



Booklet available in English on:
Heft in deutscher Sprache erhältlich auf:
Livret disponible en français sur :
Folleto disponible en español en:
Folheto disponível em português em:
A füzet magyarul ezen a honlapon olvasható:
如需中文版手册,请访问 LEGO.com/starwars

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 children.

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 building this one.

Happy building!

Jens Kronvold Frederiksen Design Director LEGO *Star Wars*



About the Snowspeeder



© & ™ Lucasfilm Ltd.

The Incom Corporation is best known for its production of the T-65 X-wing Starfighter, but it also produced an airspeeder that would become one of the main vehicles used by the Alliance during the Galactic Civil War to Restore the Republic in 3 ABY. T-47 airspeeders, more commonly known as snowspeeders, were used extensively in the Rebel Alliance stronghold on Hoth, known as Echo Base. Technicians at Echo Base modified the snowspeeder to change the airspeeder, used mainly for industrial cargo transport, into a light and fast vehicle for both patrol and combat. The glacial weather on Hoth also forced the Rebel Alliance to adapt the snowspeeder to function in frigid temperatures for extended lengths of time. Heaters were added near the drive units, de-icing nozzles were added to prevent ice forming on control surfaces, and Rebel technicians also used scavenged Y-wing parts, armour plates, and refitted cockpit modules to further improve the design and defence capabilities.

Due to its small size, the snowspeeder had a crew of just two: a pilot who could handle the speed and manoeuvrability of the airspeeder, and a gunner to fire the AP/11 dual laser cannons and harpoon gun. Because the ship lacked shields, armour plating was added to the hull, and repulsorlift engines were installed to dramatically increase the speed, enabling the snowspeeder to be fast enough to dodge weapons fire. Despite the snowspeeder's humble creation and patchwork modifications, snowspeeder pilots were inventive enough to use the vehicle to its full potential. When they realised laser fire was ineffective against more advanced Galactic Empire vehicles, snowspeeder crews used the harpoon gun and tow cables to tie up the massive legs of the Galactic Empire AT-AT walkers and disable or bring them down entirely.

T-47 airspeeders also proved useful to the Rebel Alliance forces in more than just the frigid climate of Hoth. Rebel Alliance technicians modified the multi-faceted cargo transport ship into multiple incarnations besides the snowspeeder. The swampspeeder, for example, was rebuilt with flotation gear and water-tight seals. Other variants included the sandspeeder, which was customised with advanced air filters to keep out the sand and engine cooling units to combat the scorching desert sun; and skyspeeders, which had pressurised cockpits and more powerful repulsorlift engines for higher altitudes.





© & ™ Lucasfilm Ltd.



© & ™ Lucasfilm Ltd.

Facts/Specifications

Snowspeeder Facts

Manufacturer	Incom Corporation
Model	T-47 airspeeder
Class	

Technical Specifications – Modified T-47 airspeeder

Length	
	1,100 km/h
Maximum altitude	
Armament	2 CEC AP/11 double laser cannons
Ut	orikkian Mo/Dk energy harpoon and tow cable
	Light repeating blaster cannon
Engine Unit	Karydee KD49 repulsorlift engines
Crew	1 pilot and 1 gunner
Cargo capacity	

Meet the Model Designer

Jordan David Scott

Q: How many LEGO[®] Star Wars[™] models have you designed?

A: The UCS snowspeeder will be the fifth LEGO *Star Wars* model that I have worked on which has been released.

Q: What kind of reference material did you use to begin designing the snowspeeder?

A: Firstly, I looked at the previous UCS snowspeeder that was designed back in 2003 to see what inspiration I could take from that. Secondly, I had various images and film stills from our *Star Wars* books and *Star Wars*: The Empire Strikes Back movie.

Q: How was designing the snowspeeder different from your work on other LEGO *Star Wars* models?

A: I think the main difference is the level of detail that you can put into the UCS models. These larger models allow for more complex building techniques and levels of detail which I personally love building into the models I work on. My favourite detail in the UCS snowspeeder was the use of LEGO minifigure ski blades on the underside to resemble part of the cooling fins. These UCS models are also meant to look as accurate as possible to the real vehicles. This means difficult angles or features can become quite tricky to recreate; the back window of the cockpit was particularly difficult to build as it slopes in three different directions, but also has to support the hinge connection for the cockpit.



