3LUG: Xenoball Run

Goal

Our goal is to create a collaborative display with the following attributes:
- Accessible: attainable for any builder that is interested in participating.
- Scalable: size our footprint based on participation and assigned display space.
- Flexible: adapt our display to the space provided; reduce dependencies between builders.

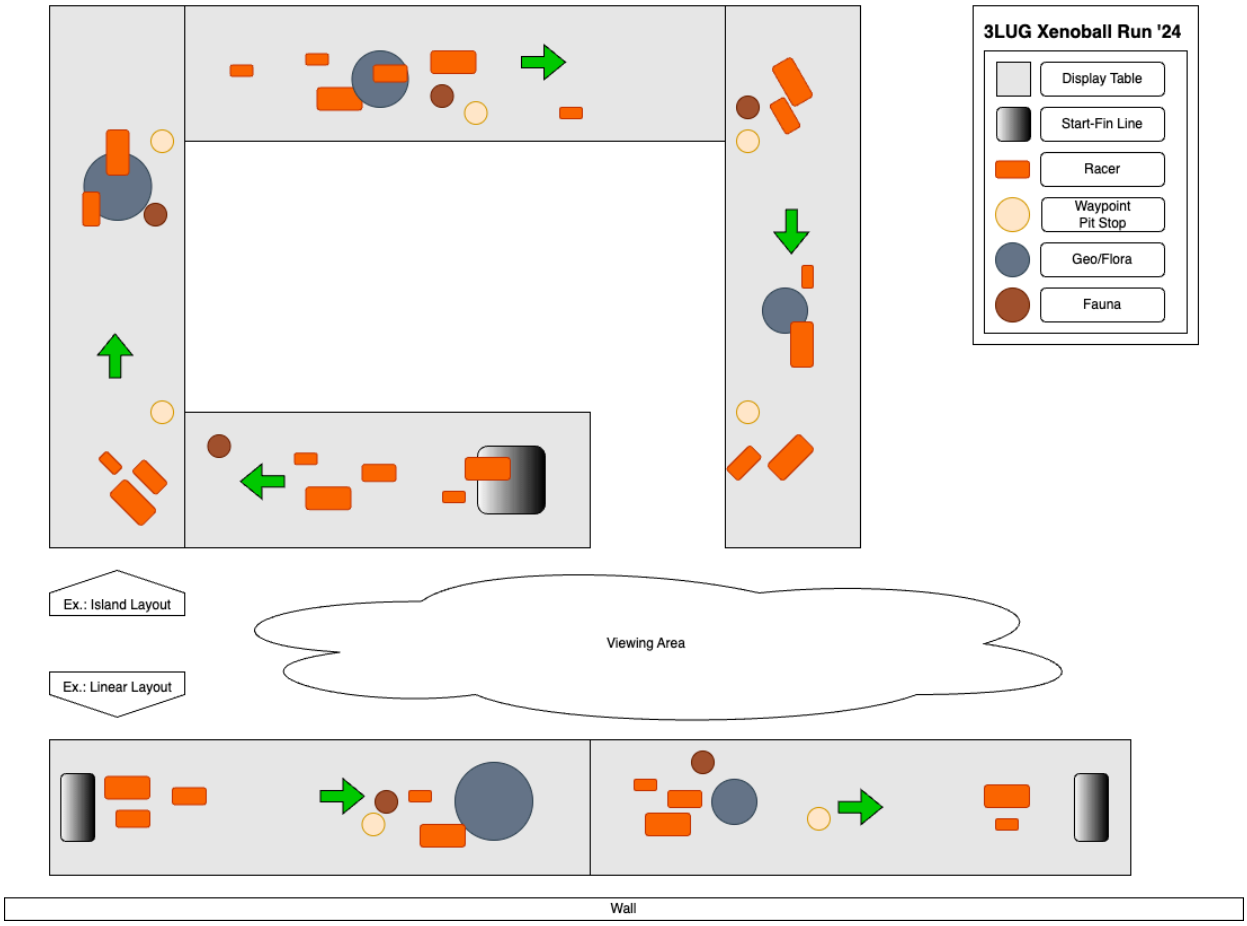
Layout

The display is a rally-style Space Race, featuring futuristic / sci-fi themed hover vehicles. Think F-Zero, SW Podracers, Mario Kart, Wacky Racers, etc. There is no fixed track; the layout can vary in length, and will be determined by the overall volume of participating builds. Starting / finish lines, waypoints, timing gates will be provided by the organizers.

****Option 1: Cohesive****
A dedicated island or length of display table, with all contributions together in a defined, contiguous area.

****Option 2: Distributed****
Overlay a Space-themed display island. 2-5 racers are grouped together at various intervals along a virtual path, marked by cohesive waypoints and timing gates. The layout is interspersed along tables of general space-themed MOCs. MOC cards are displayed at each cluster to indicate that the grouping is part of the Xenoball Run.

****Track flow: Right-to-left****
We are setting a direction for traffic flow, to inform builders interested in asymmetrical vehicles, environmental features, wrecks and explosions, etc. Traffic flow is right-to-left from the viewer's perspective. Racer-Left will be towards the public.



Racers

Vehicles are air-racing (space-racing!) around the virtual course. This is an “open class” race; spaceship-style, speeder bike-style, and other types of hover/flying vehicles are welcome. Home-built low-budget racers have as much of a place here as corporate sponsored race teams.

We intend to display creations above table level, and encourage vehicles to have black or trans-clear stands, or floating over / crashed into terrain (see “Environment”).

Size for each racer should be within a 32s baseplate, but the flexible layout accommodates all. This size allows us to move racers around the tables to accommodate display flexibility,

Racers will be displayed left-side-towards-viewer (see “Layout > Track flow”).

Examples:
- GARC Racers

- Speeder bikes
- Star Wars Pod Racers
- 60430 Interstellar Spaceship variants

Environment

Terrain guidelines are fairly loose. We are assuming black tablecloths for display, and encourage black to be used as an accent color rather than a terrain color.

- Table-level ground should be tan or dark tan (preferred).
- Rock formations could be gray tones.
- Plants and alien vegetation could be any color.
- Water is welcome, if it has land borders (streams, rivers, ponds).

Terrain, environmental, and supporting features are welcome with or without racers.

Examples:

- Rocks, cliffs, caves, canyons
- Dry reefs or thickets of plants
- Spectator barges, viewing towers, floating rocks
- Race team support crews, vehicles, pit stops
- Alien-native dwellings and encampments
- Alien-native “monster” animals
- Water crossings

Lighting and Motion

Neither lighting or motion are required in a MOC for inclusion in the display. Both are welcome, and can help bring the display to a higher level. We will request at least one power drop available to the display area.

Discussion and Feedback

We have set up a Discord server (invite below) for folks who want to compare notes on WIP builds, see concept art inspiration, or otherwise talk about the display ahead of time. If you’d like to learn more, see what others are doing, or have questions, please hop in!
https://discord.gg/tSG6BHA2GG