

# The Antipodean *Steampunk* Show

## EDUCATION RESOURCE KIT

### OVERVIEW

Steampunk seeks to embody the spirit of the Victorian era by fusing science fiction, fantasy, technology, romance, humour and whimsy. Informed by literature, with the appearance of helmets, brass goggles and steam machinery, the Steampunk movement pays homage to a period of hopefulness, peace, prosperity, discovery and adventure and it is this blend of optimism and ingenuity that is reflected in the eclectic mix of fashion, jewellery, photography, film and machinery seen in *The Antipodean Steampunk Show*.

Beginning in the 1980s, Steampunk artists have renewed the idea of craft as unique and handmade, rejecting the soulless mass production of technology that swiftly transforms into landfill and waste; choosing instead to create works which are sustainable, original, and imaginative. From Tim Wetherell's complex *Clockwork universe*, Russell Anderson's quirky *Tea-bag jiggler*, and the meticulous photographic compositions of Kate O'Brien to Chanelle Collier's intricate book sculptures and Michelle Murray's glittering jewellery, each artist has created something that is dazzling, beautiful and unique.

Steampunk enthusiasts often embody personas based on a Victorian blend of scientist/adventurer/inventor, adorning themselves with bespoke garments and accessories and playing up the part of the slightly eccentric English lady or gentleman. However, ultimately Steampunk draws on the past to inform the future as pieces are often recycled and upcycled to create something exciting and new. Each piece reflects an ethos of craftsmanship, sustainability, imagination, creativity, romance, beauty and hope.

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# ACKNOWLEDGEMENTS

This Education Resource has been developed in conjunction with the exhibition *The Antipodean Steampunk Show* curated by Kirsten Fitzpatrick.

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Education Resource Layout: Simone Jones

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*The Antipodean Steampunk Show* is an artisan travelling exhibition. For a full itinerary visit: [www.artisan.org.au](http://www.artisan.org.au)

# artisan



**Australian Government**

**Visual Arts and Craft Strategy**

**Queensland**



**Australian Government**



**Queensland Government**

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**Australian Government**

**Visual Arts and Craft Strategy**

**Visions of Australia**

**Contemporary Touring Initiative**



**Australian Government**

**Visions of Australia**

This exhibition received development funding from the Contemporary Touring Initiative through Visions of Australia, an Australian Government program, and the Visual Arts and Craft Strategy, an initiative of the Australian Government and state and territory governments.

The tour of this exhibition is supported by Visions of Australia, an Australian Government program supporting touring exhibitions by providing funding assistance for the development and touring of Australian cultural material across Australia.

# ABOUT THIS RESOURCE

The Steampunk Education Resource Kit is fantastic for students and educators as it will challenge and inspire creative, critical and ethical ways of thinking, reflecting, and making.

This kit is aimed at **Year 9, 10, 11 and 12** and complies with the 2007 Queensland curriculum assessment and reporting framework and the 2007 Queensland senior syllabus within the **Key Learning Area of Visual Art**. However, the kit can easily be adapted to other state and territory guidelines.

By exploring the additional resources the kit can also be extended and applied to the **Key Learning area of English**.

This resource can be used as a supplement to ***The Antipodean Steampunk Show*** and to provide teachers and students with links to further resources and/or learning activities. Teachers can apply any of the suggested activities to their learners, adapting them to student interest, ability and school and curriculum requirements.

The kit incorporates the objectives of the **inquiry learning model** and integrates the components of concepts, focuses, contexts, media and visual language and expression. It also **covers the essential learnings** of knowledge and understanding, creating, presenting, responding and reflecting.

**Resources** include a selection of images of works found in the exhibition, You Tube clips (including the making of the Steampunk exhibition) and a list of Steampunk films, books, graphic novels, reviews, images and links to maritime museums, websites and other related areas of Steampunk interest and inspiration.