Jordan David Scott

Q: The front of the snowspeeder has an easily recognisable, angled bow. Was this a challenge to recreate using LEGO bricks?

A: The angles were very tricky to achieve and this was something I wanted to do differently from the previous UCS snowspeeder. Back in 2003 we did not have as many elements that could achieve this look, and so it was built using angled bricks. Now, thanks to the miniature ball joints, I was able to achieve a more sleek and accurate front.

Q: How did you plan the design for the snowspeeder? Did you use artist sketches or film stills to inspire your design of the model?

A: Most of my inspiration came from film stills and cross section illustrations in *Star Wars*[™] encyclopedias that we have in work, and use a lot for reference.

Q: There are smaller versions of the snowspeeder in the LEGO[®] Star Wars Battle of Hoth set; how is this larger model similar to those smaller snowspeeders?

A: I think one thing that is similar even though the sizes are so different is the functionality; the UCS model has several functions that are similar to the smaller version, for example, the rotating rear gun and moveable air brakes. These functions make it a more interesting model and building experience.

Q: As a vehicle used for reconnaissance and defence, snowspeeders are equipped with both weapons and speed. How do these elements feature in the final design?

A: The high-speed nature of the snowspeeder is apparent in its compact design, using sharp angles to make it more streamlined; this was something I was very conscious about whilst designing the model, by making the underside less bulky and brick heavy. Another part I wanted to build as accurately as possible were the turbo lasers, which are designed to slant inwards so that they will focus fire at a certain point. This was a lot harder to build than I thought and at first glance it might not seem apparent, but they are in fact built on a very slight angle of about 10-15 degrees.



Q: Is there a specific feature of the model that you enjoyed designing the most?

A: I had a lot of fun designing the interior of the cockpit, like the back-to-back seats and all the small controls surrounding them, which were challenging to fit inside such a small space but just added so much detail.

Q: With a rotating rear gun, an opening cockpit, and moveable air breaks, there are many moving parts to this model. How did you create the design to ensure stability?

A: All of the moving parts on the model are fairly small builds, which meant it was easier to stabilise them. I did have some challenges with the cockpit as the two new window elements that I used to create it were very large and heavy and we wanted to ensure you could display it with the cockpit open or closed.

Meet the Graphic Designer Marie Sertillanges

Q: Are these the first LEGO[®] *Star Wars*[™] minifigures you've designed?

A: No, my first minifigure design was the last Naboo Pilot from 2015. The minifigures for this set are actually mostly existing designs. We decided to keep them since they are really iconic, whilst improving them with decorated arms. It was, however, my first time designing minifigure arms.

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

A: My very first step is to gather all the visual references I have for the character and try to build the big picture of their looks. Then, I choose which LEGO colours I will use for the torso, arms, legs and hands. The next step is to sketch the general shapes of the design, to translate the look of the character into LEGO style. To finalise the design, I go back and forth from the references to the minifigure sketch until I am satisfied, or until I am out of time!

Q: Minifigures are very small, what are some of the challenges in creating designs that are both detailed and easy to understand?

A: To ensure that the design is full of cool details but still readable, I start with extra simple and big shapes. Having the right composition at any time of the design is essential and it is easier to achieve when you have few elements. From there I will 'cut down' these big shapes to more detailed ones, as you would do while sculpting. The hard part is to choose the right details in order to really capture the character's look or personality!



Marie Sertillanges

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

A: For the old *Star Wars* movies we use mainly film stills or photos from production, directly from LucasFilm. At that time in the film industry, behind the scenes documentation was not as complete as nowadays, which makes it a bit harder for us to collect all the accurate references.

Q: The flight suits worn by the characters in the Star Wars^m films are incredibly detailed. How do you choose which details to focus on when designing the art for the minifigures?

A: The design of these pilots was made way before I became a LEGO[®] Graphic Designer, but I can speak about my general way of approaching a minifigure. When I design a character, I choose what makes him/her really special, what defines him/her. The layering and materials are important on the Rebel Uniforms, and wrinkles, for example, can be used to show material qualities as well make a character less orderly or more dynamic. I always bear in mind that you cannot and don't need to draw everything like in real life. Think of looking at reality through a LEGO filter.





© & ™ Lucasfilm Ltd.



© & ™ Lucasfilm Ltd.

Q: How do these minifigures compare to others you've designed?

