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About the LEGO[®] Star Wars[™] Design Team

LEGO[®] Star Wars started in 1999 and we have made new models for the product line every year since then. The LEGO Star Wars design team consists of eight model designers and four graphic designers. The team is a mix of brand-new designers with fresh ideas, and experienced LEGO Star Wars designers with many models under their belts.

This is an ideal team for creating new, innovative LEGO Star Wars models, as well as revising and improving previous LEGO versions of classic and iconic Star Wars ships. The focus of our main LEGO Star Wars product line is to make cool, fun and inspiring LEGO Star Wars models for kids.

For LEGO Direct we have the opportunity to make even bigger, more challenging, models with special attention to accuracy and details. These models are fun and exciting to develop, but also a huge challenge! We always do our very best, and hope you will enjoy the building experience.

Happy building!

Jens Kronvold Frederiksen **Design Director** LEGO[®] Star Wars





About the Battle on Hoth



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On the secluded ice world of Hoth, the Rebel Alliance had stationed a defence-heavy, anti-infantry base to act as Alliance headquarters. The planet Hoth was protected by an asteroid belt, distance, and frigid temperatures, making it the perfect location for the covert hangar known as Echo Base. Despite these defences, Darth Vader's Death Squadron located Echo Base, and after failing in an attempted surprise attack on the base, launched a full-scale ground assault with an army of Snowtroopers and AT-ATs. After destroying the power generators, decimating the ranks of Alliance soldiers, and breaking through Echo Base's shields, Imperial Snowtroopers infiltrated the base and began close combat. As staff and support evacuated the base, the remaining Alliance soldiers continued to defend Echo Base, buying enough time for heroes Han Solo, Leia Organa and Luke Skywalker to escape. Before its destruction, Echo Base served as the Alliance headquarters, and was well protected from outside threats. Featuring a large Tauntaun Stable, a Snowspeeder Hangar, and a Medical Bay, it was equipped with the latest technology and was a tactical asset as well as a haven for enemies of the Galactic Empire. Constructed by the Alliance Corps of Engineers, Echo Base was an engineering feat, created by utilising the ice and snow natural to Hoth as intrinsic parts of the base construction.

Despite their eventual defeat, the Alliance soldiers of Echo Base dealt heavy losses to the Galactic Empire, and frustrated Darth Vader in his attempts to capture Luke Skywalker.







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Battle Facts

Conflict	Galactic Civil War
Date	
Location	Echo Base, Hoth
	Imperial Victory
Combatants	Galactic Empire; Rebel Alliance







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Visual Effects Artist © & ™ Lucasfilm Ltd.

Echo Base Specifications

Location	Hoth
Constructed	2ABY
Destroyed	3ABY
Built By	Alliance Corps of Engineers
Armament	SFS L-s1 laser cannons

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Meet the Model Designer Hans Burkhard Schlömer

Q: When did you become a LEGO® **Star Wars™** model designer?

A: The Ultimate Hoth battle is my third Star Wars set. Before Star Wars I worked on a different LEGO® theme for three years. My LEGO career started with designing 3-D models for a LEGO computer game in 2008. I guess three is my lucky number!

Q: What did you do to prepare yourself for designing the Hoth Battle set?

A: Designers' desks are notoriously messy, with piles of LEGO elements of all kinds and colours and partly assembled models everywhere. I knew I was going to need space. It is very important to clear the desk first – especially when starting up a new set of this size.

Q: How was designing the Hoth Battle different from your work on other models?

A: In terms of number of elements, the size of the Hoth battle is close to that of the UCS *Slave I* I designed earlier. But whereas the *Slave I* is one big model, the Hoth set consists of many smaller models, some of them with functions. It was more like designing several regular retail sets at once.



Hans Burkhard Schlöme

Q: The Battle of Hoth is one of the most famous battles in the **Star Wars™** universe, and was a major victory for the Galactic Empire at the time. How does this determine which vehicles or minifigures would be included in the set?

A: The whole LEGO[®] Star Wars design team first built an early sketch model of the set. We focused mainly on the Rebel base and built items on our wish list – models we had never done before like the lon cannon, the power generator or the smaller Rebel vehicle. Many other smaller LEGO Hoth sets have been released over the previous years, but they will be long gone by the time this set is coming out. Here you get the entire battle in one set!

A new character I really wanted to have in this set is Toryn Farr, the female combat operations officer who orders the Ion cannon to open fire. She knocks out a whole Star Destroyer so she just had to be in this set! Also on my wish list was K-3PO, the white Protocol Droid, a returning character who only appeared in one other set eight years ago.



Q: Environmental elements such as the jagged edge of the snow drifts bring the set to life in a realistic way. How do you consider the environment with regards to your set design when creating sets for LEGO® **Star Wars**?

A: For a designer it is important to be efficient when creating environment details and to focus on the essentials, like functions and play features. Having massive snow drifts would certainly look impressive, but wouldn't add a lot to the set in terms of play value. While there do exist fancy building techniques to create snowscapes with LEGO bricks (for example, building sideways with slope bricks or using transparent elements), I kept that part rather basic to speed up the building experience, so the customer can focus on the fun items, like the Rebel equipment. Fortunately, snow isn't hard to make with LEGO bricks!

