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Note generali	Includes index.
Nota di contenuto	Introduction : Why steampunk? ; Basics about the creative process -- Steampunk art and making : "Old hat"? : Steering clear of cliches: goggles, gears and clockwork insects ; Pursuing the new: diversity, realism, biotech, and more ; Finding inspiration: tips from artists and makers ; Hands-on handicraft: the "DIY" ideal ; Developing your steampunk era skills ; Meeting challenges: the methodical versus "happy accidents" ; Advice for new artists and makers ; Projects : creating the chai cycle / James MacIntyre with Toni Green ; Making steampunk magnets from used bottle caps / Catherine Cheek ; Building a steam-powered orrery / William Francis ; Making a collaged steampunk stand-up greeting / Ramona Szczerba ; Thomas Willeford's steam-powered mecha-penguin / Scott Miller -- Dadd, Richard: fantastic Victoriana / Jess Nevins -- Steampunk design: fashion, architecture, and interiors : How retro-futurism is influencing fashion, architecture, and design ; Original illustration / Molly Crabapple ; Reuse, reenvision, repeat: retro-futurist fashion / Katherine Gleason -- Three rings interior: because we can ; Truth coffee shop interior: Haldane Martin ; The future of steampunk fashion and design: in with the old and the new ; Finding inspiration:

tips from designers ; Steampunk fashion and design: a DIY state of mind ; School for steampunks: mastering hands-on skills ; From pattern to product: the working process ; Advice for new designers : Steamarama: the RetroFuture home of yesterday and tomorrow / Bruce and Melanie Rosenbaum ; Project : Crafting a Rococopunk jacket from found materials / Megan Maude ; Reade House: fantastic Victoriana / Jess Nevins -- Steampunk storytelling : Finding the path to steampunk ; Steering clear of cliches and pursuing the new ; Kraken vs. airship: battle scene / Richard Preston and Jeremy Zerfoss ; The DIY approach : Objects as narrative: Jake von Slatt's fake machines ; Original artwork / Ivia Stevanovic ; Steampunk collections : Illustrating the steampunk story / Irene Gal lo ; The working process ; Dealing with challenges ; Advice for new writers: writing exercises repurposing art / Matthew Cheney ; Detroit installation: fantastic Victoriana / Jess Nevins -- Steampunk music and performance : Exploration and adventure: steampunk's central story ; Anna Chen's The steampunk opium wars ; Bringing steampunk to the stage : "Building a utopian playland": Steampunk and performance / Diana M. Pho ; Finding the path to steampunk ; Steampunk music's past and future : Steering clear of cliches ; Pursuing the new ; DIY for musicians and performers ; Finding inspiration: tips from musicians and performers ; The art of found-percussion / Eric Farber ; Learning the basics: the steampunk musician's tools ; The creative life: a working process for musicians and performers ; Collaboration with the band ; Collaboration with audience : Reproduction and adaptation: a steampunk story from page to performance / Nancy Hightower ; Advice for aspiring musicians and performers ; Project : Making a bonebox and canjo / Matt Lorenz -- Retro-future fantasies and steampunk dreams : Big ideas from artists and makers ; ... from designers and fashionistas ; ... from storytellers ; ... musicians and performers.

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## Sommario/riassunto

Steampunk, the retro-futuristic cultural movement, has become a substantial and permanent genre in the worlds of fantasy and science fiction. A large part of its appeal is that, at its core, Steampunk is about doing it yourself: building on the past while also innovating and creating something original. VanderMeer's latest book offers practical and inspirational guidance for readers to find their individual path into this realm. Including sections on art, fashion, architecture, crafts, music, performance, and storytelling, The Steampunk User's Manual provides a conceptual how-to guide that motivates and awes both the armchair enthusiast and the committed creator. Examples range from the utterly doable to the completely over-the-top, encouraging participation and imagination at all levels.

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