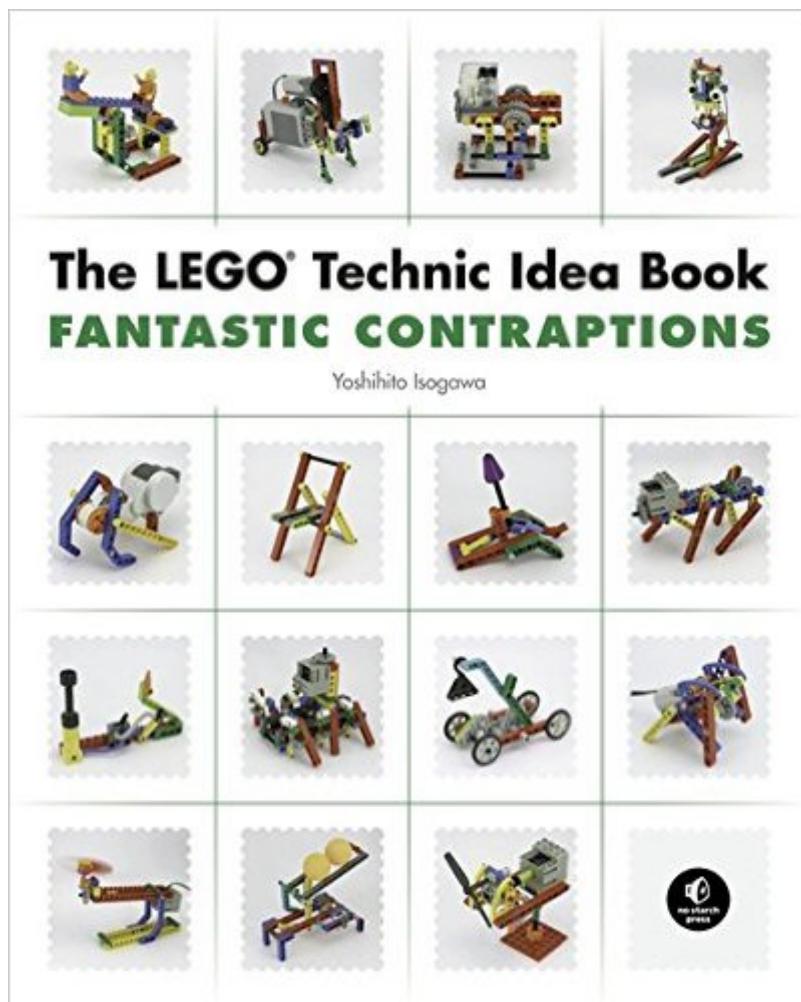


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The LEGO Technic Idea Book: Fantastic Contraptions



Synopsis

The LEGO® Technic Idea Book: Fantastic Contraptions is a collection of hundreds of working examples of simple yet fascinating Technic models that you can build based on their pictures alone. Each project uses color-coded pieces and is photographed from multiple angles, making it easy to see how the models are assembled without the need for step-by-step instructions. Every model illustrates a different principle, concept, or mechanism that will inspire your own original creations. You're encouraged to use these elements as building blocks to create your own masterpieces. The Technic models in Fantastic Contraptions include working catapults, crawling spiders, and bipedal walkers, as well as gadgets powered by fans, propellers, springs, magnets, and vibration. You'll even learn how to add lights, pneumatics, and solar panels to your own models. This visual guide, the third in the three-volume LEGO Technic Idea Book series, is the brainchild of master builder Yoshihito Isogawa of Tokyo, Japan. Each title is filled with photos of Isogawa's unique models, all of which are designed to fire the imaginations of LEGO builders young and old. Imagine. Create. Invent. Now, what will you build? NOTE: The LEGO Technic Idea Book series uses parts from various Technic sets. If you don't have some of the pieces shown in a particular model, experiment by substituting your own parts or visit the No Starch Press website for a list of the special parts used in the book.