Q: Hoth is an icy, snowy planet and the Hoth Battle set is built using mostly white bricks. When working with so many LEGO bricks that are the same colour, how do you make specific sections of the set stand out?

A: Maybe I should mention that the surfaces of our designers' desks are also white, so tell me about it! We always put off-colour elements in LEGO sets to heighten visibility of bricks and aid in the building process. Sometimes the bricks are VERY off-colour. Think of me when you find those dark blue bricks hidden inside the power generator!

But when all is said and done, snow still has to be white, and Hoth is one big snowball. I did experiment with mixing in elements in royal light blue as a different shade of ice, but that didn't look right in the trench or on the gate. It worked better inside the Wampa cave, which is more ice than snow anyway.

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Q: What are some of the techniques you used when designing and building the set to ensure it would be sturdy?

A: Model stability is very important, and often brick clutch power just isn't enough to ensure sturdiness. One important technique is vertical locking: those long white LEGO[®] technic beams on the rear of the base entrance make sure the layers of bricks don't come apart easily and also provide safe docking points for the smaller base modules.

Q: The Battle of Hoth is a huge battle; with so much material available, how did you determine which elements from the battle would be included in the design of this set?

A: There are some essentials that just have to be there, like the base entrance. Or a snowspeeder, the Rebel Alliance's main fighter on Hoth. Since Luke's snowspeeder (with dark grey marking) just came out again last year, we included the regular rogue squadron version in this set – which got orange markings.

We also wanted to bring back the Wampa ice monster with its lair, and add interior to the base. Focusing on the Rebel base, the Imperial presence in this set is quite light. A new AT-AT just came out last year, so you can still replay the whole battle in style – and the Imperial Snowtroopers got a brand-new E-web blaster that actually shoots!

Q: Is there a specific feature of the Hoth Battle set that you like best?

A: We took some liberty when creating the extendable lookout. It's a detail taken from the Rebel base on Yavin 4 from the previous movie, so we just assumed every Rebel base had to have lookouts and we just don't see them in *The Empire Strikes Back*. The Rebels always need to watch out for approaching Imperials, right? Even though it has to be freezing cold up there!



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Q: There are many details in this set, especially in the back, like sliding blast doors, flick missile turrets, and an exploding power generator. How do you work in functionality when designing a set? Is it difficult to design a set with moving parts?

A: Moving parts can definitely make my day ... interesting! Building a set of sliding doors usually is very easy – but not so with a LEGO set. We have to allow room for building mistakes and rough handling of the model. Trying to foresee everything that could go wrong and prevent it from happening is not an easy task. After all, it won't do to have the blast doors stuck half-closed just because some plates have not been pressed together strongly enough during the build. Darth Vader would laugh himself silly – WAY too easy! Meet the Graphic Designer

Paul Constantin Turcanu

Q: As a graphic designer for the LEGO Group, what are your main duties?

A: My main role is designing exciting graphics for both minifigures and stickers.

Q: How long have you worked on LEGO® **Star Wars™**?

A: I started working for the LEGO Group two years ago and I was assigned to the *Star Wars* project from the beginning.

Q: What do you use to begin designing the decorations for LEGO **Star Wars** minifigures?

A: I usually start either by re-watching scenes related to the figures, or studying official references. I do like to start sketching on paper and when I am happy with the result, I trace it digitally.

Q: Minifigures are very small. What are some challenges in creating designs that are both detailed, but easy to understand?

A: Keeping it simple is the key. Of course, when we have a highly detailed reference we try to translate it in LEGO[®] form by guiding the eye to the most iconic parts that make it easily recognisable.



Paul Constantin Turcanu

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Q: What do you use as reference material for designing the minifigure decorations? Film stills? Licensed art?

A: On the new *Star Wars* productions the official references are very good. On the first three movies, sometimes it can be challenging even with the official pictures. Re-watching scenes or playing related video games usually helps a lot.

Q: Many characters who appear in this set do not have large roles in the **Star Wars™** movies. How do you bring their characters to life in this set without having much film reference?

A: Personally, I am a really big fan of these side characters, and I like the challenge of making a cool minifigure out of something that maybe is not that iconic. The nice part is that when I get to do a bit of research I realise how all of them have side stories, their own history – it is fantastic to dig deeper into the vast universe that is *Star Wars*. This really helps in giving a nice feel to the character: brave, cowardly, determined or just adventurous.

Q: Was there a minifigure that you enjoyed designing the most?

A: I really enjoyed working on R3-A2, maybe because it's the first time that he has appeared in a LEGO[®] product. You can barely see him in the movie, but I am sure the fans out there will highly appreciate it. Also, his top details being printed on a transparent element adds a lot to the overall look.

Q: In addition to regular human-shaped minifigures, there are many aliens, droids and strange creatures that populate the Hoth Battle set. What are some differences in designing decorations for this large range of figures?

A: We try to keep the decorations as iconic and as efficient as possible. Even if it's animals or alien species, we try to stay as much as possible in our style guide and keep the same graphic characteristics as our regular minifigures.



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