



Disney • PIXAR

WALL • E

21303



🇺🇸 Booklet available in English on
🇫🇷 Livret disponible en français sur
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WALL•E

WALL•E (short for Waste Allocation Load Lifter Earth-class), is the last robot left on Earth. He spends his days tidying up the planet, one pile of garbage at a time. During the 700 years he has existed, WALL•E has developed a personality, and he is also more than a little lonely. Then he meets EVE, a sleek search robot sent to Earth on a scanning mission. WALL•E chases EVE across the galaxy and inadvertently embarks on a space journey that ultimately decides the fate of humankind.



THE DESIGNER

Angus MacLane was the Directing Animator for the film WALL•E at Pixar Animation Studios. He was closely involved with the team that designed and built the title robot.

"I started building the LEGO® version of WALL•E around the same time he was being built in the computer at Pixar, in the late summer of 2005. The color scheme of the character wasn't settled so I started building with all light gray. As we refined the robot's design for the film, I would update my LEGO model. Once we got busier on the film, I had less time to build, so I put him on the shelf for a while.

Once we finished animation production in 2008, I rebuilt him with the proper colors. The original treads I used were too small and

pretty flimsy, but a LEGO bulldozer had been launched by then, which gave me my solution.

After I submitted the design to LEGO Ideas, I did a few more revisions to the model to make it more accurate to the character design. Having stared at this robot for so many years, I was extremely familiar with the proportions and functionality of WALL•E. Great input from LEGO Designer Steen Sig Andersen and the team at The LEGO Group, and from Andrew Stanton (the director of WALL•E), helped push the LEGO WALL•E to its final design.

It took a lot of iterations over almost a decade, but I'm really happy with how the final LEGO WALL•E turned out."



WALL•E

WALL•E (de l'anglais Waste Allocation Load Lifter Earth-class), est le dernier robot qui reste sur Terre. Il passe ses journées à nettoyer la planète, une pile de débris à la fois. Pendant les 700 ans de son existence, WALL•E a développé une personnalité et il se sent extrêmement seul. Puis il rencontre EVE, un beau robot de recherche envoyé sur Terre pour une mission de repérage. WALL•E poursuit EVE dans la galaxie et s'embarque par erreur pour un voyage spatial qui détermine finalement le destin de l'humanité.



LE DESIGNER

Angus MacLane était le directeur de l'animation pour le film WALL•E chez Pixar Animation Studios. Il a collaboré étroitement avec l'équipe qui a conçu et construit le petit robot.

« J'ai commencé à construire la version LEGO® de WALL•E au moment même où il a été conçu par ordinateur chez Pixar, à la fin de l'été 2005. Les couleurs du personnage n'étaient pas fixées, donc j'ai commencé à le construire en gris clair. Alors que nous affinions le design du robot pour le film, je mettais à jour mon modèle LEGO. Lorsque nous avons été plus occupés par le film, j'avais moins de temps pour construire, donc j'ai dû laisser le modèle sur une étagère pendant un temps.

Quand nous avons fini la production de l'animation en 2008, je l'ai reconstruit avec les couleurs correctes. Les chenilles originales

que j'avais utilisées étaient trop petites et assez fragiles, mais un bulldozer LEGO avait été lancé entre-temps et il m'a donné la solution.

Après avoir envoyé le design à LEGO Ideas, j'ai encore révisé un peu le modèle pour le rendre plus fidèle au design du personnage. Ayant regardé ce robot pendant de nombreuses années, je connaissais très bien les proportions et les fonctionnalités de WALL•E. Une aide précieuse du designer de produits LEGO Steen Sig Andersen, de l'équipe du Groupe LEGO et d'Andrew Stanton (le réalisateur de WALL•E), a contribué à créer le design final de LEGO WALL•E.

Il a fallu beaucoup de modifications au cours d'une décennie mais je suis vraiment heureux du résultat final de LEGO WALL•E. »



WALL•E

WALL•E (siglas en inglés de «Elevador para asignación de carga residual clase Tierra») es el último robot que queda en la Tierra. Pasa sus días poniendo en orden el planeta y limpiándolo de basura. A lo largo de los 700 años que ha existido, WALL•E ha desarrollado una personalidad y ahora se siente un poco solo. Entonces conoce a EVE, un moderno robot enviado a la Tierra en misión de exploración. WALL•E persigue a EVE por toda la galaxia y se embarca por accidente en un viaje espacial que decidirá el destino de la humanidad.



EL DISEÑADOR

Angus MacLane fue director de animación para la película WALL•E en Pixar Animation Studios. Mantuvo una estrecha relación con el equipo que diseñó y construyó el pequeño robot.

«Comencé a construir la versión LEGO® de WALL•E casi al mismo tiempo que lo diseñábamos por computador en Pixar, a finales del verano de 2005. Los colores del personaje aún no estaban decididos, así que lo construí todo en gris claro. Conforme íbamos puliendo el diseño del robot para la película, yo actualizaba mi modelo LEGO. Más tarde, cuando empezamos con la película, tuve menos tiempo para construir, así que lo coloqué en una estantería.

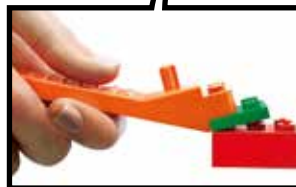
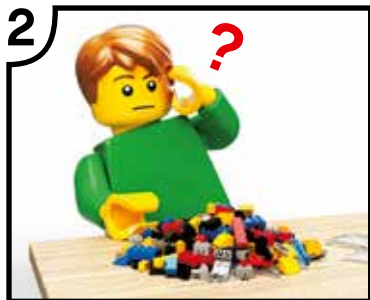
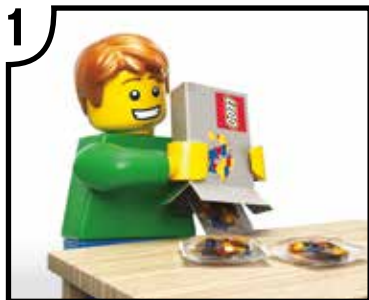
Terminamos la animación en 2008 y decidí reconstruirlo entonces con los colores

correctos. Las orugas que usé al principio eran muy pequeñas y bastante frágiles, pero LEGO puso a la venta un bulldozer por aquel entonces y esa fue la solución.

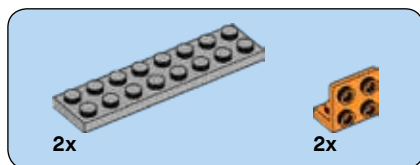
Después de enviar el diseño a LEGO Ideas, hice un par de cambios en el modelo para que fuese más fiel al diseño del personaje. Había pasado tantos años contemplando el robot que estaba muy familiarizado con las proporciones y las funciones de WALL•E. La inestimable ayuda de Steen Sig Andersen (diseñador de LEGO), el equipo de The LEGO Group y Andrew Stanton (director de WALL•E) condujo a la versión final del WALL•E de LEGO.

Hicieron falta muchas pruebas y casi una década, pero estoy muy satisfecho con el resultado final del WALL•E de LEGO».

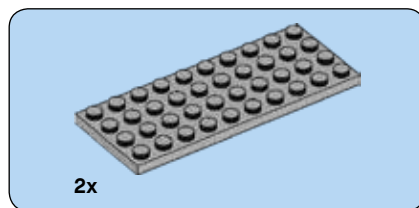
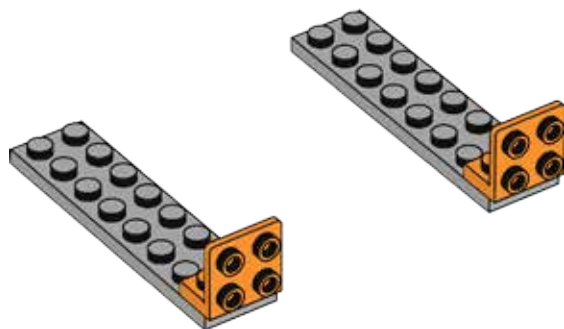




LEGO.com/brickseparator



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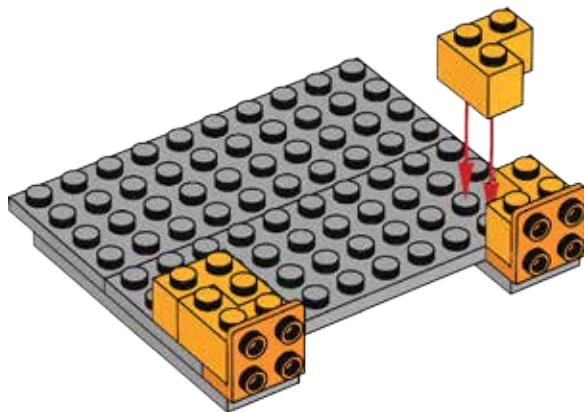
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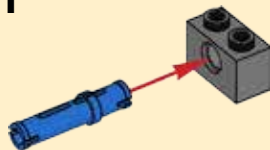
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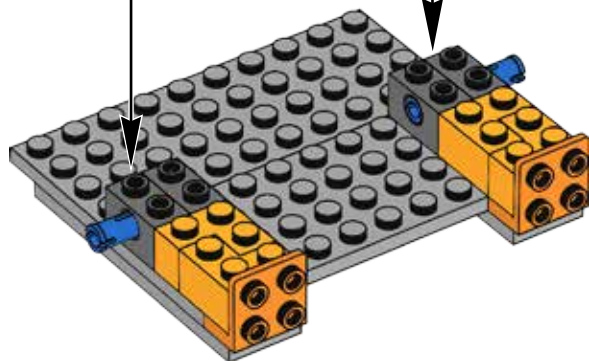
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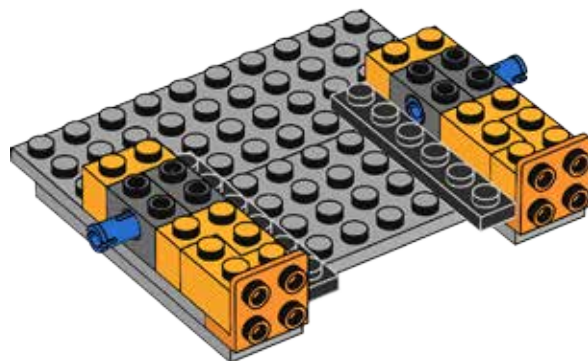


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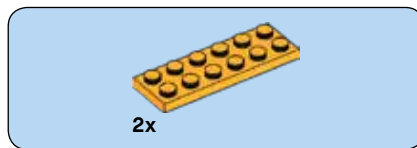
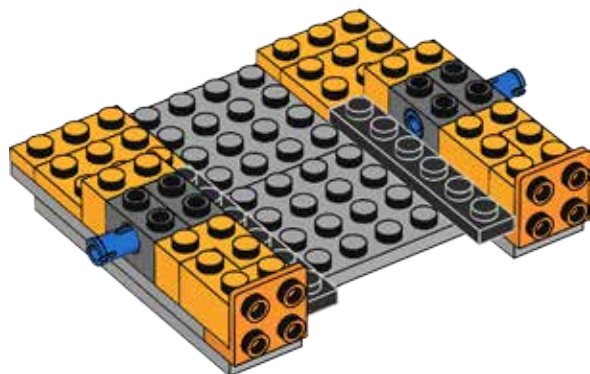
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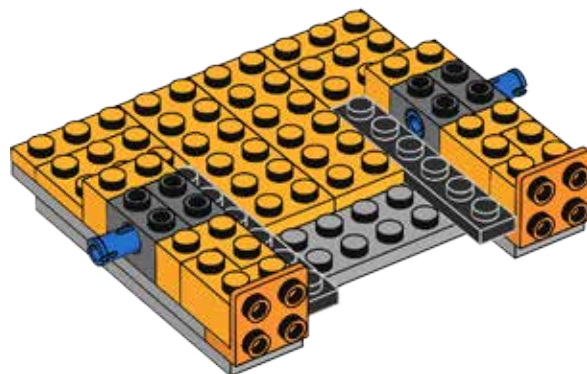


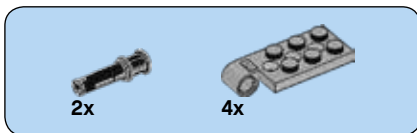


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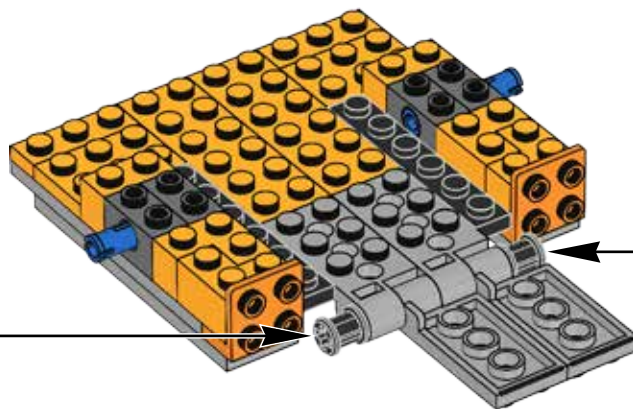
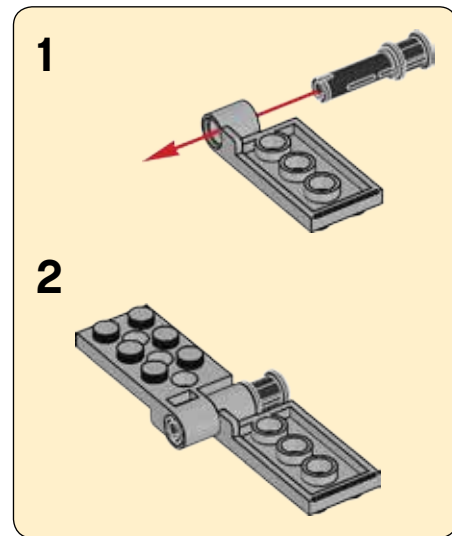
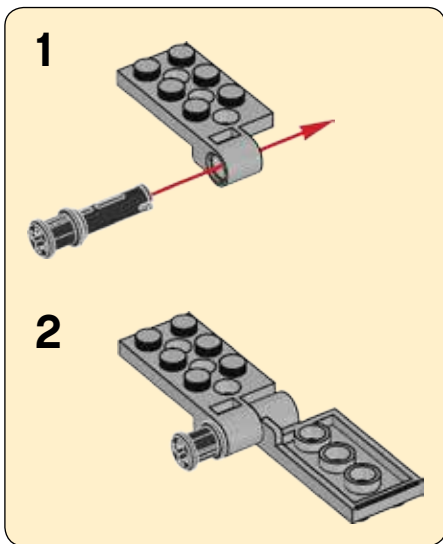


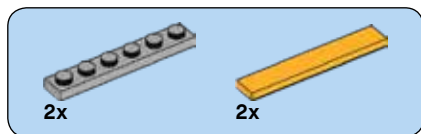
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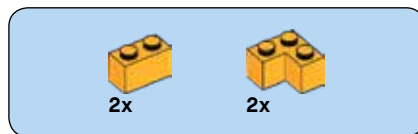
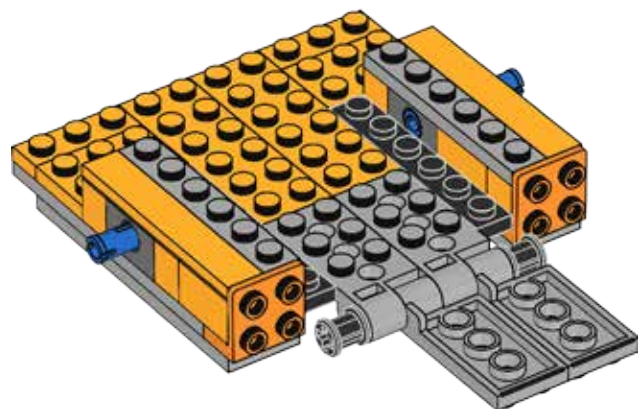


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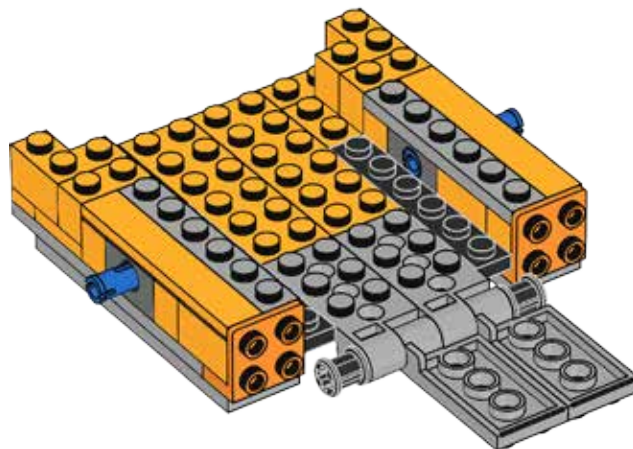




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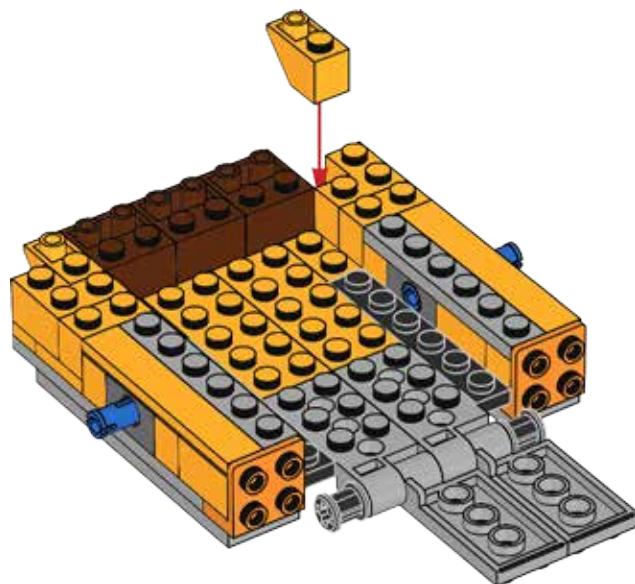


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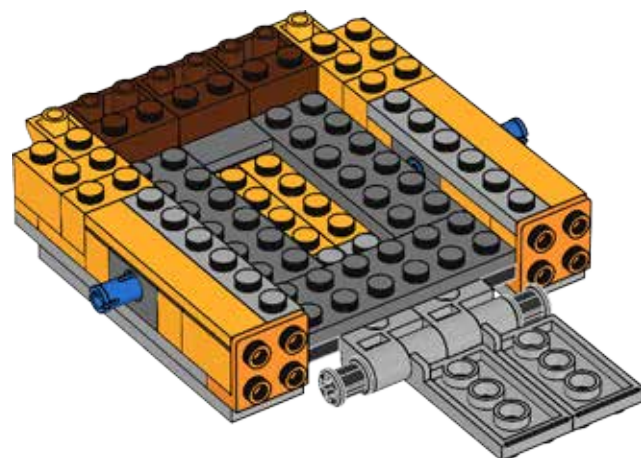




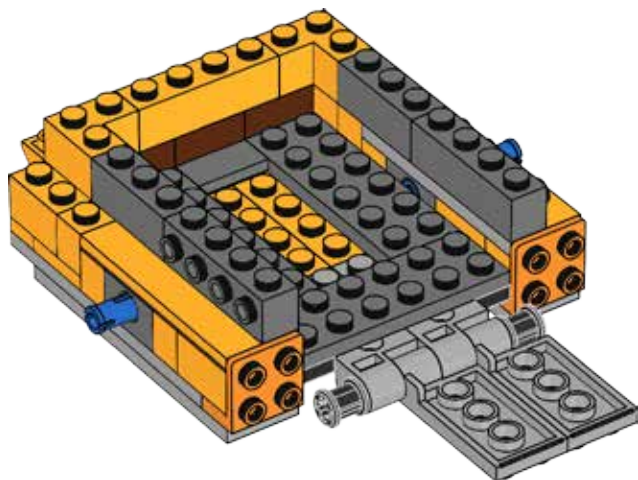
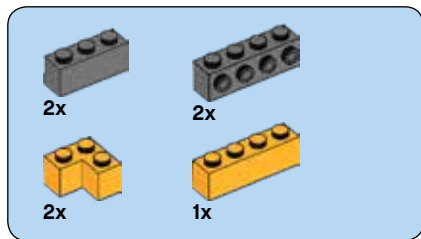
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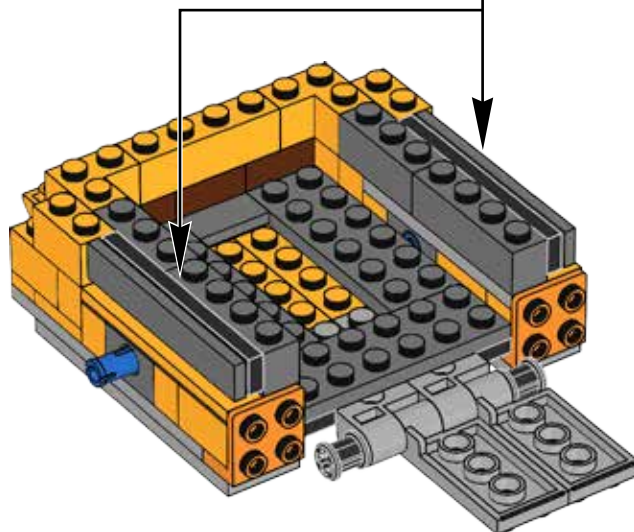
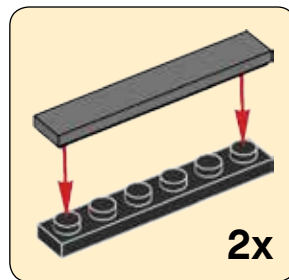
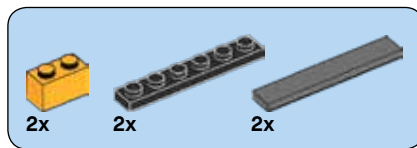
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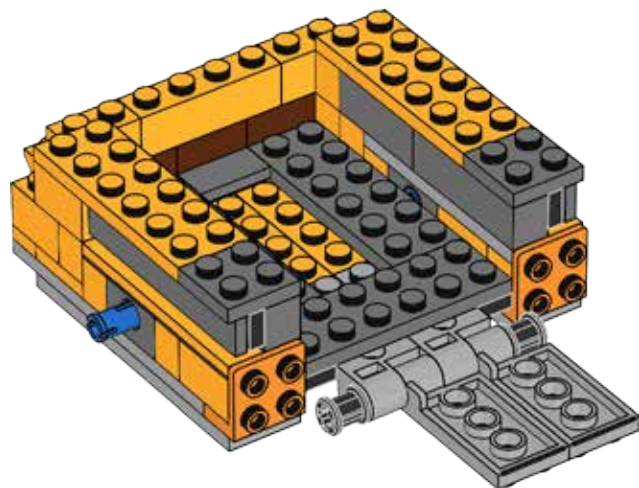


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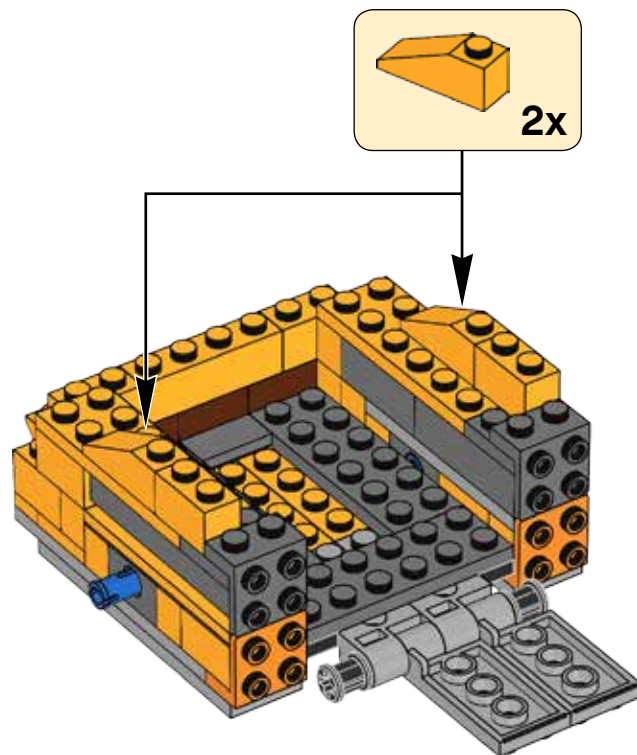


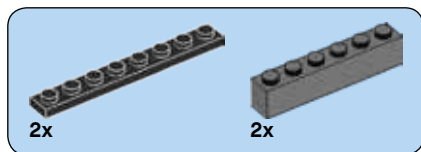


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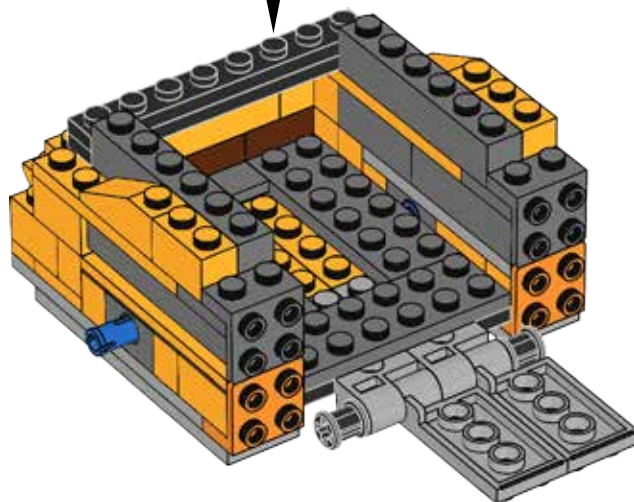
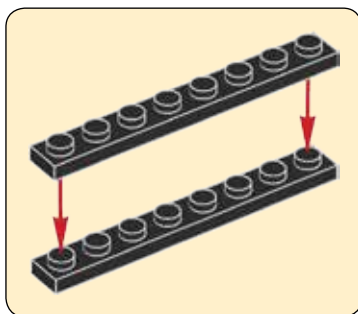


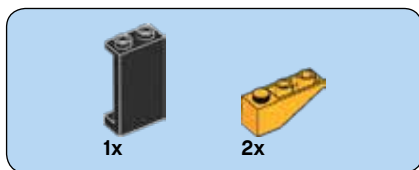
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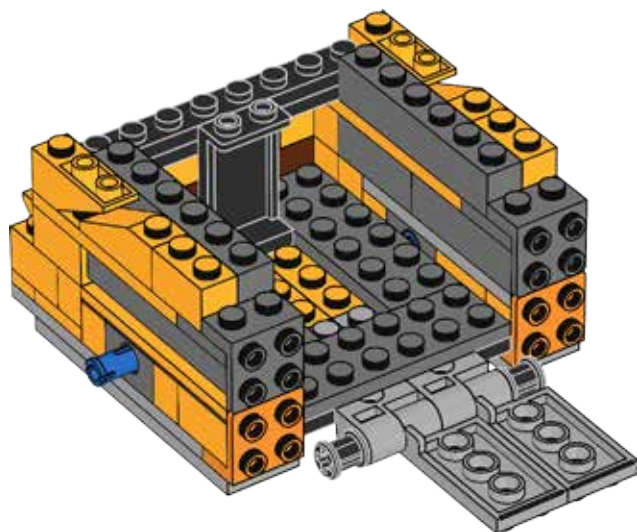


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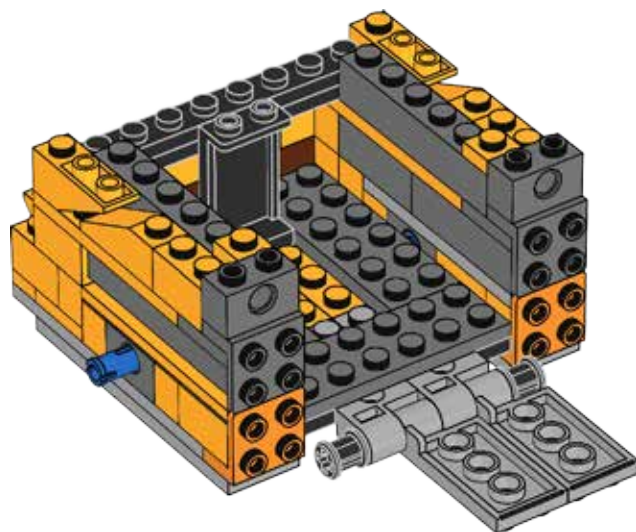