A: Most of the minifigures we design are only decorated on torso, head and legs. Decorating on the arms is only reserved for special minifigures. I designed both main heroes and secondary characters like Zev Senesca. Compared to the main heroes, these generic characters are more challenging to design because you have to look closer to find what differentiates them from the crowd. To be honest, I prefer working on side characters as they seem plain at first sight but hold unique stories when I dig deeper.

Meet the Art Director Michael Sion

Q: Have you worked on package design for LEGO[®] Star Wars[™] before?

A: I started working on LEGO *Star Wars* in 2009 and oddly enough, my first packaging was a set of battle packs with minifigures from the planet Hoth. Now, six years later, I'm back on Hoth with the snowspeeder.

Q: What kind of reference material do you use to begin designing the package art?

A: One of the great things about *Star Wars* is the amount of fanbased material that is out on the web. I like to scan the internet for a while to immerse myself in the world of *Star Wars*. Usually the model has an iconic scene from the movies that I always try to refer to. Then, while making the packaging, never underestimate the use of making sound effects while creating the packaging fronts.

Q: The snowspeeder is a *Star Wars* vehicle that features predominantly in the Battle of Hoth, which takes place in a very snowy environment. How did you ensure that the white vehicle stood out from the white environment?

A: Colour, lasers, explosions and smoke! Explosions have made my life much easier on a number of occasions.

Q: What are the first steps you take when you begin the package design for a new LEGO *Star Wars* set?

A: I always start with the brief to see what the LEGO *Star Wars* product team wants to show. Then I 'play study' the model to get a feel for its potential.



Michael Sion

Q: Are there specific techniques you use to depict the features and functions of a particular set on the box art?

A: I invariably struggle with function shots. Luckily, we get the models in a 3D program so we can rotate them instead of having to go right to photography. It's predominantly trying to get across the idea of cause and effect, for example; showing a set feature that involves pushing or pulling a section of the model and the resulting action. I also try to use depth of field to de-emphasise the parts of the model which are only there for context.

Q: What kind of challenges do you face when designing art that will be specifically used for packaging design? How is package art different from other forms of design work?

A: Sometimes challenges can be unexpected, for example, there are times when a model changes during the design so it is important for us to be flexible with our whole team. Additionally, because we have LEGO[®] sets all around the world, once in a while we need to put different translations of words or messages on the packaging which also alters the design slightly. Our team works well together however, so any challenges we come across we usually solve quickly, so we are able to produce something amazing to share with LEGO *Star Wars*[™] fans everywhere.

Q: When you create packaging art, is your goal to recreate iconic scenes from the *Star Wars* film franchise, or are you more focused on displaying the unique qualities of the set?

A: First and foremost is the LEGO model, but I try to stay as authentic to the movies as possible.

Q: Is there a part of the design process that you enjoy most?

A: Beginning any new project is very exciting, and I enjoy the first phases of design the most. Before anything is actually started, all you have is the potential to make something, and that to me is the part of the project that is the most fun. Turning over in your head what the scene can be and how to get it on paper is a creative process that I can have a lot of fun with, and watching something be created from the beginning all the way to the end is a fascinating transformation.











