

Project Brief

Deep Sea Creature Dioramas

Landing on a theme for this project was more challenging than I anticipated. While LEGO Minecraft display models are my comfort zone, I wanted to explore something that would showcase a broader technical range -something more universally appealing and less tied to a specific IP. I bounced between classic space, architectural builds, and even some wall art, but nothing really stuck, until I dove into the idea of an underwater theme.

The ocean and its inhabitants have always fascinated me. While many people see deep sea creatures as nightmarish or unsettling, I've always found them oddly charming — even cute. There's a strange beauty in their forms, colors, and movement that I think often goes overlooked. I wanted to capture that charm and complexity in a series of small-scale display models.

This theme gives me the chance to explore bold shapes, unexpected part usage, and playful color palettes – all while challenging myself to create organic, flowing structures using rigid LEGO bricks. It's also a way for me to show how I approach model design when working outside my typical subject matter, with an emphasis on creativity, versatility, and clean presentation.

When I create models, I want them to be something I'm proud to display, something that feels complete on a shelf, not just in play. While the idea of designing play sets definitely intrigues me – and this theme could easily lend itself to that style – I've found that display models work especially well in digital building, where fine detailing and visual clarity can really shine. With that in mind, an adult-focused direction felt like the right fit. These models are designed with older fans in mind: builders who appreciate sculptural form, clever part usage, and the artistry behind a compact, eye-catching build.

Reference Material

Deep Sea Creature Dioramas

I believe research is a crucial part of the design process. Studying deep sea flora, fauna, and even ocean floor structures provides inspiration that fuels my creativity. It helps me develop designs that I'm not only proud of, but that feel grounded, intentional, and visually strong.



// Creation One

Part 1: Deep Sea Creature Dioramas



Deep Sea Creature Dioramas

// Creation One - 769 Pieces

My first creation is a set of three display models, each featuring a central sea creature posed on a small sandy base with bits of underwater flora. The jellyfish was adapted from a reference model but reworked for structural stability and display strength. The squid and octopus are original designs, with the squid uses a yellow bar set into a 1x1 round plate with a bar hole for the eyes, while the octopus uses complex SNOT techniques to create a rounded base. All three displays are built sideways to incorporate additional SNOT building techniques.



Deep Sea Creature Dioramas

// Creation One - 769 Pieces



// Creation Two

Part 2: Deep Sea Creature Dioramas



Deep Sea Creature Dioramas

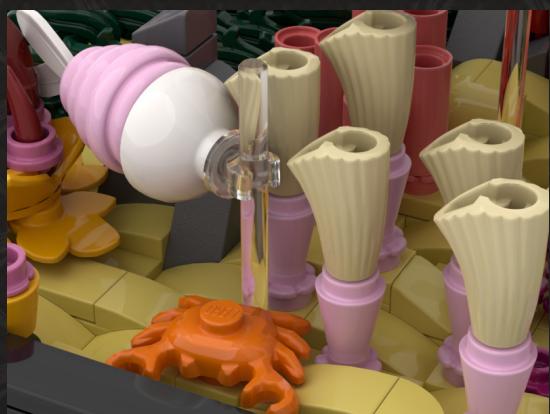
// Creation Two - 656 Pieces

My second creation follows a similar diorama-style approach but focuses more on vibrant coral and part usage. I initially considered a larger scene or wall art piece, trying to find ways to add something inspired by classic themes like Aqua Raiders or Atlantis, but I ultimately chose a compact display to match the style of existing diorama sets. The bright light yellow sand, unusual part choices like upside-down brooms, feather grass, and dynamite pieces used as coral, became a central design focus. Among the coral are brick-built and molded sea life like fish, a stingray, and a crab, adding movement and life to the scene while keeping the emphasis on color and shape.



Deep Sea Creature Dioramas

// Creation Two - 656 Pieces



Final Notes

// Last Couple Things

Thank you again for the opportunity! I had a ton of fun working on this assignment!

I've attempted to embed some .gif files into the PDF, though I'm not certain they will display correctly. For reliability, the full set of images (including .gif versions) is included in the "AssignmentImages" folder.

I've also added the .xml and .io files to allow for part count verification and to confirm that the model stays within the 800-piece limit.

Looking forward to hearing from you!

