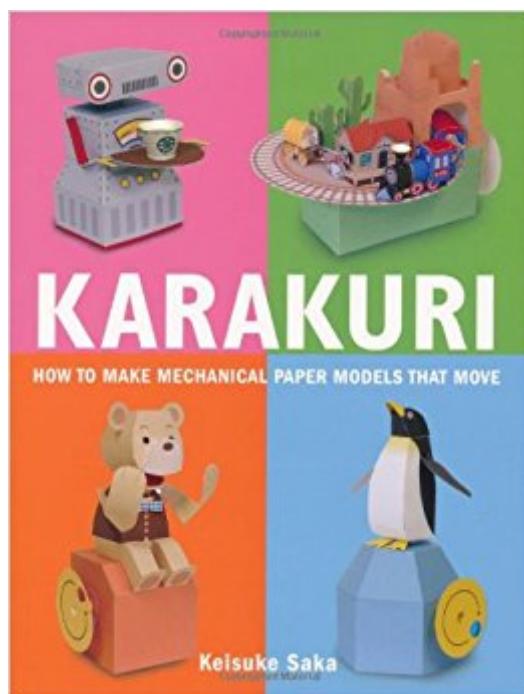


The book was found

# Karakuri: How To Make Mechanical Paper Models That Move



## Synopsis

Originally published in Japan, Karakuri is an introduction to the simple mechanisms, such as gears, cranks, cams, and levers, used to bring to life these amazing moving paper models or automata. Included are pull-out pages for you to use to construct your own moving models of the different types of gears. These models serve as the basis for designing your own karakuri or may just be admired on their own. Detailed explanations, accompanied by diagrams, explain the physics behind how karakuri move and operate, so you really learn about the properties of the different types of gears and cams. And to inspire you, also included are four fun, full-color karakuri models designed by the author, a well-known paper engineer. Printed on pull-out pages and easily assembled, the projects include a whimsical tea-serving robot, an amusing penguin perched on an iceberg and trying to fly, a delightful peek-a-boo-playing teddy bear, and a mesmerizing train that goes around on a track and through a tunnel! With complete directions, fourteen full-size models, and the science behind the craft revealed, this book is a unique introduction to an ancient art.

## Book Information

Paperback: 144 pages

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Average Customer Review: 4.5 out of 5 stars 53 customer reviews

Best Sellers Rank: #2,893 in Books (See Top 100 in Books) #1 in Books > Crafts, Hobbies & Home > Crafts & Hobbies > Toys & Models > Models #1 in Books > Crafts, Hobbies & Home > Crafts & Hobbies > Toys & Models > Toymaking #2 in Books > Crafts, Hobbies & Home > Crafts & Hobbies > Papercrafts, Stamping & Stenciling > Papercrafts

## Customer Reviews

KEISUKE SAKA is a paper engineer and graphic designer based in Japan. He co-owns a design firm, has exhibited his paper models at a number of museums, and has published many automata kits.

This book has great educational value for STEAM related class projects and discussions. Nice

approach to design - preceding the parts with brief lessons on basic machines, mechanisms, all with excellent graphics. I work as a teacher and teach STEAM related classes, this is ideal as a starter and interest builder.

OK

in a practical way, this book teach you how mechanical paper models works, showing all types of movements. you can understand every one and then you can actually create your own inventions. My daughter used it to make a homework.

I bought this for a Christmas present for grandchildren. Haven't given it to them yet. Hope I can keep from putting it together myself. Looks like fun.

All good

Beautiful heavy duty paper. Nice colorful printing with fairly easy directions. We love it.

This book is just right for the next step in creativity and engineering learning beyond paper sculpture. The information and directions are clear and are both in writing and pictures so that they are easy to follow.

Very clear diagrams. I can't wait to get building...

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