**Sustainability** can be used as a broad theme to explore the ways Steampunk art and craft is represented in a variety of contexts:

- ⚙ Fashion
- ⚙ Jewellery
- ⚙ Stories / fiction
- ⚙ Machinery
- ⚙ Recycling / reuse
- ⚙ Sculpture
- ⚙ Design and art
- ⚙ Innovation and Invention

## Media Areas:

- |                     |                                   |                            |
|---------------------|-----------------------------------|----------------------------|
| ⚙ Drawing           | ⚙ Photographic art                | ⚙ Graphic design           |
| ⚙ Sculpture         | ⚙ Wearable art and body adornment | ⚙ Costume and stage design |
| ⚙ Curatorial design | ⚙ Illustration                    | ⚙ Film and animation       |

# YEARS 9 – 10

## WAYS OF WORKING

### STEAMPUNK PHOTO SHOOT

#### INDIVIDUAL

View Kate O'Brien's photographic work from the exhibition and design, arrange and photograph your own props or accessories for a Steampunk photo shoot, considering elements and principles of design.

#### EXTENSION/GROUP/CLASS

Students are arranged into groups and assigned different artistic roles:

- Photographer
- Printmaker (wallpaper, accessories, fabric)
- Costume/dress designer
- Milliner
- Jeweller

#### MEDIUMS

⚙ PHOTOGRAPHY

⚙ WEARABLE ART AND BODY ADORNMENT

⚙ PRINTMAKING

⚙ COSTUME AND STAGE DESIGN



Kate O'Brien, *Ava nara*, 2008. Colour photograph. 84 x 74cm.

### VICTORIAN DESIGN

Research Victorian fashion and popular Victorian era colours and draw a design that could be adapted as a silk screen print for fabric or wallpaper. Decide if you will use traditional Victorian colours and record the choices you make and reasons for these choices.

#### EXTENSION

Proceed to the printmaking stage with your design.

#### MEDIUMS

⚙ DRAWING

⚙ PRINTMAKING

## SUSTAINABILITY

Research sustainable principles and processes, then construct a Steampunk object from discarded or old components from mobile phones, computers, machinery, or kitchen and household paraphernalia to be made into something 'new'.

### MEDIUMS

- ⚙ SCULPTURE
- ⚙ WEARABLE ART AND BODY ADORNMENT

### ARTISTS FROM THE EXHIBITION

- ⚙ RICHARD CLARKSON
- ⚙ DON PEZZANO
- ⚙ FILIP SAWCZUK



ABOVE: Don Pezzano (aka Urbandon), *Populace surveillance device*, 2010. Found objects, metal and vintage doll's eye. 20 x 8 x 5cm. Photo: Rod Buchholz.

LEFT: Filip Sawczuk, *On time*, 2011. Found objects, steel, brass and aluminium. 33 x 78.5 x 17cm. Photo: Rod Buchholz.

## PERSONAL STORIES

Collect family photographs as well as images of machines or appliances. Arrange and present these images as a sculptured book, mixed media assemblage or diorama which will communicate to the viewer your personal story. Reflect on the story you will tell and record your thoughts and feelings.

