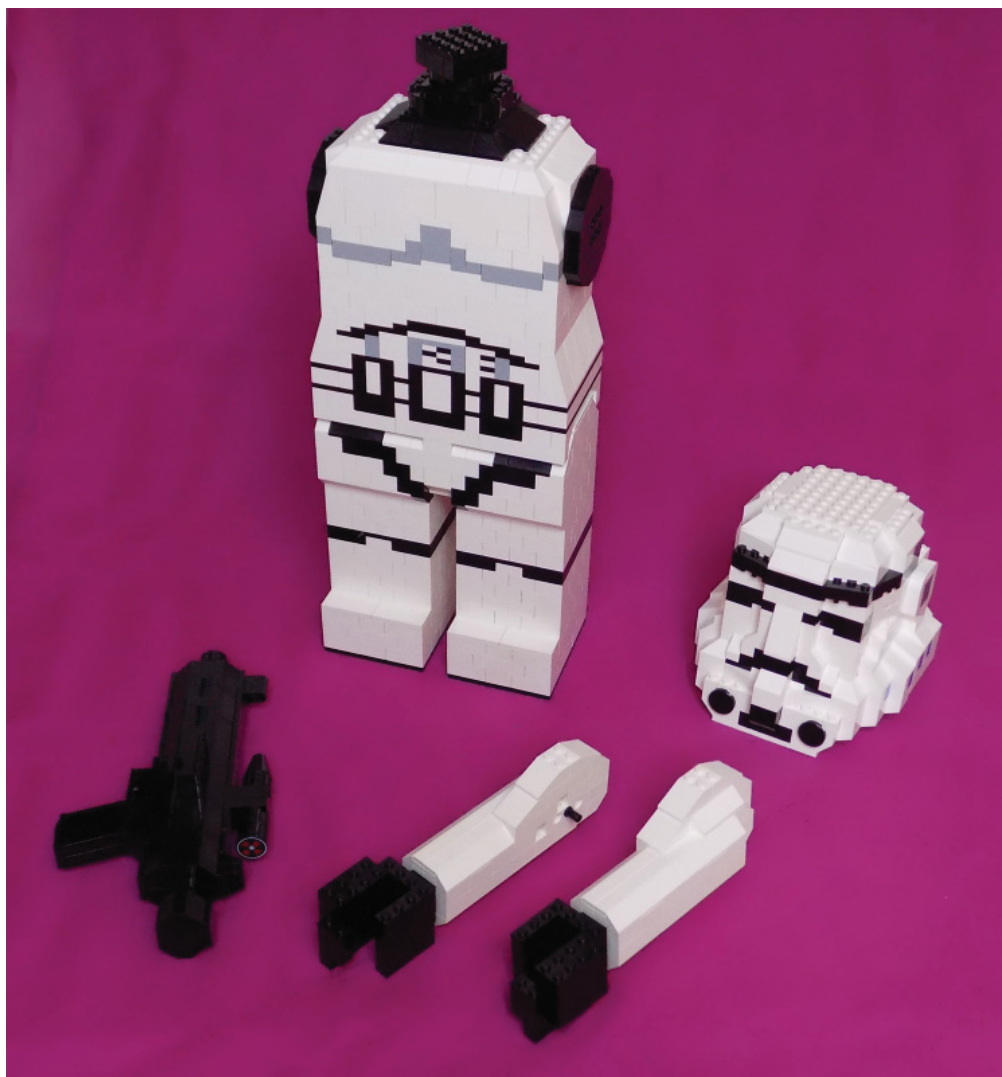
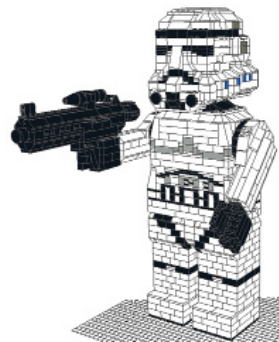


It was a sculpture made by Brickshelf user Maskatron, representing a stormtrooper minifig built at a much larger scale. As soon as I saw it I knew I wanted to do something similar. I thought it was a fantastic idea.