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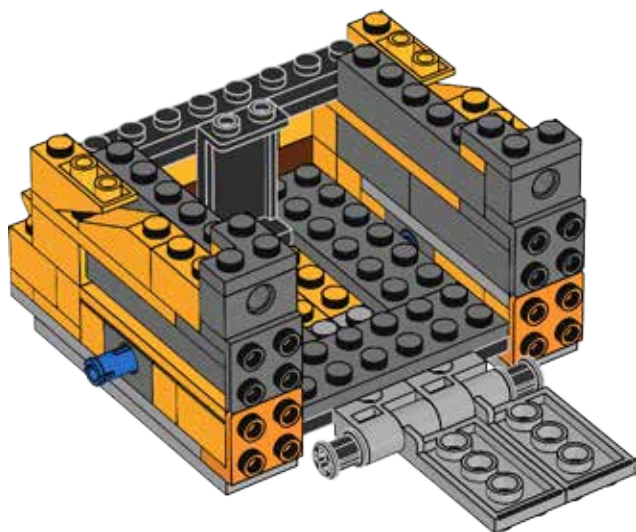
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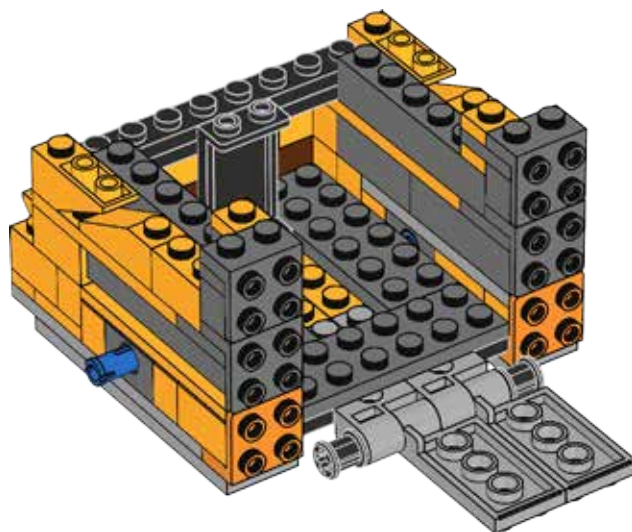


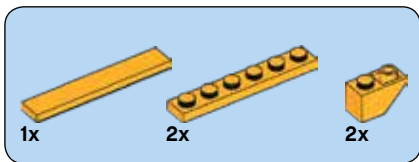
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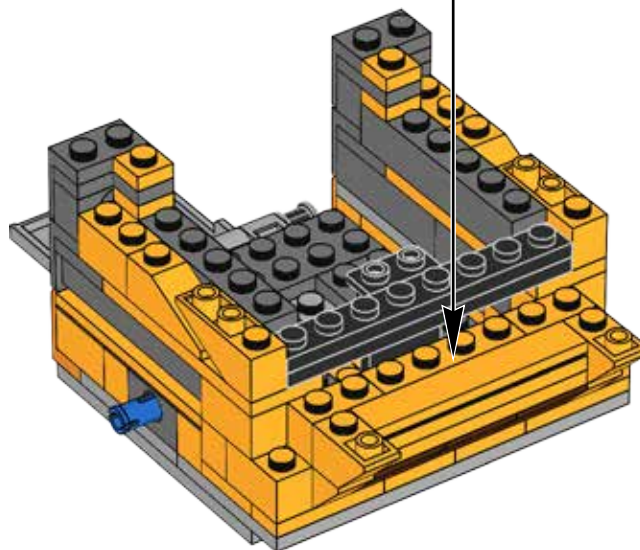
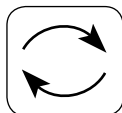
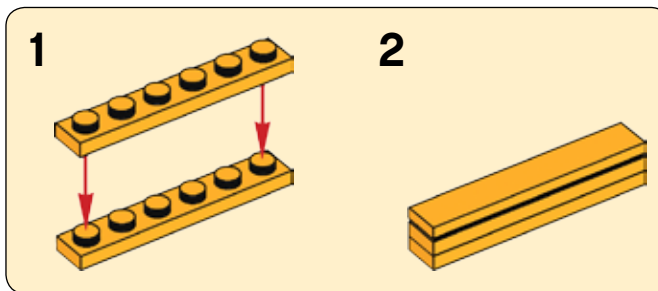
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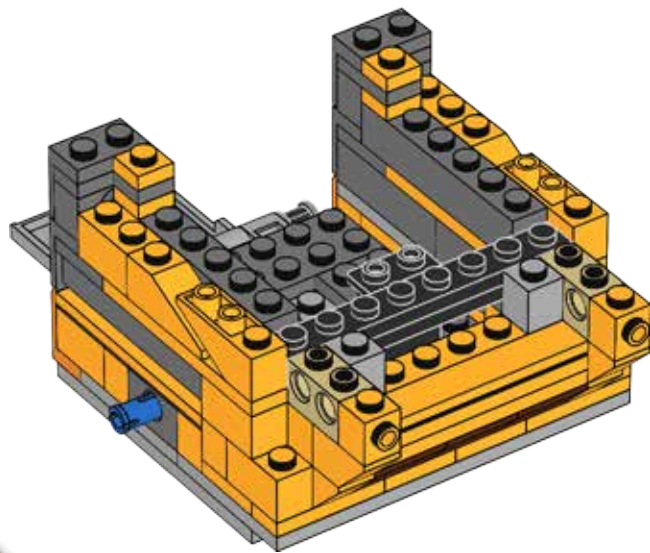


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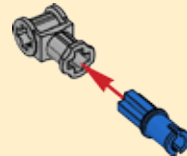
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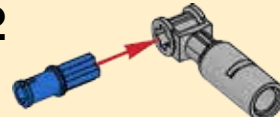
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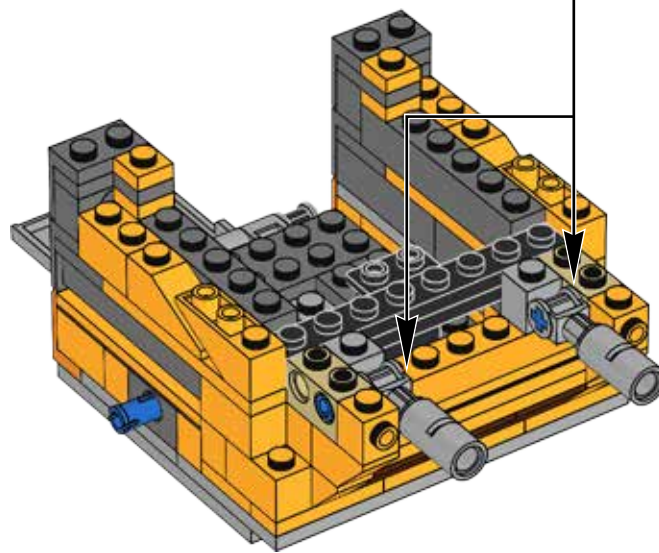
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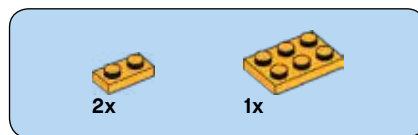
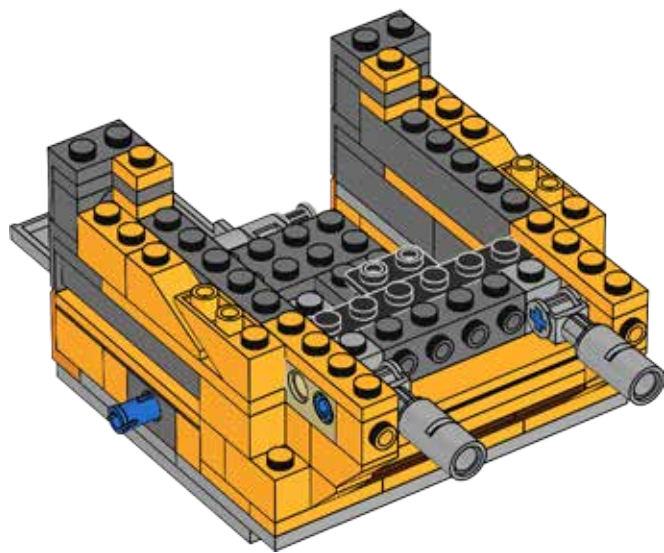


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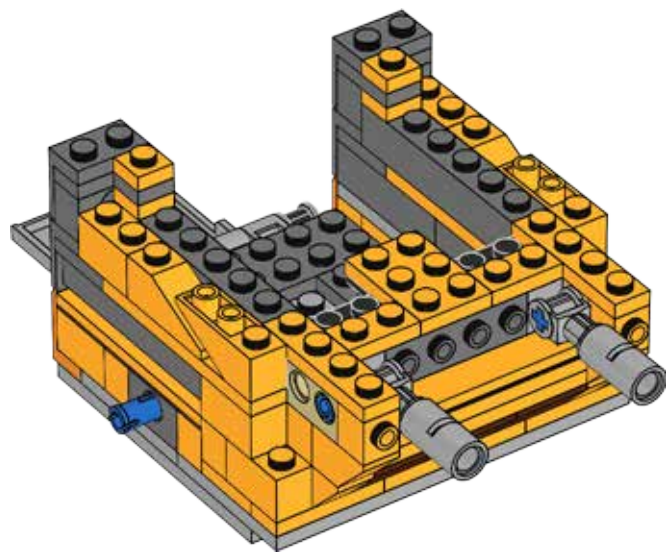




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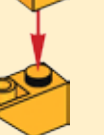
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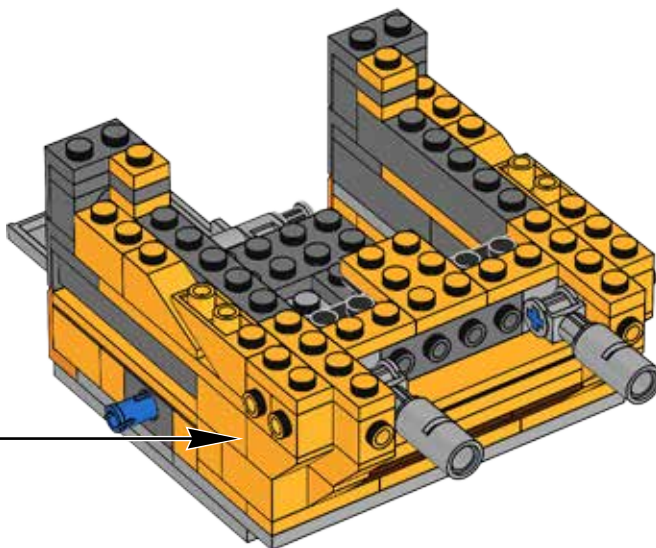
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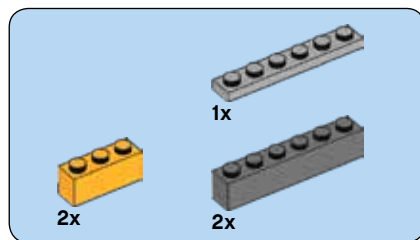


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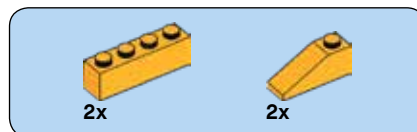
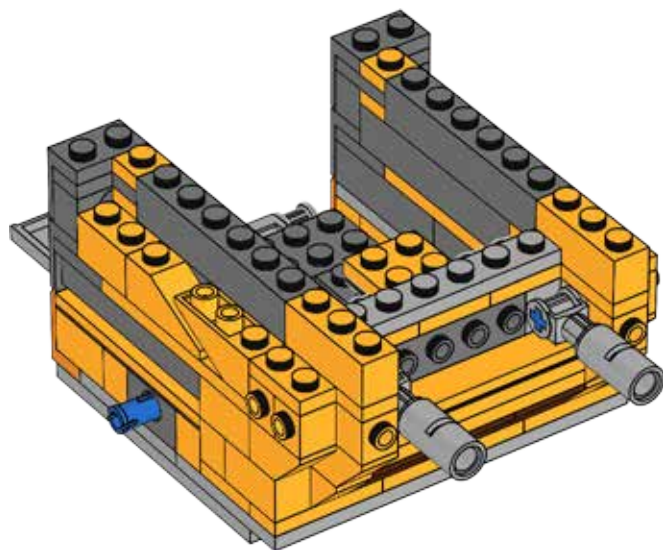


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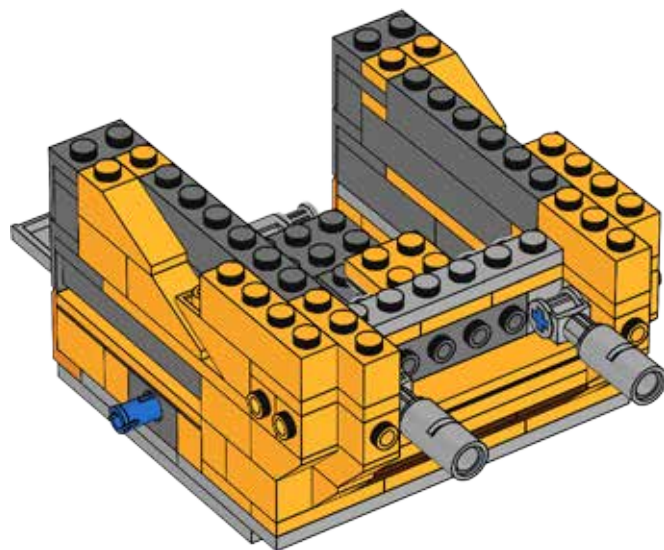




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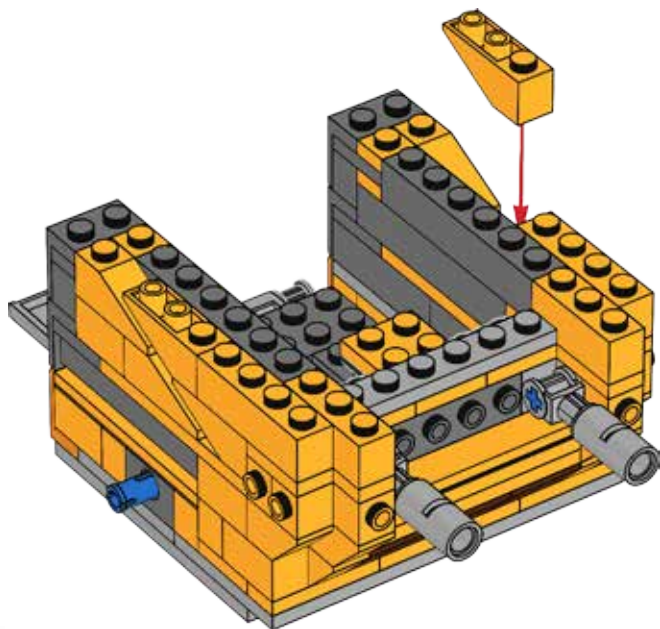
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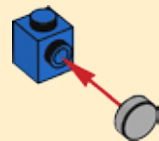


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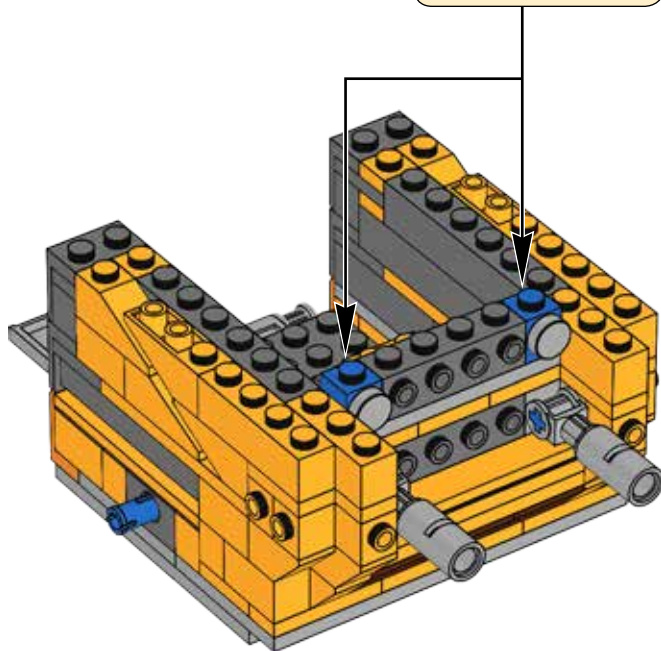


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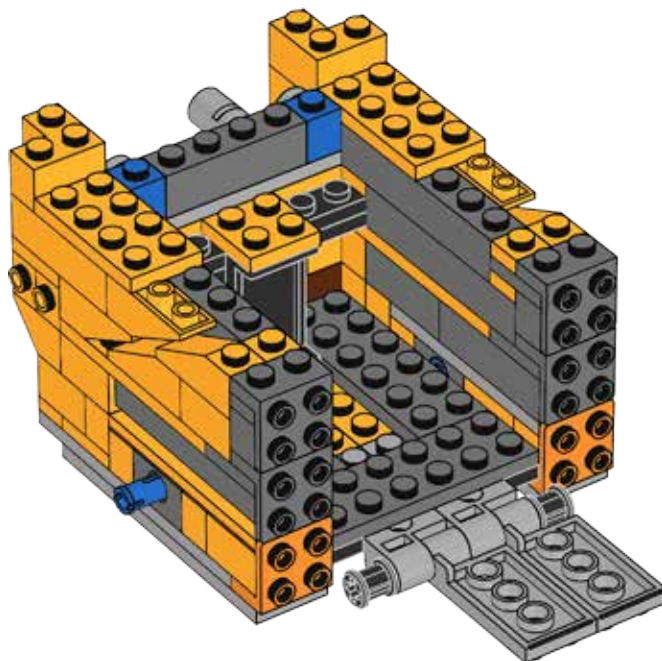
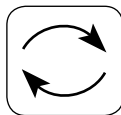


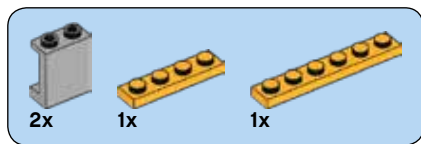
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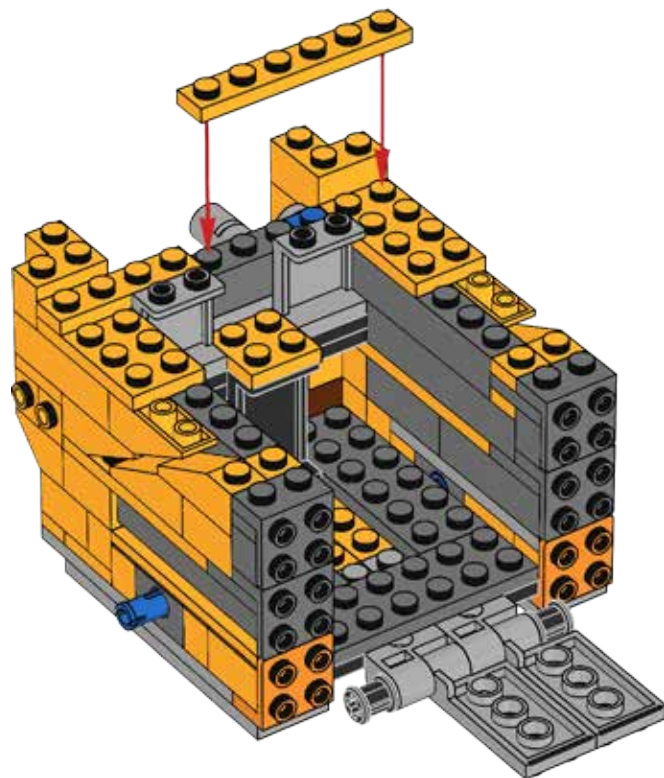
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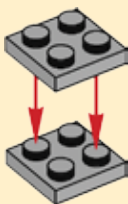
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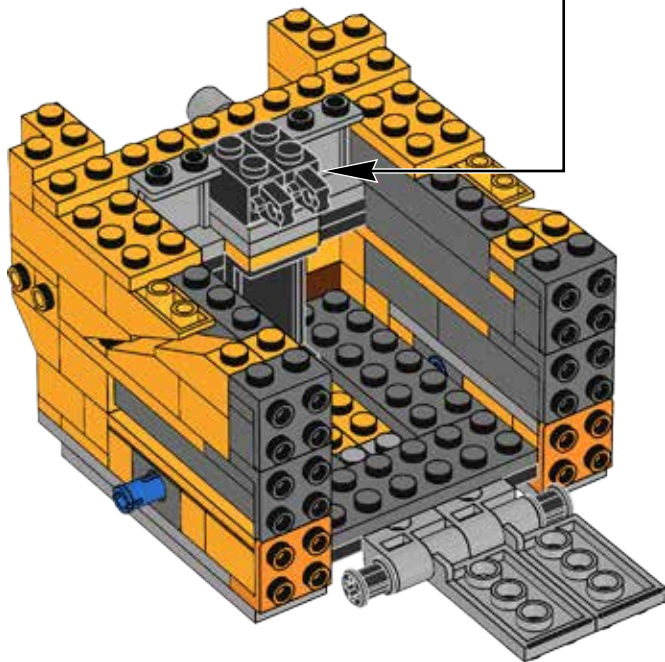
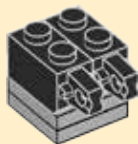
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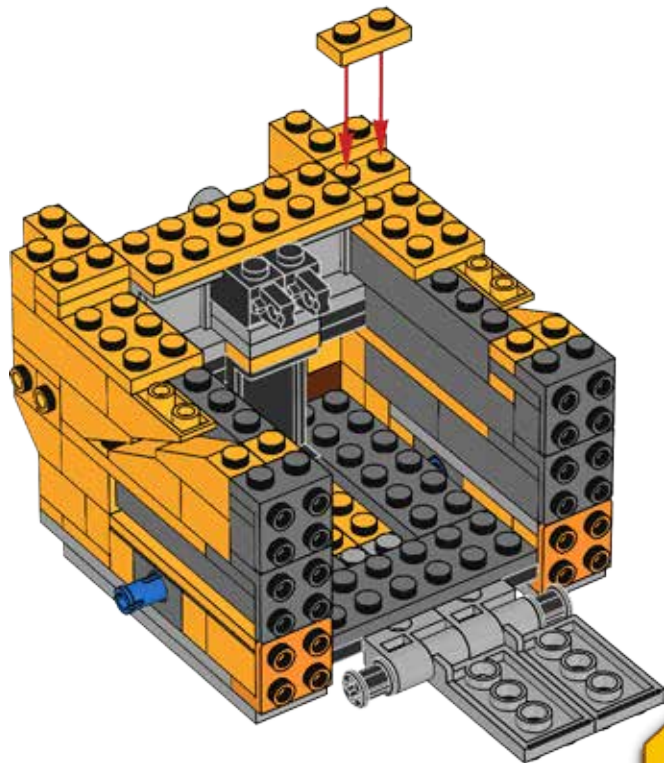


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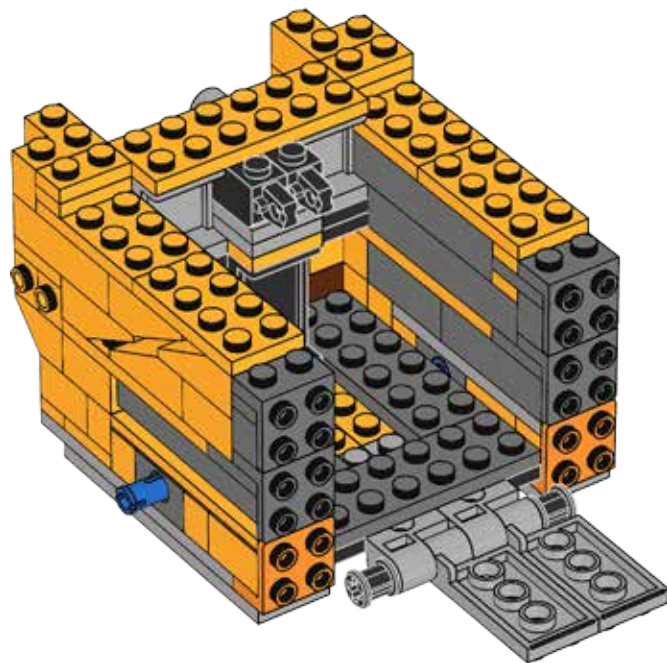
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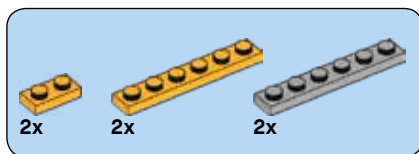




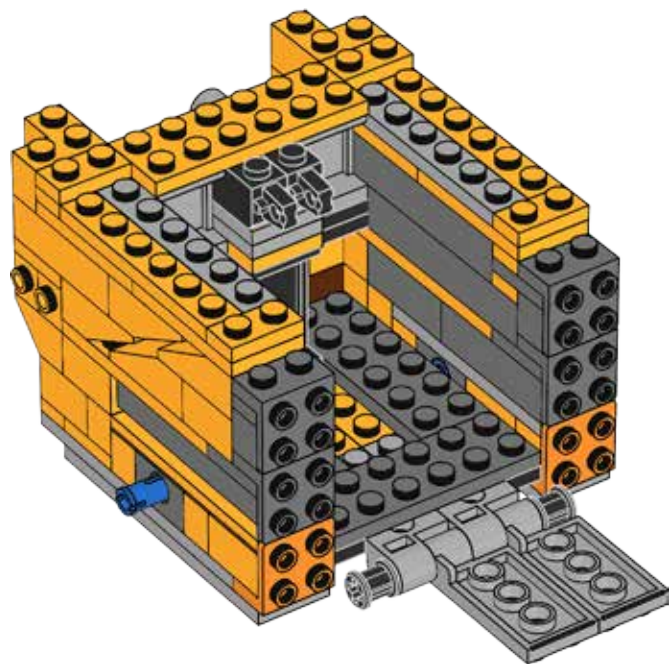
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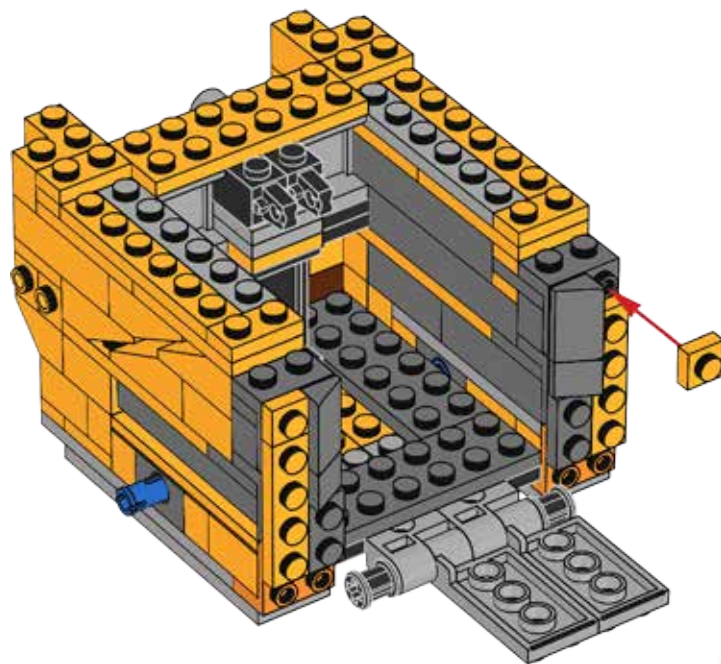


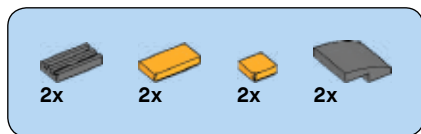


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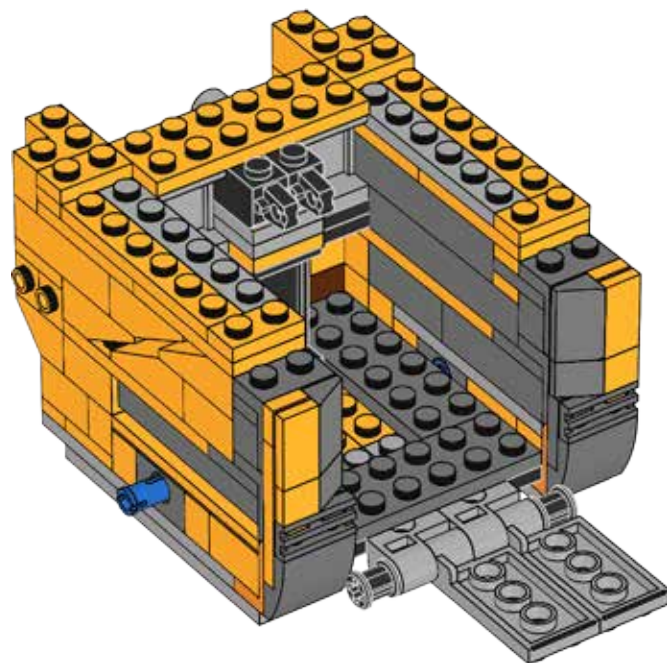


