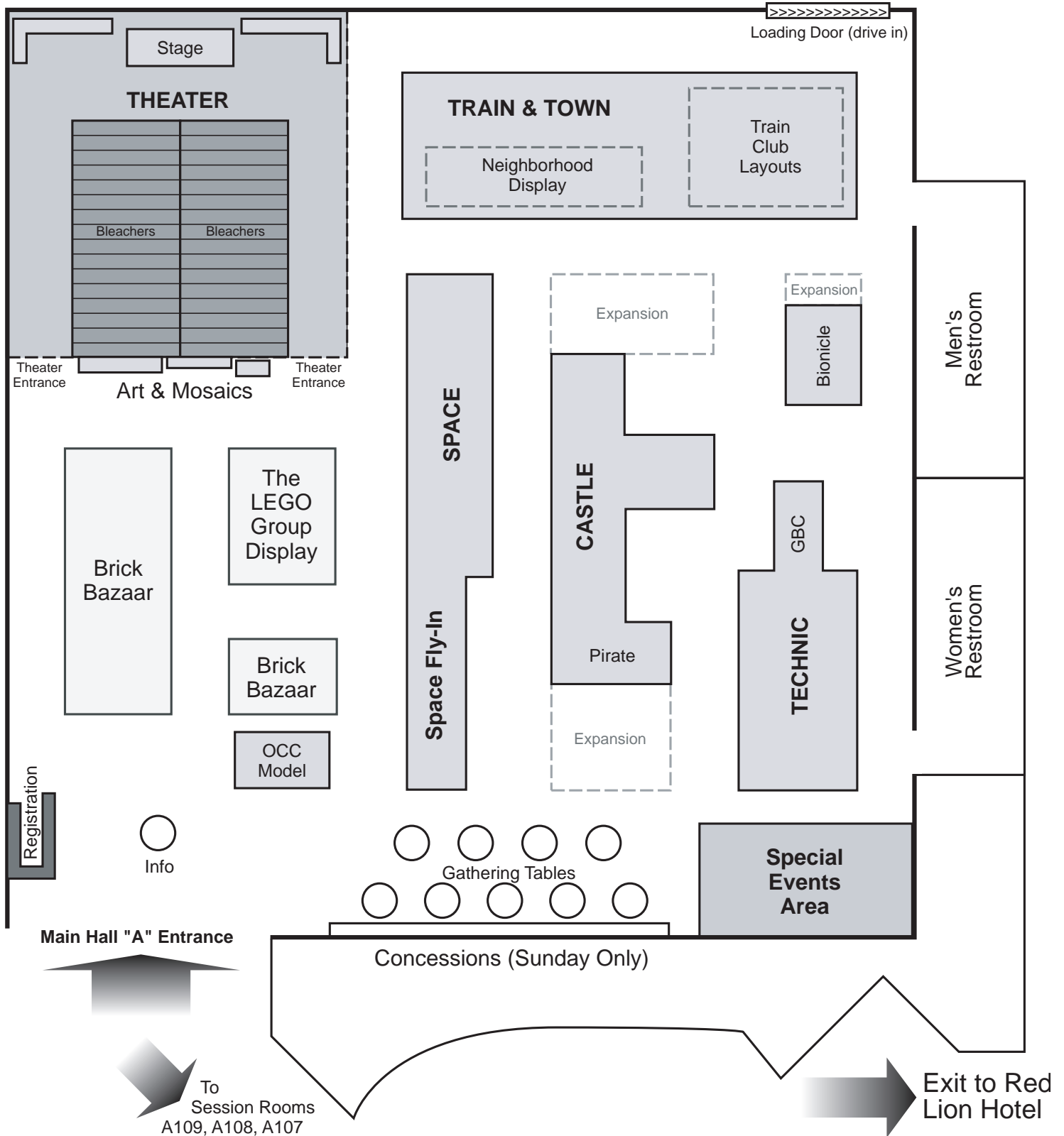


Oregon Convention Center Hall "A"