Book Information

Age Range: 9 and up

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Customer Reviews

I had gotten this book a year ago from a Japanese publisher and am happy to see it translated. Funny thing is, this book didn't need much translating at all. Besides the introduction and bylines, everything else is visual. And that's the magic of this book. This is the last of the trilogy of LEGO Technic Idea books, so while it brushes on the techniques of the previous two books, it quickly goes into building working machines. The models shown have been built with colorful parts which show how the assembly is done without instructions, so this is a guidebook and reference for old and new builders to make their models move. The overall design of the magazine is clean, only showing the models. No notes are shown, nor are they needed - there are a set of graphics that are diagrams of the movement of a model, but the photos are clear enough on their own without any further description. The very raw builds also open up the reader to use and adapt the models inside to their creations - want to make a moving spider? Look it up in the contents, and build and then add your building to it. In that respect, the book lives up to its title as an idea book. Looking through the book will be instructional to the older builder and inspirational to the newer builders. As a reference, this will be a useful book to people using the LEGO MINDSTORMS systems to develop robots. I recommend the book to anyone who has a pile of Technic pieces and is wondering: What can I build? With this book, you'll be very surprised.

Nice to browse these sample designs. However, it's hard to re-create since parts been used are rare to find and design steps are brief.

I've been playing, building, and teaching with LEGO (particularly Technic and Mindstorms) for years, and am familiar with most of the books either directly or indirectly related to the Mindstorms range that have been published over that time. I am confident that Isogawa's work is unique. I bought Isogawa's Japanese "orange book" when it was published, and have found it to be an invaluable resource, for both my own designs and in the classroom. This series goes further though, and is in English! (Even though the core of these books require no translation, it helps to have the table of contents in English - and more readily available in the west.) The models are colourful, clear and very easy to follow. Nobody is going to have all the parts to make each and every model in these books (except, presumably Isogawa!), but that's not the point. The value of these books is in the ideas that the models convey. Whether you're looking for a solution to a specific design challenge (eg. "How could I convert rotational movement to linear movement?"), or just flicking through for ideas of what to create next, these books are a great way of overcoming "designer's block". All in all,

a great series!

Good inspiration book. Pictures from multiple views to see how it is built. Could benefit from a part list.

It's okay... a lot of the instructions include pieces that we don't even have, even though we have several sets of legos. I don't even know where to find some of the pieces that they have in this book. One of the other things that frustrated me is some of the ideas that we were able to copy were somewhat difficult because it doesn't show many angles, so you really have to use trial and error to figure out if you put something together correctly. Not the typical, easy to follow lego instructions. Other than that, it does spark ideas and creativity, so I do appreciate that.

A few years ago I downloaded a free pdf version of these books and sent in a donation. I'm glad to see them in print and I quickly snatched up the collection (very reasonably priced too!). If you've been into Legos for a number of years, especially in NXT robotics or the more advanced technics sets you might be staring at pile of weird Lego parts, gears, pins, cams and beams and wonder what can I do with all of this? Or you might be on a First Lego League team and be wondering how to get your Legos to do a certain thing like grab something or lift something. These beautiful books provide a treasure trove of examples of how the more advanced Lego pieces work together. Overall the Lego systems has zillions of parts available but often it seems to the Lego fan that only select engineers at Lego can actually understand what the purpose of certain parts. By studying the photos in this book one can come to some head slapping moments like "ohhh, that's a way to make a gear change direction". Of course the drawback of buying any third party book as opposed to buying a Lego kit is that of course you most likely won't have all of the pieces depicted in the book. But since the Lego system is so diverse you should be able to recreate what is shown in a different way or search Ebay or online Lego brick sellers for the piece you need. The educational applications of this series of books is vast. It takes one into the realm of simply machines and engineering. Its a great resource or encyclopedia for anyone doing Lego robotics or First Lego League. Thank you Yoshihito for sharing your Lego knowledge and your art!

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