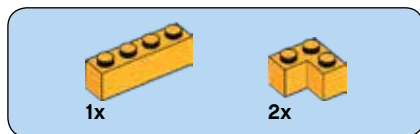
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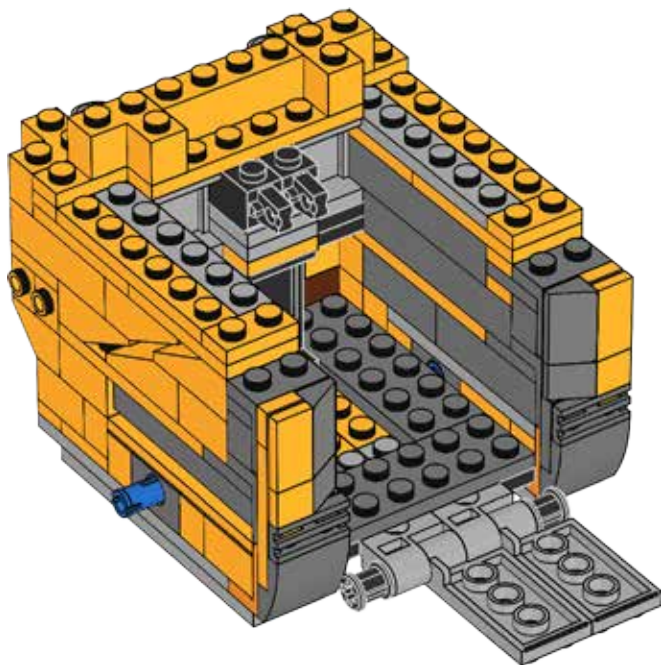


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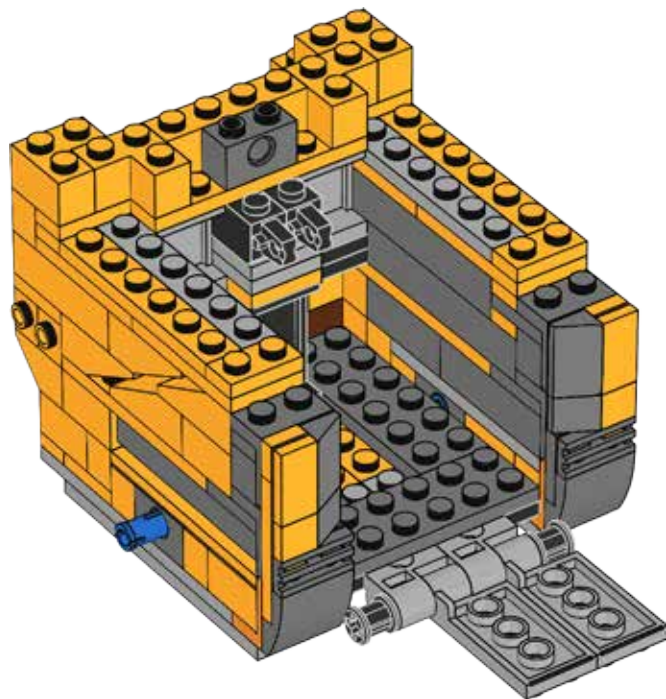


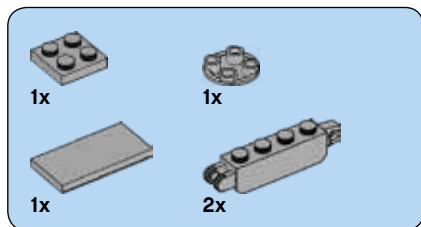


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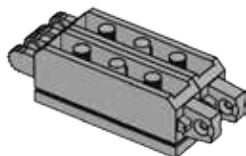


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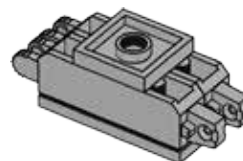
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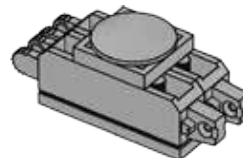
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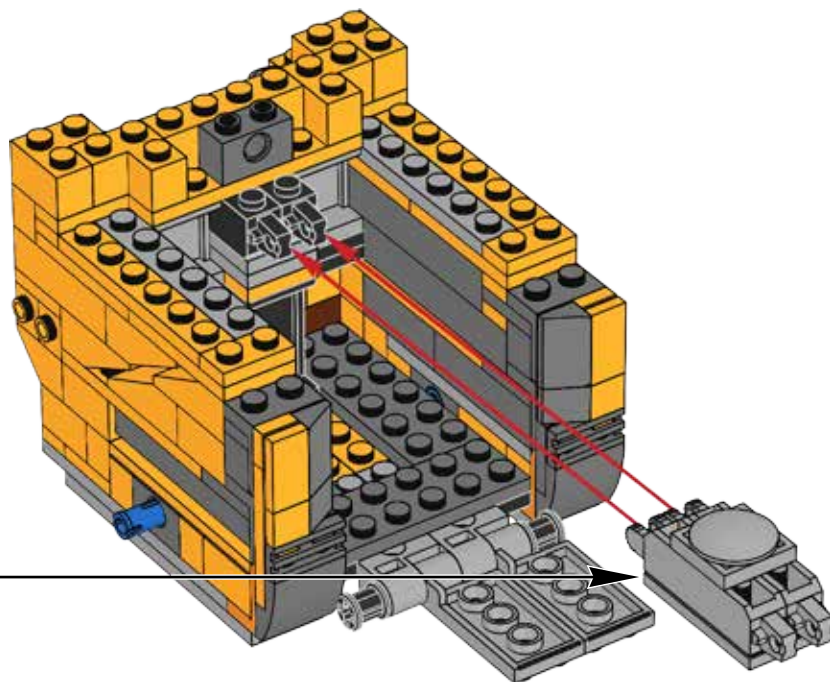


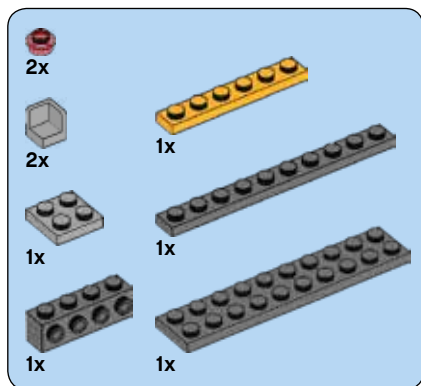
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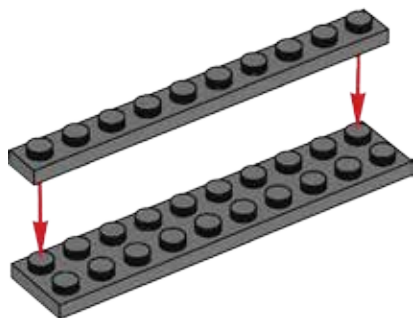




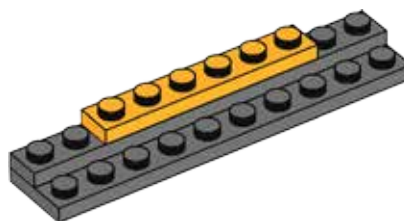


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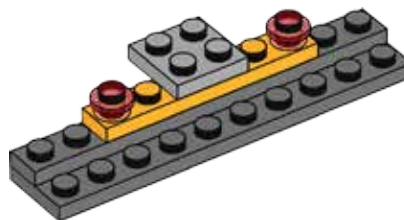
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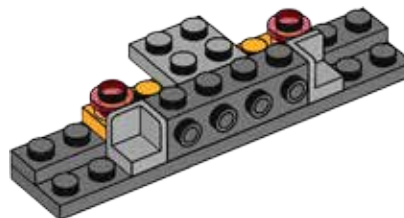
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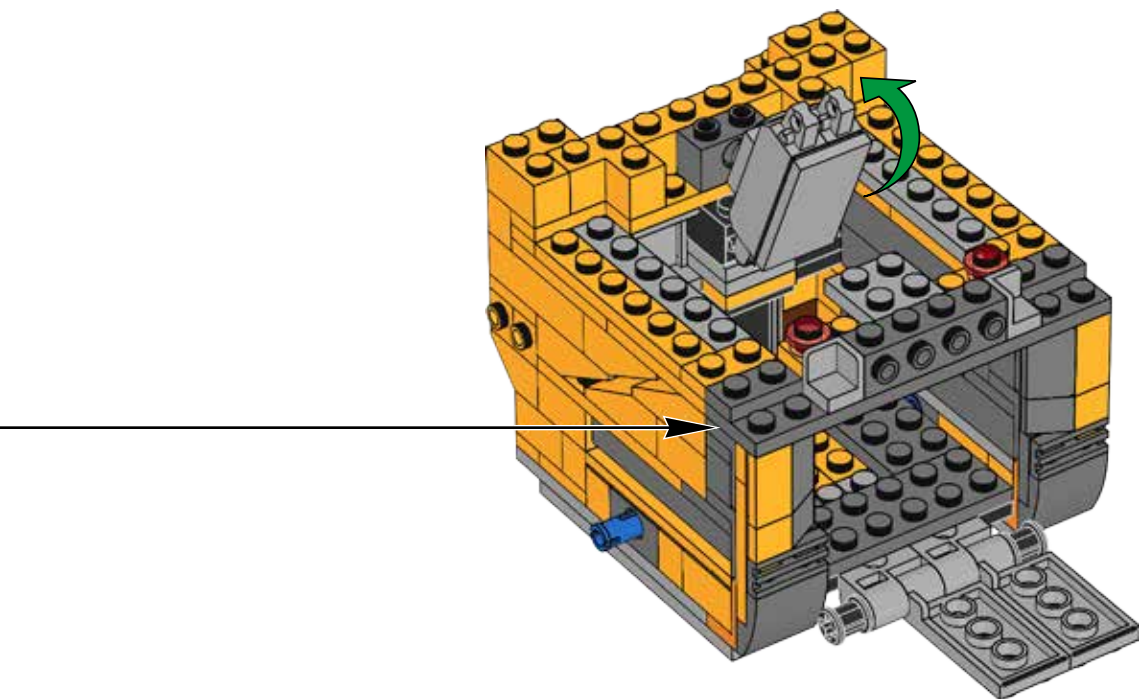


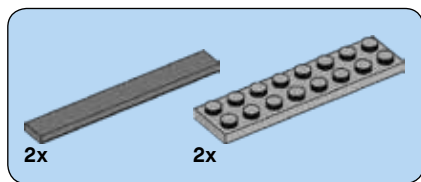
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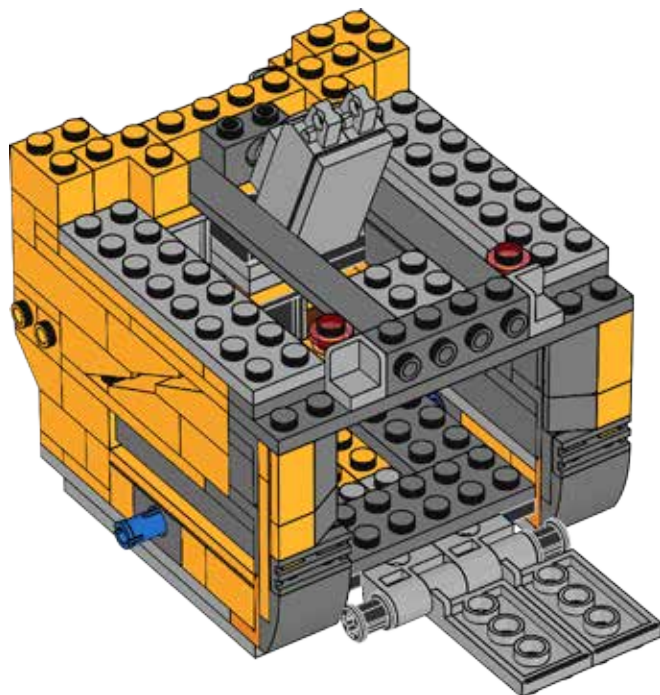
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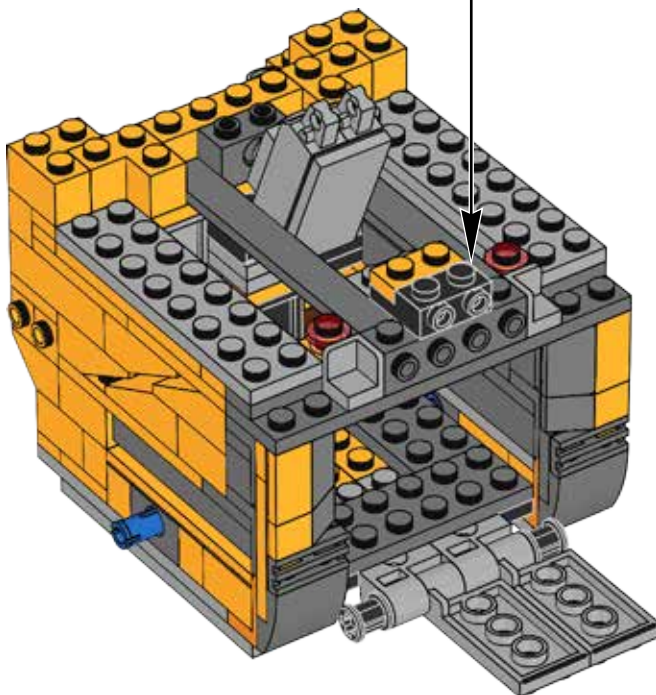
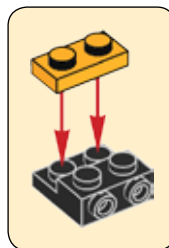


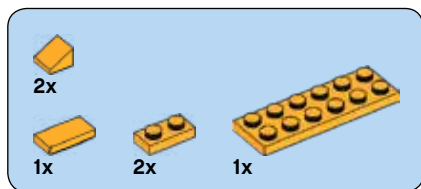
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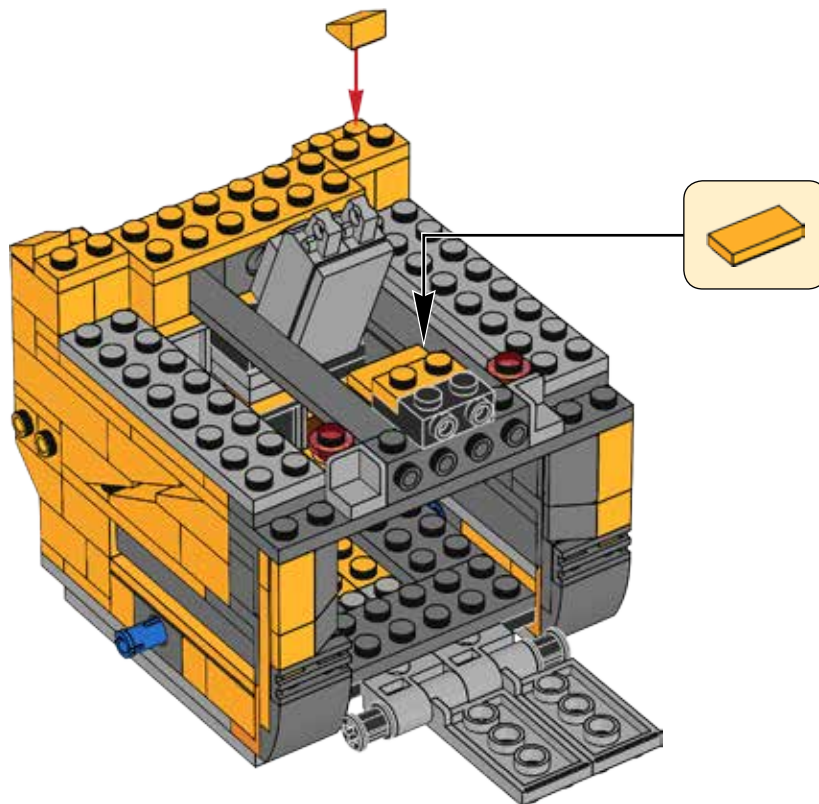
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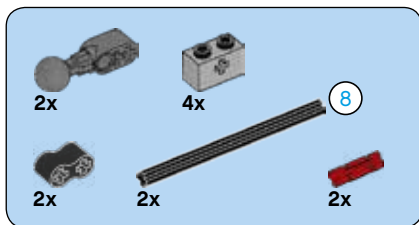
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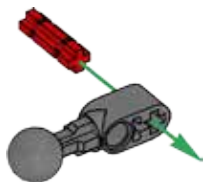
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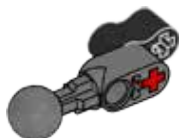


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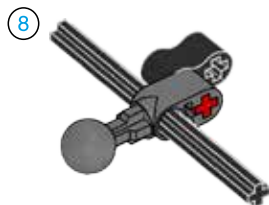
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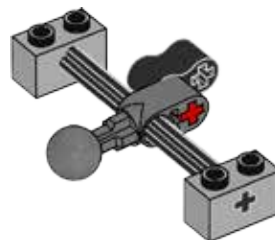
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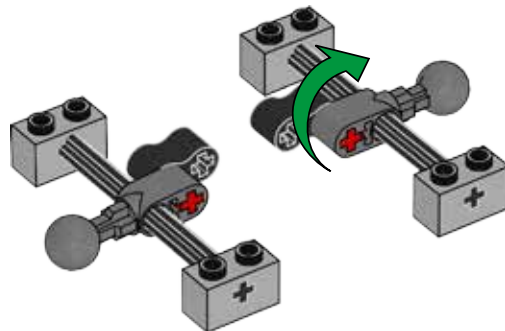


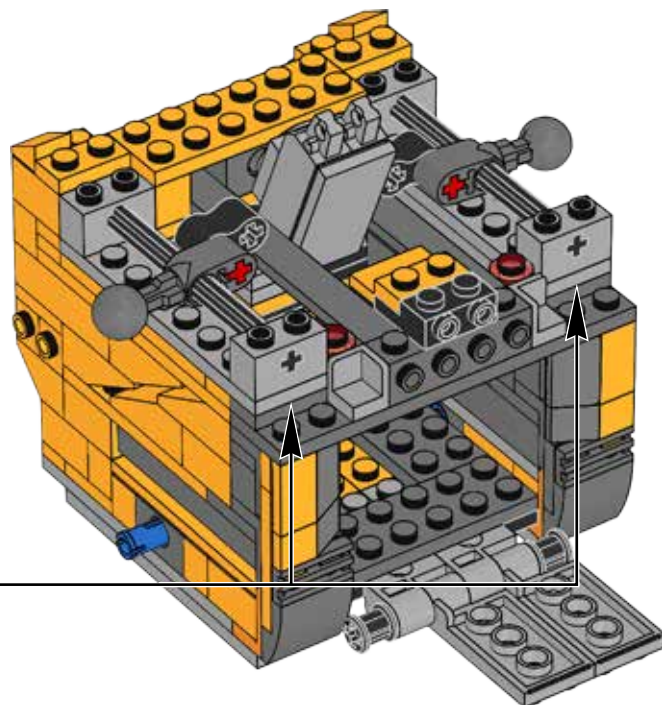
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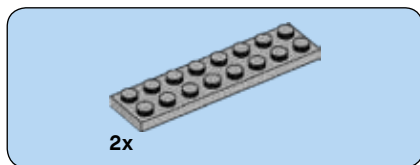


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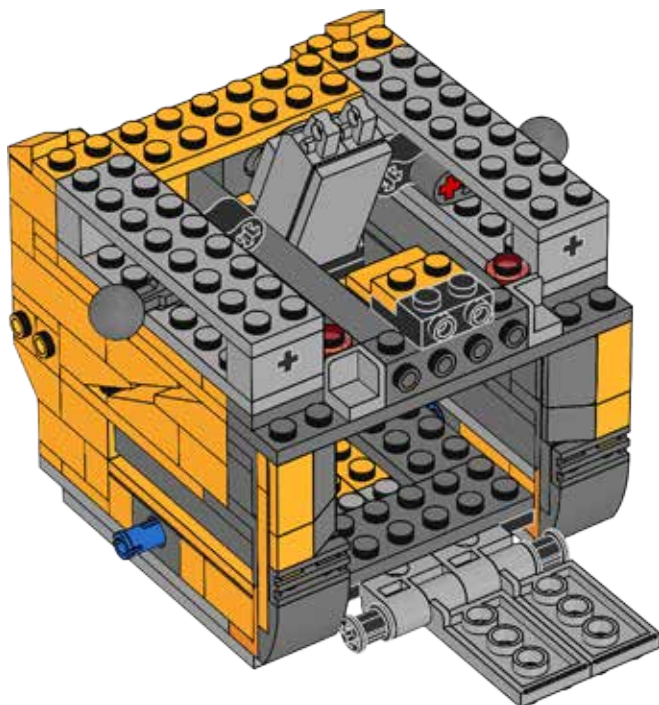
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48





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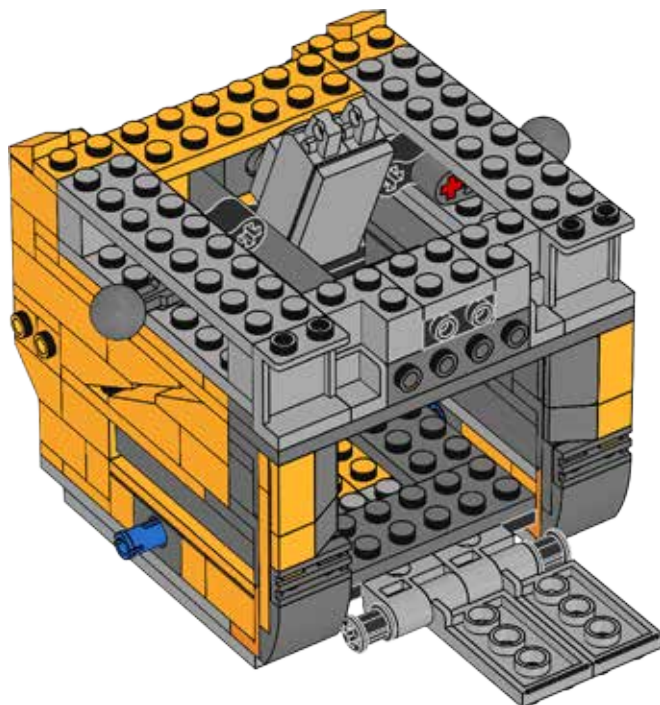


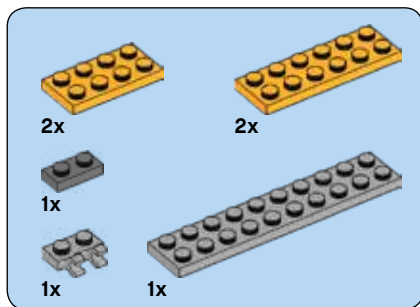
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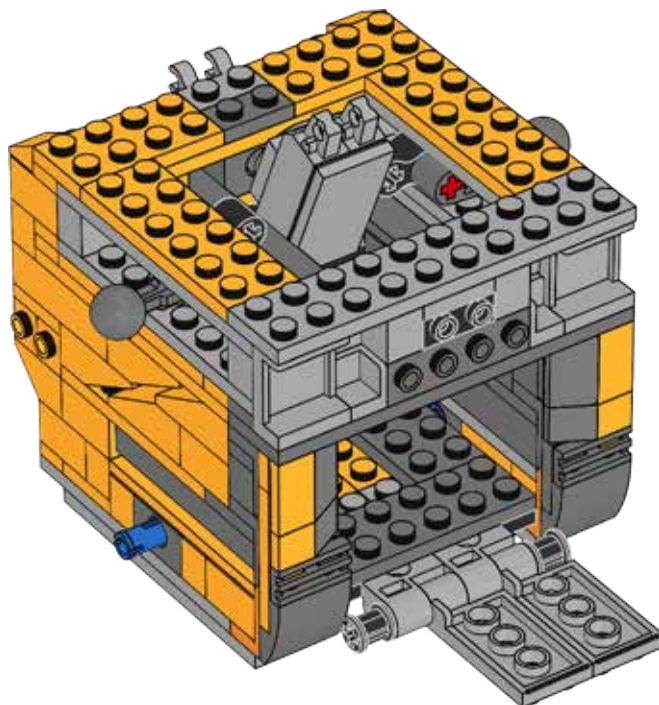
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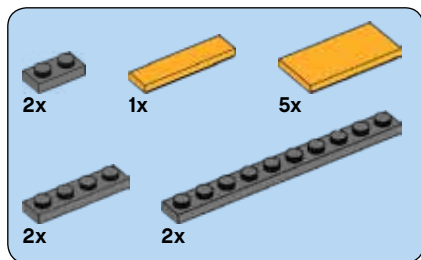
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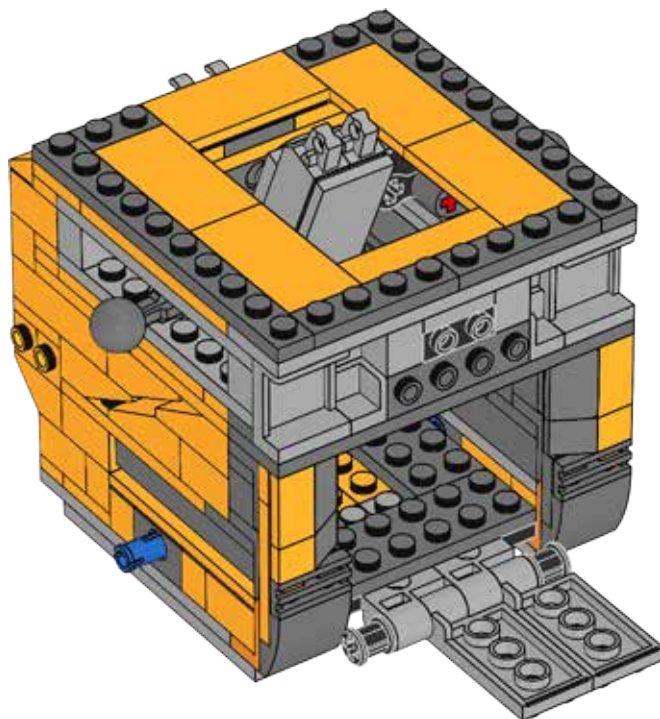


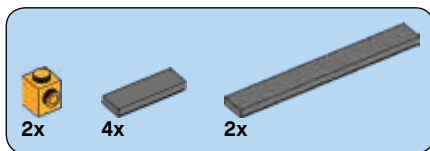
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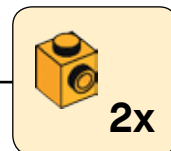
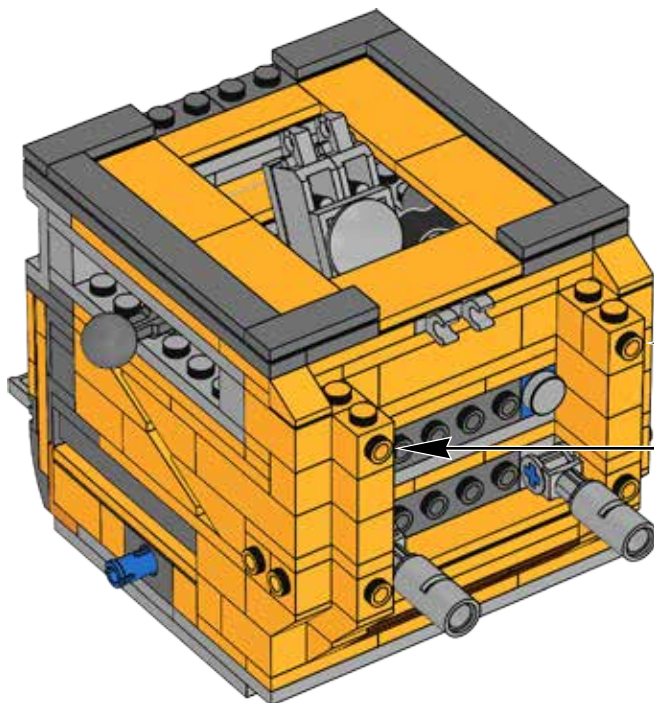
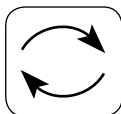