## Friday

8:00 AM - 5:00 PM Registration	<b>Open Registration</b> Sign in to attend the event, and receive your registration bag, apparel, event kit, etc.	<b>Hall A Entrance</b>
9:30 - 10:15 AM Presentation	<b>LG01: LEGO Quality</b> <i>Bjarke Schnøwandt (LEGO)</i> Bjarke from LEGO will be talking about many questions you have had about LEGO quality. There will be a Q&A session at the end as well.	<b>Room A109</b>
11:00 AM - 1 PM Competition	<b>“Robotic Easter Egg Hunt” Mindstorms Challenge</b> <i>David Schilling</i> Come watch this LEGO Mindstorms challenge where competitors who have built robots to look for chocolate Easter eggs, scattered around a table, find out which one does the best job! Robots are to maneuver around buildings, looking for the eggs, and deposit them over the sides of the arena. This will be a very exciting event!	<b>Hall A Event Area</b>
10:30 - 11:00 AM General Session	<b>Opening Announcements</b> <i>Steve Barile</i> A short welcome to BrickFest and quick briefing on what’s going on Friday day. And a few product introductions from LEGO!	<b>Hall A Main Theater</b>
11:00 - 11:45 AM Presentation & Workshop	<b>GEN3: Designing and Printing Custom Decals</b> <i>Will Chapman</i> How to design and print custom water-slide decals for LEGO models.	<b>Room A109</b>
11:00 - 11:45 AM Presentation	<b>CAD1: LDraw - An Introduction</b> <i>Orion Pobursky</i> A basic introduction to LDraw, the system for displaying and documenting LEGO models on your computer, and related tools. Whether you've heard about LDraw or not, this session will get you started on your way to creating virtual LEGO creations.	<b>Room A108</b>
Noon - 12:45 PM Round Table	<b>GEN4: Strategies on Sorting</b> <i>Jon Rasmussen</i> After a wonderful round table at NW BrickCon we decided to do it again. There’s never a shortage of great ideas about sorting and storing thousands of tiny plastic pieces! Drop by and share your secrets!	<b>Room A108</b>
Noon - 12:45 PM Round Table	<b>SPC1: S P A C E</b> <i>Daniel Brown</i> All Spacers are welcome for a round table on various Space topics.	<b>Room A109</b>
1:00 - 1:30 PM Competition	<b>Build in a Bag (Speed Build)</b> <i>Jon Rasmussen</i> Build this set completely in the original product packaging as fast as you can. The set is #8133 Rally Runner ~50 pieces. On your mark, get set, GO!	<b>Hall A Event Area</b>
1:00 - 1:45 PM Presentation	<b>CAD2: LDraw - Q&amp;A and community status</b> <i>Orion Pobursky</i> Have LDraw questions? Orion Pobursky, a long time LDraw contributor and current webmaster, will answer any questions you may have. Additionally, the status of the LDraw Organization will be briefed.	<b>Room A108</b>