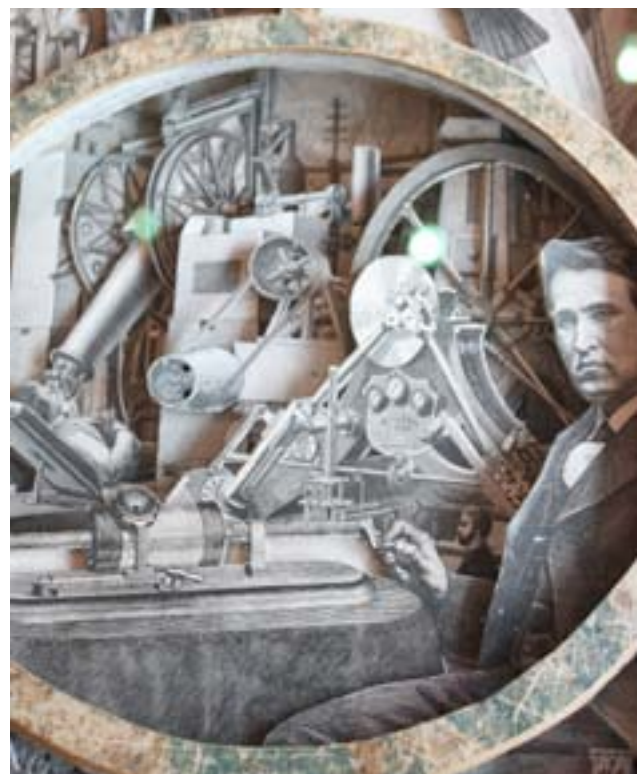
### MEDIUMS

- ⚙ SCULPTURE
- ⚙ PHOTOGRAPHY

### ARTISTS

- ⚙ CHANELLE COLLIER
- ⚙ RESEARCH ALSO JOSEPH CORNELL

Chanelle Collier, *The Scientific American* (detail), 2012. Paper, glass and leather. 41 x 29 x 6cm.





## CURATORIAL DESIGN

Sketch a space at school that could be used for displaying works from *The Antipodean Steampunk Show*, showing the arrangement of didactics, furniture and artwork. You may choose to design furniture to display the works as well. Include safety features and access for people with disabilities. Explain the thinking behind your design and present this to your group/class.

As a class decide on the most appropriate design and plan the steps involved in arranging the exhibition.

\* See the Exhibition Contents section for a selection of artworks to include in the exhibition. Alternatively students may choose to use their own artworks.

## TRANSFORMATION

Look at works in the exhibition by Lisa Black. You can see more of her works on her website, [www.behance.net/LisaBlack](http://www.behance.net/LisaBlack).

What drives Lisa to create her distinct style?

Choose an artefact from your own life and design a way it can be modified and transformed into something else.

What determined your choice? How has the original object changed in meaning?



### MEDIUMS

- ⚙ SCULPTURE
- ⚙ DRAWING

Lisa Black, *Departed ram*, 2011. Vintage ram skull, mixed metal components, antique clock parts and electroplated jaw and bone fragments. 28 x 19 x 25cm.

# YEARS 11 - 12

## MAKING & APPRAISING

### STEAMPUNK - PERSONAL APPROACH

#### RESEARCH/WRITING

When did the Steampunk style/movement begin? What is it influenced by?

Choose a piece and discuss the artist's work. What aspects of their lives and their personal journey can be seen reflected in their work?

Observe the exquisite pieces by Michelle Murray. What makes her works unique?

#### ACTIVITY

Design a piece of jewellery or a small object which reflects your personality or past experiences. Reflect on your thoughts, feelings and ideas throughout the different stages of the project and record these in a journal. Record what personal experiences have influenced your design and how these have assisted you to create something different from anyone else.

#### MEDIUMS

- ⚙ SCULPTURE
- ⚙ DRAWING

RIGHT: Michelle Murray, *Sun earth moon ring*, 2012. Mixed metals. 4.8 x 2.5 x 2.5cm.

FAR RIGHT: Michelle Murray, *Newromancer*, 2012. Mixed metals and wood. 20 x 14 x 9cm. Photo: Rod Buchholz.



## COMPARE/CONTRAST

Explain how Steampunk is a blend of styles and beliefs and is expressed through multiple mediums. Choose two works and discuss the styles, beliefs and mediums used.

## SUSTAINABILITY AND CONSUMERISM

### RESEARCH/WRITING

Steampunk is a reaction to mass production and consumerism. Choose two artworks which address these issues. Explain the materials they have used, where the inspiration for their designs have come from and what messages the artist is trying to convey.

### ACTIVITY

Adapt these influences to create a unique work.

## PHILOSOPHY

Steampunk combines craft and technology and nostalgia for the past. It embodies a sense of hope for a better present and future, and a reaction to the negative associations of our times such as mass consumerism, mass production, indulgence and waste. It is a quest to seek a slower pace of living, thereby creating social cohesion and stability.

Decide whether or not you agree with this statement and explain your answer with reference to at least two Steampunk works or artists.

## INDUSTRIAL DESIGN

Russell Anderson has devised a novel way of making tea. Design a simple machine, made from found objects. Consider the type of materials you plan to use. Sketch and label all the parts and explain how it will operate.