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52



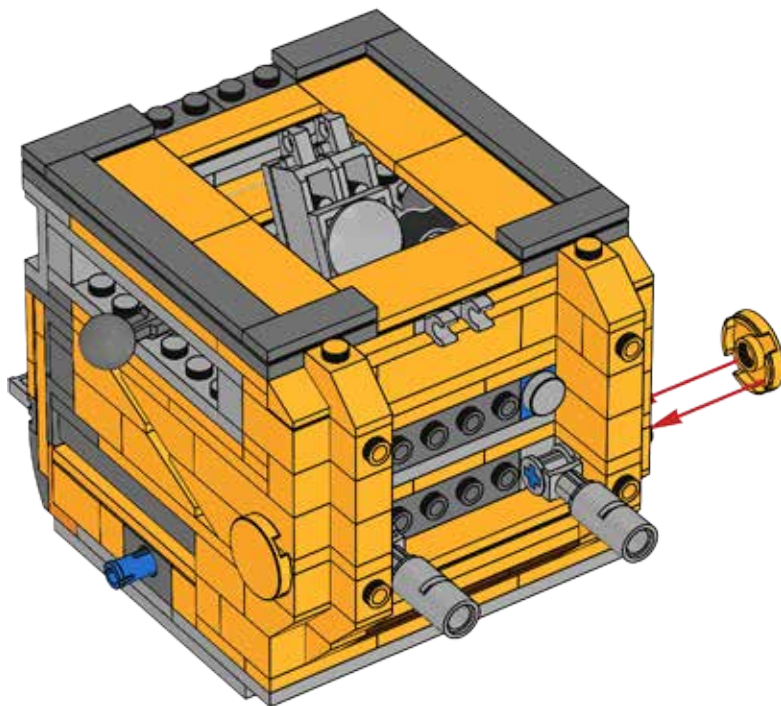


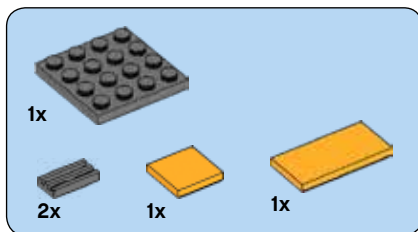
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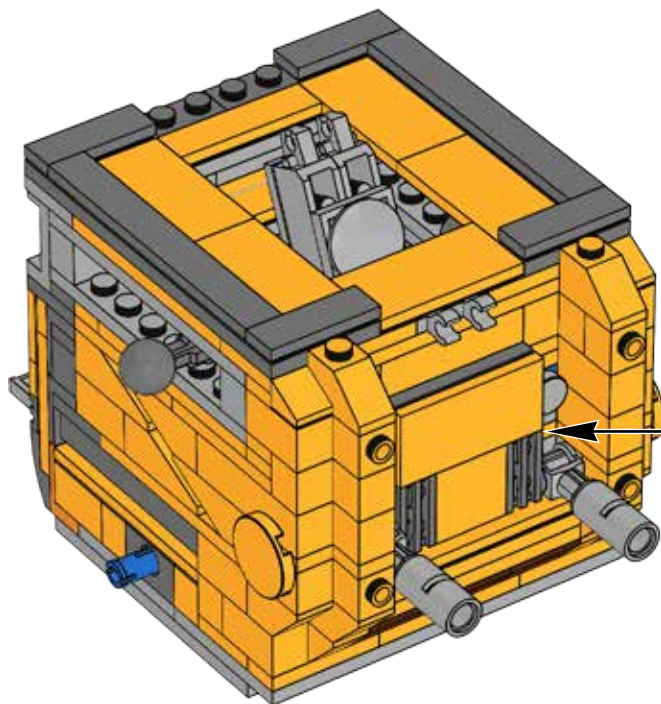
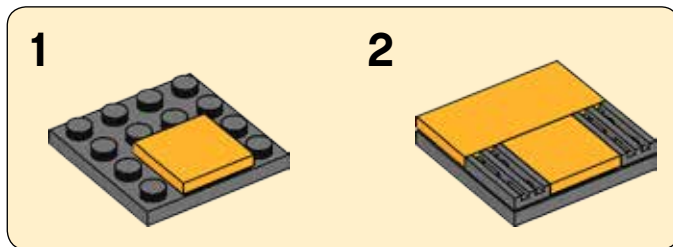
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53





54





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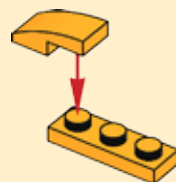
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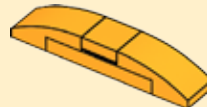
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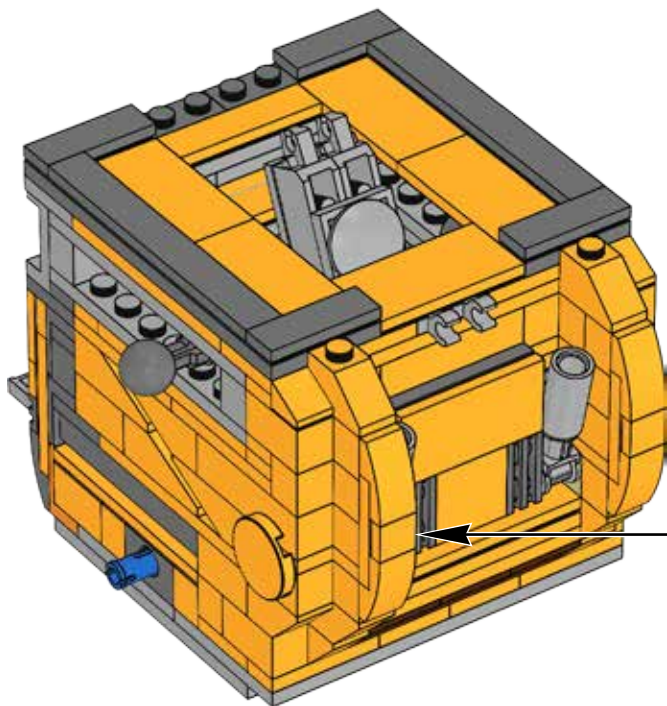
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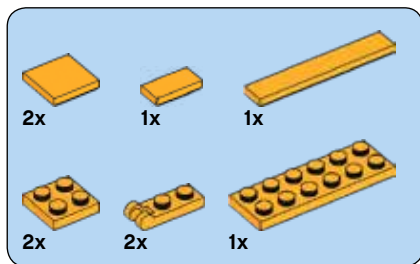


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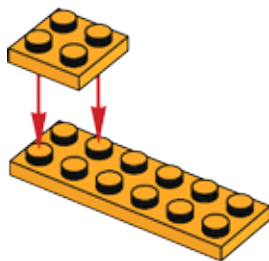
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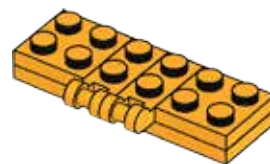


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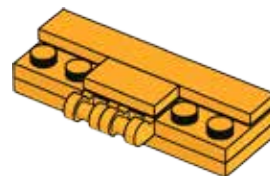
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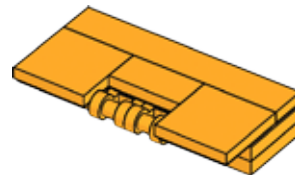
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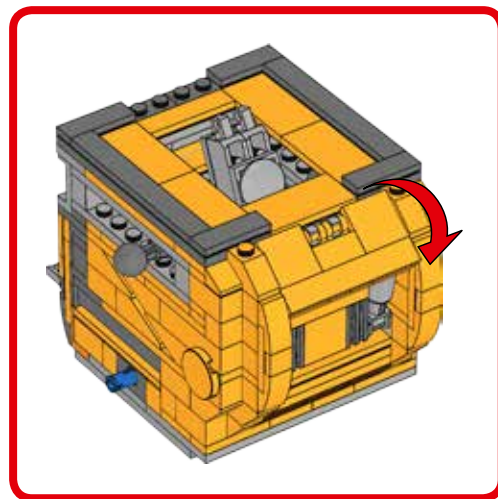
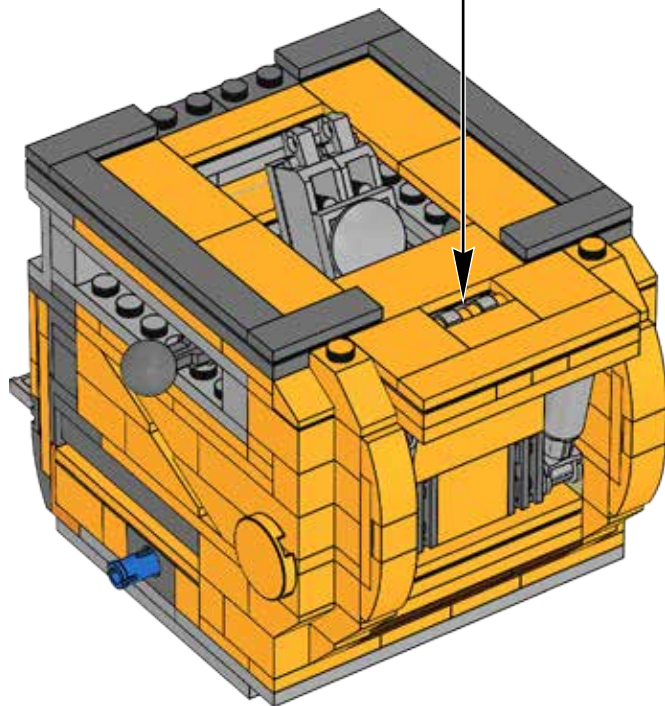


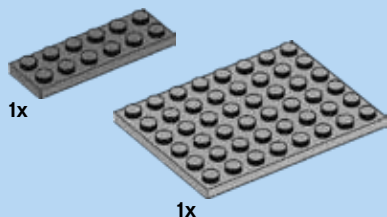
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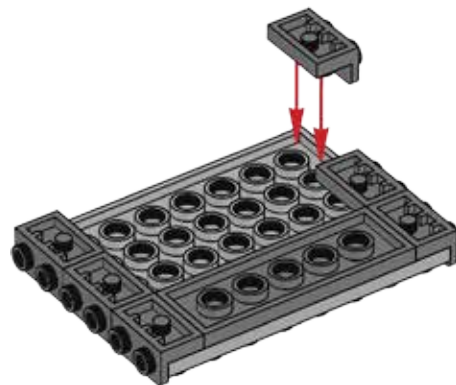


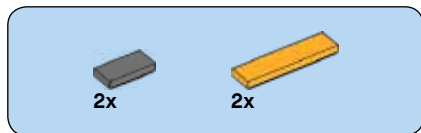
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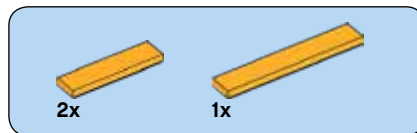
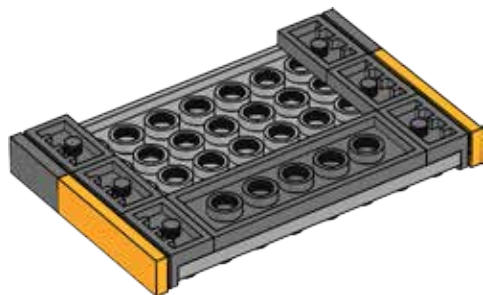
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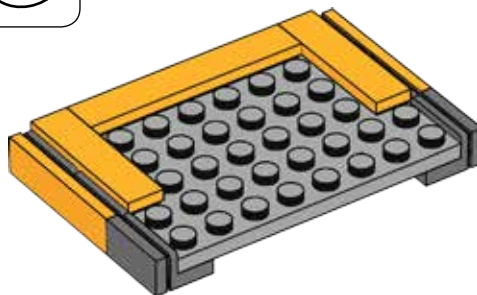
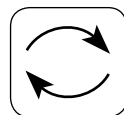


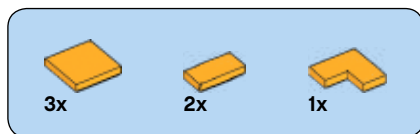


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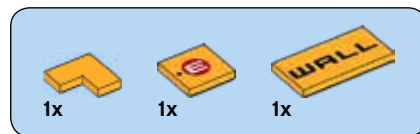
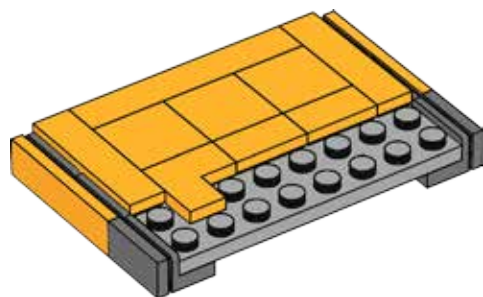


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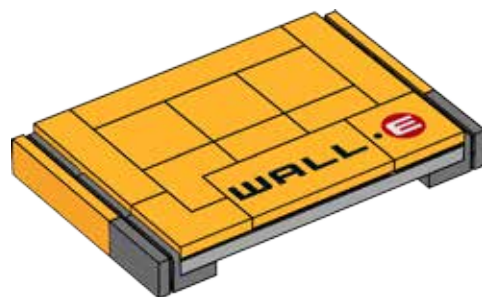




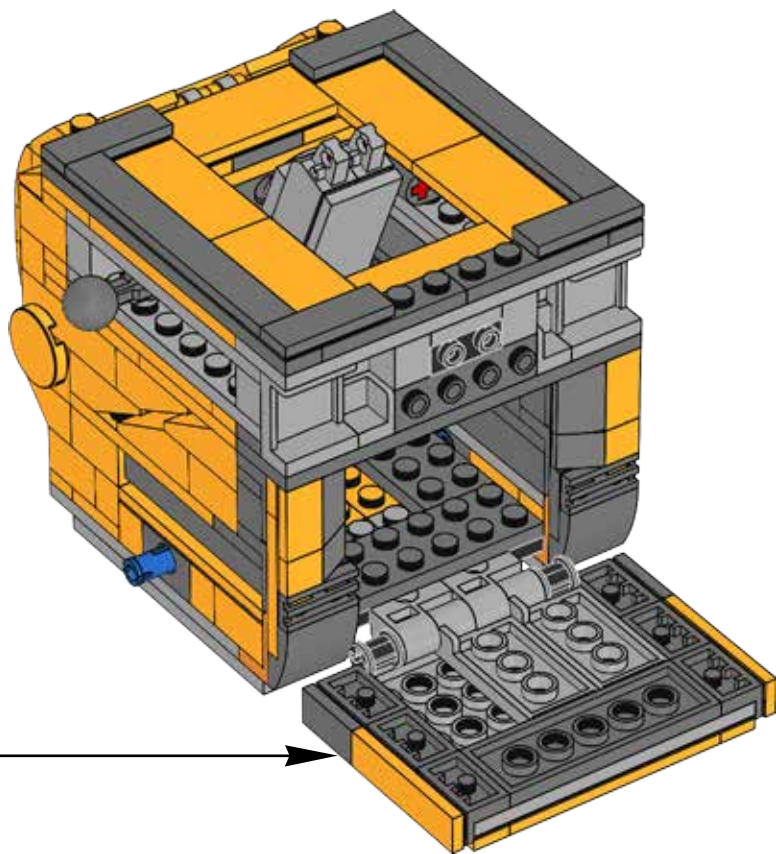
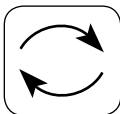
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62



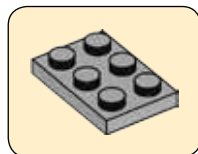
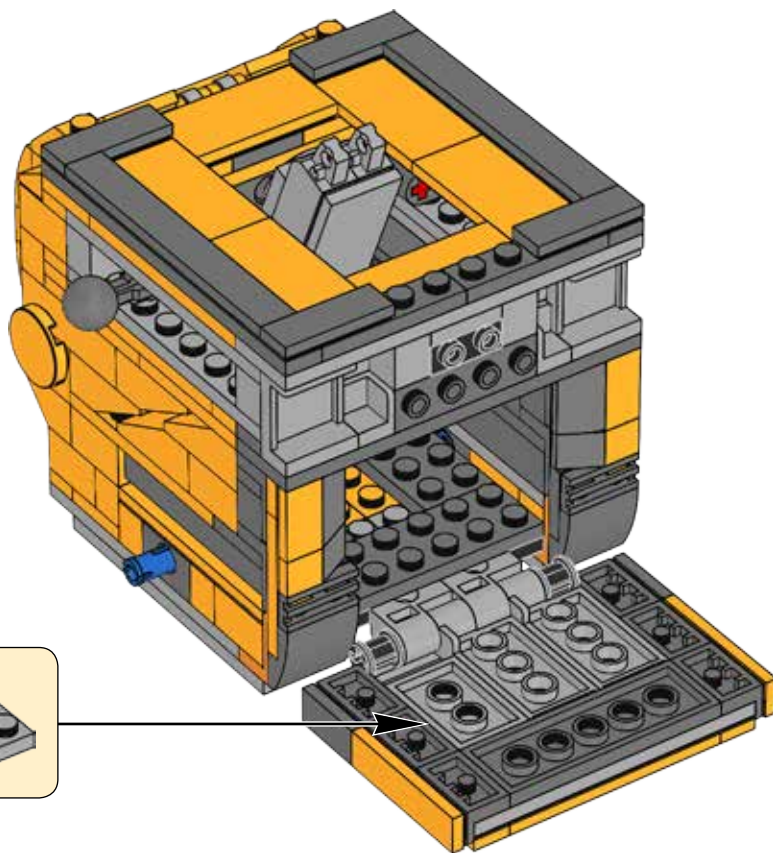
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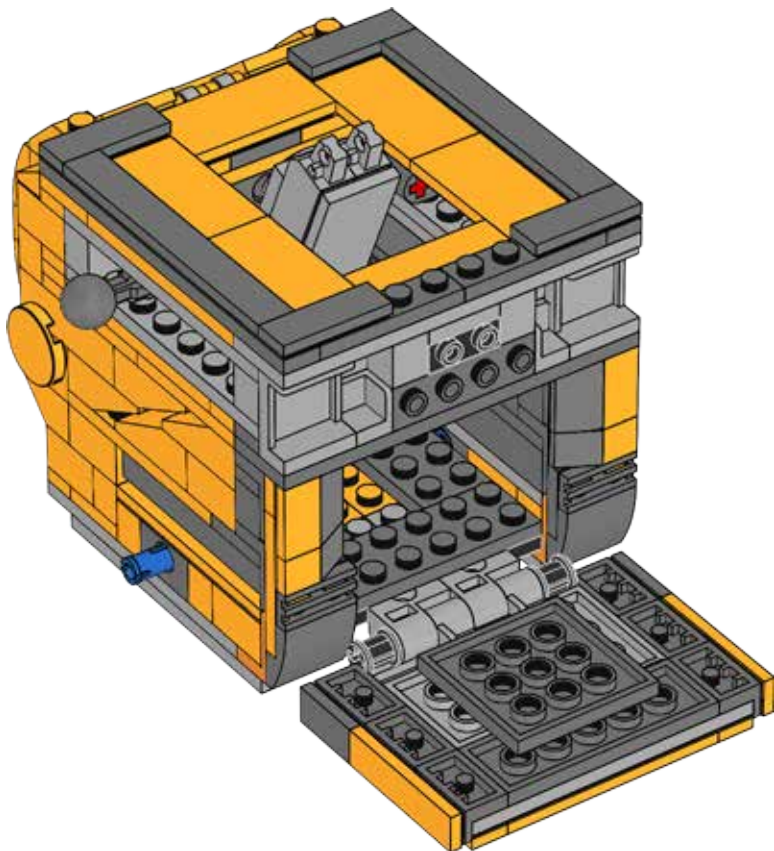
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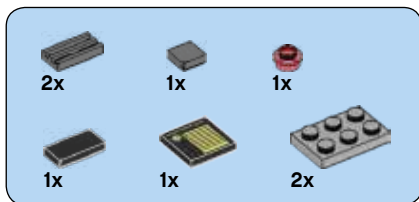




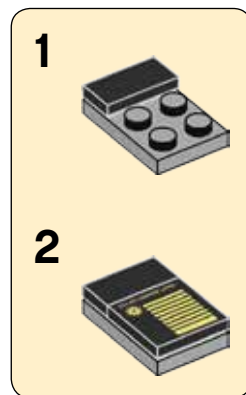
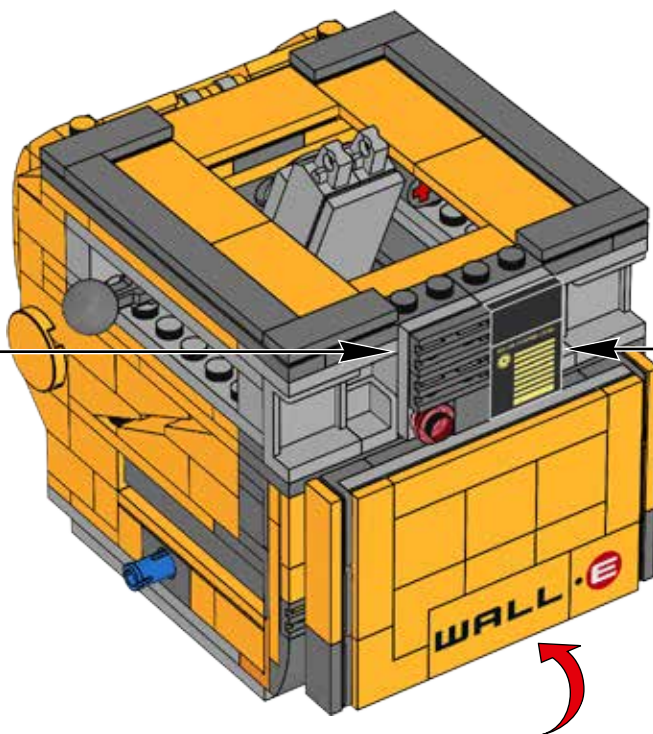
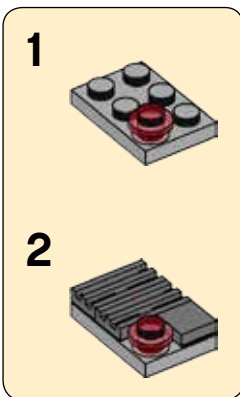
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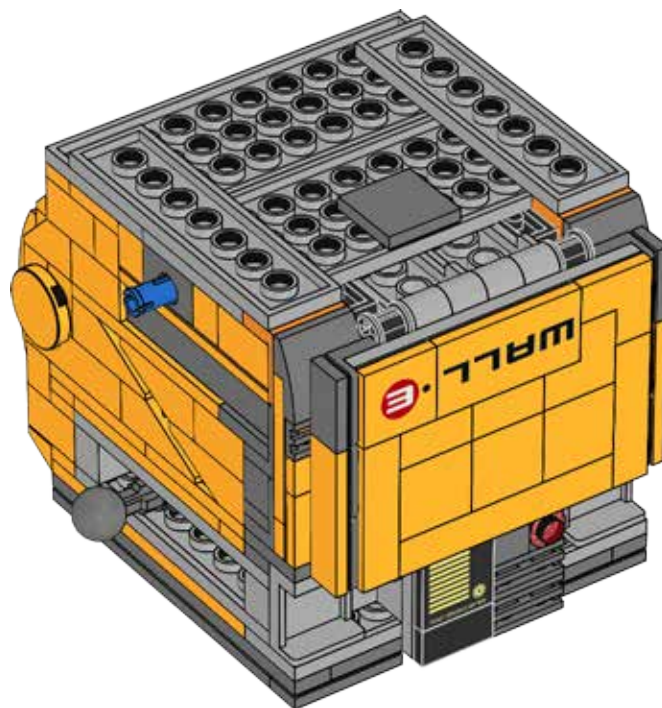
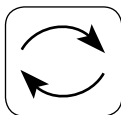
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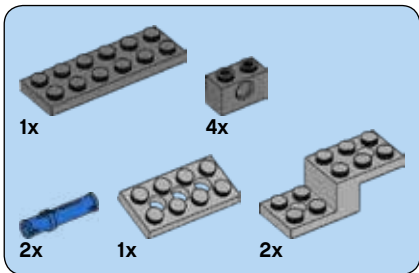
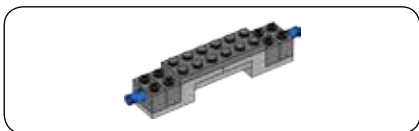




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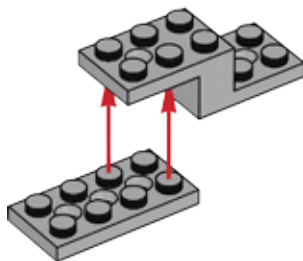
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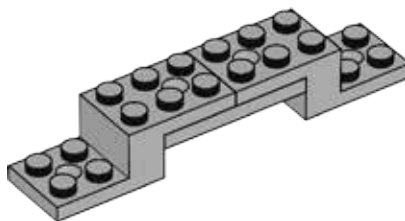


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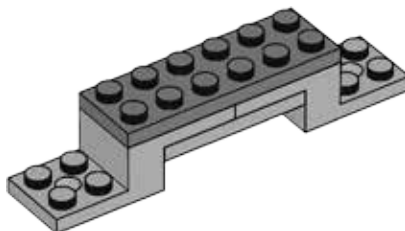
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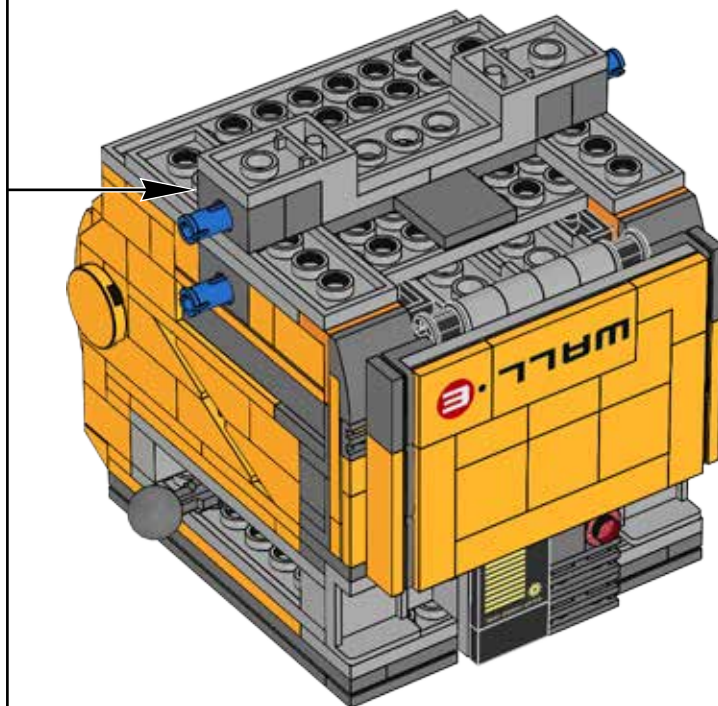
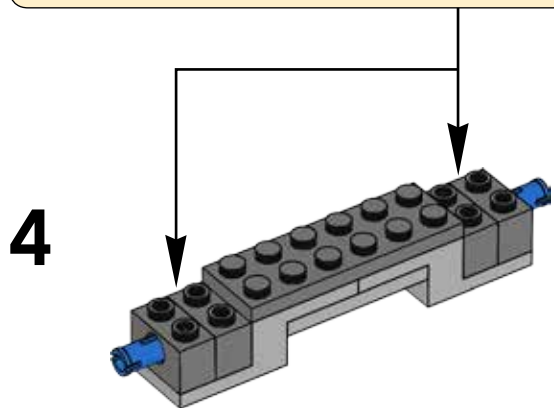
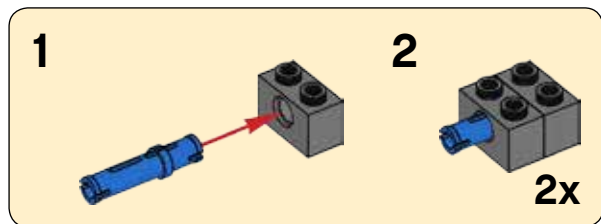


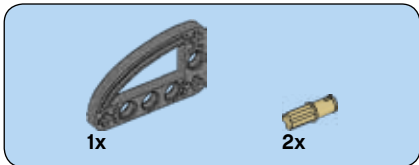
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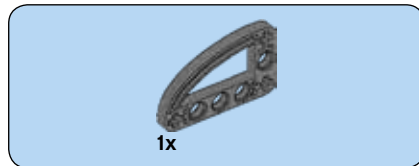
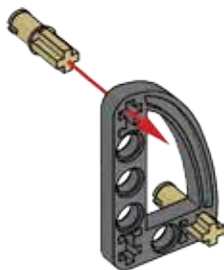
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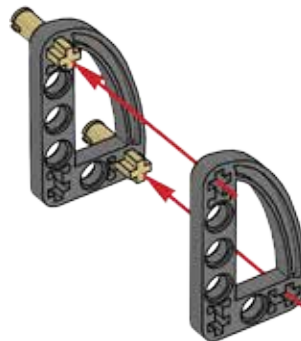


