

## The Big Train Project Status Report (Part 122)

This month's article looks at small details on the EnterTRAINment Junction (EJ) layout, the figures modeling the inhabitants that populate the layout. As usual the scenes shown will be in the order a visitor would see them while progressing along the EJ layout aisle. However, this look will confine itself to a very limited area: that adjacent to the bicycle path that runs from the balloon area to the plastics factory in the Modern Period.

The first scene is a couple at a picnic table under a tree next to the path (Figure 1). Both appear to be more interested in their electronic devices than in each other, at least for the moment.



Figure 1. Electronics Fixated

Next along the way, on a bench near a little artificial pond, sits a proper British chap with his bowler hat, vested suit, pipe, broly (umbrella), and his Scotty dog (a Scotch Terrier) (Figure 2).



Figure 2. Resting by the Pond

Next is a scene of typical Americana: a dad teaching his son how to ride a bicycle, with the family dog running along for fun (Figure 3).



Figure 3. Bicycling Lessons

Next is a photographer and his model, doing a photo shoot (Figure 4). He better be careful, though, in case some giant face looms in the background of his shot, as a curious EJ visitor checks out the scene from the aisle.



Figure 4. Photo Shoot

Then there's the Emergency Medical Technician bandaging up the injured head of a cyclist who crashed her mount (Figure 5). Was she too vain to wear a bicycle helmet, or did she just forget it?



Figure 5. Bicycle Calamity

Finally, we see one of the workers at the plastics factory (Figure 6). She looks pretty happy. Is she proud of her work, or is it just that it's Friday afternoon at the end of the shift?



Figure 6. Proud Worker

Characters abound throughout the EJ layout. These were just a tiny sampling of what you'll find. They're there to give the layout life, humor, and little stories (some of them mysteries) for the amusement and amazement of EJ visitors. Some of the stories in the scenes are obvious, while others leave the viewer guessing -- but also maybe imagining -- what the story could or should be. It's all part of the fun. Come and take some time to explore those little details and decode the stories they represent in your own imaginations.

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