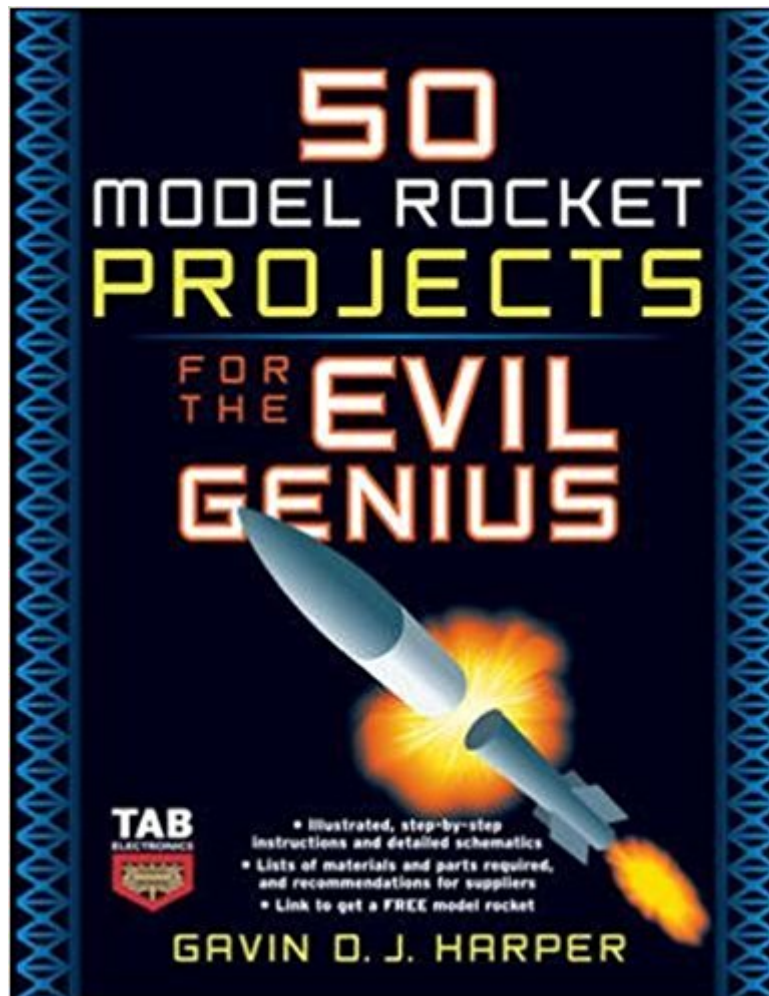




The book was found

50 Model Rocket Projects For The Evil Genius



Synopsis

The fun, hands-on way to learn about rocket science Yes, as a matter of fact, is IS rocket science! And because this book is written for the popular Evil Genius format, it means you can learn about this fascinating and growing hobby while having fun creating 50 great projects. You will find a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions. Projects include a camera rocket, video camera rocket, hydrogen-fueled rocket, UFO, and more Projects start out basic and gradually become more sophisticated Perfect for science fairs and school projects

Book Information

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Customer Reviews

This full-size (8 1/2" x 11") paperback book written by Gavin D. S. Harper was a fun read for this longtime rocketeer (since 1966). True to its title, the book is focused on various aspects of model rocketry and continually emphasizes safety. Even with fourteen years in HPR, I found the material interesting and informative. The projects and information described in the book vary from simple to quite complex. Projects include basic model rocketry, staging, clustering, launch systems, recovery systems, wind tunnels, payloads, and more. The work is well illustrated with both pictures and schematics. In addition to step-by-step instructions, there are good technical tips, and it is all written in an easy-to-follow order. There are also numerous other features in addition to "build" projects. A brief discussion of rocketry history starts the book, ranging from the invention of black powder to the

U.S. manned moon landing. Real rocket science interspersed in each chapter simply but accurately explains much of the physics of rocketry. The more technical aspects of our hobby are presented toward the end of the book. These features include rocket math, flight computers, and camera rockets. This book works well with fun parent/child activities. Simple motors can be put together from 35mm film cans with propellant components such as vinegar and Alka-Seltzer tablets. More complex motors using hydrochloric acid with hydrogen peroxide are also detailed. The wind-tunnel segment was very practical, and I wish that I'd had this available in my younger years when designing my early models. Chapter 5 is a particularly valuable section for the beginner. There are descriptions and pictures of the construction techniques of all parts of a simple model rocket. It then goes on to cover multistage rockets, boost-gliders, cone rockets, and flying saucers. Probably the most difficult part of successful rocketry, whether it be of model or mid- or high-power, is the recovery system. Chapter 6 has a very good series of sections on various recovery methods and even includes a descent-rate table. The end of Chapter 6 includes articles on constructing strobes for night launches. Chapter 7 covers launching of model rockets. Again, some very good parent/child projects are described in word and illustration. Several practical launch controllers and pads are described, including construction of a tower launcher. More advanced items, such as clustering and igniters, are also detailed. The latter chapters discuss more advanced subjects, such as rocket math, aerial photography (still and movie), Barrowman stability, altitude determination, and flight computers. Some of the features I found most interesting were the items about making black powder and the explanation of nozzles and aerodynamics. The book is an easy read in both the length of each feature and the writing style. Do not expect any HPR information, simply enjoy the book for what it is: a good beginners guide that also is interesting to the experienced rocketeer. If you are a high power enthusiast who is into EX/research motors, ignore the warning on page 9 of the book. To find out what that is, check out 50 Model Rocket Projects for the Evil Genius. This full-size (8 x 11) paperback book written by Gavin D. S. Harper was a fun read for this longtime rocketeer (since 1966). True to its title, the book is focused on various aspects of model rocketry and continually emphasizes safety. Even with fourteen years in HPR, I found the material interesting and informative.. The projects and information described in the book vary from simple to quite complex. Projects include basic model rocketry, staging, clustering, launch systems, recovery systems, wind tunnels, payloads, and more. The work is well illustrated with both pictures and schematics. In addition to step-by-step instructions, there are good technical tips, and it is all written in an easy-to-follow order.. There are also numerous other features in addition to build projects. A brief discussion of rocketry history starts the book, ranging from the invention of black powder to the