At that time I didn't have many parts and I couldn't really figure out what it would mean to build something so big so I used a digital design tool: LeoCAD. Initially I wanted to make something similar, but stylised so the scale difference didn't make the size of the head stand out so much. It took me several weeks of sketches and tests until sometime mid 2005 I finished my first complete digital design.

It took several weeks to design all the parts of the maxifig. I hadn't solved the problem of assembling the moving parts: arms and head, as the software allowed me to place them as I wished. But digital design was the way to go, creating the maxifigs in different separate elements, much like minifigs: torso, legs, arms, head and complements.

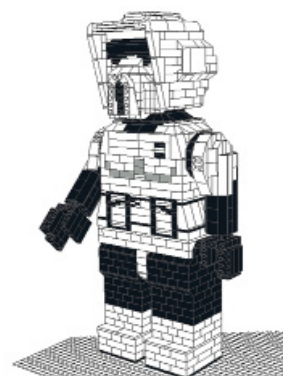
The big problem was that the piece count was well over 1000 which, at least in my first years, was a very large number, and the fact that the software didn't take into account the existence or availability of the parts I used. It took me about 3 months to get all the parts through Bricklink. Building the body, arms and legs was quite straight forward - they were basic structures built with bricks and some slopes. The legs and torso were connected permanently, although they could be separated for transport, since they were always going to be exhibited standing up. However, I wanted the arms to be mobile and connecting the arms to the body turned out to be a serious problem. I tried innumerable ways of using Technic axles, but none of them supported the weight of the arms, so I ended up using a system of Technic bricks and pins that allowed for different poses, although with a fixed position. While building the head I ran into another problem that wasn't evident in the digital design: structural rigidity. I didn't take into account that without internal reinforcement the head could cave in. I was so focussed on the way it looked that it turned out to be too fragile and so I had to make numerous changes. But finally, at the beginning of 2006, I finished the first maxifig of a stormtrooper.



I still have a picture of the first exhibition where I showed the model back in 2006.

That same year I started designing the next maxifig, that of the biker scout. The process was the same - I used the designs for the body of the first model and only needed to design a new head. It only took a couple of days.

After a couple of months waiting to get all the parts I needed, at the end of 2006 it was finished, and now I had a pair.





While building, and as I started to have a larger number of parts available, I realised it was much quicker to build them without using a digital design. During 2007 I started to build the Darth Vader maxifig as well as a copy of the stormtrooper so it could hold a banner. The appearance of new parts allowed me to make some small modifications to soften the shape of the stormtrooper helmets, while I finished building the Darth Vader maxifig. For the Darth Vader maxifig I built a slightly taller body and all the hard work went into designing the helmet. On this occasion I didn't use any digital design software and built the whole thing directly in parts. I had to use SNOT techniques for the sides of the helmet. As a final detail, my mother sewed a cape which of course became part of Darth Vader's outfit. And so I finished my third maxifig in 2007.



As an icon of the saga it is the most sought after maxifig and the one that draws most attention, despite the fact that I am still not completely happy with the design of the front of the head. I haven't yet found a way to make it better though.

With this third maxifig, the set became a prominent set piece rather than just being accompaniment to other Star Wars MOCs and as such I started to take them to different LEGO events.



The advantage of a design made up of three parts is that it allows you to simplify the work of making new ones. The torso and arms are virtually the same for each maxifig. All you need to do is create the right markings with different colour parts. The biggest challenge is the design of the head or helmet depending on the model.



And so I completed the designs of two more maxifigs over the next years, the imperial officer and imperial navy trooper.

In the case of the stormtrooper I made several copies because I really liked the figure. And since then these maxifigs have accompanied me to many different exhibitions of LEGO constructions and Star Wars fans.

Since 2011 - the year I finished my last maxifig - I haven't built more. Other projects have taken up my attention, but I still have several designs in mind which I hope to build one day.

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