### MEDIUMS

- ⚙ DRAWING
- ⚙ SCULPTURE
- ⚙ PRODUCT DESIGN



Russell Anderson, *Tea bag jiggle 5*, 1993-94. Found objects, clock parts and steel. 23 x 21.5 x 13cm. Photo: Rod Buchholz.



## ASSEMBLAGE ART

### RESEARCH/WRITING

Robert Klippel was an Australian assemblage artist who used a variety of junk and other materials in his work. How were his ideas and art similar to the appearance of Steampunk sculpture? Choose one or two Steampunk artists from the exhibition and compare and contrast their work to the work of Robert Klippel.

### ACTIVITY

Design a sculpture which incorporates more than one medium. See work by Don Pezzano.

### MEDIUMS

- ⚙ DRAWING
- ⚙ SCULPTURE

Don Pezzano (aka Urbandon), *Time machine*, 2010. Found objects. 24.5 x 28 x 11cm. Photo: Rod Buchholz.



## ASSEMBLAGE ART 2

View Chanelle Collier's work from the exhibition and assemblage work by Joseph Cornell: [www.josephcornellbox.com](http://www.josephcornellbox.com).

Create an assemblage box containing items that are meaningful to you. Consider composition, choice of colour, materials, texture and symbol. Alternatively, create an assemblage box consisting of the memories of another. Consider whose memories you will research, how you will obtain this information, what story you are telling and how you will present their memories.

Do you think it is controversial for Chanelle to take apart original texts to be re-created into something new? Why or why not?

View work by Joseph Cornell:

- ⚙ In what ways are Joseph's works different/similar to Chanelle's work?
- ⚙ Which do you prefer and why?

### MEDIUMS

- ⚙ PHOTOGRAPHY
- ⚙ GRAPHIC DESIGN AND ILLUSTRATION
- ⚙ SCULPTURE

Chanelle Collier, *La Chasse au Météore*, 2012. Book sculpture. 28 x 19 x 4.5cm. Photo: Caroline McCredie



## MAKING DO & RE-INVENTION

Steampunk references a romantic view of Victorian times but can fail to acknowledge the harsh conditions and lives that many people endured. Another grim time in history was during The Great Depression when many people made do with what they already had. For example, flower pots were often made from old kerosene tins and sold door-to-door.

Invent an item that has been created by transforming an existing object. Decide how the object could be used.

### MEDIUMS

- ⚙ DRAWING
- ⚙ SCULPTURE



Caleb Heinselman, *Mercuryphone*, 2012. MP3/iPhone/iPod listening device from found objects. 63 x 40 x 68.5cm. Photo: Tom Beaumont.



Cliff Overton (maduncle), *Rocket pack*, 2010. Backpack frame, fuel tanks, brass gauges, brass vases, brass levers, ACME air brake, copper petrol bowser internal parts and brass chandelier parts. 67 x 47 x 40cm. Photo: Hannah Spence

## MONTAGE

Select an issue relevant to Steampunk, such as sustainability or nostalgia and create a photographic montage that reflects your chosen issue. You can include the use of text, other materials and symbols.

- ⚙ Explain what issue you have explored and why
- ⚙ Justify your choice of material/s

### MEDIUMS

- ⚙ PHOTOGRAPHY
- ⚙ SCULPTURE

## CURATORIAL DESIGN

Sketch a space at school that could be used for displaying *The Antipodean Steampunk Show*, showing the arrangement of didactics, furniture and artwork. You may choose to design the furniture for displaying the artworks as well. Include safety features and access for people with disabilities. Explain the thinking behind your design and present this to your group/class. \* See the Exhibition Contents section for artworks to include in the exhibition. Alternatively students may choose to use their own artworks.

- ⚙ Research best practice regarding storing and moving artworks and record keeping.
- ⚙ Plan what steps would be involved in organising your Steampunk exhibition.
- ⚙ Design and print invitations and organise an 'opening night'

### MEDIUMS

- ⚙ PRODUCT DESIGN
- ⚙ GRAPHIC DESIGN AND ILLUSTRATION
- ⚙ CURATORIAL DESIGN

## FILM & ANIMATION

Watch the short film *The Mysterious Geographic Adventures of Jasper Morello*. The full video can be seen on you tube: [www.youtube.com/watch?v=vORsKyopHyM](http://www.youtube.com/watch?v=vORsKyopHyM).

