



Ramón and Amador Alfaro Marcilla

Why LEGO? We have many reasons. LEGO is the only medium we know of that can be completely reused with no loss in function. This is a great advantage to us and is of primary importance. In addition, the result of your work is almost immediate, and changes can be made at any time. To build, you don't need much: just a few bricks, a light, a table, and a chair—although, in our case, we often build on a bed!

Being able to physically touch the model and observe your progress carefully, choosing the next piece—these are the joys that keep us inspired to imagine new constructions.

Could you tell us a little about yourselves?

We are brothers: Ramón is the younger and Amador, the elder. We come from Albacete, Spain, a little city between Madrid and Valencia. Until recently, we lived together. Now, our lives are separate due to jobs, family, and such. We have always had hobbies we could share, despite our age difference: video games, comics, music, movies, and of course, LEGO.

How long have you been building? Did you both catch the LEGO bug simultaneously?

We began building as children and then stopped during our university years (the famous Dark Age) only to restart the hobby again seven or eight years after graduating. Girlfriends and LEGO were a strange combination.

Although we began building again at the same time, during those first years, we didn't work together on the same models. Our interests, techniques, and styles were different. But video games changed everything! Our first collaborative build was an homage to the classic arcade game *Operation Wolf*. (LEGO is perfect for mixing hobbies!)

Your works are often so intricate. It is hard to imagine how two people can collaborate, particularly separated by distance. How does this work for you? Do you build separately and then meet to fit parts together? How often might you meet?

We always say that four eyes can see better than two (though that isn't always true).

Each build is a bit different. Sometimes, one of us shapes the model's general outlines, and the other handles the details. Other times, when the size of the model allows it, we work on different parts. For example, in the *Iron Man* model, we were able to build the head and the feet at the same time.