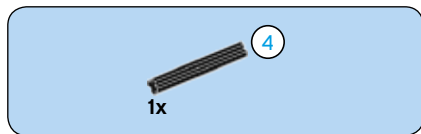


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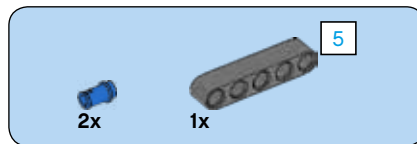
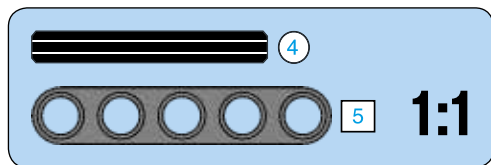
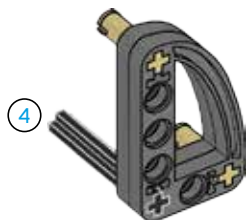


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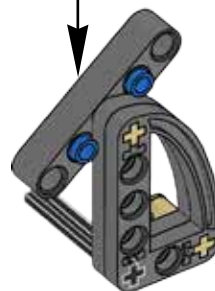
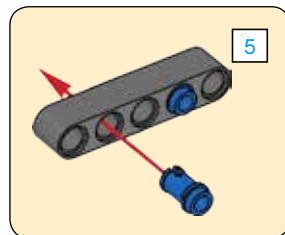


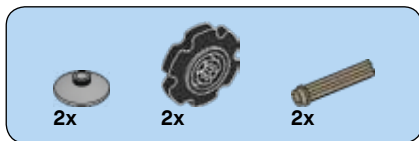


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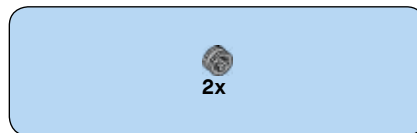
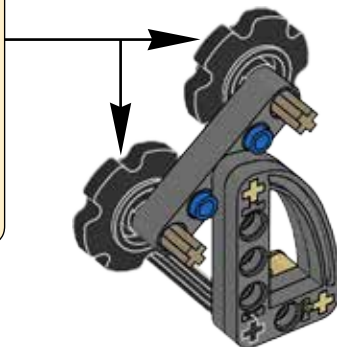
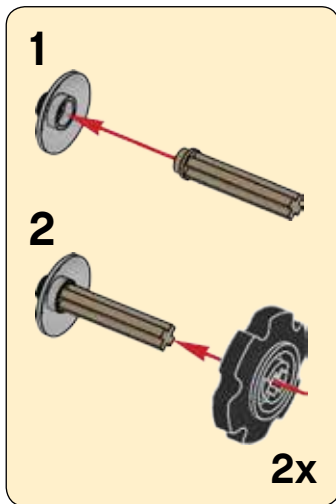


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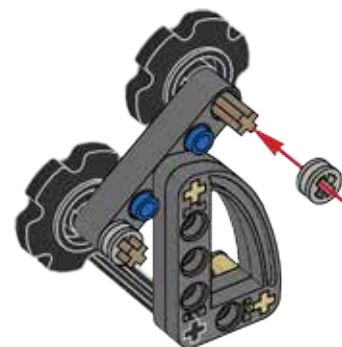


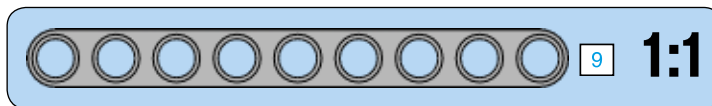
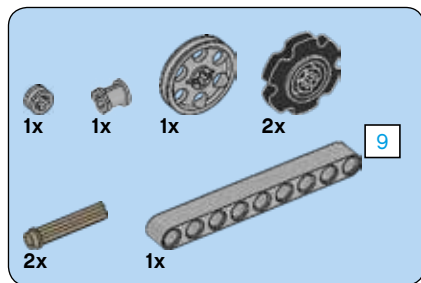


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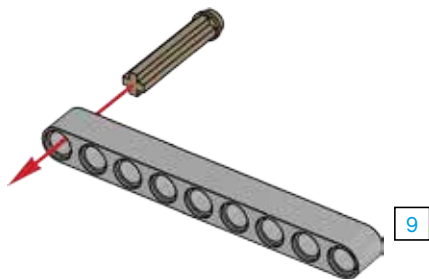
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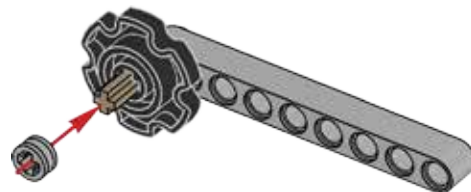


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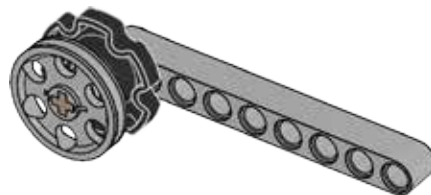
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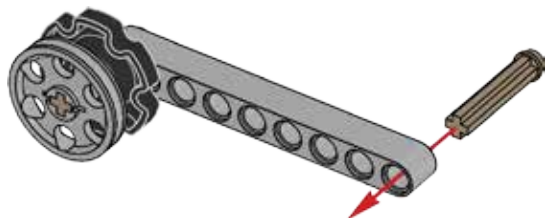
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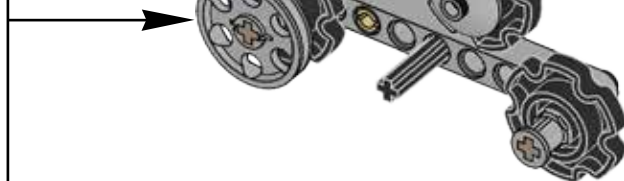
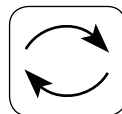
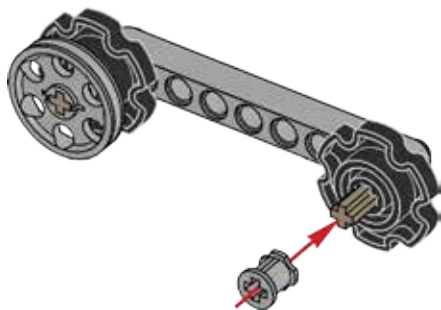
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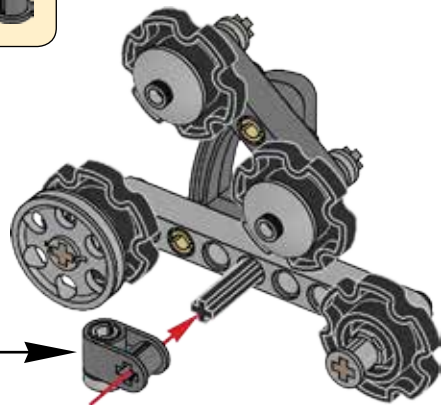
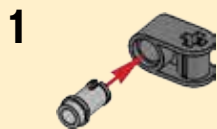


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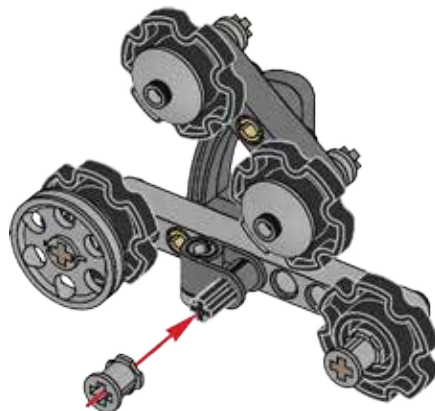


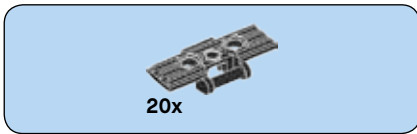


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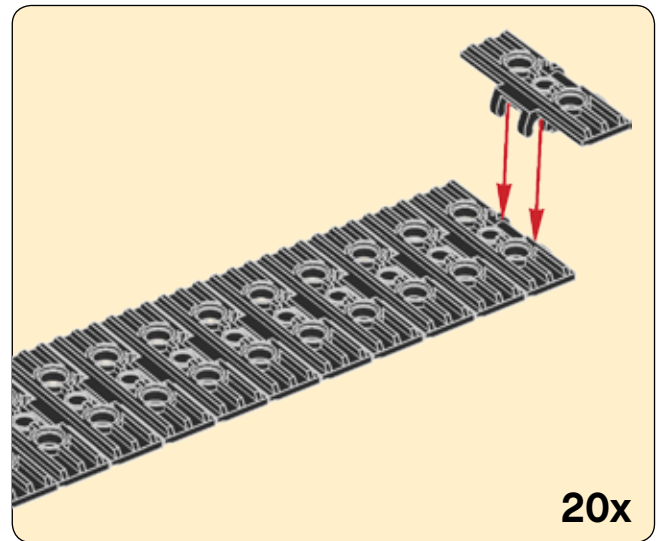
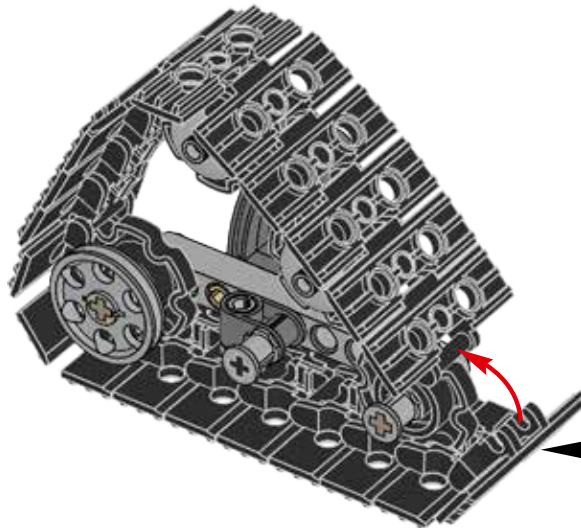


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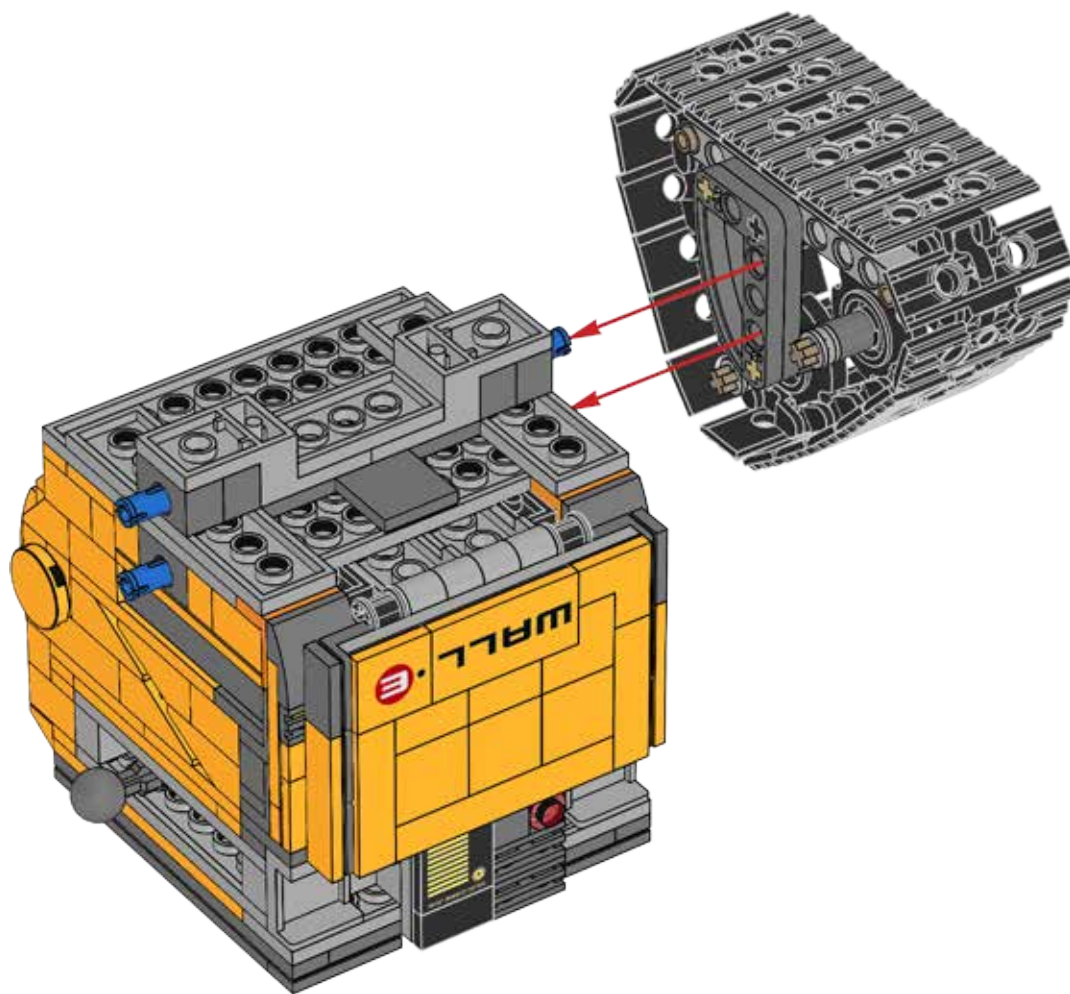


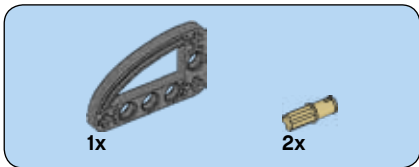
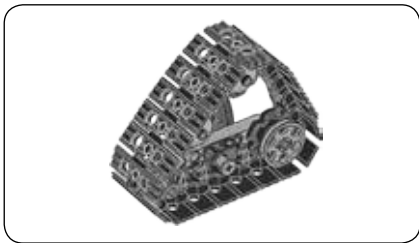


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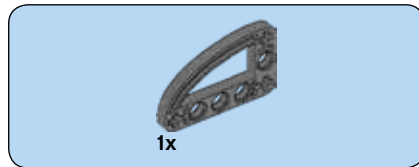
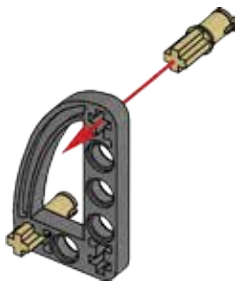


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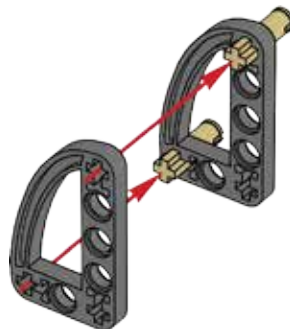


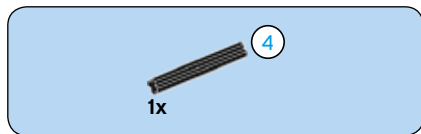


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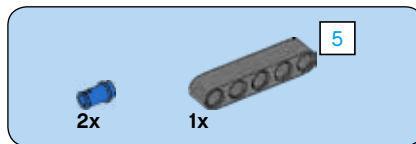
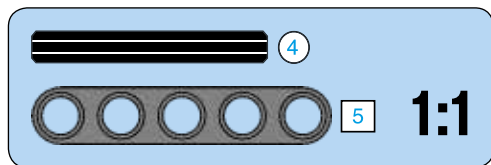
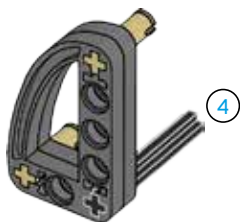


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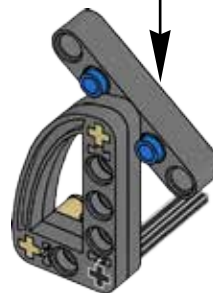
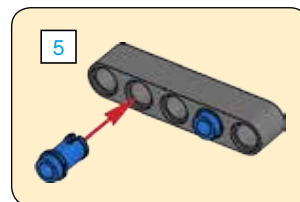


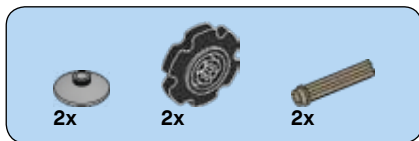


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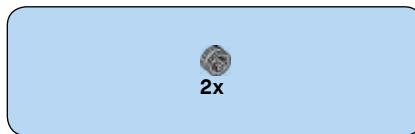
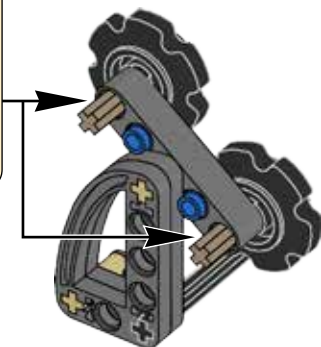
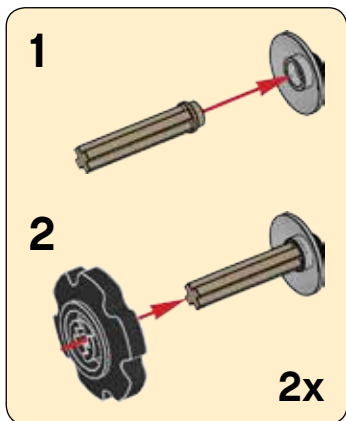


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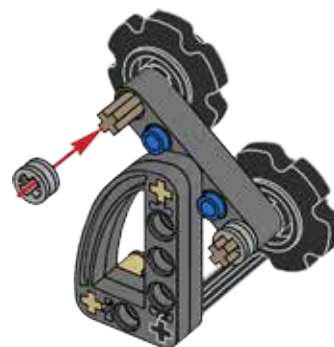


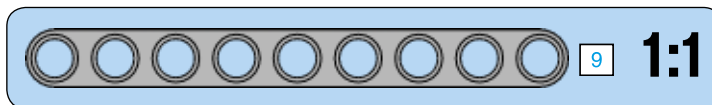
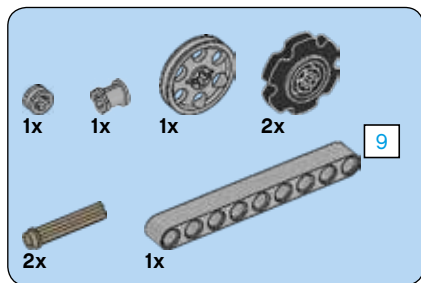


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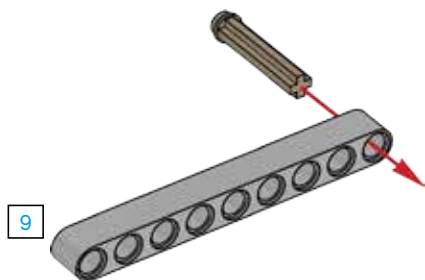
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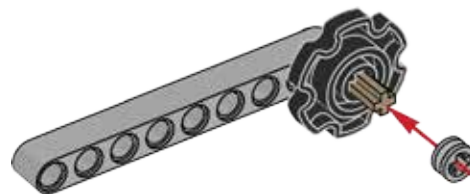


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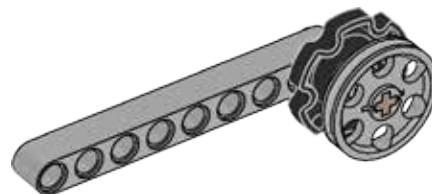
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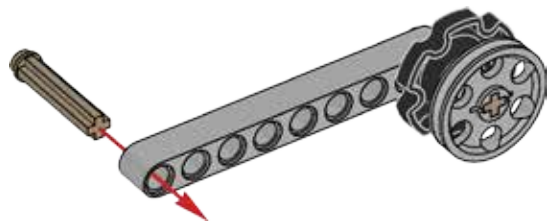
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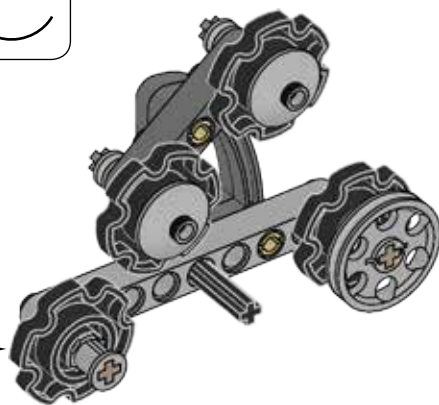
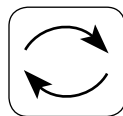
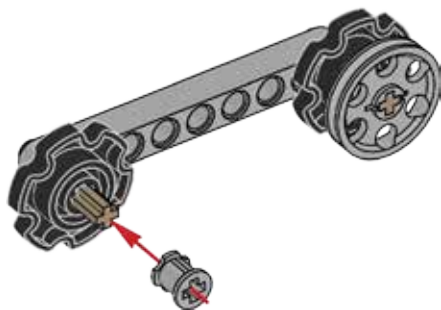
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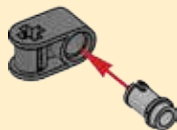
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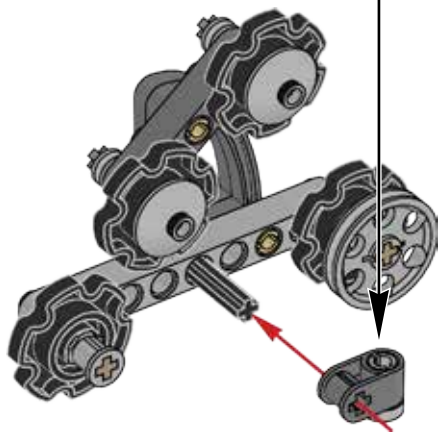
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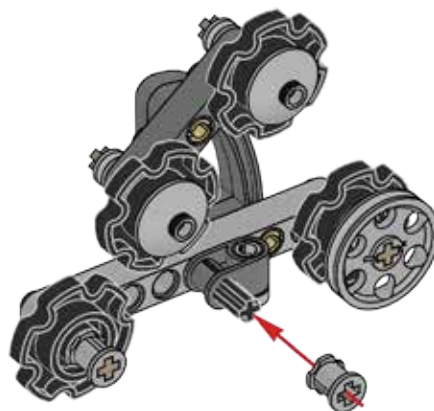


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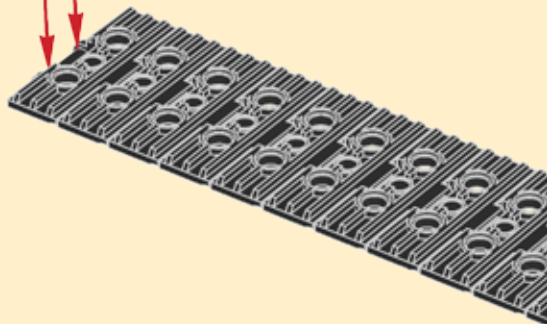
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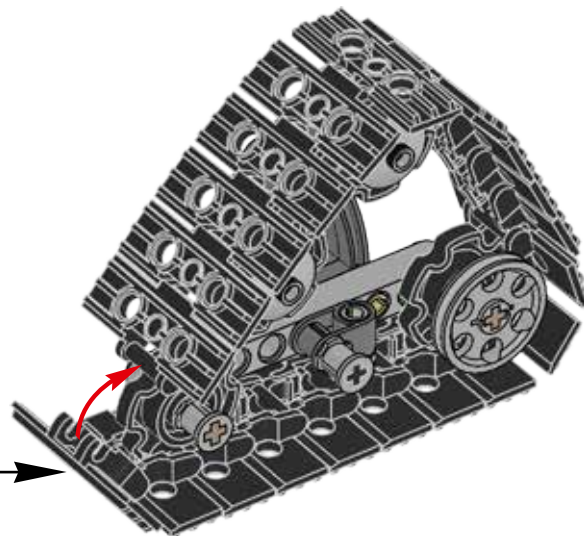


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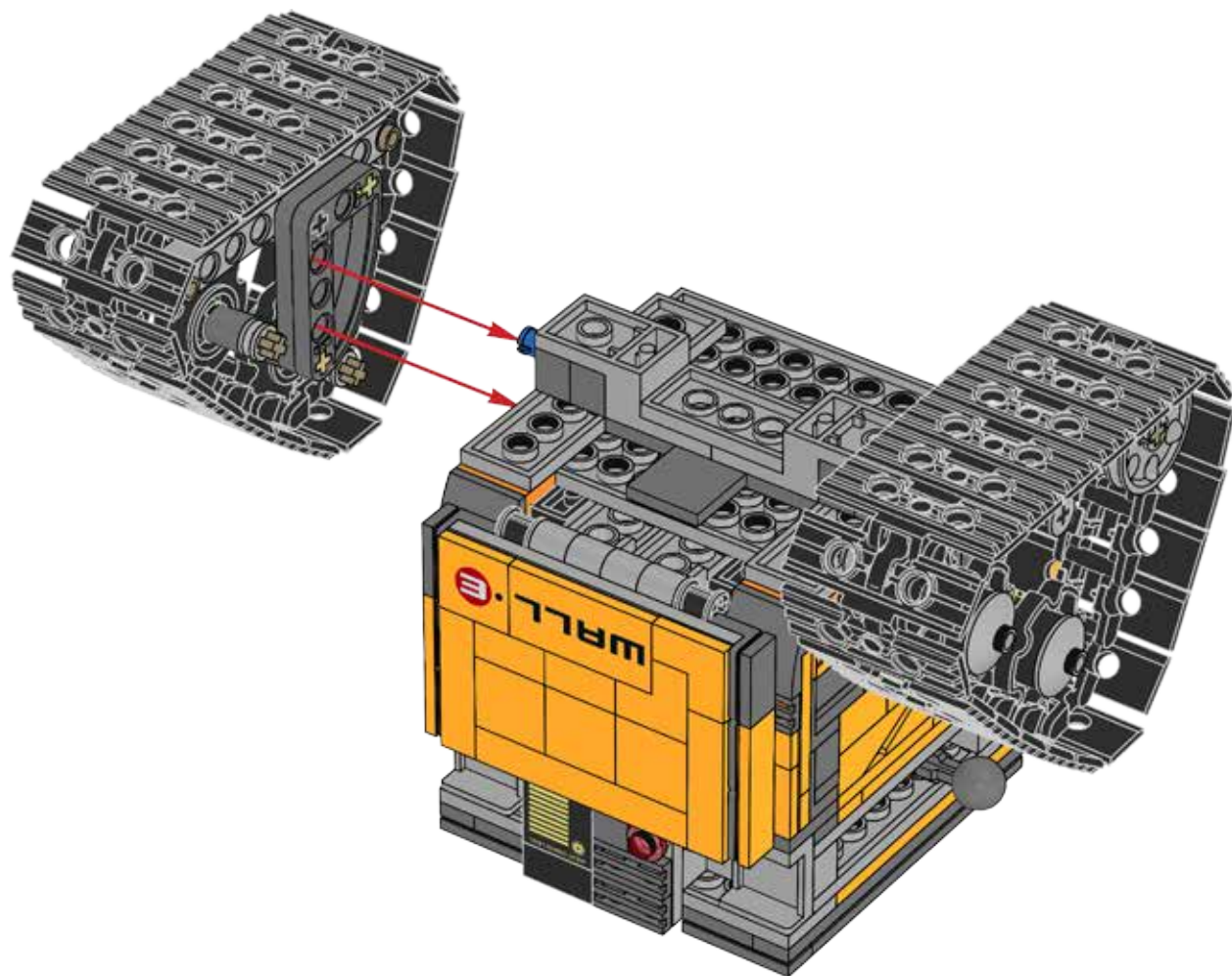
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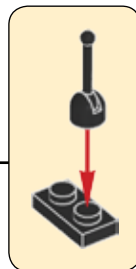
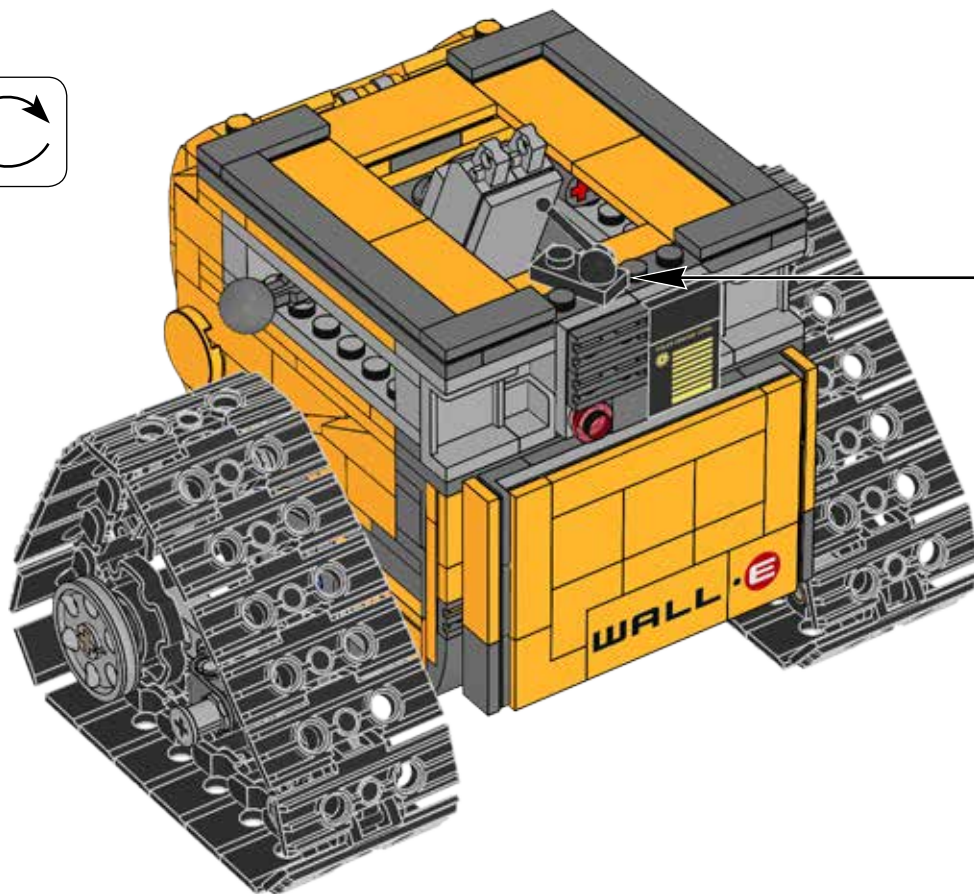
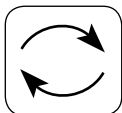