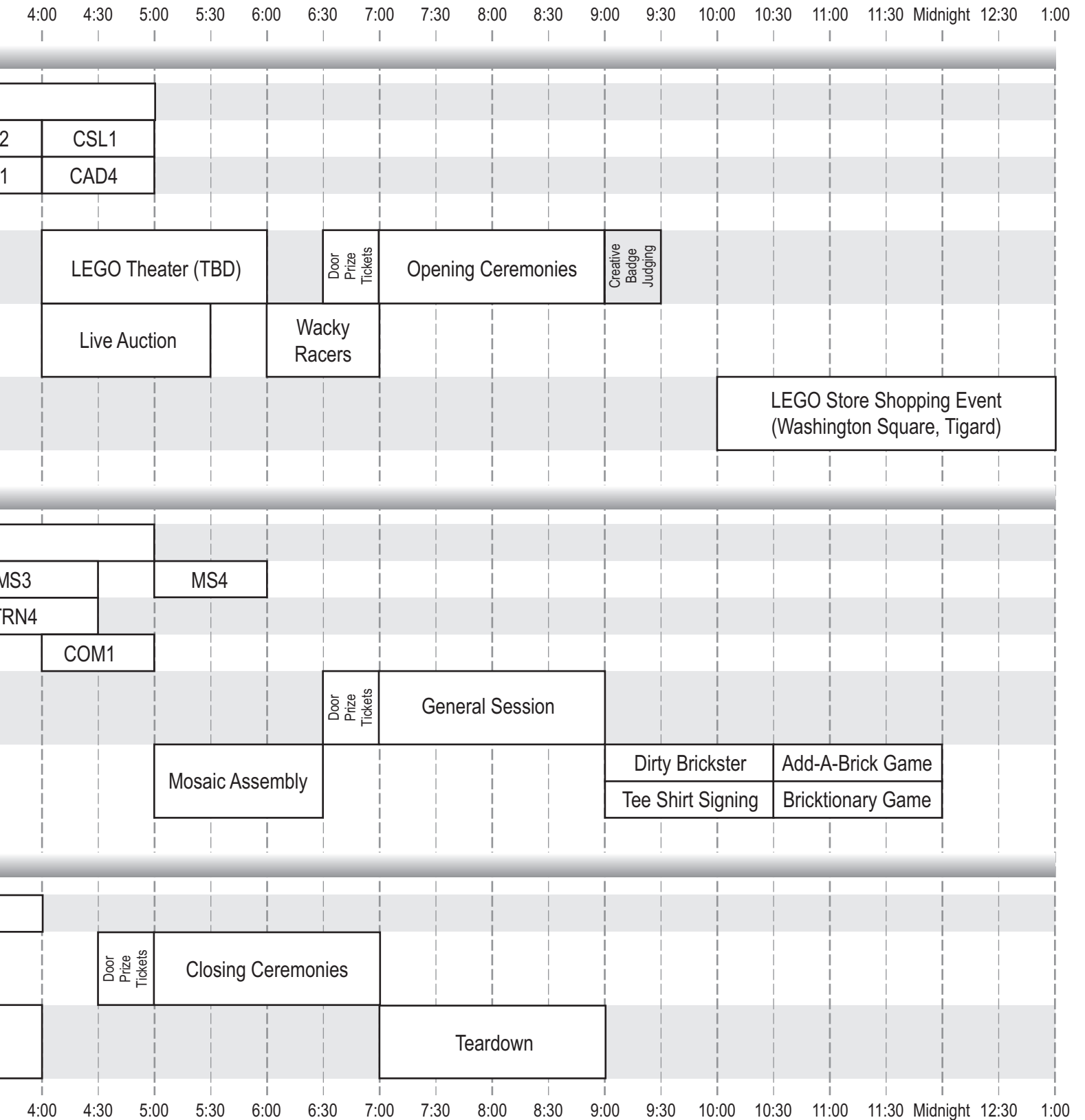


## Friday (continued)

1:00 - 1:45 PM Game	<b>GAM1: The Pyramid Building Game / Big Ben Bricks</b> <i>Ben Fleskes</i> Try out a <b>new</b> game from Big Ben Bricks! The Pyramid Building Game is inspired by some classic European style boardgames, where strategy and cunning determine the winner, rather than the role of the dice. One lucky play tester will be chosen at random and receive a free prototype game.	<b>Room A109</b>
1:30 - 3:00 PM Event	<b>Set Draft: 4953 Fast Flyers</b> <i>Bob Kojima &amp; Matt Chiles</i> A draft is where everyone brings an unopened copy of the same set. All the sets are sorted into lots and then lots are chosen in a round robin fashion until all the lots are gone. Drafting is a great way to acquire large quantities of similar pieces. We are drafting set 4953 Fast Flyers. If you are going to participate in the draft you will need to provide your own set.	<b>Hall A Event Area</b>
2:00 - 2:45 PM Presentation	<b>CAD3: BrickSmith application LEGO CAD for Macs</b> <i>Allen Smith</i> Calling all MAC users... LEGO CAD for the MAC is here! Come by for an introduction to BrickSmith, an LDraw file compatible CAD program for the MAC.	<b>Room A108</b>
2:00 - 2:45 PM Presentation	<b>TRN1: Designing Cities and Towns</b> <i>Jeff Pelletier, Matt Chiles, Dave VinZant</i> Come and learn new ways to build towns and city MOCs that fit into larger train and town layouts. Hear from three Lego "urban planners" on how to best size your buildings, make realistic streets and sidewalks, and ways to detail your creation to make it stand out and fit in to the larger layout all at the same time! You'll leave this presentation with the knowledge that you can successfully add to any big town or train layout whether you have one thousand pieces or a hundred thousand.	<b>Room A109</b>
3:00 - 3:45 PM Presentation	<b>TRN2: Building with SNOT Techniques</b> <i>James Mathis</i> Not just for trains, James will present various techniques for designing and building with studs in all different directions. This allows for better modeling details; from smoother shapes to thin color schemes.	<b>Room A109</b>
3:00 - 3:45 PM Round Table	<b>GEN1: Grey or Bley? A Discourse On LEGO® Color Changes</b> <i>Jeremy Rear &amp; Matt Chiles</i> Are you satisfied with the color changes LEGO has made to the element color palette in recent years? Join us for a discussion about these changes and it's affect on the AFOL. A focus will be specific to Grey, Dark Grey and Brown.	<b>Room A108</b>
4:00 - 4:45 PM Round Table	<b>CSL1: Creating action in a Castle Display</b> <i>Thomas Rafert</i> Obviously the Train and Mindstorm guys have no problem with motion on their displays but wouldn't it be nice to have some knights jousting or sword fighting? Please join us and bring your ideas. Brainstorm ideas for creating action/movement on a Castle Display.	<b>Room A109</b>
4:00 - 4:45 PM Presentation	<b>CAD4: LPub</b> <i>Kevin Clague</i> Introduction to creating complex building instructions using LPub and the LDraw family of CAD tools.	<b>Room A108</b>
4:00 - 5:30 PM Event	<b>Live Auction</b> <i>Larry Pieniasek</i> Come participate in winning awesome auction picks! Proceeds will benefit LEGO community efforts and will be announced for each item. So come on by and get your chance to get some great items and support the LEGO community.	<b>Hall A Event Area</b>