- ⚙ What is the film about and what is the message?
- ⚙ Create an original story board for a short Steampunk animated film. Consider the message you will convey to the audience through the use of visual images

### MEDIUMS

- ⚙ GRAPHIC DESIGN AND ILLUSTRATION
- ⚙ FILM AND ANIMATION



Anthony Lucas, *The Mysterious Geographic Explorations of Jasper Morello*, 2004. Promotional still. Courtesy of the artist and Madman Entertainment.

# EXHIBITION CONTENTS

## OVERVIEW OF ARTISTS

### RUSSELL ANDERSON

Russell Anderson's work consists of small and large scale public and private work, incorporating humour, whimsy and sustainability.

[www.russellanderson.com.au](http://www.russellanderson.com.au)

*Tea bag jiggler 5*, 1993-94. Found objects, clock parts and steel. 23 x 21.5 x 13cm. Photo: Rod Buchholz.



### LISA BLACK

Lisa is an Australian-born sculptor, jeweller and artist. She is interested in a future where technology and nature are combined, which has led to an ongoing series of modified animals questioning our understanding of what is natural and beautiful.

[www.lisablackcreations.com](http://www.lisablackcreations.com)

*Crow 3:49*, 2012. Hourglass, gold plated resin and black sand. 23 x 14 x 14cm.



### RICHARD CLARKSON

Richard works in product design but has interests in furniture, photography, sustainability and fashion. This work was designed to give an everyday object more 'life' and inspire people to begin to question their consumption of objects.

[www.richardclarkson.com](http://www.richardclarkson.com)

*Rotary mechanical smartphone*, 2012. 3D printed resin electroplated with palladium, copper, nickel and antiquated brass. 9.5 x 5.5 x 2.5cm. Thanks to Tim Miller, Ross Stevens and the Victoria University of Wellington.





## CHANELLE COLLIER

Chanelle is a self-taught artist who has been working with books as a medium since 2009. Her interest in past technologies and nostalgia has developed through her work with old books, which are fast becoming an old technology themselves.

[chanellecollier.wordpress.com](http://chanellecollier.wordpress.com)

*La Chasse au Météore*, 2012. Book sculpture. 28 x 18 x 4cm. Photo: Caroline McCredie.



## DIJ DIJOR

Dij makes Steampunk contraptions and inventions for wonderment and awe, including a time machine and Steampunk R2D2.

Gallery Serpentine, *The Baroness*, 2010. Baroness jacket in stretch burgundy velveteen and PVC with brass buttons and gimp braid. Custom epaulets by Donna David and Steampunk rifle by Dij Dijor. Photo: Zelko Nedic



## JOHN DOE

John Doe creates work using scavenged materials, turning them into humorous and functional devices, bridging the gap between science and art.

*Pianophone*, 2011-12. Piano keys and weights, brass and copper pipe, fibre glass, epoxy resin casting, modified telephone circuitry and parts. 40 x 25 x 30cm. Photo: Caroline McCredie.



## GALLERY SERPENTINE

Beautiful, theatrical, alternative and romantic, Gallery Serpentine's garments combines elements of fashion with costume. The Steampunk and Victorian Time Traveller collections feature hand silk-screened fabrics in bronze and verdigris tones, rich brocades, Neo-Victorian skirts and corsets, cravats, breech trousers, frock coats and accessories.

[www.galleryserpentine.com.au](http://www.galleryserpentine.com.au)

*Victorian time traveller*, 2010. Jewellery by Urbandon, head piece by Shar Sanders and Zelko Nedic. Photo: Zelko Nedic





## ALEXANDRA GILL-CHAMBERS

Alexandra has worked as a cutter and grader and as a costume maker in theatre. Clockwork Butterfly reflects her love of history and fashion in a novel way. Her designs have been on show in Sydney as part of Lunarmorph and in Circus Nocturna in Melbourne.