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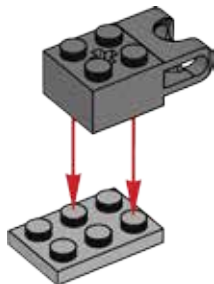


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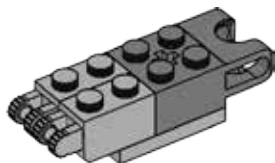
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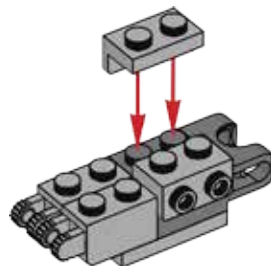
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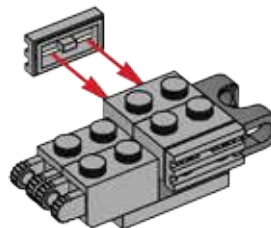
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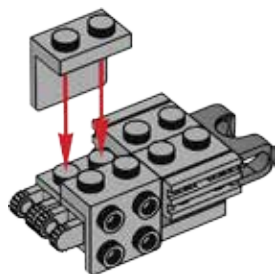
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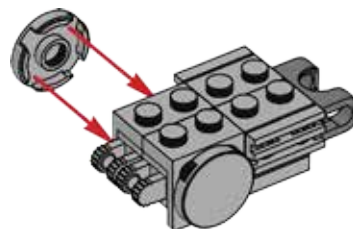




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97



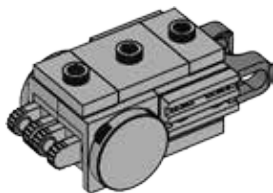


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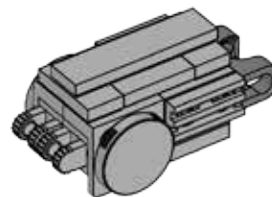
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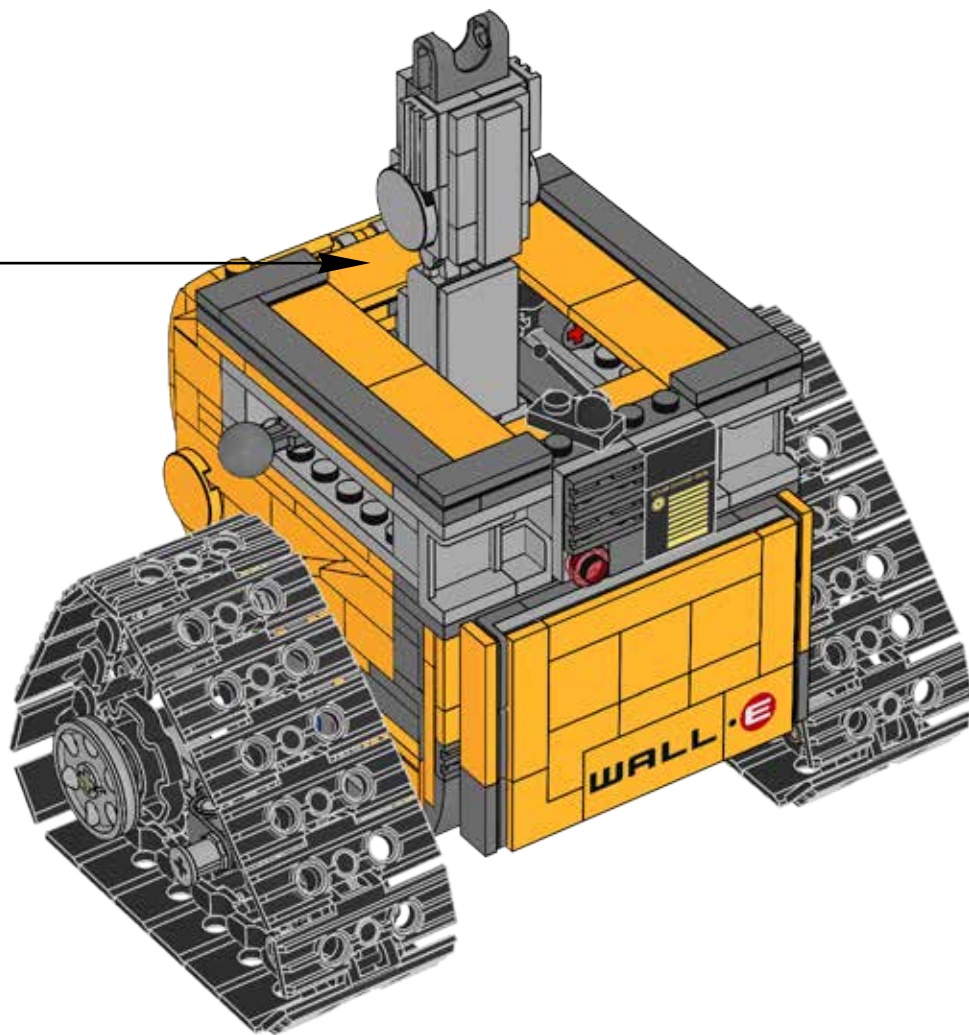


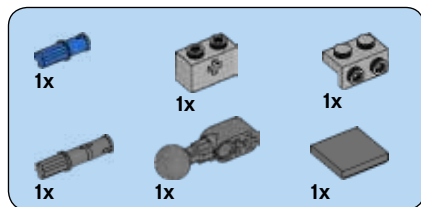
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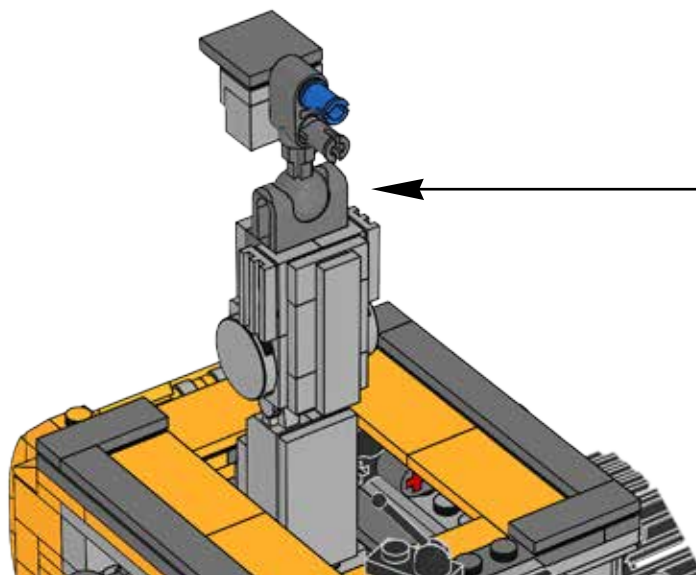
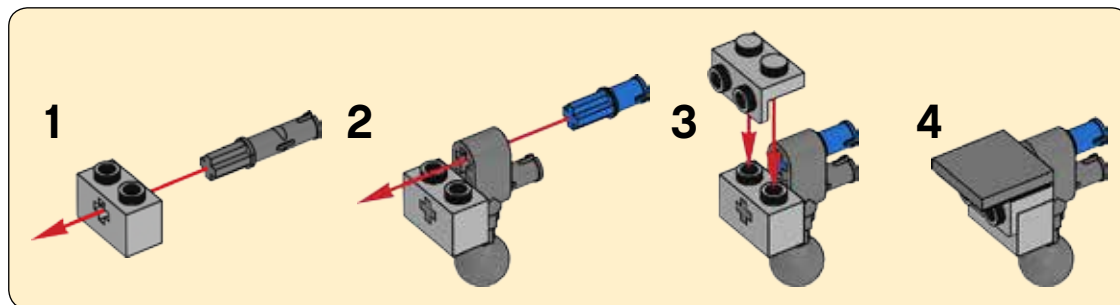


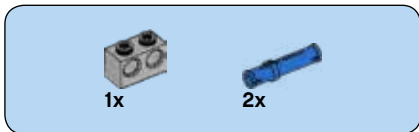
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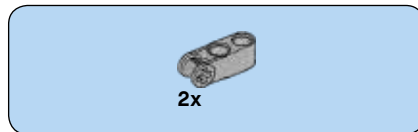
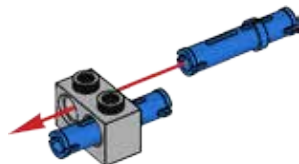


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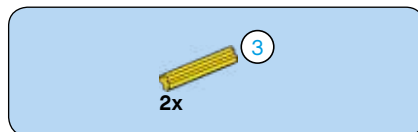
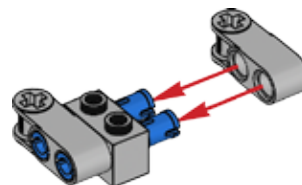




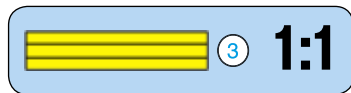
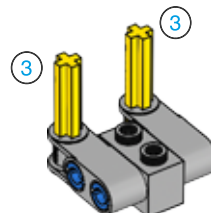
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103



104



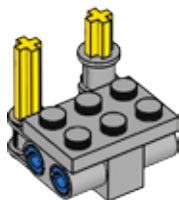


1x



1x

105



1x

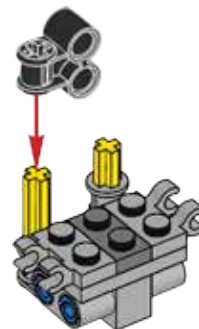


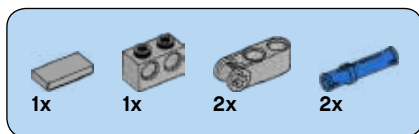
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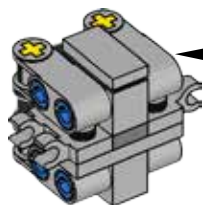
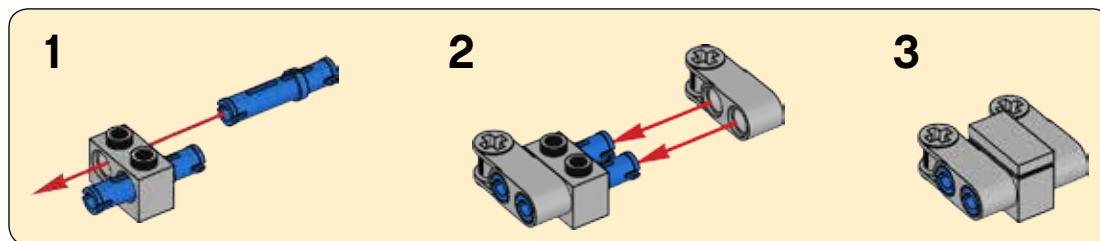
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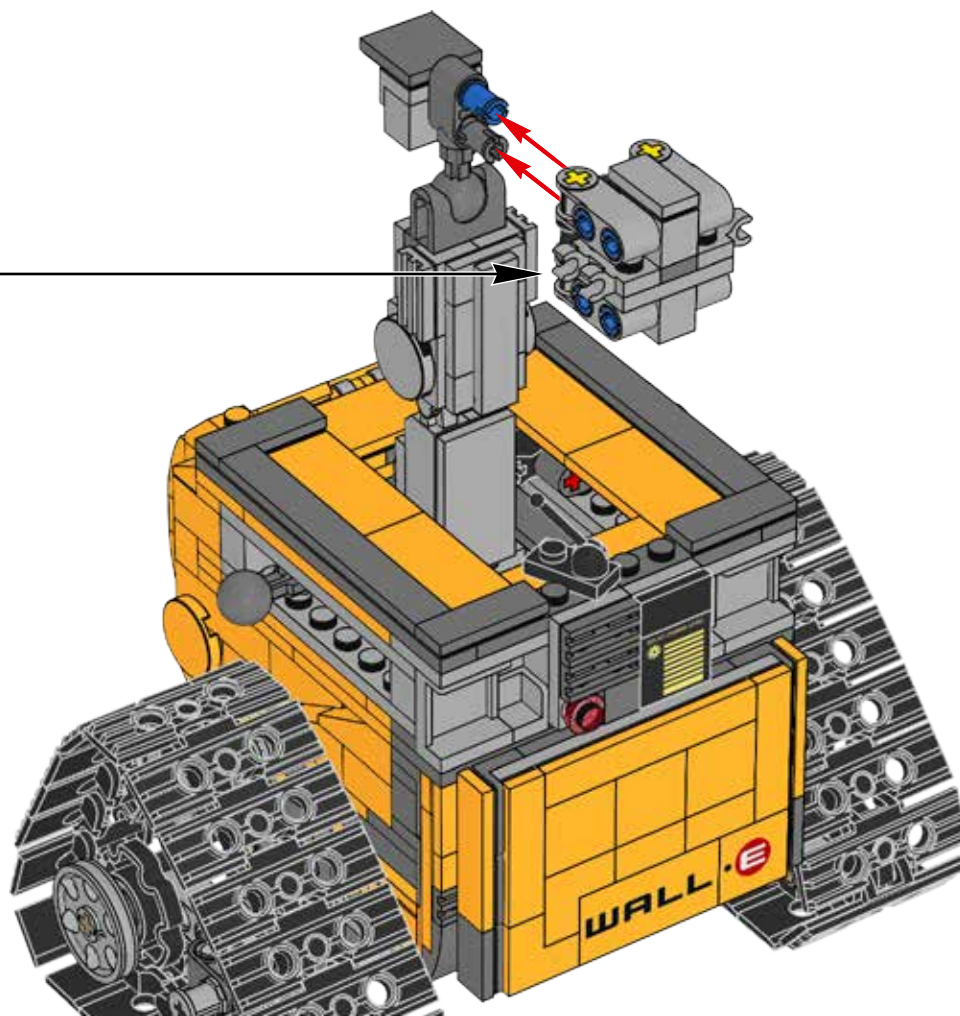
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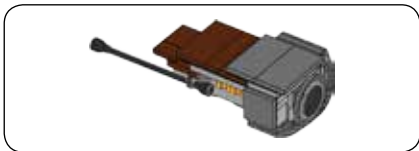




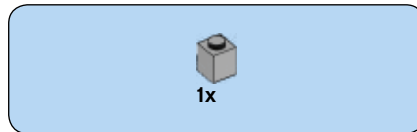
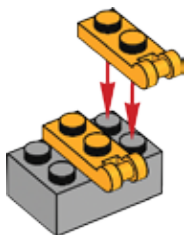
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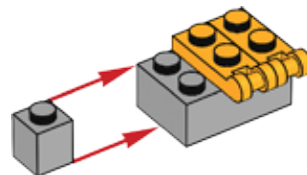




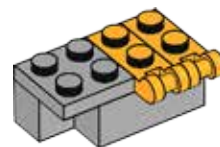
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110



111



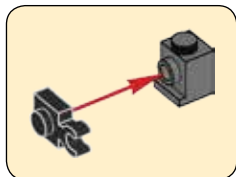


1x



1x

112



1x

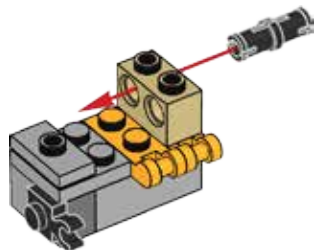


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1x

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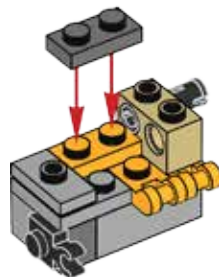


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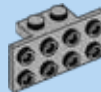


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114

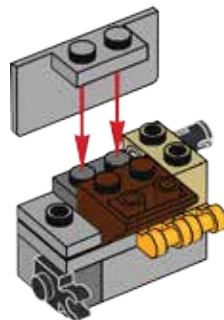


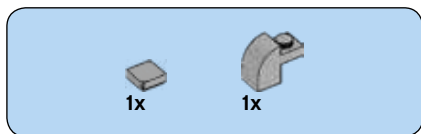
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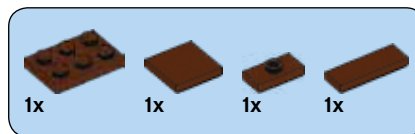
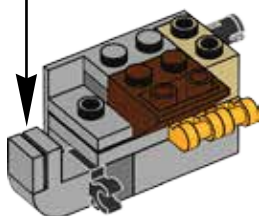
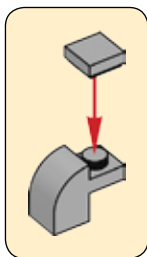
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115





116



117

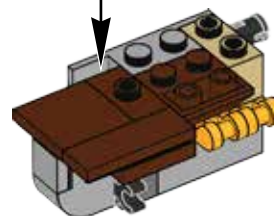
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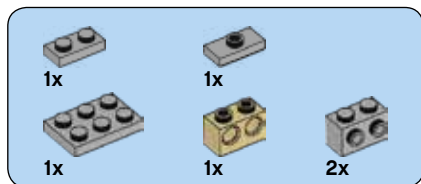


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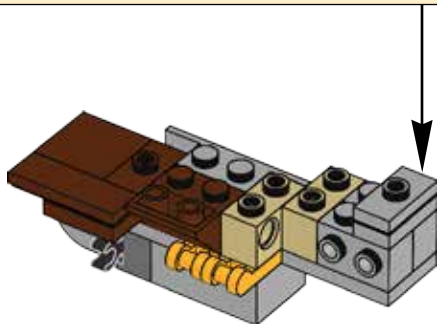
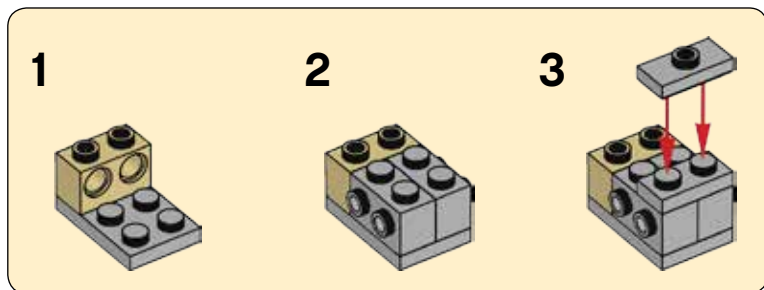


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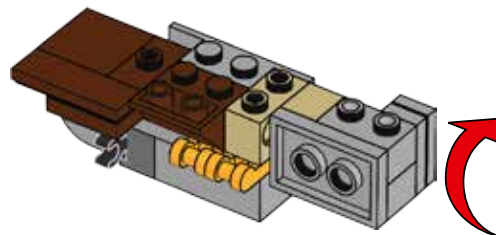




118



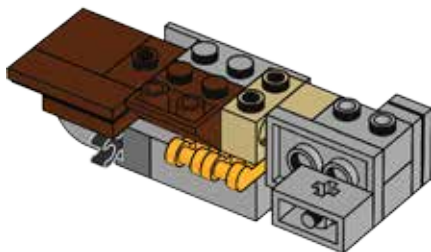
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1x

120

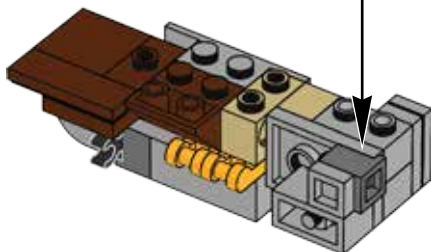


1x



1x

121

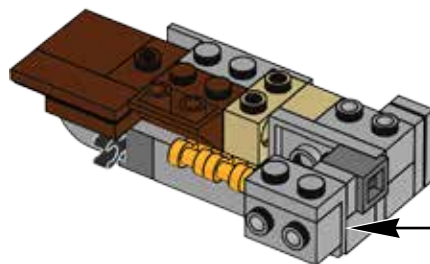
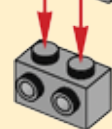
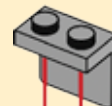


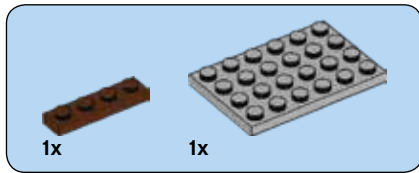
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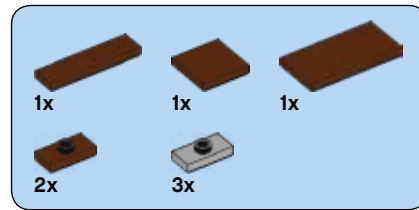
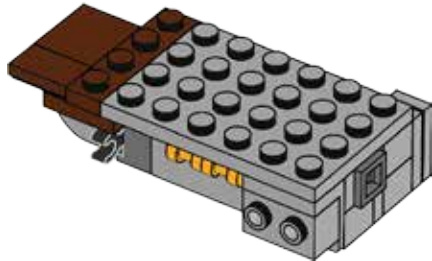
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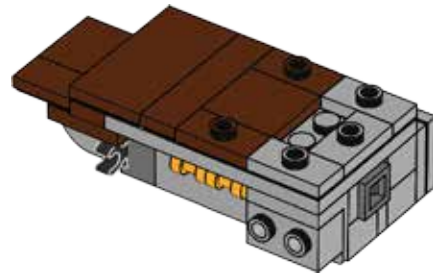


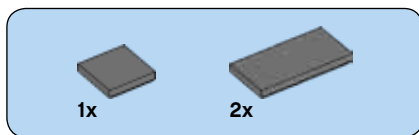


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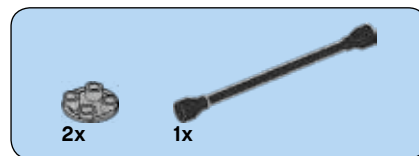
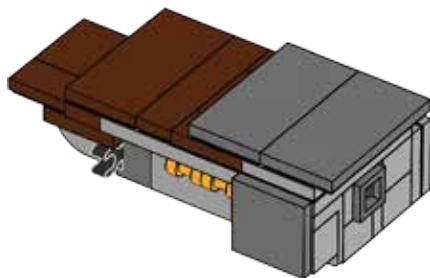


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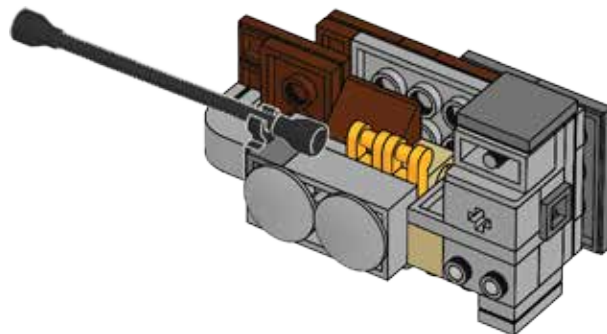
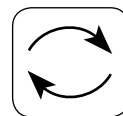


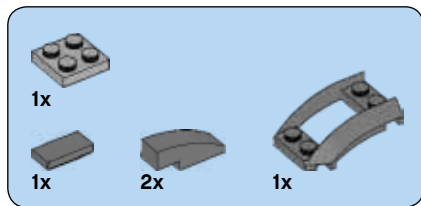


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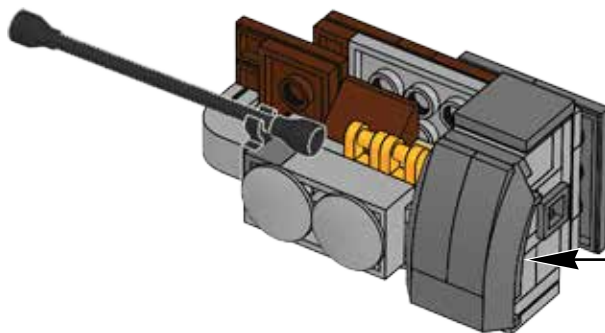
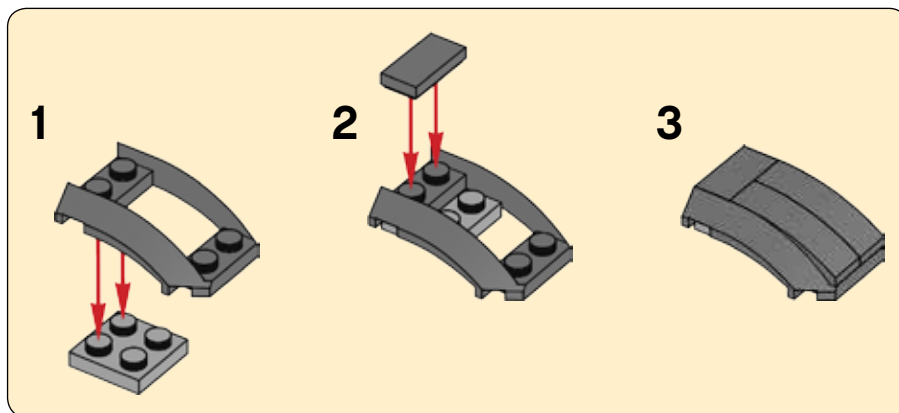


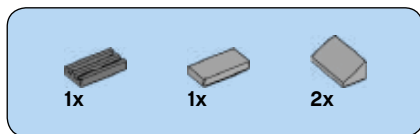
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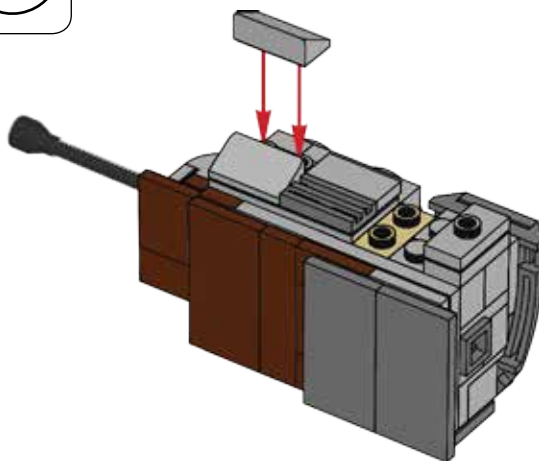
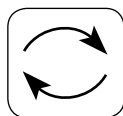


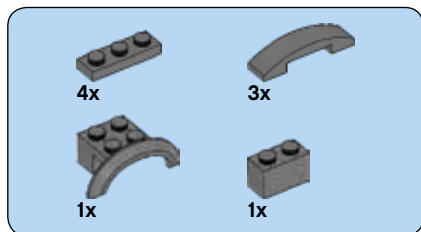
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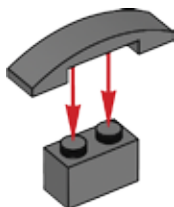
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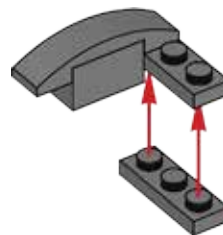


