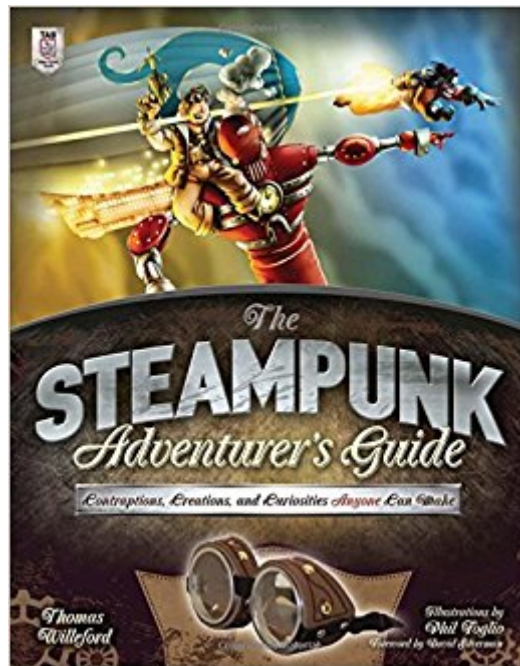


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The Steampunk Adventurer's Guide: Contraptions, Creations, And Curiosities Anyone Can Make



Synopsis

Fascinatingly Fun, Family-Friendly Steampunk Projects "Hereâ™s a Steampunk tale with an invitation to build Steampunk props. An interactive notion; an imaginative adventure; and a way to further stimulate your own imagination." -- From the Foreword by David Silverman, director and producer of The Simpsons Movie and codirector of Monsters, Inc. Steampunk stalwart Thomas Willeford cordially invites you on an adventure--one in which you get to build ingenious devices of your own! Lavishly illustrated by award-winning cartoonist Phil Foglio, The Steampunk Adventurer's Guide: Contraptions, Creations, and Curiosities Anyone Can Make presents 10 intriguing projects ideal for makers of all ages and skill levels, woven into an epic tale of mystery and pursuit. Follow the exploits of Isaac and Amelia, a brother and sister who must devise a series of beguiling gizmos to rescue their uncle from a skyship that's been commandeered by a nefarious villain and his rogue automatons. Each chapter contains an installment of this captivating story along with the step-by-step instructions and list of tools and materials you'll need to create the featured gadgets. Discover how to forge these imaginative contraptions: Decoder armguard Signaling periscope Goggles Grappling hook launcher Airship harness Glider wings Rivet gun Power armor Magnetic amplification gauntlet Rocket pack

Book Information

Paperback: 240 pages

Publisher: McGraw-Hill Education TAB; 1 edition (November 15, 2013)

Language: English

ISBN-10: 0071827803

ISBN-13: 978-0071827805

Product Dimensions: 0.5 x 8.5 x 10.5 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 starsÂ Â See all reviewsÂ (37 customer reviews)

Best Sellers Rank: #242,352 in Books (See Top 100 in Books) #21 inÂ Books > Crafts, Hobbies & Home > Crafts & Hobbies > Needlecrafts & Textile Crafts > Leathercrafts #150 inÂ Books > Crafts, Hobbies & Home > Crafts & Hobbies > Mixed-Media #253 inÂ Books > Crafts, Hobbies & Home > Crafts & Hobbies > Decorating

Customer Reviews

What a great, great book! I've been following Thomas' work for awhile. I've seen it on Castle, in League of S.T.E.A.M. videos and Abney Park videos. He does incredible work, but while I'm very

smart, I'm not very handy....to say the least. I bought his first book and while it was chock filled with great ideas and explained how to do them, I didn't have the tools or the skillset to build any of the things, even the simple things in his book. THIS BOOK IS DIFFERENT. It's very simple projects that you can make with crafters foam, foam core boards, exacto knives, small things that cost just a few dollars at any crafts store and DUCT tape! That, I can do. One of the projects uses two liter bottles spray painted for jet packs. My daughters and I have started on these projects and found that we can start AND finish these projects. They're crazy good projects with step by step instructions, a storyline to go along with it and great illustrations by Phil Foglio. One of the projects shows you how to build a harness so that you can put steampunk wings or a rocket pack on it. Another project is steampunk wings. After completing the project, my daughters want to do NEW wings in pink and purple and other bright colors for non-steampunk projects. They're very excited about this. (While they love steampunk, unlike Daddy, they don't think *every* project needs to be steampunk). If you're new to steampunk and want to try your hand at building instead of just buying things, this is the BEST book out there. These projects are realistic, can be completed and really, really look great. I'd write more, but my daughters and I are going back to building something new now.

Having already purchased his previous book I was wondering how this book would be. It has projects aimed at either younger readers (teens or smart pre-teens) and/or adults with limited skills. (his previous book is more adult types of projects ... as far as skill sets) It is well worth the money and a valuable book in my collection. I've been collecting "parts" and one of these days will actually make something. Rather than work with real leather he shows a way to make imitation leather that is quite believable for projects that will not see heavy use. Instead of real rivets he shows you how to use paper fasteners to get the same effect. There are complete patterns in the back of the book to help you along, and (of course) complete instructions for the non-technical among us. Some of the projects will need to be re-sized if made for an adult. As a "starter book" for steampunk projects this is an ideal choice.

A fun read, with lots of good projects for kids! We were somewhat disappointed that the wings won't actually let your child fly (we'll miss that one, but hey, we have two more!), and it turns out that fueling the rocket pack is very difficult to do safely (oh well, one left but he's our fav anyway), but overall the projects are fun and the boys...er.. boy loves his new gear. Thanks!

I have to say, this is one of the most engaging and approachable how-to books for kids I've seen.

The blend of story and project was both seamless and brilliant and goes far in immersing both the kid and the adult into Willeford's steampunk world. The projects are EXTREMELY easy for children and adults and offer enough basis for even an accomplished prop builder to embellish and expand upon while still staying...again very approachable for children. My own nephews 11, and 9 easily grasped both the processes and the story with an enthusiasm that rivals their Minecraft addiction...no small feat there! Having played a small part in the production of this book I had an inside view of the creative process and I truly think Thomas has some real creative gold here. The wonderful illustrations by Phil only add to the magic. I see this book becoming a staple in our family's activity library offering hours and hours of imaginative play, and perhaps even sparking a long running creative process in the little minds of my nephews and niece that no video game could ever hope to match.

Steampunk Adventurer's Guide is geared to a wide age range, which makes sense since Steampunk attracts a wide audience, including kids. The chapters are tied together with an adventure story (Phil Foglio is involved in that part) that draw you into an alternate history world based on steampower. You might think the projects wouldn't be of interest to adults, but you'd be wrong. It delves into making goggles, nerf gun conversion, armor, and much more -- all sorts of projects of interest to Steampunks of all ages -- but made accessible to younger minds as well as adults -- all without being dumbed down. This is an excellent introduction to the world of making. The discussion in Chapter 2 and various bits of commentary throughout the book on materials and tools are useful not for just Steampunk projects but could easily be applied to other types of projects. The instructions are clear and the hints invaluable. I've always appreciated people who were willing to explain not just how, but why. There's also some nifty stuff at the end of the book, like the measurements conversion table, as well as reading and viewing recommendations for folks who are new to Steampunk and would like to learn more about it. Definitely a worthy addition to the library!

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