*Butterfly bodice*, 2012. Model: Ayr Lox'ide. Makeup: Dominique Weir. Photo: McZany.



## CALEB HEINSELMAN

Caleb is a self-taught artist who also works as a senior technician repairing espresso coffee machines around Melbourne. Influenced by his artist parents and engineering Uncle, Caleb only discovered the word Steampunk recently, and realised that it perfectly described his work and interests.

*Airship Captain's watch*, 2012. Found objects. 35 x 12.5 x 12.5cm.



## CHRIS KELLETT

*Aurora* is an Australian short film made by Urtext Film Productions in association with Rough cut Productions. The complete film can be watched online at: [www.aurorathefilm.com](http://www.aurorathefilm.com)

*Aurora* film still. Courtesy of Urtext Films.



## FYODOR KRASNIY

Born in Russia and residing in Australia Fyodor works in a range of mediums. His work reflects his inner world and his belief that he can transform anything into art.

[www.madnessandtea.com](http://www.madnessandtea.com)

*Band brothers*, 2010. Inkjet on paper. 42 x 29cm.



## ANTHONY LUCAS

Anthony Lucas's animated short film *The Mysterious Geographic Explorations of Jasper Morello* received an Oscar nomination at the 78th Academy Award and has won numerous awards in Australia. For full credits, visit:

[www.jaspermorello.com](http://www.jaspermorello.com)

Anthony Lucas, *The Mysterious Geographic Explorations of Jasper Morello*, 2005. Film still.



## ANDREW MACDONALD

Andrew draws on his expertise as an aircraft engine fitter, furniture maker and visual artist to produce work that alternates between functional objects such as tools and furniture and purely non-functional art. He is at home working with machinery off-casts, scrap metal and timber.

*Peepshow for Artemis*, 2011. Recycled timber, copper, brass, glass, buttons, photocopier parts, aluminium, plywood, photocopied drafting film and 12V fluorescent light. 48.5cm x 34.5 x 37cm. Photo: Don Hildred.



## MICHELLE MURRAY

Michelle's work focuses on necklaces, pendants and small intricate sculptures. Michelle's business, Steelhip Design, is named after the artist's first hip replacement at 28 years of age. Michelle mixes polished copper, brass and antique silver tone metals with dark wood and glass. Her designs often include glass fuses, vintage compasses, watch parts, industrial springs and scrap metal offcuts.

[www.steelhipdesign.com](http://www.steelhipdesign.com)

Michelle Murray, *Newromancer*, 2012. Mixed metals and wood. 20 x 14 x 9cm. Photo: Rod Buchholz.



## KATE O'BRIEN

Kate draws upon art history and vintage fashion to take viewers on a journey through time. Her photographs are staged character portraits composed of items found in op shops, liquidators and antique dealers with many of her concepts taking years to create. She also teaches herself dying crafts to complete elements of her works.

[www.kateobriencreative.com](http://www.kateobriencreative.com)

*Humbug Billy - The Bradford sweet poisoning of 1858*, 2012. Digital photograph. 40.6 x 61cm.



## CLIFF OVERTON (MADUNCLE)

Former industrial designer, with a day job in the public service, Cliff makes work influenced by theatre and set design. His alter ego, maduncle, is a reclusive antipodean Steampunk inventor, dreaming up and creating devices made from brass, copper, glass, leather and timber.

*Inspectacles*, 2009. Found objects, antique phoropters and magic lantern lens, brass and jewellers loop set. 15 x 9 x 6cm. Photo: Hannah Spence.



## PENDRAGON

Pendragon creates limited edition collections, costume shoes, Victorian boots, bespoke orders, wedding shoes, and one off exhibition pieces.

[www.pendragonshoes.com](http://www.pendragonshoes.com)

*My great-grandfather was an extraordinary man; explorer in chief to the crown heads of Europe and the Maharaja of Tasmania!*, 2010. Hemp, leather, clock parts, bulbs, tools parts, rivets, chains, glass, prosthetic leg, digital printed images and buckles. 58 x 30 x 14cm. Photo: Rod Buchholz.



