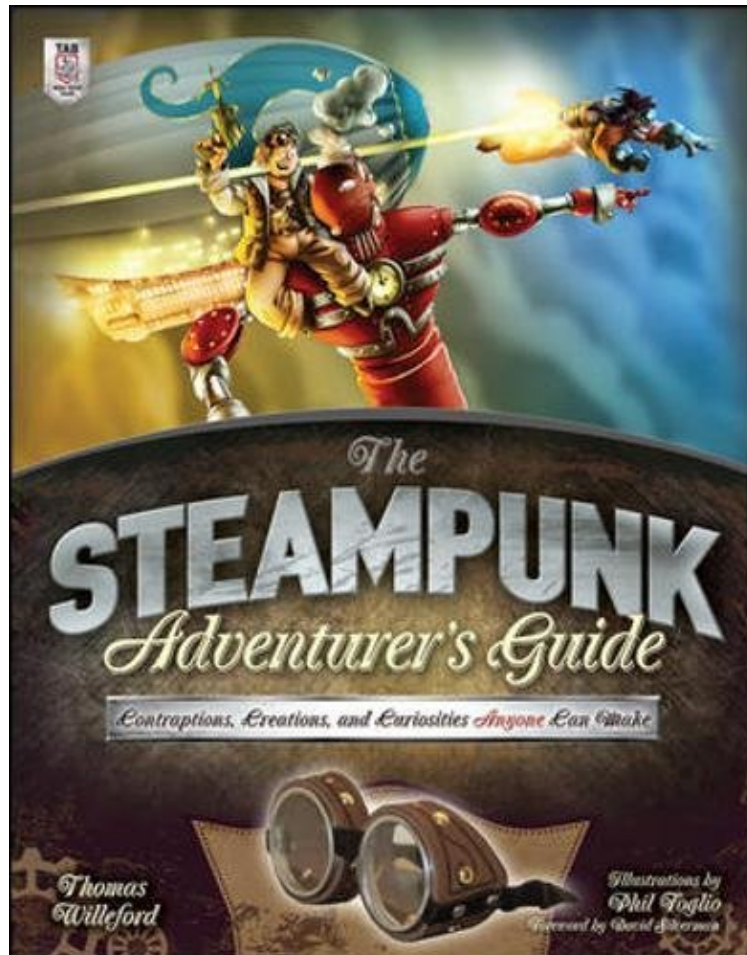


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The Steampunk Adventurer's Guide: Contraptions, Creations, and Curiosities Anyone Can Make

Thomas Willeford

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#288959 in Books Thomas Willeford 2013-11-15 Original language: English PDF # 1 10.70 x .50 x 8.80l, 1.20 #File Name: 0071827803240 pages The Steampunk Adventurer's Guide | File size: 50.Mb

Thomas Willeford : The Steampunk Adventurer's Guide: Contraptions, Creations, and Curiosities Anyone Can Make before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Steampunk Adventurer's Guide: Contraptions, Creations, and Curiosities Anyone Can Make:

22 of 23 people found the following review helpful. Wonderful! By Kindle Customer 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! 5 of 5 people found the following review helpful. Nice but . . . By steampunk007 I have to admit that when I first got this book I was disappointed by the choice of materials (foam and adhesive tapes) for the projects presented. I had previously bought Thomas Willeford's "Steampunk Gear, Gadgets, and Gizmos: A Maker's Guide to Creating Modern

Artifacts" which features projects made mostly of metal, leather, etc. On reflection I found my initial assessment unfair as the two books are aimed at different age groups. "Steampunk Gear, Gadgets, and Gizmos" is written for an adult audience and the skills and tools required reflect that. "The Steampunk Adventurers Guide" projects are tailored towards a much younger adventurer and would be great projects for a parent to build with their child. The book is written as a steampunk adventure story and the project instructions are inserted into the book whenever the young adventurers build the gadgets to help them in their quest. Nice book for the younger steampunk fan who likes to build stuff. 1 of 1 people found the following review helpful. Very creative, loved it! By revonda grayson I recently bought about 6 books on to learn about steampunk and garner inspiration for myself and my 13-year-old son for cosplay. The books were all beautifully photographed and artistic but I have to say that this one was my favorite for our purposes. My mother is an art teacher, I am an artist myself, but my son...generally zero interest in anything artistic. If something wasn't videogame related, then he would/will zone out. Until he saw what could be made in this book. We went through it together and the words "cool! I want to make that!" were said with multiple projects. I think the best part of this book is that the author uses ingenious methods to create something that looks great--but uses recycled objects that you already have and creative use of duck tape. Fleather--genius! This book is for someone who wants to create steampunk projects that look awesome on a low-end budget, but with a lot of creativity. I would recommend other books for those who are more focused on high-end projects involving artistry with more expensive materials and methods (e.g., genuine leather, sewing of costumes, metal casting, etc). In short, if you want to cosplay for fun--this book is ideal; if you are entering super-serious cosplay competitions at well-known conventions, then this book is still good, but I'd recommend augmenting your research with other books with topics such as metal casting. Overall, great job!

Fascinatingly Fun, Family-Friendly Steampunk Projects "Here'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

About the Author Thomas Willeford (aka Lord Archibald Feathers Featherstone), a Steampunk enthusiast, is an artist, mechanologist, inventor, and the proprietor of Brute Force Studios. He has been creating unique and beautiful corsets and all manner of striking Steampunk gadgetry for more than 20 years. Thomas is the author of the critically acclaimed Steampunk how-to book *Steampunk Gear, Gadgets, and Gizmos* (McGraw-Hill Professional). He and his products have been widely featured on television (MTV, BBC, *Castle*, and *Oddities*), online (*Wired*, *Forbes*, and *Popular Mechanics*), and in print (*The Art of Steampunk*, *The Steampunk Bible*, and *Steampunk: An Illustrated History*). Satisfied customers include musician Rick Springfield, director David Silverman (*The Simpsons Movie*), and actresses Patricia Tallman (*Babylon 5*) and Virginia Hey (*Farscape*). Thomas also contributed to the design of *Alchemy Gothics Empire Collection*, a line of Steampunk jewelry and accessories. Thomas's artwork has been featured in numerous museum exhibitions worldwide, including Penn States STEAMPUNK!, Dr. Grymms Steampunk Bizarre, the Charles River Museum of Industry and Innovations *Steampunk: Form and Function*, and the Ashmolean Museum of the History of Science at Oxford's *Steampunk, 20,000 Leagues at Patriot Place*, and *Mobilis in Mobili* at The Wooster Street Social Club (home of The Learning Channels NY Ink). His clockwork spider *Arachnae Mechanica* is currently housed in the Cosmopolitan Hotel in Las Vegas, Nevada. He is currently a consultant and prop master of the Steampunk television series, *Bruce Boxleitner's Lantern City*. Phil Foglio is the coauthor, with Kaja Foglio, of the Hugo Award-winning *Girl Genius* graphic novel series and the novels *Agatha H and the Airship City* and *Agatha H and the Clockwork Princess*. Phil has been writing and drawing comics since the 1980s, with work that includes *Buck Godot*, the adaptation of *MythAdventures*, and work for DC and Marvel Comics.