

Professor Loire Presents

STEAMPUNK CREATIVITY

It furthers one to have someplace to go.

May 2012

Watch City Festival

www.lorilanday.com/steampunk



STEAMPUNK AESTHETICS

Steampunk is necessarily creative in how it combines what was, what could have been, what never was, and what can be imagined and actualized here and now.

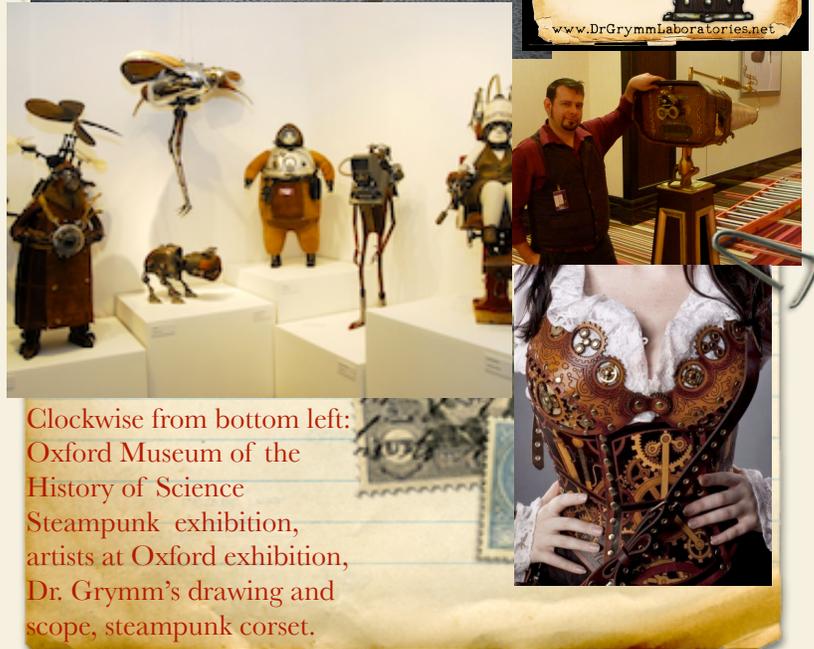
ALTERNATE HISTORY! BRASS, GEARS, & STEAM! GOGGLES & CORSETS!

STEAMPUNK LITERATURE

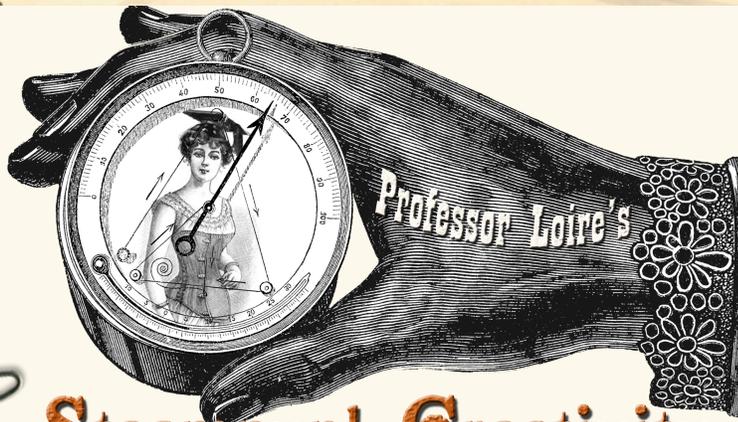
This is where it started. From alternate histories set in the Victorian era with steam technology and sometimes magic to time-travel, pirates, and more, steampunk novels, stories, comics, and the films, games, music, and other cultural expressions they inspire imagine fully-formed pasts that never were, and that would have given rise to a very different present.

STEAMPUNK ART & DESIGN

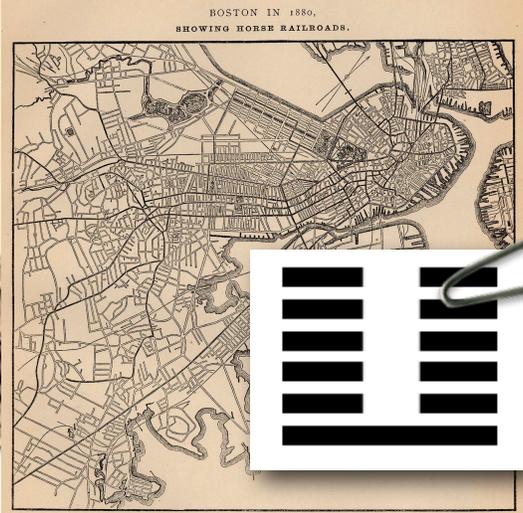
Steampunk art & design actualizes the imaginary objects, styles, and technology of imagined steampunk worlds, based on a shared aesthetic of materials, colors, themes, shapes, motifs, and style. With a do-it-yourself attitude and emphasis on individual interpretation, the steampunk aesthetic manifests in every kind of art and design, including fashion, furniture, and gadgets as well as the fine arts. Steampunk makers/artists/tinkerers craft and bodge together the old and the new in innovative, clever, and beautiful ways.



Clockwise from bottom left:
Oxford Museum of the
History of Science
Steampunk exhibition,
artists at Oxford exhibition,
Dr. Grymm's drawing and
scope, steampunk corset.



Steampunk Creativity



Project Planning Worksheet

THE CONCEPT

What is your idea? Give it a title. Summarize it in a sentence.

BREAK IT DOWN

What are the components of the project? What tools will you use to make them?

COMPONENT

TOOL

NEW SKILLS

What new skills do you need to learn in order to use the tools? How will you learn them?

SKILLS

STRATEGY

TIMELINE

What is your timeframe? Is there a deadline? What steps are you going to aim to finish when?

REALITY CHECK

Is this a reasonable project that you can complete given the time constraints and other limitations of the pesky thing we call reality? If yes, hooray! If no, then how can you readjust the scope to make it something you can finish and do well?

You have an idea, maybe just a spark, maybe a fully formed vision. How do you get from that idea to a finished project? There is a line from the I Ching that's always struck me as helpful: *"It furthers one to have someplace to go."* So we make a plan, a map, and start on the journey, and then adjust the plan to the journey that unfolds.



Now, articulate your plan to another. You may be surprised by how much more you can figure out.

TAKE NOTES WHILE YOUR PARTNER TALKS
& GIVE IT TO THEM AT THE END

THE CONCEPT

What is your idea?

BREAK IT DOWN

What are the components of the project? What tools will you use to make them?

COMPONENT

TOOL

NEW SKILLS

What new skills do you need to learn in order to use the tools? How will you learn them?

SKILLS

STRATEGY

TIMELINE

What is your timeframe? What steps are you going to aim to complete when?

REALITY CHECK

Is this a reasonable project that you can complete given the time constraints and other limitations of the pesky thing we call reality? If yes, hooray! If no, then how can you readjust the scope to make it something you can finish and do well?