## DON PEZZANO (AKA URBANDON)

Don Pezzano is a menswear designer who takes a stand against the unethical production of fast fashion by creating sustainable clothes and jewellery. He incorporates junk metal and unusual finds that reference the past, masculinity and futuristic ideals.

[www.urbandon.com](http://www.urbandon.com)

*Masons on Acid jewellery piece*, 2012. Vintage door handle, found objects, metal and vintage doll's eye. 50 x 12 x 3cm.



## FILIP SAWCZUK

Filip's fascination with all the parts and scrap metal that lay scattered throughout an old train station of his childhood has had a significant influence on his sculptures. He also constructs lamps out of scrap such as antique hair dryers, stage lights and engine parts.

*D-LZ129 Zeppelin*, 2012. Found objects, steel, brass and aluminium. 22 x 74 x 15cm.



## JOS VAN HULSEN

Jos Van Hulsen is a sculptor, working primarily with discarded industrial objects. He incorporates objects such as bones, plants and stones into his work with the purpose of creating something new from discarded materials.

[www.postindustrialdesign.com.au](http://www.postindustrialdesign.com.au)

*Steampunk lamp*, 2012. Found objects, glass, steel and brass. 84 x 35 x 24cm. Photo: Rod Buchholz.



## TIM WETHERELL

Tim has an Honours degree in Physics and Electronics and a PhD in solid state physics, but states he is first and foremost an artist. His work has been included in Sculpture by the Sea, and the McClelland Sculpture Survey and Award, and exhibited at the National Gallery of Australia.

[platypusart.com/wetherell](http://platypusart.com/wetherell)

*Clockwork Universe*, 2007-12. Wood, styrene, glass, brass and electronics. 85 x 59 x 16cm.



## ROMY SAI ZUNDE

Romy assembles fragments of found objects within forged steel housings. Her jewellery is reformed from used and recycled materials that are of personal historical significance.

*The mechanic*, 2010. Steel wire, bike chain and roller bearing. 11 x 5.5 x 2cm (pendant). Photo: Rod Buchholz.





# ADDITIONAL RESOURCES

## THE MAKING OF THE ANTIPODEAN STEAMPUNK SHOW

[www.youtube.com/watch?v=pAcFnsyxppw](http://www.youtube.com/watch?v=pAcFnsyxppw)

## CRAFT/ART RESOURCES

[www.youtube.com/watch?v=eFWp5\\_OPH2E](http://www.youtube.com/watch?v=eFWp5_OPH2E) (Embossed fake metal Steampunk style mask)

[www.youtube.com/watch?v=itdxGSW3nlw&feature=relmfu](http://www.youtube.com/watch?v=itdxGSW3nlw&feature=relmfu) Mixed Media Art Canvas – Steampunk Dragonflies

[www.youtube.com/watch?v=ljvejFH6lr0](http://www.youtube.com/watch?v=ljvejFH6lr0) Steampunk Mini Album

[www.youtube.com/watch?feature=endscreen&v=eCJMpl\\_iccE&NR=1](http://www.youtube.com/watch?feature=endscreen&v=eCJMpl_iccE&NR=1) Steampunk Album

[www.wired.com/geekmom/2012/03/steampunk-goggles-tutorial-part-1/](http://www.wired.com/geekmom/2012/03/steampunk-goggles-tutorial-part-1/) Making Steampunk Goggles

## LITERATURE

Books recommended for 12-15 year olds

[childrensbooks.about.com/od/5youngadultbooks/tp/Steampunk-Books-For-Teens.htm](http://childrensbooks.about.com/od/5youngadultbooks/tp/Steampunk-Books-For-Teens.htm) -

Reviewed Steampunk books

[www.flashlightworthybooks.com/Best-Steampunk-Books/403](http://www.flashlightworthybooks.com/Best-Steampunk-Books/403)

## NON-FICTION

⚙ *The Antipodean Steampunk Show*, exhibition catalogue (artisan)

⚙ *The Steampunk Bible: An Illustrated Guide to the World of Imaginary Airships, Corsets and Goggles, Mad Scientists, and Strange Literature*, Jeff Vandermeer and S.J Chambers

⚙ *The Art of Steampunk: Extraordinary Contraptions and Ingenious Devices from the leading artists of the Steampunk Movement*, Art Donovan.

