

// Creation One

# Minecraft House Interior Display Diorama



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Minecraft is what singlehandedly kept me engaged with LEGO during my “dark ages.” Thanks to Cheesey Studios, I rediscovered a love for LEGO - one deeper and more passionate than ever before. While I had built a few small LEGO Minecraft models prior to this, this display was the first time I truly developed something in my own style.

Before I begin designing, I always start with research and mood boards, usually using Pinterest. I find that gathering visual references and inspirational material helps get my creativity flowing. For this project, I realized I hadn’t seen any LEGO Minecraft displays that did what I wanted to explore: turning a custom-built, player-made Minecraft interior into a full diorama. That challenge excited me. I searched for a cozy in-game Minecraft base that captured the feeling I was aiming for, eventually finding the perfect reference to build from.



Reference images taken from various users on Pinterest

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// Creation One

One of the biggest challenges with this model was making it feel like a proper display piece rather than just a basic cutaway. I've always admired the sleek black borders used in dioramas from themes like Star Wars, and I knew I wanted to incorporate that kind of visual framing into this build. Figuring out how to integrate it seamlessly, though, took some trial and error.

Another major hurdle was the building techniques themselves. Minecraft has a very specific visual language, and replicating that in LEGO required some creative part usage. To capture the in-game look, certain elements needed to be perfectly offset, like paintings and carpets, which had to sit half a plate higher than standard. I also used the back of a 2x2 jumper plate to mimic the look of barrels. One of the trickiest parts was centering a flower pot on a surface while using the limited range of parts available in old brown. Balancing accuracy with stability and part availability became a puzzle I was excited to solve.

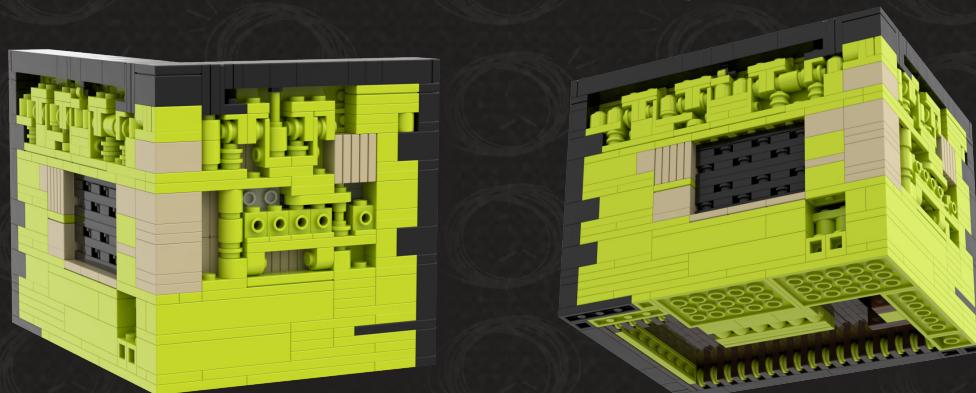


Initial Design Prototypes

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// Creation One

After some trial and error, I landed on a solution I was happy with: a clean, consistent black border surrounding the entire model. It gave the build the polished, display-quality look I was aiming for and tied everything together visually. Alongside the border, I made several other refinements in this version – cleaning up the back of the model, improving the texture and consistency of the walls, and making subtle adjustments to details like the paintings. Each change helped bring the diorama closer to the look and feel of a lived-in Minecraft space while elevating it as a LEGO display piece.



Note: Light green is used as a placeholder color.

