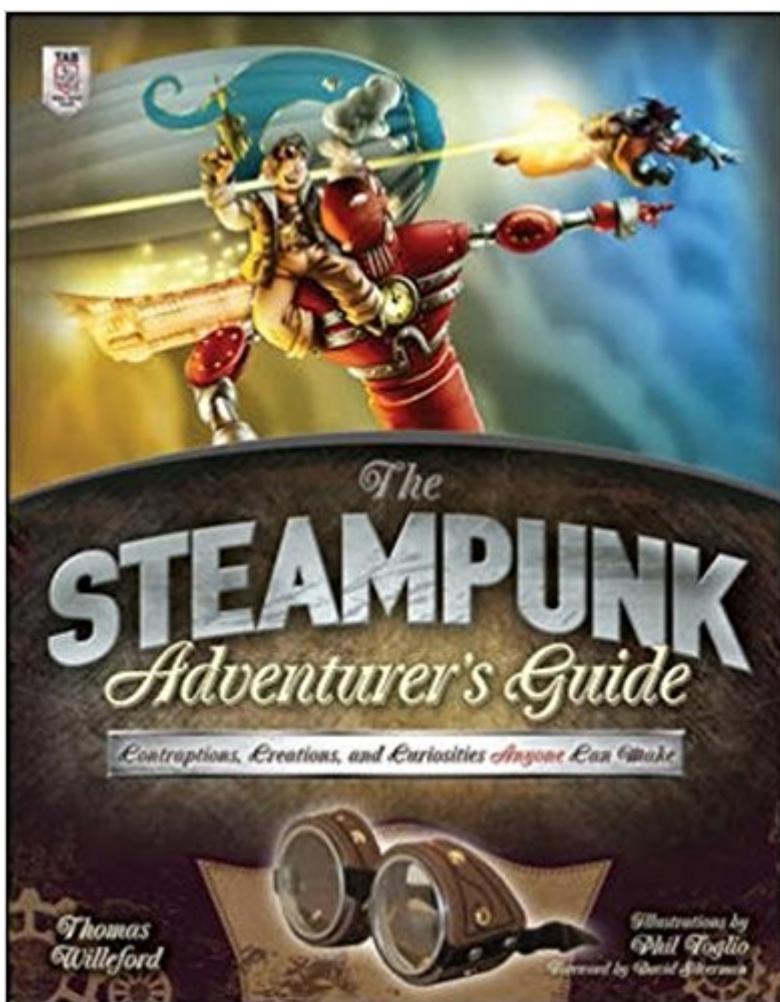


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The Steampunk Adventurer's Guide: Contraptions, Creations, And Curiosities Anyone Can Make



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 armgard Signal 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: 8.8 x 0.5 x 10.7 inches

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

Average Customer Review: 4.5 out of 5 stars 44 customer reviews

Best Sellers Rank: #280,744 in Books (See Top 100 in Books) #23 in Books > Crafts, Hobbies & Home > Crafts & Hobbies > Needlecrafts & Textile Crafts > Leathercrafts #196 in Books > Crafts, Hobbies & Home > Crafts & Hobbies > Mixed-Media #236 in Books > Crafts, Hobbies & Home > Crafts & Hobbies > Decorating

Customer Reviews

Thomas Willeford (aka Lord Archibald âœFeathersâ• 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 Gothicâ™s âœEmpire Collection,â • a line of Steampunk jewelry and accessories. Thomasâ™s artwork has been featured in numerous museum exhibitions worldwide, including Penn Stateâ™s âœSTEAMPunk!,â • Dr. Grymmâ™s âœSteampunk Bizarre,â • the Charles River Museum of Industry and Innovationâ™s âœSteampunk: Form and Function,â • and the Ashmolean Museum of the History of Science at Oxfordâ™s âœSteampunk,â • âœ20,000 Leaguesâ • at Patriot Place, and âœMobilis in Mobiliâ • at The Wooster Street Social Club (home of The Learning Channelâ™s NY Ink). His clockwork spider âœArachnae Mechanicaâ • 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 Boxleitnerâ™s Lantern City*. Phil Foglio is the coauthor, with Kaja Foglio, of the Hugo Awardâ™ 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.

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.

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!

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!

My wife and I are getting into the Steampunk culture. In fact, one of our granddaughters wants us to go to ComicCon with her this September, in costume of course. While we have picked up several different Steampunk books on costumes and accessories, this book focuses on the "Cheap but easy and still looks good" approach, concentrating on inexpensive supplies like cardboard, paint, glue and lots (and lots) of craft foam, and still getting a good looking product in the end. The fact that the Steampunk accessories are interwoven with a story just adds to the charm of the book. Not to mention I've long been a fan of Phil Foglio's Girl Genius online comic. If you like Steampunk (or want to find out if you like Steampunk), be sure to check it out.

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 Willefords "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.

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