## FICTION

⚙ *The Anubis Gates* by Tim Powers

⚙ *Peridido* by China Mieville

⚙ *Leviathan* by Scott Westerfeld

⚙ *Clockwork Angel* by Cassandra Clare

⚙ *Bone Shaker* by Cherrie Priest

⚙ *Mortal Engines* by Phillip Reeve

⚙ *Worldshaker* by Richard Harland

⚙ *The Alchemy of Stone* by Ekaterina Sedai

⚙ *Twenty Thousand Leagues Under The Sea* by Jules Verne

⚙ *The Viewer* by Shaun Tan

⚙ *The Lost Thing* by Shaun Tan



## GRAPHIC NOVELS

- ⚙ *The League of Extraordinary Gentleman* series by Alan Moore
- ⚙ *Five Fists of Science* by Matt Fraction and Steven Sanders
- ⚙ *Larklight trilogy: Larklight, Starcross and Mothstorm* by Phillip Reeve
- ⚙ *Laws of Magic* by Michael Pryor

## FILMS

- ⚙ *Metropolis* (1927), Fritz Lang
- ⚙ *Frankenstein* (1931), James Whale
- ⚙ *20,000 Leagues Under The Sea* (1954,) Richard Fleischer
- ⚙ *Castle in the Sky* (1986), Hayao Miyazaki
- ⚙ *Howl's Moving Castle* (2004), Hayao Miyazaki
- ⚙ *The Mysterious Geographic Explorations of Jasper Morello* (2005), Anthony Lucas
- ⚙ *The Prestige* (2006), Christopher Nolan
- ⚙ *Sherlock Holmes* (2009), Guy Ritchie
- ⚙ *Hugo* (2011), Martin Scorsese

Steampunk Reviewed Films

[www.squidoo.com/steampunk-movies](http://www.squidoo.com/steampunk-movies)

## WEBSITE LINKS

Artisan: [www.artisan.org.au](http://www.artisan.org.au)

Facebook: [www.facebook.com/pages/Steampunk-Australia/127903210589472](https://www.facebook.com/pages/Steampunk-Australia/127903210589472)

Synopses on Steampunk fiction, for High School students:

[www.schoollibraryjournal.com/slj/printissuecurrentissue/887469-427/steampunk\\_full\\_steam\\_ahead.html.csp](http://www.schoollibraryjournal.com/slj/printissuecurrentissue/887469-427/steampunk_full_steam_ahead.html.csp)

Article: Jules Verne: Father of Steampunk, science fiction, icon or educator?

[throughaforestofideas.blogspot.com.au/2011/02/jules-verne-father-of-steampunk-science.html](http://throughaforestofideas.blogspot.com.au/2011/02/jules-verne-father-of-steampunk-science.html)

Royal Museums Greenwich – including National Maritime museum:

[www.rmg.co.uk/national-maritime-museum/](http://www.rmg.co.uk/national-maritime-museum/)

Making jewellery - numerous ideas for jewellery making and materials that can be collected and used:

[www.squidoo.com/steampunkart](http://www.squidoo.com/steampunkart)

The Illustrator Shaun Tan sharing his thoughts on the making of the book “The Viewer”

[www.shauntan.net/books/the-viewer.html](http://www.shauntan.net/books/the-viewer.html)

## LINK TO SENIOR SYLLABUS (YEAR 11 & 12)

[www.qsa.qld.edu.au/downloads/senior/snr\\_visual\\_art\\_07\\_syll.pdf](http://www.qsa.qld.edu.au/downloads/senior/snr_visual_art_07_syll.pdf)

## LINK TO QUEENSLAND STUDIES AUTHORITY

[www.qsa.qld.edu.au](http://www.qsa.qld.edu.au)