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// Creation One



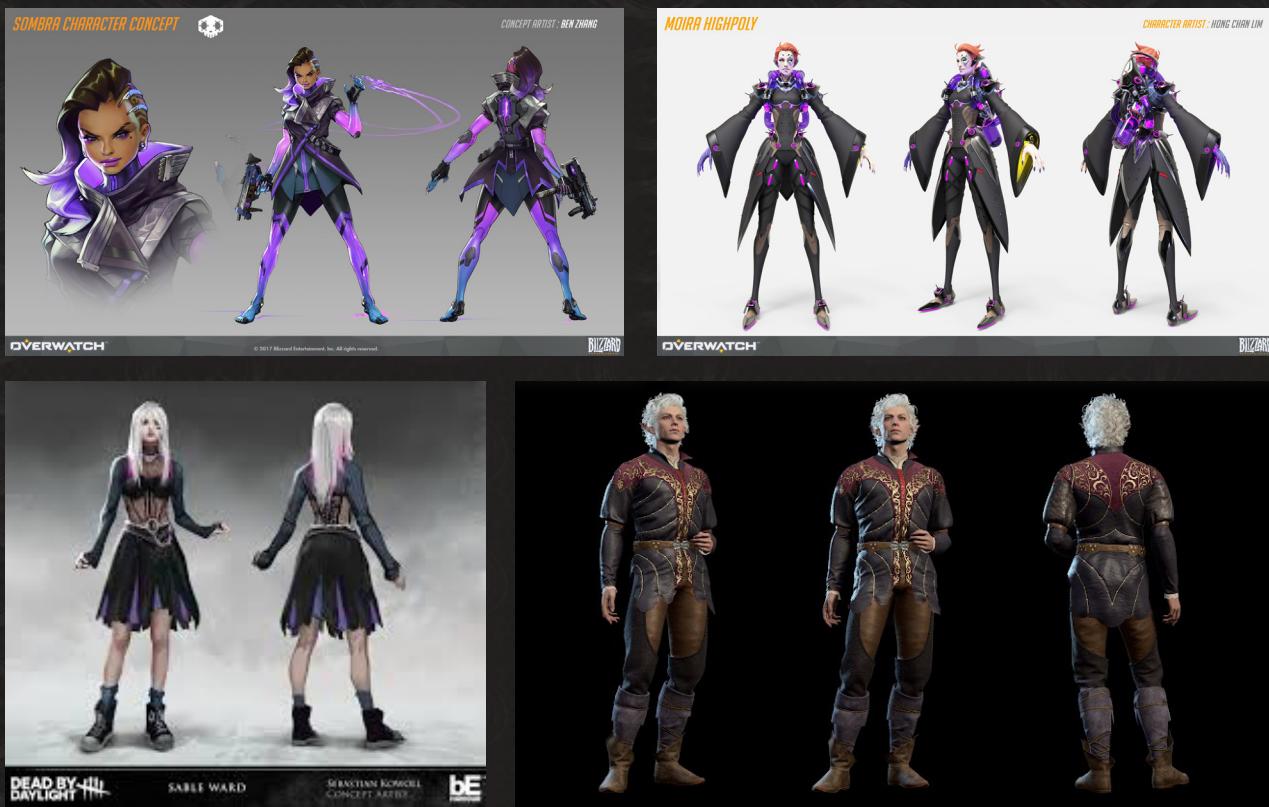
# Various Brickheadz

// Creation Two

All four of these characters (Sombra and Moira from *Overwatch*, Astarion from *Baldur's Gate 3*, and Sable Ward from *Dead by Daylight*) come from games I'm deeply connected to. Each one has a strong visual identity and distinct vibe, which made turning them into BrickHeadz both a fun challenge and a passion project.

Since they're from video games, I had access to a wide range of visual references: in-game models, official concept art, and even other fans' custom builds. Before I started designing, I spent time gathering and comparing these references to figure out how best to translate their details into LEGO at such a small scale.

BrickHeadz typically follow a fairly consistent set of proportions, especially for humanoid characters, so I made an effort to stick to that format in order to keep the familiar BrickHeadz charm. That said, I took creative liberties in a few places to better capture each character's unique look or personality. As someone who owns official BrickHeadz, my goal was to create customs that could sit right alongside them, even if they're unlikely to be made officially.



Note: All concept art/character models taken from respective developers.

# Various Brickheadz

// Creation Two

Each character came with their own set of design hurdles. Sombra's hair, for example, required a lot of brick math and creative building techniques to achieve the look I was going for, while still keeping everything structurally sound. Moira's back tank and her halo-like feature were especially tricky to make work at BrickHeadz scale, and I went through several iterations to get something that felt readable without overcrowding the build. Astarion's hair and ruffled shirt needed clever part choices and layered techniques to reflect his in-game appearance without losing the simplified BrickHeadz style. Sable, being a much lesser-known character, doesn't have many references outside of in-game screenshots, which made the creative direction feel more open-ended, but also more challenging and rewarding in its own way.