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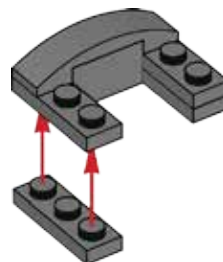
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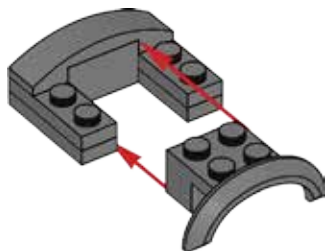
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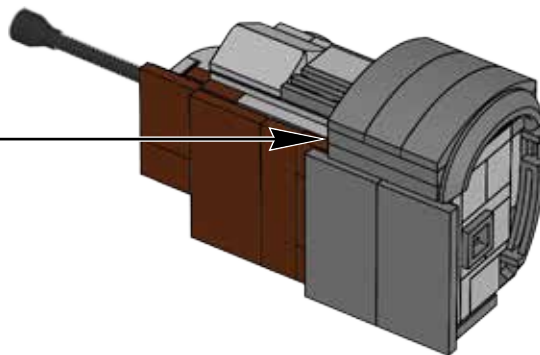
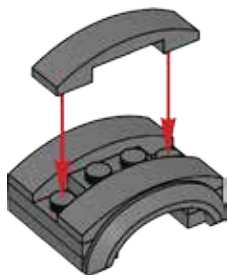
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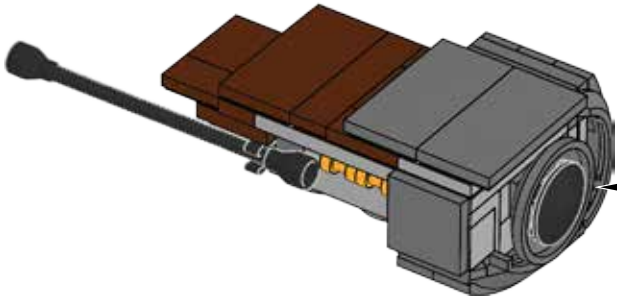
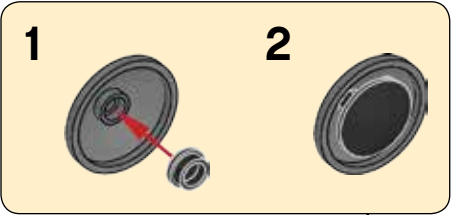
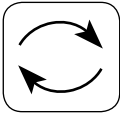


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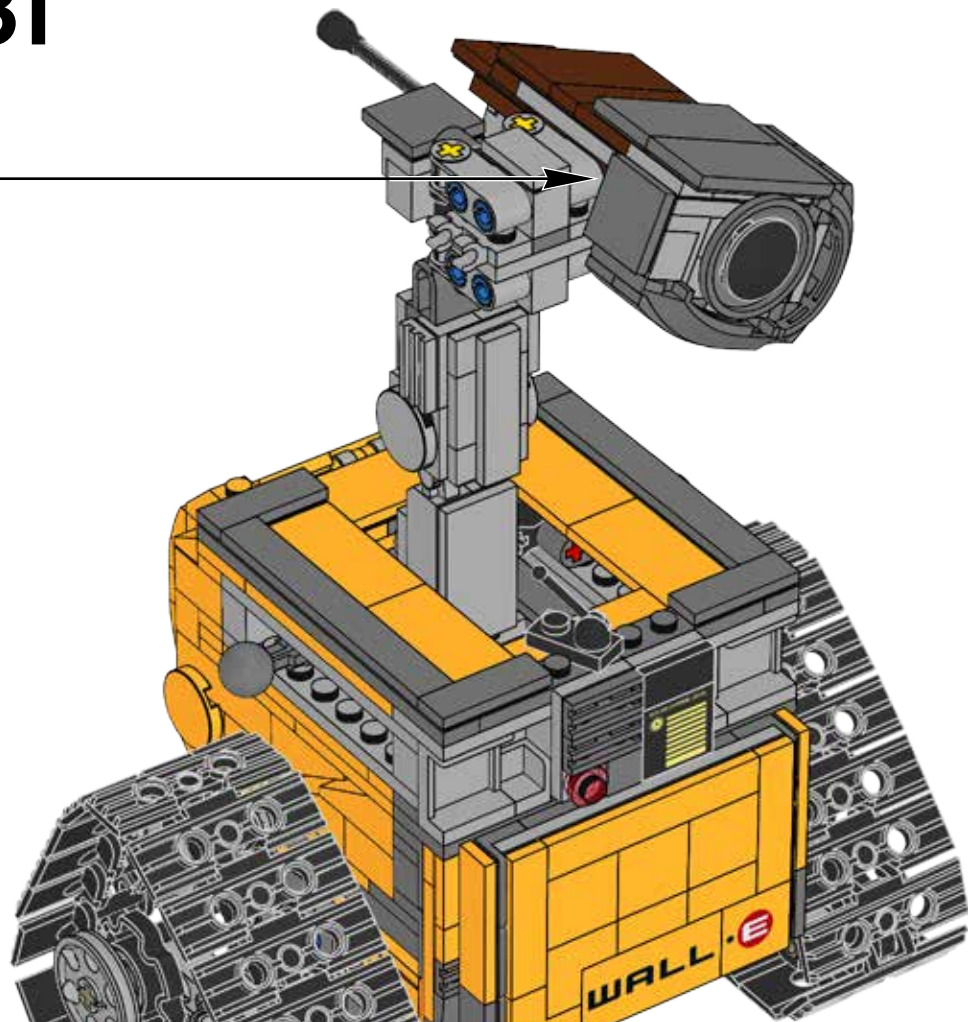




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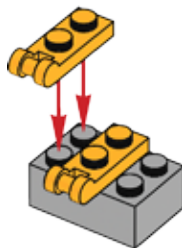


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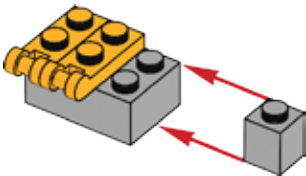




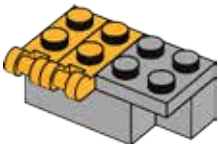
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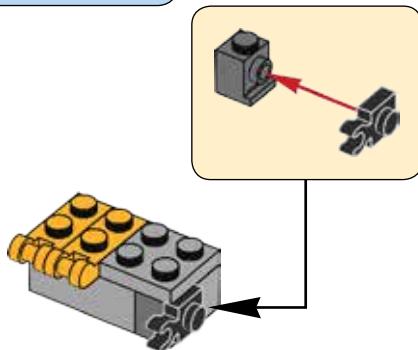


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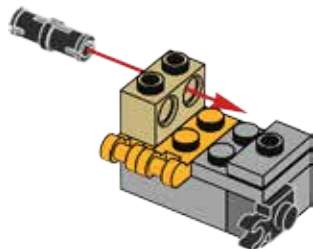




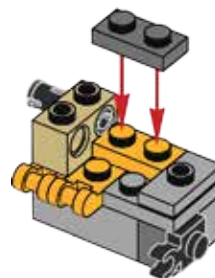
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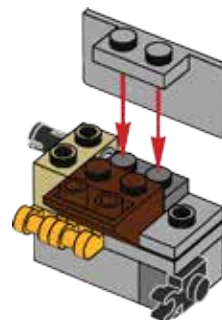
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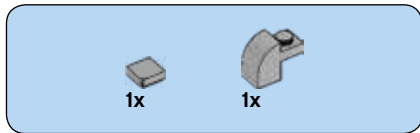


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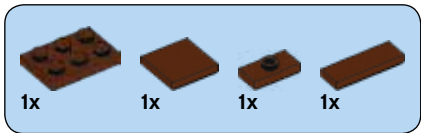
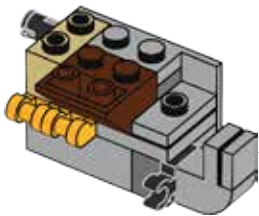
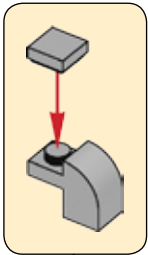


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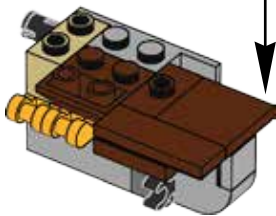


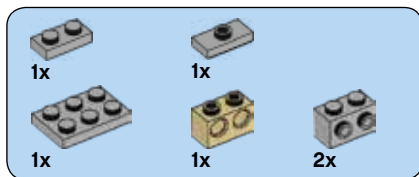


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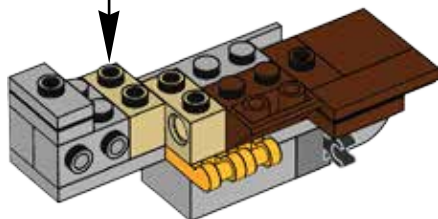
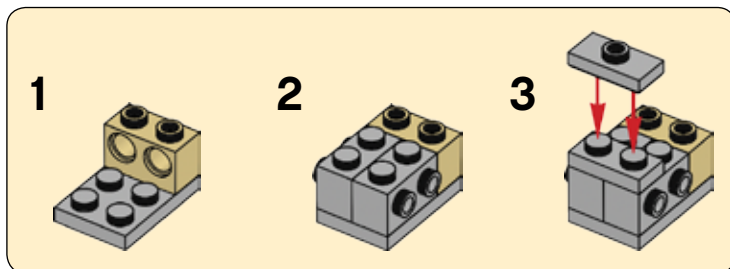


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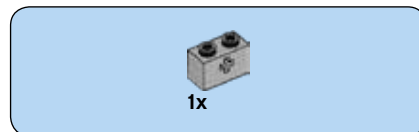
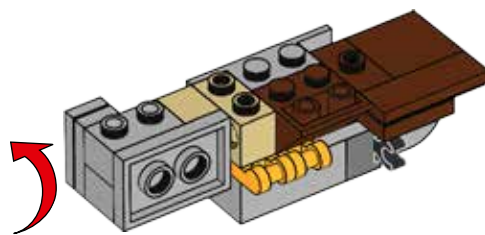




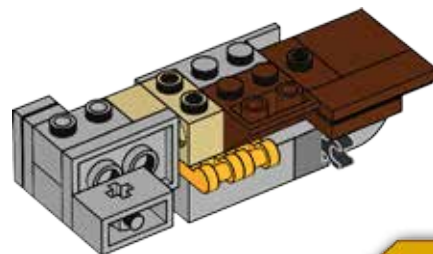
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142



143



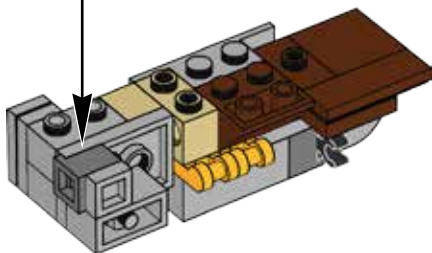
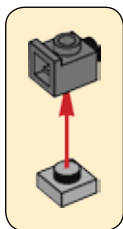


1x



1x

144

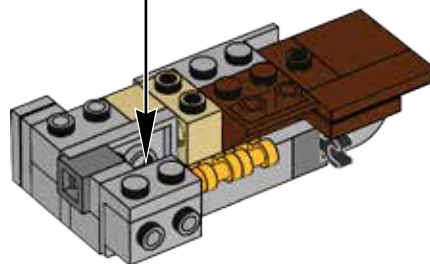
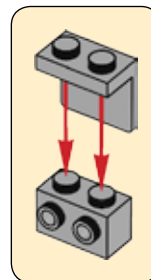


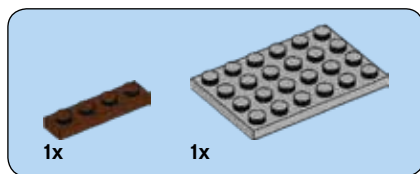
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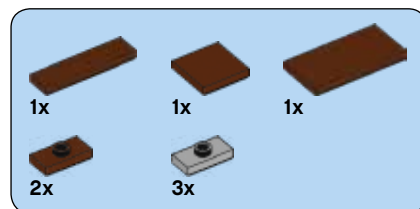
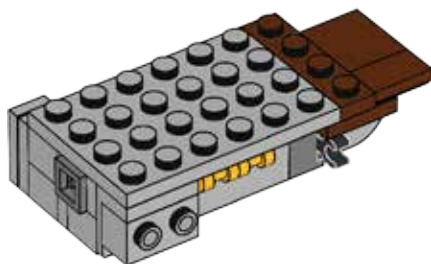
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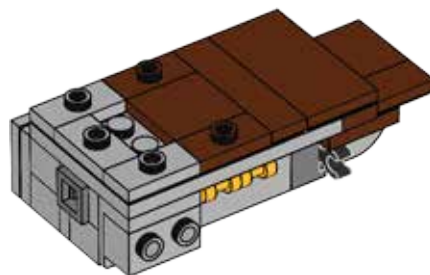


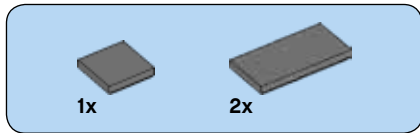


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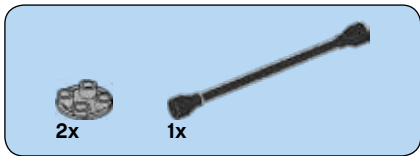
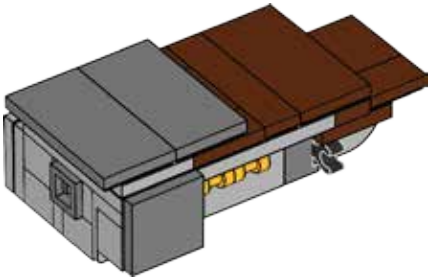


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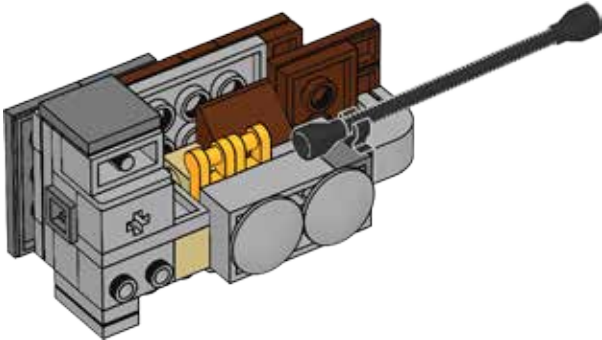
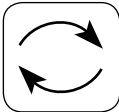


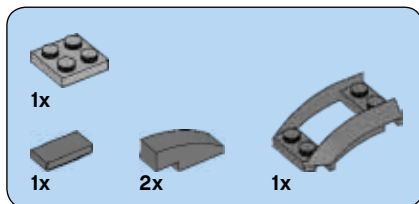


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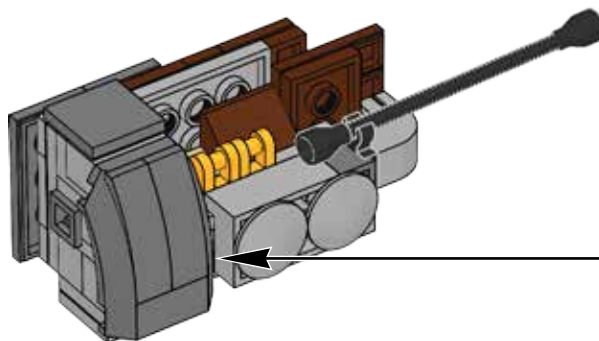
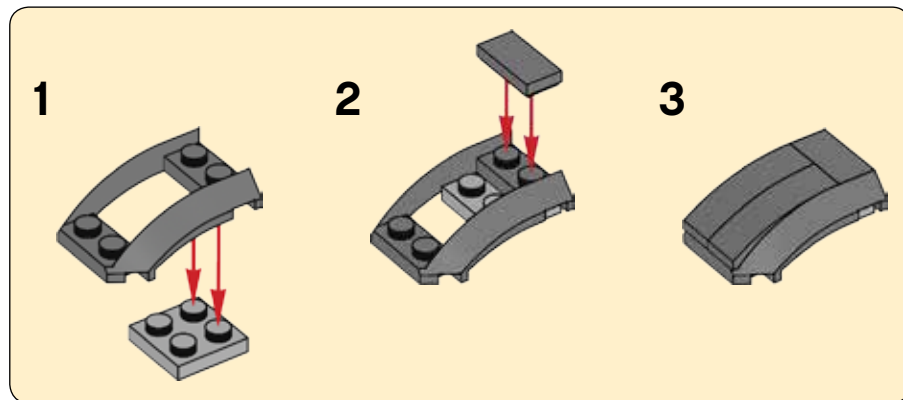


149





150

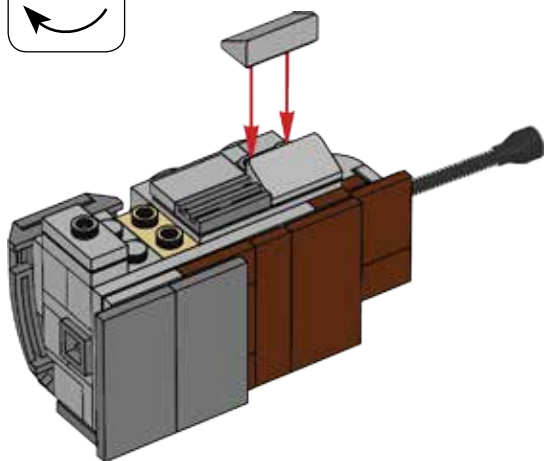
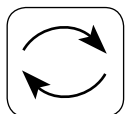


1x

1x

2x

151



4x

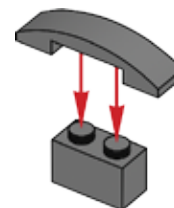
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1x

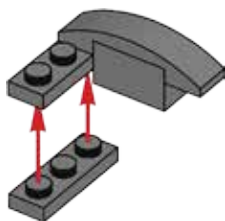
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152

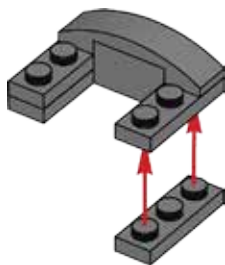
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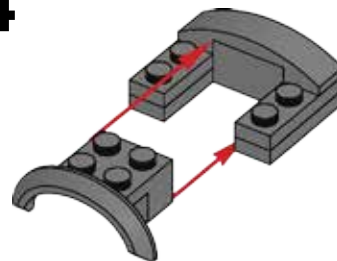
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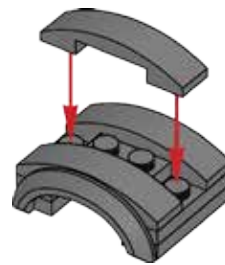
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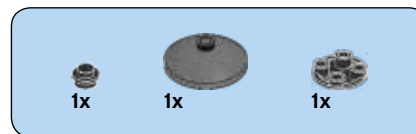
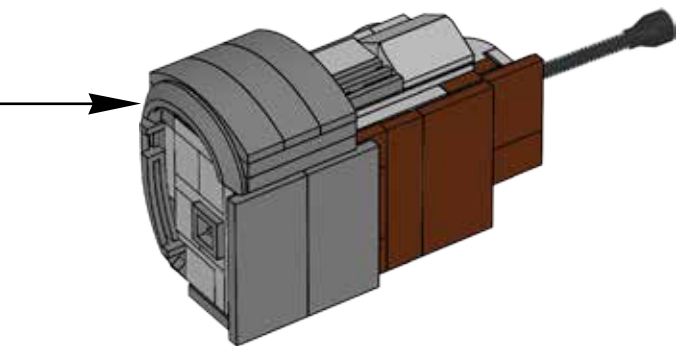


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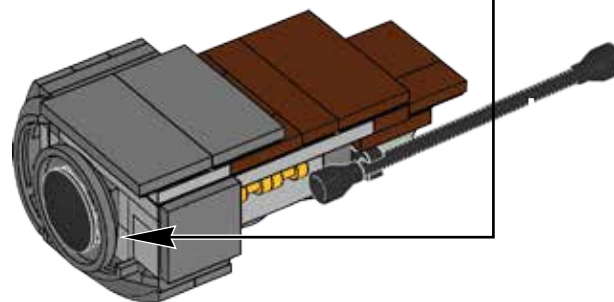
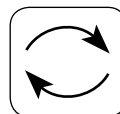
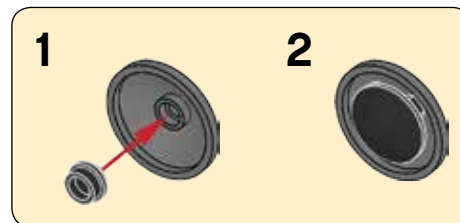


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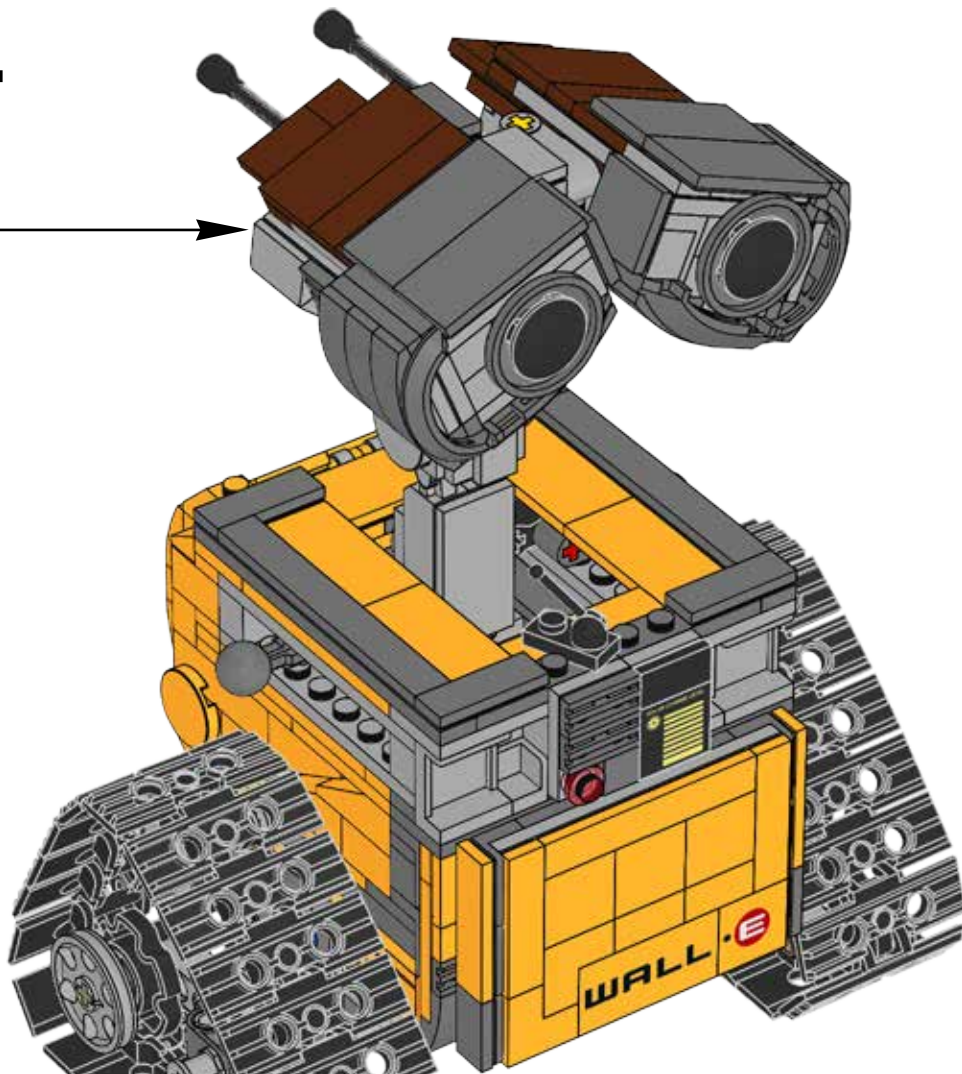




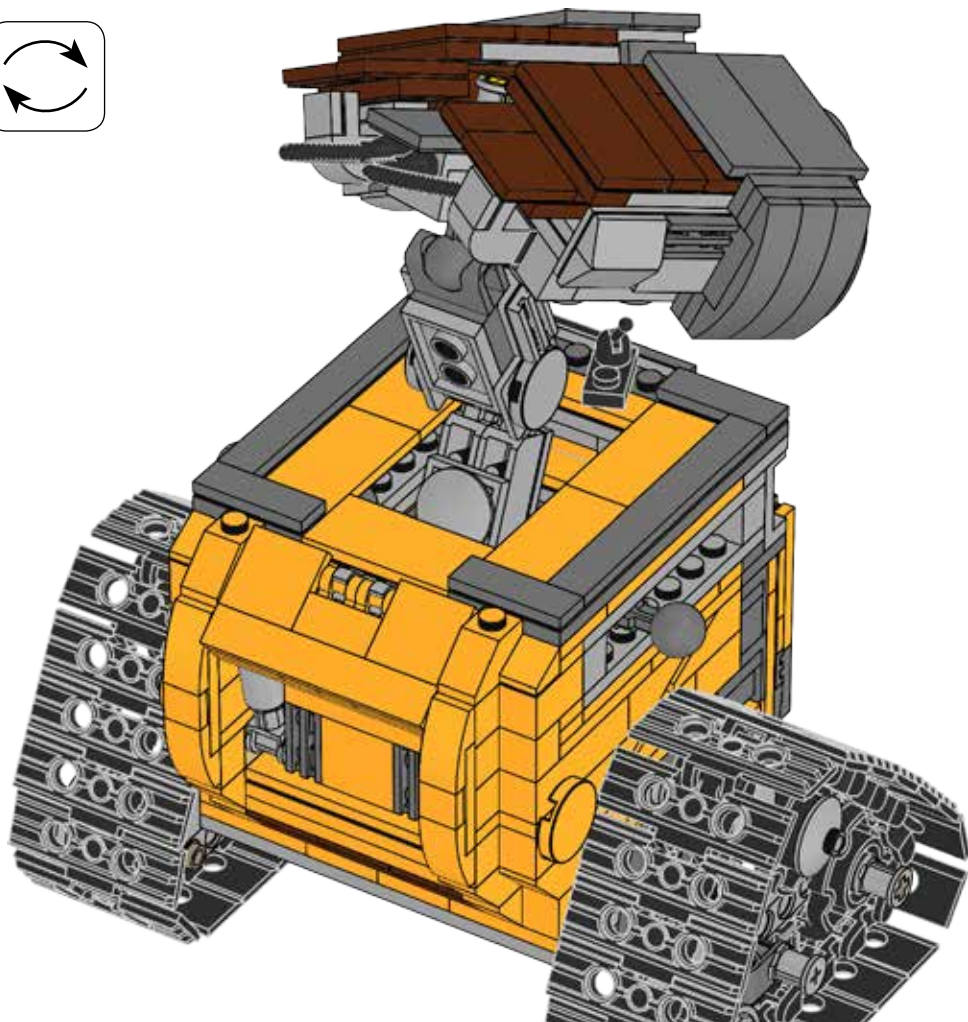
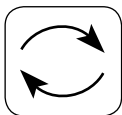
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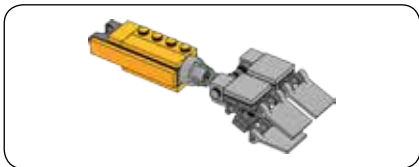


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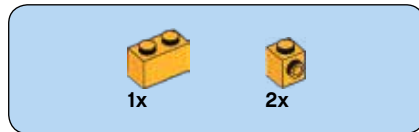
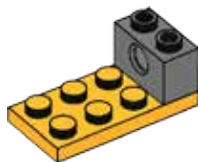


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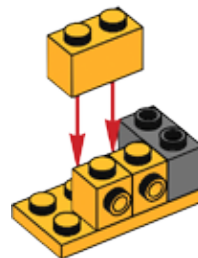




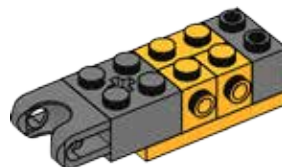
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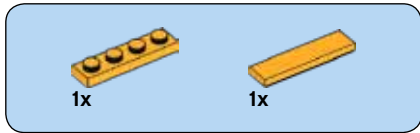