LEGO.com/brickseparator



































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































































0999	00000000	2x	000	4		Ø	6580			4x
6x 4211840		6100030 4x 4211	2x 096 4210751		8 x 4539429	2x 4121966	1x 4523339	9x 4560182	1x 306226	4184169
0029	3x 4211392	4x 6012451	10x	0000	4339429	4x	000	155555	9 2x 6168646	1x 6104209
2x 6132872	4211392	6X	4211133		2x	6092585	2x 4142822	2x	🥮 2x	2x
	2x 4211425	2x 4211098		0000	4211002	4x 302326	- BE	379526	6088585	4550017
2x	00001 000	6x 2x 4210	4x 4211068	8x 4211001	0000000	88	1x 6078610	4x	2x	2x 4558954
4211441	2x	4210719	22x		3x 4521572	3 x 393826		416226	4504382	1000004
4x	4211838	8x 12x 4211	6092572 066	4x 4211053	A STATE OF THE OWNER	2x	4x 4558170	66 800		1x 407026
4211445	00000000	4211044 2x	6X		2x 4499858	306926	0000	1x 4144025	h.	🧇 10x
(Contraction)	1x		9948 4210726	1x	-	8x	2x 6118829	4144023		302426
6x 4211613	4211404	2x	4x	6170522		393726		2x		1x
	2x	2x 4611 6071226			1x 6135414	188	2x	383226	b.	4609050
339	4211406	6x 4x	2x 4568734	1x 4590786	0000000	4x 6000650	6089577	Contraction of the second	10	7x
6x 4511007	0000	4211051 4211			2x	1	4x	000000		302026
0000	2x 4211374	10x 2x 4587212 462	1x 4547958	13x 4211065	4211115	4x 6016172	4504187	1x 4188143	55	
4x 6015347	000000000	4507212 462	4186		0000000	1	4x	S355552		4x 4647286
	2x 4211462	2 10x		2x	3x 4210997	1x 6117973	302126	4x 244526		
1x 4560183	4211402	2x 4215 4210782	5387	4210637		/	600	244320	(16)	2x 4623113
4300183	00000000000	12x 4210	4x 0883 4527082		1x 4257526	1x 6093525	2x 370126	2x		1
200	4x 4211408				000000000	é 🍪		6043747	000000	L
4x 4211385	4x 4211408	2x 4210788 8x	8x	4x 6133621 5 ,	5x	4x 4258354	2x 243126	1 1000000		2x
19950	12x		4211043	1x 5,5	4210678		CETERS.	4x 370326	55555 <u>5</u>	6195916
2x 4646513	4514846	6055313 6x	2x	4508553	60000	2x 306826	2x 4114689	370326		00
		6x 4211		Sec.	4x 4211067	2x	1990 - Alexandre -	5555	-	2x
20000	0000000	4567887 20x		2x 4561036	2x 18x 18x 6132264	4124096	1x 4143372	3x 428226		4128593
5x 4243797	3x 4211405	4x	3082 1x 4211064	100000	6077617	10x	1x			
000000	000000000000000000000000000000000000000	4516546 2x 4210	0635	6x 4210917	6x 1x 6144688	302226	4109810			
1x	2x 99950	15x 4211063	2x	000000	6121350	1x	29x 4121715			
4211542	4211401	4x 4521	4211024 1187		60x 4512363 4633691	4613759	-	1x 4603646	Custo	omer Service
2000099	999999	8x 6019987			20x 2x	3x	12x 4537551		ĸ	undenservice
1x 4260934	3 x 4662161	6			6088641 4598528	6144742	and the second s			isommateurs I Consumidor
000000	000000000000000000000000000000000000000	000000000000000000000000000000000000000			6x 2x	3 x 6089119	2x 6103643			ervice or dial
00000	0000000	00000	equeur	0000			1		200 8 200 8	
2x 4211725	2x 4293831	1x 4598522	8x 4210998	2x 4210728	52x 1x 4619636 6132731	8 x 4140801	1x 4660886			300 5346 5555 -800-422-5346



LEGO.com/productfeedback

GEWINNE

Erzähle uns auf www.LEGO.com/productfeedback

etwas über die Erfahrungen, die du mit diesem LEGO® Set gemacht hast, und sichere dir die Chance auf einen coolen LEGO Preis!

Es gelten die Teilnahmebedingungen

GAGNE

Rends-toi sur www.LEGO.com/productfeedback

et donne-nous quelques commentaires sur ce produit LEGO® pour avoir une chance de gagner un prix LEGO !

Voir Conditions Générales

GANA

Visita www.LEGO.com/productfeedback

y envíanos tu opinión acerca de este set LEGO®. ¡Participarás en el sorteo de un premio LEGO!

Términos y Condiciones aplicables

获取奖品

登录 www.LEGO.com/productfeedback

给出关于此乐高[®]套装的简短反馈, 就有机会获得炫酷乐高奖品

《条款及条件》适用

약관 적용

경품 당첨 기회

www.LEGO.com/productfeedback

페이지로 이동하여 이 레고[®] 세트에

대한 간략한 피드백을 보내 주시고

멋진 레고 경품을 탈 수 있는 기회도

ЗАПОЛНИ АНКЕТУ И ПОЛУЧИ ПРИЗ

LIZIZIZI

Перейди по ссылке www.LEGO.com/productfeedback

ответь всего на несколько вопросов об этом наборе LEGO®, и у тебя появится шанс выиграть замечательный приз от компании LEGO.

Применяются Условия и правила участия

LEGO and the LEGO logo are trademarks of the LEGO Group. ©2017 The LEGO Group. © & $^{\rm TM}$ Lucasfilm Ltd.