# BrickFest 2007 At A Glance





## Saturday (continued)

9:00 - 9:45 AM Meet & Greet	<b>GE04: Regional California Meet and Greet</b> <i>Presenter TBD</i> All those from California are welcome to meet with the each other and the folks from the various Train Clubs and User Groups from around the state.	<b>Hall A Event Area</b>
10:00 - 10:45 AM Show & Tell	<b>TRN5: Open Mic Show &amp; Tell for Train designers</b> <i>Jon Rasmussen</i> All Train-heads are encouraged to drop by with MOC in hand and do a short 3-5min Show & Tell for your MOC. Talk about design, style, history or just a cool LEGO moment story!	<b>Room A108</b>
10:00 - 10:45 AM Presentation	<b>MS1: Introduction to the NXT Mindstorms System</b> <i>David Schilling</i> This session is for people that have a desire to learn the basics about using the new NXT system. We'll cover the basics of building robots, and programming them using NXT-G, LEGO's programming environment. The session will also be useful for people who want to use the NXT system to animate displays rather than build "robots".	<b>Room A109</b>
11:00 - 11:45 AM Round Table	<b>CSL2: Landscaping/Sculpting your display</b> <i>Thomas Rafert</i> Join in a discussion about getting away from plain baseplates and how sculpting a landscape adds another dimension to your display. See different techniques that people use to create their landscaped/sculpted displays. Discuss some of the standards that are used for some themes.	<b>Room A108</b>
11:00 - 11:45 AM Presentation	<b>MS2: Building and Using Robot Gripping Mechanisms</b> <i>Presenter: David Schilling</i> You need two motors for driving, leaving a single motor to do everything else your robot wants to accomplish. If your robot wants to interact with the world around it, it needs to grab and lift. Is this even possible with just one motor? Come and find out at this session, where we'll be presenting a number of different mechanisms that you can modify for your own purposes.	<b>Room A109</b>
11:00am - 12:30pm Event	<b>Mosaic Speed Build</b> <i>Bob Kojima</i> There are still several Van Gogh mosaic panels that need to be built. We will have a speed build, two people per panel, to complete the mosaic on site. If you didn't have an opportunity to build a panel at home before the fest, here's your chance to be part of this awesome project!	<b>Hall A Event Area</b>
Noon - 12:45 PM Round Table	<b>MS5: Mindstorms Roundtable</b> <i>David Schilling</i> The NXT has been out for over half a year now. What do you think of it? What have you done with it? And what should come from LEGO and the community to make it a better platform, so that you can do MORE with it?	<b>Room A108</b>
Noon - 12:45 PM Presentation	<b>GEN2: Designing Custom Lego compatible items</b> <i>Will Chapman</i> Designing and manufacturing of custom Lego-compatible elements.	<b>Room A109</b>
1:00 - 2:30 PM Panel Discussion	<b>TRN3: Designing a Well Run Steam Engine</b> <i>Jon Rasmussen</i> Some of the top steam train designers in the world will be discussing steam engine design using some of their models as examples. This is the time to bounce ideas off each other and pick the minds of those that have traversed this mine field!	<b>Room A108</b>