Note: Original models/prototypes

# Various Brickheadz

// Creation Two

I made several small but meaningful changes in the final versions, from color adjustments to part substitutions, all aimed at improving readability and better matching each character's palette. Sombra's hair underwent a complete rework. Thanks to newly available parts in magenta, I was able to create a much more seamless and expressive look. I still haven't found a way to represent her hair fade that feels both realistic and visually clean in brick form, so I settled on solid magenta as a compromise that still keeps her recognizable.

Astarion received a full skin tone update, shifting from tan to light nougat, which is much more accurate to his in-game appearance. For Sable, I went back and forth on the design before updating the pink hair dye to a tone that felt more accurate. I also adjusted the tips so only the ends of the strands were dyed, better reflecting her in-game look.

As of writing this, I haven't returned to refine Moira's design. That project has been temporarily benched in favor of others that currently feel more important to me, but I'm still proud of where she stands and feel she holds up well as part of my custom BrickHeadz catalog.



Final iterations of models

# Various Brickheadz

// Creation Two



// Creation Three

# Set 6820

# Starfire I Remake



# Set 6820 Starfire I Remake

// Creation Three

For my final piece, I wanted to shift gears from the character- and environment-heavy work I'd been focusing on and try my hand at something more structured: a vehicle. I've always admired LEGO's Classic Space theme for its clever simplicity and iconic design language — able to capture the hearts of fans of all ages — but I hadn't explored it much in my own work. While scrolling through eBay looking for LEGO parts and deals, I stumbled across the original Starfire I (6820), and something about it just stuck with me. The small footprint, the clean color scheme of black, white, and translucent red, and the balance of playability and charm all stood out to me, and I knew it was something I had to take on.

Rebuilding and modernizing it became a way for me to connect with a classic era of LEGO while experimenting with a different building style. Though it may not be the most complex model in my portfolio, it reflects both my appreciation for LEGO history and my desire to grow beyond my usual BrickHeadz and Minecraft-inspired work. I aimed to keep the essence of the original model intact, but also wanted to add my own design choices and flair — not just to elevate the build, but to truly make it my own.



# Set 6820 Starfire I Remake

// Creation Three

Designing the wings was especially fun. Figuring out how to create a seamless black line between two wedge plates was a difficult task, but after some trial, error, and satisfying “brick math,” I was able to make it look exactly as I envisioned.

For the main body, I used a variety of SNOT techniques to get the shape I wanted. One of the biggest challenges was incorporating the original chair piece from the vintage set while keeping the classic spaceman seated low enough to look natural. I also wanted to include control levers, which required even more space, leading me to redesign the entire body. Instead of using simple 2x4 slope bricks for the sides, I built them up using smaller elements to preserve the overall shape while making room for those interior details.

The landing gear was another area I wrestled with. To be honest, I’m still not completely satisfied with it. The model is too small to allow for retractable gear, and anything too long made it look awkward when folded up. I originally tried ratchet joints but eventually created my own solution using clip-and-bar elements, with 1x1 rounded bar plates to fine-tune the spacing and angle in the back. For the size and scale of the model, I think it works — and for that, I’m proud of what I was able to achieve.

Finding the perfect combination of parts to make everything line up just right is one of my favorite parts of building! It’s like solving a puzzle with bricks!



Note: Light green is used as a placeholder color.

# Set 6820 Starfire I Remake

// Creation Three



# Final Notes

// Just the Start

This portfolio is just a small, curated selection of my LEGO creations. If you're interested in seeing more, including digital instructions and behind-the-scenes process work, I have a dedicated LEGO section at [dtrevart.netlify.app](https://dtrevart.netlify.app). While it's primarily my graphic design portfolio, I'm continuously updating the LEGO pages with refreshed headers, thumbnails, and lifestyle images. I'm always building, experimenting, and pushing myself, and I'd love for you to see what comes next!