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UNLEASH YOUR INNER ROCKET SCIENTIST WITH 50 EXCITING PROJECTS Yes, it really is rocket science! These 50 projects offer thrills and chills to everyone who loves model rocketry, from, newcomers to countdown veterans. In fact, these 50 fantastic projects can turn a beginner into a model rocket expert, one project a time! And if you already are a sophisticated model rocket scientist, the more advanced projects provide plans, ideas, and inspiration guaranteed to launch you on new adventures in space! Model rocket enthusiast Gaven Harper delivers everything you need, including complete, easy-to-follow plans; clear diagrams and schematics; and lists of parts and tools. 50 Model Rocket Projects for the Evil Genius gives you: Illustrated instructions and plans

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although I tried justifying the cost of the book by finding sections of the book "helpful", this was offset by unfinished instructions. Specifically, in chapter 6 project 18, 'Build a strobe beacon'. The author instructs you to disassemble a flash camera down to the circuit board. Although he states that the circuit board will be modified he stops short of instructing you how! As for the books cover title description, Mr. Harper, regarding the projects therein; they are not 'Evil'(just lacking in creativity) and anyone with a moderate amount of intelligence can accomplish these projects (except for #18 which you failed to complete). Now if I can suggest a "truly" Evil Genius book, that has complete instructions with twice as many projects, check-out Brad Graham and Kathy McGowan's books. Some stimulating and unique writing worth the cost.

I volunteer at our local school, mentoring a science and technology after school program using model rocketry as a learning tool. Being an avid hobby rocketeer for more than 40 years, I've decided to broaden my own horizons, as well. While looking for material to serve both interests, I stumbled across "50 Model Rocket Projects for the Evil Genius," by Gavin D.J. Harper. I was familiar with some of the other similarly titled books, but oddly, none of the local bookstores carry this title, so I ordered it on .com. Mr. Harper has taken an already exciting hobby and said, "Hey, if you think that's fun, try this!" The name suggests this book is not written for the absolute beginner, true, but even though you do need experience to construct some of the more advanced projects, Mr. Harper has a writing style that anyone should be able to follow along with and get an idea of the skills they should be developing. By the same token, if you're an evil genius, you'll find a plethora of ideas that you probably never thought of, or that needed updating. And as an instructor, you'll find another great resource of how you might share information and inspire your students to be

competing in various arenas. Whether it's a science fair, industrial arts, or even an international category, this book definitely has ideas for some very competitive projects with enough information and detailed plans to get the project accomplished. And, where they'll shine, and what the competition should be about, is demonstrating their mastery of understanding and skills. In short, Mr. Harper's "50 Model Rocket Projects for the Evil Genius" should inspire our children to learn, and give us old guard something new to experiment with; either way, it'll be a welcomed addition to anyone's library.

This is a great resource book. The projects follow a pretty easy progression, from very easy and basic to more advanced complicated. My favorite part is where it starts to show you how to build your own model rocket. As well it includes variations that include different science equipment like altimeters and cameras for recording flight. This book shows you how to build all these things. It shows you how model rocketry is great for teaching the basics for all kinds of engineering like design, electrical, aerospace, chemical, and even some computer programming. Great a way to spend quality time with kids while building something which will inspire them with fire and smoke.

good book

I like what I saw, though I haven't had a chance to do the experiments. What I see are clear, concise directions for a number of engaging projects that I expect myself and my daughter to be building for some time hence. It's opening section on the history of rocketeering is a great, informative way to begin a book on home rocketeering as it serves to link the reader's efforts with the design, construction and execution of rockets back to Goddard.

This is a near useless book; in my opinion! If you're an older tinkerer, builder, or mechanic - looking for cool projects to work on, I highly suggest looking elsewhere.

I was expecting DIY rocket and motor construction detail, not details for aerial photography and such, good for advanced Hobbyists 'but not me-Kevin

thank you good product

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