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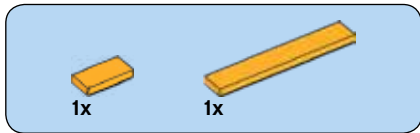
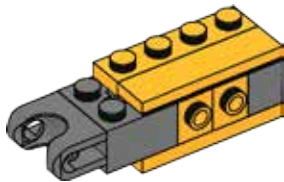


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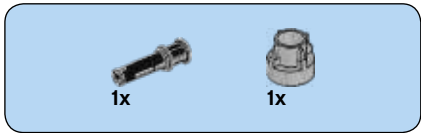
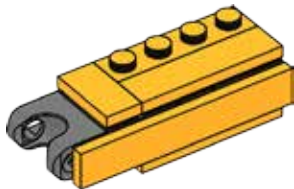




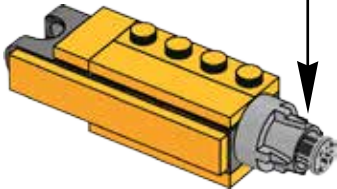
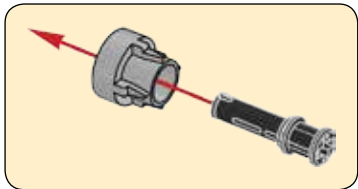
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160



161





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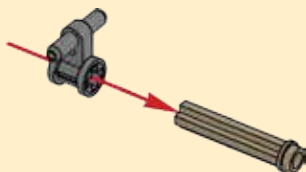
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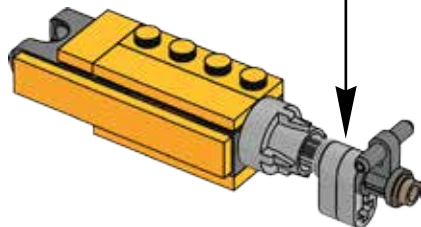
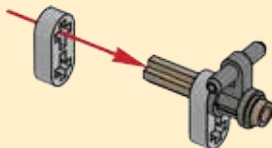
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162

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2



2x



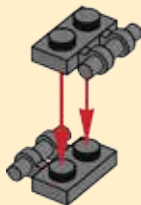
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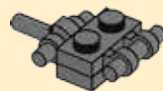
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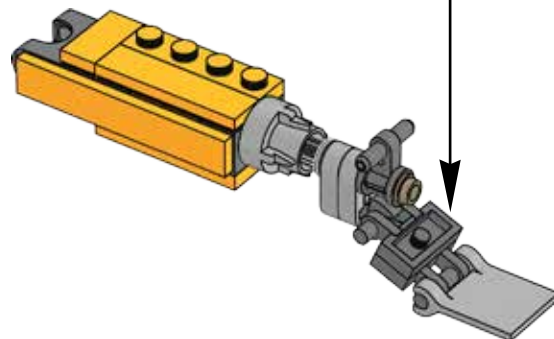
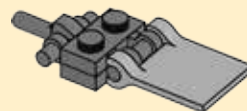
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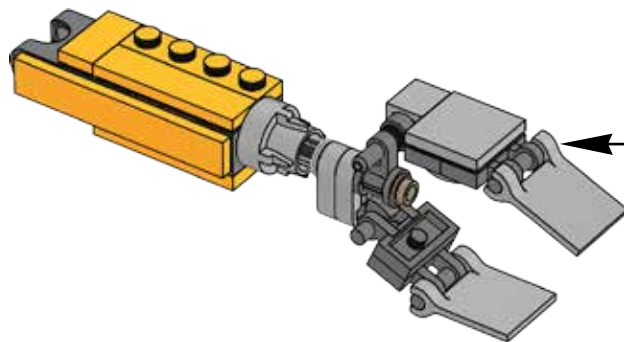
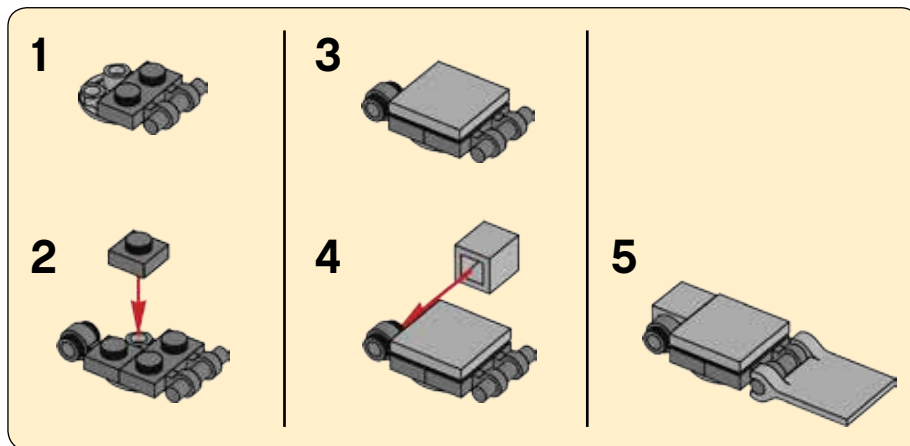
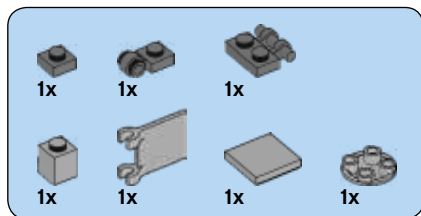
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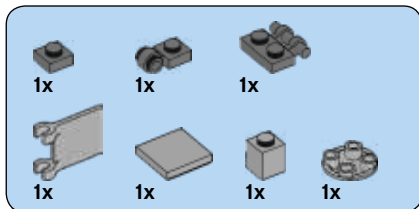


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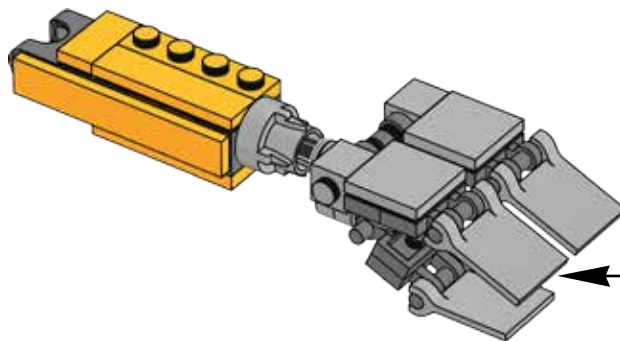
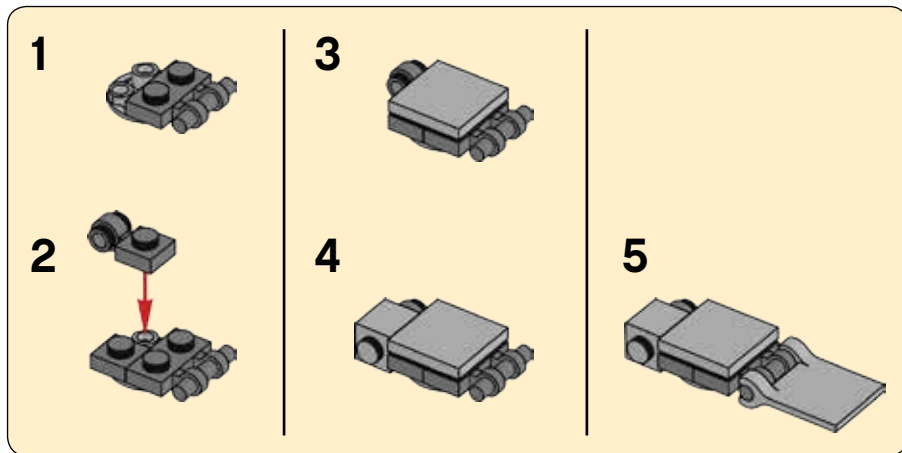


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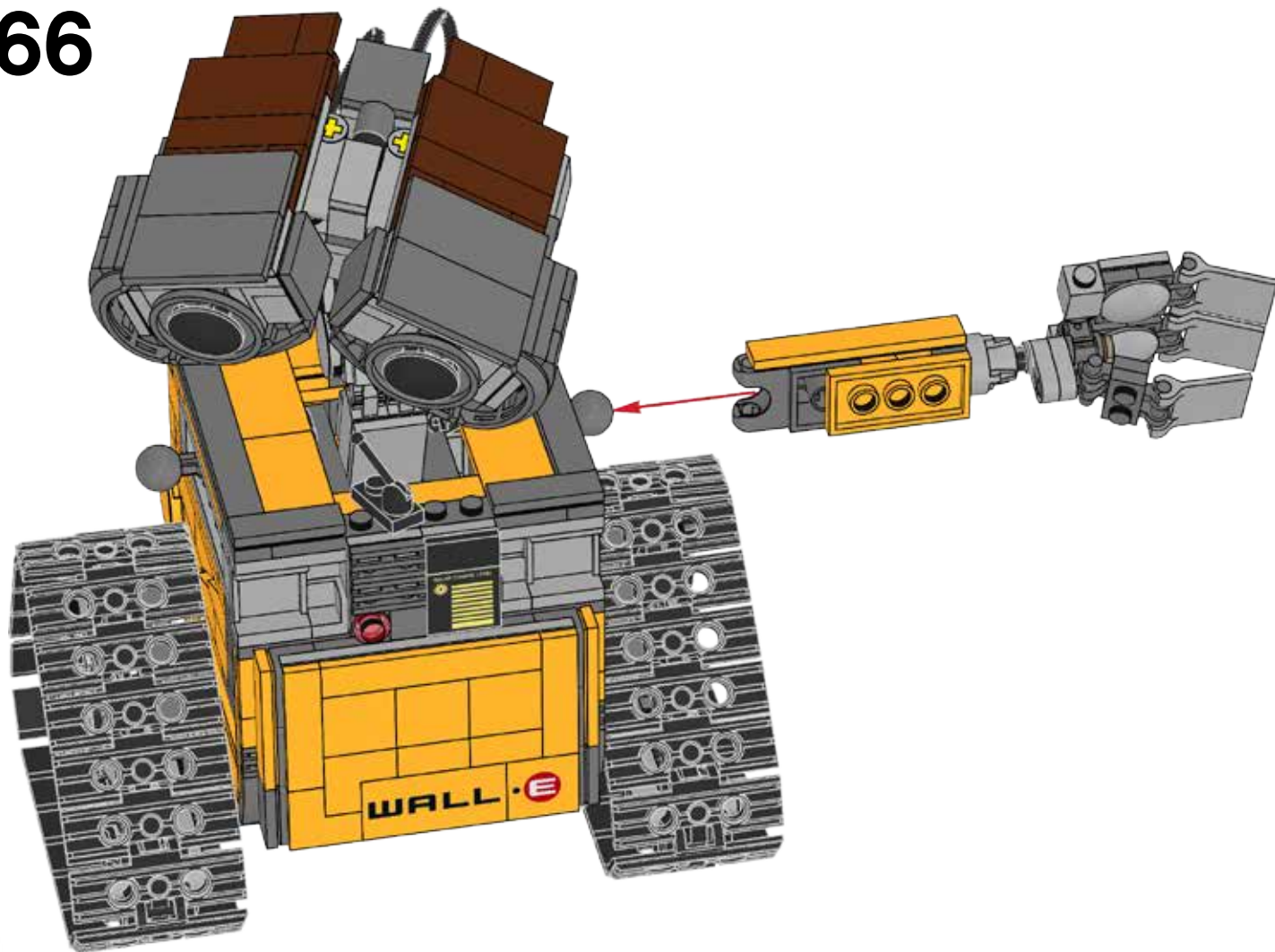


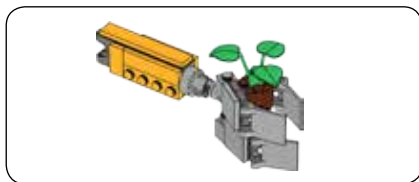


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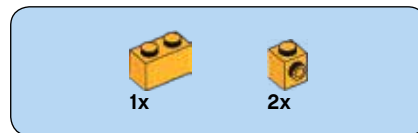
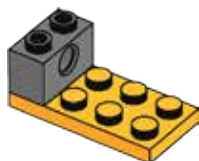


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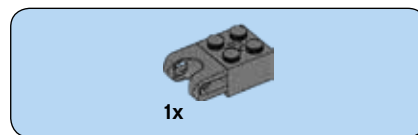
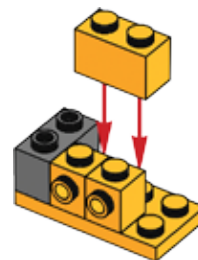




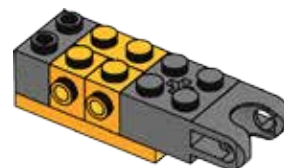
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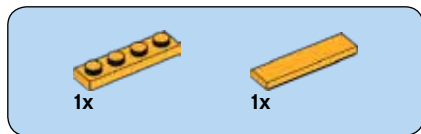


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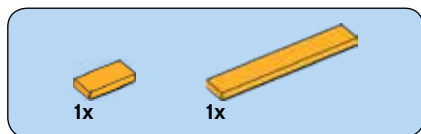
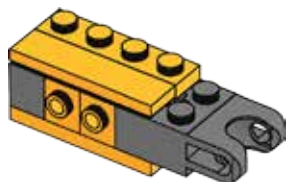


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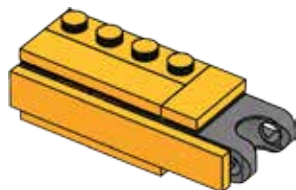




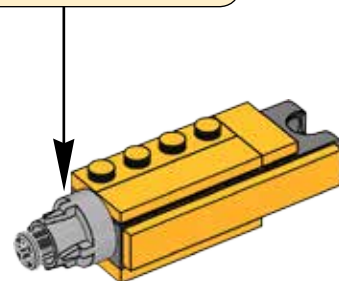
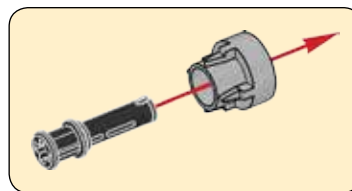
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171



172





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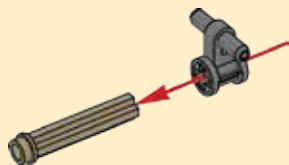
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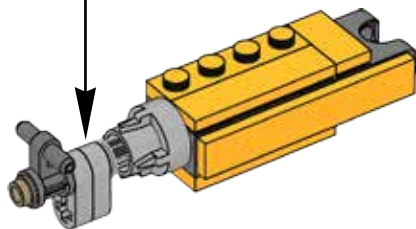
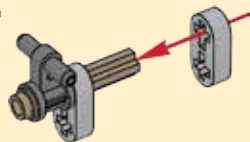
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173

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2



2x



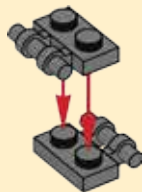
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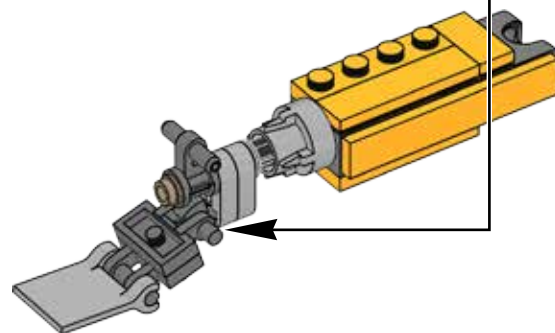
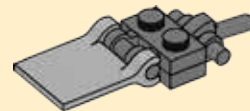
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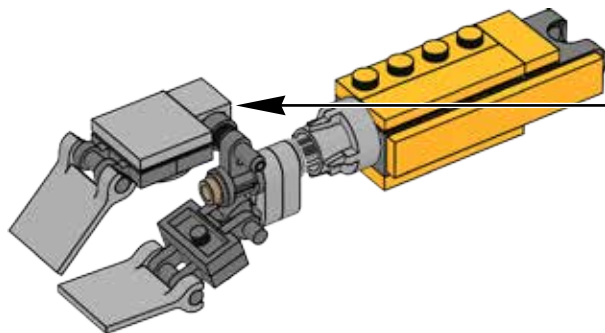
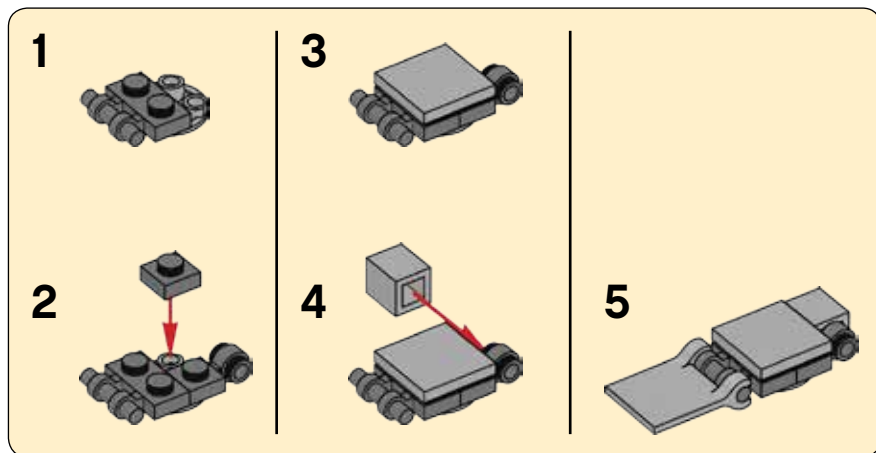
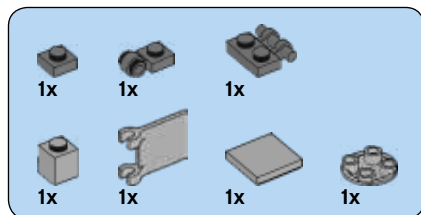
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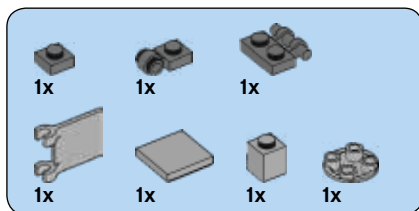


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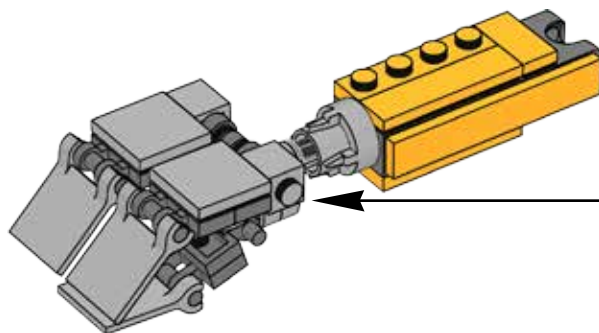
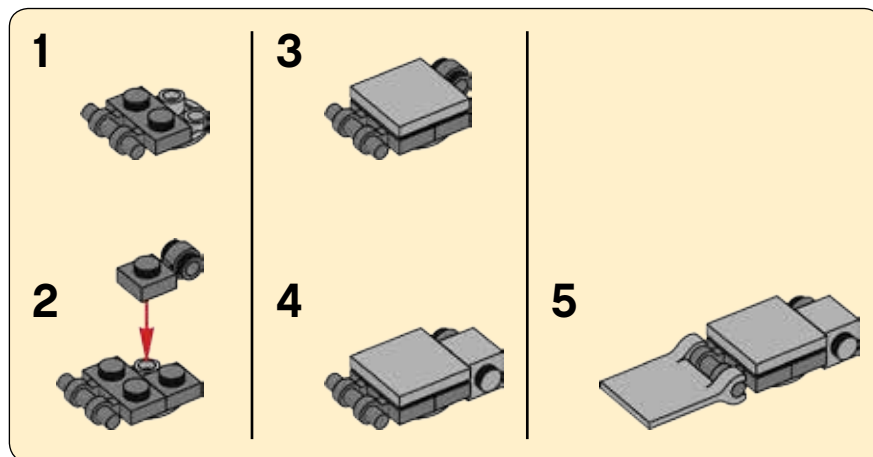


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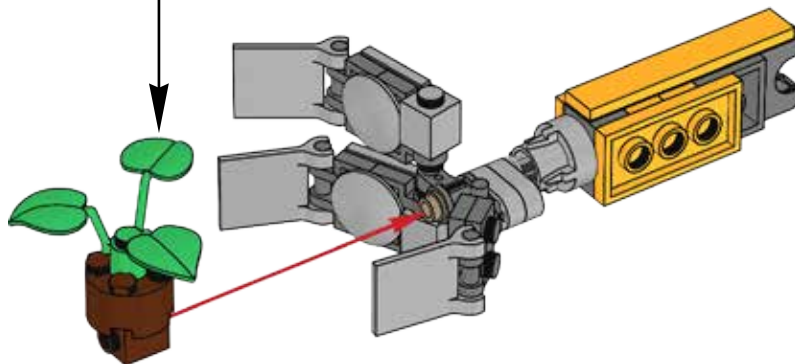


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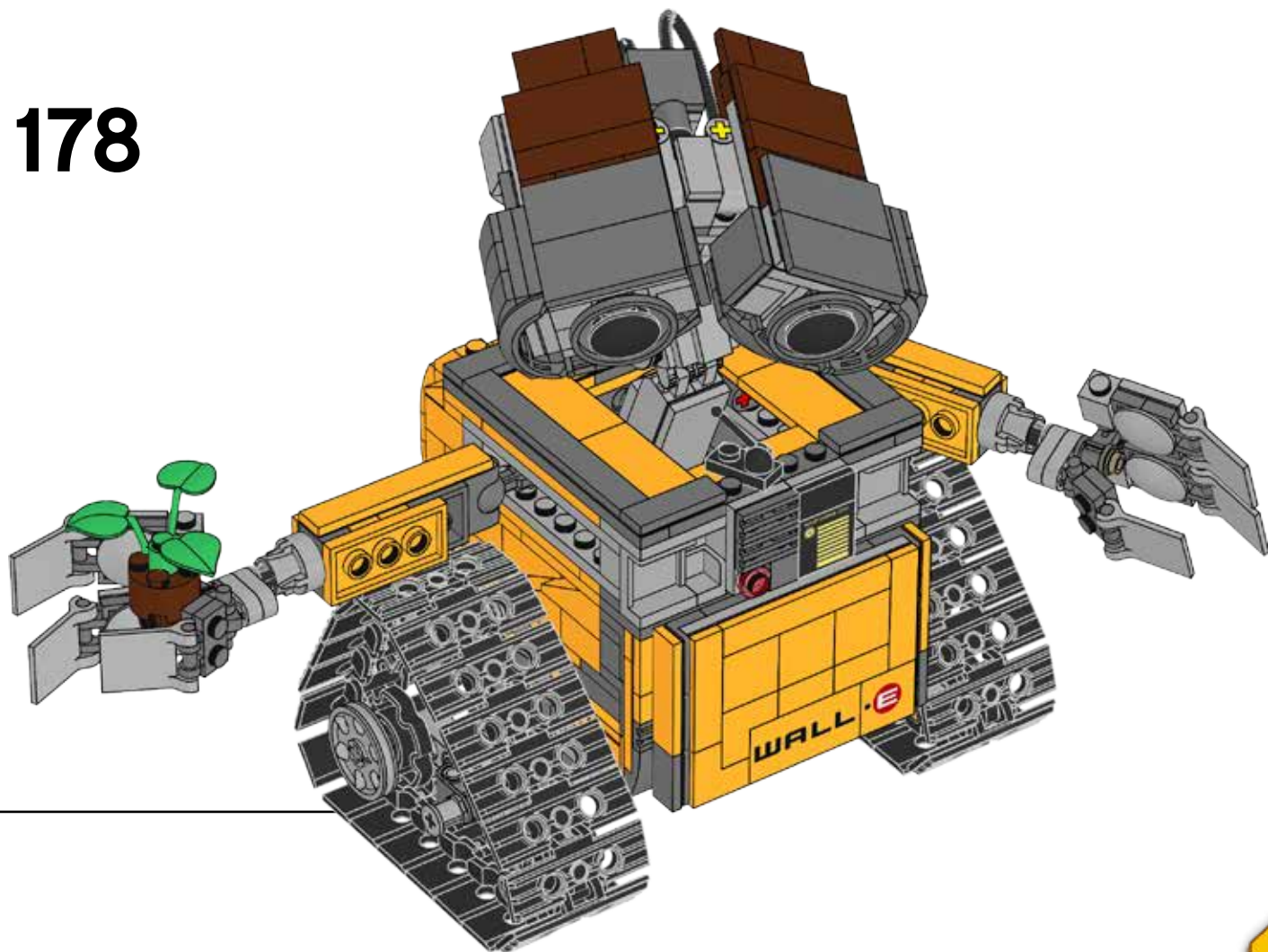




177



178



4x
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4514553

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614126

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A WHOLE UNIVERSE OF INNOVATIVE LEGO® IDEAS

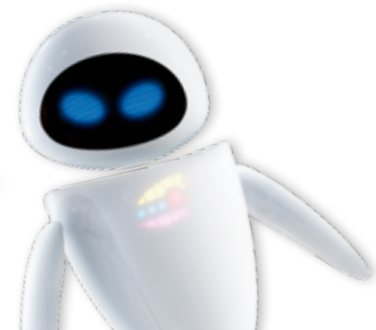
Do you have an exciting idea for a LEGO® model? Then why not make it into a LEGO Ideas project? You can share your product concept on ideas.LEGO.com and see what other people think about it.

If your project gains 10,000 supporters, it will automatically qualify for the quarterly LEGO Review. This is where we take an in-depth look at the most popular projects and carefully evaluate them to discover the idea with the most

potential. If your project makes it through the review, it will become an official LEGO product.

There are tens of thousands of active members, and thousands of product ideas on LEGO Ideas – several of which have become hit LEGO sets! So take a look, sign up, and support your favorite ideas, or even better: upload your own!

LEGO.COM/IDEAS



TOUT UN UNIVERS D'IDÉES LEGO® NOVATRICES

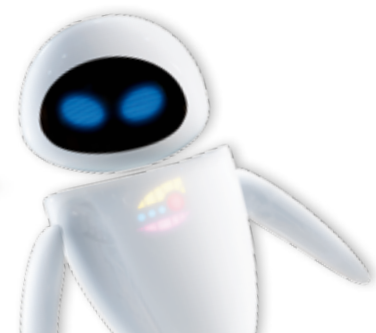
As-tu une idée de modèle LEGO® passionnante ? Alors pourquoi ne pas en faire un projet LEGO Ideas ? Tu peux partager ton concept de produit sur [ideas.LEGO.com](https://ideas.lego.com) et voir ce que les autres en pensent.

Si ton projet obtient l'appui de 10 000 personnes, il sera automatiquement qualifié pour l'examen LEGO trimestriel. Cet examen nous permet d'étudier en profondeur les projets les plus populaires et de les évaluer attentivement pour découvrir les idées ayant le plus grand potentiel. Si ton projet passe

l'examen, il deviendra alors un produit LEGO officiel.

Il y a des dizaines de milliers de membres actifs et des milliers d'idées de produits sur LEGO Ideas, et plusieurs d'entre elles sont devenues des ensembles LEGO très populaires ! Alors va regarder, inscris-toi et soutiens tes idées préférées. Ou mieux encore : télécharge ton propre projet !

[LEGO.COM/IDEAS](https://lego.com/ideas)



TODO UN UNIVERSO DE INNOVADORAS IDEAS LEGO®

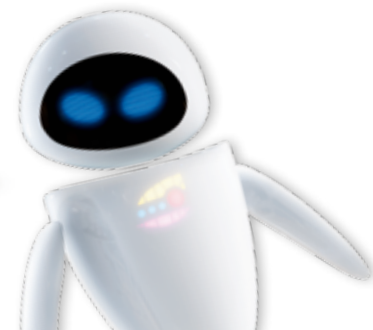
¿Tienes una buena idea para un modelo LEGO®? ¿Por qué no convertirla en un proyecto LEGO Ideas? Puedes compartir tu idea en ideas.LEGO.com y ver lo que los demás piensan de ella.

Si tu proyecto consigue 10.000 votos, se clasificará automáticamente para la revisión trimestral de LEGO. Es entonces cuando daremos un vistazo a los proyectos más populares y los evaluaremos detenidamente para determinar qué idea tiene más potencial.

Si tu proyecto supera la revisión, se convertirá en un producto LEGO oficial.

Hay decenas de miles de miembros activos y miles de ideas en LEGO Ideas (varias de las cuales ya se han convertido en sets LEGO de gran éxito). Ven a dar un vistazo, regístrate y apoya tus ideas favoritas. O aún mejor: ¡envía la tuya!

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