## Saturday (continued)

9:00 - 10:30 PM Event	<b>Dirty Brickster</b> <i>Jeremy Rear</i> Try your luck! The Dirty Brickster offers an enjoyable and humorous gift exchange, while providing quality interaction between fellow AFOLs. This is an event where greediness is acceptable!	<b>Hall A Event Area</b>
9:00 PM - Late Event	<b>Tee Shirt Signing</b> <i>Jon Rasmussen</i> Come by and sign your name to the tee shirts on the table! Also if you want your <b>clean</b> shirt signed you can leave yours there too! Make sure you put your own name on the inside of YOUR shirt so it can be identified in the end!	<b>Hall A</b>
10:00 PM - Late Game	<b>Brictionary Game</b> <i>Ted Michon</i> Pictionary with building brick rather than drawing.	<b>Hall A</b>
10:00 PM - Late Game	<b>Add-a-Brick Game</b> <i>Larry Pieniazek</i> Drop by and have fun with this innovative game developed by Larry and frienda at the 2005 NMRA/ILTCO train show!	<b>Hall A</b>

## Sunday

9:00AM - 4:00 PM Registration	<b>Open Registration</b> Sign in to attend the event, and receive your registration bag, apparel, event kit, etc.	<b>Hall A Entrance</b>
8:00 AM - 11:00 AM	<b>Expo Setup</b> Volunteers prepare the Main Hall A for five hours of public viewing fun.	<b>Hall A</b>
11:00 AM - 4:00 PM Public Hours	<b>Public Exposition</b> Show off your MOCs to the thousands of public members who attend the open expo event.	<b>Hall A</b>
1:00 - 3:00 PM Movies	<b>LEGO Theater (TBD)</b> <i>Todd Thuma</i> Free-running LEGO-related videos.	<b>Hall A Main Theater</b>
4:30 - 5:00 PM	<b>Door Prize Tickets</b> Each attendee will receive a number of tickets for use in selecting door prizes. Each prize will have a container in front of it; put as many of your tickets in as you want to try to win that prize.	<b>Hall A Main Theater</b>
5:00 - 7:00 PM General Session	<b>Closing Ceremonies</b> <i>Steve Barile</i> The Closing General session will include BrickFest announcements, a Q&A session with Steve Witt, Richard Stollery will address the Community on the Topic: LEGO and AFOLs working together, and finally some more great door prizes!	<b>Main Theater</b>
7:00 - 9:00 PM	<b>BrickFest Teardown</b> All hands needed to help tear down and clean up the exhibit hall. Pack out yer trash!	<b>Main Theater</b>