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Steampunk Gear, Gadgets, And Gizmos: A Maker's Guide To Creating Modern Artifacts



Synopsis

Unleash Your Inner Mechanical Mastermind Welcome to the wondrous world of Thomas Willeford, aka Lord Archibald "Feathers" Featherstone, in which he shares his closely guarded secrets of Steampunkery. Filled with do-it-yourself projects, Steampunk Gear, Gadgets, and Gizmos: A Maker's Guide to Creating Modern Artifacts shows you how to build exquisite, ingenious contraptions on a budget. Learn from Lord Featherstone as he distills his wealth of hard-learned skills, describes how to use the readily available tools of the modern mad scientist, and expounds on the art and philosophy of scavenging unique components and raw materials. The perfect companion for the hobbyist and advanced machinist alike, this inventive volume will guide you through the creation of your very own infernal devices. Get steamed with these provocative projects: Aetheric ray deflector solid brass goggles Calibrated indicator gauges Ferromagnetic self-scribing automated encyclopedia (or, the Steampunk book drive) High voltage electro-static cannon (or, the lamp gun) Tesla-pod chrono-static insulating field generator (or, the mobile device enclosure) Altitude mask with integrated respiratory augmentation Armoured pith helmet Mark I superior replacement arm with integrated Gatling gun attachment Visit the companion website, www.mhprofessional.com/steampunk, for videos, images, and more bonus content! Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

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Customer Reviews

Steampunk Gear, Gadgets, and Gizmos ; A Maker's Guide to Creating Modern Artifacts by Thomas Willeford has a stated intention of teaching you to make your own retro futuristic accessories. This is the book you're looking for if you're ready to take that next step into steampunk. If jewelry collage assemblages made with watch parts and sewing miniature top hats isn't doing it for you and you want to go bigger. The author starts by explaining a bit about steampunk, its origins and what it is stylistically speaking, and also what it is not. He explains the tools and skills you'll need and how to find some of the tools less expensively. He tells you what tools will be necessary and which tools are wonderful to have if you can find room and afford them. Then he goes into wonderful amounts of detail about how to find the pieces you need for your projects through thrift stores and other second hand dealers and what you can buy new. How to look in hardware stores for inspiration and using things in new unexpected ways. To me, this isn't just about steampunk, but it's the heart of crafting and the D.I.Y. ethic, to see creatively how things can be re-purposed and recycled. A very practical chapter on taking apart an old clock for parts comes next. The projects! Starting with the one thing everyone needs, goggles and ending with a cyber arm that looks like it might have come off a cylon if the cylon was built in Victoria's England. They have imagination inspiring names like "Aetheric Ray Deflector Solid Brass Goggles" which can be just a little scary. Don't worry. While this book has "only" 8 projects, those projects are explained and photographed in exhausting detail. This is a primer to various methods of making things and using things.

The gouts of steam and mysterious clanking and grinding noises that emanate from the infernal workshop of Thomas Willeford, aka Lord Archibald "Feathers" Featherstone at all hours must intrigue his neighbors. What goes on in the mad scientist's secret lair? Let's sneak a peek. Willeford, whose background includes an education in physics, Victorian history, and art, sets down easy to follow instructions on how to build eight gorgeous objects any steampunk worth his brass will treasure. In these pages, the author lends his considerable expertise in a way that allows the reader to assemble these "beautiful and slightly dangerous things" without the need for years of experience in machining, metal and leather working, or an engineering degree. We get detailed designs, as well as advice on how to engage our own creativity to make unique and personal objets d'art. My personal favorite are the "Aetheric Ray Deflector Solid Brass Goggles." If you're the tinkering sort, you likely have some of the necessary parts for the goggles lying around the house right now. Obviously, results may vary depending on the skill of the reader, but this stuff is fun regardless of the outcome. The author provides handy lists of materials and tools needed for each project while keeping in mind that, unlike Lord Featherstone, most of us have neither a mad scientist's workshop,

nor an army of steam-powered mechanical men to assist us. There is a list of basic and inexpensive tools to get each job done, as well as a list of "alternative tools" for those who may have access to a better-equipped workshop. There's a chapter on how and where to scavenge parts for your projects, another on salvaging gears from old clocks, and more on how and where to find the right tools.

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